-- STAR TREK --
SPACEDOCK
BOOK III

RED OMEGA FLEET YARDS

By
OMEGA1967

Contents

Transporter Enhancements Spacedock tech

Enterprise NX-01 during the seasons and beyond
NX-Class Starship (No Phase Cannons as of Broken Bow and first few episodes)
NX-Class Starship (*with Phase Cannons end of the first season and second season*)
Enterprise NX-01 NX-class (as of the last episode of the second season and third season with upgrades)
Intrepid-Class Cruiser
Columbia NX-02 NX-class (as of the Fourth season Launch)
Enterprise NX-01 NX-class (as of the fourth season with upgrades after the Xindi incident)
Enterprise NX-01 NX-class upgraded (Potential post series refit intended for the Fifth season if there was to be one with a secondary hull)
Orbital Dry-dock Facility for NX-class Starship Construction
Enterprise Era Shuttlepod
Enterprise Era Inspection Pods
Xindi Vortex Drive (subspace tunnel Generator)
Xindi-Aquatic Warship
Xindi- Arboreal Warship
Xindi-Insectoid Ship
Xindi-Primate ship
Xindi-Primate shuttle
Xindi- Reptilian Warship ship
Xindi Prototype Planet Killer Weapon
Xindi Planet Killer Weapon
Xindi Weapons subsurface docking area

TOS U.S.S. Enterprise
The U.S.S. Enterprise via Star Trek I the Motion picture and Star Trek II the Wrath of Khan before the first fight
The U.S.S. Enterprise via Star Trek II the Wrath of Khan after the fight
Khans U.S.S. Reliant NCC-1864 after the first fight
U.S.S. Grissom NCC-638 Oberth class Planetary Surveyor – Star Trek III: The Search for Spock
The U.S.S. Enterprise via Star Trek III the Search for Spock
The USS Enterprise-A circa the Star Trek IV and V – the Voyage Home and the Final Frontier
U.S.S. Enterprise – A circa Star Trek VI the Undiscovered Country
Star Trek II the Wrath of Khan - Genesis research station – a R-1 Investigator orbital research station
R-1 Invictus-type orbital defense outpost
R-1 Terminus orbital penal installation updated 24th century
R-1 Artisan orbital manufacturing centers
R-1 Harmony Recreational Facility
R-1 Mercy orbital medical center
R-1 Informant deep-space surveillance center
R-1 Terminus orbital penal installation
TOS - Spacedock Starbase
TNG - Spacedock Starbase
Planetary Surface Starbase Facility
Kirov Class Starship

Paradise City - Nimbus III - a Planetary Facility or something like it
Star Trek III: The Search for Spock version of the U.S.S. Excelsior NX-2000
Quad Nacelles Version of the Excelsior Class
U.S.S. Enterprise NCC-1701-B
Star Trek III: The Search for Spock – Civilian Merchant Man Destroyed by the Klingon Bird-of-Prey
Star Trek III: The Search for Spock – Civilian Merchant Man Destroyed by the Klingon Bird-of-Prey
Star Trek IV: The Voyage Home - Alien Whale Probe Robotic and Manned Freighter
Commander Kruge's Bird-of-prey Star Trek III the Search for Spock and the "Bounty" in Star Trek IV the Voyage Home

Commander Klaa's Bird of prey Star Trek V the Final Frontier

The Romulan variant of the D7 Battle Cruiser seen in the episode of "Enterprise Incident"

Haynes version of a Klingon Bird of prey
Klingon D'tai Class Battleship from STTNG episode "The Defector"

Late 22nd and early 23rd Century version of the first version listed above

Odyssey-class Exploration Cruiser as a guess at the New Star Trek TV series

Lysian Central Command Space station

The Lysian Destroyer

Star Trek Voyager's "Fake" USS Dauntless NX-O1-A

Civilian Freighter - Independence-class Freighter

TOS - Spacedock Starbase v2

TOS - Spacedock Starbase

TNG - Spacedock Starbase

Star Trek: The Motion Picture - V'Ger (A.K.A. Voyager 6)

Star Trek: The Next Generation – All Good Things - VoDieh-Class Starship and VoDieh-Class Starship (Star Trek Voyager – Endgame – Negh'Var-class Battleship)
Voyager Negh'Var-class Variant notes

Inspired by Starship Troopers' Lunar Ring Space Station - Federation Lunar Ring Space Station

Retired D-12 "Bird-of-Prey"
Retired updated verdant of the Bird of Prey

D-12 Scout "Bird-of-Prey"

Updated D-12 variant of the Bird of Prey with twin warp cores

Starbase 375 Space Station (heavily armed version)

Federation Starbase 375 Space Station (Light Version)

Zefram Cochran's ship "The Phoenix"

The Think Tank Vessel

Spaceomatic

Federation Surveyors-Cody-class Fast Scout ship and Kit Carson-class Surveyor with enhanced Research/Laboratory capabilities and Sensor Surveyor with enhanced Research/Laboratory capabilities

Talmaian Warship

Talarian Warship

Bajoran Assault vessel – transport from Bajor call of the prophets

Starfleet trainer

Klingon D7 Class Cruiser
Class and Type: D7 Class Battle Cruiser
Co

Klingon K't'inga Class with twin Warp cores long duration patrol vessel

Loknar class starship

Loknar class uprating starship

U.S.S. Hood NCC-42296 Captain Robert DeSoto's starship as of Encounter at Farpoint and Tin Man

U.S.S. Pegasus NCC-53847 a Modified Oberth-class Test Ship "The Pegasus"

U.S.S. Tsiolkovsky NCC-53911 Modified Oberth-class Solar Studies Science Ship "The Naked Now"

U.S.S. Yamato NCC-71807 a first generation Galaxy-Class Starships and is a sister ship to that of the Enterprise-D first seen in episode of Star Trek the Next Generation "Contagion"

U.S.S. Enterprise NCC-1701-D a first generation Galaxy-Class Starships as of first episode of Star Trek the Next Generation "Encounter at Farpoint"

U.S.S. Enterprise NCC-1701-D Alternative version "Yesterday's Enterprise"

Future version of U.S.S. Enterprise NCC-1701-D from the Last episode of Star Trek the Next Generation Series "All Good Things…"

Oberth-Class Variant Angueria-class Medical Ship

Oberth-Class Jester-class Variant Torpedo ship

Oberth-Class Clarke-class Variant Fast Transport ship

Standard Transport Container and Refrigerated and liquid storage containment

Starliner Transport Container

Matter-Antimatter Transport Container

Colony Transport Container

The Starships from STAR TREK RENEGADES
- USS Archer NCC-78101
- Renegade starship Icarus v1
- Modified Klingon Battle Cruiser
- Renegade Starship Incurs v2
- Renegade Starship Icarus v3

Planetary Colony in Spacedock
- The Planetoid
- Central Administration and Operations Dome
- Large habitat Domes
- Science Dome
- Security/Prison dome
- Three Manufacturing Domes
- Space Port Dome
- Connection Tubes
- Planetary Shield Emitter Orbital Satellite
- Planetary Phaser Bank Facility

Federation Deep Space Starbase

Galaxy Quest's *NSEA Protector* NTE-3120

STAR TREK: TOS - Where No Man Has Gone Before - Automated Lithium Cracking Plant - Delta Vega System

Starfleet Shipyard Space Tug

Star Trek I The Motion Picture - Epsilon Nine Monitoring Station

Jupiter Station

Gumtuu Biological Starship
Repulsor Wave Generator spacedock tech

Guardian Asteroid Tractor Beam Diverter Obelisk

Cardassian Prison Stations
Cardassian Medical stations
Cardassian Science stations

Modified Klingon Toron-Class Warp Shuttle

I.K.S. Pagh a Modified Klingon K'Vort-Class Battle Cruiser
I.K.S. Vorn a modified Klingon K'Vort-class Battle cruiser
I.K.S. Buruk a modified Klingon K'Vort-class Battle cruiser

The I.K.S. Hegh'ta - *B'rel*-Class light warship

I.K.S. Rotarran, commanded by General Martok a modified *B'rel*-Class light warship

Fasa's Z-4 "Deathgame" Class Defense Outpost

Star Trek Enterprise – Season Four - Romulan Drone Ship – Romulan War

Military Space Station

Capella Class Starship

Corvallan Freighter

Daystrum Science Planetary Facility

Dyson Sphere Shell Segment

Federation Spacedock-class Starbase

Fuel points and tanks

Enterprise Era Iceland/NU-class Escort/Surveyor

Starfleet Orbital Defense Satellite

Another PLANETARY FACILITIES THAT CAN BE USED IN OTHER SERIES - MOUNTAIN PULSAR CANNON

Old Cargo Carrier (*"Tramp Freighter"*) Batris-Class Freighter

Orbital Sensor and Communications Satellite

Orbital Sensor Satellite

Other Space Organisms - Cosmic Cloud
Single Cell creature

Ordinary Home

Ore Processing Facility Planetary Structure

Federation Starbase 24th century

Pakled style type transport vessel

Pakled style type Warship

Planetary city

Pre Mid TNG - Spacedock Starbase

Early TNG - Spacedock Starbase

Saladin-class Destroyer/Frigate

Star Trek the Next Generation – Evolution - Dr. Stubbs Stellar Sensor Probes *"The Egg"*

Star Trek TOS Kelvin Class Explorer
Newton Class starship
Armstrong Class starship
Mayflower Class starship
Zeus Class starship

Starbase 12 – based on the autobiography of James T. Kirk

Straleb Security Vessel

USS Fearless NCC-4598
U.S.S. Cairo NCC-42136
U.S.S. Intrepid NCC-38907 the ship responding to Khitomer massacre
U.S.S. Berlin NCC-42296 (Angel One)
U.S.S. Crockett NCC-38955

Colony City

Federation Type 15 and 15A Shuttlepod
Federation Type 16 Shuttlepod
Federation Type 5 shuttlecraft
Federation Type 5 Cargo shuttle
Federation Type 6 Shuttlecraft
Federation Type 7 Shuttles
Federation Type 8 Shuttlecraft
Federation Type 9 and 9A Shuttlecrafts
Federation Type 10 Shuttlecraft
Federation Aquatic Shuttlecrafts
Danube-class Spacedock
Star Trek Voyager's Delta Flyer

Other craft
The U.S.S. Enterprise NCC-1701-D's Calypso
The USS Enterprise NCC-1701-Es Cousteau Captains Yacht
Intrepid-class Aeroshuttle
Standard Escape Pods

23rd century shuttles
TOS Shuttlecraft
TOS Warp Shuttlecraft
Combat Version Of The Work Bee The "Killer-Bee"
Talon Two-man attack craft

Non Federation shuttles
Ferengi Shuttle's
Ferengi Shuttlepods

Thata Class Spacedock

Suliban Cell Ship
Suliban Module Ship

Romulan Shutlecraft

Klingon shuttlecraft

Civilian shuttlecraft

Non Federation Shuttlecraft

Alien Shuttle

TOS Movie Shuttlecraft -- four versions

Federation Type 7 Shuttlecraft

Federation Type 8 Shuttlecraft

Federation Type 11 Shuttlecraft

Federation Type 12 Shuttlecraft

Federation Type SC-20 Administration Shuttles

Federation Type 17 Shuttlepod

Federation Type 6 Shuttlecraft

Ferengi Pod 2016

Ferengi Shuttle 2016

Echo Papa 607 Automated Defense Drone and Automated Defense Drone Production Ground facility

Independence Day City ship (not finished)

Wall-E City Ship

Buy'n'Large Corporation Epiglottus-class City ship

Buy'n'Large Corporation Axiom-class City ship
Buy'n'Large Corporation Zephyrus-class City ship
UFO – Unidentified Flying Object

A rough look at The War of the Worlds - The Martian War Machine (circa 1950's)

Commercial Starship Nostromo 180924609 - M-class Star Freighter
Cargo Processing Platform (AKA Barge)

Space Above and Beyond - SA-23 Hammerhead Starfighter
Space Above and Beyond - CHIG Fighter
Space Above and Beyond - CHIG Carrier (NOT FINISHED)

Space 1999 Small version of the Moonbase Alpha
Space: 1999 – Hawke Attack Vessel

Moonbase Alpha (STANDARD)
Space 1999 Eagle Transport shuttle
Space: 1999 Ultra Probe Ship
Space: 1999 - Eagle Transport (a.k.a. a transport shuttle)

Space Above and Beyond - USS Seratoga

Io Mining Facility (Outland movie)

Version one M-Class Star Freighter Escape Shuttle
Version Two M-Class Star Freighter Escape Shuttle

A Star Trek: The Next Generation era version of Space: 1999 of the Moon base Alpha

Aliens - Commercial Starship Nostromo 180924609 v2
The Cargo platform v2
Survival shuttle v3
Colonial Marines UD-4L Utility Dropship
Colonial Marines APC (Armored Personnel Carrier)

24th Century Lunar Science station

Alien Series Archeron LV-426 Colony

Farscape 1
Peacekeeper Command Carrier
Moya (Leviathan)
Talyn Genetically Modified Leviathan

IN CANYON ROCK WALL HANGER BAY (Based on a Cylon base in the Original Battlestar Galactica series and later in Buck Rogers in the 25th century series)

My Updated version of the Timeship Relativity

Additional starship parts from LUG book
Small Pirate Ship Render-class Armed Freighter
Medium Pirate Ship Reaver-class Armed Freighter
Large Pirate Ship Mithras-class Freighter
Specter-class ship
Rag-tag Pirate Ship
Abraxas-Class Mercenary Corevette
Gorkon's Retreat General Operations/Supply (Pirates haven)

Miradorn Shuttle
Miradorn small starship
Miradorn Light Marauder starship
Miradorn Marauder starship
Miradorn Large Marauder starship
Miradorn Heavy Marauder starship

Small Antares Class Freighter-Class
Tiny Antares Class Freighter-Class
Modified Antares-class Cargo Carrier
Antares-class Cargo Carrier
Serenity's Firefly-class cargo ship Size 5
Serenity's Firefly-class cargo ship revised Size 3
Serenity's Firefly-class Cargo ship (warp capable)

Colonial One a.k.a. Commercial Transport ship (Battlestar Galactica)
Olympic Carrier (Battlestar Galactica)
Astral Queen (Battlestar Galactica)
Gemenon Trader (Battlestar Galactica)
Millennium Falcon (Star Wars)

Stargate Atlantis City ship
Stargate SG1 - Goa'uld Ha'Tak Mother ship
Stargate Atlantis - Wraith dart fighter
Stargate Atlantis - Wraith Hive Ship
Stargate SG1 - BC-303 Cruiser Prometheus
Stargate SG1 - X 301 and X 302
Stargate SG1 - Goa'uld Al'Kesh

Class and Type: Al'Kesh bomber/troop carrier
Stargate SG1 - Anubis's Mothership
STARGATE SG1 and ATLANTIS - X/BC-304 BATTLE CRUISER
STARGATE SG1 and ATLANTIS - X/BC-304 BATTLE CRUISER (with Asguard technology the ship is equal to the 30th century with restrictions)
STARGATE SG1 and ATLANTIS - X/BC-304 BATTLE CRUISER (with Asguard technology the ship is equal to the 30th century with restrictions)
Displacement Drive Spacedock tech
Stargate SG1 X-304/BC-304 Battle Cruiser (with Asguard technology the ship is equal to the 30th century with restrictions)
Stargate SG1 - Goa'uld Death Glider

Resurrected Series Rpggammers.com version of the Battlestar Galactica
The Battlestar Galactica during the First Cylon war overkill version (Blood and Chrome Series)
The Battlestar Galactica during the First Cylon war overkill version (Blood and Chrome Series)
(Resurrected Series) Rpggammers.com version of the Battlestar Valkery version
Old Colonial Battlestar (Resurrected Series - revised version)
Colonial Battlestar Pegasus BSG-62 Resurrected Series
Large Version of the Battlestar Galactica and Pegasus Original Series Version
Colonial Light Troop Transport
Colonial Dreadnought
Early Colonial Heavy Cruiser
Colonial Frigate
Tylium Refinery ship
Berzerker Escortstar
Scoutstar
Battlestar Pegasus (Resurrected Series) (Revised)
Colonial Defender
FIREFLY-CLASS CARGO TRANSPORT
Berzerker Escortstar (Haephstos Variant)
Cylon Raider (Resurrected Series)
Colonial Shuttles (TOS & Resurected Series)
CYLON HEAVY RAIDER (Resurrected Series)
FASTER THAN LIGHT DRIVE FIREFLY-CLASS CARGO TRANSPORT
Colonial Ship yards
Colonial Movers the Freighter and Tanker version (Resurrected Series)
Light Transport ship LTS Scylla (Resurrected Series)
Space Park (Resurrected Series)
Foundry ship (Resurrected Series)
Botanitical Ship (Resurrected Series)
"Flattop" Flattop-class Foundry ship (Resurrected Series)
Gemini Freighter (Resurrected Series)
Cylon Resurection ship (Resurrected Series)
Viper MK VII (Resurrected Series)

Cylon Raider MK II (Resurrected Series)
CYLON WAR-ERA BASESTAR
The Battlestar DelPhi
Large Cylon Base ship
Small Cylon Base Ship
Small Version of the Battlestar Galactica Original Version
Colonial multi roll ship
Colonial Ammunition ship
Tylium Refinery ship (Resurrected Series)
Orion-Class Battlestar From Blood and Chrome
Colonial Early Dreadnought
Colonial Early Heavy Cruiser
Colonial Early Destroyer
Tiger Class Heavy Cruiser
Colonial One "the governmental ship" (Resurrected Series)
Colonial Tanker/Cargo ships
Cylon SAM/GUN Emplacement
Battlestar Galactica's Viper (Version two)
Demetrias Sewage ship (Resurrected Series)
Celestra Science Ship (Resurrected Series)
Gemenon Traveller Freighter (Resurrected Series)
GRAIN SHIP (Resurrected Series)
AGRO SHIP(Resurrected Series)
Cylon Freighter (Resurrected Series)
Cylon Basestar -- First War -- Resurrected Series (Resurrected Series)
Colonial Raptor (Resurrected Series)

Andromeda Species
Humans
Nietzchean (genetically modified Humans)
Perseid
Vedran
Magog
Than
Nightsiders
Ships Avatar (The standard avatar is a screen presence or a holographic image.)
Celestial Avatar (similar Humans)

New and old All Systems Commonwealth Technology
SPACEDOCK
SU usage
Specialized hulls
Ship Wide Integral Holographic Coverage
Self-Repair Systems
AI Processor
MPD Drive System
AG Generators (Artificial-Gravity Field Generators)
Machine Shops
Processor/Ore Refinery
High Tension Armor
Ablative/Reactive Armor
Battle Blades
Plasma Armor
Autochef (version of the Food Replicators)
Botanical Gardens
Slipstream Drive
Ammo Storage
Mine laying
ECM unit
Splinter Imaging Technology
Footprint Magnification Device
Idolan coating
Fusion Catalyst Device
Slipstream Escape Pods
Solar Plasma Collection and Storage
Solar Plasma Fuel Tank
Solar Plasma Conversion Reactors
Ammo Storage
Missiles
    Missile launchers
High Guard Standards Missile Notes
    Offensive Kinetic Kill Missiles (anti-ship)
        Defensive Kinetic Kill Missiles (anti-ship)
        Smart anti-ship Missiles
        Strategic Smart Anti-ship Missiles
        Strategic Multiple Warhead Kinetic Missiles
        Surface Attack Missiles
        Nova Bomb

Nietzschean Standard Missiles
        Offensive Kinetic Kill Missiles (anti-ship)
        Defensive Kinetic Kill Missiles (anti-ship)
        Smart anti-ship Missiles
        Strategic Smart Anti-ship Missiles
        Strategic Multiple Warhead Kinetic Missiles

Pyrian AG (Artificial-Gravity) Mass Packets

GLORIOUS HERITAGE-CLASS my first version
ES-14 Janus light sensor/attack drones
ES-115 Oracle heavy sensor/attack drones
Siege Perilous Atmospheric Attack Carrier my first version
COMMONWEALTH TYPICAL TACTICAL FIGHTER
Systems Commonwealth Escape Pods
NIETZCHEAN WARSHIP
NIETZCHEAN WARSHIP
NIETZCHEAN Garuda-class Attack Craft
THAN Missile Attack Craft
Magog World Ship
Mystery Ship (D Minus Zero)
Magog Assault Vessel
The Eureka Maru
Systems Commonwealth Courier Ship
Systems Commonwealth Major Tom Scout
PYRIAN HIERARCHY INTERDICTOR CLASS CRUISER
PYRIAN HIERARCHY BLOCKADE CLASS LIGHT CRUISER

PYRIAN HIERARCHY HUNTER CLASS SCOUT DESTROYER
Righteous Fist of Heaven-class
Wrath of Achilies-class
Eternal Vigilance Class
Pride of Kaldera Class
The Ultimate Version Of The Glorious Heritage-Class
The Ultimate Version Siege Perilous Atmospheric Attack Carrier
High Guard Drydock Facility
An Old Systems Commonwealth High Guard Resupply station
Common Commerce Drift
High Guard drop ship
Alien Fortress
The Ultimate Version Of The Glorious Heritage-Class 2013-12-11
The Ultimate Version Siege Perilous Atmospheric Attack Carrier 2013-12-11
Long Range Surveillance Ship (LRS)
Andromeda Ascendant - The Reconfigured Ultimate Version of The Glorious Heritage-Class Tuesday, November 11, 2014
A revised version of the Ultimate Version Siege Perilous Atmospheric Attack Carrier Thursday, November 13, 2014
New Systems Commonwealth Glorious Heritage-Class Revised: Tuesday, November 18, 2014
New Systems Commonwealth Siege Perilous class Atmospheric Attack Carrier
A REVISED Dream VERSION OF THE GENE RODDENBERRY'S ANDROMEDA
A revised Dream Version of the Ultimate Version Siege Perilous Atmospheric Attack Carrier - Thursday, November 13, 2014
Andromeda Ascendant - The Reconfigured Ultimate Version Andromeda
Pride of Kaldera Defense Frigate Thursday, November 27, 2014
Under budget version of the High Guards Glorious Hertage-class Heavy Cruiser (based loosely off a Farscape PDF version) - Sunday, January 04, 2015
The Super Uprated Version Andromeda Ascendant - Sunday, January 04, 2015
Triumvir's ship EP 0410 "Machinery of the Mind" (Made equal with the low budged version of the Andromeda) Sunday, April 19, 2015
Triumvir's ship EP 0410 "Machinery of the Mind" - A Heavier version - Sunday, April 19, 2015
High Guard "Righteous Fist of Heaven"
The Gun Strong Version Andromeda Ascendant - Saturday, May 23, 2015
Andromeda Ascendant (based loosely off a Farscape PDF version) - Wednesday, June 17, 2015
Andromeda Ascendant - The Reconfigured Ultimate Version Andromeda - Wednesday, August 26, 2015
A Revised Extreme Dream Version of the Ultimate Version Siege Perilous Atmospheric Attack Carrier - Monday, August 31, 2015
Andromeda Ascendant (TV version of Updated starship) Sunday, September 13, 2015
A Revised Extreme Dream Version of the Ultimate Version Siege Perilous Atmospheric Attack Carrier - Tuesday, September 15, 2015

COMBAT VERSION OF THE WORK BEE THE KILLER-BEE
Talon Two-man attack craft
Ferengi Pod 2016
Ferengi Shuttle 2016

Barbarella's Custom Starship - Alphie-class Fast Transport

Hirogen hunter ship
Herogen Venatis class
Hirogen light cruiser

Krenim Warship
Krenim Patrol ship

Federation Manta-ray Class Scout Ship
Primitive Warp Capable Alien Species
Verteron Mine

20th Century Single Missile Launch Facility
Late third of the 20th Century Underground Missile Launch Facility
ICBM

Planetary Self Contained Pressure Dome

Planetary Facility - Davos II Ketracel-White Manufacturing Plant

Starfleet Weapons (House Rules)

Automated Unmanned Subspace Antenna Space station

Lyarran Type Shuttlecraft

Lyarran Type Shuttlecraft modified and uprated

Lyarran Long-range Shuttlecraft

20th Communications Satellite
20th Weather Satellite
20th Spy Satellite
20th Hubble Style Satellite
Intersystem Space Probe
Sputnik

Transporter Enhancements Spacedock tech

Site-to-site transporter Enhancements
SU's cost: 5 SU's per transporter
Power cost: 2 power per use per transporter

Most transporters have site-to-site transporter capability but this additional technology elevates the ship from needing anything like the transporter room although the ship will still have at least one room for the operations. The site-to-site transporter functions as before this was difficult and took time to set up. In doing so cost double as the persons or items were beamed to and from the ship costing twice as much power where this version of the transporter enhancement costs only once and is transported to the site directly.

Site-to-site transport can transport dozens more people in a single transport more than a standard transporter. This enhancement is not available till after 2388 when a Vulcan lead science team invented the new subsystem that would allow the site-to-site transport.

Enterprise NX-01 during the seasons and beyond

NX-Class Starship (No Phase Cannons as of Broken Bow and first few episodes)
Class and Type: NX-Class Warp Five Cruiser
Commissioning Date: 2151

Hull Systems
Size: 5
Length: 225 meters
Beams: 135.8 meters
Height: 33.3 meters
Decks: 7
Mass: 80,000 metric tons
SU's Available: 900 - 1900
SU's Used: 734

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <11>
Primary Backup: Class E (Protection 10) <6>
Secondary Backup: Class E (Protection 10) <6>
Specialized hull: Atmospheric Capability <5>

Personnel Systems
Crew/Passengers/Evac: 87/12/150
Crew Quarters
Barracks: Houses 19 crewmembers <1>
Spartan: 19 <1>
Basic: 39 <4>
Expanded: 17 <4>
Luxury: 4 <4>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [6 Power/round] <20>
Reserve Life Support [3 Power/round] <10>
Emergency Life Support (30 emergency-shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 5 years worth <50>
Food Storage [0 Power/round] <2>
Food Nutrient Paste systems [0 Power/round] <3>
Industrial Fabrication Mark III [3 Power/round] <5>
Medical Facilities: 3 (+0) [3 Power/round] <15>
Recreation Facilities: 4 (one small rec deck; two gyms; large eating facilities; two small lounges) [4 Power/round] <24>
Personal Transport: Turbolifts [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 10,000 cubic meters <1>
Locations:
Escape Pods <2>
Number: 25
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: Mark 3 <30>
Speed: 3.4/4.0/5.0 (39c/64c/125c) [1 Power/.2 warp speed]
Uprating Package 4 (+0.4 to standard) <8>
PIS: Class E (6 hours of Maximum warp) <10>
Impulse Engine Type: four Type 4 (.4c/.6c) [4/6 Power/round] <12 x 4 = 48>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Mark III (generates 100 Power/round) <40>
Locations:
Impulse Engine[s]: four type 4 (generate 15 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 <30>
Standard Usable Power: 160

Operations systems
Bridge: <20>

Computers (Pre-Duotronic)
Cores: [1 Power/round] <3>
ODN <15>

Navigational Deflector [6 Power/round] <15>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward saucer bow

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 3/4/7/10)
High Resolution: 3 Light-years (0.3/0.4 – 0.8/0.9 – 1.8/1.9 – 3.0)
Low Resolution: 8 Light-years (1.0/1.1 – 3.0/3.1 – 6.0/6.1 – 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)

Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Probes: 20 <2>
Sensor Skill: 4

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: 2 <0>

Inertial Damping Field
Main <40>
Strength: [3 Power/round]
Number: 4
Backup <5>
Strength: [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type III [3 Power/round] <6>
Strength: 3
Security: -1 Security Type A Uprating
Emergency Communications: [2 Power/round] <1>

Grappler (Tractor Beams)
Emitter: (Equal to a Class Alpha Strength 6 maximum) [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft ventral saucer hanger bay

Transporters
Type: Personnel/Cargo [6 Power/use] <7>
Pads: 4 persons/300 kg
Emitter/Receiver Array: Personnel Mark 1/Cargo Mark 1 (5,000 km range)
Energizing/Transition Coils: Class A (strength 1)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: none
Internal Force Field: none
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: Stellar Mapping <5>
Laboratories: 12 <4>

Tactical Systems
Six Plasma Cannons <2 x 6 = 12>
Type Sorac Class Laser
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 4/10,000/30,000/100,000
Location: five located forward around navigational deflector, one aft
Firing arc: 180 degrees
Firing Modes: Standard
Plasma Weapons Control <5>

Launchers <14>
Standard Load: Spatial Missile (60 damage)
Spread: 4
Range: 15/50,000/100,000/150,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: one forward
Firing Arc: Forward, but are self-guided

Launchers <12>
Standard Load: Spatial Missile (60 damage)
Spread: 2
Range: 15/50,000/100,000/150,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: one forward
Firing Arc: aft, but are self-guided
Launcher Weapons Control <5>
Torpedoes carried: 60 <6>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Polarized Hull Plating (Forward, Aft, Port, Starboard) <17 x 4 = 68>
Shield Generator: Class 1 (protection 200) [20 Power/shield/round]
Shield grid: Type 0 (0% increase to 200 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 66)
Recharging System: Class zero (90 seconds)
Backup Shield Generators: none
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 4 Size worth of ships <8>
Standard Complement: 2 shuttlepods, 2 workbees/Inspection Pods
Location(s): Aft ventral of the saucer

NX-Class Starship (*with Phase Cannons end of the first season and second season*)
Class and Type: NX-Class Warp Five Cruiser
Commissioning Date: 2151

Hull Systems
Size: 5
Length: 225 meters
Beams: 135.8 meters
Height: 33.3 meters
Decks: 7
Mass: 80,000 metric tons
SU's Available: 900 - 1900
SU's Used: 772

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <11>
Primary Backup: Class E (Protection 10) <6>
Secondary Backup: Class E (Protection 10) <6>
Specialized hull: Atmospheric Capability <5>

Personnel Systems
Crew/Passengers/Evac: 87/12/150
Crew Quarters
Barracks: Houses 19 crewmembers <1>
Spartan: 19 <1>
Basic: 39 <4>
Expanded: 17 <4>
Luxury: 4 <4>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [6 Power/round] <20>
Reserve Life Support [3 Power/round] <10>
Emergency Life Support (30 emergency-shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 5 years worth <50>
Food Storage [0 Power/round] <2>
Food Nutrient Paste systems [0 Power/round] <3>
Industrial Fabrication Mark III [3 Power/round] <5>
Medical Facilities: 3 (+0) [3 Power/round] <15>
Recreation Facilities: 4 (one small rec deck; two gyms; large eating facilities; two small lounges) [4 Power/round] <24>
Personal Transport: Turbolifts [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 10,000 cubic meters <1>
Locations:
Escape Pods <2>
Number: 25
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: Mark 3 <30>
Speed: 3.4/4.0/5.0 (39c/64c/125c) [1 Power/.2 warp speed]
Uprating Package 4 (+0.4 to standard) <8>
PIS: Class E (6 hours of Maximum warp) <10>
Impulse Engine Type: four Type 4 (.4c/.6c) [4/6 Power/round] <12 x 4 = 48>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Mark III (generates 100 Power/round) <40>
Locations:
Impulse Engine[s]: four type 4 (generate 15 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 <30>
Standard Usable Power: 160

Operations systems
Bridge: <20>

Computers (Pre-Duotronic)
Cores: [1 Power/round] <3>
ODN <15>

Navigational Deflector [6 Power/round] <15>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward saucer bow

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 3/4/7/10)
High Resolution: 3 Light-years (0.3/0.4 – 0.8/0.9 – 1.8/1.9 – 3.0)
Low Resolution: 8 Light-years (1.0/1.1 – 3.0/3.1 – 6.0/6.1 – 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Probes: 20 <2>
Sensor Skill: 4

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: 2 <0>

Inertial Damping Field
Main <40>
Strength: [3 Power/round]
Number: 4
Backup <5>
Strength: [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type III [3 Power/round] <6>
Strength: 3
Security: -1 Security Type A Uprating
Emergency Communications: [2 Power/round] <1>

Grappler (Tractor Beams)
Emitter: (Equal to a Class Alpha Strength 6 maximum) [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft ventral saucer hanger bay

Transporters
Type: Personnel/Cargo [6 Power/use] <7>
Pads: 4 persons/300 kg
Emitter/Receiver Array: Personnel Mark 1/Cargo Mark 1 (5,000 km range)
Energizing/Transition Coils: Class A (strength 1)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: none
Internal Force Field: none
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: Stellar Mapping <5>
Laboratories: 12 <4>

Tactical Systems
Six Plasma Cannons <2 x 6 = 12>
Type Sorac Class Laser
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 4/10,000/30,000/100,000
Location: five located forward around navigational deflector, one aft
Firing arc: 180 degrees
Firing Modes: Standard
Plasma Weapons Control <5>

Phase Cannons <11 x 3 = 33>
Type equal to a single Phaser bank (see notes)
Damage: 70 (x 3) [7 Power (x 4)] (the Phase Cannons are capable of great damage to a target with the power surge (note with the overload the weapons can only be fired once))
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 10/30,000/100,000/300,000
Location: one forward port ventral saucer, one forward starboard ventral saucer, one port dorsal nacelle support near the end of the saucer
Firing arc: 540
Firing Modes: Standard
Phase Cannons Weapons Control <5>

Launchers <14>
Standard Load: Spatial Missile (60 damage)
Spread: 4
Range: 15/50,000/100,000/150,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: one forward
Firing Arc: Forward, but are self-guided

Launchers <12>
Standard Load: Spatial Missile (60 damage)
Spread: 2
Range: 15/50,000/100,000/150,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: one forward
Firing Arc: aft, but are self-guided
Launcher Weapons Control <5>
Torpedoes carried: 60 <6>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Polarized Hull Plating (Forward, Aft, Port, Starboard) <17 x 4 = 68>
Shield Generator: Class 1 (protection 200) [20 Power/shield/round]
Shield grid: Type 0 (0% increase to 200 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 66)
Recharging System: Class zero (90 seconds)

Backup Shield Generators: none
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 4 Size worth of ships <8>
Standard Complement: 2 shuttlepods, 2 workbees/Inspection Pods
Location(s): Aft ventral of the saucer

Notes: Phaser overload causing several times the damage than the actual Phase Cannon can do when fired normally. The overload pulls three times the energy per Phase Cannon and does twice the damage per the listed damage. Roll 2d6 per cannon fired as back flash when the Phase Cannon is fired even after the cannons have been fired. The Phase cannons can be adjusted to fire with the upper range with the power being fed into the Structural Integrity Field increasing the field. The Phase Cannon weapons can be used in this more powerful settings to cause even more damage to the target when needed.

Enterprise NX-01 NX-class (as of the last episode of the second season and third season with upgrades)
Class and Type: NX-Class Warp Five Cruiser
Commissioning Date: 2151, refitted 2153

Hull Systems
Size: 5
Length: 225 meters
Beams: 135.8 meters
Height: 33.3 meters
Decks: 7
Mass: 80,000 metric tons
SU's Available: 900 - 1900
SU's Used: 855

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <11>
Primary Backup: Class E (Protection 10) <6>
Secondary Backup: Class E (Protection 10) <6>
Specialized hull: Atmospheric Capability <5>

Personnel Systems
Crew/Passengers/Evac: 87/12/150
Crew Quarters
Barracks: Houses 19 crewmembers <1>
Spartan: 19 <1>
Basic: 39 <4>
Expanded: 17 <4>
Luxury: 4 <4>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [6 Power/round] <20>
Reserve Life Support [3 Power/round] <10>
Emergency Life Support (30 emergency-shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 5 years worth <50>
Food Storage [0 Power/round] <2>
Food Nutrient Paste systems [0 Power/round] <3>
Industrial Fabrication Mark III [3 Power/round] <5>
Medical Facilities: 3 (+0) [3 Power/round] <15>
Recreation Facilities: 4 (one small rec deck; two gyms; large eating facilities; two small lounges) [4 Power/round] <24>
Personal Transport: Turbolifts [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 10,000 cubic meters <1>
Locations:
Escape Pods <2>
Number: 25
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: Mark 3 <30>
Speed: 3.4/4.0/5.0 (39c/64c/125c) [1 Power/.2 warp speed]
Uprating Package 4 (+0.4 to standard) <12>
PIS: Class E (6 hours of Maximum warp) <10>
Impulse Engine Type: four Type 4 (.4c/.6c) [4/6 Power/round] <12 x 4 = 48>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Mark III (generates 140 Power/round) <44>
Locations:
Impulse Engine[s]: four type 4 (generate 15 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 <30>
Standard Usable Power: 200

Operations systems
Bridge: <20>

Computers (Pre-Duotronic)
Cores: [1 Power/round] <3>
ODN <15>

Navigational Deflector [6 Power/round] <15>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward saucer bow

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 3/4/7/10)
High Resolution: 3 Light-years (0.3/0.4 – 0.8/0.9 – 1.8/1.9 – 3.0)
Low Resolution: 8 Light-years (1.0/1.1 – 3.0/3.1 – 6.0/6.1 – 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Probes: 20 <2>
Sensor Skill: 4

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: 2 <0>

Inertial Damping Field
Main <40>
Strength: [3 Power/round]
Number: 4
Backup <5>
Strength: [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type III [3 Power/round] <6>
Strength: 3
Security: -1 Security Type A Uprating
Emergency Communications: [2 Power/round] <1>

Grappler (Tractor Beams)
Emitter: (Equal to a Class Alpha Strength 6 maximum) [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft ventral saucer hanger bay

Transporters
Type: Personnel/Cargo [6 Power/use] <7>
Pads: 4 persons/300 kg
Emitter/Receiver Array: Personnel Mark 1/Cargo Mark 1 (5,000 km range)
Energizing/Transition Coils: Class A (strength 1)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: none
Internal Force Field: none
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: Stellar Mapping <5>
Laboratories: 12 <4>

Tactical Systems
Six Plasma Cannons <2 x 6 = 12>
Type Sorac Class Laser
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 4/10,000/30,000/100,000
Location: five located forward around navigational deflector, one aft
Firing arc: 180 degrees
Firing Modes: Standard
Plasma weapons control room <5>

Phase Cannons <11 x 8 = 88>
Type equal to a single Phaser bank
Damage: 70 (x 3) [7 Power (x 4)] (the Phase Cannons are capable of great damage to a target with the power surge (note with the overload the weapons can only be fired once))
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 10/30,000/100,000/300,000
Location: one forward port dorsal saucer, one forward starboard dorsal saucer, one port dorsal nacelle support near the end of the saucer, one starboard dorsal nacelle support near the end of the saucer, one forward port ventral saucer, one forward starboard ventral saucer, one port ventral nacelle support near the end of the saucer, one starboard ventral nacelle support near the end of the saucer
Firing arc: 540
Firing Modes: Standard
Phase Cannons control room <5>

Launchers <14>
Standard Load: Spatial Missile (90 damage), Photonic Torpedoes (90 damage)
Spread: 4
Range: 15/50,000/100,000/150,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: one forward
Firing Arc: Forward, but are self-guided

Launchers <12>
Standard Load: Spatial Missile (60 damage), Photonic Torpedoes (90 damage)
Spread: 2
Range: 15/50,000/100,000/150,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: one forward
Firing Arc: Forward, but are self-guided
Launchers control room <5>
Torpedoes carried: 60 <6>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Polarized Hull Plating (Forward, Aft, Port, Starboard) <19

x 4 = 76>
Shield Generator: Class 2 (protection 250) [25 Power/shield/round]
Shield grid: Type 0 (0% increase to 250 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 83)
Recharging System: Class zero (90 seconds)
Backup Shield Generators: none
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 4 Size worth of ships <8>
Standard Complement: 2 shuttlepods, 2 workbees/Inspection Pods
Location(s): Aft ventral of the saucer

Intrepid-Class Cruiser
Class and Type: Intrepid-Class Cruiser
Commissioning Date: 2147

Hull Systems
Size: 5
Length: 198 meters
Beam: 150 meters
Height: 25 meters
Decks: 6
Mass: 75,000 metric tons
SUs Available: 600
SUs Used: 539

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class D (Protection 15/22) <10>
Backup: Class D (Protection 8) <5>

Personnel Systems
Crew/Passengers/Evac: 75/4/100
Crew Quarters
Spartan: 80 <4>

Environmental Systems
Basic Life Support [6 Power/round] <20>
Reserve Life Support [3 Power/round] <10>
Gravity [3 Power/round] <5>
Consumable: 3 years' worth <41>

Food Stores and Nutrient Paste Systems [0 Power/round] <5>
Workshops located throughout ship 10 shops [1 power/replicator/round] <2>

Medical Facilities: 1 (+0) [2 Power/round] <5>
Recreation Facilities: 1 [2 Power/round] <8>
Location & type: 1 gym, mess hall

Personnel Transport: Turbolift, Jefferies Tubes [3 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>

Cargo Holds: 2,000 cubic meters <1>
Locations: Lower decks
Escape Pods: None

PROPULSION SYSTEMS
Warp drive Nacelles: Mark 1.2 (1.2/1.4/1.5) <13>
Speed: [1 power/.2 warp speed]
PIS: Type A (1 hours of Maximum warp) <2>

Impulse Engine: 2 type 2 (.25c/.5c) [2/5 Power/round] <5 (x2 = 10)>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <5>

POWER SYSTEMS
Warp Engine
Type: Class (generates 85 Power/round) <34>
Location: Engineering section
Impulse Engine[s]: 2 class 2 (generates 8 Power/engine/per round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow +50 Power transfer/round <30>
Standard Usable Power: 101

OPERATIONS SYSTEM
Bridge: dorsal saucer <20>

Pre-duotronic computer Core [1 Power/round] <1>
ODN (Data networking cables) <15>

Navigational Deflector [6 Power/round] <15>
Range: 8/15,000/125,000
Accuracy: 6/7/9/12
Location: Forward Ventral saucer

Sensor Systems
Long-range Sensors [5 Power/round] <3>
Range Package: Mark I (Accuracy 4/5/8/11)
High Resolution: 2 Light-year (.3/.4 - .8/.9 - 1.5/1.6 - 2.0)
Low Resolution: 5 Light-year (.5/.6 - 1.0/1.1 - 3.5/3.6 - 5.0)
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <11>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <11>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)

Probes: 10 probes of varying types <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>
Backup: 2 <0>

Inertial Damping Field
Main <10>
Strength: 2 [3 Power/round]
Number: 2
Backup <5>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [1 Power/round] <1>

Communications Systems
Type: Mark II [3 Power/round of use] <2>
Strength: 2
Security: -0
Emergency Communications: yes [1 Power/round] <0>

Grappler [3 power/strength used/round] <3>
Accuracy 5/6/8/11
Location: aft ventral
notes: 200 meters range of cable (use 1 km scale)

Transporters: None
Cloaking Device: None

Security Systems Rating: 1 <4>
Anti-Intruder System: none
Science Systems Rating 1 (+0) [1 Power/round] <10>
Specialized Systems: None
Laboratories: 4 <2>

TACTICAL SYSTEMS
Plasma Cannons <4 (x 5 = 20)>
Class Brenkai
Damage: 40 [4 Power]
Number of Emitters: (up to 1 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 5/12,000/36,000/125,000
Location: three forward (1 either side of nav deflector) 2 aft
Firing Arc: 120 degrees dorsal
Firing Modes: Standard

Torpedo Launcher <6 (x 3 =18)>
Standard Load: Spatial (80 Damage),
Spread: 1
Range: 10/10,000/100,000/200,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: two forward (1 port, 1 starboard), one aft
Firing Arc: forward, but are self-guided
TA/T/TS: Class alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Polarized Hull Plating (Forward, Aft, Port, Starboard)
<18 (x 4 = 72)>
Polarized Hull Plating Generator: Class 2 (Protection 210) [21 Power/Polarized Hull Plating /round]
Polarized Hull Plating grid: Type 0 (0 % increase to 0 Protection)
Subspace Field Distortion Amplifiers: Class (Threshold 70)
Recharging System: Class 0 (90 seconds)
Backup Polarized Hull Plating Generators: 4 (1 per shield) <1>

Auto-Destruct System none

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 2 size worth of ships <4>
Standard Compliment: 2 shuttlepods
Location(s): aft ventral

Description: The Intrepid-Class vessels were figured the first real starship built by humanity. Quite large – larger than any vessel before it – the ship was built more or less as a test for the major NX-project. Many structures and systems are the same in both ships and were first used in this type of vessel. While lacking the scientific capabilities for the NX-Class, these ships are the backbone of the military role of Starfleet. Guarding Earth's borders and colonies these ships have seen their share of combat with pirates and other criminals.

Noteworthy Vessels/ Service Records/ Encounters: *Intrepid*, prototype;

Note: The Intrepid-Class is equipped with a polarized hull instead of shields. This hull deflects attacks in a more primitive form and can easily be overloaded by modern standards. In game terms it works like ablative armour, only that 4 power points are needed to activate it. This polarization is negated when using shields. Additionally the Intrepid-Class uses grapplers instead of tractor beams. They work like tractor beams only that they can only be used at a maximum of 'rating 4' and have a rage of 950m.

Columbia NX-02 NX-class (as of the Fourth season Launch)
Class and Type: NX-Class Warp Five Cruiser
Commissioning Date: 2151, Columbia launched 2154

Hull Systems
Size: 5
Length: 225 meters
Beams: 135.8 meters
Height: 33.3 meters
Decks: 7
Mass: 80,000 metric tons
SU's Available: 900 - 1900
SU's Used: 885

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <11>
Primary Backup: Class E (Protection 10) <6>
Secondary Backup: Class E (Protection 10) <6>
Specialized hull: Atmospheric Capability <5>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 87/12/150
Crew Quarters
Barracks: Houses 19 crewmembers <1>
Spartan: 19 <1>
Basic: 39 <4>
Expanded: 17 <4>
Luxury: 4 <4>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [6 Power/round] <20>
Reserve Life Support [3 Power/round] <10>
Emergency Life Support (30 emergency-shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 5 years worth <50>
Food Storage [0 Power/round] <2>
Food Nutrient Paste systems [0 Power/round] <3>
Industrial Fabrication Mark III [3 Power/round] <5>
Medical Facilities: 3 (+0) [3 Power/round] <15>
Recreation Facilities: 4 (one small rec deck; two gyms; large eating facilities; two small lounges) [4 Power/round] <24>
Personal Transport: Turbolifts [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 10,000 cubic meters <1>
Locations:
Escape Pods <2>
Number: 25
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: Mark 3 <30>
Speed: 3.4/4.0/5.1 (39c/64c/132.7c) [1 Power/.2 warp speed]
Uprating package one (+0.1 to maximum), Package 4 (+0.4 to standard) <10>
PIS: Class E (6 hours of Maximum warp) <10>
Impulse Engine Type: four Type 4 (.4c/.6c) [4/6 Power/round] <12 x 4 = 48>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Mark III (generates 140 Power/round) <44>
Locations:
Impulse Engine[s]: four type 4 (generate 15 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 <30>
Standard Usable Power: 200

Operations systems
Bridge: <20>

Computers (Pre-Duotronic)
Cores: [1 Power/round] <3>
ODN <15>

Navigational Deflector [6 Power/round] <15>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward saucer bow

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 3/4/7/10)
High Resolution: 3 Light-years (0.3/0.4 – 0.8/0.9 – 1.8/1.9 – 3.0)
Low Resolution: 8 Light-years (1.0/1.1 – 3.0/3.1 – 6.0/6.1 – 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Probes: 20 <2>
Sensor Skill: 4

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: 2 <0>

Inertial Damping Field
Main <40>
Strength: [3 Power/round]
Number: 4
Backup <5>
Strength: [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type III [3 Power/round] <6>
Strength: 3
Security: -1 Security Type A Uprating
Emergency Communications: [2 Power/round] <1>

Grappler (Tractor Beams)
Emitter: (Equal to a Class Alpha Strength 6 maximum) [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft ventral saucer hanger bay

Transporters
Type: Personnel/Cargo [6 Power/use] <7>
Pads: 4 persons/300 kg
Emitter/Receiver Array: Personnel Mark 1/Cargo Mark 1 (5,000 km range)
Energizing/Transition Coils: Class A (strength 1)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: none
Internal Force Field: none
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: Stellar Mapping <5>
Laboratories: 12 <4>

Tactical Systems
Four Plasma Cannons <2 x 6 = 12>
Type Sorac Class Laser
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 4/10,000/30,000/100,000
Location: five located forward around navigational deflector, one aft
Firing arc: 180 degrees
Firing Modes: Standard
Plasma weapons control room <5>

Phase Cannons <11 x 8 = 88>
Type equal to a single Phaser bank
Damage: 70 (x 3) [7 Power (x 4)] (the Phase Cannons are capable of great damage to a target with the power surge (note with the overload the weapons can only be fired once))
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 10/30,000/100,000/300,000
Location: one forward port dorsal saucer, one forward starboard dorsal saucer, one port dorsal nacelle support near the end of the saucer, one starboard dorsal nacelle support near the end of the saucer, one forward port ventral saucer, one forward starboard ventral saucer, one port ventral nacelle support near the end of the saucer, one starboard ventral nacelle support near the end of the saucer,
Firing arc: 540
Firing Modes: Standard
Phase Cannons control room <5>

Launchers <14>
Standard Load: Spatial Missile (90 damage), Photonic Torpedoes (90 damage)
Spread: 4
Range: 15/50,000/100,000/150,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: one forward
Firing Arc: Forward, but are self-guided

Launchers <12 x 3 = 36>
Standard Load: Spatial Missile (60 damage), Photonic Torpedoes (90 damage)
Spread: 2
Range: 15/50,000/100,000/150,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: one aft ventral, one forward Dorsal, one aft dorsal
Firing Arc: Forward, but are self-guided
Launchers control room <5>
Torpedoes carried: 60 <6>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Polarized Hull Plating (Forward, Aft, Port, Starboard) <20 x 4 = 80>
Shield Generator: Class 2 (protection 300) [30 Power/shield/round]
Shield grid: Type 0 (0% increase to 300 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class zero (90 seconds)
Backup Shield Generators: none
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 4 Size worth of ships <8>
Standard Complement: 2 shuttlepods, 2 workbees
Inspection Pods
Location(s): Aft ventral of the saucer

Enterprise NX-01 NX-class (as of the fourth season with upgrades after the Xindi incident)
Class and Type: NX-Class Warp Five Cruiser
Commissioning Date: 2151, refitted 2153, refitted 2154

Hull Systems
Size: 5
Length: 225 meters
Beams: 135.8 meters
Height: 33.3 meters
Decks: 7
Mass: 80,000 metric tons
SU's Available: 900 - 1900
SU's Used: 865

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <11>
Primary Backup: Class E (Protection 10) <6>
Secondary Backup: Class E (Protection 10) <6>
Specialized hull: Atmospheric Capability <5>

Personnel Systems
Crew/Passengers/Evac: 87/12/150
Crew Quarters
Barracks: Houses 19 crewmembers <1>
Spartan: 19 <1>
Basic: 39 <4>
Expanded: 17 <4>
Luxury: 4 <4>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [6 Power/round] <20>
Reserve Life Support [3 Power/round] <10>
Emergency Life Support (30 emergency-shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 5 years worth <50>
Food Storage [0 Power/round] <2>
Food Nutrient Paste systems [0 Power/round] <3>
Industrial Fabrication Mark III [3 Power/round] <5>
Medical Facilities: 3 (+0) [3 Power/round] <15>
Recreation Facilities: 4 (one small rec deck; two gyms; large eating facilities; two small lounges) [4 Power/round] <24>
Personal Transport: Turbolifts [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 10,000 cubic meters <1>
Locations:
Escape Pods <2>
Number: 25
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: Mark 3 <30>
Speed: 3.4/4.0/5.3 (39c/64c/148.9c) [1 Power/.2 warp speed]
Uprating package Three (+0.3 to maximum), Package 4 (+0.4 to standard) <14>
PIS: Class E (6 hours of Maximum warp) <10>
Impulse Engine Type: four Type 4 (.4c/.6c) [4/6 Power/round] <12 x 4 = 48>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Mark III (generates 149 Power/round) <45>
Locations:
Impulse Engine[s]: four type 4 (generate 15 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 <30>
Standard Usable Power: 209

Operations systems
Bridge: <20>

Computers (Pre-Duotronic)
Cores: [1 Power/round] <3>
ODN <15>

Navigational Deflector [6 Power/round] <15>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward saucer bow

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 3/4/7/10)
High Resolution: 3 Light-years (0.3/0.4 – 0.8/0.9 – 1.8/1.9 – 3.0)
Low Resolution: 8 Light-years (1.0/1.1 – 3.0/3.1 – 6.0/6.1 – 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Probes: 20 <2>
Sensor Skill: 4

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: 2 <0>

Inertial Damping Field
Main <40>
Strength: [3 Power/round]
Number: 4
Backup <5>
Strength: [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type III [3 Power/round] <6>
Strength: 3
Security: -1 Security Type A Uprating
Emergency Communications: [2 Power/round] <1>

Grappler (Tractor Beams)
Emitter: (Equal to a Class Alpha Strength 6 maximum) [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft ventral saucer hanger bay

Transporters
Type: Personnel/Cargo [6 Power/use] <7>
Pads: 4 persons/300 kg
Emitter/Receiver Array: Personnel Mark 1/Cargo Mark 1 (5,000 km range)
Energizing/Transition Coils: Class A (strength 1)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: none
Internal Force Field: none
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: Stellar Mapping <5>
Laboratories: 12 <4>

Tactical Systems
Six Plasma Cannons <2 x 6 = 12>
Type Sorac Class Laser
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 4/10,000/30,000/100,000
Location: five located forward around navigational deflector, one aft
Firing arc: 180 degrees
Firing Modes: Standard
Plasma weapons control room <5>

Phase Cannons <11 x 8 = 88>
Type equal to a single Phaser bank
Damage: 70 (x 3) [7 Power (x 4)] (the Phase Cannons are capable of great damage to a target with the power surge (note with the overload the weapons can only be fired once))
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 10/30,000/100,000/300,000
Location: one forward port dorsal saucer, one forward starboard dorsal saucer, one port dorsal nacelle support near the end of the saucer, one starboard dorsal nacelle support near the end of the saucer, one forward port ventral saucer, one forward starboard ventral saucer, one port ventral nacelle support near the end of the saucer, one starboard ventral nacelle support near the end of the saucer
Firing arc: 540
Firing Modes: Standard
Phase Cannons control room <5>

Launchers <14>
Standard Load: Spatial Missile (90 damage), Photonic Torpedoes (90 damage)
Spread: 4
Range: 15/50,000/100,000/150,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: one forward
Firing Arc: Forward, but are self-guided

Launchers <12>
Standard Load: Spatial Missile (60 damage), Photonic Torpedoes (90 damage)
Spread: 2
Range: 15/50,000/100,000/150,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: one forward
Firing Arc: Forward, but are self-guided
Launchers control room <5>
Torpedoes carried: 60 <6>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Polarized Hull Plating (Forward, Aft, Port, Starboard) <20 x 4 = 80>
Shield Generator: Class 2 (protection 300) [30 Power/shield/round]
Shield grid: Type 0 (0% increase to 300 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class zero (90 seconds)
Backup Shield Generators: none
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 4 Size worth of ships <8>
Standard Complement: 2 shuttlepods, 2 workbees/Inspection Pods
Location(s): Aft ventral of the saucer

Enterprise NX-01 NX-class upgraded
(Potential post series refit intended for the Fifth season if there was to be one with a secondary hull)
Class and Type: NX-Class Warp Five Cruiser
Commissioning Date: 2151, refitted 2153 and major refitted 2162

Hull Systems
Size: 5
Length: 225.5 meters
Beams: 135.8 meters
Height: 53.18 meters
Decks: 11
Mass: 80,000 metric tons
SU's Available: 900 - 1900
SU's Used: 971

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class F (Protection 25/37) <13>
Primary Backup: Class F (Protection 13) <7>
Secondary Backup: Class F (Protection 13) <7>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 132/24/300
Crew Quarters
Barracks: Houses 25 crewmembers <1>
Spartan: 31 <2>
Basic: 62 <7>
Expanded: 28 <6>
Luxury: 7 <7>
Unusual: 3 <3>

Environmental Systems
Basic Life Support [7 Power/round] <20>
Reserve Life Support [4 Power/round] <10>
Emergency Life Support (30 emergency-shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 5 years worth <50>
Food Storage [0 Power/round] <2>
Food Nutrient Paste systems [0 Power/round] <3>
Industrial Fabrication Mark III [3 Power/round] <5>
Medical Facilities: 4 (+0) [4 Power/round] <20>
Recreation Facilities: 4 (one small rec deck; two gyms; large eating facilities; two small lounges) [4 Power/round] <24>
Personal Transport: Jefferies Tube, Turbolifts [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 30,000 cubic meters <1>
Locations:

Escape Pods <2>
Number: 40
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: Mark 3B <37>
Speed: 3.4/4.4/6.0 (39.3c/85.18c/216c) [1 Power/.2 warp speed]
Uprating Package 4 (+0.4 to standard), Package 4 (+0.4 to sustained) <16>
PIS: Class F (8 hours of Maximum warp) <12>
Impulse Engine Type: four Type 4 (.4c/.6c) [4/6 Power/round] <12 x 4 = 48>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Mark IV (generates 170 Power/round) <52>
Locations:
Impulse Engine[s]: four type 4 (generate 15 power/engine/round)
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) <9>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <30>
Standard Usable Power: 230

Operations systems
Bridge: <20>

Computers (Pre-Duotronic)
Cores: [1 Power/round] <3>
Cores: [1 Power/round] <3>
ODN <15>

Navigational Deflector [6 Power/round] <15>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward secondary hull

Sensor Systems
Long-range Sensors [5 Power/round] <14>
Range package: Mark III (Accuracy 3/4/7/10)
High Resolution: 3 Light-years (0.3/0.4 – 0.8/0.9 – 1.8/1.9 – 3.0)
Low Resolution: 8 Light-years (1.0/1.1 – 3.0/3.1 – 6.0/6.1 – 8.0)
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <8>

Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Probes: 20 <2>
Sensor Skill: 4

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: 2 <0>

Inertial Damping Field
Main <40>
Strength: [3 Power/round]
Number: 4
Backup <5>
Strength: [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type III [3 Power/round] <10>
Strength: 3
Security: -1 Security Type A Uprating
Basic uprating Type 1 (+1)
Emergency Communications: [2 Power/round] <1>

Grappler (Tractor Beams)
Emitter: (Equal to a Class Alpha Strength 6 maximum) [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft ventral saucer hanger bay

Transporters
Type: Personnel/Cargo [6 Power/use] <7 x 2 = 14>
Pads: 4 persons/300 kg
Emitter/Receiver Array: Personnel Mark 1/Cargo Mark 1 (5,000 km range)
Energizing/Transition Coils: Class A (strength 1)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: none
Internal Force Field: none
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: Stellar Mapping <5>
Laboratories: 12 <4>

Tactical Systems
Six Plasma Cannons <2 x 6 = 12>
Type Sorac Class Laser
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 4/10,000/30,000/100,000
Location: five located forward around navigational deflector, one aft
Firing arc: 180 degrees
Firing Modes: Standard
Plasma Cannons control room <5>

Phase Cannons <11 x 9 = 99>
Type equal to a single Phaser bank
Damage: 70 (x 3) [7 Power (x 4)] (the Phase Cannons are capable of great damage to a target with the power surge (note with the overload the weapons can only be fired once))
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 10/30,000/100,000/300,000
Location: one forward port dorsal saucer, one forward starboard dorsal saucer, one port dorsal nacelle support near the end of the saucer, one starboard dorsal nacelle support near the end of the saucer, one forward port ventral saucer, one forward starboard ventral saucer, one port ventral nacelle support near the end of the saucer, one starboard ventral nacelle support near the end of the saucer, one ventral secondary hull
Firing arc: 540
Firing Modes: Standard
Phase Cannons control room <5>

Launchers <14>
Standard Load: Spatial Missile (90 damage), Photonic Torpedoes (90 damage)
Spread: 4
Range: 15/50,000/100,000/150,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: one forward
Firing Arc: Forward, but are self-guided

Launchers <12>
Standard Load: Spatial Missile (60 damage), Photonic Torpedoes (90 damage)
Spread: 2
Range: 15/50,000/100,000/150,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: one forward
Firing Arc: Forward, but are self-guided
Launcher control room <5>
Torpedoes carried: 60 <6>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <23 x 4 = 92>
Shield Generator: Class 2 (protection 300) [30 Power/shield/round]
Shield grid: Type 1 (25% increase to 375 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class zero (90 seconds)
Backup Shield Generators: none
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 6 Size worth of ships <12>
Standard Complement: 4 shuttlepods, 2 workbees/Inspection Pods
Location(s): Aft ventral of the suacer

Orbital Dry-dock Facility for NX-class Starship Construction
Class and Type: Orbital Dry-dock Facility for NX-Class Starship Construction and repair
Commissioning Date: 22nd century

Hull Systems
Size: 2 (5)
Length: 282 meters
Beams: 160 meters
Height: 45 meters
Decks: 4
Mass: 300,000 metric tons
SUs Available: 900 – 1900
SUs Used: 380

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <11>
Backup: Class E (Protection 10) <6>
Backup: Class E (Protection 10) <6>

Personnel Systems
Crew/Inhabitants/Capacity: 20/100/750
Crew Quarters: None

Environmental Systems
Basic Life Support [8 Power/round] <20>
Reserve Life Support [4 Power/round] <10>
Emergency Life Support (36 emergency shelters) <10>
Gravity [3 Power/round] <5>
Consumable: one years worth <10>
Food Stores Galley [0 Power/round] <2>
Nutrient Paste System [0 power/round] <3>
Industrial Fabrication Units: Mark III [3 Power/round] <5>
Medical Facilities: 3 (+0) [3 Power/round] <15>
Recreation Facilities: 1 (a spartan mess hall; exercise room) [1 Power/round] <5>
Mercantile Facilities: none
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Manufacturing Facilities (generates 2 SU of starship per day in construction on average - see notes) [15 power/round] <15>
Cargo hold: 4,000 cubic meters <1>
Locations: Lower Cargo Bays
Escape Pods <2>
Number: 30
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Fusion Reactor: type 10 (generates 100 Power/round) <50>
Locations:
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: (generates 15 Power/round) <15>
EPS: Standard Power flow, +10 Power transfer/round <26>
Standard Usable Power: 80

Operations systems
Operations (OPS): <8>

Computers
Cores: [1 Power/round] <3>
ODN <15>

Sensor Systems
Long-range Sensors: None

Lateral Sensors [5 Power/round] <4>
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Coverage: Standard
Probes: none
Sensor Skill: 3

Communications Systems
Type: Type III Interplanetary Radio [3 power/round of use] <3>
Strength: 3
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Grappling cables (first level rating only 1 km) Emitter: Class Alpha [3 Power/Strength used/round] <3 x 2 = 6>
Accuracy: 5/6/8/11
Lactation: Aft Ventral hanger bay

Transporters
Type: Cargo [2 Power/round] <3>
Pads: 100 kg
Emitter/Receiver Array: Cargo Mark I (5,000 km range)
Energizing/Transition Coils: Class A (strength 1)
Number and location:

Security Systems rating: 1 <4>
Anti-Intruder System: None

Internal Force Field: None
Science Systems Rating: none
Specialized Systems: None
Laboratories: None

Tactical Systems: None

Shields: None

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 12 Size worth of ships <24>
Standard Complement: four shuttlepods and eight Construction pods
Location(s): Main Shuttlebay

Internal Docking Bays: (Main docking Facility for construction of a single ship)
1 rating 5 number of docks (ships up to size 5) [may supply 50 power/round/ship] <10>

External Docking Ports:
2 rating 5 number of docks (ships up to size 5) [may supply 50 power/round/ship] <2 x 2 = 4>
4 rating 1 number of docks (ships up to size 5) [may supply 50 power/round/ship] <1 x 4 = 4>

Station Data: Starfleet has only one of these facilities and is planning on two more.

Notable stations:

Other Stations:

Notes: The Station generated the first ship a 1.5 SU per day as it is the prototype and 1.55 for the second and then 2 SU's for all additional starships after that.

The Enterprise NX-01 took 490 days (1.4 years) to construct, the Columbia NX-02 took 571 days (1.6 years) as it is slightly different and has additional upgrades that the Enterprise received after it has set sailed. Future models of the NX-class will take 443 days (1.2 years). Unlike the 23rd and 24th century facilities such as these they are slow to build the ship and as a note much of the ship is created on the planet's surface and moved up to the station

Enterprise Era Shuttlepod
Commissioning Date: mid 22nd century

Hull Systems
Size: 1
Length: 8 meters
Beams: ? meters
Height: ? meters
Decks: 1
Mass: metric tons
SUs Available: 200
SUs Used: 131 *(Optional systems 143)*

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class B (Protection 8/12) <4>
Backup: Class B (Protection 4) <2>
Backup: Class B (Protection 4) <2>
Specialized hull: Atmospheric Capability <1>
Planetfall capability <1>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/6/7
Crew Quarters: None

Environmental Systems
Basic Life Support [2 Power/round] <4>
Reserve Life Support [1 Power/round] <2>
Emergency Life Support None
Gravity [1 Power/round] <1>
Consumable: 3 Days worth worth <2>
Food Stores only <2>
Medical Facilities: Med Kits only <5>
Recreation Facilities: None
Personal Transport: Jefferies tubes <1>
Fire Suppression System [1 Power/round when active] <1>
Cargo hold: 10 cubic meters <1>
Locations:
Escape Pods <0>
Number: 0
Capacity: 0 persons per pod

Propulsion Systems
Warp Drive Nacelles: none
Impulse Engine Type: 1 Type 1 (.1c/.2c) [1/2 Power/round] <2>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <1>

Power Systems
Fusion Reactor: Class 1 (generates 50 Power/round) <21>
Locations: Engineering hull, decks
Impulse Engine[s]: 1 Type 1 (generate 3 power/engine/round)
EPS: Standard Power flow <5>
Standard Usable Power: 53

Operations systems
Bridge: Forward cockpit <4>

Computers
Core 1: [1 Power/round] <1>
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] <1>
Range package: Mark 0 (Accuracy 3/4/7/10)
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 (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 0 [1 Power/round in use] <3>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 0 <0>
Inertial Damping Field
Main <4>
Strength: 1 [3 Power/round]
Number: 2
Backup <1>
Strength: 1 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

COMMUNICATIONS SYSTEMS
Type: Mark II [3 Power/round of use] <2>
Strength: 2
Security: -0
Emergency Communications: yes [1 Power/round] <0>

Security Systems Rating: none
Science Systems Rating: 1 (+0) [1 Power/round] <6>
Tactical Systems None

Shields (Forward, Aft, Port, Starboard) <3 (x 4 = 12)>
Polerized hull plating Generator: Class 1 (protection 50) [5 power/shield/round]
Subspace field Distortion Amplifiers: Class Alpha (Threshold 17)
Recharging System: Class 0 (90 seconds)
Backup Shield Generators: None

Tactical system - *Optional*
Plasma Cannon *<4 x 2 = 8>*
Type: Sorsc class
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Accuracy: 6/7/9/12
Range: 4/10,000/30,000/100,000
Location: one forward Dorsal & Ventral aft
Firing Arc: 360 degrees dorsal
Firing Modes: Standard

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Security: -0

Enterprise Era Inspection Pods
Type: Multi-purpose construction and maintenance Pod
Commissioning Date: 22nd century

Description and Notes
Fleet Data:

Hull Systems
Size: 1
Length: 4.5 meters
Beam: 3.1 meters
Draft: 2.7 meters
Mass: 1 metric ton
SU's Available: 50
SU's Used: 37

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 1 <0>
Resistance Inner Hull: 1 <0>

Structural Integrity Field [1 power/10 protection/round]
Main: Class A (Protection 5/05) <3>

Personnel Systems
Crew/Pass/Evac.: 1/0/0

Environmental Systems
Basic Life Support [1 power/round] <4>
Reserve Life Support [1 power/round] <2>

Propulsion Systems
Reaction Control System (.025c) [2 power/round use] <1>

Power Systems
Fusion Reactor (Generates 20 power/round) <10>
EPS: Standard power +10/round <6>
Standard Usable Power: 20

Operations Systems
Cockpit <4>

Computer: None

Sensor Systems
Navigational Sensors [05 power/round] <1>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Sensors Skill: 2

Flight Control Systems
Navigational Computers None
Inertial Stabilizers None
Attitude Control [1 power/round] <1>

Communications Systems Type: Type I [3 power/round use] <1>
Strength: 1

Xindi Vortex Drive (subspace tunnel Generator)
SU's Cost: 5 x size
Power Cost: Power is equal to that of a Warp Drive system but cost an Extra 10 points to open the Vortex subspace tunnel.

The Xindi Vortex drive is a device that works on similar principles to that of a transwarp drive as it creates an artificial tunnel to travel within. The speed that the ship travels at is equal to standard warps speed factor of 8.

Xindi-Aquatic Warship
Class and Type:
Commissioning Date: 2150's

Hull Systems
Size: 6
Length: 311 meters
Beams: ? meters
Height: ? meters
Decks: 4
Mass: 1,000,000 metric tons
SUs Available: 1,000
SUs Used: 931

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <12>
Backup: Class E (Protection 10) <6>
Backup: Class E (Protection 10) <6>

Personnel Systems
Crew/Passengers/Evac: 28/10/60
Crew Quarters
Basic: 19 <2>
Expanded: 13 <3>
Luxury: 4 <4>
Unusual: 2 <2>

Environmental Systems
Basic Life Support [4 Power/round] <24>
Reserve Life Support [2 Power/round] <12>
Emergency Life Support (36 emergency shelters) <12>
Gravity [3 Power/round] <6 >
Consumable: 2 years worth <24>
Food Storage [0 Power/round] <2>
Industrial Replicators
Medical Facilities: 3 (+0) [3 Power/round] <15>
Recreation Facilities: 4 [4 Power/round] <24>
Personal Transport: Jefferies tubes [0 Power/round] <6>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 50,000 cubic meters <2>
Locations:
Escape Pods <1>
Number: 20
Capacity: 2 persons per pod

Propulsion Systems
Vortex Drive (subspace tunnel Generator): <30>
Speed: Equal to Warp Factor 8 [50 Power/round of use]
PIS: Class E (6 hours of Maximum warp) <10>
Special configuration: Embedded Nacelles <24>
Impulse Engine Type: 2 Type 3 (.4c/.5c) [4/5 Power/round] <2 x 8 = 16>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Warp Engine Type: Mark V (generates 200 Power/round) <60>
Locations:
Impulse Engine[s]: 2 Type 3 (generate 10 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, +100 Power transfer/round <40>
Standard Usable Power:

Operations systems
Bridge: <24>

Computers (Pre Duotronic)
Core: [1 Power/round] <3 x 2 = 6>
ODN <18>

Navigational Deflector [6 Power/round] <18>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <19>
Range package: Mark IV (Accuracy 4/5/8/11)
High Resolution: 4 Light-years (0.5/05 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <13>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)

Coverage: Standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Probes: None
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1,
Coordination 0 [1 Power/round in use] <3>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 2 <0>

Inertial Damping Field
Main <24>
Strength: 8 [3 Power/round]
Number: 2
Backup <6>
Strength: 8 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Mark I Subspace Radio [3 Power/round] <3>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3 x 7 = 21>
Accuracy: 5/6/8/11
Lactation: One aft, one per shuttle bay

Transporters
Type: Personnel [3 Power/use] <8>
Pads: 6
Emitter/Receiver Array: Personnel Mark 2 (8,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location: One Central Core

Type: Cargo [2 1 Power/round] <6>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark (12,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field [1 Power/3 Strength] <6>
Science Systems Rating: 1 (+0) [1 Power/round] <11>
Specialized Systems: None

Laboratories: 8 <2>

Tactical Systems
<25 x 6 = 150>
Type 6
Damage: 140 [14 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/5,000/12,000/35,000
Location: one dorsal, one ventral, once forward, one port, one aft, one starboard
Firing arc: 180 degrees
Firing Modes: Standard and pulse
Weapons Control room <6>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <29 x 4 = 116>
Shield Generator: Class 2 (protection 280 (+100 Embedded Nacelles)) [28 Power/shield/round]
Shield grid: Type A (25% increase to Protection 350)
Subspace field Distortion Amplifiers: Class Beta (Threshold 94 (+10 Embedded Nacelles))
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <6>
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 4 Size worth of ships <8>
Standard Complement: 2 shuttlecraft
Location(s):

Xindi- Arboreal Warship
Class and Type:
Commissioning Date: 2150's

Hull Systems
Size: 3
Length: 76 meters
Beams: ? meters
Height: ? meters
Decks: 3
Mass: 1,000,000 metric tons
SUs Available: 600
SUs Used: 538

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <9>
Backup: Class E (Protection 10) <5>
Backup: Class E (Protection 10) <5>
Specialized Hull: Atmospheric Capability <3>
Planetfall Capability <3>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 32/18/80
Crew Quarters
Basic: 25 <3>
Expanded: 20 <4>
Luxury: 4 <4>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [5 Power/round] <12>
Reserve Life Support [3 Power/round] <6>
Emergency Life Support (18 emergency shelters) <6>
Gravity [2 Power/round] <3>
Consumable: 2 years worth <12>
Food Storage [0 Power/round] <2>
Industrial Replicators
Medical Facilities: 3 (+0) [3 Power/round] <15>
Recreation Facilities: 4 [4 Power/round] <24>
Personal Transport: Jefferies tubes [0 Power/round] <3>
Fire Suppression System [1 Power/round when active] <3>
Cargo hold: 5,000 cubic meters <1>
Locations:
Escape Pods <1>
Number: 20
Capacity: 4 persons per pod

Propulsion Systems
Vortex Drive (subspace tunnel Generator): <15>
Speed: Equal to Warp Factor 8 [50 Power/round of use]
PIS: Class E (6 hours of Maximum warp) <10>
Special configuration: Embedded Nacelles <12>
Impulse Engine Type: 1 Type 3 (.4c/.5c) [4/5 Power/round] <1 x 8 = 8>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <3>

Power Systems
Warp Engine Type: Mark IV (generates 180 Power/round) <53>
Locations:
Impulse Engine[s]: 2 Type 3 (generate 10 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 <20>
Standard Usable Power:

Operations systems
Bridge: <12>

Computers (pre Duotronic)
Core: [1 Power/round] <2>
ODN <9>

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

Sensor Systems
Long-range Sensors [5 Power/round] <19>
Range package: Mark IV (Accuracy 4/5/8/11)
High Resolution: 4 Light-years (0.5/05 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <13>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Probes: None
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1,
Coordination 0 [1 Power/round in use] <3>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 2 <0>

Inertial Damping Field
Main <12>
Strength: 8 [3 Power/round]
Number: 2
Backup <3>
Strength: 8 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Mark I Subspace Radio [3 Power/round] <3>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: One aft,

Transporters
Type: Personnel [3 Power/use] <8>
Pads: 6
Emitter/Receiver Array: Personnel Mark 2 (8,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location: One Central Core

Type: Cargo [2 1 Power/round] <6>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark (12,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <3>
Internal Force Field [1 Power/3 Strength] <3>
Science Systems Rating: 1 (+0) [1 Power/round] <8>
Specialized Systems: None
Laboratories: 4 <2>

Tactical Systems
Disruptor weapons <17 x 2 =34>
Type 4
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/5,000/12,000/35,000
Location:, one forward, one aft
Firing arc: 180 degrees
Firing Modes: Standard and pulse
Weapons Control room <3>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <11 x 4 = 44>
Shield Generator: Class 1 (protection 100 (+100 Embedded Nacelles)) [10 Power/shield/round]
Shield grid: Type A (25% increase to Protection 133)
Subspace field Distortion Amplifiers: Class alpha (Threshold 34 (+10 Embedded Nacelles))
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): None

Xindi-Insectoid Ship
Class and Type:
Commissioning Date: 2140's

Hull Systems
Size: 2
Length: 45 meters
Beams: ? meters
Height: ? meters
Decks: 2
Mass: 20 metric tons
SUs Available: 600
SUs Used: 457

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <8>
Backup: Class E (Protection 10) <4>
Backup: Class E (Protection 10) <4>
Specialized Hull: Atmospheric Capability <2>
Planetfall Capability <2>

Personnel Systems
Crew/Passengers/Evac: 6/4/20
Crew Quarters
Basic: 10 <1>

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>
Consumable: 1 years worth <4>
Food Storage [0 Power/round] <2>
Industrial Replicators
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 1 [1 Power/round] <6>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 500 cubic meters <1>
Locations:
Escape Pods <1>
Number: 10
Capacity: 1 persons per pod

Propulsion Systems
Vortex Drive (subspace tunnel Generator): <10>
Speed: Equal to Warp Factor 8 [50 Power/round of use]
PIS: Class E (6 hours of Maximum warp) <10>
Special configuration: Embedded Nacelles <8>
Impulse Engine Type: 1 Type 5 (.5c/.7c) [5/7 Power/round] <1 x 15 = 15>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Mark III (generates 120 Power/round) <42>
Locations:
Impulse Engine[s]: 1 Type 5 (generate 20 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <15>
Standard Usable Power:

Operations systems
Bridge: <8>

Computers (pre Duotronic)
Core: [1 Power/round] <1>
ODN <6>

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

Sensor Systems
Long-range Sensors [5 Power/round] <15>
Range package: Mark IV (Accuracy 4/5/8/11)
High Resolution: 4 Light-years (0.5/05 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 4 (strength 4)
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] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Probes: None
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 0 [1 Power/round in use] <3>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 2 <0>

Inertial Damping Field
Main <8>
Strength: 8 [3 Power/round]
Number: 2
Backup <2>
Strength: 8 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Mark I Subspace Radio [3 Power/round] <3>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: One aft,

Transporters
Type: Personnel [2 Power/use] <7>
Pads: 4
Emitter/Receiver Array: Personnel Mark 2 (8,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location: One Central Core

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <3>
Internal Force Field [1 Power/3 Strength] <3>
Science Systems Rating: 1 (+0) [1 Power/round] <8>
Specialized Systems: None
Laboratories: 2 <2>

Tactical Systems
Disruptor weapons <21 x 2 =42>
Type 5
Damage: 120 [12 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/5,000/12,000/35,000
Location:, one forward, one aft
Firing arc: 180 degrees
Firing Modes: Standard and pulse
Weapons Control room <2>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <10 x 4 = 40>
Shield Generator: Class 1 (protection 160 (+100 Embedded Nacelles)) [16 Power/shield/round]
Shield grid: Type A (25% increase to Protection 212)
Subspace field Distortion Amplifiers: Class Beta (Threshold 54 (+10 Embedded Nacelles))
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

Auxiliary Spacecraft systems
Shuttlebay(s): None

Xindi-Primate ship
Class and Type:
Commissioning Date: 2140's

Hull Systems
Size: 4
Length: 209 meters
Beams: ? meters
Height: ? meters
Decks: 3
Mass: 100,000 metric tons
SUs Available: 800 1300
SUs Used: 644

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <11>
Backup: Class E (Protection 10) <6>
Backup: Class E (Protection 10) <6>
Specialized Hull: Atmospheric Capability <4>
Planetfall Capability <4>

Personnel Systems
Crew/Passengers/Evac: 68/20/105
Crew Quarters
Basic: 49 <5>
Expanded: 29 <6>
Luxury: 9 <9>
Unusual: 1 <1>

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>
Consumable: 2 years worth <16>
Food Storage [0 Power/round] <2>
Industrial Replicators
Medical Facilities: 3 (+0) [3 Power/round] <15>
Recreation Facilities: 4 [4 Power/round] <24>
Personal Transport: Jefferies tubes [0 Power/round] <4>
Fire Suppression System [1 Power/round when active] <4>
Cargo hold: 15,000 cubic meters <1>
Locations:
Escape Pods <2>
Number: 20
Capacity: 6 persons per pod

Propulsion Systems
Vortex Drive (subspace tunnel Generator): <20>
Speed: Equal to Warp Factor 8 [50 Power/round of use]
PIS: Class E (6 hours of Maximum warp) <10>
Special configuration: Embedded Nacelles <16>
Impulse Engine Type: 1 Type 4 (.4c/.6c) [4/6 Power/round] <1 x 12 = 12>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <4>

Power Systems
Warp Engine Type: Mark IV (generates 150 Power/round) <50>
Locations:
Impulse Engine[s]: 1 Type 4 (generate 15 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 <25>
Standard Usable Power:

Operations systems
Bridge: <16>

Computers (pre Duotronic)
Core: [1 Power/round] <2>
Core: [1 Power/round] <2>
ODN <12>

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

Sensor Systems
Long-range Sensors [5 Power/round] <19>
Range package: Mark IV (Accuracy 4/5/8/11)
High Resolution: 4 Light-years (0.5/05 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <13>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Probes: None
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 0 [1 Power/round in use] <3>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 2 <0>

Inertial Damping Field
Main <16>
Strength: 8 [3 Power/round]
Number: 2
Backup <4>
Strength: 8 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Mark I Subspace Radio [3 Power/round] <3>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: One aft

Transporters
Type: Personnel [3 Power/use] <8>
Pads: 6
Emitter/Receiver Array: Personnel Mark 2 (8,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location: One Central Core

Type: Cargo [2 1 Power/round] <6>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark (12,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <4>
Internal Force Field [1 Power/3 Strength] <4>
Science Systems Rating: 1 (+0) [1 Power/round] <9>
Specialized Systems: None
Laboratories: 6 <2>

Tactical Systems
Disruptor weapons <21 x 2 =42>
Type 5
Damage: 120 [12 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/5,000/12,000/35,000
Location: one forward, one aft
Firing arc: 180 degrees
Firing Modes: Standard and pulse
Weapons Control room <4>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <18 x 4 = 72>
Shield Generator: Class 1 (protection 200 (+100 Embedded Nacelles)) [10 Power/shield/round]
Shield grid: Type A (25% increase to Protection 250)
Subspace field Distortion Amplifiers: Class Beta (Threshold 67 (+10 Embedded Nacelles))
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <4>

Auxiliary Spacecraft systems
Shuttlebay(s): None

Xindi-Primate shuttle
Class and Type:
Commissioning Date: 2149

Hull Systems
Size: 2
Length: 35 meters
Beams: ? meters
Height: ? meters
Decks: 2
Mass: 25 metric tons
SUs Available: 400
SUs Used: 383

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 3 <3>
Resistance Inner Hull: 3 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <8>
Backup: Class E (Protection 10) <4>
Backup: Class E (Protection 10) <4>
Specialized Hull: Atmospheric Capability <2>
Planetfall Capability <2>

Personnel Systems
Crew/Passengers/Evac: 2/10/15
Crew Quarters
Basic: 12 <2>

Environmental Systems
Basic Life Support [2 Power/round] <8>
Reserve Life Support [1 Power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 6 months worth <2>
Food Storage [0 Power/round] <2>
Industrial Replicators
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 2 [2 Power/round] <12>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 1,000 cubic meters <1>
Locations:
Escape Pods: None

Propulsion Systems
Vortex Drive (subspace tunnel Generator): <10>
Speed: Equal to Warp Factor 8 [50 Power/round of use]
PIS: Class E (6 hours of Maximum warp) <10>
Special configuration: Embedded Nacelles <8>
Impulse Engine Type: 1 Type 5 (.5c/.7c) [5/7 Power/round] <1 x 15 = 15>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Mark IV (generates 90 Power/round) <34>
Locations:
Impulse Engine[s]: 1 Type 5 (generate 20 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <15>
Standard Usable Power: 110

Operations systems
Bridge: <8>

Computers (pre Duotronic)
Core: [1 Power/round] <1>
ODN <6>

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

Sensor Systems
Long-range Sensors [5 Power/round] <19>
Range package: Mark IV (Accuracy 4/5/8/11)
High Resolution: 4 Light-years (0.5/05 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <13>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Probes: None
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 0 [1 Power/round in use] <3>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>

Backups: 1 <0>

Inertial Damping Field
Main <8>
Strength: 8 [3 Power/round]
Number: 2
Backup <2>
Strength: 8 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Mark I Subspace Radio [3 Power/round] <3>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: One aft

Transporters
Type: Personnel [2 Power/use] <6>
Pads: 2
Emitter/Receiver Array: Personnel Mark 2 (8,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location: One Central Core

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Field [1 Power/3 Strength] <2>
Science Systems Rating: 1 (+0) [1 Power/round] <7>
Specialized Systems: None
Laboratories: 1 <2>

Tactical Systems
Disruptor weapons <17>
Type
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/5,000/12,000/35,000
Location: one forward, one aft
Firing arc: 180 degrees
Firing Modes: Standard and pulse
Weapons Control room <2>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <9 x 4 = 36>
Shield Generator: Class 1 (protection 120 (+100 Embedded Nacelles)) [10 Power/shield/round]
Shield grid: Type A (25% increase to Protection 150)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 40 (+10 Embedded Nacelles))
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <2>
Auto-Destruct System <2>

Auxiliary Spacecraft systems
Shuttlebay(s): None

Xindi- Reptilian Warship ship
Class and Type:
Commissioning Date: 2150's

Hull Systems
Size: 5
Length: 276 meters
Beams: ? meters
Height: ? meters
Decks: 6
Mass: 100,000 metric tons
SUs Available: 900 1900
SUs Used: 831

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <11>
Backup: Class E (Protection 10) <6>
Backup: Class E (Protection 10) <6>

Personnel Systems
Crew/Passengers/Evac: 120/60/240
Crew Quarters
Basic: 100 <10>
Expanded: 60 <12>
Luxury: 18 <18>
Unusual: 9 <9>

Environmental Systems
Basic Life Support [7 Power/round] <20>
Reserve Life Support [4 Power/round] <10>
Emergency Life Support (30 emergency shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 2 years worth <20>
Food Storage [0 Power/round] <2>
Industrial Replicators
Medical Facilities: 3 (+0) [3 Power/round] <15>
Recreation Facilities: 4 [4 Power/round] <24>
Personal Transport: Turbolifts, Jefferies tubes [0 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 15,000 cubic meters <1>
Locations:
Escape Pods <3>
Number: 60
Capacity: 4 persons per pod

Propulsion Systems
Vortex Drive (subspace tunnel Generator): <25>
Speed: Equal to Warp Factor 8 [50 Power/round of use]
PIS: Class E (6 hours of Maximum warp) <10>
Special configuration: Embedded Nacelles <20>
Impulse Engine Type: 1 Type 4A (.4c/.66c) [4/6 Power/round] <1 x 13 = 13>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Mark V (generates 200 Power/round) <60>
Locations:
Impulse Engine[s]: 1 Type 4A (generate 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, +100 Power transfer/round <35>
Standard Usable Power:

Operations systems
Bridge: <20>

Computers (pre Duotronic)
Core: [1 Power/round] <3>
Core: [1 Power/round] <3>
ODN <15>

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

Sensor Systems
Long-range Sensors [5 Power/round] <19>
Range package: Mark IV (Accuracy 4/5/8/11)
High Resolution: 4 Light-years (0.5/05 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <13>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Probes: None
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 0 [1 Power/round in use] <3>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 2 <0>

Inertial Damping Field
Main <40>
Strength: 8 [3 Power/round]
Number: 4
Backup <10>
Strength: 8 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Mark I Subspace Radio [3 Power/round] <3>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3 x 2 = 6>
Accuracy: 5/6/8/11
Lactation: One aft, one forward

Transporters
Type: Personnel [3 Power/use] <8 x 2 = 16>
Pads: 6
Emitter/Receiver Array: Personnel Mark 2 (8,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location: two

Type: Cargo [3 Power/round] <6>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark (12,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field [1 Power/3 Strength] <6>
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: None
Laboratories: 8 <2>

Tactical Systems
Disruptor weapons <27 x 2 = 54>
Type 6
Damage: 140 [14 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/5,000/12,000/35,000
Location: one forward, one aft
Firing arc: 260 degrees
Firing Modes: Standard and pulse
Weapons Control room <5>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <24 x 4 = 96>
Shield Generator: Class 2 (protection 240 (+100 Embedded Nacelles)) [24 Power/shield/round]
Shield grid: Type A (25% increase to Protection 319)
Subspace field Distortion Amplifiers: Class Beta (Threshold 80 (+10 Embedded Nacelles))
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <5>
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): None

Xindi Prototype Planet Killer Weapon
Class and Type: Prototype Planet Destroyer Mobile Weapons Platform
Commissioning Date: 2153

Hull Systems
Size: 2
Diameter: 6 meters
Decks: 1
Mass: 20 metric tons
SUs Available:
SUs Used: 423

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class J (Protection 60/90) <20>
Backup: Class J (Protection 30) <10>
Backup: Class J (Protection 30) <10>

Personnel Systems
Crew/Passengers/Evac: 1/0/0
Crew Quarters
Spartan: 1 <1>

Environmental Systems
Basic Life Support [1 Power/round] <8>
Reserve Life Support [1 Power/round] <4>
Emergency Life Support None
Gravity [1 Power/round] <2>
Consumable: 3 Months worth <4>
Food Storage [0 Power/round] <2>
Industrial Replicators
Medical Facilities: None
Recreation Facilities: none
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 3 cubic meters <1>
Locations:
Escape Pods: None

Propulsion Systems
Vortex Drive (subspace tunnel Generator): <10>
Speed: Equal to Warp Factor 8 [40 Power/round of use]
PIS: Class E (6 hours of Maximum warp) <10>
Special configuration: Embedded Nacelles <8>
Impulse Engine Type: 1 Class 3A (.5c/.5c) [5/5 Power/round] <10>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Mark VI (generates 275 Power/round) <73>
Locations:
Impulse Engine[s]: 1 Class 3A (generate 12 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, +250 Power transfer/round <35>
Standard Usable Power: 323

Operations systems
Bridge: Upper area of sphere's core <4>

Computers (Pre Duotronic)
Core: [1 Power/round] <1>
ODN <6>

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

Sensor Systems
Long-range Sensors [5 Power/round] <19>
Range package: Mark IV (Accuracy 4/5/8/11)
High Resolution: 4 Light-years (0.5/05 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <13>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Probes: None
Sensor Skill: 4

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: 2 <0>

Inertial Damping Field
Main <8>
Strength: 8 [3 Power/round]
Number: 2
Backup <2>
Strength: 8 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Mark I Subspace Radio [3 Power/round] <3>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams None
Transporters None

Security Systems Rating: 0 <0>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Field [1 Power/3 Strength] <2>
Science Systems Rating: None
Specialized Systems: None
Laboratories: None

Tactical Systems
Planet destroying weapon <11 x 4 = 44>
Type Equal to a Equal to 24 Type XII phaser array
Damage: 940 [94 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 10/30,000/100,000/300,000
Location: 24 locations around the sphere
Firing arc: 90 degrees
Firing Modes: Standard and Continuous
Weapons Control Room: <2>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <6 x 4 = 12>
Shield Generator: Class 1 (protection 100) [10 Power/shield/round]
Shield grid: Type A (33% increase to Protection 133)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 33)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <2>
Auto-Destruct System <2>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 8 Size worth of ships <16>
Standard Complement: 4 shuttlecraft
Location(s):

Xindi Planet Killer Weapon
Class and Type: Planet Destroyer Mobile Weapons Platform
Commissioning Date: 2153

Hull Systems
Size: 16
Diameter: 3000 meters
Decks: 600
Mass: 20,000,000 metric tons
SUs Available: 2400
SUs Used: 2303

Hull Outer <64>
Hull Inner <64>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class J (Protection 60/90) <34>
Backup: Class J (Protection 30) <17>
Backup: Class J (Protection 30) <17>

Personnel Systems
Crew/Passengers/Evac: 10/10/300
Crew Quarters
Spartan: 20 <1>

Environmental Systems
Basic Life Support [7 Power/round] <64>
Reserve Life Support [4 Power/round] <32>
Emergency Life Support (96 emergency shelters) <32>
Gravity [8 Power/round] <16>
Consumable: 3 Months worth <16>
Food Storage [0 Power/round] <2>
Industrial Replicators
Medical Facilities: None
Recreation Facilities: none
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <48>
Fire Suppression System [1 Power/round when active] <16>
Cargo hold: 3,000,000 cubic meters <90>
Locations:
Escape Pods: None

Propulsion Systems
Vortex Drive (subspace tunnel Generator): <80>
Speed: Equal to Warp Factor 8 [50 Power/round of use]
PIS: Class E (6 hours of Maximum warp) <10>
Special configuration: Embedded Nacelles <64>
Impulse Engine Type: 4 Class 3A (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <16>

Power Systems
Warp Engine Type: two Mark VI (generates 275 Power/round) <73 x 2 = 146>
Locations:
Impulse Engine[s]: 4 Class 3A (generate 12 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +250 Power transfer/round < 105>
Standard Usable Power: 323

Operations systems
Bridge: Upper area of sphere's core <64>

Computers (Pre Duotronic)
Core: [1 Power/round] <8 x 3 = 24>
ODN <48>

Navigational Deflector [6 Power/round] <48>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <19>
Range package: Mark IV (Accuracy 4/5/8/11)
High Resolution: 4 Light-years (0.5/05 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <13>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Probes: None
Sensor Skill: 4

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: 2 <0>

Inertial Damping Field
Main <256>
Strength: 8 [3 Power/round]
Number: 8
Backup <64>
Strength: 8 [2 Power/round]
Number: 8
Attitude Control [4 Power/round] <4>

Communications Systems
Type: Mark I Subspace Radio [3 Power/round] <3>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3 x 7 = 21>
Accuracy: 5/6/8/11
Lactation: located in four position around the equatorial 90 degrees and one at top and bottom of sphere, one per shuttle bay

Transporters
Type: Personnel [3 Power/use] <7>
Pads: 4
Emitter/Receiver Array: Personnel Mark 2 (8,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location: One Central Core

Type: Cargo [2 1 Power/round] <6 x 4 = 24>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark (12,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location:

Security Systems Rating: 0 <0>
Anti-Intruder System: Yes [1 Power/round] <16>
Internal Force Field [1 Power/3 Strength] <16>
Science Systems Rating: None
Specialized Systems: None
Laboratories: None

Tactical Systems
Planet destroying weapon <11 x 24 = 264>
Type Equal to eleven Type XII phaser array
Damage: 2640 [264 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 10/30,000/100,000/300,000
Location: 24 locations around the sphere
Firing arc: 90 degrees
Firing Modes: Standard and Continuous
Weapons Control Room: <16>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <80 x 4 = 320>
Shield Generator: Class 2 (protection 300) [30 Power/shield/round]
Shield grid: Type (33% increase to Protection 399)
Subspace field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <16>
Auto-Destruct System <16>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 8 Size worth of ships <16>
Standard Complement: 4 shuttlecraft
Location(s):

Xindi Weapons subsurface docking area
Class and Type: home base-class Specialized docking area
Commissioning Date: 22nd century

Hull Systems
Size: 5 (20)
Diameters: 8000 meters
Height: 8000 meters
Decks: 1700
Mass: 36,000,000 metric tons
SUs Available: 17000 - 24000
SUs Used: 2877

Hull Outer <80>
Hull Inner <80>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Structural Integrity field [1 power/10 Protection/round]
Main: Class G (Protection 30/45) <29>
Backup: Class G (Protection 15) <15>
Backup: Class G (Protection 15) <15>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 1440/1020/18,000
Crew Quarters
Spartan: 1300 <65>
Basic: 740 <74>
Expanded: 350 <70>
Luxury: 70 <70>
Unusual: 0 <0>

Environmental Systems
Basic Life Support [13 Power/round] <80>
Reserve Life Support [7 Power/round] <40>
Emergency Life Support (120 emergency shelters) <40>
Gravity [10 Power/round] <20>
Consumable: 5 years worth <200>
Food Stores only: Galley [0 Power/round] <2>
Industrial Fabrication Units Mark III [3 power/round] <20>
Medical Facilities: 3 (+0) [3 Power/round] <15>
Recreation Facilities: 10 (Three main rech decks; pleasant eating facilities; three large lounges; four gyms; five small lounges; three arboretums) [10 Power/round] <60>
Mercantile Facilities: 10 (30+ establishments) [20 Power/round] <80>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <60>
Fire Suppression System [1 Power/round when active] <60>
Cargo hold: 4,000,000 cubic meters <120>
Locations: Lower Cargo Bays
Escape Pods: None

Propulsion Systems: None

Power Systems
Fusion Reactor: six type 10 (generates 100 Power/round) <50 x 6 = 300>
Locations:
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <12>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +200 Power transfer/round <120>
Standard Usable Power: 600

Operations systems
Operations (OPS): <20>

Computers
Core 1: [1 Power/round] <10>
Core 2: [1 Power/round] <10>
ODN <60>

Sensor Systems
Long-range Sensors [5 Power/round] <19>
Range package: Mark IV (Accuracy 4/5/8/11)
High Resolution: 4 Light-years (0.5/05 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <13>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Probes: None
Sensor Skill: 3

Communications Systems
Communications Systems
Type: Mark I Subspace Radio [3 Power/round] <3>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3 x 8 = 24>
Accuracy: 5/6/8/11
Lactation: located in four position around the equatorial 90 degrees and one at top and bottom of sphere, docking bay

Transporters

Type: Personnel [4 Power/use] <8 x 4 = 32>
Pads: 6
Emitter/Receiver Array: Personnel Mark 2 (8,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location: One Central Core

Type: Cargo [2 1 Power/round] <6 x 4 = 24>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark (12,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location:

Security Systems rating: 5 <20>
Anti-Intruder System: [1 Power/round] <20>
Internal Force Field [1 power/3 Strength] <20>
Science Systems Rating: 1 (+0) [1 Power/round] <25>
Specialized Systems: None
Laboratories: 40 <8>

Tactical Systems:
Disruptor weapons <27 x 12 = 324>
Type 6
Damage: 140 [14 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/5,000/12,000/35,000
Location: Vertical
Firing arc: 260 degrees
Firing Modes: Standard and pulse
Weapons Control room <20>

Shields (Forward, Aft, Port, Starboard) <94 x 4 = 376>
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 Zero (75 seconds)
Auto-Destruct System <20>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 20 Size worth of ships <40>
Standard Complement: ten shuttlecraft
Location(s): Main Shuttlebay

Docking bays:
1 rating 16 number of docks (ships up to size 16) [may supply 160 power/round/ship] <32>

Station Data:

Notable stations:

Other Stations:

Notes:

Creation Notes:

TOS U.S.S. Enterprise

I thought that I would share this as I was doodling around again and played with this and that and came up with this version. This is my version of Captain Kirk's Enterprise. It has a few surprises that makes it a little more special than the others. It is a little faster and better protected than the others. These are the additions that Miracle worker, Scotty made to the ship. This incorporates some of the other things such as the M5 computer system that was a part of an episode and the mine laying technology that they used to seed satellites in orbit of a planet. I run the M5 as if it was a bonus on top of the already bonus to the ships systems. I will post other modified version of the Enterprise's and other ships that I have done. I have more time as of late as I have not been participating in the gaming as I am still working out family matters over Mom's passing.

TOS U.S.S. Enterprise NCC-1701
Class and Type: Constitution-Class Heavy Cruiser
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 tons
SUs Available: 1,400
SUs Used: 1,245

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class J (Protection 60/90) <24>
Backup: Class J (Protection 30) <12>
Backup: Class J (Protection 30) <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>
Consumable: 2 years' worth <24>
Manufacturing Systems
Food Processors: Mark IV [4 Power/round] <18>
Industrial Fabrication unit Mark VII [5 power/round] <18>
Medical Facilities: 6 (+1) [6 Power/round] <30>
Recreation Facilities: 8 (1 main recreation deck, 1 Small Recreation Deck, Pleasant Eating Facilities, 2 Large Lounges, 3 Gyms, 4 Small Lounges, and 1 Arboretum) [8 Power/round] <48>
Personnel Transport: Turbolift, 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 the ships
Escape Pods <7>
Number: 140
Capacity: 4 person per pod

Propulsion Systems
Warp drive Nacelles: Type 4.68 <53>
Speed: 4.1/6.1/8.2 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp)
Warp uprating: Package one (+0.1 to standard and sustainable) <4> Package two (+0.2 to maximum) <4>
Impulse Engine Type: Type 5A (.5c/.75c) [5/7 Power/round] <18>
Location: Aft of saucer section
Reaction Control System (.025c) [2 Power/round when in use] <6>

Power Systems
Warp Engine Type: Mark VI (generates 299 Power/round) <74>
Location: Engineering hull
Impulse Engine[s]: 1 Type 5A (generates 23 Power/engine/round)
Auxiliary Power: 3 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type C (generates 35 Power/round) <40>
EPS: Standard Power flow +120 Power transfer/round <42>
Standard Usable Power: 322

Operations System
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>
M5 (Multitronic Computer uprating Mark V) (+2) [10 power/round] <15>
ODN <18>

Navigational Deflector [6 Power/round] <24>
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 (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 Light-years (1.0/1.1 - 4.0/4.1 - 12.0/12.1 - 15.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensor [5 Power/round] <15>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensor [5 Power/round] <14>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Probes: 30 probes of varying types <3>
Sensor 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>
Backup: Two <2>

Inertial Stabilizer
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: Hanger Bay

Transporters
Type: Personnel [5 Power/use] <14>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Locations: 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 Locations: 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 Locations: two in Engineering section

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 Phaser Bank <24>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward Ventral
Firing Arc: 120 degrees 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)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft Dorsal
Firing Arc: 120 degrees dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam
Phaser Control Room <6>

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
Torpedoes Carried: 40 <4>
Torpedo Control Room <6>

Aft Mine Laying <6>
Standard Load: Class 1 (50 damage) or orbital satellites
Spread: 2
Range: 1
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [5 + 1 mines released]
Location: Ventral secondary engineering hull
Firing arc: Ventral
Mine laying control room <6>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <37 x 4 = 148>
Shield Generator: Class 3 (Protection 410) [41 Power/shield/round]
Shield grid: Type B (33% increase to 545 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 137)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System <6>

Auxiliary Spacecraft System
Shuttlebay(s): Capacity for 12 size worth of ships <24>
Standard Compliment: 6 shuttles
Location(s): Aft

The U.S.S. Enterprise via Star Trek I the Motion picture and Star Trek II the Wrath of Khan before the first fight

I have been making up some of the ships that can be used in the games as they would be slightly altered from the standard. The Enterprise is one of the lists of ships that I made changes too. We have in the past run adventures with the original characters but most of the time we have run with home brewed characters instead of having figure out what other people's characters would do.

The only real change I made to the Enterprise was I gave the ship plasma power bypasses to the phasers making them fire as a standard without the channeled power to the system. I added this directly to the phaser SU's instead of the EPS SU's as it is a local bypass and not an overall systems bypass.

U.S.S. Enterprise NCC-1701 (the refited)
Class and Type: Constitution-Class Heavy Cruiser
Commissioning Date: 2245, underwent substantial upgrades in 2257 and 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 tons
SUs Available: 2,000
SUs Used: 1,825

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class J (Protection 60/90) <24>
Backup: Class J (Protection 30) <12>
Backup: Class J (Protection 30) <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>
Consumable: 3 years' worth <36>
Manufacturing Systems
Food Processors: Mark V [5 Power/round] <21>
Industrial Fabrication unit Mark VIII [5 power/round] <21>
Medical Facilities: 7 (+2) [6 Power/round] <35>
Recreation Facilities: 9 (2 main recreation decks, 1 Small Recreation Deck, Pleasant Eating Facilities, 3 Large Lounges, 4 Gyms, 4 Small Lounges, and 1 Arboretum) [9 Power/round] <54>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Aero/hydroponics deck [3 power/round] <5>
Cargo Holds: 20,000 cubic meters <1>
Locations: 8 locations throughout the ships
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: Type H (12 hours of Maximum warp) <16>
Impulse Engine
Type: Type 5C (.55c/.8c) [5/8 Power/round] <22>
Location: Aft of saucer section
Impulse Engine
Type: Type 5C (.55c/.8c) [5/8 Power/round] <22>
Location: Aft of saucer section
Reaction Control System (.025c) [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 (generates 28 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type E (generates 45 Power/round) <45>
EPS: Standard Power flow +120 Power transfer/round <45>
Standard Usable Power: 376

Operations System
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] <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 (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 Light-years (1.0/1.1 - 4.0/4.1 - 12.0/12.1 - 15.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensor [5 Power/round] <15>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensor [5 Power/round] <14>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Probes: 30 probes of varying types
Sensor 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>
Backup: 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: Hanger Bay

Transporters
Type: Personnel [5 Power/use] <56>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Locations: Two in saucer, 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 Locations: Three in saucer, 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 Locations: two in Engineering section

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 stellar analysis, planetary analysis, botanical analysis <15>
Laboratories: 26 <6>

Tactical Systems
Phaser Bank (Channeled/with secondary power backups for power when warp engines are off line +5 SU's) <37 x 6 = 222>
Type: VII
Damage: 170 [17 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward Ventral, Forward Dorsal, Port Ventral, Port Dorsal, Starboard ventral, Starboard Dorsal

Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Phaser Bank <17 (x 6) = 102>
Type: VII
Damage: 85 [9 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral of Engineering, forward starboard (4 single firing emitters each), aft dorsal to port and starboard of centerline
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam
Phaser Control Room <6>

Torpedo Launcher <15 x 2 = 30>
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 saucer neck side by side
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
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <37 x 4 = 148>
Shield Generator: Class 3 (Protection 450) [45 Power/shield/round]
Shield grid: Type B (33% increase to 600 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 150)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <6>

Auxiliary Spacecraft System
Shuttlebay(s): Capacity for 12 size worth of ships <24>
Standard Compliment: 6 shuttles
Location(s): Aft

The U.S.S. Enterprise via Star Trek II the Wrath of Khan after the fight

I have added in the ships battle damage after the first round with the reliant. I gave the ship significant damage to the warp propulsion and EPS distribution to simulate the scenario. There wasn't much real damage but the damage was to critical systems such as the EPS and Warp Engines which were subsequently taken off line leaving a crippled ship.

This is the version that they enter the Mutara Nebula with and confront Khan in a head on fight. With Impulse engines and auxiliary power the ships still has enough power to fight with without deploying ships in the nebula. The ship has 76 power and uses 44 for systems and leaves 31 for firing phasers and what not at least two good shots with the saucer phasers or the launch of two Photon Torpedoes. Then there is the Emergency power that could be directed to the shields if it was feasible to use them in the nebula.

U.S.S. Enterprise NCC-1701 (the refit)
Class and Type: Constitution-Class Heavy Cruiser
Commissioning Date: 2245, underwent substantial upgrades in 2257 and 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 tons
SUs Available: 2,000
SUs Used: 1,820 (sustained damage 3.6% <66 damage>)

Hull Outer <24> (hull breaches <6 damage>)
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class J (Protection 60/90) <24> (do to damage to power grid the Main Structural Integrity Field is disabled operating on half back up systems)
Backup: Class J (Protection 30) <12>
Backup: Class J (Protection 30) <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> (do to damage to power grid the Basic Life support is disabled)
Reserve Life Support [6 Power/round] <12>
Emergency Life Support (24 emergency shelters) <12>
Gravity [3 Power/round] <6>
Consumable: 3 years' worth <36>
Manufacturing Systems
Food Processors: Mark V [5 Power/round] <21>
Industrial Fabrication unit Mark VIII [5 power/round] <21>
Medical Facilities: 7 (+2) [6 Power/round] <35>
Recreation Facilities: 9 (2 main recreation decks, 1 Small Recreation Deck, Pleasant Eating Facilities, 3 Large Lounges, 4 Gyms, 4 Small Lounges, and 1 Arboretum) [9 Power/round] <54> (do to damage to power grid the Recreational Facilities are disabled "no time to relax during an emergency")
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <18> (damage to Turbolifts cars working only above C deck <8 damage>)
Fire Suppression System [1 Power/round when active] <6>
Cargo Holds: 20,000 cubic meters <1>
Locations: 8 locations throughout the ships
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: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: Type 5C (.55c/.8c) [5/8 Power/round] <22>
Location: Aft of saucer section
Impulse Engine Type: Type 5C (.55c/.8c) [5/8 Power/round] <22> (do to damage impulse engine providing half thrust no other difficulties <2 damage>)
Location: Aft of saucer section
Reaction Control System (.025c) [2 Power/round when in use] <6>

Power Systems
Warp Engine Type: Mark VII (generates 320 Power/round) <82> (damage to warp engines 21% reduction in warp power/warp engines taken off line <17 damage>)
Location: Engineering hull
Impulse Engine[s]: 2 Type 5C (generates 28 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type E (generates 45 Power/round) <45>

EPS: Standard Power flow +120 Power transfer/round <45> (damage to EPS 27% reduction in power distribution 37% <12 damage>)
Standard Usable Power: 376

Operations System
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> (do to damage to power grid the second computer is disabled)
Updating: Class Alpha (+1) [1 Power/computer/round] <4> (do to damage to power grid the uprating to both computers are disabled)
ODN <18>

Navigational Deflector [6 Power/round] <24> (Do to damage the Nav deflector is only half effective and doubles the chance of failure)
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> (off line due to EPS damage)
Range Package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 Light-years (1.0/1.1 - 4.0/4.1 - 12.0/12.1 - 15.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensor [5 Power/round] <15> (due to EPS damage lateral sensor receiving only half of their normal power doubling their difficulty rolls)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensor [5 Power/round] <14> (due to EPs damage Nav sensors reviving only half of their normal power doubling their difficulty rolls)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Probes: 30 probes of varying types
Sensor 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>
Backup: Two <2> (due to EPS damage back up navigational computers are off line)

Inertial Stabilizers
Main <24> (one stabilizer disabled due to phaser damage in engineering section <3 damage>)
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> (Long range communications are disabled due to EPS damage Cummunications systems reciving only half its normal power)
Strength: 5
Security: -3 (Type A Uprating)
Basic Uprating: Type 1 (+1)
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams> (do to damage to power grid the tractor beams are disabled)
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: Hanger Bay

Transporters
Type: Personnel [5 Power/use] <56>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Locations: Two in saucer, two in Engineering hull

Type: Emergency [7 power/use] <80> (do to damage to power grid the emergency transporters are disabled)
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)

Energizing/Transition coils: Class F (Strength 6)
Number and Locations: Three in saucer, Two in Engineering hull

Type: Cargo [2 Power/use] <20> (do to damage to power grid the Cargo Transporters disabled)
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Locations: two in Engineering section

Security Systems Rating: 3 <12>
Anti-Intruder System: yes [1 Power/round] <6> (due to EPS damage the anti-intruder system off line)
Internal Force Fields [1 Power/3 Strength] <6> (due to EPS damage some of the Internal Force Fields have been diabled)
Science Systems Rating 3 (+2) [3 Power/round] <21> (due to EPS damage most science systems are not reciving their normal allotment of power and science system rating reduced by 1)
Specialized Systems: 3 stellar analysis, planetary analysis, botanical analysis <15>
Laboratories: 26 <6>

Tactical Systems
Phaser Bank (Channeled/with secondary power backups for power when warp engines are off line +5 SU's) <37 x 6 = 222>
Type: VII
Damage: 170 [17 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward Ventral, Forward Dorsal, Port Ventral, Port Dorsal, Starboard ventral, Starboard Dorsal
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Phaser Bank <17 (x 6) = 102> (do to damage to power grid these Phaser Banks are disabled)
Type: VII
Damage: 85 [9 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral of Engineering, forward starboard (4 single firing emitters each), aft dorsal to port and starboard of centerline
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam
Phaser Control Room <6>

Torpedo Launcher <15 x 2 = 30> (due to phaser damage the port side launcher has been disabled <10 damage to port side launcher>)
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 saucer neck side by side
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
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <37 x 4 = 148> (due to hull and EPS damage to shielding grid the port side shields are severely weakened and the shield are 80% compromised in a fight (90 protection) <8 damage>)
Shield Generator: Class 3 (Protection 450) [45 Power/shield/round]
Shield grid: Type B (33% increase to 600 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 150)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <6>

Auxiliary Spacecraft System
Shuttlebay(s): Capacity for 12 size worth of ships <24>
Standard Compliment: 6 shuttles
Location(s): Aft

Khans U.S.S. Reliant NCC-1864 after the first fight

This is Reliant is different to the Spacedock version as it has forward and aft firing phaser cannons. The Enterprise had just been crippled and the power was weak and I gave the phasers only ten percent of their normal power as many of the systems were off line so their return fire was minimal but effective.

U.S.S. Reliant NCC-1864
Miranda-class Starship
Class and Type: Miranda-class Cruiser Commissioning Date: 2270s

Hull Systems
Size: 5
Length: 237.6 meters
Beam: 141.7 meters
Height: 58.0 meters
Decks: 11
Mass: 655,000 metric tonnes
SUs Available: 1500
SUs Used: 1341 (damage sustained 23 SU's (1.7% damage sustained))

Hull Outer <20> (damage to outer hull near impulse engines <5 SU's damage>)
Hull Inner <20>
Resistance Outer Hull: <6>
Resistance Inner Hull: <6>

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

Personnel Systems
Class/Passengers/Evac: 200/35/500
Crew Quarters
Barracks: house 120 Crewmembers <2>
Spartan: 40 <2>
Basic: 20 <2>
Expanded: 10 <2>

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>
Consumable: 3 years' worth <20>
Manufacturing Systems
Food Processors Mark V [5 Power/round} <18>
Industrial Fabrication unit [5 power/round] <18>
Medical Facilities: 6 (+1) [6 Power/round] <30>
Recreation Facilities: 6 (1 main rec deck, pleasant eating facilities, 1 large Lounge, 3 gyms, 3 small lounges, 1 arboretum) [6 Power/round] <36>
Personnel Transport: Turbolift 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 person per pod

Propulsion Systems
Warp drive Nacelles: Mark 6B <98> (Minor damage to the Warp Reactor no significant loss of power <3 SU's damage> repairs maid outside of space drydock)
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 (.5c/.8c) [5/8 Power/round] <22> (damage to the impulse engines <10 SU damage> damage repaired and half (50% of listed) available impulse available only till further repairs made at a Spacedock facility)
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <5>

Power Systems
Warp Engine Type: Mark VII (generates 300 Power/round) <80>
Location: Engineering section *(in horizontal alignment)*
Impulse Engine[s]: 1 Type 5C (generates 28 Power/engine/round)
Auxiliary Power: 3 reactors (generates 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 System
Bridge: Saucer dorsal (location deck 1)<20>
Auxiliary Control Room: (Locations deck 7) <10>

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

Navigational Deflector [6 Power/round] <>
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: (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round]<10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Probes: 30 probes of varying types <3>
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 2, Coordination 2 [1 Power/round in use] <8> (damage to the flight control systems <4> temporary repairs maid)

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 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] <19>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <12>
Accuracy: 5/6/8/11
Location: Forward Ventral & Aft Dorsal
Emitter: Class Alpha [3 power/Strength used/round] <6>
Accuracy: 5/6/8/11
Location: Hanger deck (x2)

Transporters
Type: Personnel [Power/use] <28>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Locations: 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 Locations: 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 Locations: One each in the two largest cargo bays

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) [1 Power/round] <15>
Specialized Systems: planetary analysis <5>
Laboratories: 12 <4>

Tactical Systems
Phaser cannons <4 x 32 = 128>
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, forward starboard, aft port, aft starboard
Firing Arc: 180 degrees per phaser emitter
Firing Modes: Standard, Continuous, and Pulse, wide-beam

Phaser Bank <6 x 22 = 132>
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: Three on the dorsal saucer section and three on Ventral section forward, Port and starboard
Firing Arc: 180 degrees per phaser emitter
Firing Modes: Standard, Continuous, and Pulse, wide-beam

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
Firing Arc: 180 degrees per phaser emitter
Firing Modes: Standard, Continuous, Pulse, wide-beam
Phaser Control Room <5>

Photon Torpedo Launcher <(4 x 14) 56>
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: mid-rollbar, two tubes facing forward two facing aft
Firing Arc: forward, but are self-guided
Torpedoes Carried: 60 <6>
Torpedo Control Room <5> (damage to the control room <1 SU damage>)

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <25 (x 4) [100]>227
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 System
Shuttlebay(s): Capacity for 8 size worth of ships <16>
Standard Compliment: 4 shuttles
Location(s): Aft port, aft starboard

U.S.S. Grissom NCC-638 Oberth class Planetary Surveyor – Star Trek III: The Search for Spock
Class and Type: Oberth-Class Surveyor
Commissioning Date: 2275 period

Hull Systems
Size: 4
Length: 120.25 meters
Beam: 55.73 meters
Height: 25.3 meters
Decks: 7
Mass: 147,450 metric tons
SUs Available: 1,075
SUs Used: 897

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

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

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>
Consumable: 3 years' worth <24>
Food Processors: Mark V [5 Power/round] <14>
Industrial Fabrication unit Mark VIII [5 power/round] <14>
Medical Facilities: 6 (+1) [6 Power/round] <30>
Recreation Facilities: 6 [6 Power/round] <36>
Personnel Transport: Turbolift, 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
Escape Pods <5>
Number: 100
Capacity: 4 person per pod

Propulsion Systems
Warp drive Nacelles: Mark 5.7 <90>
Speed: 5.0/7.0/9.0 [1 power/.2 warp speed]
PIS: Type D (4 hours of Maximum warp) <8>
Impulse Engine Type: Type 4A (.4c/.65c) [4/6 Power/round] <13>
Location: Aft of Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <4>

Power Systems
Warp Engine Type: Mark V (generates 200 Power/round) <60>
Location: Engineering
Impulse Engine[s]: Type 4A (generates 18 Power/engine/round)
Auxiliary Power: 2 reactors (generates 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: 218

Operations System
Bridge: Saucer dorsal <16>
Auxiliary Control Room: Engineering Hull <12>

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

Navigational Deflector [5 Power/round] <16>
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] <35>
Range Package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 Light-years (1.0/1.1 - 4.0/4.1 - 12.0/12.1 - 15.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: 1,000 additional substances

Lateral Sensor [5 Power/round] <13>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: 1,000 additional substances

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Probe Launcher <2>
Probes: 40 probes of varying types <4>

Sensor Skill: 4

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

Navigational Computer
Main: Class 1 (+1) [1 Power/round] <0>
Backup: Two <0>

Inertial Stabilizers
Main <20>
Strength: 9 [3 Power/round]
Number: 2
Backup <6>
Strength: 6 [2 Power/round]
Number: 2
Attitude control [2 Power/round] <1>

Communications Systems
Type: Mark V [3 Power/round] <15>
Strength: 5
Security: -3
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] <3 (x 2 = 6)>
Accuracy: 5/6/8/11
Location: Hanger Bay

Transporters
Type: Personnel [5 Power/use] <14>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Locations: one in saucer,

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 Locations: one in dorsal hull, one in ventral hull

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: Planetary Analysis, Geological Analysis <10>
Laboratories: 18 <4>

Tactical Systems
Forward Phaser Bank <11>
Type: V
Damage: 100 [10 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting System: 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)
Targeting System: Accuracy: 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: Aft Dorsal of saucer section
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
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <18 x 4 = 72>
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 System
Shuttlebay(s): Capacity for 4 size worth of ships <8>
Standard Compliment: 2 shuttlecraft
Location(s): Aft edge of dorsal hull, to port and starboard of impulse engine

The U.S.S. Enterprise via Star Trek III the Search for Spock

Even though the miracle worker was able to repair the Enterprise there are still things that the ship cannot repair outside of a dry dock. This version shows that much the damage is either bypassed or repaired. Note I installed an automation system in the ship as Scotty did and the automation does the lowly work of the board operators and frees them up to do other manual labor. It cost ten power and twice the ships size in SU's and can be constructed from scratch.

U.S.S. Enterprise NCC-1701 (the Redit)
Class and Type: Constitution-Class Heavy Cruiser
Commissioning Date: 2245, underwent substantial upgrades in 2257 and 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 tons
SUs Available: 2,000
SUs Used: 1,820 (sustained damage 3.6% <66 damage>) 1832

Hull Outer <24> (hull breaches <6 damage> Temporary patches have been laid in over breaches)
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class J (Protection 60/90) <24> (do to damage to power grid the Main Structural Integrity Field is disabled operating on half backup systems/bypasses have been laid in and structural Integrity is once again operational)
Backup: Class J (Protection 30) <12>
Backup: Class J (Protection 30) <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> (do to damage to power grid the Basic Life support is disabled/bypass laid in and basic life support restored)
Reserve Life Support [6 Power/round] <12>
Emergency Life Support (24 emergency shelters) <12>
Gravity [3 Power/round] <6>
Consumable: 3 years' worth <36>
Manufacturing Systems
Food Processors: Mark V [5 Power/round] <21>
Industrial Fabrication unit Mark VIII [5 power/round] <21>
Medical Facilities: 7 (+2) [6 Power/round] <35>
Recreation Facilities: 9 (2 main recreation decks, 1 Small Recreation Deck, Pleasant Eating Facilities, 3 Large Lounges, 4 Gyms, 4 Small Lounges, and 1 Arboretum) [9 Power/round] <54> (do to damage to power grid the Recreational Facilities are disabled "no time to relax during an emergency"/all but the eating facilities still off line)
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <18> (damage to Turbolifts cars working only above C deck <8 damage> temporary repairs made and the Turbolifts operational)
Fire Suppression System [1 Power/round when active] <6>
Cargo Holds: 20,000 cubic meters <1>
Locations: 8 locations throughout the ships
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: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: Type 5C (.55c/.8c) [5/8 Power/round] <22>
Location: Aft of saucer section
Impulse Engine Type: Type 5C (.55c/.8c) [5/8 Power/round] <22> (do to damage impulse engine providing half thrust no other difficulties <2 damage>)
Location: Aft of saucer section
Reaction Control System (.025c) [2 Power/round when in use] <6>

Power Systems
Warp Engine Type: Mark VII (generates 320 Power/round) <82> (damage to warp engines 21% reduction in warp power/warp engines taken off line <17 damage> temporary repairs made and the warp engine only provides 79% power to the ship)
Location: Engineering hull
Impulse Engine[s]: 2 Type 5C (generates 28 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>

Emergency Power: Type E (generates 45 Power/round) <45>
EPS: Standard Power flow +120 Power transfer/round <45> (damage to EPS 27% reduction in power distribution 37% <12 damage> temporary repairs maid and the EPS is functional to 80% power)
Standard Usable Power: 376

Operations System
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> (do to damage to power grid the second computer is disabled)
Updating: Class Alpha (+1) [1 Power/computer/round] <4> (do to damage to power grid the uprating to both computers are disabled/repairs allow Primary uprating to operate again)
ODN <18>

Navigational Deflector [6 Power/round] <24> (Do to damage the Nav deflector is only half effective and doubles the chance of failure/Nav deflector back operating within acceptable limits)
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> (off line due to EPS damage/with by pass in effect the Long range sensors are back on line but still recive a difficulty of +1 to any roll)
Range Package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 Light-years (1.0/1.1 - 4.0/4.1 - 12.0/12.1 - 15.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensor [5 Power/round] <15> (due to EPS damage lateral sensor receiving only half of their normal power doubling their difficulty rolls/back on line with EPS bypass)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensor [5 Power/round] <14> (due to EPs damage Nav sensors reviving only half of their normal power doubling their difficulty rolls/back on line with EPS bypass)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Probes: 30 probes of varying types
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 2, Coordination 2 [1 Power/round in use] <8>
Automation system (bonus to all rolls with the ship having a skeleton crew) [12 power/round] <60>

Navigational Computer
Main: Class 2 (+1) [1 Power/round] <2>
Backup: Two <2> (due to EPS damage back up navigational computers are off line/back on line with EPS bypass)

Inertial Stabilizers
Main <24> (one stabilizer disabled due to phaser damage in engineering section <3 damage>)
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> (Long range communications are disabled due to EPS damage Cummunications systems reciving only half its normal power/back on line with EPS bypass)
Strength: 5
Security: -3 (Type A Uprating)
Basic Uprating: Type 1 (+1)
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams> (do to damage to power grid the tractor beams are disabled/back on line with EPS bypass)
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: Hanger Bay

Transporters

Type: Personnel [5 Power/use] <56>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Locations: Two in saucer, two in Engineering hull

Type: Emergency [7 power/use] <80> (do to damage to power grid the emergency transporters are disabled)
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Locations: Three in saucer, Two in Engineering hull

Type: Cargo [2 Power/use] <20> (do to damage to power grid the Cargo Transporters disabled)
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Locations: two in Engineering section

Security Systems Rating: 3 <12>
Anti-Intruder System: yes [1 Power/round] <6> (due to EPS damage the anti-intruder system off line)
Internal Force Fields [1 Power/3 Strength] <6> (due to EPS damage some of the Internal Force Fields have been diabled/back on line with EPS bypass)
Science Systems Rating 3 (+2) [3 Power/round] <21> (due to EPS damage most science systems are not reciving their normal allotment of power and science system rating reduced by 1)
Specialized Systems: 3 stellar analysis, planetary analysis, botanical analysis <15>
Laboratories: 26 <6>

Tactical Systems
Phaser Bank (Channeled/with secondary power backups for power when warp engines are off line +5 SU's) <37 x 6 = 222>
Type: VII
Damage: 170 [17 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward Ventral, Forward Dorsal, Port Ventral, Port Dorsal, Starboard ventral, Starboard Dorsal
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Phaser Bank <17 (x 6) = 102> (do to damage to power grid these Phaser Banks are disabled/back on line with EPS bypass)
Type: VII
Damage: 85 [9 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral of Engineering, forward starboard (4 single firing emitters each), aft dorsal to port and starboard of centerline
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam
Phaser Control Room <6>

Torpedo Launcher <15 x 2 = 30> (due to phaser damage the port side launcher has been disabled <10 damage to port side launcher>)
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 saucer neck side by side
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
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <37 x 4 = 148> (due to hull and EPS damage to shielding grid the port side shields are severely weakened and the shield are 80% compromised in a fight (90 protection) <8 damage> with hull patching installed the shield grid on the port side is 60% of normal operations (270 protection))
Shield Generator: Class 3 (Protection 450) [45 Power/shield/round]
Shield grid: Type B (33% increase to 600 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 150)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <6>

Auxiliary Spacecraft System
Shuttlebay(s): Capacity for 12 size worth of ships <24>
Standard Compliment: 6 shuttles
Location(s): Aft

Tech notes

Starship Automation (reference Star Trek III the Search for Spock)
SU's Cost: size x 20
Power Cost: size x 2

This allows the ship to be piloted by a minimal crew for an extended period of time if needed with a bonus of 5. The automation is touchy and can easily be disabled as it is tied into nearly all systems mainly it is used for the navigation and engines. With each additional system that is being run via the automation the difficulty increases by three till the failure. Then the Automation system is damaged and must be repaired before the system can be used. This can be installed to ferry a ship back to a base where it may be repaired. This ignores the jury-rigged systems and already established damage as long as that system is running, any new damage adds ten to the difficulty instantly. Most all of all the SU's must be fabricated with the ships Industrial Fabrications Units and/or Replicators.

Note: ships of the mid 24th century already have much of this automation already installed into it where a single person can pilot the largest of starships for short trips as long as there is no problems.

The USS Enterprise-A circa the Star Trek IV and V – the Voyage Home and the Final Frontier

The U.S.S. Enterprise NCC-1701-A circa the Final Frontier with all the upgrades to the ships systems. This Enterprise-A is slightly more powerful than the previous Enterprise and has better shielding by four percent and enhanced sensors systems.

U.S.S. Enterprise NCC-1701-A
Class and Type: Constitution-Class Heavy Cruiser
Commissioning Date: though this ship was similar to older Constitution classes much of its systems have been substantially upgraded to newer equipment than the older models this Enterprise was launched in 2285 only constructed a year earlier

Hull Systems
Size: 6
Length: 304.80 meters
Beam: 141.72 meters
Height: 75.66 meters
Decks: 23
Mass: 617,450 metric tons
SUs Available: 2,000
SUs Used: 1,814

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class J (Protection 60/90) <24>
Backup: Class I (Protection 30) <12>
Backup: Class I (Protection 30) <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>
Consumable: 3 years' worth <36>
Manufacturing Systems
Food Processors: Mark V [5 Power/round] <21>
Industrial Fabrication unit Mark VIII [5 power/round] <21>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 9 (2 main recreation decks, 1 small recreation Deck, pleasant eating facilities, 3 large lounges, 4 gyms, 4 small lounges, and 1 arboretum) [9 Power/round] <54>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Aero/hydroponics deck [3 power/round] <5>
Cargo Holds: 15,000 cubic meters <1>
Locations: 6 locations throughout the ships
Escape Pods <7>
Number: 140
Capacity: 4 person per pod

Propulsion Systems
Warp drive Nacelles: Mark 7 <105>
Speed: 7.0/8.5/9.0 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine
Type: Type 5C (.55c/.8c) [5/8 Power/round] <22>
Location: Aft of saucer section
Impulse Engine
Type: Type 5C (.55c/.8c) [5/8 Power/round] <22>
Location: Aft of saucer section
Reaction Control System (.025c) [2 Power/round when in use] <6>

Power Systems
Warp Engine Type: Mark VII (generates 330 Power/round) <83>
Location: Engineering hull
Impulse Engine[s]: 2 Type 5C (generates 28 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type E (generates 45 Power/round) <45>
EPS: Standard Power flow +120 Power transfer/round <45>
Standard Usable Power: 376

Operations System
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] <24>
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 (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 Light-years (1.0/1.1 - 4.0/4.1 - 12.0/12.1 - 15.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: standard

Lateral Sensor [5 Power/round] <15>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensor [5 Power/round] <14>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Probes: 30 probes of varying types <3>
Sensor 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>
Backup: 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: Hanger Bay

Transporters
Type: Personnel [5 Power/use] <56>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Locations: Two in saucer, 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 Locations: Three in saucer, 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 Locations: two in engineering section

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
Phaser Bank (Channeled/with secondary EPS power distribution power backups conduits for power when warp engines are off line +5 SU's but not yet operational) <37 x 6 = 222>
Type: VII
Damage: 170 [17 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward Ventral, Forward Dorsal, Port Ventral, Port Dorsal, Starboard ventral, Starboard Dorsal
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Phaser Bank <17 (x 6) = 102>
Type: VII
Damage: 85 [9 Power]

Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral of Engineering, forward starboard (4 single firing emitters each), aft dorsal to port and starboard of centerline
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam
Phaser Control Room <6>

Torpedo Launcher <15 x 2 = 30>
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: 120 <12>
Torpedo Control Room <6>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <41 x 4 = 164>
Shield Generator: Class 3 (Protection 460) [46 Power/shield/round]
Shield grid: Type B (33% increase to 612 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 154)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <6>

Auxiliary spacecraft system
Shuttlebay(s): Capacity for 12 size worth of ships <24>
Standard Compliment: 6 shuttles
Location(s): Aft

U.S.S. Enterprise – A circa Star Trek VI the Undiscovered Country

This version of the Enterprise is updated with slightly better sensors and shields that give it six percent better shields than the previous versions.

U.S.S. Enterprise NCC-1701-A
Class and Type: Constitution-Class Heavy Cruiser
Commissioning Date: though this ship was similar to older Constitution classes much of its systems have been substantially upgraded to newer equipment than the older models this Enterprise was launched in 2285

Hull Systems
Size: 6
Length: 304.80 meters
Beam: 141.72 meters
Height: 75.66 meters
Decks: 23
Mass: 617,450 metric tons
SUs Available: 2,000
SUs Used: 1,819

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class J (Protection 60/90) <24>
Backup: Class I (Protection 30) <12>
Backup: Class I (Protection 30) <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>
Consumable: 3 years' worth <36>
Manufacturing Systems
Food Processors: Mark V [5 Power/round] <21>
Industrial Fabrication unit Mark VIII [5 power/round] <21>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 9 (2 main recreation decks, 1 small recreation Deck, pleasant eating facilities, 3 large lounges, 4 gyms, 4 small lounges, and 1 arboretum) [9 Power/round] <54>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Aero/hydroponics deck [3 power/round] <5>
Cargo Holds: 15,000 cubic meters <1>
Locations: 6 locations throughout the ships
Escape Pods <7>
Number: 140
Capacity: 4 person per pod

Propulsion Systems
Warp drive Nacelles: Mark 7 <105>
Speed: 7.0/8.5/9.0 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine
Type: Type 5C (.55c/.8c) [5/8 Power/round] <22>
Location: Aft of saucer section
Impulse Engine
Type: Type 5C (.55c/.8c) [5/8 Power/round] <22>
Location: Aft of saucer section
Reaction Control System (.025c) [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 (generates 28 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type E (generates 45 Power/round) <45>
EPS: Standard Power flow +120 Power transfer/round <45>
Standard Usable Power: 376

Operations System
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] <24>
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] <40>
Range Package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 Light-years (1.0/1.1 - 4.0/4.1 - 12.0/12.1 - 15.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Can detect an additional 1000 substances and phenomena (Mostly for the study of gaseous anomalies)

Lateral Sensor [5 Power/round] <18>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Can detect an additional 1000 substances and phenomena (Mostly for the study of gaseous anomalies)

Navigational Sensor [5 Power/round] <14>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Probes: 30 probes of varying types <3>
Sensor 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>
Backup: 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: Hanger Bay

Transporters
Type: Personnel [5 Power/use] <56>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Locations: Two in saucer, 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 Locations: Three in saucer, 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 Locations: two in engineering section

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
Phaser Bank (Channeled/with secondary power backups for power when warp engines are off line +5 SU's) <37 x 6 = 222>
Type: VII
Damage: 170 [17 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward Ventral, Forward Dorsal, Port Ventral, Port Dorsal, Starboard ventral, Starboard Dorsal
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Phaser Bank <17 (x 6) = 102>
Type: VII
Damage: 85 [9 Power]
Number of Emitters: 120 (up to 3 shots per round)

Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral of Engineering, forward starboard (4 single firing emitters each), aft dorsal to port and starboard of centerline
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam
Phaser Control Room <6>

Torpedo Launcher <15 x 2 = 30>
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: 120 <12>
Torpedo Control Room <6>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <41 x 4 = 164>
Shield Generator: Class 3 (Protection 470) [47 Power/shield/round]
Shield grid: Type B (33% increase to 625 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 157)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <6>

Auxiliary spacecraft system
Shuttlebay(s): Capacity for 12 size worth of ships <24>
Standard Compliment: 6 shuttles
Location(s): Aft

R-1 Investigator orbital research station
Class and Type: R-1 Regula-class Investigator Orbital Research Station
Commissioning Date: 23rd century

Hull Systems
Size: 2 (6)
Length: 114.3 meters
Width: 75.8 meters
Height: 158.5 meters
Decks: 18
Mass: 1,200,000 metric tons
SUs Available: 1300 - 2500
SUs Used: 987

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class H (Protection 40/60) <18>
Backup: Class H (Protection 20) <9>
Backup: Class H (Protection 20) <9>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 150/20/2000
Crew Quarters
Spartan: 100 <5>
Basic: 30 <3>
Expanded: 20 <4>
Luxury: 10 <10>
Unusual: 10 <10>

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>
Consumable: 3 years worth <36>
Food Processor Mark IV [4 Power/round] <18>
Industrial Fabrication units Mark VIII [5 Power/round] <21>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 2 (one gym, 1 small lounge) [2 Power/round] <12>
Mercantile Facilities: none
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 50,000 cubic meters <2>
Locations:
Escape Pods <3>
Number: 60
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Fusion Reactor: one type 300 (generates 300 Power/round) <150>
Locations:
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <12>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +120 Power transfer/round <42>
Standard Usable Power:

Operations systems
Operations (OPS): <10>

Computers
Core 1: [5 Power/round] <12>
Core 2: [5 Power/round] <12>
Uprating Class Alpha (+1) [1 power/round] <4>
ODN <18>

Sensor Systems
Long-range Sensors [5 Power/round] <46>
Range package: Class 6 (Accuracy 4/5/8/11)
High Resolution: 5 light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 6 (strength 6)
Gain Package: Class Alpha (+1)
Coverage: an additional 3000 substances and phenomena

Lateral Sensors [5 Power/round] <24>
Strength Package: Class 6 (strength 6)
Gain Package: Class alpha (+1)
Coverage: an additional 3000 substances and phenomena
Probes: 50 <5>
Probe launcher <>
Sensor Skill: 5

Communications Systems
Type: Mark V [3 power/round of use] <18>
Strength: 5
Security: -3 (Type A Uprating)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>

Accuracy: 5/6/8/11
Lactation: Base of station

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11
Location: hanger bay

Transporters
Type: Personnel [6 Power/use] <15 x 2 = 30>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Type: Emergency [6 Power/round] <13>
Pads: 20
Emitter/Receiver Array: Emergency mark 2 (5,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location:

Type: Cargo [3 Power/round] <10>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Security Systems rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field: [1 power/3 Strength] <6>
Science Systems Rating: 1 (+0) [1 Power/round] <11>
Specialized Systems: three <15>
Laboratories: 2 <2>

Tactical Systems:
Probe Launcher <11>
Standard Load: Probes only
Spread: 1
Range: depends on Probe
Targeting System: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedoes carried: none

TA/T/TS: Class Alpha [0 power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill:3

Shields (Forward, Aft, Port, Starboard) <25 x 4 = 100>
Shield Generator: Class 2 (protection 250) [25 power/shield/round]
Shield grid: Type A (25% increase to 313 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 83)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 16 Size worth of ships <32>
Standard Complement: eight shuttlecraft
Location(s): Main Shuttlebay

Docking bays:
4 external docking ports rating 4 number of docks (ships up to size 4) [may supply 40 power/round/ship] <1 x 4 = 4>
4 external docking ports rating 2 number of docks (ships up to size 2) [may supply 20 power/round/ship] <1 x 4 = 4>

Noted: The R-1 Investigator orbital research station enables scientists to pursue research in secrecy and far from support installations. Designed to provide maximum comfort and utility for both research staff and support personnel, the R-1 Investigator can operate for up to 18 months without re-supply. Traditionally, the stations are named after the planet they orbit; e.g., *Lyrae Nicbe 1*, *Regula 1*, and *Vulcan 1*.

R-1 Invictus-type orbital defense outpost
Class and Type: R-1 Invictus-type orbital defense outpost
Commissioning Date: 23rd century

Hull Systems
Size: 2 (6)
Length: 160 meters
Width: 100 meters
Height: 170 meters
Decks: 7
Mass: 1,200,000 metric tons
SUs Available: 1300 - 2500
SUs Used: 1510

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class H (Protection 40/60) <18>
Backup: Class H (Protection 20) <9>
Backup: Class H (Protection 20) <9>

Personnel Systems
Crew/Inhabitants/Capacity: 185/30/2000
Crew Quarters
Spartan: 140 <7>
Basic: 30 <3>
Expanded: 20 <4>
Luxury: 15 <15>
Unusual: 10 <10>

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>
Consumable: 3 years worth <36>
Food Processor Mark IV [4 Power/round] <18>
Industrial Fabrication units Mark VIII [5 Power/round] <21>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 4 (one small rec deck; two gyms; large eating facilities; two small lounges) [2 Power/round] <24>
Mercantile Facilities: none
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 24,000 cubic meters <1>
Locations:
Escape Pods <3>
Number: 60
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Fusion Reactor: four type 20 (generates 200 Power/round) <100 x 4 = 400>
Locations:
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <12>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +120 Power transfer/round <42>
Standard Usable Power: 800

Operations systems
Operations (OPS): <10>

Computers
Core 1: [5 Power/round] <12>
Core 2: [5 Power/round] <12>
Uprating Class Alpha (+1) [1 power/round] <4>
ODN <18>

Sensor Systems
Long-range Sensors [5 Power/round] <37>
Range package: Class 6 (Accuracy 4/5/8/11)
High Resolution: 5 light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
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
Probes: 50 <5>
Sensor Skill: 5

Communications Systems
Type: Mark V [3 power/round of use] <18>
Strength: 5
Security: -3 (Type A Uprating)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: Base of station

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11
Location: hanger bay

Transporters
Type: Personnel [6 Power/use] <15 x 2 = 30>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Type: Emergency [6 Power/round] <13>
Pads: 20
Emitter/Receiver Array: Emergency mark 2 (5,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location:

Type: Cargo [3 Power/round] <10 x 2 = 20>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Security Systems rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field: [1 power/3 Strength] <6>
Science Systems Rating: 3 (+2) [3 Power/round] <21>
Specialized Systems: one <5>
Laboratories: 12 <4>

Tactical Systems:
Phaser Banks <21 x 9 = 189>
Type VI Phaser Array
Damage: 120 [12 power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Torpedo Launcher <14 x 6 = 84>
Standard Load: Type I photon torpedo (160 damage)
Spread: 6
Range: 15/100,000/400,000/750,000
Targeting System: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedoes carried: 100 <10>

TA/T/TS: Class Alpha [0 power/round] <6>47 120 30 324 300-120
Strength: 7
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <29 x 4 = 116>
Shield Generator: Class 2 (protection 300) [30 power/shield/round]
Shield grid: Type B (33% increase to 399 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 8 Size worth of ships <16>
Standard Complement: four shuttlecraft
Location(s): Main Shuttlebay

Docking bays:
4 external docking ports rating 4 number of docks (ships up to size 4) [may supply 40 power/round/ship] <1 x 4 = 4>
4 external docking ports rating 2 number of docks (ships up to size 2) [may supply 20 power/round/ship] <1 x 4 = 4>

Notes: The mission of the Invictus-type orbital defense outpost is to provide defensive support for installations and planetary systems and to serve as an early-warning post able to withstand a low to moderate-level incursion by enemy forces. It is one of the few R-1 type stations that has been mounted with weaponry.

R-1 Terminus orbital penal installation updated 24th century
Class and Type: R-1 Terminus orbital penal installation
Commissioning Date: 23rd century updated for the 24th century

Hull Systems
Size: 2 (6)
Diameter: 250 meters
Height: 260 meters
Decks: 21
Mass: 1,200,000 metric tons
SUs Available: 1300 - 2500
SUs Used: 1407

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 12 <15>
Resistance Inner Hull: 12 <15>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <24>
Backup: Class 3 (Protection 30) <12>
Backup: Class 3 (Protection 30) <12>

Personnel Systems
Crew/Inhabitants/Capacity: 80/150/2000
Crew Quarters
Spartan: 160 (150 cells and 10 for junior officers and enlisted) <8>
Basic: 30 <3>
Expanded: 20 <4>
Luxury: 10 <10>
Unusual: 10 <10>

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>
Consumable: 1 years worth <6>
Food Replicator [6 Power/round] <6>
Industrial Replicators
Type: Network of small replicators [2 Power/round] <6>
Type: 1 large unit [2 power/replicator/round] <3>
Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 3 (two personal holodecks; one small lounge) [6 Power/round] <24>
Mercantile Facilities: none
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 24,000 cubic meters <1>
Locations:
Escape Pods <3>
Number: 60
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Fusion Reactor: three type 20 (generates 200 Power/round) <100 x 3 = 300>
Locations:
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <12>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +120 Power transfer/round <42>
Standard Usable Power: 400

Operations systems
Operations (OPS): <10>

Computers
Core 1: [5 Power/round] <12>
Core 2: [5 Power/round] <12>
Uprating Class Alpha (+1) [1 power/round] <4>
ODN <18>

Sensor Systems
Long-range Sensors [5 Power/round] <14>
Range package: Class 1 (Accuracy 4/5/8/11)
High Resolution: 4 light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.0 – 4.0)
Low Resolution: 10 light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
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
Probes: none
Sensor Skill: 3

Communications Systems
Type: Class 5 [2 power/round of use] <16>
Strength: 5
Security: -5 (Class Epsilon Uprating)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>

Accuracy: 5/6/8/11
Lactation: Base of station

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11
Location: hanger bay

Transporters
Type: Personnel [6 Power/use] <13 x 2 = 26>
Pads: 6
Emitter/Receiver Array: Personnel type 3 (25,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Emergency [6 Power/round] <13>
Pads: 20
Emitter/Receiver Array: Emergency Type 1 (5,000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and location:

Type: Cargo [3 Power/round] <11 x 2 = 22>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Transporter Inhibitor [59 Power/use] <68>
Pads: 230
Emitter/Receiver Array: Transporter Inhibitor type 3 (25,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Security Systems rating: 5 <20>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field: [1 power/3 Strength] <6>
Science Systems Rating: 1 (+0) [1 Power/round] <11>
Specialized Systems: none
Laboratories: 2 <2>

Tactical Systems:
Phaser Banks <27 x 3 = 81>
Type III Phaser Array
Damage: 160 [16 power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 300 degrees
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Torpedo Launcher <16 x 3 = 48>
Standard Load: Type II photon torpedo (200 damage)
Spread: 6
Range: 15/100,000/400,000/750,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedoes carried: 100 <10>

TA/T/TS: Class Gamma [2 power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <55 x 4 = 220>
Shield Generator: Class 2 (protection 600) [60 power/shield/round]
Shield grid: Type C (50% increase to 900 Protection)
Subspace field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 2 (40 seconds)
Back-up shields: 4 (1 per shield) <8>
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 8 Size worth of ships <16>
Standard Complement: four shuttlecraft
Location(s): Main Shuttlebay

Docking bays:
4 external docking ports rating 4 number of docks (ships up to size 4) [may supply 40 power/round/ship] <1 x 4 = 4>
4 external docking ports rating 2 number of docks (ships up to size 2) [may supply 20 power/round/ship] <1 x 4 = 4>

Notes: The R-1 Terminus orbital penal installation was built to confine foreign agents and hard-core criminals captured within Federation space. Though Federation authorities deny it, enemy operatives are probably taken to these maximum security institutions for interrogation and processing. A security zone, possibly as wide as one thousand kilometers, surrounds the installations. Scorpio Class corvettes and armed shuttlecraft patrol this zone and attack any intruders. The station's crew is a combination of Starfleet Marine and Intelligence personnel, with some scientific and medical staff. Admission to these confinement installations requires priority clearance in advance from the Department of Starfleet.

The Federation only has a couple of these stations as they are constructed to house those who are not capable of being returned to civilized standards. These stations are placed in systems where escape is considered suicide. Most are assigned to long terms of imprisonment or life terms.

R-1 Artisan orbital manufacturing centers

Class and Type: R-1 Artisan orbital manufacturing centers
Commissioning Date: 23rd century

Hull Systems
Size: 2 (6)
Length: 160 meters
Width: 100 meters
Height: 170 meters
Decks: 7
Mass: 1,200,000 metric tons
SUs Available: 1300 - 2500
SUs Used: 1032

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class H (Protection 40/60) <18>
Backup: Class H (Protection 20) <9>
Backup: Class H (Protection 20) <9>

Personnel Systems
Crew/Inhabitants/Capacity: 170/12/2000
Crew Quarters
Spartan: 100 <5>
Basic: 30 <3>
Expanded: 20 <4>
Luxury: 20 <20>
Unusual: 12 <12>

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>
Consumable: 1 years worth <12>
Food Processor Mark IV [4 Power/round] <18>
Industrial Fabrication units Mark VIII [5 Power/round] <21>
Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 2 (one gym, 1 small lounge) [2 Power/round] <12>
Mercantile Facilities: none
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Manufacturing systems (manufacturing several specialized items not replicatable) [31 Power/round] <31>
Cargo hold: 60,000 cubic meters <2>
Locations:
Escape Pods <3>
Number: 60
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Fusion Reactor: one type 300 (generates 300 Power/round) <150>
Locations:
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <12>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +120 Power transfer/round <42>
Standard Usable Power:

Operations systems
Operations (OPS): <10>

Computers
Core 1: [5 Power/round] <12>
Core 2: [5 Power/round] <12>
Uprating Class Alpha (+1) [1 power/round] <4>
ODN <18>

Sensor Systems
Long-range Sensors [5 Power/round] <32>
Range package: Class 6 (Accuracy 4/5/8/11)
High Resolution: 5 light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
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
Probes: 50 <5>
Sensor Skill: 5

Communications Systems
Type: Mark V [3 power/round of use] <18>
Strength: 5
Security: -3 (Type A Uprating)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: Base of station

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11
Location: hanger bay

Transporters
Type: Personnel [6 Power/use] <15 x 2 = 30>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Type: Emergency [6 Power/round] <13>
Pads: 20
Emitter/Receiver Array: Emergency mark 2 (5,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location:

Type: Cargo [3 Power/round] <10 x 4 = 40>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Security Systems rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field: [1 power/3 Strength] <6>
Science Systems Rating: 1 (+0) [1 Power/round] <11>
Specialized Systems: none
Laboratories: 2 <2>

Tactical Systems: None

Shields (Forward, Aft, Port, Starboard) <22 x 4 = 88>
Shield Generator: Class 2 (protection 250) [25 power/shield/round]
Shield grid: Type 0 (0% increase to 250 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 83)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 14 Size worth of ships <28>
Standard Complement: four shuttlecraft and six shuttlepods
Location(s): Main Shuttlebay

Docking bays:
4 external docking ports rating 4 number of docks (ships up to size 4) [may supply 40 power/round/ship] <1 x 4 = 4>
4 external docking ports rating 2 number of docks (ships up to size 2) [may supply 20 power/round/ship] <1 x 4 = 4>

Notes: Allowing industrial, medicinal, and biological goods to be manufactured under gravity-controlled conditions, R-1 Artisan orbital manufacturing centers can supplement planet-side factories or act as independent concerns.

R-1 Harmony Recreational Facility
Class and Type: R-1 Harmony Recreational Facility
Commissioning Date: 23rd century

Hull Systems
Size: 2 (6)
Length: 160 meters
Width: 100 meters
Height: 170 meters
Decks: 7
Mass: 1,200,000 metric tons
SUs Available: 1300 - 2500
SUs Used: 1008

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class H (Protection 40/60) <18>
Backup: Class H (Protection 20) <9>
Backup: Class H (Protection 20) <9>

Personnel Systems
Crew/Inhabitants/Capacity: 75/120/2000
Crew Quarters
Spartan: None
Basic: 50 <5>
Expanded: 50 <10>
Luxury: 50 <50>
Unusual: 45 <45>

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>
Consumable: 3 years worth <36>
Food Processor Mark IV [4 Power/round] <18>
Industrial Fabrication units Mark VIII [5 Power/round] <21>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 6 (one main rec deck; pleasant eating facilities; one large lounge; three gyms; three small lounges; one arboretum) [6 Power/round] <36>
Mercantile Facilities: 3 (bar/restaurant & 8 stores, some luxury goods) [6 power/round] <24>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 20,000 cubic meters <1>
Locations:
Escape Pods <3>
Number: 60
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Fusion Reactor: one type 300 (generates 300 Power/round) <150>
Locations:
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <12>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +120 Power transfer/round <42>
Standard Usable Power:

Operations systems
Operations (OPS): <10>

Computers
Core 1: [5 Power/round] <12>
Core 2: [5 Power/round] <12>
Uprating Class Alpha (+1) [1 power/round] <4>
ODN <18>

Sensor Systems
Long-range Sensors [5 Power/round] <34>
Range package: Class 6 (Accuracy 4/5/8/11)
High Resolution: 5 light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 6 (strength 6)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <12>
Strength Package: Class 6 (strength 6)
Gain Package: Standard (+0)
Coverage: Standard
Probes: 50 <5>
Sensor Skill: 5

Communications Systems
Type: Mark V [3 power/round of use] <18>
Strength: 5
Security: -3 (Type A Uprating)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: Base of station

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11
Location: hanger bay

Transporters
Type: Personnel [6 Power/use] <15 x 2 = 30>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Type: Emergency [6 Power/round] <13>
Pads: 20
Emitter/Receiver Array: Emergency mark 2 (5,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location:

Type: Cargo [3 Power/round] <10 x 4 = 40>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Security Systems rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field: [1 power/3 Strength] <6>
Science Systems Rating: 1 (+0) [1 Power/round] <11>
Specialized Systems: none
Laboratories: 2 <2>

Tactical Systems: None

Shields (Forward, Aft, Port, Starboard) <22 x 4 = 88>
Shield Generator: Class 2 (protection 250) [25 power/shield/round]
Shield grid: Type 0 (0% increase to 250 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 83)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 12 Size worth of ships <24>
Standard Complement: four shuttlecraft four shuttlepods
Location(s): Main Shuttlebay

Docking bays:
4 external docking ports rating 4 number of docks (ships up to size 4) [may supply 40 power/round/ship] <1 x 4 = 4>
4 external docking ports rating 2 number of docks (ships up to size 2) [may supply 20 power/round/ship] <1 x 4 = 4>

Notes: The R-1 Harmony recreational facility provides a wide spectrum of entertainment opportunities for tourists from all over the Federation. The station's living accommodations make the Harmony a popular vacation spot and cultural exchange point.

R-1 Mercy orbital medical center
Class and Type: R-1 Mercy orbital medical center
Commissioning Date: 23rd century

Hull Systems
Size: 2 (6)
Length: 160 meters
Width: 100 meters
Height: 170 meters
Decks: 7
Mass: 1,200,000 metric tons
SUs Available: 1300 - 2500
SUs Used: 1017

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class H (Protection 40/60) <18>
Backup: Class H (Protection 20) <9>
Backup: Class H (Protection 20) <9>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 100/200/2000
Crew Quarters
Spartan: 200 <10>
Basic: 50 <5>
Expanded: 30 <10>
Luxury: 20 <20>
Unusual: 20 <20>

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>
Consumable: 3 years worth <36>
Food Processor Mark IV [4 Power/round] <18>
Industrial Fabrication units Mark VIII [5 Power/round] <21>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 6 [6 Power/round] <36>
Mercantile Facilities: none
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 20,000 cubic meters <1>
Locations:
Escape Pods <3>
Number: 60
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Fusion Reactor: one type 300 (generates 300 Power/round) <150>
Locations:
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <12>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +120 Power transfer/round <42>
Standard Usable Power:

Operations systems
Operations (OPS): <10>

Computers
Core 1: [5 Power/round] <12>
Core 2: [5 Power/round] <12>
Uprating Class Alpha (+1) [1 power/round] <4>
ODN <18>

Sensor Systems
Long-range Sensors [5 Power/round] <32>
Range package: Class 6 (Accuracy 4/5/8/11)
High Resolution: 5 light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
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
Probes: 50 <5>
Sensor Skill: 5

Communications Systems
Type: Mark V [3 power/round of use] <18>
Strength: 5
Security: -3 (Type A Uprating)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: Base of station

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

Location: hanger bay

Transporters
Type: Personnel [6 Power/use] <15 x 2 = 30>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Type: Emergency [6 Power/round] <13>
Pads: 20
Emitter/Receiver Array: Emergency mark 2 (5,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location:

Type: Cargo [3 Power/round] <10 x 4 = 40>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Security Systems rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field: [1 power/3 Strength] <6>
Science Systems Rating: 1 (+0) [1 Power/round] <11>
Specialized Systems: none
Laboratories: 8 <2>

Tactical Systems: None

Shields (Forward, Aft, Port, Starboard) <25 x 4 = 100>
Shield Generator: Class 2 (protection 250) [25 power/shield/round]
Shield grid: Type A (33% increase to 313 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 83)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 20 Size worth of ships <40>
Standard Complement: four shuttlecraft twelve shuttlepods
Location(s): Main Shuttlebay

Docking bays:
4 external docking ports rating 4 number of docks (ships up to size 4) [may supply 40 power/round/ship] <1 x 4 = 4>
4 external docking ports rating 2 number of docks (ships up to size 2) [may supply 20 power/round/ship] <1 x 4 = 4>

Notes: The R-1 Mercy orbital medical center functions both as a research center for medicine and xenobiology, and as a hospital for treating medical emergencies in the far-flung regions of Federation space. In time of war, these stations can operate just behind the front lines; allowing medical personnel to treat the maximum number of wounded in the shortest possible time.

R-1 Informant deep-space surveillance center
Class and Type: R-1 Informant deep-space surveillance center
Commissioning Date: 23rd century

Hull Systems
Size: 2 (6)
Length: 160 meters
Width: 100 meters
Height: 170 meters
Decks: 7
Mass: 1,200,000 metric tons
SUs Available: 1300 - 2500
SUs Used: 1076

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class H (Protection 40/60) <18>
Backup: Class H (Protection 20) <9>
Backup: Class H (Protection 20) <9>

Personnel Systems
Crew/Inhabitants/Capacity: 120/10/2000
Crew Quarters
Spartan: 70 <4>
Basic: 26 <3>
Expanded: 19 <4>
Luxury: 7 <7>
Unusual: 8 <8>

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>
Consumable: 3 years worth <36>
Food Processor Mark IV [4 Power/round] <18>
Industrial Fabrication units Mark VIII [5 Power/round] <21>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 2 (one gym, 1 small lounge) [2 Power/round] <12>
Mercantile Facilities: none
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 24,000 cubic meters <1>
Locations:
Escape Pods <3>
Number: 60
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Fusion Reactor: one type 300 (generates 300 Power/round) <150>
Locations:
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <12>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +120 Power transfer/round <42>
Standard Usable Power:

Operations systems
Operations (OPS): <10>

Computers
Core 1: [5 Power/round] <12>
Core 2: [5 Power/round] <12>
Uprating Class Alpha (+1) [1 power/round] <4>
ODN <18>

Sensor Systems
Long-range Sensors [5 Power/round] <37>
Range package: Class 6 (Accuracy 4/5/8/11)
High Resolution: 5 light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
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
Probes: 50 <5>
Sensor Skill: 5

Communications Systems
Type: Mark V [3 power/round of use] <18>
Strength: 5
Security: -3 (Type A Uprating)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: Base of station

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11
Location: hanger bay

Transporters
Type: Personnel [6 Power/use] <15 x 2 = 30>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Type: Emergency [6 Power/round] <13>
Pads: 20
Emitter/Receiver Array: Emergency mark 2 (5,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location:

Type: Cargo [3 Power/round] <10>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Security Systems rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field: [1 power/3 Strength] <6>
Science Systems Rating: 3 (+2) [3 Power/round] <21>
Specialized Systems: one <5>
Laboratories: 12 <4>

Tactical Systems:
Phaser Banks <15 x 6 = 90>
Type III Phaser Array
Damage: 60 [6 power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Torpedo Launcher <14 x 3 = 42>
Standard Load: Type I photon torpedo (160 damage)
Spread: 6
Range: 15/100,000/400,000/750,000
Targeting System: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedoes carried: 100 <10>

TA/T/TS: Class Alpha [0 power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <29 x 4 = 116>
Shield Generator: Class 2 (protection 300) [30 power/shield/round]
Shield grid: Type B (33% increase to 399 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 4 Size worth of ships <8>
Standard Complement: two shuttlecraft
Location(s): Main Shuttlebay

Docking bays:
4 external docking ports rating 4 number of docks (ships up to size 4) [may supply 40 power/round/ship] <1 x 4 = 4>
4 external docking ports rating 2 number of docks (ships up to size 2) [may supply 20 power/round/ship] <1 x 4 = 4>

Notes: The R-1 Informant deep-space surveillance center is assigned to gather, analyze, and evaluate intelligence for Starfleet Intelligence Command. Positioned along border regions, these stations contain sophisticated computer systems capable of monitoring enemy ship movements, data transmissions, and natural phenomena, as well as broadcasting counterintelligence and conducting electronic warfare operations.

R-1 Terminus orbital penal installation
Class and Type: R-1 Terminus orbital penal installation
Commissioning Date: 23rd century

Hull Systems
Size: 2 (6)
Length: 160 meters
Width: 100 meters
Height: 170 meters
Decks: 7
Mass: 1,200,000 metric tons
SUs Available: 1300 - 2500
SUs Used: 1094

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class H (Protection 40/60) <18>
Backup: Class H (Protection 20) <9>
Backup: Class H (Protection 20) <9>

Personnel Systems
Crew/Inhabitants/Capacity: 80/150/2000
Crew Quarters
Spartan: 160 (150 cells and 10 for junior officers and enlisted) <8>
Basic: 30 <3>
Expanded: 20 <4>
Luxury: 10 <10>
Unusual: 10 <10>

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>
Consumable: 1 years worth <12>
Food Processor Mark IV [4 Power/round] <18>
Industrial Fabrication units Mark VIII [5 Power/round] <21>
Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 2 (one gym, 1 small lounge) [2 Power/round] <12>
Mercantile Facilities: none
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 24,000 cubic meters <1>
Locations:
Escape Pods <3>
Number: 60
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Fusion Reactor: two type 20 (generates 200 Power/round) <100 x 2 = 200>
Locations:
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <12>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +120 Power transfer/round <42>
Standard Usable Power: 400

Operations systems
Operations (OPS): <10>

Computers
Core 1: [5 Power/round] <12>
Core 2: [5 Power/round] <12>
Uprating Class Alpha (+1) [1 power/round] <4>
ODN <18>

Sensor Systems
Long-range Sensors [5 Power/round] <32>
Range package: Class 6 (Accuracy 4/5/8/11)
High Resolution: 5 light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
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
Probes: 50 <5>
Sensor Skill: 5

Communications Systems
Type: Mark V [3 power/round of use] <18>
Strength: 5
Security: -3 (Type A Uprating)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: Base of station

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11
Location: hanger bay

Transporters
Type: Personnel [6 Power/use] <15 x 2 = 30>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Type: Emergency [6 Power/round] <13>
Pads: 20
Emitter/Receiver Array: Emergency mark 2 (5,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location:

Type: Cargo [3 Power/round] <10>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Security Systems rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field: [1 power/3 Strength] <6>
Science Systems Rating: 1 (+0) [1 Power/round] <11>
Specialized Systems: none
Laboratories: 2 <2>

Tactical Systems:
Phaser Banks <15 x 3 = 45>
Type III Phaser Array
Damage: 60 [6 power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Torpedo Launcher <13 x 3 = 39>
Standard Load: Type I photon torpedo (160 damage)
Spread: 4
Range: 15/100,000/400,000/750,000
Targeting System: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedoes carried: 50 <5>

TA/T/TS: Class Alpha [0 power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <22 x 4 = 88>
Shield Generator: Class 2 (protection 250) [25 power/shield/round]
Shield grid: Type 0 (0% increase to 250 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 83)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 8 Size worth of ships <16>
Standard Complement: four shuttlecraft
Location(s): Main Shuttlebay

Docking bays:
4 external docking ports rating 4 number of docks (ships up to size 4) [may supply 40 power/round/ship] <1 x 4 = 4>
4 external docking ports rating 2 number of docks (ships up to size 2) [may supply 20 power/round/ship] <1 x 4 = 4>

Notes: The R-1 Terminus orbital penal installation was built to confine foreign agents and hard-core criminals captured within Federation space. Though Federation authorities deny it, enemy operatives are probably taken to these maximum security institutions for interrogation and processing. A security zone, possibly as wide as one thousand kilometers, surrounds the installations. Scorpio Class corvettes and armed shuttlecraft patrol this zone and attack any intruders. The station's crew is a combination of Starfleet Marine and Intelligence personnel, with some scientific and medical staff. Admission to these confinement installations requires priority clearance in advance from the Department of Starfleet.

TOS - Spacedock Starbase
Class and Type: Spacedock-class Starbase Field Support
Commissioning Date: late 23rd century

Hull Systems
Size: 5 (18)
Diameters: 3800 meters
Height: 5468 overall with antennas (just the station 4,700 meters)
Decks: 1000
Mass: 30,000,000 metric tons
SUs Available: 11,000 – 17,000
SUs Used: 36,983

Hull Outer <72>
Hull Inner <72>
Resistance Outer Hull: 16 <21>
Resistance Inner Hull: 16 <21>

Structural Integrity field [1 power/10 Protection/round]
Main: Class J (Protection 60/90) <36>
Backup: Class J (Protection 30) <18>
Backup: Class J (Protection 30) <18>

Personnel Systems
Crew/Inhabitants/Capacity: 50,000/125,000/2,600,000
Crew Quarters
Spartan: 61,250 <3063>
Basic: 70,000 <7000>
Expanded: 31,500 <6300>
Luxury: 8750 <8750>
Unusual: 3,500 <3500>

Environmental Systems
Basic Life Support [20 Power/round] <72>
Reserve Life Support [10 Power/round] <36>
Emergency Life Support (108 emergency shelters) <36>
Gravity [9 Power/round] <18>
Consumable: three years worth <108>
Food Processor Mark V [5 Power/round] <63>
Industrial Fabrication unit Mark VIII [5 Power/round] <63>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 10 (three main rec decks; pleasant (sometimes even luxurious) eating facilities; three large lounges; four gyms; five small lounges; three arboretums) [10 Power/round] <60>
Mercantile Facilities: 8 (24 establishments (rare & luxury goods)) [16 Power/round] <64>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <54>
Fire Suppression System [1 Power/round when active] <18>
Cargo hold: 3,000,000 cubic meters <90>
Locations: Various locations
Escape Pods <443>
Number: 8750
Capacity: 20 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <18>

Power Systems
Fusion Reactor: 25 type 20 (generates 200 Power/round) <100 x 25 = 2500>
Locations: Various locations throughout the station (see notes)
Auxiliary Power: 20 reactors (generate 5 Power/reactor/round) <60>
Emergency Power: Type D (generates 40 Power/round) <40>
EPS: Standard Power flow, +200 Power transfer/round <110>
Standard Usable Power:

Operations systems
Operations (OPS): <20>

Computers
Core 1: [5 Power/round] <36>
Core 2: [5 Power/round] <36>
Core 3: [5 Power/round] <36>
Uprating: Class Alpha (+1) [1 power/round] <2 x 3 = 6>
ODN <54>

Sensor Systems
Long-range Sensors [5 Power/round] <37>
Range package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
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
Probes: 200 <20>
Sensor Skill:

Communications Systems
Type: Mark V [3 power/round of use] <22>
Strength: 5
Security: -3 (Type A Uprating)
Basic Uprating: Type 1 (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6 x 10 = 60>
Accuracy: 5/6/8/11
Lactation: one per space door on outside and inside one at the top of station and one at bottom of station

Emitter: Class Alpha [3 Power/Strength used/round] <3 x 70 = 210>
Accuracy 5/6/8/11
Location: two per each docking slip for starship (48) and one per hanger bay (22)

Transporters
Type: Personnel [4 Power/use] <14 x 4 = 56>
Pads: 2
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Type: Personnel [6 Power/use] <16 x 20 = 320>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Type: Emergency [7 Power/round] <17 x 20 = 340>
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition Coils: Class F (Strength 7)
Number and location:

Type: Cargo [12 Power/round] <20 x 2 = 40>
Pads: 2000 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class F (strength 7)
Number and location:

Type: Cargo [4 Power/round] <12 x 10 = 120>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class F (strength 7)
Number and location:

Security Systems rating: 3 <12>
Anti-Intruder System: [1 Power/round] <18>
Internal Force Field: [1 power/3 Strength] <18>
Science Systems Rating: 3 (+2) [3 Power/round] <33>
Specialized Systems: three systems <15>
Laboratories: 80 <16>

Tactical Systems
Thirty-six Phaser Bank <26 x 36 = 936>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 360 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam
Phaser Bank Control Room <18>

Torpedo Launcher <15 x 12 = 180>
Standard Load: Type II photon torpedo (200 damage)
Spread: 6
Range: 15/350,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedo Launcher Control Room <18>
Torpedoes carried: 1000 <100>

TA/T/TS: Class Beta [1 power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <109 x 4 = 436>
Shield Generator: Class 3 (protection 450) [45 power/shield/round]
Shield grid: Type B (33% increase to 599 Protection)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 150)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <18>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 250 Size worth of ships <500>
Standard Complement: 110 shuttlecraft and 30 shuttlepods
Location(s): twenty two Shuttlebay various locations

Docking bays:
4 rating 7 number of docks (ships up to size 7) [may supply 70 power/round/ship] <56>
12 rating 6 number of docks (ships up to size 6) [may supply 60 power/round/ship] <144>
16 rating 5 number of docks (ships up to size 5) [may supply 50 power/round/ship] <160>
16 rating 3 number of docks (ships up to size 3) [may supply 30 power/round/ship] <108>

Creation Notes: I used the FASA design from Star Trek Starship Tactical Combat Simulator On-line Database and archive for generating this twenty-third century version of the Starbase. I cut the number of transporters out to a realistic number.

TNG - Spacedock Starbase
Class and Type: Spacedock-class Starbase Field Support
Commissioning Date: late 23rd century refitted early 24th century (2320 - 30's), refitted mid 24th century (2350-60s), refitted late mid 24th century (2360-70s)

Hull Systems
Size: 5 (18)
Diameters: 3800 meters
Height: 5468 overall (just the station 4,700 meters)
Decks: 1000
Mass: 30,000,000 metric tons
SUs Available: 11,000 – 17,000
SUs Used: 36,055

Hull Outer <72>
Hull Inner <72>
Resistance Outer Hull: 16 <21>
Resistance Inner Hull: 16 <21>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 4 (Protection 80/120) <42>
Backup: Class 4 (Protection 40) <21>
Backup: Class 4 (Protection 40) <21>

Personnel Systems
Crew/Inhabitants/Capacity: 50,000/95,000/2,600,000
Crew Quarters
Spartan: 50,750 <2537>
Basic: 58,000 <5800>
Expanded: 26,100 <5220>
Luxury: 7250 <7250>
Unusual: 2,900 <2900>

Environmental Systems
Basic Life Support [19 Power/round] <72>
Reserve Life Support [10 Power/round] <36>
Emergency Life Support (108 emergency shelters) <36>
Gravity [9 Power/round] <18>
Consumable: three years worth <54>
Food Replicators [18 Power/round] <18>
Industrial Replicators
Type: network of smaller Replicator [2 Power/round] <18>
Type: 8 large units [2 power/replicator/round] <24>
Medical Facilities: 9 (+2) [9 Power/round] <45>
Recreation Facilities: 10 (six main holodecks; thirty personal holodecks; large, luxurious eating facilities; four large lounges; eight small lounges) [20 Power/round] <80>
Mercantile Facilities: 8 (24 establishments (rare & luxury goods)) [16 Power/round] <64>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <54>
Fire Suppression System [1 Power/round when active] <18>
Cargo hold: 2,000,000 cubic meters <60>
Locations: Various locations
Escape Pods <443>
Number: 8750
Capacity: 20 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <18>

Power Systems
Fusion Reactor: 30 type 30 (generates 300 Power/round) <150 x 30 = 4500>
Locations: Various locations throughout the station (see notes)
Auxiliary Power: 40 reactors (generate 5 Power/reactor/round) <120>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <110>
Standard Usable Power: 8700

Operations systems
Operations (OPS): <20>

Computers
Core 1: [5 Power/round] <36>
Core 2: [5 Power/round] <36>
Core 3: [5 Power/round] <36>
Uprating: Class Beta (+2) [2 power/round] <4 x 3 = 12>
ODN <54>

Sensor Systems
Long-range Sensors [5 Power/round] <69>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: +5000 substances/phenomena

Lateral Sensor [5 Power/round] <41>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: +5000 substances/phenomena
Probes: 200 <20>
Sensor Skill:

Communications Systems
Type: Class 9 [2 Power/round] <26>
Strength: 9
Security: -5 (Class Gamma uprating)
Basic Uprating: Class Beta (+2)

Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 10 = 120>
Accuracy: 5/6/8/11
Lactation: one per space door on outside and inside one at the top of station and one at bottom of station

Emitter: Class Gamma [3 Power/Strength used/round] <6 x 48 = 288>
Accuracy 5/6/8/11
Location: two per each docking slip for starship (48)

Emitter: Class Alpha [3 Power/Strength used/round] <3 x 22 = 66>
Accuracy 5/6/8/11
Location: one per hanger bay (22)

Transporters
Type: Personnel [4 Power/use] <15 x 4 = 60>
Pads: 2
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations:

Type: Personnel [5 Power/use] <17 x 20 = 340>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations:

Type: Emergency [6 Power/round] <16 x 20 = 320>
Pads: 22
Emitter/Receiver Array: Emergency Type 2 (10,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and location:

Type: Cargo [12 Power/round] <21 x 2 = 42>
Pads: 2000 kg
Emitter/Receiver Array: Cargo type 3 (26,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and location:

Type: Cargo [4 Power/round] <13 x 10 = 130>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and location:

Security Systems rating: 4 <16>
Anti-Intruder System: [1 Power/round] <18>
Internal Force Field: [1 power/3 Strength] <18>
Science Systems Rating: 4 (+3) [5 Power/round] <38>
Specialized Systems: three systems <15>
Laboratories: 80 <16>

Tactical Systems
Thirty-six Phaser Bank <51 x 36 = 1836>
Type: XI
Damage: 220 [22 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 360 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Torpedo Launcher <18 x 12 = 216>
Standard Load: Type II photon torpedo (200 damage)
Spread: 10
Range: 15/350,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedoes carried: 2000 <200>

TA/T/TS: Class Gamma [2 power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <283 x 4 = 1132>
Shield Generator: Class 7 (protection 1400) [140 power/shield/round]
Shield grid: Type C (50% increase to 2100 Protection)
Subspace field Distortion Amplifiers: Class Theta (Threshold 400)
Recharging System: Class 4 (30 seconds)
Backup shields: 4 (1 per shield) <20>
Auto-Destruct System <18>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 250 Size worth of ships <500>
Standard Complement: 110 shuttlecraft and 30 shuttlepods
Location(s): twenty two Shuttlebay various locations

Docking bays:
4 rating 7 number of docks (ships up to size 7) [may supply 70 power/round/ship] <56>
12 rating 6 number of docks (ships up to size 6) [may supply 60 power/round/ship] <144>
16 rating 5 number of docks (ships up to size 5) [may supply 50 power/round/ship] <160>
16 rating 3 number of docks (ships up to size 3) [may supply 30 power/round/ship] <108>

Creation Notes: I used the FASA design from Star Trek Starship Tactical Combat Simulator On-line Database and archive for generating this twenty-third century version of the Starbase. I cut the number of transporters out to a realistic number.

Planetary Surface Starbase Facility
Class and Type: Dome-class Strategic Operations
Commissioning Date: early 24th Century (2312)

Hull Systems
Size: 3 (12)
Length: 1999 meters
Beams: 1100 meters
Height: 650 meters
Decks: 160 (one hundred on the surface and sixty sub-surface)
Mass: 11,200,000 metric tons
SUs Available: 3000 - 4500
SUs Used: 2583

Hull Outer <48>
Hull Inner <48>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <30>
Backup: Class 3 (Protection 25) <15>
Backup: Class 3 (Protection 25) <15>

Personnel Systems
Crew/Inhabitants/Capacity: 262/1200/7000
Crew Quarter
Barracks: none
Spartan: None
Basic: 800 <80>
Expanded: 485 <97>
Luxury: 146 <146>
Unusual: 31 <31>

Environmental Systems
Basic Life Support [11 Power/round] <48>
Reserve Life Support [6 Power/round] <24>
Emergency Life Support (36 emergency shelters) <24>
Gravity: None
Consumable: two years worth <24>
Food Replicators [12 Power/round] <12>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <12>
Type: four Large unit [2 Power/replicator/round] <12>
Medical Facilities: 8 (+2) [8 Power/round] <40>
EMH Mark I [2 Power/round when active] <5>
Recreation Facilities: 10 (six main holodecks; thirty personal holodecks; large, luxurious eating facilities; four large lounge; eight small lounges) [20 Power/round] <80>
Mercantile Facilities: 8 (24 establishments (rare & luxury goods)) [16 Power/round] <64>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <36>
Fire Suppression System [1 Power/round when active] <12>
Cargo hold: 2,500,000 cubic meters <75
Locations:
Escape Pods: None

Propulsion Systems: None

Power Systems
Fusion Reactor: three type 20 (generates 200 Power/round) <100 x 3 = 300>
Locations:
Solar power: 10 panels (generates 10 Power/round) <3 x 10 = 30>
Locations:
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <12>
Emergency Power: Type C (generates 35 Power/round) <35>
EPS: Standard Power flow, +150 Power transfer/round <45>
Standard Usable Power: 700

Operations systems
Operations (OPS): <10>

Computers
Core 1: [5 Power/round] <12>
Core 2: [5 Power/round] <12>
Uprating: Class Alpha (+1) [1 power/round] <4>
ODN <18>

Sensor Systems
Long-range Sensors [5 Power/round] <39>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <19>
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard
Probes: none
Sensor Skill: 4

Communications Systems
Type: Class 8 [2 Power/round] <24>
Strength: 8
Security: -4
Basic Uprating: Class Beta (+2)
Security Class Gamma Uprating
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: shuttle hanger bays

Transporters
Type: Personnel [5 Power/use] <14 x 4 = 56>
Pads: 6
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Cargo [3 Power/round] <11 x 3 = 33>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Security Systems rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <12>
Internal Force Field [1 power/3 Strength] <12>
Science Systems Rating: 3 (+2) [3 Power/round] <21>
Specialized Systems: three <15>
Laboratories: 36 <8>

Tactical Systems
Eight Phaser Arrays <*26 x 8 = 208*>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Dorsal 90 degrees port Phaser Bank*
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Torpedo Launcher <15 x 2 = 30>
Standard Load: Type II photon torpedo (200 damage)
Spread: 6
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward, but are self-guided
Torpedoes carried: 1000 <100>

TA/T/TS: Class Gamma [2 power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <112 x 4 = 448>
Shield Generator: Class 4 (protection 800) [80 power/shield/round]
Shield grid: Type B (33% increase to 1064 Protection)
Subspace field Distortion Amplifiers: Class Zeta (Threshold 267)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 60 Size worth of ships <120>
Standard Complement: twenty shuttle pods and twenty shuttlecraft
Location(s): Main Shuttlebay

Docking bays:
4 rating 3 number of docks (ships up to size 3) [may supply 30 power/round/ship] <12>
1 rating 4 number of docks (ships up to size 4) [may supply 40 power/round/ship] <4>
1 rating 5 number of docks (ships up to size 5) [may supply 30 power/round/ship] <5>

Description and Notes: Constructed at the time as the largest planetary surface Starbase the facility is out dated by Starfleet standards of the late 24th century and lacks in many needs for Starfleet's purposes. It is often used as a testing and training area for Starfleet Academy Cadets and as a stopover for trade ships on their way to the outpost or planet. Much of the hard science has been moved to better equipped facilities on other planets. The facility is protected by a shield as much as the planet is protected by an even more powerful and newer shield (3000 protection and 1000 threshold.) The planetary shield was added twenty-five years after it was constructed. With newer and better weapons available the Starbase was never updated with new Phaser banks or arrays. Most recently the Starbase is used as a local conference center for most starships.

Kirov Class Starship
Class and Type: Kirov-class Battlecruiser
Commissioning Date: 23rd century (2250's)

Hull Systems
Size: 6
Length: 290 meters
Beams: 127 meters
Height: 67 meters
Decks: 22
Mass: 550,000 metric tons
SUs Available: 1300 - 2500
SUs Used: 1276

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class J (Protection 60/90) <24>
Backup: Class J (Protection 30) <12>
Backup: Class J (Protection 30) <12>

Personnel Systems
Crew/Passengers/Evac: 377/75/2500
Crew Quarters
Barracks: Houses 120 crewmembers <2>
Spartan: 100 <5>
Basic: 140 <14>
Expanded: 80 <16>
Luxury: 10 <10>
Unusual: 9 <9>

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>
Consumable: three years worth <36>
Food Processor Mark III [3 Power/round] <15>
Industrial Fabrication Unit Mark VII [5 Power/round] <15>
Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 6 (one main rec deck; pleasant eating facilities; one large lounge, three gyms; three small lounges; one arboretum) [6 Power/round] <36>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 15,000 cubic meters <1>
Locations:
Escape Pods <6>
Number: 120
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: Mark 4.58 <53>
Speed: 4.0/6.0/8.0 [1 Power/.2 warp speed]
PIS: Class H (12 hours of Maximum warp) <16>
Special configuration: horizontal configuration straight out from the engineering hull instead of the v formation of the Constitution class and such vessels
Impulse Engine Type: two type 5A (.5c/.75c) [5/7 Power/round] <18 x 2 = 36>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Warp Engine Type: Mark V (generates 240 Power/round) <64>
Locations:
Impulse Engine[s]: two 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: 286

Operations systems
Bridge: <24>
Auxiliary Control Room <12>

Separation System: (no re-attachment) [10 power/round of use] <3>

Computers
Core: [5 Power/round] <12>
Core: [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 engineering section ventral

Sensor Systems
Long-range Sensors [5 Power/round] <37>
Range package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
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 (+a)
Probes: 30 <3>
Sensor Skill: 4

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

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

Inertial Damping Field
Main <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: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: Forward ventral
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: aft
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Hanger bay

Transporters
Type: Personnel [3 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: saucer section

Type: Emergency [7 Power/round] <14 x 2 = 28>
Pads: 22
Emitter/Receiver Array: Emergency Mark 3 (8,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Cargo [2 Power/round] <8>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems Rating: 3 <12>
Anti-Intruder System: [1 Power/round] <6>
Internal Force Field: [1 Power/3 Strength] <6>
Science Systems Rating: 2 (+1) [2 Power/round] <16>
Specialized Systems: Stellar Analysis <5>
Laboratories: 12 <4>

Tactical Systems
Forward Phaser Bank <23>
Type VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: forward ventral
Firing arc: 240 degrees
Firing Modes: Standard, pulse, continuous, wide-beam

Port and Starboard Phaser banks <16 x 2 = 32>
Type VII
Damage: 140 [14 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: port and starboard dorsal
Firing arc: 180 degrees
Firing Modes: Standard, pulse, continuous, wide-beam

Aft Phaser bank <10>
Type VII
Damage: 140 [14 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Aft Ventral
Firing arc: 180 degrees
Firing Modes: Standard, pulse, continuous, wide-beam
Phaser bank Control Rooms <6>

Torpedo Launcher <15>
Standard Load: Type I Photon torpedo (160 damage)
Spread: 6
Range: 15/100,000/400,000/750,000
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]

Location: forward ventral
Firing Arc: Forward, but self-guided

Torpedo Launcher <14>
Standard Load: Type I Photon torpedo (160 damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location: Aft dorsal
Firing Arc: Aft but self guided
Torpedoes carried: 40 <4>
Torpedo Control Room <6>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <33 x 4 = 132>
Shield Generator: Class 2 (protection 340) [34 Power/shield/round]
Shield grid: Type B (33% increase to 452 Protection)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 114)
Recharging System: Class zero (60 seconds)
Backup Shield Generators: none
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 10 Size worth of ships <20>
Standard Complement: 2 Shuttlepods and 4 shuttlecraft
Location(s): Aft Engineering section

Paradise City - Nimbus III - a Planetary Facility or something like it
Class and Type: Federation build colony center
Commissioning Date: 23rd century

Hull Systems
Size: 2 (5)
Length: 250 meters
Beams: 90 meters
Height: 40 meters
Decks: 6 (four above surface and two subsurface (20 meters below surface (900 SU's of planetary materials covering the subsurface with a resistance of 2)))
Mass: 200,000 metric tons
SUs Available: 900 - 1900
SUs Used: 698

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field: None

Personnel Systems
Crew/Inhabitants/Capacity: 47/1000/5000
Crew Quarters
Spartan: 400 <20>
Basic: 550 <55>
Expanded: 90 <18>
Luxury: 5 <5>
Unusual: 2 <2>

Environmental Systems
Basic Life Support [11 Power/round] <20>
Reserve Life Support: none
Emergency Life Support (30 emergency shelters) <10>
Gravity: none
Consumable: one years worth <10>
Food Processors Mark II [2 Power/round] <10>
Industrial Fabrication Unites Mark IV [4 Power/round] <13>
Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 5 (one small recreation center; pleasant eating facilities; three gyms; three small lounges; one arboretum) [5 Power/round] <30>
Mercantile Facilities: 5 (15 establishments) [10 Power/round] <40>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Manufacturing systems (various minerals and substances refined in factories) [27 power/round] <27>
Cargo hold: 100,000 cubic meters <3>
Locations: underground storage areas
Escape Pods: None

Propulsion Systems: None

Power Systems
Solar Power: 12 panels (generates 10 Power/round) <36>
Auxiliary Power: four reactors (generate 5 Power/reactor/round) <12>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <30>
Standard Usable Power: 120

Operations systems
Operations (OPS): <10>

Computers
Core 1: [5 Power/round] <10>
ODN <15>

Sensor Systems
Long-range Sensors [5 Power/round] <24>
Range package: Mark VI (Accuracy 4/5/8/11)
High Resolution: 5 light-years (0.5/0,6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 13 light-years (1.0/1.1 – 3.5/3.6 – 9.0/9.1 – 13.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Class Standard (+0)
Coverage: Standard
Probes: none
Sensor Skill: 3

Communications Systems
Type: Mark IV [3 power/round of use] <12>
Strength: 4
Security: -1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11
Location: Landing field behind city

Transporters
Type: Personnel [5 Power/use] <12>
Pads: 6
Emitter/Receiver Array: Personnel Mark 4 (15,000 km range)
Energizing/Transition Coils: Class 5 (strength 5)

Number and location:

Type: Cargo [2 Power/round] <7 x 2 = 14>
Pads: 100 kilograms
Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
Energizing/Transition Coils: Class 5 (strength 5)
Number and location:

Security Systems rating: 2 <8>
Anti-Intruder System: none
Internal Force Field [1 power/3 Strength] <5>
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: none
Laboratories: 8 <2>

Tactical Systems: None

Shields (Forward, Aft, Port, Starboard) <20 x 4 = 80>
Shield Generator: Class 2 (protection 300) [30 power/shield/round]
Shield grid: Type 0 (0% increase to 300 Protection)
Subspace field Distortion Amplifiers: Class gamma (Threshold 100)
Recharging System: Class zero (75 seconds)
Backup Shield Generators: none
Auto-Destruct System: none

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 12 Size worth of ships <24>
Standard Complement: six shuttlecraft
Location(s): Main Shuttlebay

Docking bays:
1 rating 4 number of docks (ships up to size 4) [may supply 40 power/round/ship] <1>

Notes: This version of Paradise city sits on only 5.5 acres of land and it appears to be many buildings however with a sensor scans shows that what it seen above surface is a facade of buildings and structures all connected to one another under the ground. Although there is accommodations for a thousand visitors there is rarely more than a hundred as this is a frontier outpost on a colonized planet where the colonist can come to trade their goods with the local businesses or have them shipped off planet with the next freighter.

Only when there is a big event such as Federation Day or a large holiday there is people from all over converging on the city.

The city is surrounded by a wall that is 6 meters high 1.5 meter thick with four gates located at compass points from one another with old fashion gates that must be manually opened and closed and they are usually open. The surrounding wall and gate are made out of materials that are hand phaser resistant. The largest main streets are three meters wide and the secondary streets are two meters wide and alleys one to one and half meters wide as there is little to no vehicle traffic in the town.

I am not sure if I have posted this version of the Excelsior but here it is again. This version if the prototype Excelsior. I gave it a nice shiny Transwarp drive system instead of the standard warp drive. An additional warp drive can be installed into the ship.

Star Trek III: The Search for Spock version of the U.S.S. Excelsior NX-2000
Class and Type: Excelsior-Class Exploratory Cruiser
Commissioning Date: 2284

Hull Systems
Size: 7
Length: 467.23 meters
Beams: 186.53 meters
Height: 78.89 meters
Decks: 33
Mass 2,100,000 Metric tonnes
SU's Available: 2275
SU's Used: 1884

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class K (pro 70/110) <28>
Primary Backup: Class K (pro 35) <14>
Secondary Backup: Class K (pro 35) <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>
Consumable: 2 years worth <28>
Food Processors: Mark V [5 Power/round] <25>
Industrial Fabrication Units: Mark IX [6 Power/round] <28>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 9 [9 Power/round] <54>
(two main Rec deck; one small Rec deck; Pleasant eating facilities; one large lounge; three gyms, three small lounges, one arboretum)
Personal Transport: Turbolift, Jefferies tubes [2 Power/round] <21>
Fire Suppression System [1 Power/round when active] <7>
Cargo hold: 66,000 cubic meters <2>
Locations: Aft, Engineering Hull, Saucer
Escape Pods <9>
Number: 160
Capacity: 8 persons per pod

Propulsion Systems
Trans Warp Drive Nacelles (maximum speed 20,000c) [105 power/round] <105>
Note: Transwarp speeds calculated using standard TOS warp speeds multiplied by twenty arriving at the transwarp speed fastest of Transwarp Speed Factor Ten.
Impulse Engine Type: Type 6 (.6c/.8c) [6/8 Power/round] <23>
Location: aft saucer
Reaction Control System (.025c) [2 Power/ round when in use] <7>

Power Systems
Warp Engine Type: Mark VIII (generates 360 Power/round) <91>
Locations:
Impulse Engine[s]: 1 type 6 (generate 30 power/engine/round)
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <3 x 4 = 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: dorsal saucer <28>
Auxiliary control room/bridge <14>

Saucer Separation (No re-attachment) [10 Power/round] <4>

Computers
Cores: Saucer section [5 Power/round] <14>
Cores: Engineering [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 (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
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>
Sensor 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 Stablizers/Damping Field
Main <42>
Strength: [3 Power/round]
Number: 3
Backup <11>
Strength: [2 Power/round]
Number: 3
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: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 4/5/7/10
Lactation: Forward Ventral of engineering hull

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Hanger bay

Transporters
Type: Personnel [6 Power/use] <14 x 4 = 56>
Pads: 6
Emitter/Receiver Array: Personnel 6 (26,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location: Two in saucer, two in Engineering hull

Type: Emergency [7 Power/round] <20 x 4 = 80>
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location: Two saucer, two engineering

Type: Cargo [2 Power/round] <10 x 5 = 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, four in Engineering hull

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Field [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 Bank <26 x 5 = 130>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (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 Bank <25 x 5 = 125>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (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 ventral (substantial arc shadow aft)
Firing Modes: Standard, continuous, pulse, Wide-beam

Aft Phaser Bank <25 x 2 = 50>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)

Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer forward dorsal
Firing Arc: 360 degrees Dorsal (substantial arc shadow forward)
Firing Modes: Standard, continuous, pulse, Wide-beam
Phaser Control Room <7>

Port Forward Torpedo Launcher <15>
Standard Load: Type I Photon Torpedo (160 Damage), Type II Photon Torpedo (200 Damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral port
Firing Arc: forward, but are self-guided

Starboard Forward Torpedo Launcher <15>
Standard Load: Type I Photon Torpedo (160 Damage), Type II Photon Torpedo (200 Damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral starboard
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
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <44 x 4 = 176>
Shield Generator: Class 3 (protection 460) [46 Power/shield/round]
Shield grid: Type B (33% increase to 612 Protection)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 154)
Recharging System: Class 1 (45 seconds)
Auto-Destruct System <7>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 8 Size worth of ships <16>
Standard Complement: 4 shuttlecraft
Location(s): aft

Quad Nacelles Version of the Excelsior Class
Class and Type: Excelsior-Class Exploratory Cruiser
Commissioning Date: 2284

Hull Systems
Size: 7
Length: 467.23 meters
Beams: 197.64 meters
Height: 72.76 meters
Decks: 28
Mass 2,250,000 Metric tonnes
SU's Available: 2275
SU's Used: 1922

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class K (pro 70/110) <28>
Primary Backup: Class K (pro 35) <14>
Secondary Backup: Class K (pro 35) <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>
Consumable: 2 years worth <14>
Food Processors: Mark V [5 Power/round] <25>
Industrial Fabrication Units: Mark IX [6 Power/round] <28>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 9 (two main rec deck; one small rec deck; Pleasant eating facilities; one large lounge; three gyms, three small lounges, one arboretum) [9 Power/round] <54>
Personal Transport: Turbolift, Jefferies tubes [2 Power/round] <21>
Fire Suppression System [1 Power/round when active] <7>
Cargo hold: 66,000 cubic meters <2>
Locations: Aft, Engineering Hull, Saucer
Escape Pods <9>
Number: 160
Capacity: 8 persons per pod

Propulsion Systems
Quad Warp Drive Nacelles: Mark 7E <139>
Speed: 7.3/9.7/10.6 (TOS warp speed) [1 power/.2 warp factor]
PIS: Type H (12 + 2 = 14 hours of Maximum warp) <16>
Impulse Engine Type: Type 6 (.6c/.8c) [6/8 Power/round] <23>
Location: aft saucer
Reaction Control System (.025c) [2 Power/ round when in use] <7>

Power Systems
Warp Engine Type: Mark VIII (generates 360 Power/round) <91>
Locations:
Impulse Engine[s]: 1 type 6 (generate 30 power/engine/round)
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <3 x 4 = 12>
Emergency Power: Type D (generates 40 Power/round) <40>
EPS: Standard Power flow, +200 Power transfer/round <55>
Standard Usable Power: 410

Operations systems
Bridge: dorsal saucer <28>
Auxiliary control room/bridge <14>

Saucer Separation (No re-attachment) [10 Power/round] <4>

Computers
Cores: Saucer section [5 Power/round] <14>
Cores: Engineering [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 (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
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>
Sensor 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 Damping Field
Main <42>
Strength: [3 Power/round]
Number: 3
Backup <11>
Strength: [2 Power/round]
Number: 3
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: [2 Power/round] <1>

Tractor Beams
Emitter: Class Gamma [3 Power/Strength used/round] <9>
Accuracy: 4/5/7/10
Lactation: Forward Ventral of engineering hull

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Hanger bay

Transporters
Type: Personnel [6 Power/use] <14 x 4 = 56>
Pads: 6
Emitter/Receiver Array: Personnel 6 (26,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location: Two in saucer, two in Engineering hull

Type: Emergency [7 Power/round] <20 x 4 = 80>
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location: Two saucer, two engineering

Type: Cargo [2 Power/round] <10 x 5 = 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, four in engineering hull

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Field [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 Bank <26 x 5 = 130>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (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 Bank <25 x 5 = 125>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (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 ventral (substantial arc shadow aft)
Firing Modes: Standard, continuous, pulse, Wide-beam

Aft Phaser Bank <25 x 2 = 50>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer forward dorsal
Firing Arc: 360 degrees Dorsal (substantial arc shadow forward)
Firing Modes: Standard, continuous, pulse, Wide-beam
Phaser Control Room <7>

Port Forward Torpedo Launcher <15>

Standard Load: Type I Photon Torpedo (160 Damage),
Type II Photon Torpedo (200 Damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral port
Firing Arc: forward, but are self-guided

Starboard Forward Torpedo Launcher <15>
Standard Load: Type I Photon Torpedo (160 Damage),
Type II Photon Torpedo (200 Damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral starboard
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
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <44 x 4 = 176>
Shield Generator: Class 3 (protection 470) [47
Power/shield/round]
Shield grid: Type B (33% increase to 625 Protection)
Subspace field Distortion Amplifiers: Class Gamma
(Threshold 150)
Recharging System: Class 1 (45 seconds)
Auto-Destruct System <7>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 8 Size worth of ships <16>
Standard Complement: 4 shuttlecraft
Location(s): aft

Star Trek Generations introduced the Enterprise-B that was where Captain Kirk was thought killed. Here is the version that I generated with the ribbon damage to the ship.

U.S.S. Enterprise NCC-1701-B
Class and Type: Excelsior-Class Exploratory Cruiser
Commissioning Date: 2284

Hull Systems
Size: 7
Length: 467.23 meters
Beams: 186.53 meters
Height: 78.89 meters
Decks: 33
Mass 2,100,000 Metric tonnes
SU's Available: 2275
SU's Used: 1926 (damage sustained to the ship <32 damage> 1.6% damage to the ship)

Hull Outer <28> (minor damage hull breach <4 SU's damage> internal emergency force fields contained the atmospheric leakage)
Hull Inner <28> (minor damage hull breach <4 SU's damage>)
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class K (pro 70/110) <28>
Primary Backup: Class K (pro 35) <14>
Secondary Backup: Class K (pro 35) <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>
Consumable: 2 years worth <14>
Food Processors: Mark V [5 Power/round] <25>
Industrial Fabrication Units: Mark IX [6 Power/round] <28>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 9 (two main Rec deck; one small Rec deck; Pleasant eating facilities; one large lounge; three gyms, three small lounges, one arboretum) [9 Power/round] <54>
Personal Transport: Turbolift, Jefferies tubes [2 Power/round] <21>
Fire Suppression System [1 Power/round when active] <7>
Cargo hold: 66,000 cubic meters <2>
Locations: Aft, Engineering Hull, Saucer
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 (TOS warp speed)
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: two Type 6 (.6c/.8c) [6/8 Power/round] <23 x 2 = 46>
Location: aft saucer
Reaction Control System (.025c) [2 Power/ round when in use] <7>

Power Systems
Warp Engine Type: Mark VIII (generates 390 Power/round) <94>
Locations:
Impulse Engine[s]: 2 type 6 (generate 30 power/engine/round)
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <3 x 4 = 12>
Emergency Power: Type D (generates 40 Power/round) <40>
EPS: Standard Power flow, +200 Power transfer/round <55>
Standard Usable Power: 440

Operations systems
Bridge: dorsal saucer <28>
Auxiliary control room/bridge <14>

Saucer Separation (No re-attachment) [10 Power/round] <4>

Computers
Cores: Saucer section [5 Power/round] <14>
Cores: Engineering [5 Power/round] <14>
Uprating: Class Alpha (+1) [1 Power/computer round] <4>
ODN <21>

Navigational Deflector [5 Power/round] <28> (minor damage to the Navigational deflector reducing range by half <14 SU's damage>)
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] <40> (minor damage to the long range sensors reducing sensor range by half <10 SU's damage>)
Range package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 6 (strength 6)
Gain Package: Class Alpha (+1)
Coverage: Can detect an additional 1000 substances and phenomena (Mostly for the study of gaseous anomalies)

Lateral Sensors [5 Power/round] <18>
Strength Package: Class 6 (strength 6)
Gain Package: Class Alpha (+1)
Coverage: Can detect an additional 1000 substances and phenomena (Mostly for the study of gaseous anomalies)

Navigational Sensors: [5 Power/round] <14>
Strength Package: Class 6 (strength 6)
Gain Package: Class Alpha (+1)

Probes: 60 <6>
Sensor 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 Damping Field
Main <42>
Strength: [3 Power/round]
Number: 3
Backup <11>
Strength: [2 Power/round]
Number: 3
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: [2 Power/round] <1>

Tractor Beams
Emitter: Class Gamma [3 Power/Strength used/round] <9>
Accuracy: 4/5/7/10
Lactation: Forward Ventral of engineering hull
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Hanger bay

Transporters
Type: Personnel [6 Power/use] <14 x 4 = 56>
Pads: 6
Emitter/Receiver Array: Personnel 6 (26,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location: Two in saucer, two in Engineering hull

Type: Emergency [7 Power/round] <20 x 4 = 80>
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location: Two saucer, two engineering

Type: Cargo [2 Power/round] <10 x 5 = 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, four in Engineering hull

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Field [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 Bank <26 x 5 = 130>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (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 Bank <25 x 5 = 125>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (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 ventral (substantial arc shadow aft)
Firing Modes: Standard, continuous, pulse, Wide-beam

Aft Phaser Bank <25 x 2 = 50>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer forward dorsal
Firing Arc: 360 degrees Dorsal (substantial arc shadow forward)
Firing Modes: Standard, continuous, pulse, Wide-beam
Phaser Control Room <7>

Port Forward Torpedo Launcher <15>
Standard Load: Type I Photon Torpedo (160 Damage), Type II Photon Torpedo (200 Damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral port
Firing Arc: forward, but are self-guided

Starboard Forward Torpedo Launcher <15>
Standard Load: Type I Photon Torpedo (160 Damage), Type II Photon Torpedo (200 Damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral starboard
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
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <44 x 4 = 176>
Shield Generator: Class 3 (protection 480) [48 Power/shield/round]
Shield grid: Type B (33% increase to 639 Protection)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 160)
Recharging System: Class 1 (45 seconds)
Auto-Destruct System <7>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 8 Size worth of ships <16>
Standard Complement: 4 shuttlecraft
Location(s): aft

Star Trek III: The Search for Spock – Civilian Merchant Man Destroyed by the Klingon Bird-of-Prey

Here is the merchant man that I re-envisioned to run around the galaxy that has slightly less than the spacedock version. This smaller ship has a bit of personality but is simpler.

Star Trek III: The Search for Spock – Civilian Merchant Man Destroyed by the Klingon Bird-of-Prey
Class and Type: Altair-class Cargo Carrier
Commissioning Date: 2258

Hull Systems
Size: 2
Length: 30.73 meters
Beams: 12.45 meters
Height: 5.00 meters
Decks: 1
Mass: 26.21 metric tons
SUs Available: 625
SUs Used: 560

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class G (Protection 30/45) <11>
Backup: Class G (Protection 15) <6>
Backup: Class G (Protection 15) <6>
Specialized hull: Atmospheric Capability <2>
Planetfall Capability <2>

Personnel Systems
Crew/Passengers/Evac: 8/30/85
Crew Quarters
Spartan: 4 <1>
Basic: 30 <3>

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>
Consumable: one Months worth <1>
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>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 7,500 cubic meters <1>
Locations:
Escape Pods <1>
Number: 20
Capacity: 2 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 4 (.4c/.6c) [4/6 Power/round] <12>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine: Mark IV (generates 170 Power/round) <52>
Locations: Engineering
Impulse Engine[s]: 1 Type 4 (generate 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>

Computers
Core: Engineering [5 Power/round] <4>
ODN <6>

Navigational Deflector [6 Power/round] <6>
Range: 8/15,000/40,000/125,000
Accuracy: 5/6/8/11
Location: Forward Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <20>
Range package: Type(Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 12 Light-years (1.0/1.1 – 3.0/3.1 – 8.0/8.1 – 12.0)
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>

Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Probes: none
Sensor 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 Damping Field/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
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: 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] <10>
Pads: 4
Emitter/Receiver Array: Personnel Mark 3 (10,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location:

Type: Cargo [3 Power/round] <7>
Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: One amidship

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Field [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 x 6 = 72>
Class: Magnusson
Damage: 100 [12 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 10/30,000/100,000/300,000
Location: forward
Firing arc: 120 degrees
Firing Modes: Standard, Continuous, Pulse

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <11 x 4 = 44>
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)
Backup Shield Generators: none
Auto-Destruct System <2>

Auxiliary Spacecraft systems: None

Star Trek IV: The Voyage Home - Alien Whale Probe

Here is the Whale probe it is large and menicing just the way someone would want it to be. I generated this last year when I was watching the Voyage home for the thousandth time. It is always a favorite. Some of it is just what it looks like floder to beef up the SU's and make a ship that looks like a ship. Much of the ship is autometed without a crew. With a little work there could be crew quarters put into the probe making it a ship more than a probe. Inner and Outer hull unknown crystalline harder than Neutronium making the interior impervious to sensors and weapons fire. The shields are a little on the weak side as it is as high as the rating I have goes. I used this in an adventure where the ship happens along and discovers it adrift in space apparently abandoned over a world light years away. The world it in habited by aquatic life forms that created the probe. They don't like humans because of all the whaling that happened and the decimation of the humpback species on Earth. You can figure out the rest of the story.

Whale Probe
Class and Type: unknown class probe
Commissioning Date: 23rd century (with advanced 30th century technology)

Hull Systems
Size: 59
Length: 90,000 meters
Beams: 11,355 meters
Height: 11,355 meters (15,981 with spherical sensor ball extended)
Decks: unknown if any
Mass: 519,135,000 metric tons
SUs Available: 247,000 (30th century advancement = 469,300)
SUs Used: 34,810

Hull Outer <236>
Hull Inner <236>
Resistance Outer Hull: (Outer hull unknown crystalline harder than Neutronium) 3000 <4497>
Resistance Inner Hull: (Inner hull unknown crystalline harder than Neutronium) 3000 <4497>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 14 (Protection 170/255) <111>
Backup: Class 14 (Protection 85) <56>
Backup: Class 14 (Protection 85) <56>
Specialized hull: Sensor-reflective Hull <177>

Personnel Systems
Crew/Passengers/Evac: 1000
Crew Quarters
Water Tanks <100>

Environmental Systems
Basic Life Support: [16 power/round] <236>
Reserve Life Support: [8 power/round] <118>
Emergency Life Support: none
Gravity: [15 power/round] <59>
Consumable: 5 years worth <590>
Food Replicators: [59 power/round] <59>
Industrial Replicators
Type: network of small Replicators [2 power/rounds] <59>
Type: 4 large unites [2 power/replicator/rounds] <12>
Medical Facilities: none
Recreation Facilities: none
Personal Transport: Jefferies tubes [0 Power/round] <59>
Fire Suppression System [1 Power/round when active] <59>
Cargo hold: 12,000,000 cubic meters <120>
Locations:
Escape Pods: none

Propulsion Systems
Quantum Slipstream Drive [120 power/round] <80>
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>
Quantum Slipstream Drive (5 light-years per minute (.08 light-years per second)) [120 power/round] <80>
Special configuration: embedded nacelles <239>
Impulse Engine Type: Equal to Class 8 (.75c/.95c) [7/9 Power/round] <40 x 4 = 160>
Location: moves in some way other than vectored exhaust
Reaction Control System (.025c) [2 Power/ round when in use] <59>

Power Systems
Main power: (Equal to 11 Class 30 fusion reactors) (generates 3300 Power/round) <1650>
Locations:
Impulse Engine[s]: Class 8 (generate 64 power/engine/round)
EPS: Standard Power flow, +200 Power transfer/round <315>
Standard Usable Power: 3556

Operations systems
Bridge: none

Computers
Core: [8 Power/round] <236>
Uprating: Class Epsilon (+5) [5 Power/computer round] <10>
Computer automation [10 power/round] <10>
ODN <177>

Navigational Deflector [5 Power/round] <295>
Range: 15/50,000/100,000/250,000

Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <522>
Range package: Type 15 EX (Accuracy 3/4/7/10)
High Resolution: 44Light-years (4.0/4.1 – 10.0/10.1 – 30.0/30.1 – 44.0)
Low Resolution: 104 Light-years (10.0/10.1 – 36.0/36.1 – 80.0/80.1 – 104.0)
Strength Package: Class 12 (strength 12)
Gain Package: Class Delta (+4)
Coverage: detects and additional 15000 substances and phenomena

Lateral Sensors [5 Power/round] <93>
Strength Package: Class 12 (strength 12)
Gain Package: Class Delta (+4)
Coverage: detects and additional 15000 substances and phenomena

Navigational Sensors: [5 Power/round] <40>
Strength Package: Class 12 (strength 12)
Gain Package: Class Delta (+4)
Probes: None
Sensor Skill: 5

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 5 (+4) [4 Power/round] <8>
Backups: 4 <4>

Inertial Damping Field
Main <708>
Strength: 10 [3 Power/round]
Number: 6
Backup <177>
Strength: 7 [2 Power/round]
Number: 6
Attitude Control [15 Power/round] <15>

Communications Systems
Type: Class 30 [2 Power/round] <84>
Strength: 30
Security: -26

Tractor Beams: None

Transporters
Type: Personnel [27 Power/use] <60>
Pads: 100
Emitter/Receiver Array: Personnel Type 15 (3 light-years range)
Energizing/Transition Coils: Class O (strength 15)
Number and location: site-to-site transporter capability

Type: Cargo [5 Power/round] <81>
Pads: 12,000 kg
Emitter/Receiver Array: Cargo Type 11 (3 light-year range)
Energizing/Transition Coils: Class O (strength 15)
Number and location: site-to-site transporter capability

Security Systems Rating: 5 <20>
Anti-Intruder System: Yes [1 Power/round] <59>
Internal Force Field [1 Power/3 Strength] <59>
Science Systems Rating: 6 (+5) [20 Power/round] <99>
Specialized Systems: Planetary Analysis, biological analysis, Stellar Cartography mapping <15>
Laboratories: none

Tactical Systems
Weather Manipulation device <1000>
Damage: Affects weather of a planet [1000 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 1000/3,000,000/10,000,000/30,000,000
Location: forward
Firing arc: 720 degrees
Firing Modes: standard

Starship Power Neutralization device <5000>
Damage: disables most all starships power up to 1000 power per ship for undetermined time [1000 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 5000/15,000,000/50,000,000/150,000,000
Location: forward
Firing arc: 720 degrees
Firing Modes: standard

TA/T/TS: Class Iota [10 Power/round] <30>
Strength: 15
Bonus: +5
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <3131 x 4 = 12524>
Shield Generator: Class 20 (protection 4000 (+100 embedded nacelles)) [400 Power/shield/round]
Shield grid: Type C (50% increase to 6000 Protection)
Subspace field Distortion Amplifiers: Class Omega-X (Post-TNG) (Threshold 1333 (+10 embedded nacelles))
Regenerative shield (50 power/round) [1 power/1 point shield]
Recharging System: Class 4 (30 seconds)
Backup Shield Generators: 8 (2 per shield) <120>
Auto-Destruct System <59>

Auxiliary Spacecraft systems
Shuttlebay(s): none

Robotic and Manned Freighter
Class and Type: Sherman-class Freighter
Commissioning Date: 2240

Hull Systems
Size: 5
Length: 170.4 meters
Beams: 80.2 meters
Height: 74.1 meters
Decks: 8
Mass: 250,000 metric tons
SUs Available: 900 - 1900
SUs Used: 537

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class H (Protection 40/60) <17>
Backup: Class H (Protection 20) <9>
Backup: Class H (Protection 20) <9>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 0/0/0
Crew Quarters
Basic: 0 <0>
Expanded: 0 <0>
Luxury: 0 <0>
Unusual: 0 <0>

Environmental Systems
Basic Life Support [6 Power/round] <20>
Reserve Life Support [3 Power/round] <10>
Emergency Life Support (30 emergency shelters) <10>
Gravity [3 Power/round] <5>
Consumable: one years worth <10>
Food Processors none
Industrial Fabrication Units none
Medical Facilities: none
Recreation Facilities: none
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [Power/round when active] <5>
Cargo hold: 45,000 cubic meters <2>
Locations:
Escape Pods <1>
Number: 20
Capacity: 2 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 D (4 hours of Maximum warp) <8>
Impulse Engine Type 3A (.5c/.5c) [5/5 Power/round] <10>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Mark III (generates 140 Power/round) <44>
Locations:
Impulse Engine[s]: Type 3A (generate 12 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 <30>
Standard Usable Power:

Operations systems
Bridge: <20>

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

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range package: Type IV (Accuracy 4/5/8/11)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: standard

Lateral Sensors [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Probes: none
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 2, Coordination 2 [1 Power/round in use] <8>
Automation system (provices services while there are no crew) [12 power/round] <60>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>

Backups: 2 <0>

Notes:

Inertial Damping Field
Main <20>
Strength: 7 [3 Power/round]
Number: 2
Backup <5>
Strength: 4 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Mark III [3 Power/round] <9>
Strength: 3
Security: -1
Emergency Communications: [2 Power/round] <1>

Tractor Beams: None

Transporters
Type: Personnel [3 Power/use] <9>
Pads: 4
Emitter/Receiver Array: Personnel Mark 2 (8,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Cargo [2 Power/round] <7 x 3 = 21>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 1 (5,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: [1 Power/round] <5>
Internal Force Field [1 Power/3 Strength] <5>
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: none
Laboratories: 1 <2>

Tactical Systems: None

Shields (Forward, Aft, Port, Starboard) <15 x 4 = 60>
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 67)
Recharging System: Class 0 (75 seconds)
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 4 Size worth of ships <8>
Standard Complement: 2 Shuttlepods
Location(s):

Commander Kruge's Bird-of-prey Star Trek III the Search for Spock and the "Bounty" in Star Trek IV the Voyage Home

There was nothing special about Kluges Bird-of Prey. I made the change of removing the acceleration uprating, lost the targeting periscope and removed the number of torpedoes to the ship and that it the only difference. The only difference for the "Bounty" is the damage has been repaired.

***Klingon B'rel*-Class Bird-of-Prey**
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: 918 (damage to the ship <56 SU's Damage> 6.1% damage)

Hull Outer <16> (Damage to exterior hull plating <4 SU's> no hull breach)
Hull Inner <16>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class J (Protection 60/90) <22>
Primary Backup: Class J (Protection 30) <11>
Secondary Backup: Class J (Protection 30) <11>
Specialized Hull: Atmospheric Capability; <4>
Planetfall Capability <4>

Personnel Systems
Crew/Passengers/Evac: 12/28/350
Crew Quarters
Spartan: 20 <1>
Basic: 10 <1>

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>
Consumable: 1 years' worth <4>
Food Processor Mark IV [4 Power/round] <12>
Industrial Fabrication Unites [5 Power/round] <12>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 2 (a Spartan Mess hall; one gym; one combat practice area) [4 Power/round] <16>
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 person per pod

Propulsion Systems
Warp drive Nacelles: Type 6A <90>
Speed: 6.0/7.5/9.0 [1 power/.2 warp speed]
Uprating: package 1 (+0.1 to each of the speeds) <2 x 3 = 6>
PIS: Type E (6 hours of Maximum warp) <10>
Special Configuration: Embedded <16>
Impulse Engine Type: 2 Class 5A (.5c/.7c) [5/7 Power/round] <18 x 2 = 36>
Location: Aft
Reaction Control System (.025c) [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 class 5A (generates 23 Power/engine/round)
Auxiliary Power: 3 reactors (generates 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 System
Bridge: command hull dorsal <16>

Computers
Core 1: Engineering ventral [5 Power/round] <8>
ODN <12>

Navigational Deflector [6 Power/round] <16>
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-year (0.5/0.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1.0/1.1-3.0/3.1-8.0/8.1-12)
Strength Package: Class 5 (Strength 5)

Gain Package: standard
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: standard
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: standard

Probes: 15 probes of varying types <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>
Backup: 2 <0>

Inertial Damping Field
Main <16>
Strength: 9 [3 Power/round]
Number: 2
Backup <4>
Strength: 6 [2 Power/round]
Number: 2
Attitude control [2 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: 6
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Locations: 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 hull

Cloaking Device: Class 6 [40 power/Class/Round] <22>

Security Systems Rating: 2 <8>
Anti-Intruder System: [1 Power/round] <4> (damaged to the anti-intruder system <4 Su's damage>)
Internal Force Fields [1 Power/3 Strength] <4> (damaged to the anti-intruder system <4 Su's damage>)
Science Systems Rating 1 (+0) [1 Power/round] <9>
Specialized Systems: none <0>
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: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: tip of starboard "wing"
Firing Arc: 180 degrees dorsal
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: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: tip of Port "wing"
Firing Arc: 180 degrees dorsal
Firing Modes: Standard, Pulse
Disruptor Control room <4>

Forward Launcher <16>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 6
Range: 15/300,000/1,000,000/3,000,000
Targeting System: Class Beta (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: 40 <4>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <22 x 4 = 88>
(damaged to the anti-intruder system <44 Su's damage>
all shields reduced to half protection)
Shield Generator: Class 3 (Protection 400 + 100
embedded nacelles) [50 Power/shield/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 System
Shuttlebay(s): None
Captain's Yatch: No

Commander Klaa's Bird of prey Star Trek V the Final Frontier

The only difference is I changed the number of torpedoes to half on the number.

***Klingon B'rel*-Class Bird-of-Prey**
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: 926

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class J (Protection 60/90) <22>
Primary Backup: Class J (Protection 30) <11>
Secondary Backup: Class J (Protection 30) <11>
Specialized Hull: Atmospheric Capability; <4>
Planetfall Capability <4>

Personnel Systems
Crew/Passengers/Evac: 12/28/350
Crew Quarters
Spartan: 20 <1>
Basic: 10 <1>

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>
Consumable: 1 years' worth <4>
Food Processor Mark IV [4 Power/round] <12>
Industrial Fabrication Unites [5 Power/round] <12>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 2 (a Spartan Mess hall; one gym; one combat practice area) [4 Power/round] <16>
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 person per pod

Propulsion Systems
Warp drive Nacelles: Type 6A <90>
Speed: 6.0/7.5/9.0 [1 power/.2 warp speed]
Uprating: package 1 (+0.1 to each of the speeds) <2 x 3 = 6>
PIS: Type E (6 hours of Maximum warp) <10>
Special Configuration: Embedded <16>
Impulse Engine Type: 2 Class 5A (.5c/.7c) [5/7 Power/round] <18 x 2 = 36>
Location: Aft
Acceleration Uprating: Class Alpha (66% acceleration) <2 x 2 = 4>
Reaction Control System (.025c) [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 class 5A (generates 23 Power/engine/round)
Auxiliary Power: 3 reactors (generates 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 System
Bridge: command hull dorsal <16>

Computers
Core 1: Engineering ventral [5 Power/round] <8>
ODN <12>

Navigational Deflector [6 Power/round] <16>
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-year (0.5/0.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1.0/1.1-3.0/3.1-8.0/8.1-12)
Strength Package: Class 5 (Strength 5)
Gain Package: standard
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)

Gain Package: standard
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: standard

Probes: 15 probes of varying types <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>
Backup: 2 <0>

Inertial Damping Field
Main <16>
Strength: 9 [3 Power/round]
Number: 2
Backup <4>
Strength: 6 [2 Power/round]
Number: 2
Attitude control [2 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: 6
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Locations: 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 hull

Cloaking Device: Class 6 [40 power/Class/Round] <22>

Security Systems Rating: 2 <8>
Anti-Intruder System: [1 Power/round] <4>
Internal Force Fields [1 Power/3 Strength] <4>
Science Systems Rating 1 (+0) [1 Power/round] <9>
Specialized Systems: none <0>
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: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: tip of starboard “wing”
Firing Arc: 180 degrees dorsal
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: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: tip of Port “wing”
Firing Arc: 180 degrees dorsal
Firing Modes: Standard, Pulse
Disruptor Control room <4>

Forward Launcher <16>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 6
Range: 15/300,000/1,000,000/3,000,000
Targeting System: Class Beta (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: 50 <5>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Targeting Periscope [1 power/round of use] <3>
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <22 x 4 = 88>
Shield Generator: Class 3 (Protection 400 + 100 [embedded nacelles]) [50 Power/shield/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 System
Shuttlebay(s): None
Captain's Yatch: No

General Chang's Bird of Prey Star Trek VI the undiscovered country

I gave the BOP a better cloak and cut the number of torpedoes and dropped the periscope.

***Klingon B'rel*-Class Bird-of-Prey**
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: 923

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class J (Protection 60/90) <22>
Primary Backup: Class J (Protection 30) <11>
Secondary Backup: Class J (Protection 30) <11>
Specialized Hull: Atmospheric Capability; <4>
Planetfall Capability <4>

Personnel Systems
Crew/Passengers/Evac: 12/28/350
Crew Quarters
Spartan: 20 <1>
Basic: 10 <1>

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>
Consumable: 1 years' worth <4>
Food Processor Mark IV [4 Power/round] <12>
Industrial Fabrication Unites [5 Power/round] <12>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 2 (a Spartan Mess hall; one gym; one combat practice area) [4 Power/round] <16>
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 person per pod

Propulsion Systems
Warp drive Nacelles: Type 6A <90>
Speed: 6.0/7.5/9.0 [1 power/.2 warp speed]
Uprating: package 1 (+0.1 to each of the speeds) <2 x 3 = 6>
PIS: Type E (6 hours of Maximum warp) <10>
Special Configuration: Embedded <16>
Impulse Engine Type: 2 Class 5A (.5c/.7c) [5/7 Power/round] <18 x 2 = 36>
Location: Aft
Acceleration nUprating: Class Alpha (66% acceleration) <2 x 2 = 4>
Reaction Control System (.025c) [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 class 5A (generates 23 Power/engine/round)
Auxiliary Power: 3 reactors (generates 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 System
Bridge: command hull dorsal <16>

Computers
Core 1: Engineering ventral [5 Power/round] <8>
ODN <12>

Navigational Deflector [6 Power/round] <16>
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-year (0.5/0.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1.0/1.1-3.0/3.1-8.0/8.1-12)
Strength Package: Class 5 (Strength 5)
Gain Package: standard
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)

Gain Package: standard
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: standard

Probes: 15 probes of varying types <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>
Backup: 2 <0>

Inertial Damping Field
Main <16>
Strength: 9 [3 Power/round]
Number: 2
Backup <4>
Strength: 6 [2 Power/round]
Number: 2
Attitude control [2 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: 6
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Locations: 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 hull

Cloaking Device: Class 7 [40 power/Class/Round] <25>

Security Systems Rating: 2 <8>
Anti-Intruder System: [1 Power/round] <4>
Internal Force Fields [1 Power/3 Strength] <4>
Science Systems Rating 1 (+0) [1 Power/round] <9>
Specialized Systems: none <0>
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: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: tip of starboard “wing”
Firing Arc: 180 degrees dorsal
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: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: tip of Port “wing”
Firing Arc: 180 degrees dorsal
Firing Modes: Standard, Pulse
Disruptor Control room <4>

Forward Launcher <16>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 6
Range: 15/300,000/1,000,000/3,000,000
Targeting System: Class Beta (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: 50 <5>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <22 x 4 = 88>
Shield Generator: Class 3 (Protection 400 + 100 [embedded nacelles]) [50 Power/shield/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 System
Shuttlebay(s): None
Captain's Yatch: No

The Romulan variant of the D7 Battle Cruiser seen in the episode of "Enterprise Incident"
Class and Type: D7 Battle Cruiser
Commissioning Date: 2260's

Hull Systems
Size: 5
Length: 209.87 meters
Beam: 147.36 meters
Height: 55.12 meters
Decks: 12
Mass: 436,200 metric tons
SUs Available: 1,400
SUs Used: 1,284

Hull Outer <20>
Hull Inner <20>
Resistance Outer: 8 <9>
Resistance Inner: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class I (Protection 50/80) <20>
Backup 1: Class I (Protection 25) <10>
Backup 2: Class I (Protection 25) <10>

Personnel Systems
Crew/Passengers/Evac: 385/175/2,900
Crew Quarters
Barracks: House 120 crewmembers <2>
Spartan: 140 <7>
Basic: 200 <20>
Expanded: 100 <20>
Luxury: 8 <8>
Unusual: 1 <1>

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 Processor Mark IV [4 Power/round] <15>
Industrial Fabricators Units: Mark VII [5 Power/round]<15>
Medical Facilities: 6 (+1) [6 Power/round] <30>
Recreation Facilities: 6 (One main rec deck; pleasant eating facilities; one large lounge; three gyms; three small lounges; one arboretum) [6 Power/round] <36>
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>
Location: Six main cargo holds and other minor holds throughout the ship
Escape Pods <6>
Number: 120
Capacity: 4 persons

Propulsion Systems
Warp Drive Nacelles: Type 5.6A <80>
Speed: 5.0/6.0/8.0 [1 Power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: Class 5A (.5c/.75c) [6/7 Power/round] <18>
Location: Aft engineering hull
Reaction Control System (.025c) [2 Power/round when in use] <5>

Power Systems
Warp Engine Type: Mark VI (generates 299 Power/round) <75>
Location: Engineering hull
Impulse Engine[s]: 1 Class 5A (generates 23 Power/round)
Auxiliary Power: 2 reactors (generates 5 Power/round) <6>
Emergency Power: Type C (generates 35 Power/round) <35>
EPS: Standard Power flow, +100 Power transfer/round <40>
Standard Usable Power: 322

Operations Systems
Bridge: Forward command pod <20>
Auxiliary Control Room: Main Hull/Main Engineering <10>

Computers
Core 1: primary Hull [5 Power/round] <10>
Core 2: Engineering Hull [5 Power/round] <10>
uprating Class Alpha (+1) [1 power/round] <4>
ODN <15>

Navigational Deflector [6 Power/round] <37>
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 LY (.5/.6-1.0/1.1-3.7/3.8-5.0)
Low Resolution: 14 LY (1/1.1-4.0/4.1-12.0/12.1-15.0)
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 probes of varying types <3>
Sensor Skills: 3

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

Navigation Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: Two <0>

Inertial Damping Fields
Main <20>
Strength: 9 [3 Power/round]
Number: 2
Backup <6>
Strength: 6 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <1>

Communication Systems
Type: Mark V [3 Power/round] <18>
Strength: 5
Security: -3 (security uprating package type A)
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: Hanger bays

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 forward, three main hull

Type: Emergency [7 Power/use] <56>
Pads: 6
Emitter/Receiver Array: Personnel Mark 3 (8,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One forward, three main hull

Type: Cargo [4 Power/use] <48>
Pads: 200 kg
Emitter/Receiver Array: Cargo Type 2 (20000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: 1 Command Pod and five main hull

Cloaking device: Class 5 [40 power/class/round] <20>

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 Engineering Disruptor <23 x 2 = 46>
Type: 5
Damage: 120 [12 Power]
Number of Emitters: Up to 3 shots per round per disruptor
Targeting System: (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Forward Engineering Hull
Firing Arc: 120 degrees forward port and Starbaord quarter
Firing Modes: Standard, Pulse

Forward Command Hull Disruptor <23>
Type: 5
Damage: 120 [12 Power]
Number of Emitters: Up to 3 shots per round per disruptor
Targeting System: (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Forward Engineering Hull
Firing Arc: 120 degrees
Firing Modes: Standard, Pulse

Torpedo Launcher <6>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Command pod
Firing Arc: Forward, but are self-guided
Disruptor Control Room <5>
Torpedo Control room <5>
Torpedoes Carried: 20 <2>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) <27 x 4 = 108>
Shield Generator: Class 2 (Protection 400) [400

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 <5>

Auxiliary Spacecraft Systems
Shuttlebays: Capacity for 4 Size worth of ships <8>
Standard Complement: 2 shuttlecraft,
Locations: aft engineering hull port and starboard
Captain's Yacht: No

Haynes version of a Klingon Bird of prey
Class and Type: B'rel-Class light warship
Commissioning Date: Mid 24th-century

Hull Systems
Size: 4
Length: 139.13 meters
Beam: 210.28 meters (maximum beam, with wings in landing mode)
Height: 42.51 meters (maximum height, with wings in attack mode)
Decks: 5
Mass: 236,000 metric tons
SUs Available: 1,200
SUs Used: 1151

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 3 (Protection 60/90) <22>
Backup 1: Class 3 (Protection 30) <11>
Backup 2: Class 3 (Protection 30) <11>
Specialized Hull: Atmospheric Capability <4>
Planetfall Capability <4>

Personnel Systems
Crew/Passengers/Evac: 12/28/350
Crew Quarters
Spartan: 20 <1>
Basic: 10 <1>

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>
Consumable: 1 years' worth <4>
Food Replicators [4 Power/round] <4>
Industrial Replicators
Type: Network of small replicators [2 Power/round] <4>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 2 (a Spartan mess hall; one gyms; one combat practice areas) [4 Power/round] <16>
Personnel Transport: Jefferies Tubes [0 Power/round] <4>
Fire Suppression System [1 Power/round when active] <4>
Cargo Holds: 9,000 cubic meters <1>
Locations: Dorsal amidships
Escape Pods <1>
Number: 20
Capacity: 4 person per pod

Propulsion Systems
Warp drive Nacelles: Type 6B6 <98>
Speed: 6.3/8.8/9.7 [1 power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) <6>
Uprating three package one (+0.1 to standard and maximum) <4>
Embedded Nacelles <16>
Impulse Engine Type: 2 Class 3A (.5c/.75c) [5/7 Power/round] <18 x 2 = 36>
Acceleration Uprating: Class Beta (75% acceleration) [2 Power/round when active] <4 x 2 = 8>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <4>

Power Systems
Warp Engine Type: two Class 3/E (generates 160 Power/round) <41 x 2 = 82>
Location: Aft amidships
Impulse Engine[s]: 2 class 3A (generates 28 Power/engine/round)
Auxiliary Power: 3 reactors (generates 5 Power/reactor/round) <9>
Emergency Power: Type C (generates 35 Power/round) <35>
EPS: Standard Power flow, +150 Power transfer/round <35>
Standard Usable Power: 376

Operations System
Bridge: Saucer section dorsal <22>

Computers
Core 1: [5 Power/round] <8>
Class alpha (+1) [1 power/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

Sensor Systems
Long-range Sensors [5 Power/round] <23>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-3.0/3.1-8.0/8.1-12)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensor [5 Power/round] <15>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensor [5 Power/round] <14>

Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Probes: 20 probes of varying types <2>
Sensors Skill: 4

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

Navigational Computer
Main: Class 2 (+1) [1 Power/round] <2>
Backup: 2 <2>

Inertial Damping Field
Main <24>
Strength: 9 [3 Power/round]
Number: 3
Backup <6>
Strength: 6 [2 Power/round]
Number: 3
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 6 [2 Power/round] <14>
Strength: 6
Security: -3 (Class Gamma uprating)
Basic uprating Class Alpha (+1)
Emergency Communications: Yes [2 Power/round] <1>

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

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

Transporters
Type: Personnel [6 Power/use] <15>
Pads: 4
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: one in engineering section

Type: Cargo [4 Power/use] <12>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and location: One in Engineering hull

Cloaking Device Class 7 [40 power/round] <25>

Security Systems Rating: 4 <16>
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 <0>
Laboratories: 3 <2>

Tactical Systems
Starboard Primary Disruptor Cannon <32>
Type: 7
Damage: 160 [16 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: tip of starboard “wing”
Firing Arc: 180 degrees dorsal
Firing Modes: Standard, Pulse

Port Primary Disruptor Cannon <32>
Type: 7
Damage: 160 [16 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: tip of Port “wing”
Firing Arc: 180 degrees dorsal
Firing Modes: Standard, Pulse

Starboard Secondary Disruptor Cannon <12>
Type: 2
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: tip of starboard “wing”
Firing Arc: 180 degrees dorsal
Firing Modes: Standard, Pulse

Port Secondary Disruptor Cannon <12>
Type: 2
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: tip of Port “wing”
Firing Arc: 180 degrees dorsal
Firing Modes: Standard, Pulse

Aft dorsal Disruptor Cannon <12>
Type: 2
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Aft dorsal
Firing Arc: 180 degrees dorsal

Firing Modes: Standard, Pulse

Aft ventral Disruptor Cannon <12>
Type: 2
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: aft ventral
Firing Arc: 180 degrees dorsal
Firing Modes: Standard, Pulse

Forward Launcher <16>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta (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: 50 <5>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <35 x 4 = 140>65
260
Shield Generator: Class 3 (Protection 560 + 100 [embedded nacelles]) [56 Power/shield/round]
Shield grid: Type C (50 % increase to 840 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 180 + 10 Embedded nacelles])
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <4>

Auxiliary Spacecraft System
Shuttlebay(s): None

Klingon D'tai Class Battleship from STTNG episode "The Defector"

The specs are over at DITL http://www.ditl.org/ship-page.php?ClassID=klidtai&ListID=Ships

I thought that this vessel was ripe for a design and had an hour of free time between lawyers. So I sat and made the ship. Here is the D'tai Battleship designed with the ratings from DITL in mind. It is still a pretty large and powerful warship even though it had some weaknesses here and there.

D'tai Class Battleship
Class and Type: D'tai Class Battleship
Commissioning Date: 2363 (12 built in total. 12 have been lost in all)

Hull Systems
Size: 8
Length: 654 meters
Beams: 552 meters
Height: 120 meters
Decks: 24
Mass: 5,280,000 metric tons
SUs Available: 2000 - 3250
SUs Used: 3017

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Ablative Armor: 500 <100>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 4 (Protection 70/110) <29>
Backup: Class 4 (Protection 35) <15>
Backup: Class 4 (Protection 35) <15>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1200/500/9000
Crew Quarters 1700
Barracks: Houses 1200 crewmembers <20>
Spartan: 300 <15>
Basic: 150 <15>
Expanded: 50 <10>
Luxury: 1 <1>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [12 Power/round] <32>
Reserve Life Support [6 Power/round] <16>
Emergency Life Support (48 emergency shelters) <16>
Gravity [4 Power/round] <8>
Consumable: two years worth <16>
Food Replicators [8 Power/round] <8>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <8>
Type: two Large unit [2 Power/replicator/round] <6>
Medical Facilities: 6 (+1) [6 Power/round] <30>
Recreation Facilities: 8 (one main holodecks; two personal holodecks; four large mess halls; 4 gyms; 4 combat practice areas) [16 Power/round] <64>
Personal Transport: Turbolifts, Jefferies tubes [1 Power/round] <24>
Fire Suppression System [1 Power/round when active] <8>
Cargo hold: 300,000 cubic meters <9>
Locations:
Escape Pods <12>
Number: 220
Capacity: 8 persons per pod

Propulsion Systems
Warp Drive Nacelles: 6A <90>
Speed: 6/8/8.8 [1 Power/.2 warp speed]
Uprating: package one to standard and cruise (+1) <4>
Downgrading: package one to maximum warp (-1) <-1>
PIS: Type G (10 hours of Maximum warp) <14>
Special configuration: Embedded nacelles <24>
Impulse Engine Type: four Class 4B (.65c/.85c) [6/8 Power/round] <23 x 4 = 92>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <8>

Power Systems
Warp Engine Type: Two Class 6/K (generates 330 Power/round) <73 x 2 = 146>
Locations:
Impulse Engine[s]: four Class 4B (generate 38 power/engine/round)
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <12>
Emergency Power: Type E (generates 45 Power/round) <45>
EPS: Standard Power flow, +250 Power transfer/round <55>
Standard Usable Power: 812

Operations systems
Bridge: <44>

Computers
Core: [5 Power/round] <16>
Core: [5 Power/round] <16>
Uprating Class Alpha (+1) [1 power/round] <4>
ODN <24>

Navigational Deflector [5 Power/round] <32>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11

Location:

Sensor Systems
Long-range Sensors [5 Power/round] <39>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensor [5 Power/round] <19>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensor [5 Power/round] <18>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Probes: 100 <10>
Sensor 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 <1>

Inertial Damping Field
Main <96>
Strength: 9 [3 Power/round]
Number: 6
Backup <24>
Strength: 6 [2 Power/round]
Number: 6
Attitude Control [2 Power/round] <2>

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

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Lactation: Aft Ventral

Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Lactation: Forward Ventral

Emitter: Class Alpha [3 Power/Strength used/round] <3 x 2 = 6>
Accuracy 5/6/8/11
Location: Hanger bay

Type: Personnel [5 Power/use]<16 x 4 = 64>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: two forward section, two in engineering section

Type: Emergency [5 Power/use] <16 x 3 = 48>
Pads: 20
Emitter/Receiver Array: Emergency Type 3 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations: two forward section, one in engineering section

Type: Cargo [4 Power/use] <12 x4 = 48>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and location: Two forward, two engineering hull

Cloaking Device: Class 8 [40 Power/class/round] <31>

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Fields [1 Power/3 Strength] <7>
Science Systems Rating 2 (+1) [2 Power/round] <17>
Specialized Systems: none
Laboratories: 8 <2>

Tactical Systems
Two mark 16 pulse disruptors <52 x 2 = 104>
Type Equal to a type 12 disruptor
Damage: 250 [25 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: port and starboard wing tips
Firing arc: 180 degrees forward
Firing Modes: Standard, pulse

Ten Mark 12 disruptor cannon <43 x 10 = 430>
Type Equal to a type 9 disruptor
Damage: 200 [20 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: equally space across the hull and wings (five dorsal and five ventral)
Firing arc: 400 degrees

Firing Modes: Standard, pulse

Four Standard Photon Torpedo Launcher <16 x 4 = 64>
Standard Load: Type II Photon Torpedo (200 damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: two forward, two aft
Firing Arc: forward and aft but are self guided
Torpedoes carried: 400 <40>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <95x 4 = 380>
Shield Generator: Class 5 (protection 960) [96 Power/shield/round]
Shield grid: Type C (50% increase to 1440 Protection)
Subspace field Distortion Amplifiers: Class Eta (Threshold 320)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <8>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 100 Size worth of ships <200>
Standard Complement: 50 shuttlecraft
Location(s): two hangers one Aft ventral and one aft dorsal

Late 22nd and early 23rd Century version of the first version listed above

I settled on 2180 to 2220 as a time when the ship could be in service as it is around about twenty some years after the Romulan War and the Federation is in its infancy and the call for exploration is at hand. This ship is smaller than the NX-class that Archer commanded but is far superior to the NX in many ways as it is faster and has phasers and photon torpedoes. It is not perfection I was sitting in a waiting room with my lap top on my lap figuring out all of this.

Late 22nd and early 23rd Century version
Class and Type: Hyperion-class cruiser
Commissioning Date: 2180's to 2220's

Hull Systems
Size: 5
Length: 150 meters
Beams: 79.3 meters
Height: 37.28 meters
Decks: 9
Mass: 500,000 metric tons
SUs Available: 900 - 1900
SUs Used: 924

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class H (Protection 40/60) <17>
Backup: Class H (Protection 20) <9>
Backup: Class H (Protection 20) <9>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 121/104/1000
Crew Quarters
Barracks: Houses 38 crewmembers <1>
Spartan: 40 <2>
Basic: 90 <9>
Expanded: 40 <8>
Luxury: 12 <12>
Unusual: 5 <5>

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>
Consumable: two years worth <20>
Food processor Mark 1 (150 foods and beverages (upgraded with 2000 foods and beverages)) [1 Power/round] <5 + 2 = 7>
Industrial Fabrication Unit Mark IV [3 Power/round] <8>
Medical Facilities: 3 (+0) [3 Power/round] <15>
Recreation Facilities: 5 (one small rec deck; pleasant eating facilities; three gyms; three small lounges; one arboretum) [5 Power/round] <30>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 8,000 cubic meters <1>
Locations:
Escape Pods <6>
Number: 120
Capacity: 2 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 G (10 hours of Maximum warp) <14>
Impulse Engine type 5 (.5c/.7c) [5/7 Power/round] <15 x 2 = 30>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Mark II (generates 99 Power/round) <35>
Locations:
Impulse Engine[s]: Type 5 (generate 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, +100 Power transfer/round <40>
Standard Usable Power: 139

Operations systems
Bridge: <20>
Auxiliary control room <15>

Saucer separation system [10 power/round] <3>

Computers (pre-Duotronic)
Core: [1 Power/round] <3>
Core: [1 Power/round] <3>
ODN <18>

Navigational Deflector [6 Power/round] <15>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward secondary hull

Sensor Systems

Long-range Sensors [5 Power/round] <19>
Range package: Mark IV (Accuracy 4/5/8/11)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <11>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Probes: 60 <6>
Sensor Skill: 4

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: 2 <0>

Inertial Damping Field
Main <24>
Strength: 6 [3 Power/round]
Number: 2
Backup <12>
Strength: 4 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Mark I Subspace radio [3 Power/round] <3>
Strength: 1
Security: -1 (Type A uprating)
Basic Uprating: Type 1 (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: aft
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: forward
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11
Location: hanger bay

Transporters
Type: Personnel [6 Power/use] <6>
Pads: 6
Emitter/Receiver Array: Personnel Mark 1 (5,000 km range)
Energizing/Transition Coils: Class B (strength 2)
Number and location: one in suacer

Type: Emergency [7 Power/round] <6 x 2 = 12>
Pads: 12
Emitter/Receiver Array: Emergency Mark 1 (3,000 km range)
Energizing/Transition Coils: Class B (strength 2)
Number and location: one saucer, one engineering

Type: Cargo [2 Power/round] <4 x 3 = 12>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 1 (5,000 km range)
Energizing/Transition Coils: Class B (strength 2)
Number and location: one in saucer, two in Engineering hull

Security Systems Rating: 2 <8>
Anti-Intruder System: [1 Power/round] <5>
Internal Force Field: [1 Power/3 Strength] <5>
Science Systems Rating: 2 (+1) [2 Power/round] <15>
Specialized Systems: three <15>
Laboratories: 10 <2>

Tactical Systems
Saucer Dorsal Phaser Bank <15 x 5 = 75>
Type: IV
Damage: 80 [8 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class zero (Accuracy: 6/7/9/12)
Range: 10/30,000/100,000/300,000
Location: one forward ventral saucer, one port dorsal saucer, one starboard dorsal saucer, one aft ventral secondary hull, one aft dorsal secondary hull
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam
Phaser Control Room <5>

Forward Torpedo Launcher <12 x 2 = 24>
Standard Load: Type I Photon Torpedo (160 Damage)
Spread: 4
Range: 15/100,000/400,000/750,000
Targeting System: Class zero (Accuracy: 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral, Aft Torpedo Launcher
Firing Arc: forward, but are self-guided
Torpedoes Carried: 100 <10>
Torpedo Control room <5>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7

Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <15 x 4 = 60>
Shield Generator: Class 1 (protection 100) [10 Power/shield/round]
Shield grid: Type A (25% increase to 125 Protection)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 33)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 6 Size worth of ships <12>
Standard Complement: 2 Shuttlepods and 2 shuttlecraft
Location(s):

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Here is the up dated version of the ship I said that I would do. This is a ship with all the newest equipment available in the charts. I left some the things just as I had them originally. Feel free to make modifications to the ship that is why I posted it. I did change the class name as this is now a different ship to the earlier one.

Class and Type: Odyssey-class Exploration Cruiser
Commissioning Date: 2236

Hull Systems
Size: 5
Length: 175.8 meters
Beams: 92.94 meters
Height: 43.69 meters
Decks: 10
Mass: 500,000 metric tons
SUs Available: 900 - 1900
SUs Used: 1030

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <20>
Backup: Class I (Protection 25) <10>
Backup: Class I (Protection 25) <10>

personnel systems
Crew/Passengers/Evac: 121/104/1000
Crew Quarters
Barracks: Houses 38 crewmembers <1>
Spartan: 40 <2>
Basic: 90 <9>
Expanded: 40 <8>
Luxury: 12 <12>
Unusual: 5 <5>

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>
Consumable: two years worth <20>
Food processor Mark II (1000 foods and beverages (upgraded with 2000 foods and beverages)) [2 Power/round] <10 + 2 = 12>
Industrial Fabrication Unit Mark VI [4 Power/round] <13>
Medical Facilities: 4 (+0) [4 Power/round] <20>
Recreation Facilities: 5 (one small rec deck; pleasant eating facilities; three gyms; three small lounges; one arboretum) [5 Power/round] <30>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 8,000 cubic meters <1>
Locations:
Escape Pods <6>
Number: 120
Capacity: 2 persons per pod

Propulsion Systems
Warp Drive Nacelles: Mark 3.5C <41>
Speed: 3.5/5.0/7.0 [1 Power/.2 warp speed]
PIS: Class G (10 hours of Maximum warp) <14>
Impulse Engine type 5A (.5c/.75c) [5/7 Power/round] <18 x 2 = 36>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Mark III (generates 130 Power/round) <43>
Locations:
Impulse Engine[s]: Type 5 (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: 176

Operations systems
Bridge: <20>
Auxiliary control room <15>

Saucer separation system [10 power/round] <3>

Computers (pre-Duotronic)
Core: [1 Power/round] <3>
Core: [1 Power/round] <3>
ODN <18>

Navigational Deflector [6 Power/round] <15>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward secondary hull

Sensor Systems
Long-range Sensors [5 Power/round] <23>
Range package: Mark IV (Accuracy 4/5/8/11)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 8.0/8.1 – 12.0)
Strength Package: Class 5 (strength 5)
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] <13>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Probes: 60 <6>
Sensor Skill: 4

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: 2 <0>

Inertial Damping Field
Main <24>
Strength: 7 [3 Power/round]
Number: 2
Backup <12>
Strength: 5 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Mark IV Subspace radio [3 Power/round] <19>
Strength: 4
Security: -2 (Type A uprating)
Basic Uprating: Type 1 (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: aft
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: forward
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11
Location: hanger bay

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

Type: Emergency [7 Power/round] <11 x 2 = 12>
Pads: 12
Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location: one saucer, one engineering

Type: Cargo [2 Power/round] <4 x 3 = 12>
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 saucer, two in Engineering hull

Security Systems Rating: 2 <8>
Anti-Intruder System: [1 Power/round] <5>
Internal Force Field: [1 Power/3 Strength] <5>
Science Systems Rating: 2 (+1) [2 Power/round] <15>
Specialized Systems: three <15>
Laboratories: 10 <2>

Tactical Systems
Saucer Dorsal Phaser Bank <15 x 5 = 75>
Type: IV
Damage: 80 [8 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class zero (Accuracy: 6/7/9/12)
Range: 10/30,000/100,000/300,000
Location: one forward ventral saucer, one port dorsal saucer, one starboard dorsal saucer, one aft ventral secondary hull, one aft dorsal secondary hull
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam
Phaser Control Room <5>

Forward Torpedo Launcher <12 x 2 = 24>

Standard Load: Type I Photon Torpedo (160 Damage)
Spread: 4
Range: 15/100,000/400,000/750,000
Targeting System: Class zero (Accuracy: 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral, Aft Torpedo Launcher
Firing Arc: forward, but are self-guided
Torpedoes Carried: 100 <10>
Torpedo Control room <5>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <19 x 4 = 76>
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 67)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 6 Size worth of ships <12>
Standard Complement: 2 Shuttlepods and 2 shuttlecraft
Location(s):

Lysian

A primitive space going race with limited weapons and warp capability.

Lysian Central Command Space station

The Lysian Central Command Space Station is the sole tactical command facility that controls the war fleet. Although the Command Center is big the Space Station is weak. There are dozens of Destroyers littered around the sector.

Lysian Central Command Space station
Commissioning Date: Mid 24th Century (the technology equal to late 22nd century or early 23rd century)

Hull Systems
Size: 4 (16)
Length: 2700 meters
Beams: 2779.4 meters
Height: 2779.4 meters
Decks: 517
Mass: 22,500,000 metric tons
SUs Available: 7,000
SUs Used: 3265

Hull Outer <64>
Hull Inner <64>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <22>
Backup: Class E (Protection 10) <11>
Backup: Class E (Protection 10) <11>

Personnel Systems
Crew/Inhabitants/Capacity: 2000/3000/25,000
Crew Quarters
Spartan: 1750 <88>
Basic: 2000 <200>
Expanded: 900 <180>
Luxury: 250 <250>
Unusual: 100 <100>

Environmental Systems
Basic Life Support [13 Power/round] <64>
Reserve Life Support [7 Power/round] <32>
Emergency Life Support (96 emergency shelters) <32>
Gravity [8 Power/round] <16>
Consumable: three years worth <96>
Food Stores only [0 Power/round] <2>
Nutrient Paste system [0 power/round] <3>
Industrial Fabrication unites Mark I [1 Power/round] <2>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 8 (one main rec deck; one small deck; pleasant eating facilities; three large lounges; four gyms; four small lounges; two arboretums) [8 Power/round] <48>
Mercantile Facilities: none
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <48>
Fire Suppression System [1 Power/round when active] <16>
Cargo hold: 1,000,000 cubic meters <30>
Locations:
Escape Pods <63>
Number: 1260
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <16>1416

Power Systems
Fusion Reactor: five type 20 (generates 200 Power/round) <100 x 5 = 500>
Locations:
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +150 Power transfer/round <95>
Standard Usable Power: 1000

Operations systems
Operations (OPS): <16>

Computers
Core 1: [1 Power/round] <8>
Core 2: [1 Power/round] <8>
ODN <48>

Sensor Systems
Long-range Sensors [5 Power/round] <7>
Range package: Mark 0 (Accuracy 4/5/8/11)
High Resolution: 1 light-year (0.3/0.4 – 0.6/0.7 - .9/.91 – 1.0)
Low Resolution: 3 light-years (0.5/0.6 – 1.0/1.1 – 2.0/2.1 - 3.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Probes: 100 <10>
Sensor Skill: 3

Communications Systems
Type: Type I Interplanetary Radio [3 power/round of use] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams: None
Transporters: None

Security Systems rating: 3 <12>
Anti-Intruder System: None
Internal Force Field: none
Science Systems Rating: 1 (+0) [1 Power/round] <21>
Specialized Systems: Stellar Analysis <5>
Laboratories: 40 <8>

Tactical Systems
One Hundred Tactical Lasers <2 x 100 = 200>
Type Brenkai class Lasers
Damage: 40 [4 power]
Number of Emitters: (up to 1 shots per round)
Auto-Phaser Interlock: Class Zero (Accuracy 6/7/9/12)
Range: 5/12,000/36,000/125,000
Location:
Firing arc: 120
Firing Modes: Standard
Laser Control Room <16>

Torpedo Launcher <12 x 4 = 48>
Standard Load: Spatial Missiles (80 damage)
Spread: 4
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedoes carried: 1000 <100>
Torpedo Control Room <16>

TA/T/TS: Class Zero [0 power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <43 x 4 = 172>
Shield Generator: Class 1 (protection 150) [15 power/shield/round]
Shield grid: Type A (25% increase to 187 Protection)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 50)
Recharging System: Class Zero (90 seconds)
Backup Shield Generators: none

Auto-Destruct System <16>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 200 Size worth of ships <400>
Standard Complement: one hundred shuttlecraft
Location(s): Main Shuttlebay

Docking bays:
12 rating 3 number of docks (ships up to size 3) [may supply 30 power/round/ship] <3 x 12 = 36>

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The Lysian Destroyer

Is a primitive warship with minimal weapons and defenses. I kept the SUs as low as I could. Basically I wanted a ship that would be weak but a single phaser strike would disable the ship and a second would destroy it completely. In the series the destroyers were blown away with a single shot and that was always a little too fast for my taste. Most of the ship is build off of TOS tech but note that I gave it a TNG Warp engine.

Lysian Destroyers
Commissioning Date: Mid 24th Century (the technology equal to late 22nd century or early 23rd century)

Hull Systems
Size: 3
Length: 75 meters
Beams: 25 meters
Height: 20 meters
Decks: 4
Mass: 50,000 metric tons
SUs Available: 600 - 1000
SUs Used: 448

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <9>
Backup: Class E (Protection 10) <5>
Backup: Class E (Protection 10) <5>
Specialized hull: Atmospheric capability <3>
Planetary capability <3>

Personnel Systems
Crew/Passengers/Evac: 18/2/100
Crew Quarters
Spartan: 9 <1>
Basic: 6 <1>
Expanded: 3 <1>

Luxury: 1 <1>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [5 Power/round] <12>
Reserve Life Support [3 Power/round] <6>
Emergency Life Support (18 emergency shelters) <6>
Gravity [2 Power/round] <3>
Consumable: two years worth <12>
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: 2 (one gym, one small lounge) [2 Power/round] <12>
Personal Transport: Jefferies tubes [0 Power/round] <3>
Fire Suppression System [1 Power/round when active] <3>
Cargo hold: 500 cubic meters <1>
Locations:
Escape Pods <1>
Number: 20
Capacity: 2 persons per pod

Propulsion Systems
Warp Drive Nacelles: type 1A <8>
Speed: 1.3/2.2/3.3 [1 Power/.2 warp speed]
Uprating: Package 2 (+0.2 to standard), Package 3 (+0.3 to sustained), Package 4 (+0.4 to maximum) <18>
PIS: Type A (4 hours of Maximum warp) <2>
Special configuration: Embedded Nacelles <12>
Impulse Engine Type: Class 1 (.25c/.5c) [2/5 Power/round] <5>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <3>

Power Systems
Warp Engine Type: Mark III (generates 120 Power/round) <42>
Locations:
Impulse Engine[s]: Class 1 (generate 8 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type 0 (generates 20 Power/round) <20>
EPS: Standard Power flow, +50 Power transfer/round <20>
Standard Usable Power:

Operations systems
Bridge: <12>

Computers
Core: [1 Power/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

Sensor Systems
Long-range Sensors [5 Power/round] <7>
Range package: Mark 0 (Accuracy 4/5/8/11)
High Resolution: 1 light-year (0.3/0.4 – 0.6/0.7 - .9/.91 – 1.0)
Low Resolution: 3 light-years (0.5/0.6 – 1.0/1.1 – 2.0/2.1 - 3.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Probes: 10 <1>
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 0 [1 Power/round in use] <3>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 1 <0>

Inertial Damping Field
Main <12>
Strength: 2 [3 Power/round]
Number: 2
Backup <3>
Strength: 1 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Type I Interplanetary Radio [3 power/round of use] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams: None
Transporters: None

Security Systems Rating: 2 <8>

Anti-Intruder System: none
Internal Force Field: None
Science Systems Rating: 1 (+0) [1 Power/round] <8>
Specialized Systems: none
Laboratories: 1 <2>

Tactical Systems
Tactical Lasers <2 x 3 = 6>
Type Brenkai class Lasers
Damage: 40 [4 power]
Number of Emitters: (up to 1 shots per round)
Auto-Phaser Interlock: Class Zero (Accuracy 6/7/9/12)
Range: 5/12,000/36,000/125,000
Location: forward
Firing arc: 120
Firing Modes: Standard
Laser Control Room <3>

Torpedo Launcher <11>
Standard Load: Spatial Missiles (80 damage)
Spread: 2
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedoes carried: 10 <1>
Torpedo Control Room <3>

TA/T/TS: Class Zero [0 power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <10 x 4 = 40>
Shield Generator: Class 1 (protection 80) [8 Power/shield/round]
Shield grid: Type A (25 % increase to 100 Protection)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 26)
Recharging System: Class zero (90 seconds)
Backup Shield Generators: none
Auto-Destruct System <3>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 2 Size worth of ships <4>
Standard Complement: one Shuttlepods
Location(s): ventral

Star Trek Voyager's "Fake" USS Dauntless NX-O1-A

The dauntless was an unusual vessel that little is known about its abilities other than the Quantum Slipstream Drive and it was without the luxury of holodecks and other recreational facilities. The mysterious starship USS Dauntless appeared to be Starfleet's answer to the lost ship until the ship was uncovered that it was an alien vessel that was there to take them to Borg. The starship Dauntless was one of the sleekest starship that I think that was ever on screen in a Star Trek series with the Quantum Slipstream engine made it fast as anything.

While in Voyagers hands the technology was an inspiration to the engineers when they finally got their hands on the sensor scans of the starships technology when Voyager returned to earth. Not remembering of hearing about any of the weapons I gave it light phasers and photon torpedoes as the ship used its superior speed to out run its enemies. Yet the weapons could be dropped completely if someone wanted to do so. The light phasers would be a minor thing that they ship could be used as a debris clearing device more than a weapon. This passive defense is reflected in the mild shield ratings that are meant to shield enough for the ship to go to high warp speeds.

Even that the ship has been taken by the Borg in the episode, I gave it a sister ship that was missed by the Borg and has drifted into near Federation territory. In one of our adventures the Federation and Romulan Starfleet's are in a race to retrieve the ship before the other has a chance to reach it with orders to keep it from the other with all cost. I know this sounds much like the Next Generation Episode of Tin Man but there is a twist as it is a search more like that in Pegasus searching asteroid after asteroid.

USS Dauntless NX-01-A (as it appeared as a Federation and alien Starship)
Class and Type: Class and type unknown to the Federation
Commissioning Date: Twenty-Fourth Century

Hull Systems
Size: 5
Length: 150 meters
Beams: 61.68 meters
Height: 25.23 meters
Decks: 6
Mass: 350,000 metric tons
SU's Available: 900 - 1900
SU's Used: 1180

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <29>
Primary Backup: Class 5 (Protection 40) <15>
Secondary Backup: Class 5 (Protection 40) <15>

Personnel Systems
Crew/Passengers/Evac: 207/230/2000

Crew Quarters
Basic: 243 <13>
Expanded: 144 <29>
Luxury: 43 <43>
Unusual: 8 <8>

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>
Consumable: two years worth <10>
Replicators
Food Replicators [5 Power/round] <5>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <5>
Type: 1 Large unit [2 Power/replicator/round] <3>
Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 1 (a spartan mess hall; exercise room) [2 Power/round] <8>
Personal Transport: turbolift, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 15,000 cubic meters <1>
Locations:
Escape Pods <6>
Number: 120
Capacity: 4 persons per pod

Propulsion Systems
Quantum Slipstream Drive: (.4167 light-year per a round) [120 power per round] <80>
Impulse Engine Type: one Class 3A (.5c/.75c) [5/7 Power/round] <18>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Class 9/0 (generates 460 Power/round) <101>
Locations: amidships
Impulse Engine[s]: one Class 3A (generate 28 power/engine/round)

Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) <6>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +100 Power transfer/round <35>
Standard Usable Power: 488

Operations systems
Bridge: <25>

Computers
Cores: [5 Power/round] <10>
Cores: [5 Power/round] <10>
Uprating: Class Alpha (+1) [1 Power/computer round] <4>
ODN <15>

Navigational Deflector [5 Power/round] <20>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:
Auxiliary Deflector: <5>

Sensor Systems
Long-range Sensors [5 Power/round] <25>
Range package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 12 Light-years (1.0/1.1 – 3.0/3.1 – 8.0/8.1 – 12.0)
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <17>
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <16>
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)

Probes: 20 <2>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

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

Inertial Damping Field
Main <30>
Strength: 10 [3 Power/round]
Number: 3
Backup <8>
Strength: 10 [2 Power/round]
Number: 3
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 7 [2 Power/round] <14>
Strength: 7
Security: -3
Emergency Communications: [2 Power/round] <1>

Tractor Beams: None

Transporters
Type: Personnel [5 Power/use] <14>
Pads: 6
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Emergency [6 Power/round] <14>
Pads: 18
Emitter/Receiver Array: Emergency Type 2 (10,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Cargo [2 Power/round] <10>
Pads: 200 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Matter Conversion Cloak [125 power/round] <250>

Security Systems Rating: 1 <4>
Anti-Intruder System: [1 Power/round] <5>
Internal Force Field: [1 Power/3 Strength] <5>
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: Stellar Cartography <5>
Laboratories: 4 <2>

Tactical Systems:
Energy weapons <21 x 4 = 84>
Type: Equal to a type V phaser Bank
Damage: 100 [10 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 500
Firing Modes: Standard, Pulse, continuous, wide-beam

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <47 x 4 = 188>
Shield Generator: Class 4 (protection 700) [70 Power/shield/round]
Shield grid: Type B (33% increase to 931 Protection)
Subspace field Distortion Amplifiers: Class Epsilon (Threshold 233)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System: None

Auxiliary Spacecraft systems
Shuttlebay(s): none

Matter Conversion Cloak
SU's Cost: 50 x size
Power Cost: 25 x size used for the time of change only

The matter conversion cloak generates an exterior and hull that appears to be the ship that is another species vessel. As in the case of the USS Dauntless encounter by the Federation Starship Voyager in the Delta Quadrant it appeared to be an advanced starship sent to aid the starship Voyager turned out to be an alien vessel intent on causing the demise of the crew of Voyager. The overall shape of the ship does not change but when the Matter Conversion Cloak the interior and exterior surfaces reveal what they really look like back the original appearance. The overall appearance is the same with the ship hiding in plan sight.

The cloak is alien technology that is easily capable of copying and making an appearance of any vessel that it has scanned. Only a highly sensitive sensor scans (strength Class 10 with gain Beta) can tell the difference between the real hull and the artificial hull of a starship utilizing the cloak, where a general scan would be written off as just a sensor anomaly. Only real test with a hand sensor can detect that the anomaly is artificial in origins.

The original technology dates back to the age where they alien race was under the continual assault by the Borg determined to assimilate the species. The technology was dismissed by the Borg as it was useless to them. Few species have ever used this technology as it is a power hungry device. Few starships can produce the amount of power needed to make the conversion. The only drawback is that the device cannot change the hull material to generate armor as it can only change to material of the same density into a slight different shape and appearance.

This is the version of the dauntless that we used in our adventure without the damage to the quantum slipstream drive. Unfortunately the Federation and Romulan both came out empty handed as the Federation Starship Captain destroyed the ship with a brace of Photon Torpedoes to prevent it from being taken by the Romulan Warbird. The brief battle with the Romulan Warbird that nearly destroyed the Federation ship that was able to escape beyond the Warbird's range.

Civilian Freighter
Class and Type: Independence-class Freighter
Commissioning Date: 2240

Hull Systems
Size: 5
Length: 172 meters
Beams: 104.7 meters
Height: 66 meters
Decks: 12
Mass: 350,000 metric tons
SUs Available: 900 - 1900
SUs Used: 734

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class H (Protection 40/60) <17>
Backup: Class H (Protection 20) <9>
Backup: Class H (Protection 20) <9>

Personnel Systems
Crew/Passengers/Evac: 14/28/210
Crew Quarters
Basic: 30 <3>
Expanded: 5 <1>
Luxury: 4 <4>
Unusual: 3 <3>

Environmental Systems
Basic Life Support [6 Power/round] <20>
Reserve Life Support [3 Power/round] <10>
Emergency Life Support (30 emergency shelters) <10>
Gravity [3 Power/round] <5>
Consumable: one years worth <10>
Food Processors Mark III [3 Power/round] <13>
Industrial Fabrication Units Mark VI [4 Power/round] <13>
Medical Facilities: 4 (+0) [4 Power/round] <20>
Recreation Facilities: 2 (one gym, one small lounge) [2 Power/round] <12>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [Power/round when active] <5>
Cargo hold: 100,000 cubic meters <3>
Locations:
Escape Pods <1>
Number: 15
Capacity: 3 persons per pod

Propulsion Systems
Warp Drive Nacelles: Mark 3.5C <41>
Speed: 3.5/5.0/7.0 [1 Power/.2 warp speed]
PIS: Class E (6 hours of Maximum warp) <10>
Impulse Engine Type 5A (.5c/.75c) [5/7 Power/round] <18>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Mark III (generates 130 Power/round) <43>
Locations:
Impulse Engine[s]: Type 5A (generate 23 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, +100 Power transfer/round <35>
Standard Usable Power: 153

Operations systems
Bridge: <20>

Computers
Core: [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:

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range package: Type IV (Accuracy 4/5/8/11)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: standard

Lateral Sensors [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Probes: none
Sensor 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: 0 <0>

Inertial Damping Field
Main <20>
Strength: 7 [3 Power/round]
Number: 2
Backup <5>
Strength: 4 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Mark III [3 Power/round] <9>
Strength: 3
Security: -1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: aft
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: hanger bay

Transporters
Type: Personnel [3 Power/use] <9>
Pads: 4
Emitter/Receiver Array: Personnel Mark 2 (8,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Cargo [2 Power/round] <7 x 3 = 21>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 1 (5,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: [1 Power/round] <5>
Internal Force Field [1 Power/3 Strength] <5>
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: none
Laboratories: 1 <2>

Tactical Systems: None

Shields (Forward, Aft, Port, Starboard) <15 x 4 = 60>
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 67)
Recharging System: Class 0 (75 seconds)
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 4 Size worth of ships <8>
Standard Complement: 2 Shuttlepods
Location(s):

Notes: these statistics can also be used for the Superior class Freighter in service 2252 Length 182 m width 87.1 m Height 83.1 m with only 60,000 cubic meters of cargo holds.

TOS - Spacedock Starbase v2
Class and Type: Spacedock-class Starbase Field Support
Commissioning Date: late 23rd century

Hull Systems
Size: 5 (18)
Diameters: 3800 meters
Height: 5468 overall (just the station 4,700 meters)
Decks: 1000
Mass: 30,000,000 metric tons
SUs Available: 11,000 – 17,000
SUs Used: 32,185

Hull Outer <72>
Hull Inner <72>
Resistance Outer Hull: 16 <21>
Resistance Inner Hull: 16 <21>

Structural Integrity field [1 power/10 Protection/round]
Main: Class J (Protection 60/90) <36>
Backup: Class J (Protection 30) <18>
Backup: Class J (Protection 30) <18>

Personnel Systems
Crew/Inhabitants/Capacity: 50,000/95,000/2,600,000
Crew Quarters
Spartan: 50,750 <2537>
Basic: 58,000 <5800>
Expanded: 26,100 <5220>
Luxury: 7250 <7250>
Unusual: 2,900 <2900>

Environmental Systems
Basic Life Support [19 Power/round] <72>
Reserve Life Support [10 Power/round] <36>
Emergency Life Support (108 emergency shelters) <36>
Gravity [9 Power/round] <18>
Consumable: three years worth <108>
Food Processor Mark V [5 Power/round] <63>
Industrial Fabrication unit Mark VIII [5 Power/round] <63>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 10 (three main rec decks; pleasant (sometimes even luxurious) eating facilities; three large lounges; four gyms; five small lounges; three arboretums) [10 Power/round] <60>
Mercantile Facilities: 8 (24 establishments (rare & luxury goods)) [16 Power/round] <64>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <54>
Fire Suppression System [1 Power/round when active] <18>
Cargo hold: 3,000,000 cubic meters <90>
Locations: Various locations
Escape Pods <443>
Number: 8750
Capacity: 20 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <18>

Power Systems
Fusion Reactor: 25 type 20 (generates 200 Power/round) <100 x 25 = 2500>
Locations: Various locations throughout the station (see notes)
Auxiliary Power: 20 reactors (generate 5 Power/reactor/round) <60>
Emergency Power: Type D (generates 40 Power/round) <40>
EPS: Standard Power flow, +200 Power transfer/round <110>
Standard Usable Power:

Operations systems
Operations (OPS): <20>

Computers
Core 1: [5 Power/round] <36>
Core 2: [5 Power/round] <36>
Core 3: [5 Power/round] <36>
Uprating: Class Alpha (+1) [1 power/round] <2 x 3 = 6>
ODN <54>

Sensor Systems
Long-range Sensors [5 Power/round] <37>
Range package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
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
Probes: 200 <20>
Sensor Skill:

Communications Systems
Type: Mark V [3 power/round of use] <22>
Strength: 5
Security: -3 (Type A Uprating)
Basic Uprating: Type 1 (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams

Emitter: Class Beta [3 Power/Strength used/round] <6 x 10 = 60>
Accuracy: 5/6/8/11
Lactation: one per space door on outside and inside one at the top of station and one at bottom of station

Emitter: Class Alpha [3 Power/Strength used/round] <3 x 70 = 210>
Accuracy 5/6/8/11
Location: two per each docking slip for starship (48) and one per hanger bay (22)

Transporters
Type: Personnel [4 Power/use] <14 x 4 = 56>
Pads: 2
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Type: Personnel [6 Power/use] <16 x 20 = 320>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Type: Emergency [7 Power/round] <17 x 20 = 340>
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition Coils: Class F (Strength 7)
Number and location:

Type: Cargo [12 Power/round] <20 x 2 = 40>
Pads: 2000 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class F (strength 7)
Number and location:

Type: Cargo [4 Power/round] <12 x 10 = 120>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class F (strength 7)
Number and location:

Security Systems rating: 3 <12>
Anti-Intruder System: [1 Power/round] <18>
Internal Force Field: [1 power/3 Strength] <18>
Science Systems Rating: 3 (+2) [3 Power/round] <33>
Specialized Systems: three systems <15>
Laboratories: 80 <16>

Tactical Systems
Thirty-six Phaser Bank <29 x 36 = 1044>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 360 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam
Phaser bank Control Room <18>

Torpedo Launcher <15 x 12 = 180>
Standard Load: Type II photon torpedo (200 damage)
Spread: 6
Range: 15/350,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedo launcher Control Room <18>
Torpedoes carried: 1000 <100>

TA/T/TS: Class Beta [1 power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <109 x 4 = 436>
Shield Generator: Class 3 (protection 450) [45 power/shield/round]
Shield grid: Type B (33% increase to 599 Protection)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 150)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <18>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 250 Size worth of ships <500>
Standard Complement: 110 shuttlecraft and 30 shuttlepods
Location(s): twenty two Shuttlebay various locations

Docking bays:
4 rating 7 number of docks (ships up to size 7) [may supply 70 power/round/ship] <56>
12 rating 6 number of docks (ships up to size 6) [may supply 60 power/round/ship] <144>
16 rating 5 number of docks (ships up to size 5) [may supply 50 power/round/ship] <160>
16 rating 3 number of docks (ships up to size 3) [may supply 30 power/round/ship] <108>

Creation Notes: I used the FASA design from Star Trek Starship Tactical Combat Simulator On-line Database and archive for generating this twenty-third century version of the Starbase. I cut the number of transporters out to a realistic number.

TOS - Spacedock Starbase
Class and Type: Spacedock-class Starbase Field Support
Commissioning Date: late 23rd century

Hull Systems
Size: 5 (18)
Diameters: 3800 meters
Height: 5468 overall with antennas (just the station 4,700 meters)
Decks: 1000
Mass: 30,000,000 metric tons
SUs Available: 11,000 – 17,000
SUs Used: 36,983

Hull Outer <72>
Hull Inner <72>
Resistance Outer Hull: 16 <21>
Resistance Inner Hull: 16 <21>

Structural Integrity field [1 power/10 Protection/round]
Main: Class J (Protection 60/90) <36>
Backup: Class J (Protection 30) <18>
Backup: Class J (Protection 30) <18>

Personnel Systems
Crew/Inhabitants/Capacity: 50,000/125,000/2,600,000
Crew Quarters
Spartan: 61,250 <3063>
Basic: 70,000 <7000>
Expanded: 31,500 <6300>
Luxury: 8750 <8750>
Unusual: 3,500 <3500>

Environmental Systems
Basic Life Support [20 Power/round] <72>
Reserve Life Support [10 Power/round] <36>
Emergency Life Support (108 emergency shelters) <36>
Gravity [9 Power/round] <18>
Consumable: three years worth <108>
Food Processor Mark V [5 Power/round] <63>
Industrial Fabrication unit Mark VIII [5 Power/round] <63>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 10 (three main rec decks; pleasant (sometimes even luxurious) eating facilities; three large lounges; four gyms; five small lounges; three arboretums) [10 Power/round] <60>
Mercantile Facilities: 8 (24 establishments (rare & luxury goods)) [16 Power/round] <64>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <54>
Fire Suppression System [1 Power/round when active] <18>
Cargo hold: 3,000,000 cubic meters <90>
Locations: Various locations
Escape Pods <443>
Number: 8750
Capacity: 20 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <18>

Power Systems
Fusion Reactor: 25 type 20 (generates 200 Power/round) <100 x 25 = 2500>
Locations: Various locations throughout the station (see notes)
Auxiliary Power: 20 reactors (generate 5 Power/reactor/round) <60>
Emergency Power: Type D (generates 40 Power/round) <40>
EPS: Standard Power flow, +200 Power transfer/round <110>
Standard Usable Power:

Operations systems
Operations (OPS): <20>

Computers
Core 1: [5 Power/round] <36>
Core 2: [5 Power/round] <36>
Core 3: [5 Power/round] <36>
Uprating: Class Alpha (+1) [1 power/round] <2 x 3 = 6>
ODN <54>

Sensor Systems
Long-range Sensors [5 Power/round] <37>
Range package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
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
Probes: 200 <20>
Sensor Skill:

Communications Systems
Type: Mark V [3 power/round of use] <22>
Strength: 5
Security: -3 (Type A Uprating)
Basic Uprating: Type 1 (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6 x 10 = 60>
Accuracy: 5/6/8/11
Lactation: one per space door on outside and inside one at the top of station and one at bottom of station

Emitter: Class Alpha [3 Power/Strength used/round] <3 x 70 = 210>
Accuracy 5/6/8/11
Location: two per each docking slip for starship (48) and one per hanger bay (22)

Transporters
Type: Personnel [4 Power/use] <14 x 4 = 56>
Pads: 2
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Type: Personnel [6 Power/use] <16 x 20 = 320>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Type: Emergency [7 Power/round] <17 x 20 = 340>
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition Coils: Class F (Strength 7)
Number and location:

Type: Cargo [12 Power/round] <20 x 2 = 40>
Pads: 2000 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class F (strength 7)
Number and location:

Type: Cargo [4 Power/round] <12 x 10 = 120>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class F (strength 7)
Number and location:

Security Systems rating: 3 <12>
Anti-Intruder System: [1 Power/round] <18>
Internal Force Field: [1 power/3 Strength] <18>
Science Systems Rating: 3 (+2) [3 Power/round] <33>
Specialized Systems: three systems <15>
Laboratories: 80 <16>

Tactical Systems
Thirty-six Phaser Bank <26 x 36 = 936>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 360 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam
Phaser Bank Control Room <18>

Torpedo Launcher <15 x 12 = 180>
Standard Load: Type II photon torpedo (200 damage)
Spread: 6
Range: 15/350,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedo Launcher Control Room <18>
Torpedoes carried: 1000 <100>

TA/T/TS: Class Beta [1 power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <109 x 4 = 436>
Shield Generator: Class 3 (protection 450) [45 power/shield/round]
Shield grid: Type B (33% increase to 599 Protection)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 150)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <18>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 250 Size worth of ships <500>
Standard Complement: 110 shuttlecraft and 30 shuttlepods
Location(s): twenty two Shuttlebay various locations

Docking bays:
4 rating 7 number of docks (ships up to size 7) [may supply 70 power/round/ship] <56>
12 rating 6 number of docks (ships up to size 6) [may supply 60 power/round/ship] <144>
16 rating 5 number of docks (ships up to size 5) [may supply 50 power/round/ship] <160>
16 rating 3 number of docks (ships up to size 3) [may supply 30 power/round/ship] <108>

Creation Notes: I used the FASA design from Star Trek Starship Tactical Combat Simulator On-line Database and archive for generating this twenty-third century version of the Starbase. I cut the number of transporters out to a realistic number.

TNG - Spacedock Starbase
Class and Type: Spacedock-class Starbase Field Support
Commissioning Date: late 23rd century refitted early 24th century (2320 - 30's), refitted mid 24th century (2350-60s), refitted late mid 24th century (2360-70s)

Hull Systems
Size: 5 (18)
Diameters: 3800 meters
Height: 5468 overall (just the station 4,700 meters)
Decks: 1000
Mass: 30,000,000 metric tons
SUs Available: 11,000 – 17,000
SUs Used: 36,055

Hull Outer <72>
Hull Inner <72>
Resistance Outer Hull: 16 <21>
Resistance Inner Hull: 16 <21>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 4 (Protection 80/120) <42>
Backup: Class 4 (Protection 40) <21>
Backup: Class 4 (Protection 40) <21>

Personnel Systems
Crew/Inhabitants/Capacity: 50,000/95,000/2,600,000
Crew Quarters
Spartan: 50,750 <2537>
Basic: 58,000 <5800>
Expanded: 26,100 <5220>
Luxury: 7250 <7250>
Unusual: 2,900 <2900>

Environmental Systems
Basic Life Support [19 Power/round] <72>
Reserve Life Support [10 Power/round] <36>
Emergency Life Support (108 emergency shelters) <36>
Gravity [9 Power/round] <18>
Consumable: three years worth <54>
Food Replicators [18 Power/round] <18>
Industrial Replicators
Type: network of smaller Replicator [2 Power/round] <18>
Type: 8 large units [2 power/replicator/round] <24>
Medical Facilities: 9 (+2) [9 Power/round] <45>
Recreation Facilities: 10 (six main holodecks; thirty personal holodecks; large, luxurious eating facilities; four large lounges; eight small lounges) [20 Power/round] <80>
Mercantile Facilities: 8 (24 establishments (rare & luxury goods)) [16 Power/round] <64>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <54>
Fire Suppression System [1 Power/round when active] <18>
Cargo hold: 2,000,000 cubic meters <60>
Locations: Various locations
Escape Pods <443>
Number: 8750
Capacity: 20 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <18>

Power Systems
Fusion Reactor: 30 type 30 (generates 300 Power/round) <150 x 30 = 4500>
Locations: Various locations throughout the station (see notes)
Auxiliary Power: 40 reactors (generate 5 Power/reactor/round) <120>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <110>
Standard Usable Power: 8700

Operations systems
Operations (OPS): <20>

Computers
Core 1: [5 Power/round] <36>
Core 2: [5 Power/round] <36>
Core 3: [5 Power/round] <36>
Uprating: Class Beta (+2) [2 power/round] <4 x 3 = 12>
ODN <54>

Sensor Systems
Long-range Sensors [5 Power/round] <69>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: +5000 substances/phenomena

Lateral Sensor [5 Power/round] <41>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: +5000 substances/phenomena
Probes: 200 <20>
Sensor Skill:

Communications Systems
Type: Class 9 [2 Power/round] <26>
Strength: 9
Security: -5 (Class Gamma uprating)
Basic Uprating: Class Beta (+2)

Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 10 = 120>
Accuracy: 5/6/8/11
Lactation: one per space door on outside and inside one at the top of station and one at bottom of station

Emitter: Class Gamma [3 Power/Strength used/round] <6 x 48 = 288>
Accuracy 5/6/8/11
Location: two per each docking slip for starship (48)

Emitter: Class Alpha [3 Power/Strength used/round] <3 x 22 = 66>
Accuracy 5/6/8/11
Location: one per hanger bay (22)

Transporters
Type: Personnel [4 Power/use] <15 x 4 = 60>
Pads: 2
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations:

Type: Personnel [5 Power/use] <17 x 20 = 340>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations:

Type: Emergency [6 Power/round] <16 x 20 = 320>
Pads: 22
Emitter/Receiver Array: Emergency Type 2 (10,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and location:

Type: Cargo [12 Power/round] <21 x 2 = 42>
Pads: 2000 kg
Emitter/Receiver Array: Cargo type 3 (26,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and location:

Type: Cargo [4 Power/round] <13 x 10 = 130>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and location:

Security Systems rating: 4 <16>
Anti-Intruder System: [1 Power/round] <18>
Internal Force Field: [1 power/3 Strength] <18>
Science Systems Rating: 4 (+3) [5 Power/round] <38>
Specialized Systems: three systems <15>
Laboratories: 80 <16>

Tactical Systems
Thirty-six Phaser Bank <51 x 36 = 1836>
Type: XI
Damage: 220 [22 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 360 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Torpedo Launcher <18 x 12 = 216>
Standard Load: Type II photon torpedo (200 damage)
Spread: 10
Range: 15/350,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedoes carried: 2000 <200>

TA/T/TS: Class Gamma [2 power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <283 x 4 = 1132>
Shield Generator: Class 7 (protection 1400) [140 power/shield/round]
Shield grid: Type C (50% increase to 2100 Protection)
Subspace field Distortion Amplifiers: Class Theta (Threshold 400)
Recharging System: Class 4 (30 seconds)
Backup shields: 4 (1 per shield) <20>
Auto-Destruct System <18>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 250 Size worth of ships <500>
Standard Complement: 110 shuttlecraft and 30 shuttlepods
Location(s): twenty two Shuttlebay various locations

Docking bays:
4 rating 7 number of docks (ships up to size 7) [may supply 70 power/round/ship] <56>
12 rating 6 number of docks (ships up to size 6) [may supply 60 power/round/ship] <144>
16 rating 5 number of docks (ships up to size 5) [may supply 50 power/round/ship] <160>
16 rating 3 number of docks (ships up to size 3) [may supply 30 power/round/ship] <108>

Creation Notes: I used the FASA design from Star Trek Starship Tactical Combat Simulator On-line Database and archive for generating this twenty-third century version of the Starbase. I cut the number of transporters out to a realistic number.

I had made this a while back and finally went back and made it look right. I had originally wanted to do a Babylon 5 version of the Motion Picture but decided it wouldn't work as well as it did for the Star Trek Universe. I had planned to give it a jump engine but leaving most of it the way it appears here. I made some advancement's to such as the computer here and there the tweaking the weapons. I wanted a version that is nearly undefeatable by Federation starships alone maybe if you could pull together an armada.

Star Trek: The Motion Picture - V'Ger (A.K.A. Voyager 6)
Class and Type: unknown
Commissioning Date: 23rd century (Most technology is equal to a 30th century vessel or beyond that)

Hull Systems
Size: 63
Length: 98,000 meters (98 kilometers)
Beams: 37,692.3 meters (37.69 kilometers)
Height: 37,692.3 meters (37.69 kilometers)
Decks: unknown
Mass: 779,000,000 metric tons
SUs Available: 271,000
SUs Used: 258,431

Hull Outer <252>
Hull Inner <252>
Resistance Outer Hull: 1000 <1500>
Resistance Inner Hull: 1000 <1500>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 15 (Protection 180/270) <118>
Primary Backup: Class 15 (Protection 90) <59>
Secondary Backup: Class 15 (Protection 90) <59>
Specialized hull: Sensor-Reflective Hull <189>

Personnel Systems
Crew/Passengers/Evac: none
Crew Quarters: None

Environmental Systems
Basic Life Support (note: not needed but can generate atmosphere inside the hull) [13 Power/round] <252>
Reserve Life Support (note: not needed but can generate atmosphere inside the hull) [7 Power/round] <176>
Emergency Life Support none
Gravity (note: not needed but can generate gravity inside the hull) [32 Power/round] <63>
Consumable: 340 years worth (far more efficient) <16082>
Food Replicators none>
Industrial Replicators
Type: network of small Replicators none
Type: 20 Large unit [2 Power/replicator/round] <60>
Medical Facilities: none
Recreation Facilities: none
Personal Transport: Jefferies tubes [0 Power/round] <63>
Fire Suppression System [1 Power/round when active] <63>
Cargo hold: 7,000,000,000 cubic meters <210,000>
Locations:
Escape Pods none

Propulsion Systems
Warp Drive Nacelles: Type 8 <138>
Speed: 8.4/9.9/9.95 + [1 Power/.2 warp speed]
Uprating package 3 (+0.3 to sustained) package 4 (+0.4 to standard) <14>
PIS: Class J (48 hours of Maximum warp) <20>
Special configuration: embedded nacelles <252>
Impulse Engine Type: 6 Class 8 (.75c/.95c) [7/9 Power/round] <40 x 6 = 240>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <63>

Power Systems
Unknown Plasma Fusion Energy Generation System (generates 5500 Power/round) <5500>
Locations: Engineering hull, decks
Impulse Engine[s]: 6 Class 8 (generate 64 power/engine/round)
Auxiliary Power: 50 reactors (generate 5 Power/reactor/round) <150>
Emergency Power: Type K (generates 100 Power/round) <100>
EPS: Standard Power flow, +1000 Power transfer/round <415>
Standard Usable Power: 5384

Operations systems
Bridge: Saucer dorsal <215>

Computers
Core 1: Voyager 6 (Pre-duotronic) [1 Power/round] <1>
Virtual Reality Holographic Computer Memory Cores (Equal to fifty standard computer cores) [80 power/round] <6300>
Uprating: Class Epsilon (+5) [5 Power/computer round] <500>
ODN <189>

Navigational Deflector [5 Power/round] <252>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <153>

Range package: Type 15 EX (Accuracy 3/4/7/10)
High Resolution: 11 Light-years (1.0/1.1 – 2.5/2.6 – 7.5/7.6 – 11.0)
Low Resolution: 26 Light-years (1.4/1.5 – 9.0/9.1 – 19.0/19.1 – 26.0)
Strength Package: Class 12 (strength 12)
Gain Package: Class Delta (+4)
Coverage: Detects an additional 15,000 substances

Lateral Sensors [5 Power/round] <93>
Strength Package: Class 12 (strength 12)
Gain Package: Class Delta (+4)
Coverage: Detects an additional 15,000 substances

Navigational Sensors: [5 power/round] <42>
Strength Package: Class 12 (strength 12)
Gain Package: Class Delta (+4)
Probes: none
Sensor Skill: 6

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 8 (+4) [4 Power/round] <8>
Backups: 6 <6>

Inertial Damping Field
Main <2520>
Strength: 10 [3 Power/round]
Number: 20
Backup <630>
Strength: 7 [2 Power/round]
Number: 20
Attitude Control [16 Power/round] <16>

Communications Systems
Type: Class 10 [2 power/round] <32>
Strength: 10
Security: -8 (Class Epsilon Uprating)
Basic Uprating: Class Beta (+2)

Type: Type I Interplanetary Radio [3 power/round] <1>
Strength: 1
Security: - 0

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 36 = 432>
Accuracy: 4/5/7/10
Lactation:

Transporters: None

Security Systems Rating: 5 <20>
Anti-Intruder System: Yes [1 Power/round] <63>
Internal Force Field [1 power/3 Strength] <62>
Science Systems Rating: 4 (+3) [5 Power/round] <108>
Specialized Systems: Stellar analysis, Planetary analysis <10>219892
Laboratories: none

Tactical Systems
Unique Plasma Energy Data Recording Weapon <151 x 6 = 906>
Type Equal to three Type XII Phaser Array
Damage: (480 damage when it contacts a ships shields but when contacting an unshielded ship it changes the ship in too a three dimensional image and stored in the ships memory core) [48 power]
Number of Emitters: 600 (up to 15 shots per round)
Auto-Phaser Interlock: Class Gamma (Accuracy 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: one in each of the six towers around the mid-ship section
Firing arc: 540 degrees
Firing Modes: Standard

TA/T/TS: Class Iota [10 power/round] <30>
Strength: 15
Bonus: +5
Weapon Skill: 6

Regenerative Shields (Forward, Aft, Port, Starboard) <2524 x 4 = 10096>
Shield Generator: Class 7 (protection 4000 (+100 Embedded Nacelles)) [400 power/shield/round]
Shield grid: Type C (50% increase to Protection 6000)
Subspace field Distortion Amplifiers: Class Omega-XXXX (Threshold 1333 (+10 Embedded Nacelles))
Regenertive systems: Class 4 (50 points per round) [1 power/1 point/round]
Backup Shield Generators: 12 (3 per shield) <189>
Auto-Destruct System <63>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for Size 1000 worth of ships <2000>
Standard Complement: Easily accommodates up to 10 size 12 Starships
Location(s):

Notes: The ships memory core has unlimited memory capacity and generates a perfect three dimensional image of the subject. The weapons are actually data collection devices and hundreds of them can record an entire planets memory in seconds with every detail for future analysis. The Unknown Plasma Fusion Energy Generation System detonates with a force one hundred times the power that it is generating and all ships with in the same MU receive the full force of energy of the

explosion. Even thought the ship has shields but does not need them as they have them but uses them when traveling at Warp speeds for long durations and generates the immense cloud that surrounds the vessel as it travels. The inner and outer hull is such that it can take an all out weapons assault that it really needs no shields yet there are few ships that can generate such a destructive effect in a fight. The sensor scans are capable of detecting the weapons frequency and instantly adjusts the shields to be three times as effective than standard (note: nine Constitution-class refit starships would be needed to assault the ship to take down the shields in a single assault and then if they survive the counter assault the attacking ships would need three ships to make any damage, but can the Federation pull that many ships together at one time? If they were to use full barrages of Photon torpedoes ignoring the phaser bank strikes on a combined targeted point.) In generating this version I wanted the ship to be near invincible and would have to be reasoned with or tricked.

Star Trek: The Next Generation – All Good Things - VoDieh-Class Starship and VoDieh-Class Starship (Star Trek Voyager – Endgame – Negh'Var-class Battleship)
Class & Type: Klingon VoDieh-class Battle Cruisers and Negh'var-class a Variant of the Battleship
Commissioning Date: 2370 Alternate Time line variant

Hull Systems
Size: 8
Length: 718.00 meters
Beam: 470.09 meters
Height: 136.65 meters
Decks: 35
Mass: 4,300,000 metric tons
SUs Available: 3250
SUs used: 3,226

Hull Inner <32>
Hull Outer <32>
Resistance Inner Hull: 10 <12>
Resistance Outer Hull: 10 <12>

Structural Integrity Field [1 Power/10 Protection/Round]
Main: Class 5 (Protection 80/120) <35>
Backup: Class 5 (Protection 80) <18>
Backup: Class 5 (Protection 80) <18>

Personal Systems
Crew/Passengers/Evac: 912/750/2,500
Crew Quarters
Barracks: House 1,500 <25>
Spartan: 200 <10>
Basic: 120 <12>
Expanded: 50 <10>
Luxury: 30 <30>
Unusual: 10 <10>

Environmental Systems
Basic Life Support [10 Power/Round] <32>
Reserve Life Support [5 Power/Round] <16>
Emergency Life Support [48 Emergency Shelters] <16>
Gravity [4 Power/Round] <8>
Consumables: 3 years worth <24>
Replicator Systems
Food Replicators [8 Power/Round] <8>
Industrial Replicators
Type: Two Networks of small replicators [2 Power/network/Round] <16>
Type: 4 large units [2 Power/Replicator/Round] <12>
Medical Facilities: 6 <+1> [6 Power/Round] <30>
Recreation Facilities: 5 [10 Power/Round] <40>
Location: No Holodecks; 2 large mess halls; 2 gyms; 2 combat practice areas; one additional gym or combat practice area.

Personal Transport: Turbolifts & Jefferies Tubes [2 Power/Round] <24>
Fire Suppression System [1 Power/Round when active] <8>
Cargo Holds: 100,000 cubic meters <3>
Locations: 12 locations throughout ship
Escape Pods: <11>
Number: 200
Capacity: 8 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 7a6 <126>
Speed: 7.0/9.6/9.6 [1 Power/.2 warp speed]
PIS: Type H <12 hours of maximum speed> <16>
Impulse Engines Type: 4 Class 6 (.75c/.9c) [7/9 Power/Round] <120>
Location: "inner pylons on wings" <port/starboard & Ventral/Dorsal>
Reaction Control System (.025c) [2 Power/Round when used] <8>

Power Systems
Warp Engines (Primary) Class 10/P <generates 500 Power/Round) <110>
Location: Amidships
Warp Engine (Secondary) Class 7/M <generates 350 Power/Round) <80>
Locations: aft
Impulse Engine[s]: 4 Class 6 <generates 48 Power/Round)
Auxiliary Power: 4 reactors (generate 5 Power/Generator/Round) <12>
Emergency Power: Type F <generates 50 Power/Round) <50>
EPS: Standard Flow, +400 Power transfer/round <80>
Standard usable Power: 1,042

Operating Systems
Bridge: Forward Dorsal <40>
Auxiliary Control Room: Auxiliary bridge module<24>

Computers
Core 1: Forward [5 Power/Round] <16>
Core 2: amidships [5 Power/Round] <16>
Uprating: Class Alpha (+1) [1 Power/computer/round] <4>
ODN <24>

Navigational Deflectors [5 Power/Round] <42>
Range: 10,000/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Ventral

Sensor Systems
Long Range Sensors [5 Power/Round] <45>
Range Package: 6 <Accuracy 3/4/7/10>
High Resolution: 5 light-years <.5/1.0/3.7/5.0>

Low Resolution: 16 light years <1.0/5.0/12.0/16.0>
Strength Package: Class 8 <Strength 8>
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/Round] <22>
Strength Package: Class 8 <Strength 8>
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors [5 Power/Round] <20>
Strength Package: Class 8 <Strength 8>
Gain Package: Class Beta (+2)
Probes: 50 <5>
Sensor Skills: 5

Flight Control Systems Autopilot: Shipboard Systems <Flight Control> 3, Coordination 2 [2 Power/Round in use] <11>

Navigational Computer
Main: Class 2 (+1) [2 Power/Round] <4>
Backups: 3 <3>

Inertial Damping Field
Main
Strength: 9 [3 Power/Round] <64>
Number: 4
Backup
Strength: 6 [2 Power/Round] <16>
Number: 4
Attitude Control [2 Power/Round] <2>

Communication Systems
Type: Class 9 [2 Power/Round] <28>
Strength: 9
Security: -6 <Class Delta Uprating>
Basic Uprating: Class Beta <+2>
Emergency Communications: Yes [2 power/Round] <1>

Tractor Beams
Emitter: 3 Class Delta [3 Power/Strength/Round in use] <36>
Accuracy: 4/5/7/10
Location[s]: Aft Ventral, forward ventral, forward dorsal

Emitter: Class Alpha [3 Power/Strength/Round in use] <3>
Accuracy: 5/6/8/11
Location: Shuttlebay

Transporters
Type: Personal [5 Power/ use] <102>
Pods: 6
Emitter/Receiver: Personal Type 6 <40,000km Range>
Energizing/Transition Coils: Class H <Strength 8>
Number and Locations: One in bridge module, one forward, two midships, one in each "wing"

Type: Emergency [5 Power/ use] <60>
Pods: 16
Emitter/Receiver: Personal Type 3 <40,000km Range>
Energizing/Transition Coils: Class H <Strength 8>
Number and Locations: one forward, three Amidship

Type: Cargo [5 Power/ use] <84>
Pods: 600kg
Emitter/Receiver: Cargo Type 3 <40,000km Range>
Energizing/Transition Coils: Class H <Strength 8>
Number and Locations: two forward, four amidships

Cloaking Device: Class 9 [40 Power/Class/Round] <35>

Security Systems Rating: 4 <16>
Anti-Intruder Alert: Yes [1 Power/Round] <8>
Internal Force Fields [1 Power/3 Strength] <8>
Science Systems Rating: 2 <+1> [2 Power/Round] <18>
Specialized Systems: 2 <10>
Laboratories: 24 <6>

Tactical Systems
Type 13 Forward Disruptor Cannon <58>
Damage: 280 [28 Power]
Number of Shots per Round: 5
Targeting System: Beta (Accuracy 3/4/6/9)
Range: 10,000/30,000/100,000/300,000
Location: Forward Weapon Pod
Firing Arc: 30 degrees forward
Firing Modes: Standard, Pulse

Forward Dorsal Type 12 Disruptor Arrays <55>
Damage: 260 [26 Power]
Number of Shots per Round: 5
Targeting System: Beta (Accuracy 3/4/6/9)
Range: 10,000/30,000/100,000/300,000
Firing Modes: Standard, Pulse
Locations <Firing Arcs>: Dorsal side of forward spar

Forward Ventral Type 12 Disruptor Arrays <55>
Damage: 260 [26 Power]
Number of Shots per Round: 5
Targeting System: Beta (Accuracy 3/4/6/9)
Range: 10,000/30,000/100,000/300,000
Firing Modes: Standard, Pulse
Locations <Firing Arcs>: Ventral side of forward spar

Dorsal Starboard Wing Type 12 Disruptor Arrays <54>
Damage: 260 [26 Power]
Number of Shots per Round: 5
Targeting System: Beta (Accuracy 3/4/6/9)
Range: 10,000/30,000/100,000/300,000
Firing Modes: Standard, Pulse

Locations <Firing Arcs>: 360 degrees Dorsal <significant arc shadow>

Ventral Starboard Type 12 Disruptor Arrays <55>
Damage: 260 [26 Power]
Number of Shots per Round: 5
Targeting System: Beta (Accuracy 3/4/6/9)
Range: 10,000/30,000/100,000/300,000
Firing Modes: Standard, Pulse
Locations <Firing Arcs>: 360 degrees ventral

Dorsal Port Wing Type 12 Disruptor Arrays <54>
Damage: 260 [26 Power]
Number of Shots per Round: 5
Targeting System: Beta (Accuracy 3/4/6/9)
Range: 10,000/30,000/100,000/300,000
Firing Modes: Standard, Pulse
Locations <Firing Arcs>: Dorsal side of forward spar

Ventral Port Wing Type 12 Disruptor Arrays <55>
Damage: 260 [26 Power]
Number of Shots per Round: 5
Targeting System: Beta (Accuracy 3/4/6/9)
Range: 10,000/30,000/100,000/300,000
Firing Modes: Standard, Pulse
Locations <Firing Arcs>: Ventral side of forward spar

Starboard wing Forward Wing Type 12 Disruptor Arrays <54>
Damage: 260 [26 Power]
Number of Shots per Round: 5
Targeting System: Beta (Accuracy 3/4/6/9)
Range: 10,000/30,000/100,000/300,000
Firing Modes: Standard, Pulse
Locations <Firing Arcs>: Forward edge of starboard wing

Port Wing Forward Wing Type 12 Disruptor Arrays <54>
Damage: 260 [26 Power]
Number of Shots per Round: 5
Targeting System: Beta (Accuracy 3/4/6/9)
Range: 10,000/30,000/100,000/300,000
Firing Modes: Standard, Pulse
Locations <Firing Arcs>: Forward edge of port wing

Starboard Wing Type 12 Disruptor Arrays <55>
Damage: 260 [26 Power]
Number of Shots per Round: 5
Targeting System: Beta (Accuracy 3/4/6/9)
Range: 10,000/30,000/100,000/300,000
Firing Modes: Standard, Pulse
Locations <Firing Arcs>: Aft edge of starboard wing

Dorsal Port Wing Type 12 Disruptor Arrays <55>
Damage: 260 [26 Power]
Number of Shots per Round: 5
Targeting System: Beta (Accuracy 3/4/6/9)
Range: 10,000/30,000/100,000/300,000
Firing Modes: Standard, Pulse
Locations <Firing Arcs>: aft edge of port wing

Forward Torpedo Launchers <19>
Standard Load: Type II Photon Torpedo (200 damage)
Spread: 10
Range: 15,000/350,000/1,500,000/4,050,000
Targeting System: (Accuracy 3/4/6/9)
Power: [20 + 5 per torpedoes fired]
Locations <Fire Arcs>: Forward module, <Forward, but are self guided>

Aft Torpedo Launchers <19>
Standard Load: Type II Photon Torpedo (200 damage)
Spread: 10
Range: 15,000/350,000/1,500,000/4,050,000
Targeting System: 3/4/6/90
Power: [20 + 5 per torpedoes fired]
Locations <Fire Arcs>: Aft, but are self guided
Torpedoes carried: 600 <60>

TA/T/TS <12>
Class Gamma [2 Power/Round]
Strength: 9
Bonus: +2
Backup <1>
Weapon Skill: 5

Shield (Forward, Aft, Port, Starboard) <118 x 4 = 472>
Shield Generator: Class 7 (Protection 1300) [130 Power/Shield/Round]
Shield Grid: Type B (33% increase to 1950 Protection)
Subspace Field Distortion Amplifiers: Class Eta (Threshold 430)
Recharging Class 1 (45 sec or 9 Rounds)
Backup Shield Generators: 4 (1 per Shield) <8>
Auto-Destruct System <8>

Auxiliary Spacecraft Systems
Shuttlebay(s):Capacity: Size 60 <120>
Standard Complement: 30 Shuttlecraft and Shuttlepods
Location: Ventral, port and starboard

Voyager Negh'Var-class Variant

Two Type 13 Forward Disruptor Cannon <58 x 2 = 116>
Damage: 280 [28 Power]
Number of Shots per Round: 5
Targeting System: Beta (Accuracy 3/4/6/9)
Range: 10,000/30,000/100,000/300,000
Location: Under the wings weapons pod
Firing Arc: 30 degrees forward
Firing Modes: Standard, Pulse

Inspired by Starship Troopers' Lunar Ring Space Station

I have had this written up ready to post for a few days I thought that I should post it. I had made it just prior to the creations of the Dyson sphere that I have posted.

I thought that this makes an interesting space station that can be integrated into all most any Star Trek adventure where it could be fit in. I seem to remember seeing one in Star Wars Clone Wars where if I remember it as even larger around a terrestrial or maybe a gas giant. The biggest thing would be to change out the weapons into a star wars weapons systems. This station would easily fit around our own moon as a demo of what the station could look like. The biggest difference would be in Starship Troopers they do not have had any shields as protection and have what was like heavy plasma cannons to destroy anything dangerous. I could see it even as a Babylon 5 or Andromeda destination. I have given the station to ability to dock with even the Andromeda and a Star Destroyer.

I like that there are more than fifty million life forms on this ring. I think one around an earth like planet would have one hundred times of that.

Federation Lunar Ring Space Station
Class and Type: Halo-class Lunar Ring Space Station
Commissioning Date: various

Hull Systems
Size: 545 (2180)
Length: 18,100,000 meters
Beam: 2500 meters
Height: 1500 meters
Decks: 333
Mass: 43,000,000,000 metric tons
SUs Available: 12,900,000
SUs Used: 12,899,995

Hull Outer <8720>
Hull Inner <8720>
Resistance Outer Hull: 14 <18>
Resistance Inner Hull: 14 <18>
Ablative Armor: 1500 <300>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <2204>
Primary Backup: Class 5 (Protection 40) <1102>
Secondary Backup: Class 5 (Protection 40) <1102>

Personnel Systems
Crew/Inhabitants/Capacity:
1,032,000/51,700,000/800,000,000
Crew Quarters
Spartan: 15,361,200 <768,060>
Basic: 21,261,200 <2126,120>
Expanded: 9,523,840 <1,904,768>
Luxury: 3,923,840 <3,923,840>
Unusual: 2,661,920 <2,661,920>

Environmental Systems
Basic Life Support [28 Power/round] <8720>
Reserve Life Support [14 Power/round] <4360>
Emergency Life Support (13,080 emergency shelters) <4360>
Gravity [1090 Power/round] <2180>
Consumable: Three years worth <6540>
Food Replicators [2180 Power/round] <2180>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <2180>
Type: 100 Large unit [2 Power/replicator/round] <300>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 10 (Six main holodecks; thirty personal holodecks; Large, luxurious eating Facilities; four large lounges; eight small lounges) [20 Power/round] <80>
Mercantile Facilities: 10 (30+ establishments) [20 Power/round] <80>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <6540>
Fire Suppression System [2 Power/round when active] <23>
Manufacturing/Ore Processing [2194 power/round] <2194>
Cargo hold: 260,000,000 cubic meters <7800>
Locations:
Escape Pods <45005>
Number: 900,000
Capacity: 24 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <2180>

Power Systems
Fusion Reactor: 36 type 20 (generates 200 Power/round) <100 x 36 = 3600>
Locations:
Auxiliary Power: 200 reactors (generate 5 Power/reactor/round) <600>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <11,100>5556954
Standard Usable Power:

Operations systems
Operations (OPS): <545>

Computers
Core 1: [5 Power/round] <4360>
Core 2: [5 Power/round] <4360>
Core 3: [5 Power/round] <4360>
Core 4: [5 Power/round] <4360>
Uprating Class Alpha (+1) [1 power/round] <8>
ODN <6540>

Sensor Systems
Long-range Sensors [5 Power/round] <61>
Range package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (0.5/0.6 – 1.0/1.1 – 3.8/3.9 – 5.0)
Low Resolution: 17 light-years (1.0/1.1 – 6.0/6.1 – 13.0/13.1 – 17.0)
Strength Package: Class 9 (strength 9)
Gain Package: Class Bata (+2)
Coverage: Detects an additional 3000 substances/phenomena

Lateral Sensors [5 Power/round] <33>
Strength Package: Class 9 (strength 9)
Gain Package: Class Bata (+2)
Coverage: Detects an additional 3000 substances/phenomena
Probes: 1000 <10>
Sensor Skill: 4

Communications Systems
Type: Class 9 [2 Power/round] <28>
Strength: 9
Security: -6 (Class Delta uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class [3 Power/Strength used/round] <12 x 36 = 432>
Accuracy: 4/5/7/10
Lactation: one located every twenty degrees of the ring one on the inside and one on the outside

Emitter: Class Beta [3 Power/Strength used/round] <6 x 54 = 324>
Accuracy 5/6/8/11
Location: one per the starship docking bays

Emitter: Class Beta [3 Power/Strength used/round] <3 x 36 = 108>
Accuracy 5/6/8/11
Location: one per the shuttle bays

Transporters
Type: Personnel [5 Power/use] <18 x 18 = 324>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class I (Strength 8)
Number and Locations:

Type: Emergency [7 power/use] <18 x 18 = 324>
Pads: 22
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class I (Strength 8)
Number and Location:

Type: Cargo [4 Power/use] <12 x 18 = 216>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and location:

Security Systems rating: 2 <10>
Anti-Intruder System: Yes [1 Power/round] <2180>
Internal Force Field [1 power/3 Strength] <2180>
Science Systems Rating: 3 (+2) [3 Power/round] <2195>
Specialized Systems: Bological studies, geological studies, Astronomical studies <15>
Laboratories: 400 <80>

Tactical Systems
Phaser Banks <27 x 9423 = 254421>
Type VIII
Damage: 160 [16 power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Torpedo Launcher <16 x 9 = 144>
Standard Load: Type II photon torpedo (200 damage)
Spread: 8
Range: 15/300,000/1,000,000/3,000,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedoes carried: 5000 <500>

TA/T/TS: Class Beta [1 power/round] <8>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <20764 x 4 = 83056>
Shield Generator: Class 5 (protection 1000) [100 power/shield/round]

Shield grid: Type 0 (0% increase to 1000 Protection)
Subspace field Distortion Amplifiers: Class Zeta (Threshold 300)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 4 (1 per shield) <2180>
Auto-Destruct System <2180>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 3600 Size worth of ships <7200>
Standard Complement: fifty size shuttles per each of the 36 hangers
Location(s): Main Shuttlebay

Internal Docking bays:
9 rating 7 number of docks (ships up to size 7) [may supply 70 power/round/ship] <2 x 9 = 18>
9 rating 5 number of docks (ships up to size 5) [may supply 50 power/round/ship] <2 x 9 = 18>

External Docking Ports:
9 rating 12 number of docks (ships up to size 12) [may supply 120 power/round/ship] <3 x 9 = 27>
9 rating 8 number of docks (ships up to size 8) [may supply 80 power/round/ship] <2 x 9 = 18>
9 rating 6 number of docks (ships up to size 5) [may supply 50 power/round/ship] <2 x 9 = 18>
9 rating 4 number of docks (ships up to size 4) [may supply 40 power/round/ship] <1 x 9 = 9>

Building notes:
The moon is around one third the size of the earth so I took the earth diameter and cut in a third and then gave the station an orbital path of half the diameter larger I could have even went to twice the diameter. I used the total circumference to generate a length and used it to determine size and the SU's to build the station. Just as an exercise and it is work in creativity. I could even envision one around an earth like planet at a size equal to the diameter distance. This moon version is 1.5 the diameter of the moon and should be two times but would still be at the size that would be stable. For a planet size I would make it twice the diameter to maybe a little more in size.

I will think about doing a version of it around the Earth.

Retired D-12 "Bird-of-Prey"
D-12 Scout "Bird-of-Prey"
Class and Type: D-12 Scout Bird-of-Prey
Commissioning Date: Later 23rd century

Hull Systems
Size: 4
Length: 110 meters
Beams: 143 meters
Height: 68.9 meters
Decks: 3
Mass: 90,000 metric tons
SUs Available: 800 - 1300
SUs Used: 910

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class J (Protection 60/90) <22>
Backup: Class J (Protection 30) <11>
Backup: Class J (Protection 30) <11>
Specialized hull: Atmospheric Capability <4>
Planetfall Capability <4>

Personnel Systems
Crew/Passengers/Evac: 12/6/90
Crew Quarters
Barracks: Houses 6 crewmembers <1>
Spartan: 8 <1>
Basic: 3 <1>
Expanded: 1 <1>
Luxury: none
Unusual: none

Environmental Systems
Basic Life Support [5 Power/round] <16>
Reserve Life Support [3 Power/round] <8>
Emergency Life Support (24 emergency shelters) <8>
Gravity [2 Power/round] <4>
Consumable: one years worth <8>
Food Processor Mark IV [4 Power/round] <12>
Industrial Fabrication Unit Mark VII [5 Power/round] <12>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 2 [2 Power/round] <12>
Personal Transport: Jefferies tubes [0 Power/round] <4>
Fire Suppression System [1 Power/round when active] <4>
Cargo hold: 1000 cubic meters <1>
Locations: one central hold and several smaller storage closets located about the ship including the ships galley storage.
Escape Pods <1>
Number: 10
Capacity: 2 persons per pod

Propulsion Systems
Warp Drive Nacelles: Mark 6 <92>
Speed: 6.0/7.0/8.0 [1 Power/.2 warp speed]
Uprating package 1 (+0.1 to standard, sustainable and Maximum) <6>
PIS: Class E (6 hours of Maximum warp) <10>
Special configuration: Embedded nacelles <16>
Impulse Engine Type: two Class 5A (.5c/.75c) [5/7 Power/round] <18 x 2 = 36>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <4>

Power Systems
Warp Engine Type: Mark V (generates 200 Power/round) <60>
Locations:
Impulse Engine[s]: two Class 5A (generate 23 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 <30>
Standard Usable Power: 246

Operations systems
Bridge: <16>

Computers
Core: [5 Power/round] <8>
ODN <12>

Navigational Deflector [6 Power/round] <12>
Range: 10/15,000/40,000/125,000
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 (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 12 Light-years (1.0/1.1 – 3.0/3.1 – 8.0/8.1 – 12.0)
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: 5 <1>
Sensor 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 Damping Field
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: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: Aft ventral

Transporters
Type: Personnel [4 Power/use] <23>
Pads: 4
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location: one engineering section

Type: Cargo [3 Power/round] <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

Cloaking Device: Class 6 [40 Power/class/round] <22>

Security Systems Rating: 2 <8>
Anti-Intruder System: [1 Power/round] <4>
Internal Force Field [1 Power/3 Strength] <4>
Science Systems Rating: 1 (+0) [1 Power/round] <9>
Specialized Systems: none
Laboratories: 2 <2>

Tactical Systems
Wing disruptor <27 x 2 = 54>
Type 6
Damage: 140 [14 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: located at the wing tips port and starboard forward
Firing arc: 180 degrees forward
Firing Modes: Standard, pulse

Secondary Wing Disruptors <7 x 2 = 14>
Type 1
Damage: 40 [4 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: located at the wing tips port and starboard forward
Firing arc: 180 degrees forward
Firing Modes: Standard, pulse
Disruptor Control room <4>

Torpedo Launcher <16>
Standard Load: Type II Photon torpedo (200 damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location: Forward, ventral of command section
Firing Arc: Forward, but are self-guided
Torpedoes carried: 30 <3>
Torpedo Control Room <4>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <21 x 4 = 84>
Shield Generator: Class(protection 360 (+100 embedded nacelles)) [36 Power/shield/round]
Shield grid: Type A (25% increase to 450 Protection)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 120 (+10 embedded nacelles))
Recharging System: Class zero (60 seconds)
Backup Shield Generators: none
Auto-Destruct System <4>

Auxiliary Spacecraft systems
Shuttlebay(s): None

Retired updated verdant of the Bird of Prey

D-12 Scout "Bird-of-Prey"
Class and Type: D-12 Scout Bird-of-Prey
Commissioning Date: Later 23rd century

Hull Systems
Size: 4
Length: 110 meters
Beams: 143 meters
Height: 68.9 meters
Decks: 3
Mass: 90,000 metric tons
SUs Available: 800 - 1300
SUs Used: 900

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <22>
Backup: Class 3 (Protection 30) <11>
Backup: Class 3 (Protection 30) <11>
Specialized hull: Atmospheric Capability <4>
Planetfall Capability <4>

Personnel Systems
Crew/Passengers/Evac: 12/6/90
Crew Quarters
Barracks: Houses 6 crewmembers <1>
Spartan: 8 <1>
Basic: 3 <1>
Expanded: 1 <1>
Luxury: none
Unusual: none

Environmental Systems
Basic Life Support [5 Power/round] <16>
Reserve Life Support [3 Power/round] <8>
Emergency Life Support (24 emergency shelters) <8>
Gravity [2 Power/round] <4>
Consumable: one years worth <8>
Food Replicator [4 Power/round] <4>
Industrial Replicators
Type: Network of small Replicators [2 Power/round] <4>
Type: no large replicators
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 2 [2 Power/round] <16>
Personal Transport: Jefferies tubes [0 Power/round] <4>
Fire Suppression System [1 Power/round when active] <4>
Cargo hold: 1000 cubic meters <1>
Locations: one central hold and several smaller storage closets located about the ship including the ships galley storage.
Escape Pods <1>
Number: 10
Capacity: 2 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 6A <90>
Speed: 6.0/8.0/9.0 [1 Power/.2 warp speed]
Uprating package 1 (+0.1 to standard, sustainable and Maximum) <6>
PIS: Class E (6 hours of Maximum warp) <10>
Special configuration: Embedded nacelles <16>
Impulse Engine Type: two Class 3A (.5c/.75c) [5/7 Power/round] <18 x 2 = 36>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <4>

Power Systems
Warp Engine Type: Class 5/H (generates 290 Power/round) <64>
Locations:
Impulse Engine[s]: two Class 3A (generate 28 power/engine/round)
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) <9>
Emergency Power: Type C (generates 35 Power/round) <35>
EPS: Standard Power flow, +100 Power transfer/round <30>
Standard Usable Power: 346

Operations systems
Bridge: <18>

Computers
Core: [5 Power/round] <8>
Uprating: Class Alpha (+1) [1 power/round] <2>
ODN <12>

Navigational Deflector [5 Power/round] <16>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Engineering Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <21>
Range package: Mark V (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 12 Light-years (1.0/1.1 – 3.0/3.1 – 8.0/8.1 – 12.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <13>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <12>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Probes: 10 <1>
Sensor 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 Damping Field
Main <16>
Strength: 9 [3 Power/round]
Number: 2
Backup <4>
Strength: 6 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <15>
Strength: 5
Security: -3 (Class Gamma Uprating)
Basic Uprating: Class Alpha (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: Aft ventral

Transporters
Type: Personnel [4 Power/use] <12>
Pads: 6
Emitter/Receiver Array: Personnel Type 3 (25,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location: one engineering section

Type: Cargo [3 Power/round] <10>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location: One in Engineering

Cloaking Device: Class 7 [40 Power/class/round] <25>

Security Systems Rating: 2 <8>
Anti-Intruder System: [1 Power/round] <4>
Internal Force Field [1 Power/3 Strength] <4>
Science Systems Rating: 1 (+0) [1 Power/round] <9>
Specialized Systems: none
Laboratories: 2 <2>

Tactical Systems
Wing disruptor <27 x 2 = 54>
Type 6
Damage: 140 [14 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: located at the wing tips port and starboard forward
Firing arc: 180 degrees forward
Firing Modes: Standard, pulse

Secondary Wing Disruptors <7 x 2 = 14>
Type 1
Damage: 40 [4 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: located at the wing tips port and starboard forward
Firing arc: 180 degrees forward
Firing Modes: Standard, pulse

Torpedo Launcher <16>
Standard Load: Type II Photon torpedo (200 damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location: Forward, ventral of command section
Firing Arc: Forward, but are self-guided
Torpedoes carried: 40 <4>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Targeting Periscope (+1) [1 power/round] <3>
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <28 x 4 = 112>
Shield Generator: Class 3 (protection 500 (+100 embedded nacelles)) [50 Power/shield/round]
Shield grid: Type A (25% increase to 625 Protection)
Subspace field Distortion Amplifiers: Class Delta (Threshold 166 (+10 embedded nacelles))
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System <4>

Auxiliary Spacecraft systems
Shuttlebay(s): None

Updated D-12 variant of the Bird of Prey with twin warp cores

D-12 Scout "Bird-of-Prey"
Class and Type: D-12 Scout Bird-of-Prey
Commissioning Date: Later 23rd century uprated in the 24th century

Hull Systems
Size: 4
Length: 110 meters
Beams: 143 meters
Height: 68.9 meters
Decks: 3
Mass: 90,000 metric tons
SUs Available: 800 - 1300
SUs Used: 900

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <22>
Backup: Class 3 (Protection 30) <11>
Backup: Class 3 (Protection 30) <11>
Specialized hull: Atmospheric Capability <4>
Planetfall Capability <4>

Personnel Systems
Crew/Passengers/Evac: 12/6/90
Crew Quarters
Barracks: Houses 6 crewmembers <1>
Spartan: 8 <1>
Basic: 3 <1>
Expanded: 1 <1>
Luxury: none
Unusual: none

Environmental Systems
Basic Life Support [5 Power/round] <16>
Reserve Life Support [3 Power/round] <8>
Emergency Life Support (24 emergency shelters) <8>
Gravity [2 Power/round] <4>
Consumable: one years worth <8>
Food Replicator [4 Power/round] <4>
Industrial Replicators
Type: Network of small Replicators [2 Power/round] <4>
Type: no large replicators
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 2 [2 Power/round] <16>
Personal Transport: Jefferies tubes [0 Power/round] <4>
Fire Suppression System [1 Power/round when active] <4>
Cargo hold: 1000 cubic meters <1>
Locations: one central hold and several smaller storage closets located about the ship including the ships galley storage.
Escape Pods <1>
Number: 10
Capacity: 2 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 6A <90>
Speed: 6.0/8.0/9.0 [1 Power/.2 warp speed]
Uprating package 1 (+0.1 to standard, sustainable and Maximum) <6>
PIS: Class E (6 hours of Maximum warp) <10>
Special configuration: Embedded nacelles <16>
Impulse Engine Type: two Class 3A (.5c/.75c) [5/7 Power/round] <18 x 2 = 36>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <4>

Power Systems
Warp Engine Type: Class 5/H (generates 290 Power/round) <64>
Locations:
Impulse Engine[s]: two Class 3A (generate 28 power/engine/round)
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) <9>
Emergency Power: Type C (generates 35 Power/round) <35>
EPS: Standard Power flow, +100 Power transfer/round <30>
Standard Usable Power: 346

Operations systems
Bridge: <18>

Computers
Core: [5 Power/round] <8>
Uprating: Class Alpha (+1) [1 power/round] <2>
ODN <12>

Navigational Deflector [5 Power/round] <16>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Engineering Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <21>
Range package: Mark V (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 12 Light-years (1.0/1.1 – 3.0/3.1 – 8.0/8.1 – 12.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)

Coverage: Standard

Lateral Sensors [5 Power/round] <13>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <12>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Probes: 10 <1>
Sensor 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 Damping Field
Main <16>
Strength: 9 [3 Power/round]
Number: 2
Backup <4>
Strength: 6 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <15>
Strength: 5
Security: -3 (Class Gamma Uprating)
Basic Uprating: Class Alpha (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: Aft ventral

Transporters
Type: Personnel [4 Power/use] <12>
Pads: 6
Emitter/Receiver Array: Personnel Type 3 (25,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location: one engineering section

Type: Cargo [3 Power/round] <10>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location: One in Engineering

Cloaking Device: Class 7 [40 Power/class/round] <25>

Security Systems Rating: 2 <8>
Anti-Intruder System: [1 Power/round] <4>
Internal Force Field [1 Power/3 Strength] <4>
Science Systems Rating: 1 (+0) [1 Power/round] <9>
Specialized Systems: none
Laboratories: 2 <2>

Tactical Systems
Primary Wing Disruptor <27 x 2 = 54>
Type 6
Damage: 140 [14 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: located at the wing tips port and starboard forward
Firing arc: 180 degrees forward
Firing Modes: Standard, pulse

Secondary Wing Disruptors <7 x 2 = 14>
Type 1
Damage: 40 [4 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: located at the wing tips port and starboard forward
Firing arc: 180 degrees forward
Firing Modes: Standard, pulse

Torpedo Launcher <16>
Standard Load: Type II Photon torpedo (200 damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location: Forward, ventral of command section
Firing Arc: Forward, but are self-guided
Torpedoes carried: 40 <4>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Targeting Periscope (+1) [1 power/round] <3>
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <28 x 4 = 112>
Shield Generator: Class 3 (protection 500 (+100 embedded nacelles)) [50 Power/shield/round]
Shield grid: Type A (25% increase to 625 Protection)
Subspace field Distortion Amplifiers: Class Delta (Threshold 166 (+10 embedded nacelles))
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none

Auto-Destruct System <4>

Auxiliary Spacecraft systems
Shuttlebay(s): None

Starbase 375 Space Station (heavily armed version)
Class and Type: Strategic Pi-class
Location: near the Bajoran Sector
Commissioning Date: 2370

Hull Systems
Size: 4 (15 (Standard Starfleet "diamond platform" structure))
Length: 2501.04 meters
Beams: 1500.63 meters
Height: 2160 meters
Decks: 360
Mass: 19,750,000 metric tons
SUs Available: 5000 - 8000
SUs Used: 10436

Hull Outer <60>
Hull Inner <60>
Resistance Outer Hull: 16 <21>
Resistance Inner Hull: 16 <21>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <39>
Primary Backup: Class 5 (Protection 40) <20>
Secondary Backup: Class 5 (Protection 40) <20>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 5700/6000/60.000
Crew Quarters 11700
Spartan: 1200 <60>
Basic: 6440 <644>
Expanded: 3860 <772>
Luxury: 117 <117>
Unusual: 100 <100>

Environmental Systems
Basic Life Support [14 Power/round] <60>
Reserve Life Support [7 Power/round] <30>
Emergency Life Support (90 emergency shelters) <30>
Gravity [8 Power/round] <15>
Consumable: two years worth <30>
Food Replicators [15 Power/round] <15>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <15>
Type: four Large unit [2 Power/replicator/round] <12>
Medical Facilities: 10 (+2) [10 Power/round] <50>
EMH Mark I [2 Power/round when active] <5>
Recreation Facilities: 8 (four main holodecks; twenty personal holodecks; large, pleasant eating facilities; two large lounges; four small lounges) [16 Power/round] <64>
Mercantile Facilities: 6 (eighteen establishments) [12 Power/round] <48>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <45>
Fire Suppression System [1 Power/round when active] <15>
Cargo hold: 2,000,000 cubic meters <60>
Locations: Various locations throughout the station
Escape Pods <76>
Number: 1500
Capacity: 8 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/round when in use] <15>

Power Systems
Fusion Reactor: 10 type 25 (generates 250 Power/round) <125 x 10 = 1250>
Locations:
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +300 Power transfer/round <105>
Standard Usable Power: 2500

Operations systems
Operations (OPS): <60>

Computers
Core 1: [5 Power/round] <30>
Core 2: [5 Power/round] <30>
Core 3: [5 Power/round] <30>
Uprating: Class beta (+2) [2 power/round] <12>
ODN <45>

Sensor Systems
Long-range Sensors [5 Power/round] <54>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensor [5 Power/round] <26>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: Standard
Probes: 100 <10>
Sensor Skill: 5

Communications Systems
Type: Class 9 [2 Power/round] <26>
Strength: 9
Security: -5 (Class Gamma uprating)
Basic Uprating: Class Beta (+2)

Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 6 = 72>
Accuracy: 4/5/7/10
Location:

Emitter: Class Alpha [3 Power/Strength used/round] <3 x 4 = 12>
Accuracy 5/6/8/11
Location: hanger bay

Transporters
Type: Personnel [3 Power/use] <15>
Pads: 2
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations:

Type: Personnel [5 Power/use] <17 x 7 = 68>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations:

Type: Emergency [7 power/use] <17 x 6 = 102>
Pads: 22
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location:

Type: Cargo [4 Power/use] <11 x 8 = 88>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location:

Security Systems rating: 4 <16>
Anti-Intruder System: [1 Power/round] <15>
Internal Force Field: [1 power/3 Strength] <15>
Science Systems Rating: 3 (+2) [3 Power/round] <30>
Specialized Systems: Stellar analysis, biological analysis <10>
Laboratories: 50 <10>

Tactical Systems
Phaser Arrays <36 x 100 = 3600>
Type XII Phaser Array
Damage: 240 [24 power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Torpedo Launcher (High-yield) <25 x 8 = 200>
Standard Load: Type II photon torpedo (200 damage)
Spread:
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward, but are self-guided
Torpedoes carried: 5000 <500>

TA/T/TS: Class Gamma [2 power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <297 x 4 = 1188>
Shield Generator: Class 10 (protection 2000) [200 power/shield/round]
Shield grid: Type C (50% increase to 3000 Protection)
Subspace field Distortion Amplifiers: Class Omicron (Threshold 666)
Recharging System: Class 4 (30 seconds)
Backup Shield Generators: 4 (1 per shield) <16>
Auto-Destruct System <15>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 75 Size worth of ships <150>
Standard Complement: four Danube-class runabouts, fifteen work bees and twenty-four shuttles
Location(s): Main Shuttlebay

Docking bays:
12 rating 7 number of docks (ships up to size 7) [may supply 70 power/round/ship] <2 x 12 = 24>

Federation Starbase 375 Space Station (Light Version)
Class and Type: Strategic Pi-class
Location: Near the Bajoran Sector
Commissioning Date: 2370

Hull Systems
Size: 4 (15 (Standard Starfleet "diamond platform" structure))
Length: 2501.04 meters
Beams: 1500.63 meters
Height: 2160 meters
Decks: 360
Mass: 19,750,000 metric tons
SUs Available: 5000 - 8000
SUs Used: 7067

Hull Outer <60>
Hull Inner <60>
Resistance Outer Hull: 16 <21>
Resistance Inner Hull: 16 <21>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <39>
Primary Backup: Class 5 (Protection 40) <20>
Secondary Backup: Class 5 (Protection 40) <20>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 3000/4200/21,000
Crew Quarters
Barracks: houses 1000 crewmembers (for Klingon contingent when station during Dominion War) <17>
Spartan: 1000 <17>
Basic: 3000 <300>
Expanded: 1800 <360>
Luxury: 200 <200>
Unusual: 200 <200>

Environmental Systems
Basic Life Support [13 Power/round] <60>
Reserve Life Support [7 Power/round] <30>
Emergency Life Support (90 emergency shelters) <30>
Gravity [8 Power/round] <15>
Consumable: two years worth <30>
Food Replicators [15 Power/round] <15>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <15>
Type: four Large unit [2 Power/replicator/round] <12>
Medical Facilities: 10 (+2) [10 Power/round] <50>
EMH Mark I [2 Power/round when active] <5>
Recreation Facilities: 8 (four main holodecks; twenty personal holodecks; large, pleasant eating facilities; two large lounges; four small lounges) [16 Power/round] <64>
Mercantile Facilities: 6 (eighteen establishments) [12 Power/round] <48>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <45>
Fire Suppression System [1 Power/round when active] <15>
Cargo hold: 1,500,000 cubic meters <45>
Locations: Various locations throughout the station
Escape Pods <30>
Number: 550
Capacity: 10 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/round when in use] <15>

Power Systems
Fusion Reactor: 10 type 25 (generates 250 Power/round) <125 x 10 = 1250>
Locations:
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +300 Power transfer/round <105>
Standard Usable Power: 2500

Operations systems
Operations (OPS): <60>

Computers
Core 1: [5 Power/round] <30>
Core 2: [5 Power/round] <30>
Core 3: [5 Power/round] <30>
Uprating: Class beta (+2) [2 power/round] <12>
ODN <45>

Sensor Systems
Long-range Sensors [5 Power/round] <54>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensor [5 Power/round] <26>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: Standard
Probes: 100 <10>
Sensor Skill: 5

Communications Systems
Type: Class 9 [2 Power/round] <26>
Strength: 9

Security: -5 (Class Gamma uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 6 = 72>
Accuracy: 4/5/7/10
Location:

Emitter: Class Alpha [3 Power/Strength used/round] <3 x 4 = 12>
Accuracy 5/6/8/11
Location: hanger bay

Transporters
Type: Personnel [3 Power/use] <15 x 2 = 30>
Pads: 2
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations:

Type: Personnel [5 Power/use] <17 x 6 = 102>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations:

Type: Emergency [7 power/use] <17 x 6 = 102>
Pads: 22
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location:

Type: Cargo [4 Power/use] <11 x 8 = 88>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location:

Security Systems rating: 4 <16>
Anti-Intruder System: [1 Power/round] <15>
Internal Force Field: [1 power/3 Strength] <15>
Science Systems Rating: 3 (+2) [3 Power/round] <30>
Specialized Systems: Stellar analysis, biological analysis <10>
Laboratories: 20 <4>

Tactical Systems
Phaser Arrays <36 x 40 = 1440>
Type XII Phaser Array
Damage: 240 [24 power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Torpedo Launcher (High-yield) <25 x 4 = 100>
Standard Load: Type II photon torpedo (200 damage)
Spread:
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward, but are self-guided
Torpedoes carried: 1000 <100>

TA/T/TS: Class Gamma [2 power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <274 x 4 = 1096>
Shield Generator: Class 8 (protection 1600) [160 power/shield/round]
Shield grid: Type C (50% increase to 2400 Protection)
Subspace field Distortion Amplifiers: Class Lambda (Threshold 533)
Recharging System: Class 4 (30 seconds)
Backup Shield Generators: 4 (1 per shield) <16>
Auto-Destruct System <15>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 75 Size worth of ships <150>
Standard Complement: four Danube-class runabouts, fifteen work bees and twenty-four shuttles
Location(s): Main Shuttlebay

Docking bays:
12 rating 7 number of docks (ships up to size 7) [may supply 70 power/round/ship] <2 x 12 = 24>

Zefram Cochran's ship "The Phoenix"
I thought it was time to post something new. I dug into a pile of hand writen Spacedock ships and pulled out a few. I chose this one here not knowing why I actually wrote it up.

Zefram Cochran's ship "The Phoenix"
Class and Type: A converted ICBM missile
Commissioning Date: 2063

Hull Systems
Size: 2
Length: Capsule alone 14.63 meters (62.91 meters with launch vehicle (first stage booster 111.19 meters))
Beams: Nacelles deployed 11.96 meters, (launch configuration 3.35 meters)
Height: 3.35 meters
Decks: 1
Mass: 20 metric tons
SU's Available: 400
SU's Used: 319

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 1 <0>
Resistance Inner Hull: 1 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class A (Protection 5/5) <4>
Backup: Class A (Protection 3) <2>
Specialized hull: Atmospheric capable <2> Planetary Capable <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1-3/0/0
Crew Quarters: None

Environmental Systems
Basic Life Support [2 Power/round] <8>
Reserve Life Support [1 Power/round] <4>
Emergency Life Support (None)
Gravity: None
Consumable: 4 days worth <2>
Fire Suppression System [1 Power/round when active] <2>

Propulsion Systems
Warp Drive Nacelles: Mark 1 <3>
Speed: 1.0/1.1/1.2 [1 Power/. 2 warp speed]
PIS: Class 0 (10 minutes of Maximum warp) <1>
Chemical propulsion <20>
Fuel 11 seconds of burn at full throttle <200>
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Mark I (generates 15 Power/round) <21>
Locations:
Chemical batteries (generate 30 power/round) <3>
Electrical wiring <10>
Standard Usable Power: 45

Operations systems
Bridge: cockpit <8>

Pre-Deutronic Computers: [1 Power/round] <1>
ODN <3>

Sensor Systems
Scientific instruments [1 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard
Coverage: Standard

Navigational instruments: [1 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard
Sensor Skill: 2

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1,
Coordination 0 [1 Power/round in use] <4>

Inertial Damping Field: None
Attitude Control [1 Power/round] <1>

Communications system
Type I [3 power/round] <1>
Strength: 1
Security: 0

Notes: The Phoenix predates the Humans of Earth using the technology of Navigational deflectors Transporters, tractor beams, directed energy weapons, and energy shielding.

Let me know what you like about her.

The Think Tank Vessel

Yesterday I was looking up the Bajoran Sourcebook to flip through and discovered the Think tank PDF as well. I looked at it and thought that it looked great in basic and wondered what it would look like as a Spacedock ship. I used the basic ICON as a template and then began working out its look in spacedock and that is where I got carried away. This version has weapons that I figured that the Borg assimilated from other species and they were originated by the crew of the Think Tank as well as integrated into their ship. After a while it was clear that the Think Tank was a little too elaborate. I knew that I needed to make drastic cuts to the ship. I find it hard to call it a ship and see it more as a mobile space station much like the Death Star's. Even the liter version is still a handful in a fight with plenty of power to run the cloak or engage in a battle with another vessel or multiple vessels, which I will post here after words. Either of these ships/mobile stations are useable in game play. The only difference I would make that I have not was to give it a better means of travel other than just a Warp Drive system, something like Transwarp or Quantum Slipstream Drives this would allow them to get around the Delta Quadrant faster and cause more trouble here and there. I would say the Transwarp something else that the Borg have assimilated from another species that they developed it for. I would not lose the Warp Drive either I would like to have both making it a bigger ship in abilities.

Think Tank Vessel
Class and Type: Think Tank Research Vessel
Commissioning Date: Unknown

Hull Systems
Size: 6
Height: 350 meters
Diameter: 50 meters
Decks: 15
Mass: 550,000 metric tons
SU's Available: 1300 - 2500
SU's Used: 4069

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 16 <21>
Resistance Inner Hull: 16 <21>
Armor: Neutronium hull plating (+250 Resistance outer hull) <400>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 7 (Protection 80/120) <36>
Backup: Class 7 (Protection 40) <18>
Backup: Class 7 (Protection 40) <18>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 5/200/1,200
Crew Quarters
Basic: 100 <10>
Expanded: 50 <10>
Luxury: 35 <35>
Unusual: 20 <20>

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>
Consumable: 2 years worth <12>
Food Replicators [6 Power/round] <6>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <6>
Type: 1 Large unit [2 Power/replicator/round] <3>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 4 (one main holodeck; two personal holodecks; large eating facility; two small lounges) [8 Power/round] <32>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 60,000 cubic meters <2>
Locations: three large areas in lower levels and various other locations
Escape Pods <3>
Number: 20
Capacity: 6 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 7A6 <126>
Speed: 7.2/9.2/9.975 [1 Power/.2 warp speed]
Upratings: package two (+0.2 to standard), package two (+0.2 to sustainable), package one (+0.15 to maximum) <4 + 4 + 2 = 10>
Embedded nacelles <24>
PIS: Type C (6 hours of Maximum warp) <6>
Impulse Engine Type: one Class 5 (.7c/.9c) [7/9 Power/round] <25>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Warp Engine Type: Artificial Quantum Singularity Drive Systems Type VII (Generates 740 Power/ Round) <144>
Locations: center lower levels
Impulse Engine[s]: one Class 5 (generate 40 power/engine/round)
Auxiliary Power: 8 reactors (generate 6 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +300 Power transfer/round

<60>
Standard Usable Power: 780

Operations systems
Bridge: <30>

Computers
Cores: [5 Power/round] <12 x 2 = 24>
Uprating: Class Gamma (+3) [4 Power/computer round] <8 x 2 = 16>
ODN <18>

Navigational Deflector [5 Power/round] <24>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <64>
Range package: Type 10 EX (Accuracy 3/4/7/10)
High Resolution: 8 Light-years (0.8/0.9 – 1.6/1.7 – 6.0/6.1 – 8.0)
Low Resolution: 20 Light-years (1.1/1.2 – 6.0/6.1 – 15.0/15.1 – 20.0)
Strength Package: Class 10 (strength 10)
Gain Package: Class Beta (+2)
Coverage: +5000 additional substances and phenomena

Lateral Sensors [5 Power/round] <41>
Strength Package: Class 10 (strength 10)
Gain Package: Class Beta (+2)
Coverage: +5000 additional substances and phenomena

Navigational Sensors: [5 Power/round] <28>
Strength Package: Class 10 (strength 10)
Gain Package: Class Gamma (+3)
Probes: 100 <10>
Sensor Skill: 5

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 4 <4>

Inertial Damping Field
Main <72>
Strength: 9 [3 Power/round]
Number: 6
Backup <18>
Strength: 6 [2 Power/round]
Number: 6
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 10 [2 Power/round] <33>
Strength: 10
Security: -8 Security Class Epsilon Uprating
Basic Uprating: Class Beta (+2)
Holocommunications
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 5 = 60>
Accuracy: 4/5/7/10
Lactation: one dorsal, one ventral and three spaced equally around the midline section

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: hanger bay

Transporters
Type: Personnel [6 Power/use] <22 x 2 = 44>
Pads: 8
Emitter/Receiver Array: Personnel Type 8 (100,000 km range)
Energizing/Transition Coils: Class J (strength 10)
Number and location: there are no transporter rooms or platforms the system is site to site transporter

Type: Emergency [6 Power/round] <18 x 4 = 72>
Pads: 20
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class J (strength 10)
Number and location: there are no transporter rooms or platforms the system is site to site transporter

Type: Cargo [5 Power/round] <18 x 4 = 72>
Pads: 600 kg
Emitter/Receiver Array: Cargo Type 5 (160,000 km range)
Energizing/Transition Coils: Class J (strength 10)
Number and location: there are no transporter rooms or platforms

Cloaking Device: Sup space Cloak (equal to Phased cloaking device): Class 12 (undetectable to standard sensors) [50 power/rating/round of use] <60>

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field [1 Power/3 Strength] <6>
Science Systems Rating: 4 (+3) [5 Power/round] <26>
Specialized system: 5 <25>
Laboratories: 18 <4>

Tactical Systems
High Energy Disruptors <50 x 24 = 1200>

Type Equal to a type 11 disruptor array
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: twelve Disruptors arranged in three rings of four at the top, upper mid levels and bottom of the vessel each are space at 90 degrees intervals
Firing arc: 360 degrees (either vertical to midline, midline up and down providing weapons overlap, and then the ventral up to the midline)
Firing Modes: Standard, Pulse

Cutting Beams <27 x 3 = 81>
Type: Cutting Beams
Damage: See Spcaedock, pages 68-69 [20 Power/round]
Number of Emitters: (up to 1 shots per round)
Targeting system: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: three beam projectors equally spaced around the lower mid section of the ship
Firing Arc: 360 degrees for each side

Feedback Pulse Generator <18 x 6 = 108>
Type: Feedback Pulse Generator
Damage: See Spacedock, pages 68-69 [30 Power]
Number of Emitters: (up to 1 shots per round)
Accuracy: See Spacedock, pages 68-69
Range: See Spacedock, pages 68-69
Location: 1 beam projectors per side
Firing Arc: See Spacedock, pages 68-69

Shield Drainer <25 x 3 = 75>
Type: Shield Drainer
Damage: See Spcaedock, pages 68-69 [20 Power/round]
Number of Emitters: (up to 1 shots per round)
Targeting system: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: three located lower section equally spaced
Firing Arc: 360 degrees for each side

Torpedo Launcher <30 x 3 = 90>
Standard Load: Type II Photon torpedo (200 damage)
Spread: 12
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Various, but are self-guided
Torpedoes carried: 200 <20>

TA/T/TS: Class Delta [4 Power/round] <15>
Strength: 10
Bonus: +3
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <82 x 4 = 328>112 256 48
Shield Generator: Class 4 (protection 640 (+100 Embedded Nacelles)) [64 Power/shield/round]
Shield grid: Type A (25% increase to 800 Protection)
Subspace field Distortion Amplifiers: Class Epsilon (Threshold 213 (+10 Embedded Nacelles))
Shield Regeneration System: Class 4 (regenerates 50 Protection per round; shield recharge time of 20 seconds) [1 Power/point regenerated/round]
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 24 Size worth of ships <48>
Standard Complement: Unknown
Location(s):

Notes: There are technologies that are taken strait from a Borg Cube but in actuality they are technology that the think tank developed for races that were attempting to fight the Borg. They saw that the tech was integrated into their own ship as they are the originators of the technology the systems are quite compatible ton their systems. The Neutronium hull plating that is used as armor is basically tight out of the TOS spacedock book with a little change as you can see. Like the Borg the Think Tank can modulate their shields to increase their protection doubling or even tripling their defensive capabilities in a battle with little change to the power being used roll for difficulty in generating the increase 10 for double and 15 for triple and just for the heck of it 18 for quadrupled the protection the GM's call.
Last edited by Omega1967; 10-01-2014 at

The slimed down or revised cut down version here is the economy version just the basics that I could squeeze to lower the SU's down. I had to lose some of the best parts but keep what would make's the Think Tank, the Think Tank.

Think Tank Vessel
Class and Type: Think Tank Research Vessel
Commissioning Date: Unknown

Hull Systems
Size: 6
Height: 350 meters
Diameter: 200 meters
Decks: 15
Mass: 550,000 metric tons
SU's Available: 1300 - 2500
SU's Used: 2489

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 16 <21>
Resistance Inner Hull: 16 <21>
Armor: Neutronium hull plating (+250 Resistance outer hull) <400>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <30>
Backup: Class 5 (Protection 40) <15>
Backup: Class 5 (Protection 40) <15>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 5/200/1,200
Crew Quarters
Basic: 100 <10>
Expanded: 50 <10>
Luxury: 35 <35>
Unusual: 20 <20>

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>
Consumable: 2 years worth <12>
Food Replicators [6 Power/round] <6>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <6>
Type: 1 Large unit [2 Power/replicator/round] <3>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 4 (one main holodeck; two personal holodecks; large eating facility; two small lounges) [8 Power/round] <32>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 60,000 cubic meters <2>
Locations: three large areas in lower levels and various other locations
Escape Pods <3>
Number: 20
Capacity: 6 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 7A6 <126>
Speed: 7.2/9.2/9.975 [1 Power/.2 warp speed]
Upratings: package two (+0.2 to standard), package two (+0.2 to sustainable), package one (+0.15 to maximum) <4 + 4 + 2 = 10>
Embedded nacelles <24>
PIS: Type C (6 hours of Maximum warp) <6>
Impulse Engine Type: one Class 5 (.7c/.9c) [7/9 Power/round] <25>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Warp Engine Type: Artificial Quantum Singularity Drive Systems Type VII (Generates 680 Power/ Round) <138>
Locations: center lower levels
Impulse Engine[s]: one Class 5 (generate 40 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, +300 Power transfer/round <60>
Standard Usable Power: 720

Operations systems
Bridge: <30>

Computers
Cores: [5 Power/round] <12 x 2 = 24>
Uprating: Class Gamma (+3) [4 Power/computer round] <8 x 2 = 16>
ODN <18>

Navigational Deflector [5 Power/round] <24>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <49>
Range package: Type 10 EX (Accuracy 3/4/7/10)
High Resolution: 8 Light-years (0.8/0.9 – 1.6/1.7 – 6.0/6.1 – 8.0)
Low Resolution: 20 Light-years (1.1/1.2 – 6.0/6.1 –

15.0/15.1 – 20.0)
Strength Package: Class 10 (strength 10)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <26>
Strength Package: Class 10 (strength 10)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <28>
Strength Package: Class 10 (strength 10)
Gain Package: Class Gamma (+3)
Probes: 100 <10>
Sensor Skill: 5

Flight Control Systems
Autopilot: Shipboard systems (flight control) 2, Coordination 2 [1 Power/round in use] <8>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 4 <4>

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

Communications Systems
Type: Class 10 [2 Power/round] <33>
Strength: 10
Security: -8 Security Class Epsilon Uprating
Basic Uprating: Class Beta (+2)
Holocommunications
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 2 = 24>
Accuracy: 4/5/7/10
Lactation: one dorsal, one ventral

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: hanger bay

Transporters
Type: Personnel [6 Power/use] <20 x 2 = 40>
Pads: 8
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class J (strength 10)
Number and location: there are no transporter rooms or platforms the system is site to site transporter

Type: Emergency [6 Power/round] <18 x 4 = 72>
Pads: 20
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class J (strength 10)
Number and location: there are no transporter rooms or platforms the system is site to site transporter

Type: Cargo [5 Power/round] <16 x 4 = 64>
Pads: 600 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class J (strength 10)
Number and location: there are no transporter rooms or platforms

Cloaking Device: Sup space Cloak (Phased cloaking device): Class 12 (undetectable to standard sensors) [50 power/rating/round of use] <60>

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field [1 Power/3 Strength] <6>
Science Systems Rating: 4 (+3) [5 Power/round] <26>
Specialized system: 1 <5>
Laboratories: 18 <4>

Tactical Systems
High Energy Disruptors <50 x 12 = 600>
Type Equal to a type 11 disruptor array
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: twelve Disruptors arranged in three rings of four at the top, four upper mid levels and four bottom of the vessel each are space at 90 degrees intervals
Firing arc: 360 degrees (either vertical to midline, midline up and down providing weapons overlap, and then the ventral up to the midline)
Firing Modes: Standard, Pulse

Torpedo Launcher <15 x 3 = 45>
Standard Load: Type II Photon torpedo (200 damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Various, but are self-guided
Torpedoes carried: 100 <10>

TA/T/TS: Class Gamma [2 Power/round] <12>

Strength: 9
Bonus: +2
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <52 x 4 = 208>
Shield Generator: Class 4 (protection 640 (+100 Embedded Nacelles)) [64 Power/shield/round]
Shield grid: Type A (25% increase to 800 Protection)
Subspace field Distortion Amplifiers: Class Epsilon (Threshold 213 (+10 Embedded Nacelles))
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 12 Size worth of ships <24>
Standard Complement: Unknown
Location(s):

Spaceomatic
Class and Type: Spaceomatic Class Scout
Commissioning Date: Twenty-third century

Hull Systems
Size: 2
Length: 15 meters
Beams: 9 meters
Height: 6 meters
Decks: 1
Mass: 15 metric tons
SUs Available: 326-625
SUs Used: 325

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <8>
Backup: Class E (Protection 10) <4>
Backup: Class E (Protection 10) <4>
Specialized hull: Atmospheric capacity <2>
Planetfall capability <2>

Personnel Systems
Crew/Passengers/Evac: 2/4/8

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

Power Systems
Warp Engine Type: Mark II (generates 50 Power/round) <30>
Locations:
Impulse Engine[s]: Type 4 (generate 15 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +20 Power transfer/round <12>
Standard Usable Power:

Operations systems
Bridge: <8>

Computers
Core: [5 Power/round] <4>
ODN <12>

Navigational Deflector [6 Power/round] <6>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12

Crew Quarters
Barracks: Houses 4 crewmembers <1>

Environmental Systems
Basic Life Support [2 Power/round] <8>
Reserve Life Support [1 Power/round] <4>
Emergency Life Support (no emergency shelters) <0>
Gravity [1 Power/round] <2>
Consumable: six months worth <4>
Food Processor: Mark II [2 Power/round] <4>
Industrial Fabrication units: none
Recreation Facilities: medical kits only [0 Power/round] <5>
Personal Transport: Jefferies tubes [1 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 4 cubic meters <1>
Locations:
Escape Pods: none

Propulsion Systems
Warp Drive Nacelles: Mark 3 <30>
Speed: 3.0/4.0/5.0 [1 Power/.2 warp speed]
PIS: Class F (8 hours of Maximum warp) <12>
Special configuration: Embedded Nacelles <8>
Impulse Engine Type 4 (.4c/.6c) [4/6 Power/round] <12>
Location:

Location: forward ventral

Sensor Systems
Long-range Sensors [Power/round] <10>
Range package: Mark I (Accuracy 3/4/7/10)
High Resolution: 2 Light-years (0.3/0.4 – 0.8/0.9 – 1.5/1.6 – 2.0)
Low Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Coverage: standard

Lateral Sensors [5 Power/round] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Coverage: standard

Navigational Sensors: [8 Power/round] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Probes: none
Sensor 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: 1 <0>

Inertial Damping Field
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
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation:

Transporters
Type: Personnel [2 Power/use] <7>
Pads: 2
Emitter/Receiver Array: Personnel Mark 3 (10,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location:

Type: Cargo [2 Power/round] <5>
Pads: 100 kg
Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location:

Security Systems Rating: none
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Field [1 Power/3 Strength] <2>
Science Systems Rating: 1 (+0) [0 Power/round] <7>
Specialized Systems: none
Laboratories: none

Tactical Systems: None
Shields (Forward, Aft, Port, Starboard) <5 x 4 = 20>
Shield Generator: Class 1 (protection 50) [5Power/shield/round]
Shield grid: Type 0 (0% increase to 50 Protection)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 17)
Recharging System: Class 0 (90 seconds)
Backup Shield Generators: none
Auto-Destruct System <2>

Auxiliary Spacecraft systems
Shuttlebay(s): none

FEDERATION SURVEYORS
Class and Type: Cody-class Fast Scout ship and Kit Carson-class Surveyor with enhanced Research/Laboratory capabilities and Sensor Surveyor with enhanced Research/Laboratory capabilities
Commissioning Date: 2369 and 2371

Hull Systems
Size: 5
Length: 244 meters
Beams: 120 meters
Height: 42 meters (82 meters with sensor sails)
Decks: 12
Mass: 350,000 metric tons (with sensor sail 385,000 metric tonnes)
SU's Available: 900 - 1900
SU's Used: 1773 (1800 with sensor sails)

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <29>
Primary Backup: Class 5 (Protection 40) <15>
Secondary Backup: Class 5 (Protection 40) <15>
Specialized hull: Atmospheric Capability (Without sensor sail) <5>
Planetfall Capability (Without sensor sail) <5>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 170/100/3000 (sensor sail variant: 180/100/3000)

Crew Quarters
Spartan: none
Basic: 135 <14> sensor sail variant 145 <15>
Expanded: 68 <14>
Luxury: 40 <40>
Unusual: 27 <27>

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>
Consumable: two years worth <10>
Replicators
Food Replicators [5 Power/round] <5>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <5>
Type: 1 Large unit [2 Power/replicator/round] <3>
Medical Facilities: 8 (+1) [8 Power/round] <40>
Recreation Facilities: 4 (one main holodeck; two personal holodecks; large eating facilities; two small lounges) [8 Power/round] <32>
Personal Transport: Turbolift, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 120,000 cubic meters <4> (100,000 cubic meters) <3>
Locations:
Escape Pods <4>
Number: 80
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 5F <79>
Speed: 6.0/8.8/9.4 (with sensor sail 5.6/8.4/9.0) [1 Power/.2 warp speed]
Only the standard ship Uprating: Package 4 (+0.4 to standard and sustained and maximum) <24>
PIS: Type E (8 hours of Maximum warp) <10>
Impulse Engine Type: Class 4A (.6c/.85c) [6/8 Power/round] <22 x 2 = 44>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Class 12/R (generates 600 Power/round) <130>
Locations:
Impulse Engine[s]: 2 Class 4A (generate 35 power/engine/round)
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) <9>
Emergency Power: Type E (generates 45 Power/round) <45>
EPS: Standard Power flow, +200 Power transfer/round <75>
Standard Usable Power: 670

Operations systems
Bridge: <25>

Computers (Bio-neural)
Cores: [7 Power/round] <15>
Cores: [7 Power/round] <15>
Uprating: Class Alpha (+1) [1 Power/computer round] <4>
ODN <15>

Navigational Deflector [5 Power/round] <20>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <58>
Range package: Type 7 (Accuracy 3/4/7/10)

High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.8/3.9 – 5.0)
Low Resolution: 17 Light-years (1.0/1.1 – 6.0/6.1 – 13.0/13.1 – 17.0)
Strength Package: Class 9 (strength 9)
Gain Package: Class Alpha (+1)
Coverage: Detect and additional 3000 substances and phenomena

Lateral Sensors [5 Power/round] <30>
Strength Package: Class 9 (strength 9)
Gain Package: Class Alpha (+1)
Coverage: Detect and additional 3000 substances and phenomena

Navigational Sensors: [5 Power/round] <20>
Strength Package: Class 9 (strength 9)
Gain Package: Class Alpha (+1)

(Sensor sail Variant: Sensor Sails (+1) [5 power/round used] (no weapons) <50>)

Probes: 100 <10>
Sensor Skill: 5

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 Damping Field
Main <40>
Strength: 9 [3 Power/round]
Number: 4
Backup <10>
Strength: 6 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 8 [2 Power/round] <28>
Strength: 8
Security: -6 Security Class Epsilon Uprating
Basic Uprating: Class Beta (+2)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 2 = 24>
Accuracy: 4/5/7/10
Location: one aft ventral, one forward

Emitter: Class alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: shuttlebay

Transporters
Type: Personnel [5 Power/use] <16 x 3 = 48>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location: two in the main hull sections and one in the secondary hull

Type: Emergency [7 Power/round] <17 x 2 = 34>
Pads: 22
Emitter/Receiver Array: Emergency Type 2 (10,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location: one in the main saucer section and one in the secondary hull section

Type: Cargo [2 Power/round] <13 x 2 = 26>
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 each of the two largest cargo holds of the ship

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Field [1 Power/3 Strength] <5>
Science Systems Rating: 2 (+1) [2 Power/round] <15>
Specialized Systems: Planetary studies <5> ((with sensor sail) Stellar and Astrometric labs <15>)
Laboratories: 15 <4>

Tactical Systems
Saucer dorsal port and starboard <29 x 2 = 58>
Type IX
Damage: 180 [18 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 280 degrees
Firing Modes: Standard, pulse, continuous, wide-beam

Saucer Ventral <31>
Type IX
Damage: 180 [18 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 370 degrees
Firing Modes: Standard, pulse, continuous, wide-beam

<17 x 3 = 51>
Type IX
Damage: 180 [18 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 540 degrees
Firing Modes: Standard, pulse, continuous, wide-beam

Torpedo Launcher <15 x 2 = 30>
Standard Load: Type II Photon torpedo (200 damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: one forward ventral saucer, one aft dorsal
Firing Arc: forward and aft, but are self-guided
Torpedoes carried: 100 <10>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <57 x 4 = 228>
Shield Generator: Class 5 (protection 1000) [100 Power/shield/round]
Shield grid: Type C (50% increase to 1500 Protection)
Subspace field Distortion Amplifiers: Class Epsilon (Threshold 250)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 12 Size worth of ships <24>
Standard Complement: 4 Shuttlepods and 4 shuttlecraft
Location(s): aft of the secondary hull

Notes: The standard ship without the sail was the first that was designed as a simple science ship. A little more advance than the Oberth and Nova class Science Research Vessels with better armaments that can stand longer in a fight than the other ships.

Constructed exclusively at Starfleet's Utopia Planitia, Mars ship yards where the majority of the design and testing was done for the ships systems. The hand full few of the ships that are in service have seen much activity that many of the ships have not seen.

The enhanced sensor sail is capable of many different types of detecting objects and ships that are passing through the sector at both impulse and warps speeds. With a modification the ship can even detect the movement of a cloaked vessel though the sector by the distortion of neutrons that are alienated by the cloaking device.

The major difference is the Sensor Sail variant cannot land on the surface of a planet like the standard variant of the ship. The standard and the sensor sail variants have been equally constructed and placed into service around the Federation sparingly especially the sensor sail variant as it is a costly construction. Only a dozen of the ships have been put into service throughout the Federation with several of the Sensor Sail variant being planned for deployment when construction is finished on these ships.

Note: During the Dominion War three of these ships were specially equipped with cloaking devices and used to track Dominion and Cardassian troop movements. The vessels were able to see the approach of the dominion ships and seek a nearby place to hide while a trio of Klingon Birds of Prey would take on the Dominion Forces and eliminate them protecting the Federation ships. Even though the Birds of Prey deafened the ships the three sensor sail ships were lost in overwhelming assault forces.

Talmaian Warship
Commissioning Date: 2355 - 2365

Hull Systems
Size: 5
Length: 200 meters
Beams: 80 meters
Height: 113 meters
Decks: 8
Mass: 180,000 metric tons
SUs Available: 900 - 1900
SUs Used: 624

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <17>
Backup: Class 1 (Protection 20) <9>
Backup: Class 1 (Protection 20) <9>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 80/8/800
Crew Quarters
Barracks: Houses 50 crewmembers <1>
Spartan: 29 <2>
Basic: 8 <1>
Expanded: 1 <1>
Luxury: 0 <0>
Unusual: 0 <0>

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>
Consumable: 2 years worth <10>
Food Replicators [5 Power/round] <5>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <5>
Type: 1 Large unit [Power/replicator/round] <3>
Medical Facilities: 4 (+1) [4 Power/round] <20>
Recreation Facilities: 1 (a spartan mess hall; exercise room) [2 Power/round] <8>
Personal Transport: Jefferies tubes [0 Power/round] <5>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 30,000 cubic meters <1>
Locations:
Escape Pods <1>
Number: 20
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 2 <15>
Speed: 2.0/3.0/6.0 [1 Power/.2 warp speed]
(Optional Warp system Type 5.6 <53> 5.0/6.0/8.0 Upgrade package 4 (+0.4 to Maximum warp) <8>)
PIS: Type G (10 hours of Maximum warp) <14>
Special configuration: Talarian Warp nacelle plates <20>
Impulse Engine Type: Two Class 3A (.5c/.75c) [5/7 Power/round] <18 x 2 = 36>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Class 3/E (generates 170 Power/round) <42>
Locations:
Impulse Engine[s]: two Class 3A (generate 28 power/engine/round)
Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) <6>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +50 Power transfer/round <30>
Standard Usable Power:

Operations systems
Bridge: <25>

Computers
Core: [5 Power/round] <10>
Core: [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:

Sensor Systems
Long-range Sensors [5 Power/round] <10>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>

Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Probes: 20 <2>
Sensor 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: 2 <0>

Inertial Damping Field
Main <20>
Strength: 7 [3 Power/round]
Number: 2
Backup <5>
Strength: 4 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 2 [2 Power/round] <4>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: Aft

Emitter: Class Alpha 3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: hanger bay

Transporters
Type: Personnel [3 Power/use] <4>
Pad: 4
Emitter/Receiver Array: Personnel Type 1 (10,000 km range)
Energizing/Transition Coils: Class A (strength 1)
Number and location:

Type: Cargo [2 Power/round] <3 x 2 = 6>
Pads: 100 kg
Emitter/Receiver Array: Cargo Type 1 (10,000 km range)
Energizing/Transition Coils: Class A (strength 1)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: [1 Power/round] <5>
Internal Force Field [1 Power/3 Strength] <5>
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: none
Laboratories: 4 <2>

Tactical Systems
One Neutral Particle Cannon <8>
Type Equal to a Type B laser
Damage: 40 [4 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: forward
Firing arc: 270 degrees
Firing Modes: Standard, Pulse, continuous

Two high energy lasers <6 x 2 = 12>
Type Equal to a Type A laser
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: port and starboard arrays
Firing arc: 270 degrees
Firing Modes: Standard, Pulse, continuous

Merculite rocket launcher <11>
Standard Load: Merculite rocket (80 damage)
Spread: 2
Range: 10/100,000/300,000/500,000
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location: Forward ventral
Firing Arc: Forward but self guided
Torpedoes carried: 24 <3>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <26 x 4 = 104>
Shield Generator: Class 2 (protection 240) [24 Power/shield/round]
Shield grid: Type B (33% increase to 320 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 80)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <5>
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 2 Size worth of ships <4>
Standard Complement: 1 Shuttlepods
Location(s):

Talarian Warship
Commissioning Date: 2355 - 2365

Hull Systems
Size: 5
Length: 200 meters
Beams: 80 meters
Height: 113 meters
Decks: 8
Mass: 180,000 metric tons
SUs Available: 900 - 1900
SUs Used: 630

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <17>
Backup: Class 1 (Protection 20) <9>
Backup: Class 1 (Protection 20) <9>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 80/8/800
Crew Quarters
Barracks: Houses 50 crewmembers <1>
Spartan: 29 <2>
Basic: 8 <1>
Expanded: 1 <1>
Luxury: 0 <0>
Unusual: 0 <0>

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>
Consumable: 2 years worth <10>
Food Replicators [5 Power/round] <5>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <5>
Type: 1 Large unit [Power/replicator/round] <3>
Medical Facilities: 4 (+1) [4 Power/round] <20>
Recreation Facilities: 1 (a spartan mess hall; exercise room) [2 Power/round] <8>
Personal Transport: Jefferies tubes [0 Power/round] <5>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 30,000 cubic meters <1>
Locations:
Escape Pods <1>
Number: 20
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 2 <15>
Speed: 2.0/3.0/6.0 [1 Power/.2 warp speed]
(Optional Warp system Type 5.6 <53> 5.0/6.0/8.0 Upgrade package 4 (+0.4 to Maximum warp) <8>)
PIS: Type G (10 hours of Maximum warp) <14>
Special configuration: Talarian Warp nacelle plates <20>
Impulse Engine Type: Two Class 3A (.5c/.75c) [5/7 Power/round] <18 x 2 = 36>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Class 3/E (generates 170 Power/round) <42>
Locations:
Impulse Engine[s]: two Class 3A (generate 28 power/engine/round)
Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) <6>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +50 Power transfer/round <30>
Standard Usable Power:

Operations systems
Bridge: <25>

Computers
Core: [5 Power/round] <10>
Core: [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:

Sensor Systems
Long-range Sensors [5 Power/round] <10>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>

Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Probes: 20 <2>
Sensor 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: 2 <0>

Inertial Damping Field
Main <20>
Strength: 7 [3 Power/round]
Number: 2
Backup <5>
Strength: 4 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 2 [2 Power/round] <4>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: Aft

Emitter: Class Alpha 3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: hanger bay

Transporters
Type: Personnel [3 Power/use] <4>
Pad: 4
Emitter/Receiver Array: Personnel Type 1 (10,000 km range)
Energizing/Transition Coils: Class A (strength 1)
Number and location:

Type: Cargo [2 Power/round] <3 x 2 = 6>
Pads: 100 kg
Emitter/Receiver Array: Cargo Type 1 (10,000 km range)
Energizing/Transition Coils: Class A (strength 1)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: [1 Power/round] <5>
Internal Force Field [1 Power/3 Strength] <5>
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: none
Laboratories: 4 <2>

Tactical Systems
One Neutral Particle Cannon <8>
Type Equal to a Type B laser
Damage: 40 [4 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: forward
Firing arc: 270 degrees
Firing Modes: Standard, Pulse, continuous

Two high energy lasers <6 x 2 = 12>
Type Equal to a Type A laser
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: port and starboard arrays
Firing arc: 270 degrees
Firing Modes: Standard, Pulse, continuous

Merculite rocket launcher <11>
Standard Load: Merculite rocket (80 damage)
Spread: 2
Range: 10/100,000/300,000/500,000
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location: Forward ventral
Firing Arc: Forward but self guided
Torpedoes carried: 24 <3>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <26 x 4 = 104>
Shield Generator: Class 2 (protection 240) [24 Power/shield/round]
Shield grid: Type B (33% increase to 320 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 80)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <5>
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 2 Size worth of ships <4>
Standard Complement: 1 Shuttlepods
Location(s):

USS Gage NCC-11672
Class and Type: Gage Class Scout ship
Commissioning Date: 2332

Hull Systems
Size: 6
Length: 320 meters
Beams: 128 meters
Height: 63.4 meters
Decks: 12
Mass: 950,000 metric tons
SUs Available: 1300 - 2500
SUs Used: 1470

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 4 (Protection 70/110) <27>
Backup: Class 4 (Protection 35) <14>
Backup: Class 4 (Protection 35) <14>

Personnel Systems
Crew/Passengers/Evac: 250/43/1800
Crew Quarters
Spartan: 160 <8>
Basic: 90 <9>
Expanded: 28 <6>
Luxury: 15 <15>
Unusual: 0 <0>

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>
Consumable: one years worth <6>
Food Replicators [5 Power/round] <6>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <6>
Type: 1 Large unit [2 Power/replicator/round] <3>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 4 ("Pre-Holodecks" one main rec deck; two small rec decks; large eating facilities; two small lounges) [8 Power/round] <32>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 30,000 cubic meters <1>
Locations: Various locations
Escape Pods <4>
Number: 80
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: type 6C4 <101>
Speed: 6.0/9.0/9.4 [1 Power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: one Class 4B (.65c/.85c) [6/8 Power/round] <23>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Warp Engine Type: Class 8/N (generates 400 Power/round) <90>
Locations: secondary hull
Impulse Engine[s]: one Class 4B (generate 38 power/engine/round)
Auxiliary Power: two reactors (generate 5 Power/reactor/round) <6>
Emergency Power: Type D (generates 40 Power/round) <40>
EPS: Standard Power flow, +100 Power transfer/round <40>
Standard Usable Power: 438

Operations systems
Bridge: <30>
Auxiliary Bridge <18>

Saucer Separation [10 power/round] <3>

Computers
Core: [5 Power/round] <12 x 2 = 24>
Uprating Class Alpha (+1) [1 power/core/round] <4>
ODN <18>

Navigational Deflector [5 Power/round] <24>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <40>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: Can detect and additional 1000 substances and phenomenon

Lateral Sensors [5 Power/round] <20>
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)

Coverage: Can detect and additional 1000 substances and phenomenon

Navigational Sensors: [Power/round] <16>
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Probes: 60 <6>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 2, Coordination 2 [1 Power/round in use] <8>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 2 <0>

Inertial Damping Field
Main <48>
Strength: 9 [3 Power/round]
Number: 4
Backup <12>
Strength: 6 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 7 [2 Power/round] <16>
Strength: 7
Security: -3
Basic Uprating: Class gamma (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Gamma [3 Power/Strength used/round] <9 x 2 = 18>
Accuracy: 4/5/7/10
Lactation: one forward Ventral and one aft

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Hanger bay

Transporters
Type: Personnel [5 Power/use] <13 x 3 = 39>
Pads: 6
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Type: Emergency [5 Power/round] <12 x 3 = 36>
Pads: 16
Emitter/Receiver Array: Emergency Type 2 (20,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Type: Cargo [1 Power/round] <9 x 4 = 36>
Pads: 200 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field [1 Power/3 Strength] <6>
Science Systems Rating: 2 (+1) [2 Power/round] <16>
Specialized Systems: Planetary survey <5>
Laboratories: 14 <4>

Tactical Systems
Two type IX Phaser banks <32 x 2 = 64>
Type IX
Damage: 180 [18 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: one forward dorsal, one forward ventral
Firing arc: 450 degrees
Firing Modes: Standard, Pulse, continuous, wide-beam

Torpedo Launcher <14 x 2 = 28>
Standard Load: Type II Photon torpedo (200 damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: one forward ventral saucer and one aft
Firing Arc: forward and aft, but are self-guided
Torpedoes carried: 20 <2>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <52 x 4 = 208>
Shield Generator: Class 3 (protection 600) [60 Power/shield/round]
Shield grid: Type C (50% increase to 900 Protection)
Subspace field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <6>
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 12 Size worth of ships <24>
Standard Complement: six shuttlecraft
Location(s): aft below saucer connection

Bajoran Assault vessel – transport from Bajor call of the prophets
Class and Type: Assault vessel/Transport
Commissioning Date: 2369

Hull Systems
Size: 5
Length: 140 meters
Beams: 221 meters
Height: 52 meters
Decks: 2
Mass: metric tons
SUs Available: 900 - 1900
SUs Used: 912

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 2 (Protection 50/80) <20>
Backup: Class 2 (Protection 25) <10>
Backup: Class 2 (Protection 25) <10>
Specialized hull: Atmospheric capability <5>
Planetfall capability <5>

Personnel Systems
Crew/Passengers/Evac: 12/200/400
Crew Quarters
Barracks: Houses 180 crewmembers <3>
Spartan: 20 <1>
Basic: 10 <1>
Expanded: 2 <1>
Luxury: 0 <0>
Unusual: 0 <0>

Environmental Systems
Basic Life Support [7 Power/round] <20>
Reserve Life Support [4 Power/round] <10>
Emergency Life Support (30 emergency shelters) <10>
Gravity [3 Power/round] <5>
Consumable: one years worth <5>
Food Replicators [5 Power/round] <5>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <5>
Medical Facilities: 4 (+1) [4 Power/round] <20>
Recreation Facilities: 1 (a spartan mess hall; exercise) [2 Power/round] <8>
Personal Transport: Jefferies tubes [0 Power/round] <5>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 10,000 cubic meters <1>
Locations: various location including deck two aft
Escape Pods <1>
Number: 20
Capacity: 2 persons per pod

Propulsion Systems
Warp Drive Nacelles: none
(Optional Warp Drive Nacelles: type 2 <15> Speed: 2.0/3.0/6.0 [1 Power/.2 warp speed] PIS: Type C (6 hours of Maximum warp) <6> Special configuration: <20>)
Impulse Engine Type: two Class 1 (.25c/.25c) [2/2 Power/round] <5 x 2 = 10>
Location: aft port and starboard
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Class 6/K (generates 300 Power/round) <70>
Locations:
Impulse Engine[s]: 2 Class 1 (generate 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, +100 Power transfer/round <35>
Standard Usable Power:

Operations systems
Bridge: <25>

Computers
Core: [5 Power/round] <10 x 2 = 20>
ODN <15>

Navigational Deflector [5 Power/round] <20>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [Power/round] <17>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 10 Light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: standard

Lateral Sensors [5 Power/round] <13>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: standard

Navigational Sensors: [5 Power/round] <12>

Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Probes: 10 <1>
Sensor Skill: 4

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: 2 <0>

Inertial Damping Field
Main <20>
Strength: 1 [3 Power/round]
Number: 2
Backup <5>
Strength: 1 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 3 [2 Power/round] <6>
Strength: 3
Security: -1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: aft

Transporters
Type: Personnel [4 Power/use] <10 x 1 = 10>
Pads: 6
Emitter/Receiver Array: Personnel Type 3 (25,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location:

Type: Cargo [2 Power/round] <7 x 2 = 14>
Pads: 200
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Field [1 Power/3 Strength] <5>
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: none
Laboratories: 2 <2>

Tactical Systems
Type G Phaser Banks <23 x 7 = 161>
Type Equal to a Type VII Federation Phaser Bank
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: one dorsal, one Port, one Starboard, one aft, ventral, two forward, one aft
Firing arc: 180
Firing Modes: Standard, Pulse, continuous

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <39 x 4 = 156>
Shield Generator: Class 3 (protection 450) [45 Power/shield/round]
Shield grid: Type C (50% increase to 675 Protection)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 150)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): none

Starfleet trainer
Class and Type: Atmospheric and exospheric acrobatic trainer
Commissioning Date: 24th Century

Hull Systems
Size: 2
Length: 11 meters
Beams: 10.5 meters
Height: 3.6 meters
Decks: 1
Mass: 12.45 metric tons
SUs Available: 326 - 625
SUs Used: 296

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 2 (Protection 50/80) <17>
Backup: Class 2 (Protection 25) <9>
Backup: Class 2 (Protection 25) <9>
Specialized hull: Atmospheric Capability <2>
Planetfall Capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/1/0
Crew Quarters - None

Environmental Systems
Basic Life Support [1 Power/round] <8>
Reserve Life Support [1 Power/round] <4>
Emergency Life Support (no emergency shelters) <0>
Gravity [1 Power/round] <2>
Consumable: one days worth <2>
Food Replicators - none
Industrial Replicators - none
Medical Facilities: emergency medical kits only <5>
Recreation Facilities: none
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 1 cubic meters <1>
Locations:
Escape Pods <1>
Number: 1
Capacity: 2 persons per pod (Cockpit pod)

Propulsion Systems
Warp Drive Nacelles: None
Impulse Engine Type: Class 1 (.25c/.25c) [2/25 Power/round] <5>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp engine core: Class 1/A (generates 55 Power/round) <25>
Locations:
Impulse Engine[s]: Class 1 (generate 8 power/engine/round)
Auxiliary Power: 1 reactors (generate 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:

Operations systems
Bridge: <10>

Computers Core: [5 Power/round] <4>
ODN <6>

Navigational Deflector [5 Power/round] <10>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 Light-Years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Coverage: standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Coverage: standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Sensors Skill: 2

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 0 [1 Power/round in use] <3>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 1 <0>

Inertial Damping Field
Main <4>

Strength: 1 [3 Power/round]
Number: 1
Backup <1>
Strength: 1 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2
Emergency Communications: [1 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy:
Lactation:

Transporters
Type: Personnel [3 Power/use] <10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: none
Anti-Intruder System: none
Internal Force Field [1 Power/3 Strength] <2>
Science Systems Rating: 1 (+0) [1 Power/round] <7>
Specialized Systems: none
Laboratories: none

Tactical Systems - None

Shields (Forward, Aft, Port, Starboard) <7 x 4 = 28>
Shield Generator: Class 1 (protection 100) [10 Power/shield/round]
Shield grid: Type A (25% increase to 125 Protection)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 33)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

Auxiliary Spacecraft systems
Shuttlebay(s): none

Klingon D7 Class Cruiser
Class and Type: D7 Class Battle Cruiser
Commissioning Date: updated in 24th century

HULL SYSTEMS
Size: 5
Length: 209.87 meters
Beam: 147.36 meters
Height: 55.12 meters
Decks: 7
Mass: 436,200 metric tons
SUs Available: 1900
SUs Used: 1471

Hull Outer <28>
Hull Inner <28>
Resistance Outer: 8 <9>
Resistance Inner: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 3 (Protection 60/90) <23>
Primary Backup: Class 3 (Protection 30) <12>
Secondary Backup: Class 3 (Protection 30) <12>

Personnel Systems
Crew/Passengers/Evac: 400/135/2,900
Crew Quarters
Barracks: House 360 crewmembers <6>
Spartan: 100 <5>

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: two year's worth <10>
Food Replicator [5 Power/round] <5>
Industrial Replicators
Type: network of small replicators [2 power/round] <5>
Type: one large unit [2 Power/replicator/round] <3>
Medical Facilities: 4 (+0) [4 Power/round] <20>
Recreation Facilities: 4 (no holodecks; a large mess hall; two gyms; two combat practice areas) [8 Power/round] <24>
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo Holds: 13,000 cubic meters <1>
Location: Six main cargo holds and other minor holds throughout the ship
Escape Pods <6>
Number: 120
Capacity: 4 persons

Propulsion Systems
Warp Drive Nacelles: Type 5.4 <52>
Speed: 5.0/6.0/7.4 [1 Power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: Class 3A (.5c/.75c) [6/7 Power/round] <18>
Location: Aft engineering hull
Reaction Control System (.025c) [2 Power/round when in use] <5>

Power Systems
Warp Engine Type: two Class 4/G (generates 200 Power/round) <50 x 2 = 100>
Location: Engineering hull
Impulse Engine[s]: 1 Class 3A (generates 28 Power/round)
Auxiliary Power: 3 reactors (generates 5 Power/round) <9>
Emergency Power: Type C (generates 35 Power/round) <35>
EPS: Standard Power flow, +120 Power transfer/round <42>
Standard Usable Power: 428

OPERATIONS SYSTEMS
Bridge: Forward command pod <28>
Auxiliary Control Room: Main Hull/Main Engineering <10>

Computer
Core 1: Command Hull [5 Power/round] <10>
Core 2: Engineering Hull [5 Power/round] <10>
Uprating Class Alpha (+1) [1 power/round] <4>
ODN <15>

Navigational Deflector [5 Power/round] <15>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward module

Sensor Systems
Long-range Sensors [5 Power/round] <39>
Range Rackage: type 5 (Accuracy 3/4/7/10)
High Resolution: 5 LY (.5/.6-1.0/1.1-3.7/3.8-5.0)
Low Resolution: 14 LY (1/1.1-4.0/4.1-12.0/12.1-15.0)
Strength Package: Class 8 (Strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <19>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors [5 Power/round] <18>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Alpha (+1)

Probes: 20 probes of varying types <2>
Sensor Skills: 3

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

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

Inertial Damping Fields
Main <40>
Strength: 9 [3 Power/round]
Number: 4
Backup <12>
Strength: 6 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communication Systems
Type: Class 7 [2 Power/round] <21>
Strength: 7
Security: -5 security uprating delta
Class alpha (+1) uprating
Emergency Communications: Yes [2 Power/round] <1>

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

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

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Hanger bays

Transporters
Type: Personnel [5 Power/use] <14 x 4 = 56>
Pads: 6
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and Location: One forward, three amidships

Type: Cargo [4 Power/use] <10 x 6 = 60>
Pads: 200 kg
Emitter/Receiver Array: Cargo Type 2 (20000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and Location: 1 Command Pod and 5 Engineering hull

Cloaking Device Class 7 [40 power/Class/Round] <26>

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: 8 <2>

TACTICAL SYSTEMS
Disruptor Cannons <35 x 2 = 70>
Type: 7
Damage: 210 [21 Power]
Number of Emitters: Up to 3 shots per round per disruptor
Targeting System: Beta (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: one mounted on the forward edge of the warp nacelles
Firing Arc: 120 degrees
Firing Modes: Standard, Pulse

Standard Disruptor <32 x 6 = 192>
Type: 7
Damage: 160 [16 Power]
Number of Emitters: Up to 3 shots per round per disruptor
Targeting System: Beta (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: two on either side dorsal command hull forward, two port and starboard main hull dorsal hull forward, two dorsal aft port and starboard aft raised section of hull
Firing Arc: 120 degrees
Firing Modes: Standard, Pulse

Forward Torpedo Launcher <15 x 2 = 30>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Command pod, aft main hull
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 100 <10>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) <35 x 4 = 140>
Shield Generator: Class 2 (Protection 500) [50 Power/shield/round]
Shield Grid: Type B (33% increase to 665 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 166)

Recharging System: Class 1 (45 seconds)
Auto-Destruct System <5>

Auxiliary Spacecraft Systems
Shuttlebays: Capacity for 4 Size worth of ships <8>
Standard Complement: 2 shuttles,
Locations: 1 main shuttlebay, aft engineering hull

Klingon K't'inga Class with twin Warp cores long duration patrol vessel
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: 1525
SUs Used: 1436

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class J (Protection 60/90) <23>
Primary Backup: Class J (Protection 30) <12>
Secondary Backup: Class J (Protection 30) <12>

Personnel Systems
Class/Passengers/Evac: 385/150/3,500
Crew Quarters
Barracks: Houses 360 crewmembers <6>
Spartan: 120 <6>
Basic: 5 <1>
Cryogenic Suspension Chamber houses 535 crewmember <9>

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>
Consumable: three years' worth <30>
Food Processors Mark III [3 Power/round] <13>
Industrial Fabrication Unites Mark VII [5 Power/round] <15>
Medical Facilities: 4 (+1) [4 Power/round] <20>
Recreation Facilities: 4 [4 Power/round] <24>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo Holds: 3,250 cubic meters <1>
Locations: Six various locations
Escape Pods <6>
Number: 120
Capacity: 4 person per pod

Propulsion Systems
Warp drive Nacelles: Mark 6C <100>
Speed: 6.0/7.5/9.0 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Special Configuration: < >
Impulse Engine Type 5B (.5c/.8c) [5/8 Power/round] <20>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <5>

Power Systems
Warp Engine Type: Mark IV (generates 150 Power/round) <50 x 2 = 100>
Location: Engineering section
Impulse Engine[s]:one type 5B (generates 25 Power/engine/round)
Auxiliary Power: 3 reactors (generates 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 System
Bridge: <28>
Auxiliary control room <10>

Computers
Core 1: [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-year (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 Light-Years (1.0/1.1 - 4.0/4.1 - 12.0/12.1 – 15.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensor [5 Power/round] <15>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensor [5 Power/round] <14>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)

Probes: 20 probes of varying types <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>
Backup: two <0>

Inertial Damping Field
Main <20>
Strength: 9 [3 Power/round]
Number: 2
Backup <6>
Strength: 6 [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: [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: hanger 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 Locations: One in the forward module and two in main hull

Type: Emergency [7 Power/use] <42>
Pads: 22
Emitter/Receiver Array: Personnel mark 3 (8,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Locations: One in the forward module and 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 forward module and three in main hull

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 Disruptors <28>
Type: 6
Damage: 140 [12 Power]
Number of Emitters: (up to 3 shots per round)
Targeting systems: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 120 degrees
Firing Modes: Standard, Pulse

Forward Port Disruptors <28>
Type: 6
Damage: 140 [12 Power]
Number of Emitters: (up to 3 shots per round)
Targeting systems: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 120 degrees
Firing Modes: Standard, Pulse

Main hull Starboard dorsal Disruptors <28>
Type: 6
Damage: 140 [12 Power]
Number of Emitters: (up to 3 shots per round)
Targeting systems: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 120 degrees
Firing Modes: Standard, Pulse

Main hull port dorsal Disruptors <28>
Type: 6
Damage: 140 [12 Power]
Number of Emitters: (up to 3 shots per round)
Targeting systems: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 120 degrees

Firing Modes: Standard, Pulse

Main hull Starboard ventral Disruptors <28>
Type: 6
Damage: 140 [12 Power]
Number of Emitters: (up to 3 shots per round)
Targeting systems: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 120 degrees
Firing Modes: Standard, Pulse

Main hull Port ventral Disruptors <28>
Type: 6
Damage: 140 [12 Power]
Number of Emitters: (up to 3 shots per round)
Targeting systems: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 120 degrees
Firing Modes: Standard, Pulse

Main hull aft Starboard dorsal Disruptors <28>
Type: 6
Damage: 140 [12 Power]
Number of Emitters: (up to 3 shots per round)
Targeting systems: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 120 degrees
Firing Modes: Standard, Pulse

Main hull aft Port dorsal Disruptors <28>
Type: 6
Damage: 140 [12 Power]
Number of Emitters: (up to 3 shots per round)
Targeting systems: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 120 degrees
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:
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:
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
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <29 x 4 = 116>
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 Zero (60 seconds)
Backup Shield Generators: none
Auto-Destruct System <5>

Auxiliary Spacecraft System
Shuttlebay(s): Capacity for 4 size worth of ships <8>
Standard Compliment: two shuttles
Location(s): aft port and starboard

Loknar class starship
Class and Type: Loknar class Frigate
Commissioning Date: 2259

Hull Systems
Size: 5
Length: 288 meters
Beams: 127 meters
Height: 76 meters
Decks: 15
Mass: 400,000 metric tons
SU's Available: 900 - 1900
SU's Used: 908

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class J (Protection 60/90) <23>
Primary Backup: Class J (Protection 30) <12>
Secondary Backup: Class J (Protection 30) <12>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 177/35/1000
Crew Quarters
Barracks: Houses 36 crewmembers <1>
Spartan: 57 <3>
Basic: 65 <7>
Expanded: 40 <8>
Luxury: 7 <7>
Unusual: 7 <7>

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>
Consumable: one years worth <10>
Food Processors Mark IV [4 Power/round] <15>
Industrial Fabrication Unites Mark VII [5 Power/round] <15>
Medical Facilities: 6 (+1) [6 Power/round] <30>
Recreation Facilities: 4 (one small rec deck; two gyms; large eating facilities; two small lounges) [4 Power/round] <24>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 9000 cubic meters <1>
Locations:
Escape Pods <3>
Number: 60
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 F (8 hours of Maximum warp) <12>
Impulse Engine Type: Type 5A (.5c/.75c) [5/7 Power/round] <18>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>283

Power Systems
Warp Engine Type: Mark V (generates 215 Power/round) <62>
Locations:
Impulse Engine[s]: one Type 5A (generate 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, +150 Power transfer/round <40>
Standard Usable Power: 238

Operations systems
Bridge: dorsal saucer <20>
Auxiliary Control room: <15>

Computers
Cores: [5 Power/round] <10>
ODN <15>

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

Sensor Systems
Long-range Sensors [5 Power/round] <34>
Range package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 6 (strength 6)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <12>
Strength Package: Class 6 (strength 6)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <12>
Strength Package: Class 6 (strength 6)

Gain Package:Standard (+0)

Probes: 10 <1>
Sensor Skill: 4

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

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

Inertial Damping Field
Main <40>
Strength: [3 Power/round]
Number: 4
Backup <5>
Strength: [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Matrk V [3 Power/round] <22>
Strength: 5
Security: -2 Security Type A Uprating
Basic Uprating: type 1 (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
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: hanger bay

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:

Type: Emergency [5 Power/round] <10 x 2 = 20>
Pads: 16
Emitter/Receiver Array: Emergency Mark II (12,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Cargo [3 Power/round] <9 x 2 = 18>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Field [1 Power/3 Strength] <5>
Science Systems Rating: 2 (+1) [2 Power/round] <15>
Specialized Systems: stellar analysis <5>
Laboratories: 10 <2>

Tactical Systems
Phaser Arrays <11 x 3 = 33>
Type III
Damage: 60 [6 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 10/30,000/100,000/300,000
Location: one forward ventral, one port dorsal, one starboard dorsal
Firing arc: 120 degrees
Firing Modes: Standard, pulse, continuous, wide-beam

Torpedo Launcher <12>
Standard Load: Type I Photon torpedo (160 damage)
Spread: 4
Range: 15/100,000/400,000/750,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: forward ventral
Firing Arc: Froward, but are self-guided
Torpedoes carried: 60 <6>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <22 x 4 = 88>
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 zero (60 seconds)
Backup Shield Generators: none
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 4 Size worth of ships <8>
Standard Complement: 2 Shuttles
Location(s):

Loknar class uprating starship
Class and Type: Loknar class Frigate
Commissioning Date: 2259 uprated 2270's

Hull Systems
Size: 5
Length: 288 meters
Beams: 127 meters
Height: 76 meters
Decks: 15
Mass: 450,000 metric tons
SU's Available: 900 - 1900
SU's Used: 1248

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class J (Protection 60/90) <23>
Primary Backup: Class J (Protection 30) <12>
Secondary Backup: Class J (Protection 30) <12>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 209/35/1000
Crew Quarters
Barracks: Houses 60 crewmembers <1>
Spartan: 60 <3>
Basic: 70 <7>
Expanded: 40 <8>
Luxury: 7 <7>
Unusual: 7 <7>

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>
Consumable: one years worth <10>
Food Processors Mark IV [4 Power/round] <15>
Industrial Fabrication Unites Mark VII [5 Power/round] <15>
Medical Facilities: 6 (+1) [6 Power/round] <30>
Recreation Facilities: 4 (one small rec deck; two gyms; large eating facilities; two small lounges) [4 Power/round] <24>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 10,000 cubic meters <1>
Locations:
Escape Pods <4>
Number: 80
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: Mark 4E <63>
Speed: 4.0/6.0/8.0 [1 Power/.2 warp speed]
PIS: Class F (8 hours of Maximum warp) <12>
Impulse Engine Type: two Type 5A (.5c/.75c) [5/7 Power/round] <18 x 2 = 36>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Mark V (generates 349 Power/round) <85>
Locations:
Impulse Engine[s]: two Type 5A (generate 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, +150 Power transfer/round <40>
Standard Usable Power: 395

Operations systems
Bridge: dorsal saucer <20>
Auxiliary Control room: <15>

Computers
Cores: [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:

Sensor Systems
Long-range Sensors [5 Power/round] <37>
Range package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
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] <18>
Strength Package: Class 6 (strength 6)

Gain Package: Class Alpha (+1)

Probes: 20 <2>
Sensor Skill: 4

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

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

Inertial Damping Field
Main <40>
Strength: [3 Power/round]
Number: 4
Backup <10>
Strength: [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Matrk V [3 Power/round] <22>
Strength: 5
Security: -2 Security Type A Uprating
Basic Uprating: type 1 (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
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: hanger bay

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:

Type: Emergency [5 Power/round] <10 x 2 = 20>
Pads: 16
Emitter/Receiver Array: Emergency Mark II (12,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Cargo [3 Power/round] <9 x 2 = 18>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Field [1 Power/3 Strength] <5>
Science Systems Rating: 2 (+1) [2 Power/round] <15>
Specialized Systems: stellar analysis <5>
Laboratories: 10 <2>

Tactical Systems
Phaser Arrays <21 x 6 = 126>
Type VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: one forward ventral, one port ventral, one starboard ventral, one forward dorsal, one port dorsal, one starboard dorsal
Firing arc: 120 degrees
Firing Modes: Standard, pulse, continuous, wide-beam

Torpedo Launcher <13 x 4 = 52>
Standard Load: Type II Photon torpedo (200 damage)
Spread: 4
Range: 15/100,000/400,000/750,000
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location: forward ventral
Firing Arc: Froward, but are self-guided
Torpedoes carried: 100 <10>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <29 x 4 = 116>
Shield Generator: Class 2 (protection 400) [40 Power/shield/round]
Shield grid: Type A (33% increase to 532 Protection)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 133)
Recharging System: Class zero (60 seconds)
Backup Shield Generators: none
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 4 Size worth of ships <8>
Standard Complement: 2 Shuttles
Location(s):

U.S.S. HOOD NCC-42296 Captain Robert DeSoto's starship as of Encounter at Farpoint and Tin Man
Class and Type: Excelsior-Class Exploratory Cruiser
Commissioning Date: Original class 2284 (the hood was commissioned in the 2323 and has been refitted in 2355)

Hull Systems
Size: 7
Length: 467.23 meters
Beams: 186.53 meters
Height: 78.89 meters
Decks: 33
Mass: 2,010,500 metric tons
SU's Available: 2,207
SU's Used: 2207

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <31>
Primary Backup: Class 5 (Protection 40) <16>
Secondary Backup: Class 5 (Protection 40) <16>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 630/130/9,800
Crew Quarters
Basic: 420 <42>
Expanded: 250 <50>
Luxury: 75 <75>
Unusual: 15 <15>

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>
Consumable: 2 years worth <14>
Food Replicators [7 Power/round] <7>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <7>
Type: 2 Large unit [2 Power/replicator/round] <6>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 6 [12 Power/round] <48>
Personal Transport: Turbolift, Jefferies tubes [2 Power/round] <7>
Fire Suppression System [1 Power/round when active] <7>
Cargo hold: 100,000 cubic meters <3>
Locations: Aft, Engineering Hull, Saucer
Escape Pods <9>
Number: 160
Capacity: 8 persons per pod

Propulsion Systems
Warp Drive Nacelles: 5E <75>
Speed: 5.0/9.0/9.2 [1 Power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) <6>
Impulse Engine Type: Class 6 (.75c/.9c) [7/9 Power/round] <30>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <7>

Power Systems
Warp Engine Type: Class 10/P (generates 520 Power/round) <112>
Locations:
Impulse Engine[s]: 1 Class 6 (generate 48 power/engine/round)
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <3 x 4 = 12>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +300 Power transfer/round <65>
Standard Usable Power: 568

Operations systems
Bridge: <35>
Saucer Separation (No re-attachment) [10 Power/round] <6>

Computers
Cores: [5 Power/round] <14>
Cores: [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:

Sensor Systems
Long-range Sensors [5 Power/round] <39>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <19>
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <18>
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)

Probes: 60 <6>
Sensor 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 Damping Field
Main <56>
Strength: [3 Power/round]
Number: 4
Backup <16>
Strength: [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 8 [2 Power/round] <24>
Strength: 8
Security: -4
Basic Uprating: Class Beta (+2)
Security Class Gamma Uprating
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Lactation: Aft Ventral

Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Lactation: Forward Ventral

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

Transporters
Type: Personnel [5 Power/use] <14 x 4 = 56>
Pads:
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location: Two in saucer, two in Engineering hull

Type: Emergency [7 Power/round] <15 x 4 = 60>
Pads: 22
Emitter/Receiver Array: Emergency Type 2 (10,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location: Two saucer, two engineering

Type: Cargo [3 Power/round] <11 x 3 = 33>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 2 (20,00 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location: one in saucer, two in Engineering hull

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Field [1 Power/3 Strength] <7>
Science Systems Rating: 2 (+1) [2 Power/round] <17>
Specialized Systems: Planetary Analysis <5>
Laboratories: 25 <6>

Tactical Systems
Saucer Dorsal 90 degrees off forward, Port Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Dorsal 90 degrees port Phaser Bank*
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Dorsal 45 degrees off forward, port Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Dorsal 45 degrees off forward, port*
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Forward Dorsal Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Saucer forward dorsal
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Dorsal 45 degrees off forward, Starboard Phaser Five Bank <26>
Type: VIII
Damage: 160 [16 Power]

Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Dorsal 45 degrees off forward, Starboard*
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Dorsal 90 degrees off forward, starboard Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Dorsal 90 degrees off forward, starboard*
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Ventral 90 degrees off forward, Port Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Ventral 90 degrees port Phaser Bank*
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Ventral 45 degrees off forward, port Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Ventral 45 degrees off forward, port*
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Forward Ventral Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Saucer forward Ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Ventral 45 degrees off forward, Starboard Phaser Five Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Ventral 45 degrees off forward, Starboard*
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Ventral 90 degrees off forward, starboard Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Ventral 90 degrees off forward, starboard*
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Aft Phaser Port Bank <25>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft dorsal, immediately to port and starbaord of centerline
Firing Arc: 360 degrees ventral (substantual arc shadow forward)
Firing Modes: Standard, continuous, pulse, Wide-beam

Aft Phaser Starboard Bank <25>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft dorsal, immediately to port and starbaord of centerline
Firing Arc: 360 degrees ventral (substantual arc shadow forward)
Firing Modes: Standard, continuous, pulse, Wide-beam

Ventral Port Phaser Bank <25>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral port
Firing Arc: 360 degrees ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Ventral Starboard Phaser Bank <25>
Type: VIII
Damage: 160 [16 Power]

Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral starboard
Firing Arc: 360 degrees ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Port 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 port
Firing Arc: forward, but are self-guided

Starboard 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 starbaord
Firing Arc: forward, but are self-guided
Torpedoes Carried: 120 <12>

TA/T/TS: Class Beta [2 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <78 x 4 = 312>
Shield Generator: Class 5 (protection 850) [85 Power/shield/round]
Shield grid: Type C (50% increase to 1275 Protection)
Subspace field Distortion Amplifiers: Class Zeta (Threshold 275)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <7>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 25 Size worth of ships <50>
Standard Complement: 10 Shuttlepods and 5 shuttlecraft
Location(s): Saucer aft, Engineering ventral

Description and Notes
The U.S.S. Hood is an old starship that is in its declining years of service and has been given the easy assignment of patrolling the shipping lanes between Starbase's and carrying passengers and cargos to and fro. The ship in many ways still resembles the first of its line but has been upgraded with all the most modern technology that the ship can handle without a massive refit.

Other Notes: This can be used as a version of the Ajax, Crazy Horse, Repulse, Intrepid and Ciro used later in series. The Lakota is the version found in spacedock.

U.S.S. Pegasus NCC-53847 a Modified Oberth-class Test Ship "The Pegasus"
Class and Type: Oberth-Class Surveyor/Experimental Test ship that is carrying prototype equipment materials
Commissioning Date: Early mid to late quarter of 24th century

Hull Systems
Size: 4
Length: 120.25 meters
Beam: 55.73 meters
Height: 25.3 meters
Decks: 4
Mass: 178,400 metric tonnes
SUs Available: 1200
SUs Used: 1189

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 5 (Protection 80/120) <28>
Backup: Class 5 (Protection 40) <14>
Backup: Class 5 (Protection 40) <14>

Personnel Systems
Crew/Passengers/Evac: 80/10/625
Crew Quarters
Basic: 45 <5>
Expanded: 13 <3>
Luxury: 13 <13>
Unusual: 9 <9>

Environmental Systems
Basic Life Support [8 Power/round] <16>
Reserve Life Support [4 Power/round] <8>
Emergency Life Support (30 emergency shelters) <8>
Gravity [3 Power/round] <4>
Consumable: 3 years' worth <12>
Food Replicator [4 Power/round] <4>
Industrial Replicator
Type: network of small replicators [2 power/round] <4>
Medical Facilities: 6 (+1) [6 Power/round] <30>
Recreation Facilities: 3 [6 Power/round] <24>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <12>
Fire Suppression System [1 Power/round when active] <4>
Cargo Holds: 30,000 cubic meters <1>
Locations: Saucer Port, saucer starboard
Escape Pods <2>
Number: 25
Capacity: 4 person per pod

Propulsion Systems
Warp drive Nacelles: Type 6A <90>
Speed: 6.0/8.0/9.0 [1 power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) <6>
Impulse Engine Type: Type 3A (.5c/.75c) [5/7 Power/round] <18>
Location: Aft of Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <4>

Power Systems
Warp Engine Type: Class 8/n (generates 420 Power/round) <92>
Location: Engineering
Impulse Engine[s]: Type 3A (generates 28 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type D (generates 40 Power/round) <40>
EPS: Standard Power flow +200 Power transfer/round <40>
Standard Usable Power: 427

Operations System
Bridge: Saucer dorsal <20>

Computers
Core 1: [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 of engineering hull

Sensor Systems
Long-range Sensors [5 Power/round] <47>
Range Package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 Light-years (1.0/1.1 - 4.0/4.1 - 12.0/12.1 - 15.0)
Strength Package: Class 9 (Strength 9)
Gain Package: Class Alpha (+1)
Coverage: 2,000 additional substances

Lateral Sensor [5 Power/round] <27>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Alpha (+1)
Coverage: 2,000 additional substances

Navigational Sensor [5 Power/round] <20>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Alpha (+1)

Probes: 40 probes of varying types <4>
Sensor Skill: 4

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

Navigational Computer
Main: Class 1 (+1) [1 Power/round] <0>
Backup: Two <0>

Inertial Stabilizers
Main <16>
Strength: 9 [3 Power/round]
Number: 2
Backup <4>
Strength: 6 [2 Power/round]
Number: 2
Attitude control [1 Power/round] <1>

Communications Systems
Type: Class 9 [2 Power/round] <26>
Strength: 9
Security: -5 (Class Gamma uprating)
Basic Uprating: Class Beta (+2)
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] <3 x 2 = 9>
Accuracy: 5/6/8/11
Location: Hanger Bay

Transporters
Type: Personnel [5 Power/use] <16 x 2 = 32>
Pads: 6
Emitter/Receiver Array: Personnel type 6 (40,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: one in saucer, one in engineering

Type: Emergency [4 Power/use] <13 x 2 = 26>
Pads: 12
Emitter/Receiver Array: Emergency type 3 (15,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: one in saucer, one in engineering

Type: Cargo [4 Power/use] <12 x 2 = 24>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: one in dorsal hull

Phasing Cloaking Device Class 6 [50 power/rating/round] <34>

Security Systems Rating: 3 <12>
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: 18 <4>

Tactical Systems
Phaser Banks <21 x 3 = 63>
Type: IX
Damage: 180 [18 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: forward dorsal of saucer section, port dorsal of saucer section, starboard dorsal of saucer section
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Torpedo Launcher <13>
Standard Load: Type II photon torpedo (200 damage)
Spread: 2
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Class Alpha (Accuracy: 5/8/8/11)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward, but are self-guided
Torpedoes carried: 40 <4>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <38 x 4 = 152>
Shield Generator: Class 3 (Protection 600) [60 Power/shield/round]
Shield grid: Type C (50% increase to 900 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 200)
Recharging System: Class 2 (40 seconds)
Backup shield: 4 (one per shield) <4>
Auto-Destruct System <4>

Auxiliary Spacecraft System
Shuttlebay(s): Capacity for 4 size worth of ships <8>
Standard Compliment: 2 shuttlecraft, 2 shuttle pods
Location(s):

Description and Notes
Fleet Data: This vessel was specially constructed using an existing starship frame to test some of the Galaxy-class

starship. The starship was one of Starfleet's Section thirty ones dark secrets on the test of Federation Cloaking Device using a interphasic device.

U.S.S. Tsiolkovsky NCC-53911 Modified Oberth-class Solar Studies Science Ship "The Naked Now"
Class and Type: Oberth-Class Stellar Surveyor
Commissioning Date: Early mid to late quarter of 24th century

Hull Systems
Size: 4
Length: 120.25 meters
Beam: 55.73 meters
Height: 25.3 meters
Decks: 4
Mass: 147,800 metric tons
SUs Available: 1100
SUs Used: 960

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 5 (Protection 80/120) <28>
Backup: Class 5 (Protection 40) <14>
Backup: Class 5 (Protection 40) <14>

Personnel Systems
Crew/Passengers/Evac: 80/10/625
Crew Quarters
Basic: 45 <5>
Expanded: 13 <3>
Luxury: 13 <13>
Unusual: 9 <9>

Environmental Systems
Basic Life Support [8 Power/round] <16>
Reserve Life Support [4 Power/round] <8>
Emergency Life Support (30 emergency shelters) <8>
Gravity [3 Power/round] <4>
Consumable: 3 years' worth <12>
Food Replicator [4 Power/round] <4>
Industrial Replicator
Type: network of small replicators [2 power/round] <4>
Medical Facilities: 6 (+1) [6 Power/round] <30>
Recreation Facilities: 3 [6 Power/round] <24>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <12>
Fire Suppression System [1 Power/round when active] <4>
Cargo Holds: 30,000 cubic meters <1>
Locations: Saucer Port, saucer starboard
Escape Pods <2>
Number: 25
Capacity: 4 person per pod

Propulsion Systems
Warp drive Nacelles: Type 6 <80>
Speed: 6.0/7.0/8.0 [1 power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) <6>
Impulse Engine Type: Type 3A (.5c/.75c) [5/7 Power/round] <18>
Location: Aft of Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <4>

Power Systems
Warp Engine Type: Class 4/G (generates 240 Power/round) <54>
Location: Engineering
Impulse Engine[s]: Type 3A (generates 28 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type C (generates 35 Power/round) <35>
EPS: Standard Power flow +180 Power transfer/round <38>
Standard Usable Power: 268

Operations System
Bridge: Saucer dorsal <20>

Computers
Core 1: [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 of engineering hull

Sensor Systems
Long-range Sensors [6 Power/round] <40>
Range Package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 Light-years (1.0/1.1 - 4.0/4.1 - 12.0/12.1 - 15.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Astronomical Observation Package (+1) Coverage: 1,000 additional substances

Lateral Sensor [6 Power/round] <18>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Astronomical Observation Package (+1)
Coverage: 1,000 additional substances

Navigational Sensor [5 Power/round] <14>
Strength Package: Class 6 (Strength 6)

Gain Package: Class Alpha (+1)
Probes: 40 probes of varying types <4>
Sensor Skill: 4

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

Navigational Computer
Main: Class 1 (+1) [1 Power/round] <0>
Backup: Two <0>

Inertial Stabilizers
Main <16>
Strength: 9 [3 Power/round]
Number: 2
Backup <4>
Strength: 6 [2 Power/round]
Number: 2
Attitude control [1 Power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: -3
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 2 = 24>
Accuracy: 4/5/7/10
Location: Forward and aft ventral of ventral module pod

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] <3 x 3 = 9>
Accuracy: 5/6/8/11
Location: Hanger Bay

Transporters
Type: Personnel [5 Power/use] <13>
Pads: 6
Emitter/Receiver Array: Personnel type 4 (30,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Locations: one in saucer,

Type: Cargo [4 Power/use] <11 x 2 = 22>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (30,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Locations: one in dorsal hull

Security Systems Rating: 1 <4>
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: 18 <4>

Tactical Systems
Forward Phaser Bank <*16 x 3 =48*>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting System: Class Alpha (Accuracy: 5/8/8/11)
Range: 10/30,000/100,000/300,000
Location: forward dorsal of saucer section, port dorsal of saucer section, starboard dorsal of saucer section
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard)
<21 x 4 = 84>
Shield Generator: Class 2 (Protection 250) [25 Power/shield/round]
Shield grid: Type B (33% increase to 333 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 84)
Recharging System: Class 1 (45 seconds)
Auto-Destruct System <4>

Auxiliary Spacecraft System
Shuttlebay(s): Capacity for 4 size worth of ships <8>
Standard Compliment: 2 shuttlecraft, 2 shuttle pods
Location(s):
Description and Notes
Fleet Data: One of three modified Oberth-class Science vessels that have been constructed to make prolonged studies of solar activities of stars at close proximity. The crew U.S.S. Tsiolkovsky NCC-53911 was lost to an exotic gravity created virus and subsequently the ship was struck by a stellar core fragment ejected from the star and destroyed. The Tsiolkovsky was in prime condition when lost within the grasp of the Enterprise-D.

U.S.S. Yamato NCC-71807 a first generation Galaxy-Class Starships and is a sister ship to that of the Enterprise-D first seen in episode of Star Trek the Next Generation "Contagion"
Class and Type: *Galaxy*-Class Explorer
Commissioning Date: 2356

Hull Systems
Size: 8
Length: 642.51 meters
Beam: 463.73 meters
Height: 195.26 meters
Decks: 42
Mass: 4,500,000 metric tons
SUs Available: 3,130
SUs Used: 2,981

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 5 (Protection 80/120) <32>
Backup 1: Class 5 (Protection 40) <16>
Backup 2: Class 5 (Protection 40) <16>

Personnel Systems
Crew/Passengers/Evac: 1,012/200/15,000
Crew Quarters
Basic: 960 <96>
Expanded: 385 <77>
Luxury: 100 <100>
Unusual: 55 <55>

Environmental Systems
Basic Life Support [13 Power/round] <32>
Reserve Life Support [7 power/round] <16>
Emergency Life Support (48 emergency shelters) <16>
Gravity [4 Power/round] <8>
Consumable: 3 years' worth<24>
Food Replicators [8 Power/round] <8>
Industrial Replicators
Type: Network of small replicators [2 Power/round] <8>
Type: 3 large unit [2 power/replicator/round] <3 x 4 = 12>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 8 [16 Power/round] <64>
Location & type: four main holodecks; 20 personal holodecks; large, pleasant eating facilities; 2 large lounges; 4 small lounges
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <24>
Fire Suppression System [1 Power/round when active] <8>
Cargo Holds: 300,000 cubic meters <9>
Locations: 18 main cargo holds and other minor holds throughout the ship
Escape Pods <10>
Number: 180
Capacity: 6 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 6D <105>
Speed: 6.0/9.2/9.6 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine 2 Type: Class 7 (.75c/.92c) [7/9 Power/round] <35 x 2= 70>
Location: Engineering section, Starboard and Port Saucer section and base of the neck of the secondary hulls battle head
Reaction Control System (.025c) [2 Power/round when in use] <8>

POWER SYSTEMS
Warp Engine Type: Class 12/R (generates 640 Power/round) <134>
Location: Engineering section
Impulse Engine[s]: 2 class 7 (generates 56 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +330 Power transfer/round <73>
Standard Usable Power: 752

OPERATIONS SYSTEM
Bridge: Saucer section dorsal<40>
Auxiliary Control Room: Engineering section "Battle Bridge" <24>
Separation System: Saucer Separation [10 Power] <10>

Computers
Core 1: Saucer section, port [5 Power/round] <16>
Core 2: Saucer section, starboard [5 Power/round] <16>
Core 3: Engineering section, Starboard [5 Power/round] <16>
Core 3: Engineering section, Port [5 Power/round] <16>
Uprating: Class Alpha (+1) [1 Power/computer/round] <6>
ODN <24>

Navigational Deflector [5 Power/round] <32>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <52>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)

Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensor [5 Power/round] <24>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensor [5 Power/round] <22>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Probes: 60 probes of varying types <6>
Sensors Skill: 5

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

Navigational Computer
Main: Class 2 (+1) [2 Power/round] <2>
Backup: 3 <3>

Inertial Damping Field
Main <96>
Strength: 9 [3 Power/round]
Number: 6
Backup <24>
Strength: 6 [2 Power/round]
Number: 6
Attitude control [2 power/round] <2>

Communications Systems
Type: Class 9 [2 Power/round] <26>
Strength: 9
Security: -5 (Class Gamma uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Aft ventral

Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Forward ventral (above deflector)

Emitter: Class Alpha [3 power/Strength used/round] <3 x 3 = 9>
Accuracy: 5/6/8/11
Location: Shuttle bays 1, 2, and 3

Transporters

Type: Personnel [5 Power/use] <16 x 6 = 96>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: Four in saucer section, two in engineering section

Type: Emergency [7 power/use] <16 x 6 = 96>
Pads: 22
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and Location" Four in saucer section, two in engineering section

Type: Cargo [4 Power/use] <11 x = 88>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location: Four on Deck 4, Four on Decks 38/39

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <8>
Internal Force Fields [1 Power/3 Strength] <8>
Science Systems Rating 3 (+2) [3 Power/round] <23>
Specialized Systems: 3 <15>
Laboratories: 33 <8>

TACTICAL SYSTEMS
Saucer Dorsal Phaser Array <48>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer Dorsal
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Saucer Ventral Phaser Array <48>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer Ventral
Firing Arc: 405 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Upper Phaser Array (port) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)

Range: 10/30,000/100,000/300,000
Location: Engineering section dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Upper Phaser Array (Starboard) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Forward Phaser Array <24>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section forward (concealed when ship not separated)
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Ventral Phaser Array <23>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section ventral
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Aft Dorsal Phaser Array (Port) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section aft dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Aft Dorsal Phaser Array (Starboard) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section Dorsal
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Aft Ventral Phaser Array (Starboard) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section Ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Aft Ventral Phaser Array (Port) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section Ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Nacelle Ventral Phaser Array (Starboard) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 60 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Nacelle pylon aft ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Nacelle Ventral Phaser Array (Port) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 60 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Nacelle pylon aft ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Aft Torpedo Launcher <17>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Engineering section aft
Firing Arc: Aft, but are self-guided

Forward Ventral Torpedo Launcher <17>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Engineering section forward

Firing Arc: Forward, but are self-guided
Torpedoes Carried: 270 <27>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <100 x 4 = 400>
Shield Generator: Class 6 (Protection 1200) [120 Power/shield/round]
Shield grid: Type C (50 % increase to 1800 Protection)
Subspace Field Distortion Amplifiers: Class Theta (Threshold 400)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <8>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 64 size worth of ships <128>
Standard Compliment: 26 shuttles, 12 shuttlepods
Location(s): Main shuttlebay (saucer section), two smaller bays (engineering section, forward dorsal, port and starboard)
Captain's Yatch: yes <10>

DESCRIPTION AND NOTES
Fleet Data: The sister ship to that of the Enterprise-D the Yamato has had several special additional tech added into the ship that is a bit redundant in designed. The Enterprise-D encountered a copy version while in an artificial pocket of space and this Yamato was issued with the Register NCC-1305-E. The Yamato has had only one commanding officer Captain Donald Varley who was killed when the ship overcome by the Iconian software weapon that caused a warp core breach.

U.S.S. ENTERPRISE NCC-1701-D a first generation Galaxy-Class Starships as of first episode of Star Trek the Next Generation "Encounter at Farpoint"
U.S.S. ENTERPRISE NCC-1701-D
Class and Type: *Galaxy*-Class Explorer
Commissioning Date: 2356

Hull Systems
Size: 8
Length: 642.51 meters
Beam: 463.73 meters
Height: 195.26 meters
Decks: 42
Mass: 4,500,000 metric tons
SUs Available: 3,130
SUs Used: 3,023

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 5 (Protection 80/120) <32>
Backup 1: Class 5 (Protection 40) <16>
Backup 2: Class 5 (Protection 40) <16>

Personnel Systems
Crew/Passengers/Evac: 812/400/15,000
Crew Quarters
Basic: 950 <95>
Expanded: 385 <77>
Luxury: 110 <110>
Unusual: 55 <55>

Environmental Systems
Basic Life Support [13 Power/round] <32>
Reserve Life Support [7 power/round] <16>
Emergency Life Support (48 emergency shelters) <16>
Gravity [4 Power/round] <8>
Consumable: 3 years' worth <24>
Food Replicators [8 Power/round] <8>
Industrial Replicators
Type: Network of small replicators [2 Power/round] <8>
Type: 3 large unit [2 power/replicator/round] <3 x 3 = 9>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 8 (four main holodecks; twenty personal holodecks; large, pleasant eating facilities; two large lounges; four small lounges) [16 Power/round] <64>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <24>
Fire Suppression System [1 Power/round when active] <8>
Cargo Holds: 333,000 cubic meters <10>
Locations: 18 main cargo holds and other minor holds throughout the ship
Escape Pods <10>
Number: 180
Capacity: 6 person per pod

Propulsion Systems
Warp drive Nacelles: Type 6D <105>
Speed: 6.0/9.2/9.6 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine 2 Type: Class 7 (.75c/.92c) [7/9 Power/round] <35 x 2= 70>
Location: Engineering section, Starboard and Port Saucer section and base of the neck of the secondary hulls battle head
Reaction Control System (.025c) [2 Power/round when in use] <8>

Power Systems
Warp Engine Type: Class 12/R (generates 630 Power/round) <133>
Location: Engineering section
Impulse Engine[s]: 2 class 7 (generates 56 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +330 Power transfer/round <73>
Standard Usable Power: 742

Operations System
Bridge: Saucer section dorsal<40>
Auxiliary Control Room: Engineering section "Battle Bridge" <24>
Separation System: Saucer Separation [10 Power] <10>

Computers
Core 1: Saucer section, port [5 Power/round] <16>
Core 2: Saucer section, starboard [5 Power/round] <16>
Core 3: Engineering section [5 Power/round] <16>
Uprating: Class Beta (+2) [2 Power/computer/round] <12>
ODN <24>

Navigational Deflector [5 Power/round] <32>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <54>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)

Coverage: Standard

Lateral Sensor [5 Power/round] <26>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensor [5 Power/round] <24>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Probes: 60 (10 Class I Short Range Astronomical, 10 Class II Short Range Astronomical, 10 Class III Planetary Probe, 10 Class IV Stellar Probe, 6 Class V Medium Range Reconnaissance Probe, 2 Class VI Communications Relay/Emergency Beacon, 4 Class VII Remote Culture Study Probe, 4 Class VIII Long Range Sensor Probe, 4 Class IX Long Range Sensor Probe) <6>
Sensors Skill: 5

Flight Control Systems Autopilot: Shipboard systems (flight Control) 4, Coordination 2 [1 Power/round in use] <14>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backup: 2 <2>

Inertial Damping Field
Main <96>
Strength: 9 [3 Power/round]
Number: 6
Backup <24>
Strength: 6 [2 Power/round]
Number: 6
Attitude control [2 power/round] <2>

Communications Systems
Type: Class 9 [2 Power/round] <26>
Strength: 9
Security: -5 (Class Gamma uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Aft ventral

Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Forward ventral (above deflector)

Emitter: Class Alpha [3 power/Strength used/round] <3 x 3 = 9>
Accuracy: 5/6/8/11
Location: Shuttle bays 1, 2, and 3

Transporters
Type: Personnel [5 Power/use] <17 x 6 = 102>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations: Four in saucer section, two in engineering section

Type: Emergency [7 power/use] <17 x 6 = 102>
Pads: 22
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location" Four in saucer section, two in engineering section

Type: Cargo [4 Power/use] <11 x = 88>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location: Four on Deck 4, Four on Decks 38/39

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <8>
Internal Force Fields [1 Power/3 Strength] <8>
Science Systems Rating 3 (+2) [3 Power/round] <23>
Specialized Systems: Stellar Sciences, Planetary Sciences, Botanical Science <15>
Laboratories: 32 <8>

Tactical Systems
Saucer Dorsal Phaser Array <48>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer Dorsal
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Saucer Ventral Phaser Array <48>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer Ventral
Firing Arc: 405 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Upper Phaser Array (port) <17>
Type: X

Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Upper Phaser Array (Starboard) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Forward Phaser Array <24>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section forward (concealed when ship not separated)
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Ventral Phaser Array <23>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section ventral
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Aft Dorsal Phaser Array (Port) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section aft dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Aft Dorsal Phaser Array (Starboard) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section Dorsal
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Aft Ventral Phaser Array (Starboard) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section Ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Aft Ventral Phaser Array (Port) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section Ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Nacelle Ventral Phaser Array (Starboard) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 60 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Nacelle pylon aft ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Nacelle Ventral Phaser Array (Port) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 60 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Nacelle pylon aft ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Aft Torpedo Launcher <17>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Engineering section aft
Firing Arc: Aft, but are self-guided

Forward Ventral Torpedo Launcher <17>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/350,000/1,500,000/3,500,000

Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Engineering section forward
Firing Arc: Forward, but are self-guided

Saucer Aft Torpedo Launcher <17>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Saucer section aft (concealed when ship not separated)
Firing Arc: Aft, but are self-guided
Torpedoes Carried: 275 <28>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <100 x 4 = 400>
Shield Generator: Class 6 (Protection 1200) [120 Power/shield/round]
Shield grid: Type C (50 % increase to 1800 Protection)
Subspace Field Distortion Amplifiers: Class Theta (Threshold 400)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <8>

Auxiliary Spacecraft System
Shuttlebay(s): Capacity for 62 size worth of ships <124>
Standard Compliment: 25 shuttles, 12 shuttlepods
Location(s): Main shuttlebay (saucer section), two smaller bays (engineering section, forward dorsal, port and starboard)
Captain's Yatch: yes <10>

Description And Notes
Fleet Data: This template represents the un-upgraded version of the U.S.S. Enterprise NCC-1701-D *Galaxy*-class vessel in use as of 2364. This version is the Enterprise as of Encounter at Farpoint 2364.

U.S.S. Enterprise NCC-1701-D Alternative version "Yesterday's Enterprise"
Class and Type: *Galaxy*-Class Explorer
Commissioning Date: 2356

Hull Systems
Size: 8
Length: 642.51 meters
Beam: 463.73 meters
Height: 195.26 meters
Decks: 42
Mass: 4,500,000 metric tons
SUs Available: 3,130
SUs Used: 3,021

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 5 (Protection 80/120) <32>
Backup 1: Class 5 (Protection 40) <16>
Backup 2: Class 5 (Protection 40) <16>

Personnel Systems
Crew/Passengers/Evac: 832/1400/15,000
Crew Quarters
Barracks: Houses 1020 crewmembers <17>
Spartan: 500 <25>
Basic: 450 <45>
Expanded: 385 <77>
Luxury: 110 <110>
Unusual: 55 <55>

Environmental Systems
Basic Life Support [13 Power/round] <32>
Reserve Life Support [7 power/round] <16>
Emergency Life Support (48 emergency shelters) <16>
Gravity [4 Power/round] <8>
Consumable: 3 years' worth<24>
Food Replicators [8 Power/round] <8>
Industrial Replicators
Type: Network of small replicators [2 Power/round] <8>
Type: 3 large unit [2 power/replicator/round] <3 x 3 = 9>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 8 (four main holodecks; twenty personal holodecks; large, pleasant eating facilities; two large lounges; four small lounges) [16 Power/round] <64>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <24>
Fire Suppression System [1 Power/round when active] <8>
Cargo Holds: 260,000 cubic meters <8>
Locations: 18 main cargo holds and other minor holds throughout the ship

Escape Pods <10>
Number: 180
Capacity: 8 person per pod

Propulsion Systems
Warp drive Nacelles: Type 6D <105>
Speed: 6.0/9.2/9.6 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: Class 7 (.75c/.92c) [7/9 Power/round] <35 x 2 = 70>
Location: Engineering section base of the neck of the secondary hulls battle head
Impulse Engine 2 Type: Class 7 (.75c/.92c) [7/9 Power/round] <35 x 2 = 70>
Location: Starboard and Port Saucer section
Reaction Control System (.025c) [2 Power/round when in use] <8>

Power Systems
Warp Engine Type: Class 12/R (generates 630 Power/round) <133>
Location: Engineering section
Impulse Engine[s]: 2 class 7 (generates 56 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +330 Power transfer/round <73>
Standard Usable Power: 742

Operations System
Bridge: Saucer section dorsal<40>
Auxiliary Control Room: Engineering section "Battle Bridge" <24>
Separation System: Saucer Separation [10 Power] <10>

Computers
Core 1: Saucer section, port [5 Power/round] <16>
Core 2: Saucer section, starboard [5 Power/round] <16>
Core 3: Engineering section [5 Power/round] <16>
Uprating: Class Beta (+2) [2 Power/computer/round] <12>
ODN <24>

Navigational Deflector [5 Power/round] <32>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <54>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)

Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: standard

Lateral Sensor [5 Power/round] <26>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: standard

Navigational Sensor [5 Power/round] <22>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Probes: 60 (10 Class I Short Range Astronomical, 10 Class II Short Range Astronomical, 10 Class III Planetary Probe, 10 Class IV Stellar Probe, 6 Class V Medium Range Reconnaissance Probe, 2 Class VI Communications Relay/Emergency Beacon, 4 Class VII Remote Culture Study Probe, 4 Class VIII Long Range Sensor Probe, 4 Class IX Long Range Sensor Probe) <6>
Sensors Skill: 5

Flight Control Systems Autopilot: Shipboard systems (flight Control) 4, Coordination 2 [1 Power/round in use] <14>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backup: 2 <2>

Inertial Damping Field
Main <96>
Strength: 9 [3 Power/round]
Number: 6
Backup <24>
Strength: 6 [2 Power/round]
Number: 6
Attitude control [2 power/round] <2>

Communications Systems
Type: Class 9 [2 Power/round] <26>
Strength: 9
Security: -5 (Class Gamma uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Aft ventral

Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Forward ventral (above deflector)

Emitter: Class Alpha [3 power/Strength used/round] <3 x 3 = 9>
Accuracy: 5/6/8/11
Location: Shuttle bays 1, 2, and 3

Transporters
Type: Personnel [5 Power/use] <17 x 6 = 102>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations: Four in saucer section, two in engineering section

Type: Emergency [7 power/use] <17 x 6 = 102>
Pads: 22
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location" Four in saucer section, two in engineering section

Type: Cargo [4 Power/use] <11 x 8 = 88>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location: Four on Deck 4, Four on Decks 38/39

Security Systems Rating: 5 <20>
Anti-Intruder System: Yes [1 Power/round] <8>
Internal Force Fields [1 Power/3 Strength] <8>
Science Systems Rating 3 (+2) [3 Power/round] <23>
Specialized Systems: Stellar Science, Planetary Science, Botanical sciences <15>
Laboratories: 32 <8>

Tactical Systems
Saucer Dorsal Phaser Array <48>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer Dorsal
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Saucer Ventral Phaser Array <48>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer Ventral
Firing Arc: 405 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Upper Phaser Array (port) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Upper Phaser Array (Starboard) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Forward Phaser Array <24>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section forward (concealed when ship not separated)
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Ventral Phaser Array <23>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section ventral
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Aft Dorsal Phaser Array (Port) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section aft dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Aft Dorsal Phaser Array (Starboard) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section Dorsal
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Aft Ventral Phaser Array (Starboard) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section Ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Aft Ventral Phaser Array (Port) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section Ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Nacelle Ventral Phaser Array (Starboard) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 60 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Nacelle pylon aft ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Nacelle Ventral Phaser Array (Port) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 60 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Nacelle pylon aft ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Aft Torpedo Launcher <17>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Engineering section aft
Firing Arc: Aft, but are self-guided

Forward Ventral Torpedo Launcher <17>
Standard Load: Type II photon torpedo (200 Damage)

Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Engineering section forward
Firing Arc: Forward, but are self-guided

Saucer Aft Torpedo Launcher <17>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Saucer section aft (concealed when ship not separated)
Firing Arc: Aft, but are self-guided
Torpedoes Carried: 300 <30>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <100 x 4 = 400>
Shield Generator: Class 6 (Protection 1200) [120 Power/shield/round]
Shield grid: Type C (50 % increase to 1800 Protection)
Subspace Field Distortion Amplifiers: Class Theta (Threshold 400)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <8>

Auxiliary Spacecraft System
Shuttlebay(s): Capacity for 62 size worth of ships <124>
Standard Compliment: 25 shuttles, 12 shuttlepods (with the options of 12 small two man Combat ships)
Location(s): Main shuttlebay (saucer section (34 shuttles)), two smaller bays (engineering section, aft dorsal, port (one shuttles) and starboard (two shuttle))
Captain's Yatch: yes <10>

Description and Notes
Fleet Data:

Future version of U.S.S. Enterprise NCC-1701-D from the Last episode of Star Trek the Next Generation Series "All Good Things…"
Class and Type: Modified Galaxy-Class Explorer/Cruiser
Commissioning Date: 2356

Hull Systems
Size: 8
Length: 642.51 meters
Beam: 463.73 meters
Height: 195.26 meters
Decks: 42
Mass: 4,500,000 metric tons
SUs Available: 3,250
SUs Used: 4191

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 5 (Protection 80/120) <32>
Backup 1: Class 5 (Protection 40) <16>
Backup 2: Class 5 (Protection 40) <16>
Specialized Hulls: Atmospheric Capability <8>

Personnel Systems
Crew/Passengers/Evac: 1,012/200/15,000
Crew Quarters
Basic: 950 <95>
Expanded: 385 <77>
Luxury: 110 <110>
Unusual: 55 <55>

Environmental Systems
Basic Life Support [13 Power/round] <32>
Reserve Life Support [7 power/round] <16>
Emergency Life Support (48 emergency shelters) <16>
Gravity [4 Power/round] <8>
Consumable: 3 years' worth<24>
Food Replicators [8 Power/round] <8>
Industrial Replicators
Type: Network of small replicators [2 Power/round] <8>
Type: 3 large unit [2 power/replicator/round] <3 x 3 = 9>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Emergency Medical Hologram: Mark III [5 power/round] <18>
Recreation Facilities: 8 [16 Power/round] <64>
Location & type: four main holodecks; 20 personal holodecks; large, pleasant eating facilities; 2 large lounges; 4 small lounges
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <24>
Fire Suppression System [1 Power/round when active] <8>
Cargo Holds: 300,000 cubic meters <9>
Locations: 18 main cargo holds and other minor holds throughout the ship
Escape Pods <10>
Number: 180
Capacity: 6 person per pod

PROPULSION SYSTEMS
Triple Warp drive Nacelles Design: Type 6D94 <110 + 27.5 = 138>
Speed: 6.1/9.3/9.95 [1 power/.2 warp speed]
PIS: Type H (14 hours of Maximum warp) <16>
Impulse Engine 3 Modified Class 7 (.75c/.92c) [7/9 Power/round] <50 x 2= 150>
Location: Engineering section, Starboard Saucer section and Port Saucer section and base of the neck of the secondary hulls battle head
Reaction Control System (.025c) [2 Power/round when in use] <8>

POWER SYSTEMS
Warp Engine Type: Class 13/S (generates 699 (5% increase 765) Power/round) <145>
Location: Engineering section
Upgrades: <8>
Matter/Anti-matter Injection Efficiency Class 3 (+2) (increase in power 2% generation)
Magnetic Constriction Segment Efficiency (+1) (increase in power 1% generation)
Dilithium Crystal Articulation Frame Efficiency (+1) (Increase in power 1% generation)
Auto Dilithium Crystal Re-crystallization system (increase in power 1% generation)
Impulse Engine[s]: 3 Modified Class 7 (generates 56 + 16 additional increase to 72 Power/engine/round)
Auxiliary Power: 8 reactors (generates 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +400 Power transfer/round <80>
Standard Usable Power: 981

OPERATIONS SYSTEM
Bridge: Saucer section dorsal <40>
Auxiliary Control Room: Engineering section "Battle Bridge" <24>
Separation System: Saucer Separation [10 Power] <10>

Computers
Core 1: Saucer section, port [5 Power/round] <16>
Core 2: Saucer section, starboard [5 Power/round] <16>
Core 3: Engineering section [5 Power/round] <16>
Uprating: Class Beta (+2) [2 Power/computer/round] <12>
ODN <24>

Navigational Deflector [5 Power/round] <32>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward Ventral
Auxilary Deflector: Saucer forward <8>

Sensor Systems
Long-range Sensors [8 Power/round] <68>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Graviton detector Package (+1)
Tunneling Neutrino Sensor Package (+1)
Coverage: an Additional +4000 substances

Lateral Sensor [11 Power/round] <52>
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Planetary surface analysis Package (+1)
Graviton detector Package (+1)
Particle Migration Detector Package (+1)
Tunneling Neutrino Sensor Package (+1)
Exotic Matter Detector Package (+1)
Coverage: an Additional +6000 substances

Navigational Sensor [5 Power/round] <24>
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Probes: 100 probes of varying types <10>
Sensors Skill: 5

Flight Control Systems Autopilot: Shipboard systems (flight Control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backup: 3 <3>

Inertial Damping Field
Main <128>
Strength: 9 [3 Power/round]
Number: 8
Backup <24>
Strength: 6 [2 Power/round]
Number: 6
Attitude control [2 power/round] <2>

Communications Systems
Type: Class 10 [2 Power/round] <33>
Strength: 9
Security: -8 (Class Epsilon uprating)
Basic Uprating: Class Beta (+2)

Holocommunications
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Aft ventral

Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Forward ventral (above deflector)

Emitter: Class Alpha [3 power/Strength used/round] <3 x 3 = 9>
Accuracy: 5/6/8/11
Location: Shuttle bays 1, 2, and 3

Transporters
Type: Personnel [5 Power/use] <20 x 6 = 120>
Pads: 6
Emitter/Receiver Array: Personnel Type 7 (50,000 km range)
Energizing/Transition coils: Class J (Strength 9)
Number and Locations: Four in saucer section, two in engineering section

Type: Emergency [7 power/use] <19 x 6 = 114>
Pads: 22
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class J (Strength 9)
Number and Location" Four in saucer section, two in engineering section

Type: Cargo [5 Power/use] <14 x 8 = 112>
Pads: 600 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class J (Strength 8)
Number and location: Four on Deck 4, Four on Decks 38/39

Cloaking Device: Class 10 [50 power/round] <62>

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <8>
Internal Force Fields [1 Power/3 Strength] <8>
Science Systems Rating 3 (+2) [3 Power/round] <23>
Specialized Systems: 3 <15>
Laboratories: 38 <8>

TACTICAL SYSTEMS
Heavy Phaser Cannon <68>
Type: XV
Damage: 350 [35 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)

Range: 10/30,000/100,000/300,000
Location: Saucer Ventral
Firing Arc: 90 degrees forward
Firing Modes: Standard, Pulse

Mega Phaser Array <52 x 2 = 104>
Type: XII
Damage: 240 [24 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer Dorsal
Firing Arc: 45 degrees dorsal
Firing Modes: Standard, Continuous, Pulse

Saucer Dorsal Phaser Array <48>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer Dorsal
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Saucer Ventral Phaser Array <48>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer Ventral
Firing Arc: 405 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Upper Phaser Array (port) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Upper Phaser Array (Starboard) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Forward Phaser Array <24>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section forward (concealed when ship not separated)
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Ventral Phaser Array <23>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section ventral
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Aft Dorsal Phaser Array (Port) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section aft dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Aft Dorsal Phaser Array (Starboard) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section Dorsal
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Aft Ventral Phaser Array (Starboard) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering section Ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Battle Section Aft Ventral Phaser Array (Port) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000

Location: Engineering section Ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Upper Nacelle Ventral Phaser Array (Starboard) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 60 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Upper Nacelle pylon Starboard aft ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Lower Nacelle Ventral Phaser Array (Starboard) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 60 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Lower Nacelle pylon Starboard aft ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Upper Nacelle Ventral Phaser Array (Port) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 60 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Upper Nacelle pylon Port aft ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Upper Nacelle Ventral Phaser Array (Port) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 60 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Upper Nacelle pylon port aft ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Lower Nacelle Ventral Phaser Array (Port) <17>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 60 (up to 1 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Lower Nacelle pylon port aft ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Aft Torpedo Launcher <23>
Standard Load: Type II photon torpedo (200 Damage), Mark I quantum torpedo (400 Damage), Mark I quantum torpedo (400 Damage)
Spread: 12
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Engineering section aft
Firing Arc: Aft, but are self-guided

Forward Ventral Torpedo Launcher <23>
Standard Load: Type II photon torpedo (200 Damage), Mark I quantum torpedo (400 Damage)
Spread: 12
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Engineering section forward
Firing Arc: Forward, but are self-guided

Saucer Forward Dorsal Pod Torpedo Launcher <22 x 2 = 44>
Standard Load: Type II photon torpedo (200 Damage), Mark I quantum torpedo (400 Damage)
Spread: 12
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Saucer section forward
Firing Arc: Aft, but are self-guided
Torpedoes Carried: 300 <30>

Antimatter Spread <8 x 10 = 80>
Number: 15
Spread: 3
Range: 2/3,000/10,000/30,000
Targeting Systems: Accuracy 4/5/7/10
Power: [5+1 rocket fired]
Damage: 20
Locations: Replacing the forward sensor pallet arrays in the saucer section.

TA/T/TS: Class Delta [4 Power/round] <15>
Strength: 10
Bonus: +3
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <126 x 4 = 504>
Shield Generator: Class 7 (Protection 1300) [130 Power/shield/round]
Shield grid: Type C (50 % increase to 1950 Protection)
Subspace Field Distortion Amplifiers: Class Iota (Threshold 450)
Recharging System: Class 3 (35 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <8>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 74 size worth of ships <138>
Standard Compliment: 26 shuttles, 14 shuttlepods, four Runabouts
Location(s): Main shuttlebay (saucer section), two smaller bays (engineering section, forward dorsal, port and starboard)
Captain's Yatch: yes <10>

DESCRIPTION AND NOTES
Fleet Data: This template represents the uprated version of the U.S.S. Enterprise NCC-1701-D Galaxy-class vessel in use as of 2371. This version is the Enterprise as of the Episode All Good Things… 2371.

Oberth-Class Variant Angueria-class Medical Ship
Class and Type: Oberth-Class Variant Angueria-class Medical Ship
Commissioning Date: 2340

Hull Systems
Size: 4
Length: 180 meters
Beam: 87 meters
Height: 68 meters
Decks: 16
Mass: 145,000 metric tons
SUs Available: 1,075
SUs Used: 956

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

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

Personnel Systems
Crew/Passengers/Evac: 130/234/1025
Crew Quarters
Spartan: 216 <11>
Basic: 80 <8>
Expanded: 40 <8>
Luxury: 17 <17>
Unusual: 11 <11>

Environmental Systems
Basic Life Support [9 Power/round] <16>
Reserve Life Support [5 Power/round] <8>
Emergency Life Support (24 emergency shelters) <8>
Gravity [2 Power/round] <4>
Consumable: 3 years' worth <12>
Food Replicators [4 power/round] <4>
Industrial Replicators
Type Network of small Replicators [2 power/round] <4>
Type: one large unit [2 power/replicaor/round] <3>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 4 (one main holodeck; two personal holodecks; large eating facilities; two small lounges) [8 Power/round] <32>
Personnel Transport: Turbolift, 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
Escape Pods <5>
Number: 100
Capacity: 4 person per pod

Propulsion Systems
Warp drive Nacelles: Type 4 <25>
Speed: 4.3/6.0/7.0 [1 power/.2 warp speed]
Uprating package 3 (+0.3 to standard) <6>
PIS: Type E (6 hours of Maximum warp) <10>
Impulse Engine Class 3 (.5c/.7c) [5/7 Power/round] <15>
Location: Aft of Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <4>

Power Systems
Warp Engine Type: Class 4/G (generates 220 Power/round) <52>
Location: Engineering
Impulse Engine[s]: Class 3 (generates 24 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow +100 Power transfer/round <30>
Standard Usable Power: 244

Operations System
Bridge: Saucer dorsal <20>
Auxiliary Control Room: Engineering Hull <12>

Computers
Core 1: Engineering Hull [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 of engineering hull

Sensor Systems
Long-range Sensors [5 Power/round] <43>
Range Package: Type 5 (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 Light-years (1.0/1.1 - 4.0/4.1 - 12.0/12.1 - 15.0)
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Coverage: 2,000 additional substances

Lateral Sensor [5 Power/round] <23>
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Coverage: 2,000 additional substances

Navigational Sensor [5 Power/round] <16>
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Probe Launcher <2>
Probes: 40 probes of varying types <4>
Sensor Skill: 4

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

Navigational Computer
Main: Class 1 (+1) [1 Power/round] <0>
Backup: Two <0>

Inertial Dampening Fields
Main <20>
Strength: 7 [3 Power/round]
Number: 2
Backup <4>
Strength: 4 [2 Power/round]
Number: 2
Attitude control [2 Power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2
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] <3 x 4 = 12>
Accuracy: 5/6/8/11
Location: Hanger Bay

Transporters
Type: Personnel [4 Power/use] <13 x 3 = 39>
Pads: 6
Emitter/Receiver Array: Personnel Type 3 (25,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: one in saucer,

Type: Cargo [2 Power/use] <10 x 2 = 20>
Pads: 200 kg
Emitter/Receiver Array: Cargo type 2 (20,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: one in dorsal hull, one in ventral hull

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: 8 <2>

Tactical Systems
Forward Phaser Bank <13>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting System: 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 <13>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting System: Accuracy: 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: Aft Dorsal of saucer section
Firing Arc: 180 degrees aft
Firing Modes: Standard, continuous, pulse, Wide-beam

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <22 x 4 = 88>
Shield Generator: Class 2 (Protection 300) [30 Power/shield/round]
Shield grid: Type B (33% increase to 333 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Auto-Destruct System <4>

Auxiliary Spacecraft System
Shuttlebay(s): Capacity for 24 size worth of ships <48>
Standard Compliment: 12 shuttlecraft
Location(s): Aft edge of dorsal hull, to port and starboard of impulse engine

Oberth-Class Jester-class Variant Torpedo ship
Class and Type:
Commissioning Date: 2330

Hull Systems
Size: 4
Length: 120.25 meters
Beam: 55.73 meters
Height: 25.3 meters
Decks: 7
Mass: 145,000 metric tons
SUs Available: 1,075
SUs Used: 881

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

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

Personnel Systems
Crew/Passengers/Evac: 90/24/625
Crew Quarters
Basic: 57 <6>
Expanded: 29 <6>
Luxury: 17 <17>
Unusual: 11 <11>

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>
Consumable: 3 years' worth <12>
Food Replicators [4 power/round] <4>
Industrial Replicators
Type Network of small Replicators [2 power/round] <4>
Type: one large unit [2 power/replicaor/round] <3>
Medical Facilities: 6 (+1) [6 Power/round] <30>
Recreation Facilities: 4 (one main holodeck; two personal holodecks; large eating facilities; two small lounges) [8 Power/round] <32>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <12>
Fire Suppression System [1 Power/round when active] <4>
Cargo Holds: 20,000 cubic meters <1>
Locations: Saucer Port, saucer starboard
Escape Pods <5>
Number: 100
Capacity: 4 person per pod

Propulsion Systems
Warp drive Nacelles: Type 4 <25>
Speed: 4.3/6.0/7.0 [1 power/.2 warp speed]
Uprating package 3 (+0.3 to standard) <6>
PIS: Type E (6 hours of Maximum warp) <10>
Impulse Engine Class 3 (.5c/.7c) [5/7 Power/round] <15>
Location: Aft of Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <4>

Power Systems
Warp Engine Type: Class 4/G (generates 220 Power/round) <52>
Location: Engineering
Impulse Engine[s]: Class 3 (generates 24 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow +100 Power transfer/round <30>
Standard Usable Power: 244

Operations System
Bridge: Saucer dorsal <20>
Auxiliary Control Room: Engineering Hull <12>

Computers
Core 1: Engineering Hull [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 of engineering hull

Sensor Systems
Long-range Sensors [5 Power/round] <37>
Range Package: Type 5 (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 Light-years (1.0/1.1 - 4.0/4.1 - 12.0/12.1 - 15.0)
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Coverage: standard

Lateral Sensor [5 Power/round] <17>
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Coverage: standard

Navigational Sensor [5 Power/round] <16>
Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)
Probes: 40 probes of varying types <4>
Sensor Skill: 4

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

Navigational Computer
Main: Class 1 (+1) [1 Power/round] <0>
Backup: Two <0>

Inertial Dampening Fields
Main <20>
Strength: 7 [3 Power/round]
Number: 2
Backup <4>
Strength: 4 [2 Power/round]
Number: 2
Attitude control [2 Power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2
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 x 3 = 9>
Accuracy: 5/6/8/11
Location: Hanger Bay

Transporters
Type: Personnel [4 Power/use] <13>
Pads: 6
Emitter/Receiver Array: Personnel Type 3 (25,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: one in saucer,

Type: Cargo [2 Power/use] <10>
Pads: 200 kg
Emitter/Receiver Array: Cargo type 2 (20,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: one in dorsal hull

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: 8 <2>

Tactical Systems
Forward Phaser Bank <13>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting System: 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 <13>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting System: Accuracy: 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: Aft Dorsal of saucer section
Firing Arc: 180 degrees aft
Firing Modes: Standard, continuous, pulse, Wide-beam

Torpedo Launcher <12 x 3 = 36>
Standard Load: Type II Photon torpedo (200 damage)
Spread: 3
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems Accuracy: 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: ventral weapons pod two forward one aft
Firing Arc: forward and aft, but are self-guided
Torpedoes carried: 20 <2>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <22 x 4 = 88>
Shield Generator: Class 2 (Protection 300) [30 Power/shield/round]
Shield grid: Type B (33% increase to 333 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Auto-Destruct System <4>

Auxiliary Spacecraft System
Shuttlebay(s): Capacity for 4 size worth of ships <8>
Standard Compliment: 2 shuttlecraft
Location(s): Aft edge of dorsal hull, to port and starboard of impulse engine

Oberth-Class Clarke-class Variant Fast Transport ship
Class and Type: Oberth-Class Clarke-class Variant Fast Transport ship
Commissioning Date: 2325

Hull Systems
Size: 4
Length: 120.21155 meters
Beam: 87 meters
Height: 30 meters
Decks: 5
Mass: 135,000 metric tons
SUs Available: 1,075
SUs Used: 838

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

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

Personnel Systems
Crew/Passengers/Evac: 24/90/625
Crew Quarters
Spartan: 40 <2>
Basic: 40 <4>
Expanded: 14 <3>
Luxury: 14 <14>
Unusual: 6 <6>

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>
Consumable: 3 years' worth <12>
Food Replicators [4 power/round] <4>
Industrial Replicators
Type Network of small Replicators [2 power/round] <4>
Type: one large unit [2 power/replicaor/round] <3>
Medical Facilities: 6 (+1) [6 Power/round] <30>
Recreation Facilities: 4 (one main holodeck; two personal holodecks; large eating facilities; two small lounges) [8 Power/round] <32>
Personnel Transport: Turbolift, 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
Escape Pods <5>
Number: 100
Capacity: 4 person per pod

Propulsion Systems
Quad Warp drive Nacelles: Type 4 <25 + 7 + 7 = 39>
Speed: 4.7/6.2/7.1 [1 power/.2 warp speed]
Uprating package 3 (+0.3 to standard) <6>
PIS: Type E (6 hours of Maximum warp) <10>
Impulse Engine Class 3 (.5c/.7c) [5/7 Power/round] <15>
Location: Aft of Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <4>

Power Systems
Warp Engine Type: Class 4/G (generates 220 Power/round) <52>
Location: Engineering
Impulse Engine[s]: Class 3 (generates 24 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow +100 Power transfer/round <30>
Standard Usable Power: 244

Operations System
Bridge: Saucer dorsal <20>
Auxiliary Control Room: Engineering Hull <12>

Computers
Core 1: Engineering Hull [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 of engineering hull

Sensor Systems
Long-range Sensors [5 Power/round] <34>
Range Package: Type 5 (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 Light-years (1.0/1.1 - 4.0/4.1 - 12.0/12.1 - 15.0)
Strength Package: Class 7 (Strength 7)
Gain Package: standard (+0)
Coverage: standard

Lateral Sensor [5 Power/round] <14>
Strength Package: Class 7 (Strength 7)
Gain Package: Standard (+0)
Coverage: standard

Navigational Sensor [5 Power/round] <16>
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Probes: none
Sensor Skill: 4

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

Navigational Computer
Main: Class 1 (+1) [1 Power/round] <0>
Backup: Two <0>

Inertial Dampening Fields
Main <20>
Strength: 7 [3 Power/round]
Number: 2
Backup <4>
Strength: 4 [2 Power/round]
Number: 2
Attitude control [2 Power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2
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 x 3 = 9>
Accuracy: 5/6/8/11
Location: Hanger Bay

Transporters
Type: Personnel [4 Power/use] <13>
Pads: 6
Emitter/Receiver Array: Personnel Type 3 (25,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: one in saucer,

Type: Cargo [2 Power/use] <10>
Pads: 200 kg
Emitter/Receiver Array: Cargo type 2 (20,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: one in dorsal hull

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: 18 <4>

Tactical Systems
Forward Phaser Bank <13>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting System: 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 <13>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting System: Accuracy: 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: Aft Dorsal of saucer section
Firing Arc: 180 degrees aft
Firing Modes: Standard, continuous, pulse, Wide-beam

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <22 x 4 = 88>
Shield Generator: Class 2 (Protection 300) [30 Power/shield/round]
Shield grid: Type B (33% increase to 333 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Auto-Destruct System <4>

Auxiliary Spacecraft System
Shuttlebay(s): Capacity for 4 size worth of ships <8>
Standard Compliment: 2 shuttlecraft
Location(s): Aft edge of dorsal hull, to port and starboard of impulse engine

Transport Container
Class and Type: Standard Transport Container and Refrigerated and liquid storage containment
Commissioning Date: 2249

Hull Systems
Size: 5
Length: 203 meters
Beams: 44 meters
Height: 44 meters
Decks: 9
Mass: 250,000 metric tons
SUs Available: 900 - 1900
SUs Used: 767

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <20>
Backup: Class I (Protection 25) <10>
Backup: Class I (Protection 25) <10>

Personnel Systems
Crew/Passengers/Evac: 24/6/500
Crew Quarters
Basic: 20 <2>
Expanded: 10 <2>

Environmental Systems
Basic Life Support [7 Power/round] <20>
Reserve Life Support [4 Power/round] <10>
Emergency Life Support (30 emergency shelters) <10>
Gravity [3 Power/round] <5>
Consumable: one years worth <10>
Food Processor Mark III [3 Power/round] <13>
Industrial Fabrication Unites Mark VII [5 Power/round] <15>
Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 4 (one small recdeck; two gyms; large eating facilities; two small lounges) [4 Power/round] <24>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 200,000 cubic meters (for refrigerated cargo storage [6 power/round]) <6>
Locations:
Escape Pods <1>
Number: 10
Capacity: 4 persons per pod

Propulsion Systems
Impulse Engine Type: Two Type 3A (.5c/.5c) [5/5 Power/round] <10 x 2 = 20>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Fusion Reactor: one Class 17 (generates 170 Power/round) <85>
Locations: aft
Impulse Engine[s]: Two type 3A (generates 12 Power/round)
Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <35>
Standard Usable Power: 194

Operations systems
Bridge: <20>

Cargo container attachment (similar to separation Systems) [10 power/round] <5 x 3 = 15>

Computers
Core: [5 Power/round] <10>
Uprating: Class Alpha (+1) [1 Power/computer round] <2>
ODN <15>

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

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range package: Mark IV (Accuracy 4/5/8/11)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Probes: None

Sensor 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: 2 <0>

Inertial Damping Field
Main <20>
Strength: 1 [3 Power/round]
Number: 2
Backup <5>
Strength: 1 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Mark V [3 Power/round] <15>
Strength: 5
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: aft between impulse engines
Emitter: Class [3 Power/Strength used/round] <3 x 6 = 18>
Accuracy: 5/6/8/11
Location: hanger bays

Transporters
Type: Personnel [5 Power/use] <14>
Pads: 6
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition Coils: Class E (strength 6)
Number and location:

Type: Cargo [2 Power/round] <8 x 4 = 32>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: none
Internal Force Field [1 Power/3 Strength] <5>
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: none
Laboratories: 1 <2>

Tactical Systems: None

Shields (Forward, Aft, Port, Starboard) <19 x 4 = 76>
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 67)
Recharging System: Class zero (60 seconds)
Backup Shield Generators: none
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): None

Transport Container Basic
Class and Type: Starliner Transport Container
Commissioning Date: 2250

Hull Systems
Size: 5
Length: 203 meters
Beams: 44 meters
Height: 44 meters
Decks: 9
Mass: 250,000 metric tons
SUs Available: 900 - 1900
SUs Used: 1124

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <20>
Backup: Class I (Protection 25) <10>
Backup: Class I (Protection 25) <10>

Personnel Systems
Crew/Passengers/Evac: 195/500/3500
Crew Quarters 695
Barracks: Houses 60 crewmembers <1>
Spartan: 220 <11>
Basic: 220 <22>
Expanded: 79 <16>
Luxury: 76 <76>
Unusual: 40 <40>

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>
Consumable: one years worth <10>
Food Processor Mark III (additional 5000 foods) [3 Power/round] <57>
Industrial Fabrication Unites Mark VII [5 Power/round] <15>
Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 8 (one main reck deck; one small rec deck; pleasant eating facilities; three large ounges; four gyms; four small lounges, two arboretums) [8 Power/round] <48>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 100,000 cubic meters <3>
Locations:
Escape Pods <9>
Number: 180
Capacity: 4 persons per pod

Propulsion Systems
Impulse Engine Type: Two Type 3A (.5c/.5c) [5/5 Power/round] <10 x 2 = 20>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Fusion Reactor: one Class 17 (generates 170 Power/round) <85>
Locations: aft
Impulse Engine[s]: Two type 3A (generates 12 Power/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 <35>
Standard Usable Power: 194

Operations systems
Bridge: <20>

Cargo container attachment (similar to separation Systems) [10 power/round] <5 x 3 = 15>

Computers
Core: [5 Power/round] <10>
Uprating: Class Alpha (+1) [1 Power/computer round] <2>
ODN <15>

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

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range package: Mark IV (Accuracy 4/5/8/11)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Probes: None
Sensor 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: 2 <0>

Inertial Damping Field
Main <20>
Strength: 1 [3 Power/round]
Number: 2
Backup <5>
Strength: 1 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Mark V [3 Power/round] <15>
Strength: 5
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: aft between impulse engines
Emitter: Class [3 Power/Strength used/round] <3 x 6 = 18>
Accuracy: 5/6/8/11
Location: hanger bays

Transporters
Type: Personnel [5 Power/use] <14 x 2 = 28>
Pads: 6
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition Coils: Class E (strength 6)
Number and location:

Type: Emergency [9 Power/round] <16 x 4 = 64>
Pads: 24
Emitter/Receiver Array: Emergency Mark 3 (8,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Cargo [2 Power/round] <8 x 4 = 32>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: none
Internal Force Field [1 Power/3 Strength] <5>
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: none
Laboratories: 4 <2>

Tactical Systems: None

Shields (Forward, Aft, Port, Starboard) <19 x 4 = 76>
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 67)
Recharging System: Class zero (60 seconds)
Backup Shield Generators: none
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 20 Size worth of ships <40>
Standard Complement: 4 Shuttlepods (travel pods) and 8 shuttlecraft
Location(s):

Transport Container
Class and Type: Matter-Antimatter Transport Container
Commissioning Date: 2250

Hull Systems
Size: 4
Length: 87 meters
Beams: 44 meters
Height: 44 meters
Decks: 9
Mass: 150,000 metric tons
SUs Available: 800 - 1300
SUs Used: 652

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <19>
Backup: Class I (Protection 25) <10>
Backup: Class I (Protection 25) <10>

Personnel Systems
Crew/Passengers/Evac: 24/0/100
Crew Quarters
Basic: 20 <2>
Expanded: 8 <2>

Environmental Systems
Basic Life Support [5 Power/round] <16>
Reserve Life Support [3 Power/round] <8>
Emergency Life Support (24 emergency shelters) <8>
Gravity [4 Power/round] <4>
Consumable: one years worth <8>
Food Processor Mark III [3 Power/round] <10>
Industrial Fabrication Unites Mark VII [5 Power/round] <12>
Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 2 (one gyms; one small lounge) [2 Power/round] <12>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <`12>
Fire Suppression System [1 Power/round when active] <4>
Cargo hold: 60,000 cubic meters (Antimatter Containment) [4 power/round] <2>
Locations:
Escape Pods <1>
Number: 10
Capacity: 4 persons per pod

Propulsion Systems
Impulse Engine Type: Two Type 3A (.5c/.5c) [5/5 Power/round] <10 x 2 = 20>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Fusion Reactor: one Class 17 (generates 170 Power/round) <85>
Locations: aft
Impulse Engine[s]: Two type 3A (generates 12 Power/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 <30>
Standard Usable Power: 194

Operations systems
Bridge: <12>

Cargo container attachment (similar to separation Systems) [10 power/round] <4 x 3 = 12>

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

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

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range package: Mark IV (Accuracy 4/5/8/11)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Probes: None
Sensor 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: 2 <0>

Inertial Damping Field
Main <16>
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: Mark V [3 Power/round] <15>
Strength: 5
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: aft between impulse engines

Transporters
Type: Personnel [5 Power/use] <14>
Pads: 6
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition Coils: Class E (strength 6)
Number and location:

Type: Cargo [2 Power/round] <8>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems Rating: 3 <12>
Anti-Intruder System: none
Internal Force Field [1 Power/3 Strength] <4>
Science Systems Rating: 1 (+0) [1 Power/round] <9>
Specialized Systems: none
Laboratories: 1 <2>

Tactical Systems: None

Shields (Forward, Aft, Port, Starboard) <16 x 4 = 64>
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 67)
Recharging System: Class zero (60 seconds)
Backup Shield Generators: none
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): None

Note: this container vessel carries equal quantities of Matter and anti-matter that when allowed to mix uncontrolled together react violently with an explosion that is capable of a hundred time the damage that a starship can make. Such would be 2d6 x 2000 x 100 giving a maximum explosion of 400,000 to 2,400,000 damage for 5 MU's then drops off by half for every 5 MU's after than till it does no damage so any vessel within 95 to 110 MU's (2,850,000 to 3,300,000 kilometers) will feel the effect.

Transport Container Basic
Class and Type: Colony Transport Container
Commissioning Date: 2250

Hull Systems
Size: 5
Length: 203 meters
Beams: 44 meters
Height: 44 meters
Decks: 9
Mass: 250,000 metric tons
SUs Available: 900 - 1900
SUs Used: 1495

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <20>
Backup: Class I (Protection 25) <10>
Backup: Class I (Protection 25) <10>

Personnel Systems
Crew/Passengers/Evac: 195/2000/3500
Crew Quarters 2195
Spartan: 880 <44>
Basic: 700 <70>
Expanded: 240 <48>
Luxury: 243 < 243>
Unusual: 131 <131>

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>
Consumable: one years worth <10>
Food Processor Mark III (additional 5000 foods) [3 Power/round] <57>
Industrial Fabrication Unites Mark VII [5 Power/round] <15>
Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 8 (one main reck deck; one small rec deck; pleasant eating facilities; three large ounges; four gyms; four small lounges, two arboretums) [8 Power/round] <48>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 100,000 cubic meters <3>
Locations:
Escape Pods <9>
Number: 180
Capacity: 4 persons per pod

Propulsion Systems
Impulse Engine Type: Two Type 3A (.5c/.5c) [5/5 Power/round] <10 x 2 = 20>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Fusion Reactor: one Class 17 (generates 170 Power/round) <85>
Locations: aft
Impulse Engine[s]: Two type 3A (generates 12 Power/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 <35>
Standard Usable Power: 194

Operations systems
Bridge: <20>

Cargo container attachment (similar to separation Systems) [10 power/round] <5 x 3 = 15>

Computers
Core: [5 Power/round] <10>
Uprating: Class Alpha (+1) [1 Power/computer round] <2>
ODN <15>

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

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range package: Mark IV (Accuracy 4/5/8/11)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>

Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Probes: None
Sensor 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: 2 <0>

Inertial Damping Field
Main <20>
Strength: 1 [3 Power/round]
Number: 2
Backup <5>
Strength: 1 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Mark V [3 Power/round] <15>
Strength: 5
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: aft between impulse engines
Emitter: Class [3 Power/Strength used/round] <3 x 6 = 18>
Accuracy: 5/6/8/11
Location: hanger bays

Transporters
Type: Personnel [5 Power/use] <14 x 2 = 28>
Pads: 6
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition Coils: Class E (strength 6)
Number and location:

Type: Emergency [9 Power/round] <16 x 4 = 64>
Pads: 24
Emitter/Receiver Array: Emergency Mark 3 (8,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Cargo [2 Power/round] <8 x 4 = 32>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: none
Internal Force Field [1 Power/3 Strength] <5>
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: none
Laboratories: 4 <2>

Tactical Systems: None

Shields (Forward, Aft, Port, Starboard) <19 x 4 = 76>
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 67)
Recharging System: Class zero (60 seconds)
Backup Shield Generators: none
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 20 Size worth of ships <40>
Standard Complement: 4 Shuttlepods (travel pods) and 8 shuttlecraft
Location(s):

Transport Container
Class and Type: Colony Transport Container
Commissioning Date: 2250

Hull Systems
Size: 5
Length: 203 meters
Beams: 44 meters
Height: 44 meters
Decks: 9
Mass: 250,000 metric tons
SUs Available: 900 - 1900
SUs Used: 1495

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <20>
Backup: Class I (Protection 25) <10>
Backup: Class I (Protection 25) <10>

Personnel Systems
Crew/Passengers/Evac: 195/2000/3500
Crew Quarters 2195
Spartan: 880 <44>
Basic: 700 <70>
Expanded: 240 <48>
Luxury: 243 < 243>
Unusual: 131 <131>

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>
Consumable: one years worth <10>
Food Processor Mark III (additional 5000 foods) [3 Power/round] <57>
Industrial Fabrication Unites Mark VII [5 Power/round] <15>
Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 8 (one main reck deck; one small rec deck; pleasant eating facilities; three large ounges; four gyms; four small lounges, two arboretums) [8 Power/round] <48>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 100,000 cubic meters <3>
Locations:
Escape Pods <9>
Number: 180
Capacity: 4 persons per pod

Propulsion Systems
Impulse Engine Type: Two Type 3A (.5c/.5c) [5/5 Power/round] <10 x 2 = 20>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Fusion Reactor: one Class 17 (generates 170 Power/round) <85>
Locations: aft
Impulse Engine[s]: Two type 3A (generates 12 Power/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 <35>
Standard Usable Power: 194

Operations systems
Bridge: <20>

Cargo container attachment (similar to separation Systems) [10 power/round] <5 x 3 = 15>

Computers
Core: [5 Power/round] <10>
Uprating: Class Alpha (+1) [1 Power/computer round] <2>
ODN <15>

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

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range package: Mark IV (Accuracy 4/5/8/11)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>

Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Probes: None
Sensor 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: 2 <0>

Inertial Damping Field
Main <20>
Strength: 1 [3 Power/round]
Number: 2
Backup <5>
Strength: 1 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Mark V [3 Power/round] <15>
Strength: 5
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: aft between impulse engines
Emitter: Class [3 Power/Strength used/round] <3 x 6 = 18>
Accuracy: 5/6/8/11
Location: hanger bays

Transporters
Type: Personnel [5 Power/use] <14 x 2 = 28>
Pads: 6
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition Coils: Class E (strength 6)
Number and location:

Type: Emergency [9 Power/round] <16 x 4 = 64>
Pads: 24
Emitter/Receiver Array: Emergency Mark 3 (8,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Cargo [2 Power/round] <8 x 4 = 32>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: none
Internal Force Field [1 Power/3 Strength] <5>
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: none
Laboratories: 4 <2>

Tactical Systems: None

Shields (Forward, Aft, Port, Starboard) <19 x 4 = 76>
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 67)
Recharging System: Class zero (60 seconds)
Backup Shield Generators: none
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 20 Size worth of ships <40>
Standard Complement: 4 Shuttlepods (travel pods) and 8 shuttlecraft
Location(s):

The Starships from STAR TREK RENEGADES

There are two Federation Starships seen in the video trailer of Star Trek Renegades one looked to be a Federation Heavy Cruiser with a linage to a Constitution class starships about the size of an Intrepid class while the other has some appearance of a Klingon Federation crossover design with Quad nacelles. Both of these ships make an interesting addition to the Star Trek Universe.

There are several other ships seen that are modifications of Klingon D7 type Battle Cruisers and what looks to be an alien vessel with an odd shape with an escort of smaller fighter size ships. The Battle Cruisers I would upgrade the weapons and defenses as well a little and give them a little armor.

Each of these ships I can see used in an adventure. I will be integrating them into the series of adventures that we have been playing through. If I get to see the other ships better I will generate them.

I will start with the Archer. The Archer looks to be like a variant of the Intrepid class maybe a slightly more advanced version. This is all conjecture and a better look would expose the ships true size and component of equipment and crew this is a useable version.

USS Archer NCC-78101
Class and Type: Captain Class Heavy Cruiser
Commissioning Date: 24th century

Hull Systems
Size: 6
Length: 375.5 meters
Beams: 191.25 meters
Height: 86.25 meters
Decks: 19
Mass: 1,200,000 metric tons
SU's Available: 1300 - 2500
SU's Used: 2445

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <30>
Primary Backup: Class 5 (Protection 40) <15>
Secondary Backup: Class 5 (Protection 40) <15>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 160/150/4000

Crew Quarters
Basic: 170 <17>
Expanded: 100 <20>
Luxury: 30 <30>
Unusual: 10 <10>

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>
Consumable: three years worth <18>
Replicators
Food Replicators [6 Power/round] <6>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <6>
Type: 2 Large unit [2 Power/replicator/round] <6>
Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 6 (two main holodecks; ten holodecks; pleasant eating facilities; one large lounge; two small lounges) [12 Power/round] <48>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 60,000 cubic meters <2>
Locations:
Escape Pods <5>
Number: 80
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 6C <100>
Speed: 6.0/9.0/9.2 [1 Power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: Class 6 (.75c/.9c) [7/9 Power/round] <30>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Warp Engine Type: Class 13/S (generates 670 Power/round) <142>
Locations:
Impulse Engine[s]: one Class 6 (generate 48 power/engine/round)
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) <9>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +250 Power transfer/round <55>
Standard Usable Power:

Operations systems
Bridge: <30>

Computers
Cores: saucer section [5 Power/round] <12>
Cores: secondary 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 secondary hull
Auxiliary Deflector: forward dorsal saucer <6>

Sensor Systems
Long-range Sensors [5 Power/round] <50>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.5 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 9 (strength 9)
Gain Package: Class Alpha (+1)
Coverage: Additional 3000 substance

Lateral Sensors [5 Power/round] <30>
Strength Package: Class 9 (strength 9)
Gain Package: Class Alpha (+1)
Coverage: Additional 3000 substance

Navigational Sensors: [5 Power/round] <20>
Strength Package: Class 9 (strength 9)
Gain Package: Class Alpha (+1)
Probes: 70 <7>
Sensor Skill: 5

Flight Control Systems
Autopilot: Shipboard systems (flight control) 3, Coordination 3 [1 Power/round in use] <12>

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

Inertial Damping Field
Main <48>
Strength: 9 [3 Power/round]
Number: 4
Backup <12>
Strength: 5 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 8 [2 Power/round] <23>
Strength: 8
Security: -5 Security Class Delta Uprating
Basic Uprating: Class Alpha (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 2 = 24>
Accuracy: 4/5/7/10
Location: one forward, one aft

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: hanger bay

Transporters
Type: Personnel [5 Power/use] <17 x 3 = 51>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location:

Type: Emergency [6 Power/round] <15 x 2 = 30>
Pads: 20
Emitter/Receiver Array: Emergency Type 2 (10,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location:

Type: Cargo [3 Power/round] <12 x 3 = 36>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field [1 Power/3 Strength] <6>
Science Systems Rating: 2 (+1) [2 Power/round] <16>
Specialized Systems: Stellar Cartography, Planetary Analysis <10>
Laboratories: 24 <6>

Tactical Systems
Saucer phasers arrays dorsal and ventral, port and starboard <49 x 12 = 588>
Type X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: two port forward dorsal saucer, two starboard forward dorsal saucer, one port aft dorsal saucer, one starboard aft dorsal saucer, two port forward ventral saucer, two starboard forward ventral saucer, one port aft

ventral saucer, one starboard aft dorsal ventral
Firing arc: 540 degrees
Firing Modes: Standard, pulse, continuous, wide-beam

Ventral phasers arrays <33>
Type X
Damage: 200 [20 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 540 degrees
Firing Modes: Standard, pulse, continuous, wide-beam

Ventral phasers arrays <17 x 4 = 68>
Type X
Damage: 200 [20 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: port and starboard warp pylon supports ventral and dorsal
Firing arc: 540 degrees
Firing Modes: Standard, pulse, continuous, wide-beam

Torpedo Launcher <16 x 3 = 48>
Standard Load: Type II photon torpedo (200 damage)
Spread: 8
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: forward ventral saucer, forward secondary hull, one aft dorsal secondary hull
Firing Arc: self-guided
Torpedoes carried: 150 <15>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <76 x 4 = 304>
Shield Generator: Class 5 (protection 1000) [100 Power/shield/round]
Shield grid: Type C (50% increase to 1500 Protection)
Subspace field Distortion Amplifiers: Class Eta (Threshold 333)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 12 Size worth of ships <24>
Standard Complement: 4 Shuttlepods and 4 shuttlecraft
Location(s):

Other possible ships: April, Pike, Kirk, Spock, Sulu, Scott, Decker, Garrett, Harriman, Styles, Terrell,

The next ship to be continued nest post

The second ship looks to be a cross between the Prometheus and a Klingon Vor'cha class Attack Cruiser with a quad nacelle design. The overall appearance appears to be Federation with Klingon influences. What I assume is a saucer like section looks to be a version of the Vor'cha classes forward section strapped to the front of a Federation Secondary hull.

So in generating this ship I made it completely a hybrid of Federation and Klingon technology for this ship. It will appear to be both but neither a variant of the two but not.

The other ship Starship

Renegade starship Icarus
Class and Type: Acheron class prototype Frigate
Commissioning Date: 24th Century

Hull Systems
Size: 6
Length: 321.4 meters
Beams: 163.92 meters
Height: 73.92 meters
Decks: 16
Mass: 867,000 metric tons
SU's Available: 1300 - 2500
SU's Used: 1988

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Ablative Armor: 500 <100>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <30>
Primary Backup: Class 5 (Protection 40) <15>
Secondary Backup: Class(Protection 40) <15>
Specialized hull: Atmospheric Capability <6>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 195/39/2000
Crew Quarters
Spartan: 55 <3>
Basic: 100 <10>
Expanded: 100 <20>
Luxury: 30 <30>
Unusual: 15 <15>

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>
Consumable: three years worth <12>
Replicators
Food Replicators [6 Power/round] <6>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <6>
Type: 2 Large unit [2 Power/replicator/round] <6>
Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 5 (no holodecks; two Large eating facilities; two gyms; three combat practice areas;) [10 Power/round] <40>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 60,000 cubic meters <2>
Locations:
Escape Pods <4>
Number: 80
Capacity: 4 persons per pod

Propulsion Systems
Quad Warp Drive Nacelles: Type 6B <95 + 24 + 24 = 142>
Speed: 6.3/8.8/9.3 [1 Power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: Class 5 (.7c/.9c) [7/9 Power/round] <25>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Warp Engine Type: two Class 6/K (generates 320 Power/round) <72 x 2 = 144>
Locations:
Impulse Engine[s]: one Class 5 (generate 40 power/engine/round)
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) <9>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +250 Power transfer/round <55>
Standard Usable Power: 680

Operations systems
Bridge: <33>

Computers
Cores: saucer section [5 Power/round] <12>
Cores: secondary 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 secondary hull

Sensor Systems
Long-range Sensors [5 Power/round] <41>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.5 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 9 (strength 9)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <21>
Strength Package: Class 9 (strength 9)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <20>
Strength Package: Class 9 (strength 9)
Gain Package: Class Alpha (+1)
Probes: 50 <5>
Sensor Skill: 5

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

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

Inertial Damping Field
Main <48>
Strength: 9 [3 Power/round]
Number: 4
Backup <12>
Strength: 5 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 8 [2 Power/round] <21>
Strength: 8
Security: -4 Security Class gamma Uprating
Basic Uprating: Class Alpha (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 2 = 24>
Accuracy: 4/5/7/10
Location: one forward, one aft

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: hanger bay

Transporters
Type: Personnel [5 Power/use] <16 x 4 = 64>
Pads: 6
Emitter/Receiver Array: Personnel Type 5 (35,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location:

Type: Emergency [6 Power/round] <16 x 2 = 32>
Pads: 22
Emitter/Receiver Array: Emergency Type 2 (10,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location:

Type: Cargo [3 Power/round] <12 x 4 = 48>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field [1 Power/3 Strength] <6>
Science Systems Rating: 2 (+1) [2 Power/round] <16>
Specialized Systems: Stellar Cartography, Planetary Analysis <10>
Laboratories: 18 <4>

Tactical Systems
Two Forward Phaser Arrays <47 x 2 = 94>
Type X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: forward
Firing arc: 540 degrees
Firing Modes: Standard, Pulse

Phaser Arrays <13 x 4 = 52>
Type X
Damage: 200 [20 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: one aft dorsal, one aft ventral one port, one starboard
Firing arc: 360
Firing Modes: Standard, Pulse

Torpedo Launcher <15 x 2 = 30>
Standard Load: Type II Photon Torpedo (200 damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedoes carried: 100 <10>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <71 x 4 = 284>
Shield Generator: Class 5 (protection 900) [90 Power/shield/round]
Shield grid: Type C (50% increase to 1350 Protection)
Subspace field Distortion Amplifiers: Class Zeta (Threshold 300)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 16 Size worth of ships <32>
Standard Complement: 4 Shuttlepods and 6 shuttlecraft
Location(s):

Modified Klingon Battle Cruiser
Class and Type: Bath'leth Class Battle Cruiser
Commissioning Date: 2347

Hull Systems
Size: 5
Length: 214.30 meters
Beam: 152.46 meters
Height: 57.30 meters
Decks: 12
Mass: 535,000 metric tonnes
SUs Available: 1800
SUs Used: 1712

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 4 (Protection 70/110) <26>
Primary Backup: Class 4 (Protection 35) <13>
Secondary Backup: Class 4 (Protection 35) <13>

Personnel Systems
Class/Passengers/Evac: 385/150/3,500
Crew Quarters
Barracks: Houses 360 crewmembers <6>
Spartan: 120 <6>
Basic: 5 <1>

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>
Consumable: 1 years' worth <10>
Food Replicator [5 Power/round] <5>
Industrial
Type: network of small replicators [2 Power/round] <5>
Type: 1 large unit [2 power/replicator/round] <3>
Medical Facilities: 4 (+1) [4 Power/round] <20>
Recreation Facilities: 4 (no holodecks; a large mess hall; two gyms; two combat practice area) [8 Power/round] <32>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo Holds: 30,000 cubic meters <1>
Locations: Six various locations
Escape Pods <6>
Number: 120
Capacity: 4 person per pod

Propulsion Systems
Warp drive Nacelles: Mark 6A <90>
Speed: 6.0/8.0/9.0 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine two Type 5A (.72c/.9c) [7/9 Power/round] <28 x 2 = 56>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <5>

Power Systems
Warp Engine Type: two Class 5/H (generates 250 Power/round) <60 x 2 = 120>
Location: Engineering section
Impulse Engine[s]: two type 5A (generates 44 Power/engine/round)
Auxiliary Power: 3 reactors (generates 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:

Operations System
Bridge: <28>
Auxiliary control room <17>

Computers
Core 1: [5 Power/round] <10>
Core 2: [5 Power/round] <10>
Uprating Class Alpha (+1) [1 power/round] <4>
ODN <15>

Navigational Deflector [5 Power/round] <20>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward module

Sensor Systems
Long-range Sensors [5 Power/round] <39>
Range Package: type 5 (Accuracy 4/5/8/11)
High Resolution: 5 Light-year (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 Light-Years (1.0/1.1 - 4.0/4.1 - 12.0/12.1 – 15.0)
Strength Package: Class 8 (Strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensor [5 Power/round] <19>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensor [5 Power/round] <18>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Alpha (+1)

Probes: 20 probes of varying types <2>
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>
Backup: two <2>

Inertial Damping Field
Main <40>
Strength: 9 [3 Power/round]
Number: 4

Backup <10>
Strength: 6 [2 Power/round]
Number: 4
Attitude control [2 power/round] <2>

Communications Systems
Type: Class 7 [2 Power/round] <19>
Strength: 7
Security: -4 Class Gamma
Basic Uprating: Class Alpha (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Gamma [3 Power/Strength used/round] <9 x 2 = 18>
Accuracy: 4/5/7/10
Location: forward ventral, Aft Ventral

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: hanger deck

Transporters
Type: Personnel [5 Power/use] <14 x 4 = 56>
Pads: 6
Emitter/Receiver Array: Personnel type 4 (30,000 km range)
Energizing/Transition coils: Class g (Strength 7)
Number and Locations:

Type: Emergency [7 Power/use] <15 x 3 = 45>
Pads: 22
Emitter/Receiver Array: Personnel Type 2 (10,000 km range)
Energizing/Transition coils: Class g (Strength 7)
Number and Locations:

Type: Cargo [3 Power/use] <11 x 5 = 55>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition coils: Class g (Strength 7)
Number and location:

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 Disruptors <36>
Type: 8
Damage: 180 [18 Power]
Number of Emitters: (up to 3 shots per round)
Targeting systems: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 120 degrees
Firing Modes: Standard, Pulse

Forward Port Disruptors <36>
Type: 8
Damage: 180 [18 Power]
Number of Emitters: (up to 3 shots per round)
Targeting systems: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 120 degrees
Firing Modes: Standard, Pulse

Main hull Starboard dorsal Disruptors <36>
Type: 8
Damage: 180 [18 Power]
Number of Emitters: (up to 3 shots per round)
Targeting systems: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 120 degrees
Firing Modes: Standard, Pulse

Main hull port dorsal Disruptors <36>
Type: 8
Damage: 180 [18 Power]
Number of Emitters: (up to 3 shots per round)
Targeting systems: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 120 degrees
Firing Modes: Standard, Pulse

Main hull Starboard ventral Disruptors <<36>
Type: 8
Damage: 180 [18 Power]
Number of Emitters: (up to 3 shots per round)
Targeting systems: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 120 degrees
Firing Modes: Standard, Pulse

Main hull Port ventral Disruptors <36>
Type: 8
Damage: 180 [18 Power]
Number of Emitters: (up to 3 shots per round)
Targeting systems: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 120 degrees
Firing Modes: Standard, Pulse

Main hull aft Starboard dorsal Disruptors <36>
Type: 8
Damage: 180 [18 Power]
Number of Emitters: (up to 3 shots per round)
Targeting systems: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 120 degrees
Firing Modes: Standard, Pulse

Main hull aft Port dorsal Disruptors <36>
Type: 8
Damage: 180 [18 Power]
Number of Emitters: (up to 3 shots per round)
Targeting systems: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 120 degrees
Firing Modes: Standard, Pulse

Forward Torpedo Launcher <14>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting systems: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher <14>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting systems: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 120 <12>

TA/T/TS: Class Beta [1 Power/round]<9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <49 x 4 = 196>
Shield Generator: Class 4 (Protection 800) [80 Power/shield/round]
Shield grid: Type B (33% increase to 1064 Protection)
Subspace Field Distortion Amplifiers: Class Zeta (Threshold 267)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System <5>

Auxiliary Spacecraft System
Shuttlebay(s): Capacity for 4 size worth of ships <8>
Standard Compliment: two shuttles
Location(s): aft port and starboard

Renegade Starship

After watching the full movie I could tell that the ship was actually half the size of the Archer and made the following changes and to emulate a closer version. I had too loose a lot of what I liked about the ship to make it fit the size category. I was over the twenty two hundred by just reducing the size and had to cut some of the weapons out completely and make sever modifications to the ship. I may even be too large still and the ship is size four or even a three starships. With such a small crew the ship is just a little big and I added in an automation that is size x 20 for SU's and size x 2 for power and allows a small crew to handle a much larger ship even though most Federation Starships can be operated with a small crew in an emergency the automation allows the operation for much longer.

For those who are interested the first version was able to take out a larger ship with ease and cause severe damage to that vessel. This smaller version is nothing to sneeze at except it lacks a little something.

Renegade Starship Incurs
Class and Type: Incurs-class Prototype Light Frigate
Commissioning Date: 24th Century

Hull Systems
Size: 5
Length: 150 meters
Beams: 75 meters
Height: 34 meters
Decks: 6
Mass: 207,000 metric tons
SU's Available: 900 - 1900
SU's Used: 1636

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <23>
Primary Backup: Class 3 (Protection 30) <12>
Secondary Backup: Class 3 (Protection 30) <12>
Specialized hull: Atmospheric Capability <5>
Planetfall Capability <5>

Personnel Systems
Crew/Passengers/Evac: 12/6/100
Crew Quarters
Spartan: none
Basic: 10 <1>
Expanded: 5 <1>
Luxury: 1 <1>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [5 Power/round] <20>
Reserve Life Support [2 Power/round] <10>
Emergency Life Support (36 emergency-shelters) <10>
Gravity [3 Power/round] <5>
Consumable: one years worth <5>
Replicators
Food Replicators [5 Power/round] <5>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <5>
Type: 1 Large unit [2 Power/replicator/round] <5>
Medical Facilities: 3 (+1) [3 Power/round] <15>
Recreation Facilities: 1 [2 Power/round] <8>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 20,000 cubic meters <1>
Locations:
Escape Pods <1>
Number: 20
Capacity: 1 persons per pod

Propulsion Systems
Quad Warp Drive Nacelles: Type 6B <95 + 24 + 24 = 142>
Speed: 6.3/8.8/9.3 (475c/1411c/1735c) [1 Power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: four Class 5 (.7c/.9c) [7/9 Power/round] <25 x 4 = 100>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: one Class 10/P (generates 530 Power/round) <113>
Locations:
Impulse Engine[s]: four Class 5 (generate 40 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, +250 Power transfer/round <50>
Standard Usable Power: 690

Operations systems
Bridge: <20>

Computers
Cores: saucer section [5 Power/round] <10>
Cores: secondary hull [5 Power/round] <10>
Uprating: Class Alpha (+1) [1 Power/computer round] <4>
ODN <15>

Navigational Deflector [5 Power/round] <20>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward secondary hull

Sensor Systems
Long-range Sensors [5 Power/round] <39>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.5 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <19>
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <18>
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Probes: 10 <1>
Sensor Skill: 5

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

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

Inertial Damping Field
Main <48>
Strength: 9 [3 Power/round]
Number: 4
Backup <6>
Strength: 5 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 8 [2 Power/round] <21>
Strength: 8
Security: -4 Security Class gamma Uprating
Basic Uprating: Class Alpha (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: one aft

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: hanger bay

Transporters
Type: Personnel [5 Power/use] <16>
Pads: 6
Emitter/Receiver Array: Personnel Type 5 (35,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location:

Type: Cargo [3 Power/round] <12>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location:

(Optional) Cloaking device: Class 8 [40 power/class/round] <29>

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Field [1 Power/3 Strength] <5>
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: none
Laboratories: 1 <2>

Tactical Systems
Forward Linked Phaser Cannons <10 x 4 = 40>
Type X
Damage: 250 [25 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: one located at the front of each of the warp nacelles channels much of its power through the warp engines when nacelles are damaged the weapon is off line.
Firing arc: 90
Firing Modes: Standard

Two Forward Phaser Arrays <23 x 2 = 46>
Type X
Damage: 200 [20 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: forward main hull points
Firing arc: 540 degrees
Firing Modes: Standard, Pulse

Phaser Arrays <12 x 8 = 96>
Type VIII
Damage: 160 [16 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: two port dorsal forward main hull, two starboard dorsal forward main hull, two port ventral main hull, two starboard ventral main hull,
Firing arc: 360
Firing Modes: Standard, Pulse

Phaser Arrays <8 x 4 = 32>
Type VII
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: one aft starboard nacelles support dorsal, one aft port nacelles support dorsal, one aft starboard nacelles support ventral, one aft port nacelles support ventral,
Firing arc: 360
Firing Modes: Standard, Pulse

Phaser Arrays <14 x 4 = 56>
Type V
Damage: 100 [10 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: two ventral engineering (port and starboard) two dorsal engineering (port and starboard)
Firing arc: 360
Firing Modes: Standard, Pulse

Torpedo Launcher <15 x 4 = 60>
Standard Load: Type II Photon Torpedo (200 damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: two forward, two aft
Firing Arc: self-guided
Torpedoes carried: 50 <5>

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

Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <59 x 4 = 236>271
Shield Generator: Class 5 (protection 850) [85 Power/shield/round]
Shield grid: Type C (50% increase to 1275 Protection)
Subspace field Distortion Amplifiers: Class Zeta (Threshold 283)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 6 Size worth of ships <12>
Standard Complement: 2 Shuttlepods and 2 shuttlecraft
Location(s):

Construction Notes: With the reduction in the weapons it loose a lot of a punch in fight with the exception of the phaser cannons mounted on the front of the warp nacelles.

Renegade Starship Icarus
Class and Type: Acheron class prototype Frigate
Commissioning Date: 24th Century

Hull Systems
Size: 4
Length: 148.4 meters
Beams: 75.69 meters
Height: 34.13 meters
Decks: 5
Mass: 150,000 metric tons
SU's Available: 800 - 1300
SU's Used: 1298

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <22>
Primary Backup: Class 3 (Protection 30) <11>
Secondary Backup: Class 3 (Protection 30) <11>
Specialized hull: Atmospheric Capability <4>
Planetfall Capability <4>

Personnel Systems
Crew/Passengers/Evac: 15/9/200
Crew Quarters
Basic: 15 <2>
Expanded: 6 <2>
Luxury: 2 <2>
Unusual: 1 <1>

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>
Consumable: one years worth <4>
Food Replicators [4 Power/round] <4>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <4>
Type: 1 Large unit [2 Power/replicator/round] <3>
Medical Facilities: 6 (+1) [6 Power/round] <30>
Recreation Facilities: 3 (no holodecks; one small lounge) [6 Power/round] <24>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <12>
Fire Suppression System [1 Power/round when active] <4>
Cargo hold: 5,000 cubic meters <1>
Locations:
Escape Pods <1>
Number: 20
Capacity: 1 persons per pod

Propulsion Systems
Quad Warp Drive Nacelles: Type 6A <90>
Speed: 6.0/8.0/9.0 [1 Power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: two Class 5 (.7c/.9c) [7/9 Power/round] <25 x 2 = 50>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <4>

Power Systems
Warp Engine Type: two Class 3/E (generates 199 Power/round) <45 x 2 = 90>
Locations:
Impulse Engine[s]: two Class 5 (generate 40 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 <30>
Standard Usable Power: 478

Operations systems
Bridge: <20>

Computers
Cores: [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 secondary hull

Sensor Systems
Long-range Sensors [5 Power/round] <39>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.5 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <19>
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <18>
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Probes: 10 <1>
Sensor Skill: 4

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: 2 <0>

Inertial Damping Field
Main <16>
Strength: 9 [3 Power/round]
Number: 2
Backup <4>
Strength: 5 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 7 [2 Power/round] <16>
Strength: 8
Security: -4 Security Class gamma Uprating
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Gamma [3 Power/Strength used/round] <9 x 2 = 18>
Accuracy: 4/5/7/10
Location: one forward, one aft

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: hanger bay

Transporters
Type: Personnel [4 Power/use] <15>
Pads: 4
Emitter/Receiver Array: Personnel Type 5 (35,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location:

Type: Cargo [3 Power/round] <12>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location:

Cloaking device: Class 7 [40 power/class/round] <25>

Security Systems Rating: 1 <4>
Anti-Intruder System: none
Internal Force Field [1 Power/3 Strength] <4>
Science Systems Rating: 1 (+0) [1 Power/round] <9>
Specialized Systems: none
Laboratories: 8 <2>

Tactical Systems
Four Forward Linked Phaser Cannons <13 x 4 = 52>
Type VII
Damage: 190 [19 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: one located at the front of each of the warp nacelles channels much of its power through the warp engines when nacelles are damaged the weapon is off line.
Firing arc: 90
Firing Modes: Standard, Pulse, Continuous

Two Forward Phaser Arrays <26 x 2 = 52>
Type VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: forward main hull points
Firing arc: 540 degrees
Firing Modes: Standard, Pulse

Phaser Arrays <17 x 4 = 68>
Type V
Damage: 100 [10 Power]
Number of Emitters: 120 (up to 3 shots per round)

Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: one port aft dorsal main hull, one starboard aft dorsal main hull, one port aft ventral main hull, one starboard aft ventral main hull, one port dorsal secondary hull mid ship
Firing arc: 360
Firing Modes: Standard, Pulse

Phaser Arrays <17 x 4 = 68>
Type V
Damage: 100 [10 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: two ventral engineering (port and starboard) two dorsal engineering (port and starboard)
Firing arc: 360
Firing Modes: Standard, Pulse

Torpedo Launcher <15 x 2 = 30>
Standard Load: Type II Photon Torpedo (200 damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: one forward, one aft
Firing Arc: self-guided
Torpedoes carried: 50 <5>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <43 x 4 = 172>58
300
Shield Generator: Class 4 (protection 750) [75 Power/shield/round]
Shield grid: Type C (50% increase to 1125 Protection)
Subspace field Distortion Amplifiers: Class Epsilon (Threshold 250)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <4>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 4 Size worth of ships <8>
Standard Complement: 2 Shuttlepods
Location(s):

Construction Notes: This version is a down rated version of my more powerful version. I had to cut some systems to the bare bones. Unlike her bigger version she is an under powered under gunned version of the ship that could easily take on the Defiant in a head to head combat.

The weapons linking slaves together two or more weapons arrays using a single targeting system and focuses repeated attacks on a single target. Basically this saves the addition of multiple targeting systems but limits firing capabilities and can be applied to nearly any weapons system. With the linked weapons the weapons can fire in a simultaneous spread or one after another yet targeting the same point on a starship that is its opponent. The forward cannons located at the front of the warp nacelles and channels much of its power through the warp engines when nacelles are damaged, the weapon is off line.

With Quad impulse engines and dual warp cores this little ship is far over power and is capable dispensing some devastating firepower that can take out nearly any ship that is encounters. In testing it is capable of taking on the strongest Federation or Klingon ships with devastating efficacy. At present this version of the starship is far more dangerous than the version of the starship seen in Star Trek Renegades videos. This is a far too over gunned and over powered the ship would be a good replacement to the Defiant class for any battle situation.

This is one of my favorites

Planetary Colony in Spacedock

This is a long post and takes several posts to finish.

There is a picture from the re-mastered Star Trek the Original Series that shows the Enterprise in orbit of planet that has series of domes on the surface of the planet in a pentagon arrangement. I can't remember which episode that this was but it was memorable for me I think it is the Lights of Zadar or something like that. My Star Trek The Original Series remastered DVD collection has been barrowed by someone and has not returned it yet who it was I cannot say as I do not remember giving permission. This was the image that spawned into what has come to be this multiple posts of a colony outpost. I treated the place like that a fort Laramie where everyone comes and goes but no one really stays for long.

Looking at the collection of domes together they have redundant systems such as the Medical and science systems and such that are not needed with a dome that is dedicated to science but that is lost when viewed with the possibility of contagion or such.

I made the planet a smallish planet than is little more than a tenth (12.4%) the size of the Earth. I knew I had to make the planet a Class K as it would be the most realistic. I left plenty of room to make large changes and upgrades as the place evolves.

I wanted a moderate size population and came up with just over 45,000 people and that could be kicked up with the addition of crew quarters. A couple hundred SU's thrown to the Crew quarters on each dome could sky rocket the population up but too many people the place is just too crowded.

The Planetoid
Class K (habitable with pressure domes only)
Diameters: 1612 Kilometers
Circumference: 4960 Kilometers
Surface Area: 63,249,300 square kilometers
Materials: a multitude of materials mostly common nickels and basic irons materials that is common throughout the galaxy. There little use to the mining guilds or construction of anything that is needed anywhere else in the galaxy.
Description: The planet is a young world in a solar system is the youngest in the sector sitting on the edge of the local nebula. There is several other planets in the system with two dozen moons littering the system and a moderately dense asteroid belt on the outer edge of the system.

Central Administration and Operations Dome
Class and Type:
Commissioning Date: 2245

Hull Systems
Size: 2 (6)
Diameters: 250 meters
Height: 50 meters
Decks: 12
Mass: 1,200,000 metric tons
SUs Available: 1300 – 2,500
SUs Used: 971

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <21>
Primary Backup: Class I (Protection 25) <11>
Secondary Backup: Class I (Protection 25) <11>

Personnel Systems
Crew/Inhabitants/Capacity: 150/2500/4437
Crew Quarters
Spartan: 5480 <274>
Basic: 2019 <219>
Expanded: 1090 <218>
Luxury: 219 <219>
Unusual: 219 <219>

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>
Consumable: two years worth <24>
Food Processor: Mark III [3 Power/round] <15>
Industrial Fabrication Mark VII [5 Power/round] <18>
Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 5 (one small Rec Deck; pleasant eating facilities; three gyms; three small lounges, one Arboretum) [5 Power/round] <30>
Mercantile Facilities:
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 23,000 cubic meters <1>
Locations:

Escape Pods: none

Propulsion Systems: None

Power Systems
Fusion Reactor: two type 20 (generates 200 Power/round) <100 x 2 = 200>
Locations:
Solar Power: 4 panels (generates 10 power/round) <4 x 3 = 12>
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) <9>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +100 Power transfer/round <40>
Standard Usable Power: 440

Operations systems
Operations (OPS): (see notes) <8>
Operations (OPS): (see notes) <80>

Computers
Core 1: [5 Power/round] <12>
ODN <18>

Sensor Systems
Long-range Sensors [5 Power/round] <20>
Range package: Mark IV (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 6 (strength 6)
Gain Package: Standard (+0)
Coverage: standard

Lateral Sensors [5 Power/round] <12>
Strength Package: Class 6 (strength 6)
Gain Package: Standard (+0)
Coverage: standard
Probes: none
Sensor Skill: 4

Communications Systems
Type: Mark V [3 power/round of use] <15>
Strength: 5
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3 x 2 = 6>
Accuracy 5/6/8/11
Location: one in handger bay and one attached to the top of the dome

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:

Type: Cargo [3 Power/round] <9>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field [1 power/3 Strength] <6>
Science Systems Rating: 1 (+0) [1 Power/round] <11>
Specialized Systems: none
Laboratories: 1 <2>

Tactical Systems

Shields (Forward, Aft, Port, Starboard) <34 x 4 = 136>
Shield Generator: Class 2 (protection 400) [40 power/shield/round]
Shield grid: Type B (33% increase to 532 Protection)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 133)
Recharging System: Class zero (75 seconds)
Backup Shield Generators: none
Auto-Destruct System: none

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 20 Size worth of ships <40>
Standard Complement: two shuttlecraft, eight construction shuttles
Location(s): Main hanger bay

Note: Located at the center of the pinwheel of domes. It is by far the oldest of the domes and has much of the most important functions and can control the other domes from the central operations center. The Colony Governor's Residence is in this dome and has been enlarged to house his staff as well.

Large habitat Domes
Class and Type: Eden-class Habitable Dome (dome A, B, C, D, E)
Commissioning Date: twenty-third century (2250's)

Hull Systems
Size: 3 (11)

Diameters: 1000 meters
Height: 400 meters
Decks: 100
Mass: 8,500,000 metric tons
SUs Available: 2750 - 4000
SUs Used: 3947

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <26>
Primary Backup: Class I (Protection 25) <13>
Secondary Backup: Class I (Protection 25) <13>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 218/6200/6840
Crew Quarters
Spartan: 8040 <402>
Basic: 3350 <335>
Expanded: 1585 <317>
Luxury: 513 <513>
Unusual: 820 <820>

Environmental Systems
Basic Life Support [12 Power/round] <44>
Reserve Life Support [6 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: three years worth <33>
Food processors Mark III [3 Power/round] <28>
Industrial Fabrication unit Mark VII [5 Power/round] <33>
Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 8 (one main rec deck; one small rec deck; pleasant eating facilities; three large lounges; four gyms; four small lounges; two arboretums) [8 Power/round] <48>
Mercantile Facilities: 4 (12 establishments) [8 Power/round] <32>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <33>
Fire Suppression System [1 Power/round when active] <11>
Manufacturing four systems [148 power/round] <37 x 4 = 148>
Cargo hold: 2,000,000 cubic meters <60>
Locations: Lower levels
Escape Pods: none

Propulsion Systems: None

Power Systems
Fusion Reactor: three type 20 (generates 200 Power/round) <100 x 3 = 300>
Locations:
Solar Power: 12 panels (generates 10 power/round) <3 x 12 = 36>
Auxiliary Power: 6 reactors (generate 5 Power/reactor/round) <18>
Emergency Power: Type C (generates 30 Power/round) <30>
EPS: Standard Power flow, +100 Power transfer/round <65>
Standard Usable Power: 720

Operations systems
Operations (OPS): (see notes) <12>

Computers
Core 1: [5 Power/round] <22>
ODN <33>

Sensor Systems (exterior feed from Central Administration and operation dome)
Sensor Skill: 3

Communications Systems (relys on the larger communications system in Central Administration and operation dome)
Type: Mark I Subspace Radio [3 power/round of use] <3>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams None

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:

Type: Emergency [6 Power/round] <12 x 4 = 48>
Pads: 20
Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and location:

Type: Cargo [3 Power/round] <9>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <11>
Internal Force Field [1 power/3 Strength] <11>

Science Systems Rating: none
Specialized Systems: none
Laboratories: None

Tactical Systems: None (see notes)

Shields (Forward, Aft, Port, Starboard) <59 x 4 = 236>
Shield Generator: Class 4 (protection 400) [40 power/shield/round]
Shield grid: Type B (33% increase to 532 Protection)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 133)
Recharging System: Class zero (75 seconds)
Backup Shield Generators: none
Auto-Destruct System: None

Auxiliary Spacecraft systems
Shuttlebay(s): None

Science Dome
Class and Type:
Commissioning Date: 2250's

Hull Systems
Size: 2 (6)
Diameters: 250 meters
Height: 50 meters
Decks: 12
Mass: 1,200,000 metric tons
SUs Available: 1300 – 2,500
SUs Used: 1299

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <21>
Primary Backup: Class I (Protection 25) <11>
Secondary Backup: Class I (Protection 25) <11>

Personnel Systems
Crew/Inhabitants/Capacity: 200/800/1000
Crew Quarters
Spartan: 1060 <53>
Basic: 400 <40>
Expanded: 280 <56>
Luxury: 100 <100>
Unusual: 160 <160>

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>
Consumable: two years worth <24>
Food Processor: Mark III [3 Power/round] <15>
Industrial Fabrication Mark VII [5 Power/round] <18>
Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 5 (one small Rec Deck; pleasant eating facilities; three gyms; three small lounges, one Arboretum) [5 Power/round] <30>
Mercantile Facilities:
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 23,000 cubic meters <1>
Locations:
Escape Pods: none

Propulsion Systems: None

Power Systems
Fusion Reactor: two type 20 (generates 200 Power/round) <100 x 2 = 200>
Locations:
Solar Power: 4 panels (generates 10 power/round) <3 x 4 = 12>
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) <9>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +100 Power transfer/round <40>
Standard Usable Power: 440

Operations systems
Operations (OPS): <8>

Computers
Core 1: [5 Power/round] <12>
ODN <18>

Sensor Systems: None (exterior feed from Central Administration and operation dome)
Sensor Skill: 4

Communications Systems (relies on the larger communications system in Central Administration and Operation Dome)
Emergency Communications: [2 Power/round] <1>

Tractor Beams: None

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:

Type: Emergency [6 Power/use] <12 x 2 = 24>
Pads: 20
Emitter/Receiver Array: Emergency Mark 3 (8,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Cargo [3 Power/round] <9>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field [1 power/3 Strength] <6>
Science Systems Rating: 3 (+2) [3 Power/round] <21>
Specialized Systems: Biological Analysis, Stellar Sciences Analysis <10>
Laboratories: 24 <6>

Tactical Systems

Shields (Forward, Aft, Port, Starboard) <34 x 4 = 136>
Shield Generator: Class 2 (protection 400) [40 power/shield/round]
Shield grid: Type B (33% increase to 532 Protection)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 133)
Recharging System: Class zero (75 seconds)
Backup Shield Generators: none
Auto-Destruct System: none

Auxiliary Spacecraft systems
Shuttlebay(s): None

Security/Prison dome
Class and Type:
Commissioning Date: 2250's

Hull Systems
Size: 2 (6)
Diameters: 250 meters
Height: 50 meters
Decks: 12
Mass: 1,200,000 metric tons
SUs Available: 1300 – 2,500
SUs Used: 839

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <21>
Primary Backup: Class I (Protection 25) <11>
Secondary Backup: Class I (Protection 25) <11>

Personnel Systems
Crew/Inhabitants/Capacity: 78/400/1000
Crew Quarters
Barracks: Houses 1000 prisoners <17>
Spartan: 1400 <20>
Basic: 60 <6>
Expanded: 14 <3>
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>
Consumable: two years worth <24>
Food Processor: Mark III [3 Power/round] <15>
Medical Facilities: 3 (+0) [3 Power/round] <15>
Recreation Facilities: 3 (two gyms; one small lounges) [3 Power/round] <18>
Mercantile Facilities:
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 23,000 cubic meters <1>
Locations:
Escape Pods: none

Propulsion Systems: None

Power Systems
Fusion Reactor: two type 20 (generates 200 Power/round) <100 x 2 = 200>
Locations:
Solar Power: 4 panels (generates 10 power/round) <4 x 3 = 12>
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) <9>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +100 Power transfer/round <40>
Standard Usable Power: 440

Operations systems
Operations (OPS): (see notes) <8>

Computers
Core 1: [5 Power/round] <12>
ODN <18>

Sensor Systems: None (exterior feed from Central Administration administration and operation dome)
Sensor Skill: 4

Communications Systems (relys on the larger communications system in Central Administration administration and operation dome)
Type: Mark I Subspace Radio [3 power/round of use] <3>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams: None

Transporters
Type: Personnel [3 Power/use] <11>
Pads: 2
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Emergency [6 Power/use] <12 x 2 = 24>
Pads: 20
Emitter/Receiver Array: Emergency Mark 3 (8,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Cargo [3 Power/round] <9>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field [1 power/3 Strength] <6>
Science Systems Rating: None
Specialized Systems: none
Laboratories: None

Tactical Systems

Shields (Forward, Aft, Port, Starboard) <34 x 4 = 136>
Shield Generator: Class 2 (protection 400) [40 power/shield/round]
Shield grid: Type B (33% increase to 532 Protection)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 133)
Recharging System: Class zero (75 seconds)
Backup Shield Generators: none
Auto-Destruct System: none

Auxiliary Spacecraft systems
Shuttlebay(s): None

Three Manufacturing Domes
Class and Type:
Commissioning Date: 2250's

Hull Systems
Size: 2 (6)
Diameters: 250 meters
Height: 50 meters
Decks: 12
Mass: 1,200,000 metric tons
SUs Available: 1300 – 2,500
SUs Used: 1358

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <21>
Primary Backup: Class I (Protection 25) <11>
Secondary Backup: Class I (Protection 25) <11>

Personnel Systems
Crew/Inhabitants/Capacity: 200/3000/3700
Crew Quarters
Spartan: 3120 <156>
Basic: 2280 <228>
Expanded: 1075 <215>
Luxury: 260 <260>
Unusual: 165 <165>

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>
Consumable: two years worth <24>
Food Processor: Mark III [3 Power/round] <15>
Medical Facilities: 3 (+0) [3 Power/round] <15>
Recreation Facilities: 3 (two gyms; one small lounges) [3 Power/round] <18>
Mercantile Facilities:
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Manufacturing one systems [32 power/round] <32>

Cargo hold: 30,000 cubic meters <1>
Locations:
Escape Pods: none

Propulsion Systems: None

Power Systems
Fusion Reactor: two type 20 (generates 200 Power/round) <100 x 2 = 200>
Locations:
Solar Power: 4 panels (generates 10 power/round) <4 x 3 = 12>
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) <9>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +100 Power transfer/round <40>
Standard Usable Power: 440

Operations systems
Operations (OPS): (see notes) <8>

Computers
Core 1: [5 Power/round] <12>
ODN <18>

Sensor Systems: None (exterior feed from Central Administration administration and operation dome)
Sensor Skill: 4

Communications Systems (relys on the larger communications system in Central Administration administration and operation dome)
Type: Mark I Subspace Radio [3 power/round of use] <3>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams: None

Transporters
Type: Personnel [3 Power/use] <11>
Pads: 2
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

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:

Type: Emergency [6 Power/use] <12 x 2 = 24>
Pads: 20
Emitter/Receiver Array: Emergency Mark 3 (8,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Cargo [3 Power/round] <9>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field [1 power/3 Strength] <6>
Science Systems Rating: None
Specialized Systems: none
Laboratories: None

Tactical Systems

Shields (Forward, Aft, Port, Starboard) <34 x 4 = 136>
Shield Generator: Class 2 (protection 400) [40 power/shield/round]
Shield grid: Type B (33% increase to 532 Protection)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 133)
Recharging System: Class zero (75 seconds)
Backup Shield Generators: none
Auto-Destruct System: none

Auxiliary Spacecraft systems
Shuttlebay(s): None

Space Port Dome
Class and Type:
Commissioning Date: 2250's

Hull Systems
Size: 2 (6)
Diameters: 250 meters
Height: 50 meters
Decks: 12
Mass: 1,200,000 metric tons
SUs Available: 1300 – 2,500
SUs Used: 1871

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]

Main: Class I (Protection 50/80) <21>
Primary Backup: Class I (Protection 25) <11>
Secondary Backup: Class I (Protection 25) <11>

Personnel Systems
Crew/Inhabitants/Capacity: 100/200/500
Crew Quarters
Spartan: 320 <16>
Basic: 256 <26>
Expanded: 88 <88>
Luxury: 88 <88>
Unusual: 48 <48>

Environmental Systems
Basic Life Support [8 Power/round] <24>
Reserve Life Support [8 Power/round] <12>
Emergency Life Support (36 emergency shelters) <12>
Gravity [3 Power/round] <6>
Consumable: two years worth <24>
Food Processor: Mark III [3 Power/round] <15>
Industrial Fabrication Mark VII [5 Power/round] <18>
Medical Facilities: 3 (+0) [3 Power/round] <15>
Recreation Facilities: 6 (one main rec deck; Pleasant eating facilities; one large lounge; three gyms; three small lounges; one arboretum) [3 Power/round] <38>
Mercantile Facilities: 3 (bar/restaurant & eight stores) [6 power/round] <24>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 30,000 cubic meters <1>
Locations:
Escape Pods: none

Propulsion Systems: None

Power Systems
Fusion Reactor: two type 20 (generates 200 Power/round) <100 x 2 = 200>
Locations:
Solar Power: 4 panels (generates 10 power/round) <4 x 3 = 12>
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) <9>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +100 Power transfer/round <40>
Standard Usable Power: 440

Operations systems
Operations (OPS): (see notes) <8>

Computers
Core 1: [5 Power/round] <12>
ODN <18>

Sensor Systems
Long Range Sensors: None (exterior feed from Central Administration and operation dome)

Lateral Sensors [5 Power/round] <12>
Strength Package: Class 6 (strength 6)
Gain Package: Standard (+0)
Coverage: standard
Probes: none
Sensor Skill: 4

Communications Systems
Type: Mark V [3 power/round of use] <15>
Strength: 5
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11
Location: one in handger bay and one attached to the top of the dome

Transporters
Type: Personnel [3 Power/use] <11>
Pads: 2
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

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:

Type: Emergency [6 Power/use] <12 x 2 = 24>
Pads: 20
Emitter/Receiver Array: Emergency Mark 3 (8,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Cargo [3 Power/round] <9>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field [1 power/3 Strength] <6>

Science Systems Rating: 1 (+0) [1 power/round] <11>
Specialized Systems: none
Laboratories: 6 <2>

Tactical Systems

Shields (Forward, Aft, Port, Starboard) <34 x 4 = 136>
Shield Generator: Class 2 (protection 400) [40 power/shield/round]
Shield grid: Type B (33% increase to 532 Protection)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 133)
Recharging System: Class zero (75 seconds)
Backup Shield Generators: none
Auto-Destruct System: none

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 200 Size worth of ships <400>
Standard Complement: can house 100 shuttles of size 2
Location(s): Main hanger bay

Docking bays:
1 rating 3 number of docks (ships up to size 3) [may supply 30 power/round/ship] <1>

Connection Tubes
Class and Type:
Commissioning Date: 2250's

Hull Systems
Size: 1 (4)
Length: 750 meters
Width: 50 meters
Height: 20 meters
Decks: 5
Mass: 100,000 metric tons
SUs Available: 800 – 1,300
SUs Used: 310

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <19>
Primary Backup: Class I (Protection 25) <10>
Secondary Backup: Class I (Protection 25) <10>

Personnel Systems (None)
Crew/Inhabitants/Capacity: 100/0/400
Crew Quarters: None

Environmental Systems
Basic Life Support [7 Power/round] <16>
Reserve Life Support [4 Power/round] <8>
Emergency Life Support (36 emergency shelters) <8>
Gravity [2 Power/round] <4>
Consumable: two weeks worth <8>
Medical Facilities: Emergancy Medical Kits <5>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <4>
Fire Suppression System [1 Power/round when active] <4>
Cargo hold: 7,500 cubic meters <1>
Locations:
Escape Pods: none

Propulsion Systems: None

Power Systems (Receives power from dome systems)
Solar Power: 4 panels (generates 10 power/round) <4 x 3 = 12>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <30>
Standard Usable Power: 40

Operations systems
Operations (OPS): none (see notes)

Computers: None
ODN <12>

Sensor Systems: None (exterior feed from Central Administration administration and operation dome)

Communications Systems: None
Tractor Beams: None

Transporters: None

Security Systems rating: none
Anti-Intruder System: Yes [1 Power/round] <4>
Internal Force Field [1 power/3 Strength] <4>
Science Systems Rating: none
Specialized Systems: none
Laboratories: None

Tactical Systems

Shields (Forward, Aft, Port, Starboard) <24 x 4 = 96>
Shield Generator: Class 2 (protection 400) [40 power/shield/round]
Shield grid: Type B (33% increase to 532 Protection)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 133)
Recharging System: Class zero (75 seconds)
Backup Shield Generators: none

Auto-Destruct System: none

Planetary Shield Emitter Orbital Satellite
Class and Type: Guardian-class Planetary Shield Emitter
Commissioning Date: 2250's

Hull Systems
Size: 1 (4)
Diameter: 80 meters
Height: 25 meters
Decks: 5
Mass: 60,000 metric tons
SUs Available: 800 - 1300
SUs Used: 5243

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <19>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: none
Crew Quarters: None

Environmental Systems
Basic Life support [4 power/round] <16>
Consumable: one years worth <8>
Personal Transport: Jefferies tubes [0 Power/round] <4>
Fire Suppression System [1 Power/round when active] <4>

Propulsion Systems: None

Power Systems
Fusion Reactor: three type 20 (generates 200 Power/round) <100 x 3 = 300>
Locations:
Solar Power: 2 Panels (generate 10 Power/reactor/round) <6>
EPS: Standard Power flow, +10 Power transfer/round <21>
Standard Usable Power: 620

Operations systems
Operations (OPS): none

Computers
Core: [5 Power/round] <4>
ODN <12>

Sensor Systems: None

Communications Systems
Type: Mark I interplanetary Radio [3 power/round of use] <1>
Strength: 1
Security: -0

Tractor Beams: None

Transporters: None
Security Systems rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <4>
Internal Force Field: [1 power/3 Strength] <4>
Science Systems Rating: none
Specialized Systems: none
Laboratories: none

Tactical Systems: None

Shields (Forward, Aft, Port, Starboard) <1204 x 4 = 4816>
Shield Generator: Class 5 (protection 1400) [140 power/shield/round]
Shield grid: Type 0 (0% increase to 0 Protection)
Subspace field Distortion Amplifiers: Class Iota (Threshold 450)
Recharging System: Class zero (75 seconds)
Backup Shield Generators: none
Auto-Destruct System <4>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 2 Size worth of ships <4>
Standard Complement: one shuttlecraft
Location(s): Main Shuttlebay

Notes: Although the shield generators project a shield covering a section of the surface with interconnecting with the other three dozens of other shield emitter stations all over the planet creates a planetary shield.

Design note: this was the only way to create a planetary facility even though it meant going way over on SU's. I wanted enough of a shield to keep a small group of ships off but a fleet it would soon lose out with their combined weapons.

Planetary Phaser Bank Facility
Class and Type: Defensive phaser bank
Commissioning Date: 2250's

Hull Systems
Size: 1 (3)
Diameters: 46 meters
Height: 12 meters

Decks: 1
Mass: 10,000 metric tons
SUs Available: 600 – 1,000
SUs Used: 530

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <18>
Primary Backup: Class I (Protection 25) <9>
Secondary Backup: Class I (Protection 25) <9>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 4/0/8
Crew Quarters
Barracks: houses 7 Crewmembers <1>
Spartan: 1 <1>

Environmental Systems
Basic Life Support [2 Power/round] <12>
Reserve Life Support [1 Power/round] <6>
Emergency Life Support (18 emergency shelters) <6>
Gravity [2 Power/round] <3>
Consumable: one years worth <6>
Food Processor Mark III [3 Power/round] <8>
Industrial Fabrication unit Mark III [3 Power/round] <3>
Medical Facilities: Medical Kits <5>
Recreation Facilities: 1 (a spartan mess hall; exercise room) [1 Power/round] <6>
Personal Transport: Jefferies tubes [0 Power/round] <3>
Fire Suppression System [1 Power/round when active] <3>
Cargo hold: 900 cubic meters <1>
Locations: Lower Cargo Bays ()
Escape Pods: none

Propulsion Systems: None

Power Systems
Fusion Reactor: type 27 (generates 270 Power/round) <135>
Locations:
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +20 Power transfer/round <17>
Standard Usable Power:

Operations systems
Operations (OPS): <12>

Computers
Core 1: [5 Power/round] <6>
ODN <12>

Sensor Systems
Long-range Sensors [5 Power/round] <20>
Range package: Mark IV (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 6 (strength 6)
Gain Package: Standard (+0)
Coverage: standard

Lateral Sensors [5 Power/round] <12>
Strength Package: Class 6 (strength 6)
Gain Package: Standard (+0)
Coverage: standard
Probes: none
Sensor Skill: 4

Communications Systems
Type: Mark V [3 power/round of use] <15>
Strength: 5
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams: None

Transporters
Type: Personnel [3 Power/use] <11>
Pads: 2
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Cargo [3 Power/round] <8>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems rating: 1 <4>
Anti-Intruder System: [1 Power/round] <3>
Internal Force Field [1 power/3 Strength] <3>
Science Systems Rating: 1 (+0) [1 Power/round] <8>
Specialized Systems: none
Laboratories: 1 <1>

Tactical Systems
Phaser Banks <15>
Type V Phaser Array
Damage: 100 [10 power]
Number of Emitters: 120 (up to 3 shots per round)

Auto-Phaser Interlock: Class Zero (Accuracy 6/7/9/12)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 180 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam
Phaser Control room: <3>

TA/T/TS: Class Zero [0 power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <19 x 4 = 76>
Shield Generator: Class 2 (protection 400) [40 power/shield/round]
Shield grid: Type B (33% increase to 532 Protection)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 133)
Recharging System: Class Zero (75 seconds)
Backup Shield Generators: none
Auto-Destruct System <3>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 2 Size worth of ships <4>
Standard Complement: 1 shuttlecraft
Location(s): Main Shuttlebay

Note: There are a dozen of these facilities scattered around the domes with in a kilometer capable of targeting starships in orbit with ease.

This is just the stats and is a pleasant place to stop by and a useful adventure. I thought that the place was a wonderful idea but cannot claim it as a place where our crew could stop. Dave had generated a series of adventures where some of our crew could take on during a shore leave events and these domes can use all but one of them.

If you can think of anything that could be added I would like to hear it other than where is the real food production. That would be a future dome expansion.

As a foot note strip the domes of their Trek tech and replace them with Babylon 5 or Star Wars tech and they would work well for them as well. And for Star Wars you would not have to have a K class planet.

The nice thing is each of these domes that are copies of the other can be modified to make them individual of the other. Here is the basic versions.

Federation Deep Space Starbase
Class and Type: guardian-class Strategic Operations Station
Commissioning Date: 2370's

Hull Systems
Size: 4 (14)
Length: 2171 meters
Beams: 1400 meters
Height: 1604.49 meters
Decks: 430
Mass: 15,000,000 metric tons
SUs Available: 4500 - 6500
SUs Used: 6497

Hull Outer <56>
Hull Inner <56>
Resistance Outer Hull: 16 <21>
Resistance Inner Hull: 16 <21>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <38>
Backup: Class 5 (Protection 40) <19>
Backup: Class 5 (Protection 40) <19>

Personnel systems
Crew/Inhabitants/Capacity: 1040/4000/30,000
Crew Quarters
Spartan: 2000 <100>
Basic: 1650 <165>
Expanded: 990 <198>
Luxury: 300 <300>
Unusual: 100 <100>

Environmental Systems
Basic Life Support [13 Power/round] <56>
Reserve Life Support [7 Power/round] <28>
Emergency Life Support (84 emergency shelters) <28>
Gravity [7 Power/round] <14>
Consumable: three years worth <42>
Food Replicators [14 Power/round] <14>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <14>
Type: 6 Large unit [2 Power/replicator/round] <18>
Medical Facilities: 10 (+2) [10 Power/round] <50>
EMH Mark II [4 Power/round when active] <15>
Recreation Facilities: 20 (twelve main holodecks; sixty personal holodecks; large, luxurious eating facilities; eight large lounges; sixteen small lounges) [40 Power/round] <160>
Mercantile Facilities: 7 (21 establishments) [14 Power/round] <56>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <42>
Fire Suppression System [1 Power/round when active] <14>
Manufacturing Facilities (capable of constructing a size 5 starship every three months) [50 power/round] <50>
Cargo hold: 1,000,000 cubic meters <30>
Locations:
Escape Pods <32>
Number: 630
Capacity: 8 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/round when in use] <14>

Power Systems
Fusion Reactor: 12 type 27 (generates 270 Power/round) <135 x 12 = 1620>
Locations:
Auxiliary Power: 12 reactors (generate 5 Power/reactor/round) <36>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +350 Power transfer/round <105>
Standard Usable Power:

Operations systems
Operations (OPS): <20>

Computers
Core 1: [5 Power/round] <28>
Core 2: [5 Power/round] <28>
Core 3: [5 Power/round] <28>
Uprating: Class Beta (+2) [2 power/computer/round] <12>
ODN <42>

Sensor Systems
Long-range Sensors [8 Power/round] <62>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Graviton detector Package (+1)
Tunneling Neutrino Sensor Package (+1)
Coverage: an Additional +2000 substances

Lateral Sensor [11 Power/round] <40>
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Planetary surface analysis Package (+1)
Graviton detector Package (+1)
Particle Migration Detector Package (+1)
Tunneling Neutrino Sensor Package (+1)
Exotic Matter Detector Package (+1)

Coverage: an Additional +2000 substances
Probes: 200 <20>
Sensor Skill: 5

Communications Systems
Type: Class 9 [2 Power/round] <28>
Strength: 9
Security: -6 (Class Delta uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 5 = 60>
Accuracy: 4/5/7/10
Location: five one located around the stations circumference at 90 degrees of each other and one ventral

Emitter: Class Beta [3 power/Strength used/round] <6 x 2 = 12>
Accuracy: 5/6/8/11
Location: large hanger bays

Emitter: Class Alpha [3 power/Strength used/round] <3 x 4 = 12>
Accuracy: 5/6/8/11
Location: Shuttle bays 1, 2, 3, and 4

Transporters
Type: Personnel [5 Power/use] <18 x 12 = 216>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class I (Strength 8)
Number and Locations:

Type: Emergency [7 power/use] <18 x 12 = 216>
Pads: 22
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class I (Strength 8)
Number and Location:

Type: Cargo [5 Power/use] <13 x 12 = 156>
Pads: 600 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and location:

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <14>
Internal Force Fields [1 Power/3 Strength] <14>
Science Systems Rating 3 (+2) [3 Power/round] <29>
Specialized Systems: 3 <15>
Hydroponics and standard gardens (300,000) [9 power/round] <9>
Laboratories: 50 <10>

Tactical Systems
Phaser Banks <53 x 18 = 1004>
Type XI Phaser Array
Damage: 220 [22 power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 540 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Torpedo Launcher <17 x 6 = 102>
Standard Load: Type II photon torpedo (200 damage)
Spread: 10
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward, but are self-guided
Torpedoes carried: 3000 <300>

TA/T/TS: Class Gamma [2 power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <214 x 4 = 856>
Shield Generator: Class 7 (protection 1400) [140 power/shield/round]
Shield grid: Type C (50% increase to 2100 Protection)
Subspace field Distortion Amplifiers: Class Iota (Threshold 450)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 8 (1 per shield) <28>
Auto-Destruct System <14>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 200 Size worth of ships <400>
Standard Complement: 100 shuttlecraft
Location(s): Main Shuttlebay

Docking bays:
2 rating 5 number of internal docks (ships up to size 5) [may supply 50 power/round/ship] <20>
4 rating 8 number of external docking ports docks (ships up to size 8) [may supply 80 power/round/ship] <8>
4 rating 4 number of external docking ports docks (ships up to size 4) [may supply 40 power/round/ship] <4>

***NSEA Protector* NTE-3120**

The NSEA Protector from the movie Galaxy Quest is a great ship that can be made into a series using all the Star Trek aliens and ships as part of the game. I liked the film but I have only ever seen it once sense first seeing it most find it surprising I don't have it in my video collection as I have some really obscure older films in the collection that few have ever heard of. I am going to head up to the video store and pick up a copy to work on a game version for an adventure that we are working on using the Federation as a base for character generation.

The Protector is a Heavy Cruiser that can take on server different vessels and hold its own shot for shot in a battle. The first picture I ever saw of the ships it looks like a partly bitten out Frisbee with a hot dog main hull attached but I had only a couple of minutes in a dentist office to see the ship. After seeing the film I kind of liked it, I have always like Weaver ever sense I saw her in the first Alien film.

When generating the Protector I kept the weapons moderately high and made one a similar to a Phaser and the other one similar to a Disruptor array. The Missile launchers are identical to those of a Photon torpedo launcher. Sense I don't remember what or if there was any missiles fired from the Protector so I gave it standard anti-ship missiles to be fired. In generating the ship I gave it a moderately fast warp drive system as I only saw that they traveled through the stellar anomaly as a short cut. The other change was I had to give the ship a Warp drive and power systems instead of going with a metal sphere that they use in generating power. I gave it enough fire power that it can take on a Federation, Klingon, Romulan and not to mention Cardassian starship. I don't remember whether or not the ship had shields or not I gave it both shields and ablative armor.

I could have given the ship a Transwarp drive or a Quantum Slip Stream Drive or even a Star Wars or Stargate Hyper Drive Systems instead of a TNG version of the warp engine nevertheless the deed has been done feel free to change it if you want for your use. I will probably make changes once I watch the film again. Once I figure out about the sphere in its look to generate power and make changes to the FTL drive.

***NSEA Protector* NTE-3120**
Class and Type: Heavy Cruiser
Commissioning Date: Unknown

Hull Systems
Size: 7
Length: 488 meters
Beams: 401.69 meters
Height: 71.76 meters
Decks: 15
Mass: 3,500,000 metric tons
SUs Available: 1,500 – 2,500
SUs Used: 2350

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Ablative Armor: 900 <180>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 4 (Protection 70/110) <28>
Backup: Class 4 (Protection 35) <14>
Backup: Class 4 (Protection 35) <14>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 540/450/12,000
Crew Quarters
Barracks: Houses 390 crewmembers <7>
Spartan: 200 <10>
Basic: 200 <20>
Expanded: 145 <29>
Luxury: 50 <50>
Unusual: 5 <5>

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>
Consumable: 5 years worth <35>
Food Replicators [7 Power/round] <7>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <7>
Type: 2 Large unit [Power/replicator/round] <6>
Medical Facilities: 7 (+2) [7 Power/round] <7>
Recreation Facilities: 5 [10 Power/round] <40>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <7>
Fire Suppression System [1 Power/round when active] <7>
Cargo hold: 30,000 cubic meters <1>
Locations:
Escape Pods <8>
Number: 120
Capacity: 10 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 6.9 <85>
Speed: 6.0/7.0/9.0 [1 Power/.2 warp speed]
PIS: Type G (10 hours of Maximum warp) <14>
Special configuration: Partly embedded nacelles <28>
Impulse Engine Type: 2 Class 5 (.7c/.9c) [7/9 Power/round] <25 x 2 = 50>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <7>

Power Systems
Warp Engine Type: Class 13/S (generates 670 Power/round) <142>
Locations:
Impulse Engine[s]: 2 Class 5 (generate 40 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, +200 Power transfer/round <55>
Standard Usable Power: 750

Operations systems
Bridge: <30>

Computers Core: [5 Power/round] <14 x 2 = 28>
ODN <21>

Navigational Deflector [5 Power/round] <28>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <54>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensor [5 Power/round] <26>
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensor [5 Power/round] <24>
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Probes: 60 probes of varying types <6>
Sensors Skill: 5

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 Damping Field
Main <56>
Strength: 9 [3 Power/round]
Number: 4
Backup <14>
Strength: 6 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 9 [2 Power/round] <26>
Strength: 9
Security: -5 (Class Gamma Uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 2 = 24>
Accuracy: 4/5/7/10
Location: Aft ventral Forward ventral (above deflector)
Emitter: Class Alpha [3 power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Shuttlebay

Transporters
Type: Personnel [5 Power/use] <14>
Pads: 4
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location: one

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Field [1 Power/3 Strength] <7>
Science Systems Rating: 3 (+2) [3 Power/round] <22>
Specialized Systems: Stellar analysis, Planetary Analysis, Biological Analysis <15>
Laboratories: 28 <6>

Tactical Systems
Blue Particle Cannons <29 x 4 = 116>
Type Equal to a Type IX Phaser Array
Damage: 180 [18 Power]
Number of Emitters: 120 (up to 3 shots per round)

Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: two forward, two aft
Firing arc: 270 degrees
Firing Modes: Standard, pulse, continuous, wide-beam

Red Particle Cannons <38 x 4 = 152>
Type Equal to Type 8 Disruptors
Damage: 180 [18 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: two forward, two aft
Firing arc: 360 degrees
Firing Modes: standard, pulse

Torpedo Launcher <15 x 2 = 30>
Standard Load: Anti-ship Missiles (200 damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: two forward one aft
Firing Arc:
Torpedoes carried: 200 <20>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <113 x 4 = 452>
Shield Generator: Class 5 (protection 1000) [100 Power/shield/round]
Shield grid: Type C (50% increase to Protection 1500)
Subspace field Distortion Amplifiers: Class Zeta (Threshold 334)
Regenerative System: Class 2 (30 points per round) [1 power per point of regenerative]
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <7>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 28 Size worth of ships <56>
Standard Complement: 14 Shuttlepods
Location(s):

Notes: Over at Owen E. Oulton's web site I have seen for the size and made a ship which I used for the generating of the size. Over there I studied the ship and gave some size determinations for the ship and the rest of the ship is just whimsy.

Enjoy!

STAR TREK: TOS - Where No Man Has Gone Before

This is one of the first future facilities that Star Trek ever showed and it is one of the most mysterious places. I think that the station is mostly ore storage and ore processing and refined material storage but there are quarters that are used when there is maintenance being done or refined ore is being transferred to the ship or planet.

I gave the facility a low yield shield that could protect the facility from a light orbital bombardment nevertheless a serious attack would overwhelm the shields in no time. I see the shields were for mostly an asteroid impact or such. I also gave the facility an explosive yield of a million if there is a detonation of the processors. This detonation will affect any starship in orbit of the planet. This explosion destroys the planet.

STAR TREK: TOS - Where No Man Has Gone Before
Class and Type: Automated Lithium Cracking Plant
Location: Delta Vega System
Commissioning Date: 22nd Century

Hull Systems
Size: 3 (10)
Length: 999 meters
Width: 799 meters
Height: 300 meters
Decks: 7 (three sub levels)
Mass: 6,000,000 metric tons
SU's Available: 2500 - 3750
SU's Used: 1581

Hull Outer <40>
Hull Inner <40>
Resistance Outer Hull: 1 <0>
Resistance Inner Hull: 1 <0>

Structural Integrity field: None
Personnel Systems
Crew/Inhabitants/Capacity: 640/100/1000
Crew Quarters:
Spartan: 255 <13>
Basic: 300 <30>
Expanded: 133 <27>
Luxury: 37 <37>
Unusual: 15 <15>

Environmental Systems
Basic Life Support [8 Power/round] <40>
Reserve Life Support [4 Power/round] <20>
Emergency Life Support (60 emergency shelters) <20>
Gravity [5 Power/round] <10>
Consumable: twenty years worth <400>
Food Processors Mark I [1 power/round] <10>
Fabrication Units Mark II [2 power/round] <3>
Medical Facilities: Rating 1 (+0) [1 Power/round] <5>
Recreation Facilities: Rating 1 (a spartan mess hall; an exercise room) [1 Power/ round] <6>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <30>
Fire Suppression System [1 Power/round when active] <10>
Ore Processor: 5 processors units (.15 cubic centimeters/round) [160 power/round] <32 x 5 = 160>
Cargo Storage: 1,500,000 cubic meters <45>
Locations:
Escape Pods: none

Propulsion Systems: None
Power Systems
Fusion Reactor: 1 Class 20 (generates 200 Power/round) <100>
Locations:
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) <9>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <60>
Standard Usable Power: 200

Operations systems
Operations (OPS): <12>

Computer
Core 1: [1 Power/round] <5>
Computer Automation [20 power/round] <200>
ODN <30>

Sensor Systems
Long-range Sensors: none

Lateral Sensors [5 Power/round] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Coverage: Standard
Probes: none
Sensor Skill: 2

Communications Systems
Type: Mark I Subspace Radio [3 power/round of use] <3>
Strength: 1
Security: -0
Emergency Communications: [2 Power/per round of use] <1>

Tractor Beams: None
Transporters: None

Security Systems Rating: 1 <4>

Anti-Intruder System: None
Internal Force Field [1 Power/3 Strength] <10>
Science Systems Rating: 1 (+0) [1 Power/round] <15>
Specialized Systems: None
Laboratories: 1 <2>

Tactical Systems: None

Shields (Forward, Aft, Port, Starboard)
<34 x 4= 136>
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 66)
Recharging System: Class zero (75 seconds)
Backup Shield Generators: none
Auto-Destruct System: None (see notes)

Auxiliary Spacecraft systems
Shuttlebay(s): None

Notes: This is a lithium cracking station has been there for years somewhere over twenty years, I think it would be somewhere around fifty to seventy. I think that the Ore ships arrive to the planet and picks up the refined ore to be transported back to populated space and this is done once every fifteen to twenty years and the resources are collected by automated mining equipment. Maintenance crews would make what repairs that are needed and the materials that are needed to power the station are delivered. These stations are dangerous as the processing is long and needs little human interaction. I have generated a station that can be used as many things.

Self destruction

The self destruction of a ore processor is usually not a thing most think of but here the processing tanks holding a million cubic meters of processed and raw ore can easily be detonated causing a million damage in any given round to any ship in orbit will receive as much damage and any ship in the same MU will receive one thousand damage and all adjacent MU's will receive five hundred damage. Note a phaser strike to the tanks will cause the detonation even if it is collateral damage the tanks will detonate 10d6 rounds. The planet will remain but the planet will remain but all life will be exterminated and the atmosphere of the planet will be burned off leaving the planet unlivable. Yet deep subsurface facilities may survive the explosion causing 500 damage starting with the top soil protecting surface.

Starfleet Shipyard Space Tug
Class and Type: Atlas-class Heavy tug
Commissioning Date: 24th century

Hull Systems
Size: 2
Length: 40 meters
Beams: 10 meters
Height: 5 meters
Decks: 2
Mass: 30 metric tons
SUs Available: 625
SUs Used: 573

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 2 (Protection 50/80) <17>
Backup: Class 2 (Protection 25) <9>
Backup: Class 2 (Protection 25) <9>
Specialized hull: Atmospheric Capability <2>
Planetfall Capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 2/4/30
Crew Quarters
Spartan: 4 <1>
Basic: 2 <1>

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 Power/round] <4>
Emergency Life Support (12 emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 1 years worth <2>
Food Replicators [2 Power/round] <2>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <2>
Medical Facilities: 4 (+1) [4 Power/round] <20>
Recreation Facilities: 1 [2 Power/round] <8>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 100 cubic meters <1>
Locations:
Escape Pods <1>
Number: 12
Capacity: 2 persons per pod

Propulsion Systems
Warp Drive Nacelles: type 4.8 <28>
Speed: 4.0/6.0/8.0 [1 Power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) <6>
Impulse Engine Type: 2 Class 5 (.7c/.9c) [7/9 Power/round] <25 x2 = 50>
Location: aft
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Class 4/F (generates 200 Power/round) <50>
Locations: Amidship
Impulse Engine[s]: 2 Class 5 (generate 40 power/engine/round)
Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) <3 x 2 = 6>
Emergency Power: Type C (generates 30 Power/round) <30>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 240

Operations systems
Bridge: <10>

Computers Core: [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:

Sensor Systems
Long-range Sensors [5 Power/round] <20>
Range package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 12 Light-years (1.0/1.1 -3.0/3.1 – 8.0/8.1 – 12.0)
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
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 1 [1 Power/round in use] <4>

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

Inertial Damping Field
Main <8>
Strength: 8 [3 Power/round]
Number: 2
Backup <2>
Strength: 5 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <13>
Strength: 5
Security: -2
Basic Uprating: Class Alpha (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 3 = 36>
Accuracy: 4/5/7/10
Lactation: port aft, mid ship aft, starboard aft

Transporters
Type: Personnel [4 Power/use] <12>
Pads: 4
Emitter/Receiver Array: Personnel Type 3 (25,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Cargo [2 Power/round] <10>
Pads: 200 kg
Emitter/Receiver Array: Cargo Type 2 (10,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Field [1 Power/3 Strength] <2>
Science Systems Rating: 1 (+0) [1 Power/round] <7>
Specialized Systems: None
Laboratories: 4 <2>

Tactical Systems
Phaser Arrays <19 x 2 = 38>
Type VII
Damage: 140 [14 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: forward dorsal, forward aft ventral
Firing arc: 360 degrees
Firing Modes: Standard, pulse, continuous, wide-beam

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <12 x 4 = 48>
Shield Generator: Class 2 (protection 300) [30 Power/shield/round]
Shield grid: Type B (33% increase to Protection 399)
Subspace field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 2 Size worth of ships <4>
Standard Complement: two Workbees
Location(s):

Notes: Three Tugs could easily move an inert Galaxy Class starship about a confined area with under their control and a towing the same vessel across a system one ship could easily handle a ship alone. The Tug carries an average crew of four handling ships to and from drydock yards. These ships are usually kept close to the dockyards where the larger ships are available. The majority of these ships work takes place in ship yards and occasionally outside a ship yard.

The limited weapons ability is defensive and combat ability. The ship can assault another larger vessel (such as a Warbird) that is capable producing heavier fire, these ship can by combining fire from two or more tugs return the heavy fire. If or when in combat often the ship being towed is released from the tractor beam and allowed to drift free while combat is taken place.

For the job of long range towing the ships can tow a Galaxy-class five light years at no more than warp factor four costing twice the power to the tractor beam and the warp drive nacelles. Hauling a starship is no easy task the ship requires a great deal of preparation of securing dangerous components such as warp plasma, anti-matter, loads of weapons grade material and other hazardous materials. Transport beyond the sector can be handled by a larger version of the tug.

Epsilon Nine Monitoring Station
Class and Type: Epsilon-class Communications and Monitoring Station
Commissioning Date: 2265

Hull Systems
Size: 2 (8)
Length: 670 meters
Beams: 485 meters
Height: 70 meters
Decks: 15
Mass: 4,000,000 metric tons
SUs Available: 2000-3250
SUs Used: 1742

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Structural Integrity field [1 power/10 Protection/round]
Main: Class J (Protection 60/90) <26>
Backup: Class J (Protection 30) <13>
Backup: Class J (Protection 30) <13>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 24/5/200
Crew Quarters
Basic: 22 <3>
Expanded: 5 <1>
Luxury: 1 <1>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [6 Power/round] <32>
Reserve Life Support [3 Power/round] <16>
Emergency Life Support (48 emergency shelters) <16>
Gravity [4 Power/round] <8>
Consumable: 2 years worth <32>
Food Processor Mark IV [4 Power/round] <24>
Industrial Fabrication unit: Mark VII [5 Power/round] <24>
Medical Facilities: 6 (+1) [6 Power/round] <30>
Recreation Facilities: 2 (one gym, one small lounge) [2 Power/round] <12>
Mercantile Facilities: none
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <24>
Fire Suppression System [1 Power/round when active] <8>
Cargo hold: 10,000 cubic meters <1>
Locations:
Escape Pods <1>
Number: 6
Capacity: 4 persons per pod

Propulsion Systems

Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <8>

Power Systems
Fusion Reactor: two type 10 (generates 100 Power/round) <50 x 2 = 100>
Locations:
Solar power: 10 (generates 10 power/round) <3 x 10 = 30>
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 <50>
Standard Usable Power: 300

Operations systems
Operations (OPS): <8>

Computers
Core 1: [5 Power/round] <16>
Core 2: [5 Power/round] <16>
ODN <24>

Sensor Systems
Long-range Sensors [5 Power/round] <37 x 20 = 740>
Range Package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 Light-years (1.0/1.1 - 4.0/4.1 - 12.0/12.1 - 15.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensor [5 Power/round] <15>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Probes: 30 <3>
Sensor Skill: 4

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: None

Transporters

Type: Personnel [4 Power/use] <13>
Pads: 4
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Locations:

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 Locations:

Security Systems rating: 1 <4>
Anti-Intruder System: [1 Power/round] <8>
Internal Force Field [1 power/3 Strength] <8>
Science Systems Rating: 3 (+2) [3 Power/round] <23>
Specialized Systems: none
Laboratories: 1 <2>

Tactical Systems:
Two type V Phasers <14 x 2 = 28>
Type V Phaser Array
Damage: 100 [10 power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Torpedo Launcher <13>
Standard Load: Type II photon torpedo (200 damage)
Spread:
Range: 15/300,000/1,000,000/3,000,000
Targeting System: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedoes carried: 20 <2>

TA/T/TS: Class Alpha [0 power/round] <9>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <38 x 4 = 152>
Shield Generator: Class 2 (protection 300) [30 power/shield/round]
Shield grid: Type B (33% increase to 399 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class zero (60 seconds)
Backup Shield Generators: None
Auto-Destruct System <8>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 10 Size worth of ships <20>
Standard Complement: five shuttlecraft
Location(s): Main Shuttlebay

Docking bays: None

Jupiter Station
Class and Type: Jove-class Space Station
Commissioning Date: 24th century

Hull Systems
Size: 3 (9)
Length: 720 meters
Beams: 660 meters
Height: 660 meters
Decks: 45
Mass: 5,500,000 metric tons
SUs Available: 2,250 – 3,500
SUs Used: 3400

Hull Outer <36>
Hull Inner <36>
Resistance Outer Hull: 12 <15>
Resistance Inner Hull: 12 <15>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <33>
Backup: Class 5 (Protection 40) <17>
Backup: Class 5 (Protection 40) <17>

Personnel Systems
Crew/Inhabitants/Capacity: 484/96/18,000
Crew Quarters
Basic: 320 <32>
Expanded: 190 <38>
Luxury: 58 <58>
Unusual: 12 <12>

Environmental Systems
Basic Life Support [13 Power/round] <36>
Reserve Life Support [7 Power/round] <18>
Emergency Life Support (54 emergency shelters) <18>
Gravity [5 Power/round] <9>
Consumable: 2 years worth <18>
Food Replicators [9 Power/round] <9>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <9>
Type: Three Large unit [2 Power/replicator/round] <9>
Medical Facilities: 10 (+2) [10 Power/round] <50>
EMH Mark II [4 Power/round when active] <15>
Recreation Facilities: 8 (Four main holodecks; twenty personal holodecks; large, pleasant eating facilities; two large lounges; four small lounges) [16 Power/round] <64>
Mercantile Facilities: 6 (18 establishments) [12 Power/round] <48>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <27>
Fire Suppression System [2 Power/round when active] <9>
Cargo hold: 800,000 cubic meters <24>
Locations:
Escape Pods <12>
Number: 220
Capacity: 6 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <9>803

Power Systems
Fusion Reactor: 6 type 25 (generates 250 Power/round) <125 x 6 = 750>
Locations:
Solar power: 12 panels (generates 10 power/round) <3 x 12 = 36>
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <65>
Standard Usable Power: 1620

Operations systems
Operations (OPS): <15>

Computers
Core 1: [5 Power/round] <18>
Core 2: [5 Power/round] <18>
Core 3: [5 Power/round] <18>
Core 4: [5 Power/round] <18>
Core 5: [5 Power/round] <18>
Core 6: [5 Power/round] <18>
Uprating Class Alpha (+1) [1 power/round] <12>
ODN <27>

Sensor Systems
Long-range Sensors [5 Power/round] <54>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensor [5 Power/round] <26>
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Coverage: Standard

Probes: 100 <10>
Sensor Skill: 4

Communications Systems
Type: Class 9 [2 Power/round] <26>

Strength: 9
Security: -5 (Class Gamma uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 6 = 72>
Accuracy: 4/5/7/10
Location:

Emitter: Class alpha [3 Power/Strength used/round] <3 x 2 = 6>
Accuracy 5/6/8/11
Location: shuttle hanger bays

Transporters
Type: Personnel [5 Power/use] <17 x 6 = 102>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations:

Type: Emergency [7 power/use] <17 x 6 = 102>
Pads: 22
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location:

Type: Cargo [4 Power/use] <11 x 12 = 132>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location:

Security Systems rating: 4 <16>
Anti-Intruder System: [1 Power/round] <9>
Internal Force Field [1 power/3 Strength] <9>
Science Systems Rating: 3 (+2) [3 Power/round] <24>
Specialized Systems: six, defined when ship is constructed <30>
Laboratories: 50 <10>

Tactical Systems
Phaser Arrays <29 x 12 = 348>
Type IX Phaser Array
Damage: 180 [18 power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Torpedo Launcher <15 x 4 = 60>
Standard Load: Type II photon torpedo (200 damage)
Spread: 6
Range: 15/300,000/1,000,000/3,000,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward, but are self-guided
Torpedoes carried: 1000 <100>

TA/T/TS: Class Gamma [2 power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <108 x 4 = 432>
Shield Generator: Class 5 (protection 1000) [100 power/shield/round]
Shield grid: Type C (50% increase to 1500 Protection)
Subspace field Distortion Amplifiers: Class Eta (Threshold 333)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 8 (2 per shield) <18>
Auto-Destruct System <9>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 60 Size worth of ships <120>
Standard Complement: 30 shuttle craft
Location(s): Main Shuttlebay upper suacer

Docking bays:
6 rating 8 number of docks (ships up to size 8) [may supply 80 power/round/ship] <12>
8 rating 5 number of docks (ships up to size 5) [may supply 50 power/round/ship] <10>
4 rating 3 number of docks (ships up to size 3) [may supply 30 power/round/ship] <3>

Here is a version of Gumtuu it is a week ship but useable. Use it don't it fits well enough.

Gumtuu Biological Starship
Class and Type: species unknown Bilogical Space entity
Commissioning Date: Unknown

Hull Systems
Size: 12
Length: 1500.5 meters
Beams: 688.5 meters
Height: 614.74 meters
Decks: 45
Mass: 10,500,000 metric tons
SU's Available: (3377)

SU's Used: 3377

Hull Outer <48>
Hull Inner <48>
Resistance Outer Hull: 12 <18>
Resistance Inner Hull: 2 <0>
Biological ship <1200>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 7 (Protection 100/150) <42>
Primary Backup: Class 7 (Protection 50) <21>
Secondary Backup: Class 7 (Protection 50) <21>

Personnel systems
Crew/Passengers/Evac: (Variable) 90/130/2000
Crew Quarters (average)
Spartan: 80 <4>
Basic: 77 <8>
Expanded: 25 <5>
Luxury: 25 <25>
Unusual: 13 <13>

Environmental Systems
Basic Life Support [9 Power/round] <48>
Reserve Life Support [5 Power/round] <24>
Emergency Life Support (72 emergency-shelters) <24>
Gravity [6 Power/round] <12>
Consumable: one years worth <12>
Replicators
Food Replicators [12 Power/round] <12>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <12>
Type: one Large unit [2 Power/replicator/round] <3>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: (Variable) 5 (one main holodeck; five personal holodecks; pleasant eating facilities; two facilities) [10 Power/round] <40>
Personal Transport: Jefferies tubes [0 Power/round] <12>
Fire Suppression System [1 Power/round when active] <12>
Cargo hold: 400,000 cubic meters <12>
Locations:
Escape Pods: none

Propulsion Systems
A variant of a Soliton Wave Warp Drive Nacelles: Equal to a Type 7 <120>
Speed: 7.0/8.0/9.0 [1 Power/.2 warp speed]
PIS: Type J (48 hours of Maximum warp) <20>
Special configuration: Embedded Nacelles <48>
Impulse Engine Type: four Class 4B (.65c/.85c) [6/8 Power/round] <23 x 4 = 92>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <12>

Power Systems
Warp Engine Type: Class 10/P (generates 545 Power/round) <115>
Locations: a biological plasma gland
Impulse Engine[s]: four Class 4B (generate no power/engine/round)
EPS: Standard Power flow, + Power transfer/round <60>
Standard Usable Power: 545

Operations systems
Bridge: <60>

Computers
Cores: [7 Power/round] <36>
Uprating: Class Beta (+2) [2 Power/computer round] <12>
ODN <36>

Navigational Deflector [5 Power/round] <48>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <65>
Range package: Type 8 (Accuracy 3/4/7/10)
High Resolution: 6 Light-years (0.5/0.6 – 1.0/1.1 – 4.5/4.6 – 6.0)
Low Resolution: 18 Light-years (1.0/1.1 – 6.5/6.6 – 13.5/13.6 – 18.0)
Strength Package: Class 9 (strength 9)
Gain Package: Class Gamma (+3)
Coverage: additional 1000 substances and phenomena

Lateral Sensors [5 Power/round] <33>
Strength Package: Class 9 (strength 9)
Gain Package: Class Gamma (+3)
Coverage: additional 1000 substances and phenomena

Navigational Sensors: [5 Power/round] <26>
Strength Package: Class 9 (strength 9)
Gain Package: Class Gamma (+3)
Probes: none
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: none

Inertial Damping Field
Main <96>
Strength: 9 [3 Power/round]
Number: 4

Backup <24>
Strength: 6 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems (telepathic only)

Tractor Beams: None

Transporters
Type: Personnel/Cargo [20 Power/use] <33>
Pads: 12/1000 kg
Emitter/Receiver Array: Personnel Type 12/cargo type 8 (5,000,000 km range)
Energizing/Transition Coils: Class (strength 10)
Number and location: no actual transporter room site to site transport

Security Systems Rating: 1 (when needed) <4>
Anti-Intruder System: Yes [1 Power/round] <12>
Internal Force Field [1 Power/3 Strength] <12>
Science Systems Rating: 2 (+1) [2 Power/round] <22>
Specialized Systems: None
Laboratories: 12 <4>

Tactical Systems
Repulsor Wave Generator <105>
Type energy wave generator similar to Soliton Wave Propulsion transports
Damage: see notes [100 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: Aft
Firing arc: see notes (270 degrees)
Firing Modes: Standard

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <130 x 4 = 520>
Shield Generator: Class 5 (protection 1000 (+100 embedded nacelles)) [100 Power/shield/round]
Shield grid: Type B (33% increase to 1330 Protection)
Subspace field Distortion Amplifiers: Class Eta (Threshold 333 (+10 embedded nacelles))
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System: None

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for up to 10 Size worth of ships <20>
Standard Complement:
Location(s): variable

Notes:
This vessel can change its internal shape to match that of the desired needs of the crew. Although the biological crew is considered to be parasitical in comparison to that of the other biological species, however the two species rely on each other in survival one needs companion ship and the other for travel to another planet.

Repulsor Wave Generator
the Repulsor Wave Generator produces an arc 270 degree (wave front can effects any vessel in that arc) the bioship spins on its axis sending out a spherical wave of energy that is like the Warp drive. The wave transports the vessel's 25-30Au (equivalent to the approximate radius of our solar system) ships travel at warp 9.99 (travel time 5 seconds). Pilot must make a Moderate (5) shipboard flight control test. Pass ship takes 12d6 damage (SIF is the only protection). Dramatic failure ship takes 20d6 damage (SIF is the only protection)

Guardian Asteroid Tractor Beam Diverter Obelisk

I thought that someone might want to use this in their adventures so here it is. This is from the episode where Kirk loses his memory and is living with transplanted American Indians after investigating the mysterious obelisk. This is a version of the obelisk that is functional. It is far from perfect but when we used it in an adventure where another of the obelisks were discovered. This version had a single occupant that is held in a cryogenic suspension much like Jack O'Neill was in Stargate SG1 and the occupant was one of the groups that we called the Guardians who have seeded sentient life forms over the galaxy and beyond by terraforming terrestrial planets and planting the sentient people on it.

Originally when I had generated it I had it with a resistance of 1000 but thought that was too over the top so I dropped it down as if it failed to divert the asteroid it was useless and should be destroyed when the Asteroid destroyed the world. I also left off the shields and any defensive systems such as phasers as who would destroy the obelisk as it protects the planet.

Guardian Asteroid Tractor Beam Diverter Obelisk

Hull Systems
Size: 1 (2)
Length: 9 meters
Beams: 6 meters
Height: 5 meters
Decks: 2
Mass: 20 metric tons
SUs Available: 326 - 625
SUs Used: 856

Hull "single" <16>
Resistance Single Hull: 6 <6>

Personnel Systems
Crew/Inhabitants/Capacity: 1/0/5
Cryogenic Suspension: 1 Chamber <1>

Environmental Systems
Consumable: 3 years worth <6>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Cargo hold: 1,000 cubic meters <1>
Locations:

Propulsion Systems: None

Power Systems
Fusion Reactor: Equal to three type 30 (generates 900 Power/round) <450>
Locations:
EPS: Standard Power flow, +0 Power transfer/round <10>
Standard Usable Power: 38

Operations systems
Operations (OPS): Saucer dorsal <5>

Computers
Core 1: [5 Power/round] <4>
Uprating Class beta (+2) [2 power/round] <4>
ODN <6>

Sensor Systems
Long-range Sensors [5 Power/round] <16>
Range package: Mark 0 (Accuracy 3/4/7/10)
High Resolution: 1 light-years (0.3/0.4 – 0.6/0.7 – 0.9/0.91 – 1.0)
Low Resolution: 3 light-years (0.5/0.6 – 1.0/1.1 – 2.0/2.1 – 3.0)
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
Sensor Skill: 3

Neurogenic Interface [4 power/round] <2>

Tractor Beams
Emitter: (Equal to a couple dozen Class Delta Emitters) [72 Power/Strength used/round] <12 x 24 = 288>
Accuracy: 4/5/7/10
Lactation:

Security Systems rating: 1 <4>

Notes:
The repulser beam is virtually the same as a tractor beam but pushes off the asteroid from impacting the planet's surface. It requires a trained operator usually a planetary native that will activate the device at the needed time. The tractor/repulser beam has the range of several kilometers and several times the size of an object. The computer will set the asteroid into an orbit where it will not hazard the planet again.

The obelisks exterior is actually a single layer with no interior or exterior but a single hull. So resistance is figured the same. The range is 24 time that with capable of moving objects of 24 the size.

U.S.S. Excelsior NCC-2000

We cannot forget Captain Sulu's Excelsior as it played a key role in the Undiscovered Country.

U.S.S. Excelsior NCC-2000

Class and Type: Excelsior-Class Exploratory Cruiser
Commissioning Date: 2284

Hull Systems
Size: 7
Length: 467.23 meters
Beams: 186.53 meters
Height: 78.89 meters
Decks: 33
Mass 2,100,000 Metric tonnes
SU's Available: 2275
SU's Used: 1904

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class K (pro 70/110) <28>
Primary Backup: Class K (pro 35) <14>
Secondary Backup: Class K (pro 35) <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>
Consumable: 2 years worth <14>
Food Processors: Mark V [5 Power/round] <25>
Industrial Fabrication Units: Mark IX [6 Power/round] <28>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 9 (two main Rec deck; one small Rec deck; Pleasant eating facilities; one large lounge; three gyms, three small lounges, one arboretum) [9 Power/round] <54>
Personal Transport: Turbolift, Jefferies tubes [2 Power/round] <21>
Fire Suppression System [1 Power/round when active] <7>
Cargo hold: 66,000 cubic meters <2>
Locations: Aft, Engineering Hull, Saucer
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 (TOS warp speed)
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: Type 6 (.6c/.8c) [6/8 Power/round] <23>
Location: aft saucer
Reaction Control System (.025c) [2 Power/ round when in use] <7>

Power Systems
Warp Engine Type: Mark VIII (generates 390 Power/round) <94>
Locations:
Impulse Engine[s]: 1 type 6 (generate 30 power/engine/round)
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <3 x 4 = 12>
Emergency Power: Type D (generates 40 Power/round) <40>
EPS: Standard Power flow, +200 Power transfer/round <55>
Standard Usable Power: 410

Operations systems
Bridge: dorsal saucer <28>
Auxiliary control room/bridge <14>

Saucer Separation (No re-attachment) [10 Power/round] <4>

Computers
Cores: Saucer section [5 Power/round] <14>
Cores: Engineering [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] <40>
Range package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 6 (strength 6)

Gain Package: Class Alpha (+1)
Coverage: Can detect an additional 1000 substances and phenomena (Mostly for the study of gaseous anomalies)

Lateral Sensors [5 Power/round] <18>
Strength Package: Class 6 (strength 6)
Gain Package: Class Alpha (+1)
Coverage: Can detect an additional 1000 substances and phenomena (Mostly for the study of gaseous anomalies)

Navigational Sensors: [5 Power/round] <14>
Strength Package: Class 6 (strength 6)
Gain Package: Class Alpha (+1)

Probes: 60 <6>
Sensor 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 Damping Field
Main <42>
Strength: [3 Power/round]
Number: 3
Backup <11>
Strength: [2 Power/round]
Number: 3
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: [2 Power/round] <1>

Tractor Beams
Emitter: Class Gamma [3 Power/Strength used/round] <9>
Accuracy: 4/5/7/10
Lactation: Forward Ventral of engineering hull

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Hanger bay

Transporters
Type: Personnel [6 Power/use] <14 x 4 = 56>
Pads: 6
Emitter/Receiver Array: Personnel 6 (26,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location: Two in saucer, two in Engineering hull

Type: Emergency [7 Power/round] <20 x 4 = 80>
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location: Two saucer, two engineering

Type: Cargo [2 Power/round] <10 x 5 = 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, four in Engineering hull

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Field [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 Bank <26 x 5 = 130>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Spaced equal distantly 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 Bank <25 x 5 = 125>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Spaced equal distantly in a half circle around the forward half of the bridge structure on the dorsal side of the saucer section
Firing Arc: 360 degrees ventral (substantial arc shadow aft)
Firing Modes: Standard, continuous, pulse, Wide-beam

Aft Phaser Bank <25 x 2 = 50>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000

Location: Saucer forward dorsal
Firing Arc: 360 degrees Dorsal (substantial arc shadow forward)
Firing Modes: Standard, continuous, pulse, Wide-beam
Phaser Control Room <7>

Port Forward Torpedo Launcher <15>
Standard Load: Type I Photon Torpedo (160 Damage), Type II Photon Torpedo (200 Damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral port
Firing Arc: forward, but are self-guided

Starboard Forward Torpedo Launcher <15>
Standard Load: Type I Photon Torpedo (160 Damage), Type II Photon Torpedo (200 Damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral starboard
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
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <44 x 4 = 176>
Shield Generator: Class 3 (protection 480) [48 Power/shield/round]
Shield grid: Type B (33% increase to 639 Protection)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 160)
Recharging System: Class 1 (45 seconds)
Auto-Destruct System <7>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 8 Size worth of ships <16>
Standard Complement: 4 shuttlecraft
Location(s): aft

Cardassian Prison Stations

Class and Type: Nor-class Multipurpose
Commissioning Date: 2351

Hull Systems
Size: 4
Diameter: 1451.82 meters
Height: 969.26 meters
Decks: 154
Mass: 10,120,000 metric tones
SU's Available: 4000
SU's Used: 3063

Hull Outer <60>
Hull Inner <60>
Resistance Outer Hull: 16 <21>
Resistance Inner Hull: 16 <21>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <36>
Backup: Class 5 (Protection 40) <18>
Backup: Class 5 (Protection 40) <18>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 200/2073/25,000
Crew Quarters
Spartan: 1791<90>
Basic: 452 <45>
Expanded: 20 <4>
Luxury: 5 <5>
Unusual: 5 <5>

Environmental Systems
Basic Life Support [13 Power/round] <48>
Reserve Life Support [7 Power/round] <24>
Emergency Life Support (72 emergency shelters) <24>
Gravity [3 Power/round] <12>
Consumable: 3 years worth <12>
Replicator Systems
Food Replicators [12 Power/round] <12>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <12>
Type: 12 large unit [2 Power/replicator/round] <36>
Medical Facilities: 3 (+1) [3 Power/round] <15>
Recreation Facilities: 7 [14 Power/round] <56>
Mercantile Facilities: 8 (24 establishments) [16 Power/round] <64>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <36>
Fire Suppression System [1 Power/round when active] <12>
Cargo hold: 56,000 cubic meters <2>
Locations:
Escape Pods <3>
Number: 27
Capacity: 6 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <12>

Power Systems
Fusion Reactor: 6 type 22 (generates 1320 Power/round) <660>
Locations: Lower cores
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) <9>
Emergency Power: Type D (generates 40 Power/round) <40>
EPS: Standard Power flow, +250 Power transfer/round <85>
Standard Usable Power: 1320

Operations systems
Operations (OPS): Saucer dorsal <20>

Computers
Core 1: Central Core [5 Power/round] <36>
Core 2: Central Core [5 Power/round] <36>
Core 3: Central Core [5 Power/round] <36>
ODN <36>

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 light-years (1.0/1.1 - 5.0/5.1 - 12.0/12.1 - 15.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Class Standard (+0)
Coverage: Standard
Probes: 50 probes of various types <5>
Sensor Skill: 3

Communications Systems
Type: Class 5 [2 power/round of use] <10>
Strength: 5
Security: -2
Emergency Communications: [1 Power/round] <1>

Tractor Beams
Emitter: Class Gamma (x6) [3 Power/Strength used/round] <54>
Accuracy: 5/6/8/11

Lactation: Weapons towers

Emitter: Class Alpha (x 6) [3 Power/Strength used/round] <18>
Accuracy 5/6/8/11
Location: Docking ring

Transporters
Type: Personnel [3 Power/use] <275>
Pads: 6
Emitter/Receiver Array: Personnel Type 5 (35,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location: 1 in ops, 3 on promenade, 6 in Habitat Ring, and 15 in docking ring

Security Systems Rating: 5 <20>
Anti-Intruder System: Yes [1 Power/round] <12>
Neutralization Field [2 power/3 Strength] <24>
Science Systems Rating: 1 (+0) [1 Power/round] <17>
Specialized Systems: none
Laboratories: 10 <2>

Tactical Systems
Six Spiral Wave Disruptor Array <38 x 6 = 228>
Type: Rentaile
Damage: 180 [18 power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: top and bottom of weapons towers
Firing arc: 360 degrees ventral
Firing Modes: Standard, Pulse,

TA/T/TS: Class Alpha [0 power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <100 (x 4) 400>
Shield Generator: Class 3 (protection 600) [60 power/shield/round]
Shield grid: Type C (50% increase to 900 Protection)
Subspace field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: (1 per shield) <12>
Auto-Destruct System <12>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 48 Size worth of ships <96>
Standard Complement: four shuttlecraft per hanger
Location(s): six Shuttlebay

Docking Bays
9 rating 3 docks (ships size up to size 3) [may supply 30 power/round/ship] <9>
3 rating 5 docks (ships size up to size 5) [may supply 50 power/round/ship] <6 >
6 rating 9 docks (ships size up to size 9) [may supply 90 power/round/ship] <12>

Cardassian Medical stations

Class and Type: Nor-class Multipurpose
Commissioning Date: 2351

Hull Systems
Size: 4
Diameter: 1451.82 meters
Height: 969.26 meters
Decks: 154
Mass: 10,120,000 metric tones
SU's Available: 4000
SU's Used: 2948

Hull Outer <60>
Hull Inner <60>
Resistance Outer Hull: 16 <21>
Resistance Inner Hull: 16 <21>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <36>
Backup: Class 5 (Protection 40) <18>
Backup: Class 5 (Protection 40) <18>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 200/1700/25,000
Crew Quarters
Spartan: 1431 <72>
Basic: 452 <45>
Expanded: 20 <4>
Luxury: 5 <5>
Unusual: 10 <10>

Environmental Systems
Basic Life Support [13 Power/round] <48>
Reserve Life Support [7 Power/round] <24>
Emergency Life Support (72 emergency shelters) <24>
Gravity [3 Power/round] <12>
Consumable: 3 years worth <12>
Replicator Systems
Food Replicators [12 Power/round] <12>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <12>
Type: 2 large unit [2 Power/replicator/round] <6>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 7 [14 Power/round] <56>
Mercantile Facilities: 8 (24 establishments) [16 Power/round] <64>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <36>
Fire Suppression System [1 Power/round when active] <12>
Cargo hold: 56,000 cubic meters <2>
Locations: 253 cargo bays in docking ring
Escape Pods <3>
Number: 27
Capacity: 6 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <12>

Power Systems
Fusion Reactor: 6 type 22 (generates 1320 Power/round) <660>
Locations: Lower cores
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) <9>
Emergency Power: Type D (generates 40 Power/round) <40>
EPS: Standard Power flow, +250 Power transfer/round <85>
Standard Usable Power: 1320

Operations systems
Operations (OPS): Saucer dorsal <20>

Computers
Core 1: Central Core [5 Power/round] <36>
Core 2: Central Core [5 Power/round] <36>
Core 3: Central Core [5 Power/round] <36>
ODN <36>

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 light-years (1.0/1.1 - 5.0/5.1 - 12.0/12.1 - 15.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Class Standard (+0)
Coverage: Standard
Probes: 50 probes of various types <5>
Sensor Skill: 3

Communications Systems
Type: Class 5 [2 power/round of use] <10>
Strength: 5
Security: -2
Emergency Communications: [1 Power/round] <1>

Tractor Beams
Emitter: Class Gamma (x6) [3 Power/Strength used/round] <54>
Accuracy: 5/6/8/11

Lactation: Weapons towers

Emitter: Class Alpha (x 6) [3 Power/Strength used/round] <18>
Accuracy 5/6/8/11
Location: Docking ring

Transporters
Type: Personnel [3 Power/use] <275>
Pads: 6
Emitter/Receiver Array: Personnel Type 5 (35,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location: 1 in ops, 3 on promenade, 6 in Habitat Ring, and 15 in docking ring

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <12>
Neutralization Field [2 power/3 Strength] <24>
Science Systems Rating: 1 (+0) [1 Power/round] <12>
Specialized Systems: None
Laboratories: 6 <2>

Tactical Systems
Six Spiral Wave Disruptor Array <38 x 6 = 228>
Type: Rentaile
Damage: 180 [18 power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: top and bottom of weapons towers
Firing arc: 360 degrees ventral
Firing Modes: Standard, Pulse,

TA/T/TS: Class Alpha [0 power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <100 (x 4) 400>
Shield Generator: Class 3 (protection 600) [60 power/shield/round]
Shield grid: Type C (50% increase to 900 Protection)
Subspace field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: (1 per shield) <12>
Auto-Destruct System <12>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 48 Size worth of ships <96>
Standard Complement: four shuttlecraft per hanger
Location(s): six Shuttlebay

Docking Bays
9 rating 3 docks (ships size up to size 3) [may supply 30 power/round/ship] <9>
3 rating 5 docks (ships size up to size 5) [may supply 50 power/round/ship] <6>
6 rating 9 docks (ships size up to size 9) [may supply 90 power/round/ship] <12>

Cardassian Science stations

Class and Type: Nor-class Multipurpose
Commissioning Date: 2351

Hull Systems
Size: 4
Diameter: 1451.82 meters
Height: 969.26 meters
Decks: 154
Mass: 10,120,000 metric tones
SU's Available: 4000
SU's Used: 3123

Hull Outer <60>
Hull Inner <60>
Resistance Outer Hull: 16 <21>
Resistance Inner Hull: 16 <21>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <36>
Backup: Class 5 (Protection 40) <18>
Backup: Class 5 (Protection 40) <18>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 200/500/25,000
Crew Quarters
Spartan: 231 <23>
Basic: 452 <45>
Expanded: 20 <4>
Luxury: 5 <5>
Unusual: 5 <5>

Environmental Systems
Basic Life Support [13 Power/round] <48>
Reserve Life Support [7 Power/round] <24>
Emergency Life Support (72 emergency shelters) <24>
Gravity [3 Power/round] <12>
Consumable: 3 years worth <12>
Replicator Systems
Food Replicators [12 Power/round] <12>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <12>
Type: 12 large unit [2 Power/replicator/round] <36>
Medical Facilities: 3 (+1) [3 Power/round] <15>
Recreation Facilities: 7 [14 Power/round] <56>
Mercantile Facilities: 8 (24 establishments) [16 Power/round] <64>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <36>
Fire Suppression System [1 Power/round when active] <12>
Cargo hold: 1,056,000 cubic meters <32>
Locations: 253 cargo bays in docking ring
Escape Pods <3>
Number: 27
Capacity: 6 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <12>

Power Systems
Fusion Reactor: 6 type 22 (generates 1320 Power/round) <660>
Locations: Lower cores
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) <9>
Emergency Power: Type D (generates 40 Power/round) <40>
EPS: Standard Power flow, +250 Power transfer/round <85>
Standard Usable Power: 1320

Operations systems
Operations (OPS): Saucer dorsal <20>

Computers
Core 1: Central Core [5 Power/round] <36>
Core 2: Central Core [5 Power/round] <36>
Core 3: Central Core [5 Power/round] <36>
ODN <36>

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 light-years (1.0/1.1 - 5.0/5.1 - 12.0/12.1 - 15.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Class Standard (+0)
Coverage: Standard
Probes: 50 probes of various types <5>
Sensor Skill: 3

Communications Systems
Type: Class 5 [2 power/round of use] <10>
Strength: 5
Security: -2
Emergency Communications: [1 Power/round] <1>

Tractor Beams
Emitter: Class Gamma (x6) [3 Power/Strength used/round] <54>
Accuracy: 5/6/8/11

Lactation: Weapons towers

Emitter: Class Alpha (x 6) [3 Power/Strength used/round] <18>
Accuracy 5/6/8/11
Location: Docking ring

Transporters
Type: Personnel [3 Power/use] <275>
Pads: 6
Emitter/Receiver Array: Personnel Type 5 (35,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location: 1 in ops, 3 on promenade, 6 in Habitat Ring, and 15 in docking ring

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <12>
Neutralization Field [2 power/3 Strength] <24>
Science Systems Rating: 3 (+2) [3 Power/round] <27>
Specialized Systems: two <10>
Laboratories: 40 <8>

Tactical Systems
Six Spiral Wave Disruptor Array <38 x 6 = 228>
Type: Rentaile
Damage: 180 [18 power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: top and bottom of weapons towers
Firing arc: 360 degrees ventral
Firing Modes: Standard, Pulse,

Torpedo Launcher <15 x 6 = 90>
Standard Load: Type II photon torpedo (200 damage)
Spread: 6
Range: 15/300,000/1,000,000/3, 500,000
Targeting System: class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward, but are self-guided
Torpedoes carried: 500 <50>

TA/T/TS: Class Alpha [0 power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <100 (x 4) 400>
Shield Generator: Class 3 (protection 600) [60 power/shield/round]
Shield grid: Type C (50% increase to 900 Protection)
Subspace field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: (1 per shield) <12>
Auto-Destruct System <12>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 48 Size worth of ships <96>
Standard Complement: four shuttlecraft per hanger
Location(s): six Shuttlebay

Docking Bays
9 rating 3 docks (ships size up to size 3) [may supply 30 power/round/ship]
3 rating 5 docks (ships size up to size 5) [may supply 50 power/round/ship]
6 rating 9 docks (ships size up to size 9) [may supply 90 power/round/ship]

Modified Klingon Toron-Class Warp Shuttle
Class and Type: Toron-class Warp Shuttle
Commissioning Date: 2356

Hull Systems
Size: 2
Length: 8.56 m
Beam: 3.87 m
Height: 3.05 m
Decks: 1
Mass: 17.2 Metric Tonnes
SU's Available: 626
SU's Used: 552

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 3 (Protection 60/90) <14>
Backup: Class 3 (Protection 30) <7>
Backup: Class 3 (Protection 30) <7>
Specialized Hull: Atmospheric Capability <2>
Planetfall Capability <2>

Personnel Systems
Class/Passengers/Evac: 1/3/12
Crew Quarters:
Barracks: House 4 crewmembers <1>

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Emergency Life Support (1 emergency Shelter) <4>
Gravity [1 Power/round] <2>
Consumable: four weeks worth <2>
Food Replicator [2 power/round] <2>
Industrial Replicator
Type: Network of small replicators [2 power/round] <2>
Medical Facilities: Medical Kits only <5>
Recreation Facilities: 1 [2 power/round] <8>
Personnel Transport: Jefferies Tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo Holds: 5 Cubic Meters <1>
Escape Pods: None

Propulsion Systems
Warp drive Nacelles: Type 4 <25>
Speed: 4.4/6.3/7.0 [1 power/.2 warp speed]
Uprating Package four (+0.4 standard) package three (+0.3 sustained) <14>
PIS: Type H (12 hours of Maximum warp) <16>
Special Configuration: Embedded Nacelles <8>
Impulse Engine Type: Class 5 (.7c/.9c) [5/5 Power/round] <25>
Location: aft
Reaction Control System (.025c) [2 Power/round when in use] <2>

Power Systems
Warp Engine Type: Class 4/G (generates 220 Power/round) <52>
Location: Aft
Impulse Engine[s]: 1 class 5 (generates 40 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type B (generates 30 power/Round) <30>
EPS: Standard Power flow, +50 Power transfer/round <18>
Standard Usable Power: 260

Operations System
Bridge: Forward cockpit <11>

Computer Core: Amidships [5 Power/round] <4>
ODN <6>

Navigational Deflector [5 Power/round] <8>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/7/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <23>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.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 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensor [5 Power/round] <15>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensor [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) 3, Coordination 1 [1 Power/round in use] <11>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>

Backup: 0 <0>

Inertial Damping Field
Main <4>
Strength: 6 [3 Power/round]
Number: 1
Backup <2>
Strength: 4 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: - 2
Emergency Communications [2 power/round] <1>

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

Transporters
Type: Personnel [3 Power/use] <8>
Pads: 2
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Location: Aft of cockpit (bridge)

Type: Cargo [3 Power/use] <11>
Pads: 400kg
Emitter/Receiver Array: Personnel Type 3 (40,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Location: one in cargo hold

Cloaking Device Class 5 [40 power/rating/round] <17>

Security Systems Rating: 1 <4>
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
Klingon Disruptors <34>
Type 7
Damage: 160 [16 power]
Number of Emitters: (up to 3 shots per round)
Targeting system: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: 360 degrees ventral
Firing Modes: Standard, Pulse,

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <12 x 4 = 48>
Shield Generator: Class 2 (Protection 240 (+100 embedded nacelles)) [24 Power/shield/round]
Shield grid: Type C (50% increase to 360 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 80 (+10 embedded nacelles))
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

Auxiliary Spacecraft System
None

Description and Notes
Fleet data:

These K'Vort class Battle Cruisers appear to be identical to any other Battle cruiser but they have had changes to their systems retrospectively to who commanded the changes.

I.K.S. Pagh

This is the Klingon ship that participated in the Starfleet Officer Exchange Program with the Enterprise-D and came under attack from previously unknown subatomic life form that was consuming its hull in 2365. From all outwards appearances the Pagh looks like a standard K'Vort class Battle Cruiser there are small changes to the vessel that differs in the standard K'Vort class Battle Cruiser. The Pagh is an older K'Vort class Battle Cruiser soon to be updated with heavier weapons and additional crew and new hull plating where needed.

The changes in the Pagh isn't much but there are little things. Shields, weapons and cloaking device are the most noticeable changes along with the hull resistance and warp drive system.

Modified Klingon K'Vort-Class Battle Cruiser
Class and Type: K'Vort-Class Battle Cruiser
Commissioning Date: Mid 24th-century

Hull Systems
Size: 7
Length: 323.4 meters
Beam: 335.61 meters
Height: 140.73 meters
Decks: 10
Mass: 2,450,000 metric tonnes
SUs Available: 2,000 (1,500 – 2,750)
SUs Used: 1869

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 6 (Protection 90/130) <34>
Primary Backup: Class 6 (Protection 45) <17>
Secondary Backup: Class 6 (Protection 45) <17>
Specialized Hull: Atmospheric Capability <7>

Personnel Systems
Class/Passengers/Evac: 355/1,000/7,500
Crew Quarters
Barracks: House 1,000 <17>
Spartan: 160 <8>
Basic: 90 <9>
Expanded: 30 <6>
Luxury: 7 <7>
Unusual: None

Environmental Systems
Basic Life Support [11 Power/round] <28>
Reserve Life Support [6 Power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: 2 years' worth <14>
Replicator Systems
Food Replicators [7 Power/round] <7>
Industrial Replicators
Type: Network of small replicators [2 Power/round] <7>
Type: 1 Large unit [2 power/replicator/round] <3>
Medical Facilities: 4 (+1) [4 Power/round] <20>
Recreation Facilities: 5 (two large Mess halls; two gyms; three combat practice areas) [10 Power/round] <40>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <21>
Fire Suppression System [1 Power/round when active] <7>
Cargo Holds: 30,000 cubic meters <1>
Locations: Dorsal amidships
Escape Pods <8>
Number: 160
Capacity: 4 person per pod

Propulsion Systems
Warp drive Nacelles: Type 6 <105>
Speed: 6.0/9.2/9.5 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Uprating Package 1 (+0.1 for standard, and sustainable) <4>
Special Configuration: Embedded <28>
Impulse Engine Type: 2 Class 3A (.5c/.75c) [5/7 Power/round] <18 x 2 = 36>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <7>

Power Systems
Warp Engine Type: Class 10/P (generates 540 Power/round) <114>
Location: Aft amidships
Impulse Engine[s]: 2 class 3A (generates 28 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type E (generates 45 Power/round) <45>
EPS: Standard Power flow +250 Power transfer/round <60>
Standard Usable Power: 606

Operations System

Bridge: Command Hull dorsal <39>

Computers
Core 1: Engineering Ventral [5 Power/round] <14>
Core 2: Engineering forward [5 Power/round]<14>
ODN <21>

Navigational Deflector [5 Power/round] <28>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Engineering ventral

Sensor Systems
Long-range Sensors [5 Power/round] <33>
Range Package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 14 Light-years (1/1.1-3.5/3.6-10.0/10.1-14.0)
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensor [5 Power/round] <20>
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensor [5 Power/round] <18>
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)

Probes: 40 probes of varying types <4>
Sensors Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 2, Coordination 2 [1 Power/round in use] <9>

Navigational Computer
Main: Class 2 (+1) [1 Power/round] <2>
Backup: 2 <2>

Inertial Damping Field
Main <56>
Strength: 9 [3 Power/round]
Number: 4
Backup <16>
Strength: 6 [2 Power/round]
Number: 4
Attitude control [2 Power/round] <2>

Communications Systems
Type: Class 7 [2 Power/round] <16>
Strength: 7
Security: -4 (Class Gamma uprating)
Emergency Communications: Yes [2 Power/round <1>

Tractor Beams
Emitter: 2 Class Delta [3 Power/Strength used/round] <12 x 2 = 24>
Accuracy: 4/5/7/10
Location: 1 Forward and 1 Aft Ventral

Emitter: Class Alpha [3 power/Strength used/round <3>
Accuracy: 5/6/8/11
Location: Shuttlebay

Transporters
Type: Personnel [5 Power/use] <16 x 2 = 32>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: One in command section, one in engineering section

Type: Emergency [5 power/use] <21 x 2 = 42>
Pads: 16
Emitter/Receiver Array: Emergency Type 2 (15,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: One forward, two amidships

Type: Cargo [4 Power/use] <12 x 2 = 24>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: Two engineering

Cloaking Device: Class 8 [40 Power/class/round] <31>

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Fields [1 Power/3 Strength] <7>
Science Systems Rating 1 (+0) [1 Power/round] <12>
Specialized Systems: none
Laboratories: 12 <4>

Tactical Systems
Standard Forward Disrupter Cannon <36>
Type: 8
Damage: 180 [18 Power]
Number of Emitters: (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Tip of starboard “wing”
Firing Arc: 180 degrees aft
Firing Modes: Standard, Pulse,

Standard Forward Disrupter Cannon <36>
Type: 8
Damage: 180 [18 Power]

Number of Emitters: (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Tip of port "wing"
Firing Arc: 180 degrees aft
Firing Modes: Standard, Pulse,

Standard Aft Disrupter Cannon <36>
Type: 8
Damage: 180 [18 Power]
Number of Emitters: (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering aft, starboard
Firing Arc: 180 degrees aft
Firing Modes: Standard, Pulse,

Standard Aft Disrupter Cannon <36>
Type: 8
Damage: 180 [18 Power]
Number of Emitters: (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering aft, port
Firing Arc: 180 degrees aft
Firing Modes: Standard, Pulse,

Forward Torpedo Launcher <16>
Standard Load: Type II photon torpedoes (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: One forward, ventral command section
Firing Arc: forward and aft, but are self-guided

Aft Torpedo Launcher <16>
Standard Load: Type II photon torpedoes (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: one aft engineering section
Firing Arc: forward and aft, but are self-guided
Torpedoes carried: 160 <16>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <80 x 4 = 320>
Shield Generator: Class 5 (Protection 850 + 100 [Embedded nacelles]) [85 Power/shield/round]
Shield grid: Type C (50 % increase to 1275 Protection)
Subspace Field Distortion Amplifiers: Class Zata (Threshold 284 + 10 [Embedded nacelles])
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <7>

Auxiliary Spacecraft System
Shuttlebay(s): Capacity for 12 size worth of ships <24>
Standard Compliment: 6 shuttles
Location(s): Aft dorsal Engineering

Notes: The Pagh was upgraded with better weapons and shields at a refit just before the Klingon/Cardassian War that would eventually lead into the Dominion War. During the Dominion War the Pagh was lost in battle with a Jem'Hadar ship.

I.K.S. Vorn, transported a candidate for the position of leader of the High Council after the death of K'mpec the late leader Duras to a meeting with U.S.S. Enterprise NCC-1701-D (2367) Note: Duras was later exposed as working with the Romulan Empire.

I.K.S. Vorn
Class and Type: K'Vort-class Battle cruiser
Commissioning Date: Mid 24th-century

Hull Systems
Size: 7
Length: 323.4 meters
Beam: 335.61 meters
Height: 140.73 meters
Decks: 10
Mass: 2,450,000 metric tonnes
SUs Available: 2,000
SUs Used: 1,887

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 6 (Protection 90/130) <34>
Primary Backup: Class 6 (Protection 45) <17>
Secondary Backup: Class 6 (Protection 45) <17>

Personnel Systems
Class/Passengers/Evac: 355/240/7,500
Crew Quarters
Barracks: House 240 <4>
Spartan: 160 <8>
Basic: 90 <9>
Expanded: 30 <6>
Luxury: 7 <7>
Unusual: None

Environmental Systems
Basic Life Support [11 Power/round] <28>
Reserve Life Support [6 Power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: 2 years' worth <14>
Replicator Systems
Food Replicators [7 Power/round] <7>
Industrial Replicators
Type: Network of small replicators [2 Power/round] <7>
Type: 1 Large unit [2 power/replicator/round] <3>
Medical Facilities: 4 (+1) [4 Power/round] <20>
Recreation Facilities: 5 (two large Mess Halls; two gyms; three combat practice Areas) [10 Power/round] <40>
Personnel Transport: Turbolift Jefferies Tubes [2 Power/round] <21>
Fire Suppression System [1 Power/round when active] <7>
Cargo Holds: 33,000 cubic meters <1>
Locations: Dorsal amidships
Escape Pods <8>
Number: 160
Capacity: 4 person per pod

Propulsion Systems
Warp drive Nacelles: Type 6 <105>
Speed: 6.0/9.2/9.6 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Uprating Package 1 (+0.1 for sustainable, and Maximum); package 4 (+0.4 for standard) <12>
Special Configuration: Embedded <28>
Impulse Engine Type: 2 Class 4 (.6c/.8c) [6/8 Power/round] <20 x 2 = 40>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <7>

Power Systems
Warp Engine Type: Class 10/P (generates 540 Power/round) <114>
Location: Aft amidships
Impulse Engine[s]: 2 class 4 (generates 32 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type E (generates 45 Power/round) <45>
EPS: Standard Power flow +250 Power transfer/round <60>
Standard Usable Power: 604

Operations System
Bridge: Command Hull dorsal <39>

Computers
Core 1: Engineering Ventral [5 Power/round] <14>
Core 2: Engineering forward [5 Power/round] <14>
ODN <21>

Navigational Deflector [5 Power/round] <28>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Engineering ventral

Sensor Systems
Long-range Sensors [5 Power/round] <33>
Range Package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 14 Light-years (1/1.1-3.5/3.6-10.0/10.1-14.0)
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)

Coverage: Standard

Lateral Sensor [5 Power/round] <17>
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensor [5 Power/round] <16>
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Probes: 40 probes of varying types <4>
Sensors Skill: 4

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

Navigational Computer
Main: Class 2 (+1) [1 Power/round] <2>
Backup: 2 <2>

Inertial Damping Field
Main <56>
Strength: 9 [3 Power/round]
Number: 4
Backup <16>
Strength: 6 [2 Power/round]
Number: 4
Attitude control [2 Power/round] <2>

Communications Systems
Type: Class 7 [2 Power/round] <26>
Strength: 7
Security: -6 (Class Epsilon uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round <1>

Tractor Beams
Emitter: 2 Class Delta [3 Power/Strength used/round] <12 x 2 = 24>
Accuracy: 4/5/7/10
Location: 1 Forward & 1 Aft Ventral

Emitter: Class Alpha [3 power/Strength used/round <3>
Accuracy: 5/6/8/11
Location: Shuttlebay

Transporters
Type: Personnel [4 Power/use] <15 x 2 = 30>
Pads: 4
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: One in command section, one in engineering section

Type: Emergency [5 power/use] <21 x 2 = 42>
Pads: 16
Emitter/Receiver Array: Emergency Type 2 (15,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: One forward, two amidships

Type: Cargo [4 Power/use] <12 x 2 = 24>
Pads: kg 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: Two engineering

Cloaking Device: Class 9 [40 Power/class/round] <34>

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Fields [1 Power/3 Strength] <7>
Science Systems Rating 1 (+0) [1 Power/round] <12>
Specialized Systems: none
Laboratories: 7 <2>

Tactical Systems
Standard Forward Disrupter Cannon <40>
Type: 9
Damage: 200 [20 Power]
Number of Emitters: (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering aft, starboard
Firing Arc: 180 degrees aft
Firing Modes: Standard, Pulse,

Standard Forward Disrupter Cannon <40>
Type: 9
Damage: 200 [20 Power]
Number of Emitters: (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering aft, starboard
Firing Arc: 180 degrees aft
Firing Modes: Standard, Pulse,

Standard Aft Disrupter Cannon <40>
Type: 9
Damage: 200 [20 Power]
Number of Emitters: (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering aft, starboard
Firing Arc: 180 degrees aft
Firing Modes: Standard, Pulse,

Standard Aft Disrupter Cannon <40>
Type: 9
Damage: 200 [20 Power]

Number of Emitters: (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering aft, starboard
Firing Arc: 180 degrees aft
Firing Modes: Standard, Pulse,

Forward Torpedo Launcher <16>
Standard Load: Type II photon torpedoes (200 Damage),
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: One forward, ventral command section,
Firing Arc: forward and aft, but are self-guided

Aft Torpedo Launcher <16>
Standard Load: Type II photon torpedoes (200 Damage),
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: one aft engineering section
Firing Arc: forward and aft, but are self-guided
Torpedoes carried: 160 <16>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <81 x 4 = 324>
Shield Generator: Class 5 (Protection 950 + 100 [Embedded nacelles]) [95 Power/shield/round]
Shield grid: Type C (50 % increase to 1425 Protection)
Subspace Field Distortion Amplifiers: Class Zata (Threshold 300 + 10 [Embedded nacelles])
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <7>

Auxiliary Spacecraft System
Shuttlebay(s): Capacity for 12 size worth of ships <24>
Standard Compliment: 6 shuttles
Location(s): Aft dorsal Engineering

Notes: The Cloaking Device upgrades were made by the Romulan Tal Shiar's Covert Operations Wing under the command of Sela. There is little evidence that there has been any Romulan involvement in the upgrades as the materials used were manufactured to appear Klingon down to nearly the atomic level of replication. Only the most discerning scans of the Romulan Manufactured parts show that the part where replicated using a Romulan Replicator and not a Klingon Replicator. The upgraded Cloaking Device allows the I.K.S. Vorn to slip across the Klingon/Romulan boarder without the detection of other Klingon ships that routinely patrolling the boarder watching for Romulan incursions. The Vorn makes dozens of boarder crossings sense the upgrades.

And… I.K.S. Buruk, transported a candidate for the position of leader of the High Council after the death of K'mpec the late leader Gowron to a meeting with U.S.S. Enterprise NCC-1701-D (2367)

I.K.S. Buruk
Class and Type: K'Vort-class Battle cruiser
Commissioning Date: Mid 24th-century

Hull Systems
Size: 7
Length: 323.4 meters
Beam: 335.61 meters
Height: 140.73 meters
Decks: 10
Mass: 2,450,000 metric tonnes
SUs Available: 2,000
SUs Used: 1928

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 6 (Protection 90/130) <34>
Primary Backup: Class 6 (Protection 45) <17>
Secondary Backup: Class 6 (Protection 45) <17>

Personnel Systems
Class/Passengers/Evac: 355/600/7,500
Crew Quarters
Barracks: House 600 <10>
Spartan: 160 <8>
Basic: 90 <9>
Expanded: 30 <6>
Luxury: 7 <7>
Unusual: None

Environmental Systems
Basic Life Support [11 Power/round] <28>
Reserve Life Support [6 Power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: 2 years' worth <14>
Replicator Systems
Food Replicators [7 Power/round] <7>
Industrial Replicators
Type: Network of small replicators [2 Power/round] <7>
Type: 1 Large unit [2 power/replicator/round] <3>
Medical Facilities: 4 (+1) [4 Power/round] <20>
Recreation Facilities: 5 (Two Large Mess Halls; Three gyms; Two Combat Practice Areas) [10 Power/round] <40>
Personnel Transport: Turbolift Jefferies Tubes [2 Power/round] <21>
Fire Suppression System [1 Power/round when active] <7>
Cargo Holds: 50,000 cubic meters <2>
Locations: Dorsal amidships
Escape Pods <8>
Number: 160
Capacity: 4 person per pod

Propulsion Systems
Warp drive Nacelles: Type 6 <105>
Speed: 6.0/9.2/9.5 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Uprating Package 1 (+0.1 for standard, and sustainable) <4>
Special Configuration: Embedded <28>
Impulse Engine Type: 2 Class 3A (.5c/.75c) [5/7 Power/round] <18 x 2 = 36>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <7>

Power Systems
Warp Engine Type: Class 10/P (generates 550 Power/round) <115>
Location: Aft amidships
Impulse Engine[s]: 2 class 3A (generates 28 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type E (generates 45 Power/round) <45>
EPS: Standard Power flow +250 Power transfer/round <60>
Standard Usable Power: 596

Operations System
Bridge: Command Hull dorsal <39>

Computers
Core 1: Engineering Ventral [5 Power/round] <14>
Core 2: Engineering forward [5 Power/round] <14>
Uprating Class Alpha (+1) [1 power/round] <4>
ODN <21>

Navigational Deflector [5 Power/round] <28>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Engineering ventral

Sensor Systems
Long-range Sensors [5 Power/round] <38>
Range Package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 14 Light-years (1/1.1-3.5/3.6-10.0/10.1-14.0)
Strength Package: Class 8 (Strength 8)

Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensor [5 Power/round] <22>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensor [5 Power/round] <20>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Probes: 60 probes of varying types <6>
Sensors Skill: 4

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

Navigational Computer
Main: Class 2 (+1) [1 Power/round] <2>
Backup: 2 <2>

Inertial Damping Field
Main <56>
Strength: 9 [3 Power/round]
Number: 4
Backup <16>
Strength: 6 [2 Power/round]
Number: 4
Attitude control [2 Power/round] <2>

Communications Systems
Type: Class 7 [2 Power/round] <22>
Strength: 7
Security: -4 (Class Gamma uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round <1>

Tractor Beams
Emitter: 2 Class Delta [3 Power/Strength used/round] <12 x 2 = 24>
Accuracy: 4/5/7/10
Location: 1 Forward & 1 Aft Ventral

Emitter: Class Alpha [3 power/Strength used/round <3>
Accuracy: 5/6/8/11
Location: Shuttlebay

Transporters
Type: Personnel [4 Power/use] <16 x 2 = 32>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: One in command section, one in engineering section

Type: Emergency [5 power/use] <21 x 2 = 42>
Pads: 16
Emitter/Receiver Array: Emergency Type 2 (15,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: One forward, two amidships

Type: Cargo [4 Power/use] <12 x 2 = 24>
Pads: kg 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: Two engineering

Cloaking Device: Class 8 [40 Power/class/round] <31>

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Fields [1 Power/3 Strength] <7>
Science Systems Rating 1 (+0) [1 Power/round] <12>
Specialized Systems: none
Laboratories: 6 <2>

Tactical Systems
Standard Forward Disrupter Cannon <44>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering aft, starboard
Firing Arc: 180 degrees aft
Firing Modes: Standard, Pulse,

Standard Forward Disrupter Cannon <44>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering aft, starboard
Firing Arc: 180 degrees aft
Firing Modes: Standard, Pulse,

Standard Aft Disrupter Cannon <40>
Type: 9
Damage: 200 [20 Power]
Number of Emitters: (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering aft, starboard
Firing Arc: 180 degrees aft
Firing Modes: Standard, Pulse,

Standard Aft Disrupter Cannon <40>
Type: 9

Damage: 200 [20 Power]
Number of Emitters: (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering aft, starboard
Firing Arc: 180 degrees aft
Firing Modes: Standard, Pulse,

Forward Torpedo Launcher <17>
Standard Load: Type II photon torpedoes (200 Damage),
Spread: 8
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: One forward, ventral command section, Firing Arc: forward and aft, but are self-guided

Aft Torpedo Launcher <16>
Standard Load: Type II photon torpedoes (200 Damage),
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: one aft engineering section
Firing Arc: forward and aft, but are self-guided
Torpedoes carried: 180 <18>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <80 x 4 = 320>
Shield Generator: Class 5 (Protection 900 + 100 [Embedded nacelles]) [90 Power/shield/round]
Shield grid: Type C (50 % increase to 1350 Protection)
Subspace Field Distortion Amplifiers: Class Zata (Threshold 300 + 10 [Embedded nacelles])
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <7>

Auxiliary Spacecraft System
Shuttlebay(s): Capacity for 16 size worth of ships <32>
Standard Compliment: 8 shuttles
Location(s): Aft dorsal Engineering

Notes: The Klingon House of Gowron has made significant upgrades to the I.K.S. Buruk to ferry the house leader, Gowron to and from important events. The upgrades were in the form of superior weapons and a wee bit more power. The reduced cargo holds allow for the carrying of additional cargo and materials that may be needed on missions.

This ship is on call for Gowron at any time he wants to use it without pulling more powerful ships from important assignments. The ship is specially outfitted for the houses business.

The I.K.S. Hegh'ta
Class and Type: *B'rel*-Class light warship
Commissioning Date: Mid 24th-century

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 tons
SUs Available: 1,200
SUs Used: 1052

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 3 (Protection 60/90) <22>
Backup 1: Class 3 (Protection 30) <11>
Backup 2: Class 3 (Protection 30) <11>
Specialized Hull: Atmospheric Capability <4>
Planetfall Capability <4>

Personnel Systems
Crew/Passengers/Evac: 12/28/350
Crew Quarters
Spartan: 20 <1>
Basic: 10 <1>

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>
Consumable: 1 years' worth <4>
Food Replicators [4 Power/round] <4>
Industrial Replicators
Type: Network of small replicators [2 Power/round] <4>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 2 (a Spartan mess hall; 2 gyms; 2 combat practice areas) [4 Power/round] <16>
Personnel Transport: Jefferies Tubes [0 Power/round] <4>
Fire Suppression System [1 Power/round when active] <4>
Cargo Holds: 9,000 cubic meters <1>
Locations: Dorsal amidships
Escape Pods <1>
Number: 20
Capacity: 4 person per pod

Propulsion Systems
Warp drive Nacelles: Type 6B6 <98>
Speed: 6.0/8.5/9.5 [1 power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) <6>
Uprating Package one (+0.1 to Standard) <2>
Embedded Nacelles <16>
Impulse Engine Type: 2 Class 4 (.6c/.8c) [6/8 Power/round] <20 x 2 = 40>
Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] <2>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <4>

Power Systems
Warp Engine Type: Class 6/K (generates 345 Power/round) <75>
Location: Aft amidships
Impulse Engine[s]: 2 class 4 (generates 32 Power/engine/round)
Auxiliary Power: 3 reactors (generates 5 Power/reactor/round) <9>
Emergency Power: Type C (generates 35 Power/round) <35>
EPS: Standard Power flow, +150 Power transfer/round <35>
Standard Usable Power: 401

Operations System
Bridge: Saucer section dorsal <22>

Computers
Core 1: Saucer section, port [5 Power/round] <8>
Uprating Class Alpha (+1) [1 power/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

Sensor Systems
Long-range Sensors [5 Power/round] <25>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-3.0/3.1-8.0/8.1-12)
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensor [5 Power/round] <17>
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensor [5 Power/round] <16>
Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)
Probes: 20 probes of varying types <2>
Sensors Skill: 4

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

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <2>
Backup: 2 <2>

Inertial Damping Field
Main <24>
Strength: 9 [3 Power/round]
Number: 3
Backup <6>
Strength: 6 [2 Power/round]
Number: 3
Attitude control [2 power/round] <1>

Communications Systems
Type: Class 6 [2 Power/round] <16>
Strength: 6
Security: -4 (Class Delta uprating)
Emergency Communications: Yes [2 Power/round] <1>

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

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

Transporters
Type: Personnel [5 Power/use] <16>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: one in engineering section

Type: Cargo [4 Power/use] <12>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and location: One in Engineering hull

Cloaking Device Class 7 [40 power/round] <25>

Security Systems Rating: 4 <16>
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 <0>
Laboratories: 2 <2>

Tactical Systems
Starboard Disruptor Cannon <36>
Type: 8
Damage: 180 [18 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: tip of starboard "wing"
Firing Arc: 180 degrees dorsal
Firing Modes: Standard, Pulse

Port Disruptor Cannon <36>
Type: 8
Damage: 180 [18 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: tip of Port "wing"
Firing Arc: 180 degrees dorsal
Firing Modes: Standard, Pulse

Forward Launcher <17>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 8
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta (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: 30 <3>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <36 x 4 = 144>
Shield Generator: Class 3 (Protection 570 + 100 embedded nacelles) [56 Power/shield/round]
Shield grid: Type C (50 % increase to 855 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 190 + 10 Embedded nacelles)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <4>

Auxiliary Spacecraft System
Shuttlebay(s): None

I.K.S. Rotarran, commanded by General Martok during the Dominion War until his ascension to Chancellor of the High Council replacing Chancellor Gowron. The Rotarran is a small ship for a General to command but the modifications that where made enhanced the ships operations and protect the General at the wishes of the Klingon High Council.

I.K.S. Rotarran
Class and Type: *B'rel*-Class light warship
Commissioning Date: Mid 24th-century

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 tons
SUs Available: 1,200
SUs Used: 1090

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 3 (Protection 60/90) <22>
Backup 1: Class 3 (Protection 30) <11>
Backup 2: Class 3 (Protection 30) <11>
Specialized Hull: Atmospheric Capability <4>
Planetfall Capability <4>

Personnel Systems
Crew/Passengers/Evac: 12/28/350
Crew Quarters
Spartan: 20 <1>
Basic: 10 <1>

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>
Consumable: 1 years' worth <4>
Food Replicators [4 Power/round] <4>
Industrial Replicators
Type: Network of small replicators [2 Power/round] <4>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 2 (a Spartan mess hall; one gyms; one combat practice areas) [4 Power/round] <16>
Personnel Transport: Jefferies Tubes [0 Power/round] <4>
Fire Suppression System [1 Power/round when active] <4>
Cargo Holds: 9,000 cubic meters <1>
Locations: Dorsal amidships
Escape Pods <1>
Number: 20
Capacity: 4 person per pod

Propulsion Systems
Warp drive Nacelles: Type 6B6 <98>
Speed: 6.3/8.8/9.7 [1 power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) <6>
Uprating Package four (+0.4 to Standard); package three (+0.3 to sustained); package two (+0.2 to maximum) <18>
Embedded Nacelles <16>
Impulse Engine Type: 2 Class 4 (.6c/.8c) [6/8 Power/round] <20 x 2 = 40>
Acceleration Uprating: Class Beta (75% acceleration) [2 Power/round when active] <8>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <4>

Power Systems
Warp Engine Type: Class 6/K (generates 349 Power/round) <75>
Location: Aft amidships
Impulse Engine[s]: 2 class 4 (generates 32 Power/engine/round)
Auxiliary Power: 3 reactors (generates 5 Power/reactor/round) <9>
Emergency Power: Type D (generates 40 Power/round) <40>
EPS: Standard Power flow, +150 Power transfer/round <35>
Standard Usable Power: 401

Operations System
Bridge: Saucer section dorsal <22>

Computers
Core 1: Saucer section, port [5 Power/round] <8>
Uprating: Class Alpha (+1) [1 power/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

Sensor Systems
Long-range Sensors [5 Power/round] <28>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-3.0/3.1-8.0/8.1-12)
Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensor [5 Power/round] <20>
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensor [5 Power/round] <18>
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Probes: 20 probes of varying types <2>
Sensors Skill: 4

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

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <2>
Backup: 2 <2>

Inertial Damping Field
Main <24>
Strength: 9 [3 Power/round]
Number: 3
Backup <6>
Strength: 6 [2 Power/round]
Number: 3
Attitude control [2 power/round] <1>

Communications Systems
Type: Class 6 [2 Power/round] <19>
Strength: 6
Security: -4 (Class Delta uprating)
Basic uprating Class Alpha (+1)
Emergency Communications: Yes [2 Power/round] <1>

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

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

Transporters
Type: Personnel [6 Power/use] <16>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: one in engineering section

Type: Cargo [4 Power/use] <12>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and location: One in Engineering hull

Cloaking Device Class 7 [40 power/round] <25>

Security Systems Rating: 4 <16>
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 <0>
Laboratories: 3 <2>

Tactical Systems
Starboard Disruptor Cannon <36>
Type: 8
Damage: 180 [18 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: tip of starboard “wing”
Firing Arc: 180 degrees dorsal
Firing Modes: Standard, Pulse

Port Disruptor Cannon <36>
Type: 8
Damage: 180 [18 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: tip of Port “wing”
Firing Arc: 180 degrees dorsal
Firing Modes: Standard, Pulse

Forward Launcher <16>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta (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: 40 <4>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <36 x 4 = 144>
Shield Generator: Class 3 (Protection 580 + 100 [embedded nacelles]) [56 Power/shield/round]
Shield grid: Type C (50 % increase to 870 Protection)

Subspace Field Distortion Amplifiers: Class Delta
(Threshold 193 + 10 Embedded nacelles])
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <4>

Auxiliary Spacecraft System
Shuttlebay(s): None

Fasa's Z-4 "Deathgame" Class Defense Outpost
Class and Type: Z-4 "Deathgame" Class Defense Outpost
Commissioning Date: 2370's

Hull Systems
Size: 2 (7)
Length: 320 meters
Beams: 300 meters
Height: 110 meters
Decks: 27
Mass: 1,800,000 metric tons
SUs Available: 2750
SUs Used: 2296

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 16 <21>
Resistance Inner Hull: 16 <21>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 4 (Protection 70/110) <28>
Backup: Class 4 (Protection 35) <14>
Backup: Class 4 (Protection 35) <14>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 480/1000/5000
Crew Quarters
Barracks: houses 600 crewmembers <10>
Spartan: 360 <18>
Basic: 200 <20>
Expanded: 10 <2>
Luxury: 4 <4>

Environmental Systems
Basic Life Support [11 Power/round] <28>
Reserve Life Support [6 Power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: 1 years worth <7>
Replicator Systems
Food Replicators [7 Power/round] <7>
Industrial Replicators Type: network of small Replicators [2 Power/round] <7>
Type: 2 Large unit [2 Power/replicator/round] <6>
Medical Facilities: 4 (+1) [4 Power/round] <20>
Recreation Facilities: 5 [10 Power/round] <40>
(No holodecks, 2 Large Mess halls, 3 gyms, 2 combat Practice areas , one additional gym or practice areas)
Mercantile Facilities: 4 (12 establishments) [8 Power/round] <32>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <21>
Fire Suppression System [1 Power/round when active] <7>
Cargo hold: 1,000,000 cubic meters <30>
Locations: Lower Cargo Bays
Escape Pods <10>
Number: 200
Capacity: 4 persons per pod

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

Power Systems
Fusion Reactor: 3 type 20 (generates 600 Power/round) <300>
Locations: Amid station
Auxiliary Power: 6 reactors (generate 5 Power/reactor/round) <18>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +100 Power transfer/round <40>
Standard Usable Power: 600

Operations systems
Operations (OPS): Saucer dorsal <11>
2 Computers Cores: [5 Power/round] <28>
ODN <21>

Sensor Systems
Long-range Sensors [5 Power/round] <39>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensor [5 Power/round] <19>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Coverage: Standard
Probes: 40 probes of varying types <6>
Sensors Skill: 4

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

Tactor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: ventral
Emitter: Class Alpha [3 power/Strength used/round] <3 (x2=6)>
Accuracy: 5/6/8/11

Location: one each Shuttle bay

Transporters
Type: Personnel [5 Power/use] <64>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: two upper section, two in engineering lower hull section

Type: Cargo [4 Power/use] <48>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and location: four cargo hull
Cloaking Device: Class 8 [40 Power/class/round] <31>

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Fields [1 Power/3 Strength] <7>

Science Systems Rating 2 (+1) [2 Power/round] <17>
Specialized Systems: 2 <10>
Laboratories: 16 <4>

Tactical Systems
Disruptor Cannon's <46 (x12=552)>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: 12 locations
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Torpedo Launcher <18>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
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: 1000 <100>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <76 (x 4)>
Shield Generator: Class 5 (Protection 900) [90 Power/shield/round]
Shield grid: Type C (50 % increase to 1200 Protection)
Subspace Field Distortion Amplifiers: Class Theta (Threshold 300)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>

Auto-Destruct System <7>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 34 size worth of ships <68>
Standard Compliment: 17 shuttles
Location(s): bottom of the stations

Docking ports:
2 rating 6 docks (ships up to size 6) [may supply 60 power/round/ship] <4>
2 rating 4 docks (ships up to size 4) [may supply 40 power/round/ship] <2>

Star Trek Enterprise – Season Four - Romulan Drone Ship – Romulan War
Class and Type: Fast attack Ship
Commissioning Date: 2154

Hull Systems
Size: 2
Length: 35 meters
Beams: 10 meters
Height: 15 meters
Decks: 5
Mass: 30 metric tons
SU's Available: 326 - 625
SU's Used: 337

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15) <6>
Primary Backup: Class C (Protection 5) <3>
Secondary Backup: Class C (Protection 5) <3>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: No crew
Crew Quarters: no crew no quarters

Environmental Systems
Basic Life Support [2 Power/round] <8>
Gravity [1 Power/round] <2>
Consumable: 1 years worth <4>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 50 cubic meters <1>
Locations:

Propulsion Systems
Warp Drive Nacelles: Mark 3 <30>
Speed: 3.0/4.0/5.0 [1 Power/.2 warp speed]
PIS: Class E (6 hours of Maximum warp) <6>
Special configuration: Embedded nacelles <8>
Impulse Engine Type: Type 3A (.5c/.5c) [5/5 Power/round] <10>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Mark III (generates 140 Power/round) <44>
Locations:
Impulse Engine[s]: Type 3A (generate 12 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power:

Operations systems
Bridge: <8>

Self Repair [12 power/round] <8>

Computers
Cores: [1 Power/round] <1>
ODN <6>

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

Sensor Systems
Long-range Sensors [5 Power/round] <8>
Range package: Mark I (Accuracy 4/5/8/11)
High Resolution: 2 Light-years (0.3/0.4 – 0.8/0.9 – 1.5/1.6 – 2.0)
Low Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <4>
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)

Sensor 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: 1 <0>

Inertial Damping Field
Main <4>
Strength: 5 [3 Power/round]
Number: 1

Backup <1>
Strength: 3 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Neurogenic Interface [4 power/round] <2>

Communications Systems
Type: Type III interplanetary Radio [3 Power/round] <10>
Strength: 3
Security: -1 Security Type A Uprating
Basic Uprating: Type 1 (+1)

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: Aft

Hull Holoemitters [10 power/round of use] <8>

Security Systems Rating: None
Anti-Intruder System: None
Internal Force Field: none
Science Systems Rating: 1 (+0) [1 Power/round] <7>
Specialized Systems: none
Laboratories: None

Tactical Systems
Tri-Phasic Energy Weapons Emitters <4 x 2 = 8>
Type (Equal to a Type 1 Disruptor)
Damage: 40 [4 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 10/30,000/100,000/300,000
Location: forward
Firing arc: 540 degrees
Firing Modes: Standard

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 3

Polarized Hull Plating (Forward, Aft, Port, Starboard) <8 x 4 = 32>
Polarized Hull Plating Generator: Class 2 (protection 220) [22 Power/shield/round]
Shield grid: Type O (0% increase to 220 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 73)
Recharging System: Class zero (75 seconds)
Auto-Destruct System <2>

Auxiliary Spacecraft systems
Shuttlebay(s): None

Mission

The Drone Ship's mission is to destabilize any alliance between the Humans, Vulcans, Andorians, and Tellarites.

Features

The Drone is equipped with a pair of powerful Tri-Phasic Energy Weapons Emitters that give it the strike capability of a capital ship. The most interesting features of the Drone are also its most unique. The ship's auto-repair functionality, allows it to repair during combat. The Drone Ship's multispectral emitters allow it to masquerade as virtually any other ship. The potentially most powerful feature of the Drone Ship is its telepresence system, allowing the starship to be remotely piloted from as far away as two sectors.

Unlike many other Romulan ships of its era, the Drone Ship's limited size and lack of crew allow it to be equipped with a much faster warp drive than its more ungainly and crewed sister ships. Analysts suspect this is due to Romulan technology lagging in the area of inertial dampeners.

Background

The Romulans have always employed stealth and misdirection to further their interests, and there is no finer example of that then the Drone Ship. With this new design, the Romulan Star Empire believes it has within its grasp the means to destabilize the local species to such a degree that they will never present a threat to Romulan interests.

Unfortunately for the Romulans, the design, while impressive, is not without some serious faults. While undeniably useful, the telepresence system is extremely temperamental. Even were its reliability not an issue, the telepresence system requires a telepathic pilot, and a strong one at that, something decidedly lacking in the vast majority of the Romulan population.

Military Space Station
Class and Type: K-class Military Resupply Space Station
Commissioning Date: 2233

Hull Systems
Size: 3 (10)
Diameters: 815 meters
Height: 306.33 meters
Decks: 50
Mass: 6,500,000 metric tons
SUs Available: 2500 - 3750
SUs Used: 1714

Hull Outer <40>
Hull Inner <40>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <25>
Backup: Class I (Protection 25) <13>
Backup: Class I (Protection 25) <13>

Personnel Systems
Crew/Inhabitants/Capacity: 250/800/8000
Crew Quarters
Spartan: 368 <19>
Basic: 420 <42>
Expanded: 189 <38>
Luxury: 52 <52>
Unusual: 21 <21>

Environmental Systems
Basic Life Support [11 Power/round] <40>
Reserve Life Support [6 Power/round] <20>
Emergency Life Support (60 emergency shelters) <20>
Gravity [5 Power/round] <10>
Consumable: one years' worth <20>
Food processors Mark II [2 Power/round] <20>
Industrial Fabrication Units Mark VI [4 Power/round] <25>
Medical Facilities: 4 [4 Power/round] <20>
Recreation Facilities: 10 (three main rec decks; pleasant (sometimes even luxurious) eating facilities; three large lounges; four gyms; five small lounges; three arboretums) [10 Power/round] <60>
Mercantile Facilities: 6 (18 establishments) [12 Power/round] <48>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <30>
Fire Suppression System [1 Power/round when active] <10>
Cargo hold: 1,750,000 cubic meters <53>
Locations: 750,000 standard Cargo Storage on the interior and 1,000,000 in deuterium storage in large tanks at the base.
Escape Pods <14>
Number: 280
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <10>

Power Systems
Fusion Reactor: two type 20 (generates 200 Power/round) <100 x 2 = 200>
Locations:
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <12>
Emergency Power: Type C (generates 35 Power/round) <35>
EPS: Standard Power flow, +100 Power transfer/round <60>
Standard Usable Power: 400

Operations systems
Operations (OPS): <12>

Computers
Core 1: [5 Power/round] <20>
Core 2: [5 Power/round] <20>
Core 3: [5 Power/round] <20>
ODN <30>

Sensor Systems
Long-range Sensors [5 Power/round] <20>
Range package: Mark V (Accuracy 4/5/8/11)
High Resolution: 5 light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 12 light-years (1.0/1.1 – 3.0/3.1 – 8.0/8.1 – 12.0)
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
Probes: 60 <6>
Sensor Skill: 3

Communications Systems
Type: Mark II [3 power/round of use] <6>
Strength: 2
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6 x 5

= 30>
Accuracy 5/6/8/11
Location: one at the Dorsal top of the central spire to the station and ventral one outer edge of exstended tower sections

Emitter: Class [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11
Location: Hanger bay

Transporters
Type: Personnel [3 Power/use] <8>
Pads: 2
Emitter/Receiver Array: Personnel Mark 4 (15,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: main administrative level

Type: Personnel [5 Power/use] <10 x 4 = 40>
Pads: 6
Emitter/Receiver Array: Personnel Mark 4 (15,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location:

Type: Emergency [7 Power/round] <12 x 3 = 36>
Pads: 22
Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
Energizing/Transition Coils: Class D (Strength 4)
Number and location:

Type: Cargo [2 Power/round] <6 x 4 = 24>
Pads: 200 kg
Emitter/Receiver Array: Cargo Type (40,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location:

Security Systems rating: 1 <4>
Anti-Intruder System: [1 Power/round] <10>
Internal Force Field [1 power/3 Strength] <10>
Science Systems Rating: 1 (+0) [1 Power/round] <15>
Specialized Systems: none
Laboratories: 8 <2>

Tactical Systems
Phaser Banks <9 x 6 = 54>
Type II Phaser Array
Damage: 40 [4 power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: Class Alpha Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 180 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam
Phaser Control rooms <10>

Torpedo Launcher <13 x 3 = 39>
Standard Load: Type I photon torpedo (160 damage)
Spread: 4
Range: 15/100,000/400,000/750,000
Targeting System: Class Alpha Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward, but are self-guided
Torpedoes carried: 100 <10>
Torpedo Control Room: <10>

TA/T/TS: Class Beta [2 power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <41 x 4 = 164>
Shield Generator: Class 2 (protection 240) [24 power/shield/round]
Shield grid: Type A (25% increase to 300 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 80)
Recharging System: Class Zero (90 seconds)
Backup Shield Generators: none
Auto-Destruct System <10>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 24 Size worth of ships <48>
Standard Complement: 12 shuttlecraft
Location(s): Main Shuttlebay

Docking bays:
3 rating 6 number of docks (ships up to size 6) [may supply 60 power/round/ship] <5>

Capella Class Starship
Class and Type: Capella Class Surveyor
Commissioning Date: 2249

Hull Systems
Size: 5
Length: 218 meters
Beams: 98 meters
Height: 55 meters
Decks: 12
Mass: 250,000 metric tons
SUs Available: 900 - 1900
SUs Used: 851

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <20>
Backup: Class I (Protection 25) <10>
Backup: Class I (Protection 25) <10>

Personnel Systems
Crew/Passengers/Evac: 80/16/400
Crew Quarters
Barracks: Houses 26 crewmembers <1>
Spartan: 40 <1>
Basic: 20 <1>
Expanded: 8 <2>
Luxury: 2 <2>
Unusual: 0 <0>

Environmental Systems
Basic Life Support [7 Power/round] <20>
Reserve Life Support [4 Power/round] <10>
Emergency Life Support (30 emergency shelters) <10>
Gravity [3 Power/round] <5>
Consumable: two years worth <20>
Food processors Mark III [3 Power/round] <13>
Industrial Fabrication Unites Mark VI [4 Power/round] <13>
Medical Facilities: 4 (+1) [4 Power/round] <20>
Recreation Facilities: 4 (one small rec deck; two gyms; large eating facilities; two small lounges) [4 Power/round] <18>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 10,000 cubic meters <1>
Locations: various
Escape Pods <2>
Number: 24
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: Mark 5 <75>
Speed: 5.0/6.0/7.0 [1 Power/.2 warp speed]
PIS: Class E (6 hours of Maximum warp) <10>
Impulse Engine Type: one type 5A (5.c/.75c) [5/7 Power/round] <18>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Mark IV (generates 160 Power/round) <51>
Locations:
Impulse Engine[s]: one Type 5A (generate 23 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 <30>
Standard Usable Power: 183

Operations systems
Bridge: <20>

Computers
Core: [5 Power/round] <10>
Core: [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] <20>
Range package: Mark V (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 12 Light-years (1.0/1.1 – 3.0/3.1 – 8.0/8.1 – 12.0)
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: 20 <2>
Sensor 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: 2 <0>

Inertial Damping Field
Main <20>
Strength: 7 [3 Power/round]
Number: 2
Backup <5>
Strength: 4 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Mark V [3 Power/round] <15>
Strength: 5
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: Aft
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5//6/8/11
Location: hanger bay

Transporters
Type: Personnel [5 Power/use] <11>
Pads: 6
Emitter/Receiver Array: Personnel Mark 4 (15,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location:

Type: Emergency [4 Power/round] <9>
Pads: 12
Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location:

Type: Cargo [2 Power/round] <6>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: [1 Power/round] <4>
Internal Force Field: [1 Power/3 Strength] <4>
Science Systems Rating: 2 (+1) [2 Power/round] <15>
Specialized Systems: Planetary Analysis <5>
Laboratories: 8 <2>

Tactical Systems
Phasers <14>
Type V
Damage: 100 [10 Power]
Number of Emitters: (up to shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: forward
Firing arc: 240 degrees
Firing Modes: Standard, pulse, continuous, wide-beam
Phaser Control room <5>

Torpedo Launcher <13>
Standard Load: Type I Photon torpedo (160 damage)
Spread: 4
Range: 15/100,000/400,000/750,000
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location: forward Ventral
Firing Arc: forward but are self-guided
Torpedo Control room <5>
Torpedoes carried: 20 <2>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <19 x 4 = 76>
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 67)
Recharging System: Class zero (60 seconds)
Backup Shield Generators: none
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 10 Size worth of ships <20>
Standard Complement: 2 Shuttlepods and 4 shuttlecraft
Location(s): aft

Corvallan Freighter
Class and Type: Corvallan Cargo Carrier
Commissioning Date: mid 24th Century)

Hull Systems
Size: 5
Length: 180 meters
Beams: 117 meters
Height: 40 meters
Decks: 6
Mass: metric tons
SU's Available: 800
SU's Used: 633

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <17>
Primary Backup: Class 1 (Protection 20) <9>
secondary Backup: Class 1 (Protection 20) <9>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 12/6/30
Crew Quarters
Basic: 18 <2>

Environmental Systems
Basic Life Support [4 Power/round] <20>
Reserve Life Support [2 Power/round] <10>
Gravity [3 Power/round] <5>
Consumable: 1 years worth <1>
Food Processor System [5 Power/round] <5>
Industrial Replicators: Type: small network of replicators [2 power/round] <5>
Medical Facilities: rating 2 (+0) [2 power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
(a spartain mess hall and an excercise room)
Personal Transport: Jefferies tubes [0 Power/round] <5>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 8,000 cubic meters <1>
Locations: Lower Cargo Bays (hull)
Amidship lower
Escape Pods <1>
Number: 10
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 4.8 <28>
Speed: 4.0/6.0/8.0 [1 Power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) <6>
Special configuration: Embedded nacelles <20>
Impulse Engine Type: 2 Type 3A (.5c/.75 c) [5/7 Power/round] <18 x 2 = 36>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <5>

POWER SYSTEMS
Warp Engine Type: Class 3/E (generates 180 Power/round) <43>
Locations: Engineering hull, decks
Impulse Engine[s]: two Type 3A (generate 28 power/engine/round)
Auxiliary Power: Two reactors (generate 10 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <25>
Standard Usable Power: 236

Operations systems
Bridge: Saucer dorsal <25>

Computers
Core 1: Amidship [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 engineering hull

Sensor Systems
Long-range Sensors [5 Power/round] <8>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 light-years (.5/.6 - 1.0/1.1 - 3.0/3.1 - 4.0)
Low Resolution: 10 light-years (1.0/1.1 - 3.0/3.1 - 7.0/7.1 - 10.0)
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Coverage: standard detection

Lateral Sensors [5 Power/round] <4>
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 power/round] <4>
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Probes: 10 <1>
Sensor 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 Power/round] <0>
Backups: <0>

Inertial Dampening field
Main <20>
Strength: 8 [3 Power/round]
Number: 2
Backup <10>
Strength: 6 [2 Power/round]
Number: 2
Attitude Control: [2 Power/round] <2>

Communications Systems
Type: Class 2 [2 power/round] <4>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: aft

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Field [1 power/ Strength] <5>

Science Systems Rating: (+0) [1 Power/round] <10>
Laboratories: 1 <2>

Tactical Systems
Forward Type IV Disruptor <16>
Type IV Phaser Banks
Damage: 100 [10 power]
Number of Emitters: (up to 2 shots per round)
Targeting System: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: forward hull
Firing arc: 90 degrees ventral
Firing Modes: Standard

Aft Type IV Disruptor <16>
Type IV Phaser Banks
Damage: 100 [10 power]
Number of Emitters: (up to 2 shots per round)
Targeting System: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: forward hull
Firing arc: 90 degrees ventral
Firing Modes: Standard

TA/T/TS: Class Alpha [0 power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <19 (x4)= 76>
embedded nacelles + 10 threshold +100 to shields
Shield Generator: Class 1 (protection 200 + 100) [20 power/shield/round]
Shield grid: Type A (25% increase to Protection 300)
Subspace field Distortion Amplifiers: Class Beta (Threshold 66 +10)
Recharging System: Class 1 (45 seconds)
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for Size 4 worth of ships <8>
Standard Complement: one shuttlepod
Location(s): Main Shuttlebay

NOTES:

Daystrum Science Planetary Facility
Class and Type: Curry-class Daystrum Science Planetary Facility
Commissioning Date: 24th century

Hull Systems
Size: 1 (3)
Length: 35.42 meters
Beams: 28.3 meters
Height: 20 meters
Decks: 6
Mass: 10,000 metric tons
SUs Available: 600 – 1000
SUs Used: 573

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <15>

Personnel Systems
Crew/Inhabitants/Capacity: 48/32/400
Crew Quarters
Basic: 40 <4>
Expanded: 20 <4>
Luxury: 12 <12>
Unusual: 8 <8>

Environmental Systems
Basic Life Support [7 Power/round] <12>
Reserve Life Support [4 Power/round] <6>
Emergency Life Support (18 emergency shelters) <6>
Gravity [2 Power/round] <3>
Consumable: one year's worth <3>
Food Replicators [3 Power/round] <3>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <3>
Medical Facilities: 7 (+2) [7 Power/round] <35>
EMH Mark I [2 Power/round when active] <5>
Recreation Facilities: 2 (one personal holodecks; one small lounge) [4 Power/round] <16>
Mercantile Facilities: none
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <9>
Fire Suppression System [1 Power/round when active] <3>
Cargo hold: 1,000 cubic meters <1>
Locations: Lower Cargo Bay
Escape Pods: None

Propulsion Systems: None

Power Systems

Fusion Reactor: one type 22 (generates 220 Power/round) <110>
Locations:
Solar power: 5 pannels (generates 10 power/round) <15>
Auxiliary Power: 1 reactors (generate 5 power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +20 Power transfer/round <17>
Standard Usable Power: 270

Operations systems
Operations (OPS): <5>

Computers
Core 1: [5 Power/round] <6>
Uprating class Alpha (+1) [1 Power/round] <2>
ODN <9>

Sensor Systems
Long-range Sensors (orbital satellite feed)

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Bata (+2)
Coverage: Standard
Probes: none
Sensor Skill: 4

Communications Systems
Type: Class 5 [2 power/round of use] <10>
Strength: 5
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class alpha [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11
Location: shuttle platform

Transporters
Type: Personnel [3 Power/use] <12>
Pads: 4
Emitter/Receiver Array: Personnel Type 3 (25,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Cargo [2 Power/round] <10>
Pads: 200 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Security Systems rating: 1 <4>

Anti-Intruder System: [1 Power/round] <5>
Internal Force Field: [1 power/3 Strength] <5>
Science Systems Rating: 4 (+3) [5 Power/round] <23>
Specialized Systems: one dedicating the facility to one specific science <5>
Laboratories: 5 <2>

Tactical Systems: None

Shields (Forward, Aft, Port, Starboard) <24 x 4 = 96>
Shield Generator: Class 1 (protection 400) [40 power/shield/round]
Shield grid: Type C (50% increase to 600 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 133)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <3>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 5 Size worth of ships <10>
Standard Complement: one - two shuttlecraft, one sphinx class construction facility
Location(s): Main Shuttlebay

Notes: located on the surface of a lifeless moon and performs some of the most dangerous science experiments that would not be safe on a class m planet populated with life forms.

There are three of these facilities located in the system. One performs biological science experiments another is one of the foremost research on the Soong Type Androids with some success and the third is working on a classified project.

Dyson Sphere Shell Segment

Refer to this page http://forum.trek-rpg.net/showthread.php/17085-STAR-WARS-the-second-Death-Star-as-it-was-in-Return-of-the-Jedi

In thinking about how to generate a sphere and was looking at a picture of the Death Star and remembered a version I had made up where I generated only a section of the Death Star and then connected them together, this didn't work well and I decided to generate a single segment of the sphere and then work out what was needed knowing it would work better than the Death Star a mostly solid sphere. I generated the segment as a single plate. The population is the total that is possible. I figure that most of the advanced race would have underground quarters leaving the surface for agriculture and natural landscaping.

This is one segment of 6,539,423,077 total sphere segments and equals 193,069,926,905,559 SU's of total sphere. This can also be used to generate the ring version pictured three to nine segments wide with 15,000,000 to 450,000,000 (SU's 442,860,005,559 to 13,285,800,005,559) segments making the ring. Using this you can make it as wide as wanted within reason.

Some of the parts are only in certain segments such as transporters, sensors systems, tractor beams, auxiliary spacecraft systems and Exterior space doors can be found in certain places around the sphere or ring with the notes for how many. The notes are for notes below are for a sphere and should be cut down by a third for a ring version dropping the tractor beams and Exterior Space Doors.

The exterior resistance is so high to withstand the exterior damage of materials crashing into the surface and the rest is just because I could. I wanted a surface that withstand a starship ramming into the surface with no damage to the surface but the higher resistance is for a combined attack of a starships focusing on breaching the hull.

Dyson Sphere Shell Segment
Class and Type: Dyson-class Sphere Shell Segment
Commissioning Date: various

Hull Systems
Size: 8 (30)
Sphere Diameter: 150,000,000 kilometers
Sphere conference: 5,885,480,769,000 square kilometers
Length: 30,000 meters
Beam: 30,000 meters
Height: 2500 Meters
Decks: 100
Mass: 115,000,000 metric tons
SUs Available: 73,000
SUs Used: 41,524

Hull Outer <120>
Hull Inner <120>
Resistance Outer Hull: 10,000 <14997>
Resistance Inner Hull: 10,000 <14997>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 7 (Protection 100/150) <60>
Primary Backup: Class 7 (Protection 50) <30>
Secondary Backup: Class 7 (Protection 50) <30>

Personnel Systems
Crew/Inhabitants/Capacity: 840/5000/87,600
Crew Quarters
Spartan: 2140 <107>
Basic: 2000 <200>
Expanded: 700 <140>
Luxury: 700 <700>
Unusual: 300 <300>

Environmental Systems
Basic Life Support [28 Power/round] <120>
Reserve Life Support [14 Power/round] <60>
Emergency Life Support (13,080 emergency shelters) <60>
Gravity [15 Power/round] <30>
Consumable: five years worth <150>
Food Replicators [30 Power/round] <30>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <30>
Type: 3 Large unit [2 Power/replicator/round] <9>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 10 (Six main holodecks; thirty personal holodecks; Large, luxurious eating Facilities; four large lounges; eight small lounges) [20 Power/round] <80>
Mercantile Facilities: 10 (30+ establishments) [20 Power/round] <80>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <90>
Fire Suppression System [2 Power/round when active] <30>
Cargo hold: 5,000,000 cubic meters <150>
Locations:
Escape Pods: None

Propulsion Systems

Power Systems
Solar power: 385 panel (generates 10 power/round) <1155>
EPS: Standard Power flow, +200 Power transfer/round <170>
Standard Usable Power: 3850

Operations systems
Operations (OPS): <40>

Computers
Core 1: [5 Power/round] <60>
Uprating Class Beta (+2) [2 power/round] <4>
ODN <90>

Sensor Systems
Long-range Sensors [5 Power/round] (one per entire sphere) <61>
Range package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (0.5/0.6 – 1.0/1.1 – 3.8/3.9 – 5.0)
Low Resolution: 17 light-years (1.0/1.1 – 6.0/6.1 – 13.0/13.1 – 17.0)
Strength Package: Class 9 (strength 9)
Gain Package: Class Bata (+2)
Coverage: Detects an additional 3000 substances/phenomena

Lateral Sensors [5 Power/round] <33>
Strength Package: Class 9 (strength 9)
Gain Package: Class Bata (+2)
Coverage: Detects an additional 3000 substances/phenomena
Probes: none
Sensor Skill: 4

Communications Systems
Type: Class 10 [2 Power/round] (one per sphere) <32>
Strength: 10
Security: -8 (Class epsilon uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class [3 Power/Strength used/round] <12 x 8 = 96>
Accuracy: 4/5/7/10
Lactation: four per interior of the Space door and four per exterior of space doors (one per corner)

Transporters:
Type: Personnel [11 Power/use] (only 24 per entire sphere) <25>
Pads: 12
Emitter/Receiver Array: Personnel Type 9 (1 light year range)
Energizing/Transition coils: Class J (Strength 10)
Number and Locations:

Type: Emergency [27 power/use] (only 24 per entire sphere) <40>
Pads: 100
Emitter/Receiver Array: Emergency Type 5 (25,000 km range)
Energizing/Transition Coils: Class J (Strength 10)
Number and Location:

Type: Cargo [11 Power/use] (only 24 per entire sphere) <24>
Pads: 1000 kg
Emitter/Receiver Array: Cargo Type 9 (one light year range)
Energizing/Transition Coils: Class J (Strength 10)
Number and location:

Security Systems rating: 1 <5>
Anti-Intruder System: Yes [1 Power/round] <30>
Internal Force Field [1 power/3 Strength] <30>
Science Systems Rating: 1 (+0) [1 Power/round] <35>
Specialized Systems: Botnical studies, geological studies, Stellar studies <15>
Laboratories: 40 <8>

Tactical Systems: none

Shields (Forward, Aft, Port, Starboard) <889 x 8 = 7112>
Shield Generator: Class 10 (protection 3000) [300 power/shield/round]
Shield grid: Type C (50% increase to 4500 Protection)
Subspace field Distortion Amplifiers: Class Phi (Threshold 1000)
Recharging System: Class 4 (30 seconds)
Backup Shield Generators: 4 (1 per shield) <30>
Auto-Destruct System <30>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 100 Size worth of ships <200>
Standard Complement:
Location(s): Shuttle craft facility build on the interior of the surface in a dozen different locations

Exterior Space Doors (large enough to grant access to a size 16 sphere ship (one of several located around the equatorial equator)) [10 power/round] <32>

Game notes: No starship can travel warp speed anywhere within one AU of the Sphere as it is radiating a warp dampening field well into subspace. This does not affect the ships traveling at full impulse speeds. This reduces the ability for a ship to use the warp engines to cause damage by ramming a starship into the surface of the sphere.

Federation Spacedock-class Starbase
Class and Type: Spacedock-class Starbase
Commissioning Date: 24th Century

Hull Systems
Size: 5 (18)
Diameters: 3810 meters
Height: 4648 meters (overall 5,795 meters)
Decks: 1655
Mass: 30,000,000 metric tons
SUs Available: 11,000 – 17,000
SUs Used: 15,015

Hull Outer <72>
Hull Inner <72>
Resistance Outer Hull: 14 <18>
Resistance Inner Hull: 14 <18>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <42>
Backup: Class 5 (Protection 40) <21>
Backup: Class 5 (Protection 40) <21>

Personnel Systems
Crew/Inhabitants/Capacity: 15,000/20,000/500,000
Crew Quarters
Spartan: 10,000 <500>
Basic: 10,000 <1000>
Expanded: 10,200 <2040>
Luxury: 4000 <4000>
Unusual: 800 <800>

Environmental Systems
Basic Life Support [17 Power/round] <72>
Reserve Life Support [9 Power/round] <36>
Emergency Life Support (108 emergency shelters) <36>
Gravity [9 Power/round] <18>
Consumable: three years worth <54>
Food Replicators [18 Power/round] <18>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <18>
Type: six Large unit [2 Power/replicator/round] <18>
Medical Facilities: 8 (+2) [8 Power/round] <40>
EMH Mark I [2 Power/round when active] <5>
Recreation Facilities: 10 (six main holodecks; thirty personal holodecks; large, luxurious eating facilities; four large lounges; eight small lounges) [40 Power/round] <80>
Botanical Garden recreational area [36 power/round] <36>
Mercantile Facilities: 10 (30+ establishments) [20 Power/round] <80>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <54>
Fire Suppression System [1 Power/round when active] <18>
Cargo hold: 2,000,000 cubic meters <60>
Locations: Lower Cargo Bays
Escape Pods <177>
Number: 3500
Capacity: 10 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <18>

Power Systems
Fusion Reactor: 16 type 25 (generates 250 Power/round) <125 x 16 = 2000>
Locations:
Auxiliary Power: 20 reactors (generate 5 Power/reactor/round) <60>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +300 Power transfer/round <120>
Standard Usable Power: 4800

Operations systems
Operations (OPS): upper level of the station <25>

Computers
Core 1: [5 Power/round] <36>
Core 2: [5 Power/round] <36>
Core 3: [5 Power/round] <36>
Uprating Class Alpha (+1) [1 power/round] <6>
ODN <54>

Sensor Systems
Long-range Sensors [5 Power/round] <54>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: standard

Lateral Sensor [5 Power/round] <26>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: standard
Probes: 100 <10>
Sensor Skill: 5

Communications Systems
Type: Class 9 [2 Power/round] <26>
Strength: 9
Security: -5 (Class Gamma uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 4 = 48>
Accuracy: 4/5/7/10
Location: one below each space door exterior

Emitter: Class Gamma [3 Power/Strength used/round] <9 x 4 = 36>
Accuracy: 4/5/7/10
Location: one below each space door interior

Emitter: Class Beta [3 Power/Strength used/round] <6 x 24 = 144>
Accuracy 5/6/8/11
Location: docking areas internal

Emitter: Class Alpha [3 Power/Strength used/round] <3 x 25 = 75>
Accuracy 5/6/8/11
Location: one per hangers

Transporters
Type: Personnel [5 Power/use] <15 x 2 = 30>
Pads: 2
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations: one operations deck and security operations

Type: Personnel [5 Power/use] <17 x 10 = 170>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations:

Type: Emergency [7 power/use] <17 x 10 = 170>
Pads: 24
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location:

Type: Cargo [4 Power/use] <11 x 10 = 110>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location:

Type: Cargo [4 Power/use] <13 x 4 = 52>
Pads: 800 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location:

Security Systems rating: 3 <12>
Anti-Intruder System: [1 Power/round] <18>
Internal Force Field: [1 power/3 Strength] <18>
Science Systems Rating: 4 (+3) [5 Power/round] <38>
Specialized Systems: Botanical Garden, Stellar Analysis <10>
Laboratories: 200 <40>

Tactical Systems
Phaser Arrays <28 x 74 = 2072>
Type X Phaser Array
Damage: 200 [20 power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Various locations (at least eighteen phasers covering any one side)
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Torpedo Launcher <15 x 12 = 180>
Standard Load: Type II photon torpedo (200 damage)
Spread: 6
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Various locations
Firing Arc: Forward, but are self-guided
Torpedoes carried: 2000 <200>

TA/T/TS: Class Gamma [2 power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <265 x 4 = 1060>83 480 180
Shield Generator: Class 6 (protection 1200) [120 power/shield/round]
Shield grid: Type C (50% increase to 1800 Protection)
Subspace field Distortion Amplifiers: Class Theta (Threshold 400)
Recharging System: Class 4 (30 seconds)
Backup Shield Generators: 8 (2 per shield) <36>
Auto-Destruct System <18>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 250 Size worth of ships <500>
Standard Complement: 10 size worth per 25 hanger
Location(s): Main Shuttlebay

Internal Spacedock Mushroom Docking bay: (mainly docking areas)
4 rating 8 number of docks (ships up to size 8) [may supply 80 power/round/ship] <64>

4 rating 7 number of docks (ships up to size 7) [may supply 70 power/round/ship] <56>
16 rating 5 number of docks (ships up to size 5) [may supply 50 power/round/ship] <160>

Individual Internal Column Docking bays: (repair areas)
2 rating 7 number of docks (ships up to size 7) [may supply 70 power/round/ship] <28>
3 rating 6 number of docks (ships up to size 6) [may supply 60 power/round/ship] <36>
3 rating 5 number of docks (ships up to size 5) [may supply 50 power/round/ship] <30>

Federation Spacedock-class Starbase
Class and Type: Spacedock-class Starbase
Commissioning Date: 24th Century

Hull Systems
Size: 5 (18)
Diameters: 3810 meters
Height: 4648 meters (overall 5,795 meters)
Decks: 1655
Mass: 30,000,000 metric tons
SUs Available: 11,000 – 17,000
SUs Used: 22,793

Hull Outer <72>
Hull Inner <72>
Resistance Outer Hull: 16 <21>
Resistance Inner Hull: 16 <21>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <42>
Backup: Class 5 (Protection 40) <21>
Backup: Class 5 (Protection 40) <21>

Personnel Systems
Crew/Inhabitants/Capacity: 15,000/35,000/750,000
Crew Quarters
Spartan: 10,000 <500>
Basic: 22,000 <2200>
Expanded: 13,200 <2640>
Luxury: 4000 <4000>
Unusual: 800 <800>

Environmental Systems
Basic Life Support [18 Power/round] <72>
Reserve Life Support [9 Power/round] <36>
Emergency Life Support (108 emergency shelters) <36>
Gravity [9 Power/round] <18>
Consumable: three years worth <54>
Food Replicators [18 Power/round] <18>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <18>
Type: six Large unit [2 Power/replicator/round] <18>
Medical Facilities: 8 (+2) [8 Power/round] <40>
EMH Mark I [2 Power/round when active] <5>
Recreation Facilities: 20 (twelve main holodecks; sixty personal holodecks; large, luxurious eating facilities; eight large lounges; sixteen small lounges) [40 Power/round] <160>
Botanical Garden recreational area [36 power/round] <36>
Mercantile Facilities: 10 (30+ establishments) [20 Power/round] <80>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <54>
Fire Suppression System [1 Power/round when active] <18>
Cargo hold: 5,000,000 cubic meters <150>
Locations: Lower Cargo Bays
Escape Pods <252>
Number: 5000
Capacity: 10 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <18>

Power Systems
Fusion Reactor: 16 type 30 (generates 300 Power/round) <150 x 16 = 2400>
Locations:
Auxiliary Power: 20 reactors (generate 5 Power/reactor/round) <60>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +300 Power transfer/round <120>
Standard Usable Power: 4800

Operations systems
Operations (OPS): upper level of the station <25>

Computers
Core 1: [5 Power/round] <36>
Core 2: [5 Power/round] <36>
Core 3: [5 Power/round] <36>
Uprating Class Alpha (+1) [1 power/round] <6>
ODN <54>

Sensor Systems
Long-range Sensors [5 Power/round] <63>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: +3000 substances/phenomena

Lateral Sensor [5 Power/round] <35>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: +3000 substances/phenomena
Probes: 500 <50>
Sensor Skill:

Communications Systems
Type: Class 9 [2 Power/round] <26>
Strength: 9
Security: -5 (Class Gamma uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 4 = 48>
Accuracy: 4/5/7/10
Location: one below each space door exterior

Emitter: Class Gamma [3 Power/Strength used/round] <9 x 4 = 36>
Accuracy: 4/5/7/10
Location: one below each space door interior

Emitter: Class Beta [3 Power/Strength used/round] <6 x 24 = 144>
Accuracy 5/6/8/11
Location: docking areas internal

Emitter: Class Alpha [3 Power/Strength used/round] <3 x 25 = 75>
Accuracy 5/6/8/11
Location: one per hangers

Transporters
Type: Personnel [5 Power/use] <15 x 2 = 30>
Pads: 2
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations: one operations deck and security operations

Type: Personnel [5 Power/use] <17 x 10 = 170>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations:

Type: Emergency [7 power/use] <17 x 10 = 170>
Pads: 24
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location:

Type: Cargo [4 Power/use] <11 x 10 = 110>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location:

Type: Cargo [4 Power/use] <13 x 4 = 52>
Pads: 800 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location:

Security Systems rating: 3 <12>
Anti-Intruder System: [1 Power/round] <18>
Internal Force Field: [1 power/3 Strength] <18>
Science Systems Rating: 4 (+3) [5 Power/round] <38>
Specialized Systems: Botanical Garden, Stellar Analysis, Geological Analysis, Planetary Analysis <20>
Laboratories: 200 <40>

Tactical Systems
Phaser Arrays <51 x 74 = 3774>
Type VI Phaser Array
Damage: 220 [22 power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Various locations (at least eighteen phasers covering any one side)
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Torpedo Launcher (High-yield) <15 x 24 = 360>
Standard Load: Type II photon torpedo (200 damage)
Spread: 6
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Various locations
Firing Arc: Forward, but are self-guided
Torpedoes carried: 5000 <500>

TA/T/TS: Class Delta [4 power/round] <15>
Strength: 10
Bonus: +3
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <292 x 4 = 1168>
Shield Generator: Class 7 (protection 1400) [140 power/shield/round]
Shield grid: Type C (50% increase to 2100 Protection)
Subspace field Distortion Amplifiers: Class Iota (Threshold 450)
Recharging System: Class 4 (30 seconds)
Backup Shield Generators: 8 (2 per shield) <36>
Auto-Destruct System <18>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 500 Size worth of ships <1000>
Standard Complement: 20 size worth per 25 hanger
Location(s): Main Shuttlebay

Internal Spacedock Mushroom Docking bay: (mainly docking areas)
4 rating 8 number of docks (ships up to size 8) [may supply 80 power/round/ship] <64>

4 rating 7 number of docks (ships up to size 7) [may supply 70 power/round/ship] <56>
8 rating 6 number of docks (ships up to size 6) [may supply 60 power/round/ship] <96>
8 rating 5 number of docks (ships up to size 5) [may supply 50 power/round/ship] <80>

Individual Internal Column Docking bays: (repair areas)
2 rating 7 number of docks (ships up to size 7) [may supply 70 power/round/ship] <28>
3 rating 6 number of docks (ships up to size 6) [may supply 60 power/round/ship] <36>
3 rating 5 number of docks (ships up to size 5) [may supply 50 power/round/ship] <30>

External Docking Ports: (secondary external docking ports to attachments ports)
4 rating 8 number of docks (ships up to size 8) [may supply no power/round/ship] <16>
8 rating 6 number of docks (ships up to size 6) [may supply no power/round/ship] <24>
8 rating 5 number of docks (ships up to size 5) [may supply no power/round/ship] <20>

Federation Spacedock-class Starbase
Class and Type: Spacedock-class Starbase
Commissioning Date: 24th Century

Hull Systems
Size: 5 (18)
Diameters: 3810 meters
Height: 4648 meters (overall 5,795 meters)
Decks: 1655
Mass: 30,000,000 metric tons
SUs Available: 11,000 – 17,000
SUs Used: 24,220

Hull Outer <72>
Hull Inner <72>
Resistance Outer Hull: 18 <24>
Resistance Inner Hull: 18 <24>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <42>
Primary Backup: Class 5 (Protection 40) <21>
Secondary Backup: Class 5 (Protection 40) <21>

Personnel Systems
Crew/Inhabitants/Capacity: 15,000/35,000/750,000
Crew Quarters
Basic: 32,000 <3200>
Expanded: 13,200 <2640>
Luxury: 4000 <4000>
Unusual: 800 <800>

Environmental Systems
Basic Life Support [18 Power/round] <72>
Reserve Life Support [9 Power/round] <36>
Emergency Life Support (108 emergency shelters) <36>
Gravity [9 Power/round] <18>
Consumable: three years worth <54>
Food Replicators [18 Power/round] <18>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <18>
Type: six Large unit [2 Power/replicator/round] <18>
Medical Facilities: 8 (+2) [8 Power/round] <40 x 4 = 160>
EMH Mark I (one per medical facilities) [2 Power/round when active] <20>
Recreation Facilities: 20 (twelve main holodecks; sixty personal holodecks; large, luxurious eating facilities; eight large lounges; sixteen small lounges) [40 Power/round] <160>
Botanical Garden recreational area [36 power/round] <36>
Mercantile Facilities: 10 (30+ establishments) [20 Power/round] <80>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <54>
Fire Suppression System [1 Power/round when active] <18>
Manufacturing systems: four systems (dozens of none replicatable items and full shuttlecrafts) [30 power/round] <30 x 4 = 120>
Cargo hold: 5,000,000 cubic meters <150>
Locations: Lower Cargo Bays
Escape Pods <252>
Number: 5000
Capacity: 10 persons per pod

Propulsion Systems
Reaction Control System (.025c) [2 Power/ round when in use] <18>

Power Systems
Fusion Reactor: 20 type 30 (generates 300 Power/round) <150 x 20 = 3000>
Locations:
Auxiliary Power: 30 reactors (generate 5 Power/reactor/round) <90>
Emergency Power: Equal to two Type F (generates 100 Power/round) <100>
EPS: Standard Power flow, +300 Power transfer/round <120>1950 210 120
Standard Usable Power: 6000

Operations systems
Operations (OPS): upper level of the station <25>

Computers
Core 1: [5 Power/round] <36>
Core 2: [5 Power/round] <36>
Core 3: [5 Power/round] <36>
Core 4: [5 Power/round] <36>
Core 5: [5 Power/round] <36>
Core 6: [5 Power/round] <36>
Uprating Class Beta (+2) [2 power/round] <24>
ODN <54>

Sensor Systems
Long-range Sensors [5 Power/round] <63>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: +3000 substances/phenomena

Lateral Sensor [5 Power/round] <35>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: +3000 substances/phenomena
Probes: 1000 <100>
Sensor Skill:

Communications Systems
Type: Class 9 [2 Power/round] <26>

Strength: 9
Security: -5 (Class Gamma uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 4 = 48>
Accuracy: 4/5/7/10
Location: one below each space door exterior

Emitter: Class Gamma [3 Power/Strength used/round] <9 x 4 = 36>
Accuracy: 4/5/7/10
Location: one below each space door interior

Emitter: Class Beta [3 Power/Strength used/round] <6 x 24 = 144>
Accuracy 5/6/8/11
Location: docking areas internal

Emitter: Class Alpha [3 Power/Strength used/round] <3 x 25 = 75>
Accuracy 5/6/8/11
Location: one per hangers

Transporters
Type: Personnel [5 Power/use] <15 x 2 = 30>
Pads: 2
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations: one operations deck and security operations

Type: Personnel [5 Power/use] <17 x 10 = 170>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations:

Type: Emergency [7 power/use] <17 x 10 = 170>
Pads: 24
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location:

Type: Cargo [4 Power/use] <11 x 10 = 110>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location:

Type: Cargo [4 Power/use] <13 x 4 = 52>
Pads: 800 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location:

Security Systems rating: 3 <12>
Anti-Intruder System: [1 Power/round] <18>
Internal Force Field: [1 power/3 Strength] <18>
Science Systems Rating: 4 (+3) [5 Power/round] <38>
Specialized Systems: Botanical Garden, Stellar Analysis, Geological Analysis, Planetary Analysis <20>
Laboratories: 200 <40>

Tactical Systems
Phaser Arrays <55 x 12 = 660>
Type VI Phaser Array
Damage: 240 [24 power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Various locations
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Phaser Arrays <51 x 24 = 1224>
Type VI Phaser Array
Damage: 220 [22 power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Various locations
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Phaser Arrays <47 x 12 = 564>
Type VI Phaser Array
Damage: 200 [20 power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Various locations
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Torpedo Launcher <17 x 16 = 272>
Standard Load: Type II photon torpedo (200 damage)
Spread: 10
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Various locations
Firing Arc: Forward, but are self-guided

Torpedo Launcher (high-yield) <23 x 8 = 92>
Standard Load: Type II photon torpedo (200 damage), Mark I Quantum Torpedoes (400 damage)

Spread: 6
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Various locations
Firing Arc: Forward, but are self-guided
Torpedoes carried: 5000 (1250 (25%) Mark I Quantum torpedoes, (75%) 3750 Type II Photon Torpedoes) <500>

TA/T/TS: Class Delta [4 power/round] <15>
Strength: 10
Bonus: +3
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <328 x 4 = 1312> 146 640 240
Shield Generator: Class 8 (protection 1600) [160 power/shield/round]
Shield grid: Type C (50% increase to 2400 Protection)
Subspace field Distortion Amplifiers: Class Lambda (Threshold 533)
Recharging System: Class 4 (30 seconds)
Backup Shield Generators: 8 (2 per shield) <36>
Auto-Destruct System <18>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 1000 Size worth of ships <2000>
Standard Complement: 20 size worth per 50 hanger
Location(s): Main Shuttlebay

Internal Spacedock Mushroom Docking bay: (mainly docking areas)
4 rating 8 number of docks (ships up to size 8) [may supply 80 power/round/ship] <64>
4 rating 7 number of docks (ships up to size 7) [may supply 70 power/round/ship] <56>
8 rating 6 number of docks (ships up to size 6) [may supply 60 power/round/ship] <96>
8 rating 5 number of docks (ships up to size 5) [may supply 50 power/round/ship] <80>

Individual Internal Column Docking bays: (repair areas)
2 rating 7 number of docks (ships up to size 7) [may supply 70 power/round/ship] <28>
3 rating 6 number of docks (ships up to size 6) [may supply 60 power/round/ship] <36>
3 rating 5 number of docks (ships up to size 5) [may supply 50 power/round/ship] <30>

External Docking Ports: (secondary external docking ports to attachments ports)
4 rating 8 number of docks (ships up to size 8) [may supply no power/round/ship] <16>
8 rating 6 number of docks (ships up to size 6) [may supply no power/round/ship] <24>
8 rating 5 number of docks (ships up to size 5) [may supply no power/round/ship] <20>

Fuel points and tanks

For each fuel point generates 100 power in the power reactors till that fuel is burned off. The ship will have thousands of points of fuel to use. The tanks are capable of sustaining military ships for years or longer depending on the ship while the civilian ships carry enough fuel to carry the ship from point to point to point for days.

As an example the auxiliary Reactor generates 5 power per round and to burn the fuel point would take 20 rounds before needing more. The larger the reactor the more power they need to use.

The transfer of fuel is 100 points per round to the ships that are being refueled. The fuel being transferred to the ship is endangered in an accident of the transferred. Although the fuel transfer is a practiced operation there is the chance of an accident an accident happens once in a fuel transfer by failing to roll an eight or better. (optional accident rolling two dice and coming up with one on each dice "*snake eyes*"). A full refueling for the Battlestar Galactica would take over thirteen hours nevertheless usually there is only fifty percent fuel in the Battlestar at any given time, unless it is a time of war and the ship has just been outfitted for a battle.

The fuel tanks cost size regardless of the length of time. The civilian ships three to six months of fuel. The military fuel tanks are double armored (resistance is double) for the fighters and triple on the larger ships such as the Galactica itself (resistance is triple) for the tanks only.

If the tank is breached roll 2d6 x size to determine the fuel lost per round. If the tank explodes roll a difficulty of 17 to determine if the fuel explodes and if it does amount of fuel that is remaining does fuel x 100 damage in the explosion. If the tank is totally ruptured and the damage is destroyed the fuel automatically explodes at half of the determined above.

Enterprise Era Iceland/NU-class Escort/Surveyor
Class and Type: Iceland/NU class Escort/Surveyor
Commissioning Date: 2119

Hull Systems
Size: 4
Length: 120 meters
Beams: 130 meters
Height: 20 meters
Decks: 5
Mass: 65,000 metric tons
SUs Available: 800 - 1300
SUs Used: 481

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15) <8>
Backup: Class C (Protection 5) <4>
Backup: Class C (Protection 5) <4>
Specialized hull: Atmospheric Capability <4>
Planetfall Capability <4>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 60/6/180
Crew Quarters
Barracks: Houses 8 crewmembers <1>
Spartan: 34 <2>
Basic: 18 <2>
Expanded: 4 <1>
Luxury: 2 <2>
Unusual: 0 <0>

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>
Consumable: two years worth <16>
Food Storage [0 Power/round] <2>
Industrial Fabrication Unites Mark II [2 Power/round] <3>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 4 (one small rec deck; two gyms; large eatig facilities; two small lounges) [4 Power/round] <24>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <12>
Fire Suppression System [1 Power/round when active] <4>
Cargo hold: 3000 cubic meters <1>
Locations:
Escape Pods <1>
Number: 20
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: Mark 1.2 <5>
Speed: 1.2/1.3/1.5 [1 Power/.2 warp speed]
PIS: Class C (3 hours of Maximum warp) <6>
Impulse Engine Type: two Type 3A (.5c/.5c) [5/5 Power/round] <10>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <4>

Power Systems
Warp Engine Type: Mark II (generates 90 Power/round) <34>
Locations:
Impulse Engine[s]: two type 3A (generate 12 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 <25>
Standard Usable Power: 119

Operations systems
Bridge: <12>

Computers
Core: [1 Power/round] <2>
ODN <12>

Navigational Deflector [6 Power/round] <12>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <10>
Range package: Mark II (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 – 0.8/0.9 – 1.5/1.6 – 3.0)
Low Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)

Gain Package: Standard (+0)
Probes: none
Sensor 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: 2 <0>

Inertial Damping Field
Main <16>
Strength: 3 [3 Power/round]
Number: 2
Backup <4>
Strength: 2 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Type II [3 Power/round] <2>
Strength: 2
Security: -0
Emergency Communications: [3 Power/round] <1>

Tractor Beams: None
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation:

Transporters: None

Security Systems Rating: 1 <4>
Anti-Intruder System: none
Internal Bulkhead Doors: [1 Power/round] <4>
Science Systems Rating: 1 (+0) [1 Power/round] <9>
Specialized Systems: none
Laboratories: 6 <2>

Tactical Systems
Phase Cannons <10 x 2 = 20>
Type equal to a single Phaser bank (see notes)
Damage: 70 [7 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 10/30,000/100,000/300,000
Location: one forward one aft
Firing arc: 240
Firing Modes: Standard
Phase Cannons Weapons Control <4>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 3

Polarized Hull Plating (Forward, Aft, Port, Starboard) <11 x 4 = 44>
Polarized Hull Plating Generator: Class 1 (protection 150) [15 Power/shield/round]
Polarized Hull Plating grid: Type 0 (0% increase to 150 Protection)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 50)
Recharging System: Class zero (75 seconds)
Backup Shield Generators: none
Auto-Destruct System <4>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 1 Size worth of ships <2>
Standard Complement: 1 Shuttlepod
Location(s):

In Star Trek The Birth of Federation game and Star Trek Deep Space Nine's Dominion War as the Cardassian orbital weapon systems this is a generic version that can be modified to handle not only planetary defense but can be seeded along a border zone of space where someone does not want ships to venture. A handful seeded into an area of one MU can become a handful with their overlapping fields of fire.

Starfleet Orbital Defense Satellite
Class and Type: Protector-class Orbital Defense Satellite
Commissioning Date: 24th century

Hull Systems
Size: 1 (2)
Diameters: 6 meters
Height: 6 meters
Decks: none
Mass: 5 metric tons
SUs Available: 326 - 625
SUs Used: 536

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 2 (Protection 50/80) <17>

Personnel Systems
Crew/Inhabitants/Capacity: 0/0/0
Crew Quarters: None

Environmental Systems
Consumable: 1 years worth <2>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>

Propulsion Systems
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Fusion Reactor: two type 25 (generates 250 Power/round) <125 x 2 = 250>
Locations:
EPS: Standard Power flow, +50 Power transfer/round <15>
Standard Usable Power: 500

Operations systems
Operations (OPS): none (remote controlled)

Computers
Core 1: [5 Power/round] <4>
ODN <6>

Sensor Systems: None
Lateral Sensors [5 Power/round] <9>
Strength Package: Class 3 (strength 3)
Gain Package: Class Alpha (+1)
Coverage: Standard
Probes: none
Sensor Skill: 3

Communications Systems
Type: Class 5 [2 power/round of use] <20>
Strength: 5
Security: -4 (Class Delta Uprating)
Basic Uprating: Class Alpha (+1)

Internal Force Field [1 power/3 Strength] <2>

Tactical Systems
Phaser Arrays <28 x 4 = 112>
Type V Phaser Array
Damage: 100 [10 power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 540 degrees ventral
Firing Modes: Standard, Continuous, Pulse

Torpedo Launcher <14>
Standard Load: Type II photon torpedo (200 damage)
Spread: 4
Range: 15/300,000/1,000,000/3,000,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedoes carried: 10 <1>

TA/T/TS: Class Gamma [2 power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <18 x 4 = 72>
Shield Generator: Class 4 (protection 750) [75 power/shield/round]
Shield grid: Type 0 (50% increase to 750 Protection)
Subspace field Distortion Amplifiers: Class Epsilon (Threshold 250)
Recharging System: Class 1 (45 seconds)

Station Data: few hundreds of these seeded about in high orbit around a planet where they are over lapping its neighbors. This makes them nearly impervious from

attack as there are few ships that can take the incoming fire while they pick off each satellite one at a time before a planetary strike or raid.

Creation Notes: This is based on both the Cardassian Defense Satellites and the Birth of the Federation's Generic Orbital Defense Satellites. The satellite became even more powerful as the creation came about. Unless there is an armada of hundreds of ships the satellite system is great deterrent in an orbital assault on the planet's surface. I like to pepper dozens into each of the mu's around a planet leaving the center with the planet with the planet and whatever space station is in orbit. With a dozen per MU that makes a total of 312 satellites with overlapping fields of fire. If someone wanted they could expand it out farther to covering two MU's out from the planet occupying 124 MU's excluding the planetary occupation and would make that there are 1440 satellites making the planet nearly impossible to assault even with an armada. And making it even more dangerous three MU's out covering 342 MU's of space around a planet with 4104 satellites.

Optional Federation Phaser Arrays
Phaser Arrays <28 x 4 = 112>
Type V Phaser Array
Damage: 160 [16 power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 540 degrees ventral
Firing Modes: Standard, Continuous, Pulse

Cardassian Variant <478>
Hull Outer <10>
Hull Inner <10>

Fusion reactors: Two class 20 (generates 200 power/round) <100 x 2 = 200)

Spiral-wave Disruptors <27 x 4 = 108>
Type 5 Class Ebshar Disrupor
Damage: 120 [12 power]
Number of Emitters: (up to 2 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 540 degrees ventral
Firing Modes: Standard, Pulse

Romulan Changes <518>
Fusion reactors: Two class 22 (generates 220 power/round) <110 x 2 = 220)

Romulan Disruptors <31 x 4 = 124>
Type 6 Class Damash Disruptor
Damage: 140 [14 power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 540 degrees ventral
Firing Modes: Standard, Pulse

OTHER PLANETARY FACILITIES THAT CAN BE USED IN OTHER SERIES

I thought that I would share some of my creations that can be used in other series and originally came from other series such as Battlestar Galactica and Andromeda. Use them if you need them.

MOUNTAIN PULSAR CANNON

In Battlestar Galactica Gun on Ice Planet Zero there is a pulsar mounted in the peak of a tall mountain that was used to fire on the Battlestar Galactica. The weapon was a powerful weapon like a Death Star Super Laser was capable of destroying a starship. I made the weapon powerful and capable punching through the shields of a starship and causing severe damage.

The weapon has a range ten times greater than that the standard phaser ranges and can pick a target off before it arrives in orbit of the planet as long as the weapon is facing the direction that the target is approaching. This weapon can easily cause a starship great damage before the starship can inflict any damage. The pulsar cannon, natural rock and the facility shields make the weapon nearly undefeatable for even the Andromeda.

Mountain Energy Cannon
Class and Type: Energy Cannon
Commissioning Date: seventh millennium of man kind

Hull Systems
Size: 1 (4)
Diameters: 80 meters
Height: 45 meters
Decks: 10
Mass: 100,000 metric tons 486,000
SUs Available: 800 - 1300
SUs Used: 1218

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <16>
Backup: Class 1 (Protection 20) <8>
Backup: Class 1 (Protection 20) <8>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 24/40/500
Crew Quarters
Barracks: houses 40 Crewmembers <1>
Spartan: 10 <1>
Basic: 10 <1>
Expanded: 4 <1>
Luxury: 0 <0>
Unusual: 0 <0>

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>
Consumable: three years worth <12>
Food Replicators [4 Power/round] <4>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <4>
Type: 1 Large unit [2 Power/replicator/round] <3>
Medical Facilities: 6 (+1) [6 Power/round] <30>
Recreation Facilities: 3 (two personal holodecks; one small lounge) [6 Power/round] <24>
Mercantile Facilities: none
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <12>
Fire Suppression System [1 Power/round when active] <4>
Cargo hold: 20,000 cubic meters <1>
Locations:
Escape Pods - none

Propulsion Systems: None

Power Systems
Fusion Reactor: four type 20 (generates 200 Power/round) <100 x 4 = 400>
Locations:
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 <30>
Standard Usable Power: 820

Operations systems
Operations (OPS): <5>

Computers
Core 1: [5 Power/round] <8>
Core 2: [5 Power/round] <8>
Uprating Class Alpha (+1) [1 power/round] <4>
ODN <12>

Sensor Systems
Long-range Sensors [5 Power/round] <39>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)

Low Resolution: 15 light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <19>
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard
Probes: none
Sensor Skill: 4

Communications Systems
Type: Class 7 [2 power/round of use] <26>
Strength: 7
Security: -6 (Class Epsilon Uprating)
Basic Uprating: Class Alpha (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class alpha [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11
Location: Hanger bay north side of mountain

Transporters
Type: Personnel [4 Power/use] <13>
Pads: 6
Emitter/Receiver Array: Personnel Type 3 (25,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location: near operations on same level

Type: Emergency: None

Type: Cargo [3 Power/round] <11>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Security Systems rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <4>
Internal Force Field [1 power/3 Strength] <4>
Science Systems Rating: 3 (+2) [3 Power/round] <19>
Specialized Systems: Experimental Weapons lab <5>
Laboratories: 3 <2>

Tactical Systems
Pulsar Cannon <86>
Type Equal to ten type X phaser Arrays
Damage: 2000 [200 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Alpha (Accuracy 5/6/8/11)
Range: 100/300,000/1,000,000/3,000,000
Location: mountain top
Firing arc: 540 degrees ventral
Firing Modes: Standard, Pulse, wide-beam

TA/T/TS: Class Gamma [2 power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <56 x 2 = 224>
Shield Generator: Class 5 (protection 1000) [100 power/shield/round]
Shield grid: Type C (50% increase to 1500 Protection)
Subspace field Distortion Amplifiers: Class Eta (Threshold 333)
Recharging System: Class 4 (30 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <4>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 8 Size worth of ships <16>
Standard Complement: 4 shuttlecraft
Location(s): Main Shuttlebay

Notes:

The pulsar is located on the top of the mountain with the natural rock acting as partial protection to the interior of the facility. The natural rock of the mountain 83160 SU's of natural rock with a resistance of 6 use this like it is ablative armor and can be used instead of shields when using together Battlestar Galactica and Andromeda.

The upper five levels are maintenance levels for the Pulsar weapons cannon barrel.

Level six is the hanger bay located on the north side of the mountain. This is the level that has the operations command center.

Level seven is the Maintenance level for the shuttles and storage areas and some of the operations area.

Level eight and nine is the main power generation level and has additional quarters and the recreational area.

Level ten the barracks and much of the storage areas.

The pulsar has a wide beam fire that can stop any incoming missiles from impacting the mountain well before they arrive at the planet. The easiest way to destroy the weapon would be to either blow up the planet or the local star in a way that it would destroy the planet (i.e. supernova).

Old Cargo Carrier (*"Tramp Freighter"*)
Class and Type: Batris-Class Freighter
Commissioning Date: 2327

Hull Systems
Size: 4
Length: 148.6 meters
Beams: 37.6 meters
Height: 23 meters
Decks: 3
Mass: 90,000 metric tons
SU's Available: 800 - 1300
SU's Used: 632

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <16>
Primary Backup: Class 1 (Protection 20) <8>
Secondary Backup: Class 1 (Protection 20) <8>
Specialized hull: Atmospheric Capability <4>
Planetary Capability <4>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 12/6/100
Crew Quarters
Spartan: 9 <1>
Basic: 6 <1>
Expanded: 2 <1>
Luxury: 1 <1>
Unusual: none <0>

Environmental Systems
Basic Life Support [5 Power/round] <16>
Reserve Life Support [3 Power/round] <8>
Emergency Life Support (24 emergency-shelters) <8>
Gravity [2 Power/round] <4>
Consumable: One years worth <4>
Replicators Systems
Food Replicators [4 Power/round] <4>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <4>
Type: one Large unit [2 Power/replicator/round] <3>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 (a spartan mess hall; exercise room) [2 Power/round] <8>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <12>
Fire Suppression System [1 Power/round when active] <4>
Cargo hold: 60,000 cubic meters <2>
Locations: mid ship
Escape Pods <1>
Number: 20
Capacity: one person per pod

Propulsion Systems
Warp Drive Nacelles: Type 3 <20>
Speed: 3.3/6.3/6.9 [1 Power/.2 warp speed]
Uprating package 4 (+0.4 to standard and sustained) <16>
PIS: Type C (6 hours of Maximum warp) <6>
Special configuration: Embedded Nacelles <16>
Impulse Engine Type: three Class 2 (.5c/.5c) [5/5 Power/round] <10 x 3 = 30>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <4>

Power Systems
Warp Engine Type: Class 2/B (generates 100 Power/round) <30>
Locations:
Impulse Engine[s]: three Class 2 (generate 16 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 <30>
Standard Usable Power: 148

Operations systems
Bridge: <20>

Computers
Cores: [5 Power/round] <8>
ODN <12>

Navigational Deflector [5 Power/round] <16>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward ventral

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <4>
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)

Coverage: Standard

Navigational Sensors: [5 Power/round] <7>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Probes: none
Sensor 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: 3 <0>

Inertial Damping Field
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: Class 3 [2 Power/round] <6>
Strength: 6
Security: -3
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6 x 2 = 12>
Accuracy: 5/6/8/11
Location: Aft and forward

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

Transporters
Type: Personnel [3 Power/use] <8>
Pads: 4
Emitter/Receiver Array: Personnel Type 2 (15,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: aft of the main bridge

Type: Emergency – none

Type: Cargo [2 Power/round] <7 x 2 = 14>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 1 (10,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: none
Internal Force Field [1 Power/3 Strength] <4>
Science Systems Rating: 1 (+0) [1 Power/round] <9>
Specialized Systems: none
Laboratories: 1 <2>

Tactical Systems
Plasma Weapons Arrays <11 x 2 = 22>
Type (Equal to Type IV Phaser Array)
Damage: 80 [8 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: one forward, one aft
Firing arc: 90 degrees
Firing Modes: Standard, pulse

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <19 x 4 = 76>
Shield Generator: Class 2 (protection 240 (+100 embedded nacelles)) [24 Power/shield/round]
Shield grid: Type A (25% increase to 300 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 80 (+10 embedded nacelles))
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System: None

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 4 Size worth of ships <8>
Standard Complement: one shuttlecraft
Location(s):

Description and Notes: These freighters is considered a slow old piece of junk ready to be scrapped except they are still very space worthy and can be found all across the Alpha and Beta Quadrant's where they are still used. Some are not warp capable and are intersystem capable and instead of a warp core they carry a type 10 fusion reactor capable of powering the ship.

The versatility of the freighter is capable of carrying many types of cargos and other materials even raw ores. These ships tend to be a full warp factor slower once they are loaded with cargo.

Orbital Sensor and Communications Satellite
Class and Type: Orbital Sensor and Communications Satellite
Commissioning Date: 24th Century

Hull Systems
Size: 1
Length: 3 meters
Diameter: 2 meters
Decks: none
Mass: 2 metric tons
SUs Available: 325
SUs Used: 305

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <13>

Personnel Systems
Crew/Passengers/Evac: none

Environmental Systems
Consumable: three years worth <3>
Personal Transport: Jefferies tubes [0 Power/round] <1>
Fire Suppression System [1 Power/round when active] <1>
Cargo hold: none
Escape Pods: None

Propulsion Systems
Reaction Control System (.025c) [2 Power/ round when in use] <1>

Power Systems
Fusion Reactor: one Class 20 (generates 200 Power/round) <100>
Solar power: 2 panels (generates 10 power/round) <3 x 2 = 6>
Locations:
EPS: Standard Power flow, +10 Power transfer/round <6>
Standard Usable Power: 200

Operations systems
Bridge: none

Computers Core: [5 Power/round] <2>
Uprating: Class Alpha (+1) [1 Power/computer round] <2>
ODN <3>

Sensor Systems
Long-range Sensors [5 Power/round] <37>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <17>
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Probes: None
Sensor 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: none

Inertial Damping Field
Main <2>
Strength: 1 [3 Power/round]
Number: 1
Backup <1>
Strength: 1 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 8 [2 power/round of use] <26>
Strength: 8
Security: -5 (Class Delta Uprating)
Basic Uprating: Class Beta (+2)

Tractor Beams: None
Transporters: None

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <1>
Internal Force Field: none
Science Systems Rating: 1 (+0) [1 Power/round] <6>
Specialized Systems: none
Laboratories: none

Tactical Systems: None

Shields (Forward, Aft, Port, Starboard) <11 x 4 = 44>
Shield Generator: Class 2 (protection 400) [40

Power/shield/round]
Shield grid: Type 0 (0% increase to 400 Protection)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 133)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System <1>

Auxiliary Spacecraft systems
Shuttlebay(s): none

Notes: These Sensor Satellites can be placed at the outer edge of the solar system or littered across the sector relaying messaging their readings back to a Starfleet base or planetary facility. These are different than the standard Federation Probes that can be launched by starships, these are deployed from a ships shuttlebay like a shuttlecraft. These are hard to detect as their sensors are usually set as a passive scanning. These are long term sensor emplacements and can usually be stationed were they can be useful to Starfleet. Other species have versions of these satellites and they are similar in function and vary only slightly. Some of the satellites have had their long range sensors and shields removed as they are designed to be used as a science platform studying phenomena.

Many of these are placed in high orbit or lunar orbit where the long range sensors can relay the scans to the planet's surface where the atmosphere does not interfere with the scans. Modifications to the sensor satellites are very little in what they could be.

Orbital Sensor Satellite
Class and Type: Spyglass-class Orbital Sensor Satellite
Commissioning Date: 2355

Hull Systems
Size: 1
Length: 3 meters
Beams: 4 meters
Height: 2 meters
Decks: 1
Mass: 2 metric tons
SUs Available: 325
SUs Used: 176

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 1 <0>
Resistance Inner Hull: 1 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <13>

Personnel Systems - None

Environmental Systems
Consumable: 1 years worth <1>
Personal Transport: Jefferies tubes [0 Power/round] <1>
Fire Suppression System [1 Power/round when active] <1>

Propulsion Systems
Reaction Control System (.025c) [2 Power/ round when in use] <1>

Power Systems
Fusion Reactor: type 3 (generates 30 Power/round) <15>
Locations:
Solar Power four panels (generate 10 Power/reactor/round) <12>
EPS: Standard Power flow, +0 Power transfer/round <5>
Standard Usable Power: 70

Operations systems
Operations (OPS): None

Computers
Core: [5 Power/round] <2>
ODN <3>

Sensor Systems
Long-range Sensors [5 Power/round] <44>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 9 (strength 9)
Gain Package: Class Bata (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <21>
Strength Package: Class 9 (strength 9)
Gain Package: Class Alpha (+1)
Coverage: Standard
Probes: None
Sensor Skill: 5

Communications Systems
Type: Class 9 [2 Power/round] <26>
Strength: 9
Security: -5 (Class Gamma uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: none

Security Systems rating: none
Anti-Intruder System: none
Internal Force Field: none
Science Systems Rating: 1 (+0) [1 Power/round] <6>
Specialized Systems: None
Laboratories: None

Tactical Systems: None

Shields (Forward, Aft, Port, Starboard) <4 x 4 = 16>
Shield Generator: Class 1 (protection 90) [9 power/shield/round]
Shield grid: Type 0 (0% increase to 90 Protection)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 30)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: None
Auto-Destruct System <1>

Auxiliary Spacecraft systems
Shuttlebay(s): None

Docking bays: None

Notes:

Other Space Organisms

Here is some notes on Space organisms found in Star Trek.

Cosmic Cloud

As seen in Star Trek the Animated Series 'one of our planets are missing' the cloud is consuming planets for food. Here are the game notes I designed for a game.

The Size of the cosmic cloud is a million kilometers across at its widest point.

The sensor scans at first the sensors show the cloud as a normal cosmic dust cloud that is the remains of a nebula cast off. Unless a closer scan is made the scans will not show that the cloud is made of materials that have bioorganic and inorganic materials. Only when a object say a meteor enters that the cloud shows that it is more than a cloud dissolving the meteor.

Once inside of the clouds boundary the interior is like the interior of a living body. A collision or ramming does half the damage to the ship and the creature cloud. All sections of the cloud is 2000 SU's with a resistance of 7 per section. From the outside the cloud of mist or dust and the inside is solid walls an act as such of biological materials.

There are natural deposits of antimatter located in the digested system of the creature and if it comes in contact with the ship or its shields it is an uncontrolled explosion causing 6d6x10 damage. The cloud can digest an Earth size planet in hours. A planet with a diameter of 13000 kilometers has a volume of 1,647,750,000,000 cubic kilometers of planet consuming 100,000,000 cubic meters of planet per round (or 8,333,333 kilometers a second) making it 22.88 hours to consume the planet. the consumption of a starship is 20 damage an hour and shields will be drawing on the power from the engines dwindling the fuel the ship has left.
Note: it is slower than the show but it is digested rate that gives the characters time to work.

Single Cell creature

Star Trek the Original Series 'The Immunity Syndrome' a galactic size single celled amoeba.

I give it the size of one million kilometers across and the exterior black zone twelve billion kilometers across.

Propulsion works in reverse and the ship as the normal rules of physics do not apply to the ships functions. The power systems looses a one percent of power per every minute the ship is caught in the black zone. A Constitution class starship can stay in the black zone for a little over five hours and a Galaxy class would last over twelve hours.

Once inside of the signal cell itself the ship is assaulted with digestion at size plus resistance. A constitution class would be digested in seventeen minutes once the ships power fails.

Ordinary Home
Class and Type: House
Commissioning Date: 24th century

Hull Systems
Size: 1(2)
Length: 9.1 meters
Beams: 6.1 meters
Height: 5 meters
Decks: 2
Mass: 10 metric tons
SUs Available: 326 - 625
SUs Used: 58

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 1 <0>
Resistance Inner Hull: 1 <0>

Structural Integrity field: None

Personnel Systems
Crew/Inhabitants/Capacity: 1/4/10
Crew Quarters
Basic: 3 <1>
Expanded: 1 <1>

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support: None
Emergency Life Support: None
Gravity: None
Consumable: 1 monthrs worth <2>
Food Replicators [2 Power/round] <2>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <2>
Medical Facilities: medical kits <5>
Recreation Facilities: 1 (Spartan mess, exercise room) [2 Power/round] <8>
Mercantile Facilities: none
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 10 cubic meters <1>
Locations: Various cabinets and closets
Escape Pods: None

Propulsion Systems: None

Power Systems
Solar Power: one panel (generates 10 Power/round) <3>
Standard Usable Power: (Connection to Planetary power grid providing all the necessary power for the facilities)

Operations systems
Operations (OPS): None

Computers
Core 1: [5 Power/round] <4>
ODN <6>

Sensor Systems: None

Communications Systems
Type: Class 1 [2 power/round of use] <2>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams: None
Transporters: None
Security Systems rating: None
Anti-Intruder System: None
Internal Force Field: None
Science Systems Rating: none
Specialized Systems: none
Laboratories: None

Tactical Systems: None
Shields: None

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 2 Size worth of ships <4>
Standard Complement: one or two planetary hover car or single shuttlecraft
Location(s): garage

Ore Processing Facility Planetary Structure
Class and Type: Planetary Ore Processing facility
Commissioning Date: 24th century

Hull Systems
Size: 2 (11)
Length: 1200 meters
Beams: 900 meters
Height: 400 meters
Decks: ten above surface, four subsurface
Mass: 8,000,000 metric tons
SUs Available: 2750 – 4,000
SUs Used:

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <23>
Backup: Class 1 (Protection 20 <12>
Backup: Class 1 (Protection 20) <12>

Personnel Systems
Crew/Inhabitants/Capacity: 240/0/5000
Crew Quarters: none

Environmental Systems
Basic Life Support [11 Power/round] <44>
Reserve Life Support: none
Emergency Life Support (66 emergency shelters) <22>
Gravity: None
Consumable: one year's worth <11>
Food Replicators [11 Power/round] <11>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <11>
Type: two Large unit [2 Power/replicator/round] <6>
Medical Facilities: Med kits only <5>
Recreation Facilities: 1 (a spartan mess hall; exercise room) [2 Power/round] <8>
Mercantile Facilities: none
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <33>
Fire Suppression System [1 Power/round when active] <11>
Ore Processors (creates dozens of material used in starship construction) [35 power/round] <35>
Cargo hold: 30,000,000 cubic meters <900>
Locations: Lower Cargo Bays ()
Escape Pods:none

Propulsion Systems: None

Power Systems (connected to planetary power grid)
EPS: Standard Power flow, +10 Power transfer/round <56>
Standard Usable Power: 150

Operations systems
Operations (OPS): <15>

Computers
Core: [5 Power/round] <22>
Uprating class alpha (+1) [1 power/round] <2>
ODN 33

Sensor Systems: none

Communications Systems: connected to planetary communications grid
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3 x 4 = 12>
Accuracy 5/6/8/11
Location: shuttle bay and landing pad

Transporters:
Type: Cargo [6 Power/round] <13 x 2 = 26>
Pads: 1000 kg
Emitter/Receiver Array: Cargo Type 1 (10,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Security Systems rating: none
Anti-Intruder System: none
Internal Force Field: none
Science Systems Rating: 1 (+0) [1 Power/round] <12>
Specialized Systems: Mineralogy analysis <5>
Laboratories: 6 <2>

Tactical Systems: None

Shields: None
Auto-Destruct System <11>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 20 Size worth of ships <40>
Standard Complement: 10 shuttlecraft
Location(s): Main Shuttlebay

Docking bays:
1 rating 5 number of landing platforms (ships up to size 5) [may supply 50 power/round/ship] <5>

Federation Starbase 24th century
Class and Type: Ournal-class Class 3 Type S Spacedock Space Station
Commissioning Date: 24th Century

Hull Systems
Size: 4 (16)
Diameters: 4600.0 meters
Height: 6900.0 meters
Decks: 2000
Mass: 21,500,000 metric tons
SUs Available: 7,000 – 11,000
SUs Used: 11,000

Hull Outer <64>
Hull Inner <64>
Resistance Outer Hull: 16 <21>
Resistance Inner Hull: 16 <21>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <40>
Primary Backup: Class 5 (Protection 40) <20>
Secondary Backup: Class 5 (Protection 40) <20>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 2160/3760/90,000
Crew Quarters
Spartan: 2740 <137>
Basic: 1770 <177>
Expanded: 1030 <206>
Luxury: 298 <298>
Unusual: 82 <82>

Environmental Systems
Basic Life Support [15 Power/round] <64>
Reserve Life Support [8 Power/round] <32>
Emergency Life Support (96 emergency shelters) <32>
Gravity [8 Power/round] <16>
Consumable: five years worth <80>
Food Replicators [16 Power/round] <16>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <16>
Type: 4 Large unit [2 Power/replicator/round] <12>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 10 (six main holodecks; thirty personal holodecks; large, luxurious eating facilities; four large lounges; eight small lounges) [20 Power/round] <80>
Mercantile Facilities: 8 (24 establishments, rare & luxury goods) [16 Power/round] <64>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <48>
Fire Suppression System [1 Power/round when active] <16>
Cargo hold: 2,000,000 cubic meters <60>
Locations: Various locations
Escape Pods <36>
Number: 680
Capacity: 12 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <16>

Power Systems
Fusion Reactor: 15 type 30 (generates 300 Power/round) <150 x 15 = 2250>
Locations:
Auxiliary Power: 20 reactors (generate 5 Power/reactor/round) <60>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +350 Power transfer/round <115>
Standard Usable Power:

Operations systems
Operations (OPS): <20>

Computers
Core 1: [5 Power/round] <32>
Core 2: [5 Power/round] <32>
Core 3: [5 Power/round] <32>
Core 5: [5 Power/round] <32>
Uprating Class Beta (+2) [2 power/round] <16>
ODN <48>

Sensor Systems
Long-range Sensors [5 Power/round] <60>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: additional 2000 substances and phenomena

Lateral Sensor [5 Power/round] <32>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: additional 2000 substances and phenomena
Probes: 200 <20>
Sensor Skill: 4

Communications Systems
Type: Class 9 [2 Power/round] <26>
Strength: 9
Security: -5 (Class Gamma uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 6 = 72>
Accuracy: 4/5/7/10
Location: one below each space doors and one at top and bottom of the station

Emitter: Class Gamma [3 Power/Strength used/round] <9 x 24 = 216>
Accuracy: 4/5/7/10
Location: one below each space doors and one at top and bottom of the station

Emitter: Class Beta [3 Power/Strength used/round] <6 x 12 = 72>
Accuracy: 5/6/8/11
Location: located around the interior of the spacedock docking area every thirty degrees

Emitter: Class Alpha [3 power/Strength used/round] <3 x 50 = 150>
Accuracy: 5/6/8/11
Location: one per hanger bay

Transporters
Type: Personnel [3 Power/use] <15 x 3 = 45>
Pads: 2
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations:

Type: Personnel [5 Power/use] <17 x 20 = 340>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations:

Type: Emergency [7 power/use] <17 x 20 = 340>
Pads: 22
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location:

Type: Cargo [4 Power/use] <11 x 10 = 110>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location:

Type: Cargo [6 Power/use] <13 x 10 = 130>
Pads: 800 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location:

Security Systems rating: 3 <12>
Anti-Intruder System: [1 Power/round] <16>
Internal Force Field: [1 power/3 Strength] <16>
Science Systems Rating: 3 (+2) [3 Power/round] <31>
Specialized Systems:
Laboratories: 150 <30>

Tactical Systems
Phaser Arrays <49 x 30 = 1470>
Type X Phaser Array
Damage: 200 [20 power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: spread equally around the station covering every angle
Firing arc: 540 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

(optional) Phaser Arrays <53 x 27 = 1431>
Type XI Phaser Array
Damage: 220 [22 power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: spread equally around the station covering every angle
Firing arc: 540 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

(optional) Phaser Arrays <57 x 25 = 1425>
Type XII Phaser Array
Damage: 240 [24 power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: spread equally around the station covering every angle
Firing arc: 540 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Torpedo Launcher <17 x 12 = 204>
Standard Load: Type II photon torpedo (200 damage)
Spread: 10
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: spread equally around the station covering every angle
Firing Arc: Forward, but are self-guided
Torpedoes carried: 4000 <400>

TA/T/TS: Class Gamma [2 power/round] <12>

Strength: 9
Bonus: +2
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <260 x 4 = 1040>
Shield Generator: Class 7 (protection 1400) [140 power/shield/round]
Shield grid: Type C (50% increase to 2100 Protection)
Subspace field Distortion Amplifiers: Class Iota (Threshold 450)
Recharging System: Class 4 (30 seconds)
Backup Shield Generators: 4 (1 per shield) <16>
Auto-Destruct System <16>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 500 Size worth of ships <1000>
Standard Complement: 100 shuttlepods and 200 shuttlecraft
Location(s): Main Shuttlebay

Main Docking area:
8 rating 8 number of docks (ships up to size 8) [may supply no power/round/ship] <16 x 8 = 128>
8 rating 7 number of docks (ships up to size 7) [may supply no power/round/ship] <14 x 8 = 112>
16 rating 6 number of docks (ships up to size 6) [may supply no power/round/ship] <12 x 16 = 192>

Individual Docking, Maintenance and Repair Bays:
6 rating 6 number of docks (ships up to size 6) [may supply 60 power/round/ship] <12 x 6 = 72>
6 rating 5 number of docks (ships up to size 5) [may supply 50 power/round/ship] <10 x 6 = 60>
6 rating 4 number of docks (ships up to size 4) [may supply 40 power/round/ship] <8 x 6 = 48>
6 rating 3 number of docks (ships up to size 3) [may supply 30 power/round/ship] <6 x 6 = 36>

Deck levels for the station
Administration levels 1 – 250
Internal Dry Docking area 251 - 600
Primary Habitat areas 601 - 750
Secondary Habitat and recreational Gardens area 751 - 1000
Interface areas 1001 - 1050
Science Research areas 1051 – 1367
Interface area 1368 - 1400
Technical area (power generation and other technical sections) 1401 – 1717
Technical area (Communications Antennas and sensor antennas) 1718 - 2000

Pakled style type transport vessel
Class and Type: Transport Vessel
Commissioning Date: 24th century

Hull Systems
Size: 4
Length: 100 meters
Beams: 62.5 meters
Height: 30.85 meters
Decks: 5
Mass: 75,000 metric tons
SUs Available: 800 – 1,300
SUs Used: 555

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <16>
Backup: Class 1 (Protection 20) <8>
Backup: Class 1 (Protection 20) <8>
Specialized hull: Atmospheric Capability <4>
Planetfall Capability <4>

Personnel systems
Crew/Passengers/Evac: 25/5/150
Crew Quarters
Spartan: 12 <1>
Basic: 10 <1>
Expanded: 4 <1>
Luxury: 3 <3>
Unusual: 1 <1>

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>
Consumable: two years worth <6>
Food Replicators [4 Power/round] <4>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <4>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 2 (one personal holodecks; one small lounge) [4 Power/round] <16>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <12>
Fire Suppression System [1 Power/round when active] <4>
Cargo hold: 5,000 cubic meters <1>
Locations: lower three decks
Escape Pods <1>
Number: 15
Capacity: 2 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 1A <8>
Speed: 1.1/1.9/2.9 [1 Power/.2 warp speed]
PIS: Class A (4 hours of Maximum warp) <2>
Special configuration: Embedded Nacelles <16>
Impulse Engine Type: Class 1 (.25c/.5c) [2/5 Power/round] <5>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <4>

Power Systems
Warp Engine Type: Class 3/E (generates 150 Power/round) <40>
Locations: ventral
Impulse Engine[s]: Class 1 (generate 8 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 <25>
Standard Usable Power: 158

Operations systems
Bridge: <20>

Computers
Core: [5 Power/round] <8>
ODN <12>

Navigational Deflector [5 Power/round] <16>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <8>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <4>
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <4>
Strength Package: Class 2 (strength 2)

Gain Package: Standard (+0)
Probes: none
Sensor 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: 2 <0>

Inertial Damping Field
Main <16>
Strength: 3 [3 Power/round]
Number: 2
Backup <4>
Strength: 1 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 2 [2 Power/round] <4>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: Aft ventral, forward dorsal

Transporters
Type: Personnel [3 Power/use] <7>
Pads: 4
Emitter/Receiver Array: Personnel Type 2 (15,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location:

Type: Cargo [2 Power/round] <5>
Cargo: 200 kg
Emitter/Receiver Array: Cargo Type (10,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: [1 Power/round] <4>
Internal Force Field: [1 Power/3 Strength] <4>
Science Systems Rating: 1 (+0) [1 Power/round] <9>
Specialized Systems: Stellar cartography (if available) <5>
Laboratories: 2 <2>

Tactical Systems
Laser weapons <4 x 3 = 12>
Type B lasers
Damage: 40 [4 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: two forward one aft
Firing arc: 90 degrees
Firing Modes: Standard

Photon Torpedo Launcher <11>
Standard Load: Primitive torpedo (140 damage)
Spread: 2
Range: 15/100,000/400,000/750,000
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location: forward
Firing Arc: forward, but are self-guided
Torpedoes carried: 20 <2>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <17 x 4 = 68>
Shield Generator: Class 1 (protection 150 (+100 embedded nacelles)) [15 Power/shield/round]
Shield grid: Type B (33 % increase to 200 Protection)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 50 (+10 embedded nacelles))
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System <4>

Auxiliary Spacecraft systems: none

Pakled style type Warship
Class and Type: Warship
Commissioning Date: 24th century

Hull Systems
Size: 4
Length: 100 meters
Beams: 62.5 meters
Height: 30.85 meters
Decks: 5
Mass: 75,000 metric tons
SUs Available: 800 – 1,300
SUs Used: 718

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 2 (Protection 50/80) <19>
Backup: Class 2 (Protection 25) <10>
Backup: Class 2 (Protection 25) <10>
Specialized hull: Atmospheric Capability <4>
Planetfall Capability <4>

Personnel systems
Crew/Passengers/Evac: 100/50/300
Crew Quarters
Barracks: Houses 111 crewmembers <2>
Spartan: 20 <1>
Basic: 10 <1>
Expanded: 5 <1>
Luxury: 3 <3>
Unusual: 1 <1>

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>
Consumable: two years worth <6>
Food Replicators [4 Power/round] <4>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <4>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 2 (one personal holodecks; one small lounge) [4 Power/round] <16>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <12>
Fire Suppression System [1 Power/round when active] <4>
Cargo hold: 5,000 cubic meters <1>
Locations: lower three decks
Escape Pods <2>
Number: 20
Capacity: 8 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 1A <8>
Speed: 1.5/2.3/3.3 [1 Power/.2 warp speed]
Uprating Package 4 (+0.4 to all) <8 x 3 = 24>
PIS: Class A (4 hours of Maximum warp) <2>
Special configuration: Embedded Nacelles <16>
Impulse Engine Type: two Class 2 (.5c/.5c) [5/5 Power/round] <5 x 2 = 10>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <4>

Power Systems
Warp Engine Type: Class 4/G (generates 200 Power/round) <50>
Locations: ventral
Impulse Engine[s]: two Class 2 (generate 16 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 <30>
Standard Usable Power: 232

Operations systems
Bridge: <20>

Computers
Core: [5 Power/round] <8>
ODN <12>

Navigational Deflector [5 Power/round] <16>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <10>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard (+0)
Probes: none
Sensor 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: 2 <0>

Inertial Damping Field
Main <16>
Strength: 3 [3 Power/round]
Number: 2
Backup <4>
Strength: 1 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 3 [2 Power/round] <6>
Strength: 3
Security: -1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: Aft ventral, forward dorsal

Transporters
Type: Personnel [4 Power/use] <8 x 2 = 16>
Pads: 6
Emitter/Receiver Array: Personnel Type 2 (15,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location:

Type: Cargo [2 Power/round] <5>
Cargo: 200 kg
Emitter/Receiver Array: Cargo Type (10,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: [1 Power/round] <4>
Internal Force Field: [1 Power/3 Strength] <4>
Science Systems Rating: 1 (+0) [1 Power/round] <9>
Specialized Systems: Stellar cartography (if available) <5>
Laboratories: 2 <2>

Tactical Systems

Laser weapons <8 x 7 = 56>
Type D lasers
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: two forward one aft
Firing arc: 90 degrees
Firing Modes: Standard

Photon Torpedo Launcher <12 x 2 = 24>
Standard Load: Primitive torpedo (140 damage)
Spread: 4
Range: 15/100,000/400,000/750,000
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location: forward and aft
Firing Arc: forward and aft, but are self-guided
Torpedoes carried: 40 <4>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <20 x 4 = 80>
Shield Generator: Class 1 (protection 200 (+100 embedded nacelles)) [15 Power/shield/round]
Shield grid: Type B (33 % increase to 266 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 66 (+10 embedded nacelles))
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System <4>

Auxiliary Spacecraft systems: none

Planetary city
Class and Type: planetary city
Commissioning Date: 24th century

Hull Systems
Size: 6 (21)
Length: 15,900 meters
Beams: 11,900 meters
Height: 1,500 meters
Decks: 333
Mass: 33,000,000 metric tons
SUs Available: 20,000 – 28,000
SUs Used: 28,000

Hull Outer <84>
Hull Inner <84>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field: None

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 1200/181,700/3,500,000
Crew Quarters
Spartan: 51,980 <2060>
Basic: 99,060 <9906>
Expanded: 29,700 <5940>
Luxury: 1800 <1800>
Unusual: 360 <360>

Environmental Systems
Basic Life Support [20 Power/round] <84>
Reserve Life Support [10 Power/round] <42>
Emergency Life Support (126 emergency shelters) <42>
Gravity [11 Power/round] <21>
Consumable: three years worth <63>
Food Replicators [21 Power/round] <21>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <21>
Type: 21 Large unit [2 Power/replicator/round] <63>
Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 20 (12 main holodecks; 60 personal holodecks; large, luxiurious eating facilities; 8 large lounges; 16 small lounges) [40 Power/round] <160>
Mercantile Facilities: 20 (60+ establishments) [40 Power/round] <160>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <63>
Fire Suppression System [1 Power/round when active] <21>
Manufactuiring Systems [35 power/round] <35 x 4 = 140>
Cargo hold: 100,000,000 cubic meters <3000>
Locations: subsurface
Escape Pods: None

Propulsion Systems: None

Power Systems
Fusion Reactor: ten type 26 (generates 260 Power/round) <130 x 10 = 1300>2604
Locations:
Auxiliary Power: 20 reactors (generate 5 Power/reactor/round) <60>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <125>
Standard Usable Power: 2600

Operations systems
Operations (OPS): <30>

Computers
Core: [5 Power/round] <42 x 7 = 294>
Uprating Class Alpha (+1) [1 power/round] <14>
ODN <63>

Sensor Systems
Long-range Sensors [5 Power/round] <33>
Range package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 14 Light-years (1/1.1-3.5/3.6-10.0/10.1-14.0)
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <17>
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard
Probes: 100 <10>
Sensor Skill: 3

Communications Systems
Type: Class 8 [2 power/round of use] <16>
Strength: 8
Security: - 3
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class [3 Power/Strength used/round] <3 x 100 = 300>
Accuracy 5/6/8/11
Location:

Transporters
Type: Personnel [4 Power/use] <13 x 5 = 65>
Pads: 2
Emitter/Receiver Array: Personnel Type 5 (35,000 km range)
Energizing/Transition Coils: Class G (strength 7)

Number and location:

Type: Personnel [4 Power/use] <12 x 12 = 144>
Pads: 6
Emitter/Receiver Array: Personnel Type 5 (35,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Cargo [3 Power/round] <11 x 12 = 132>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 2 (30,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Cargo [5 Power/round] <13 x 12 = 156>
Pads: 800 kg
Emitter/Receiver Array: Cargo Type 2 (30,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Security Systems rating: 5 <20>
Anti-Intruder System: [1 Power/round] <21>
Internal Force Field [1 power/3 Strength] <21>
Science Systems Rating: 3 (+2) [3 Power/round] <36>
Specialized Systems: Five, defined when ship is constructed <25>
Laboratories: 200 <40>

Tactical Systems
<27 x 24 = 648>
Type IX Phaser Array
Damage: 180 [18 power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 180 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Torpedo Launcher <16 x 5 = 80>
Standard Load: Type II photon torpedo (200 damage)
Spread: 8
Range: 15/300,000/1,000,000/3,000,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward, but are self-guided
Torpedoes carried: 1000 <100>

TA/T/TS: Class Gamma [2 power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <288 x 4 = 1152>
Shield Generator: Class 6 (protection 1200) [120 power/shield/round]
Shield grid: Type C (50% increase to 1800 Protection)
Subspace field Distortion Amplifiers: Class theta (Threshold 400)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: none
Auto-Destruct System <21>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 4000 Size worth of ships <8000>
Standard Complement: twenty shuttlecraft per shuttlebay
Location(s): one hundred shuttle Shuttlebays

Docking bays:
5 rating 5 number of docks (ships up to size 5) [may supply 50 power/round/ship] <10 x 5 = 50>
25 rating 3 number of docks (ships up to size 3) [may supply 30 power/round/ship] <6 x 25 = 150>

Pre Mid TNG - Spacedock Starbase
Class and Type: Spacedock-class Starbase Field Support
Commissioning Date: late 23rd century refitted early 24th century (2320 - 30's), refitted mid 24th century (2350-60s)

Hull Systems
Size: 5 (18)
Diameters: 3800 meters
Height: 5468 overall (just the station 4,700 meters)
Decks: 1000
Mass: 30,000,000 metric tons
SUs Available: 11,000 – 17,000
SUs Used: 35,617

Hull Outer <72>
Hull Inner <72>
Resistance Outer Hull: 16 <21>
Resistance Inner Hull: 16 <21>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 4 (Protection 80/120) <42>
Backup: Class 4 (Protection 40) <21>
Backup: Class 4 (Protection 40) <21>

Personnel Systems
Crew/Inhabitants/Capacity: 50,000/95,000/2,600,000
Crew Quarters
Spartan: 50,750 <2537>
Basic: 58,000 <5800>
Expanded: 26,100 <5220>
Luxury: 7250 <7250>
Unusual: 2,900 <2900>

Environmental Systems
Basic Life Support [19 Power/round] <72>
Reserve Life Support [10 Power/round] <36>
Emergency Life Support (108 emergency shelters) <36>
Gravity [9 Power/round] <18>
Consumable: three years worth <54>
Food Replicators [18 Power/round] <18>
Industrial Replicators
Type: network of smaller Replicator [2 Power/round] <18>
Type: 8 large units [2 power/replicator/round] <24>
Medical Facilities: 9 (+2) [9 Power/round] <45>
Recreation Facilities: 10 (six main holodecks; thirty personal holodecks; large, luxurious eating facilities; four large lounges; eight small lounges) [20 Power/round] <80>
Mercantile Facilities: 8 (24 establishments (rare & luxury goods)) [16 Power/round] <64>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <54>
Fire Suppression System [1 Power/round when active] <18>
Cargo hold: 2,000,000 cubic meters <60>
Locations: Various locations
Escape Pods <443>
Number: 8750
Capacity: 20 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <18>

Power Systems
Fusion Reactor: 29 type 30 (generates 300 Power/round) <150 x 29 = 4350>
Locations: Various locations throughout the station (see notes)
Auxiliary Power: 40 reactors (generate 5 Power/reactor/round) <120>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <110>
Standard Usable Power: 8700

Operations systems
Operations (OPS): <20>

Computers
Core 1: [5 Power/round] <36>
Core 2: [5 Power/round] <36>
Core 3: [5 Power/round] <36>
Uprating: Class Beta (+2) [2 power/round] <4 x 3 = 12>
ODN <54>

Sensor Systems
Long-range Sensors [5 Power/round] <63>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: +3000 substances/phenomena

Lateral Sensor [5 Power/round] <35>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: +3000 substances/phenomena
Probes: 200 <20>
Sensor Skill:

Communications Systems
Type: Class 9 [2 Power/round] <26>
Strength: 9
Security: -5 (Class Gamma uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 10 = 120>
Accuracy: 5/6/8/11
Lactation: one per space door on outside and inside one at the top of station and one at bottom of station

Emitter: Class Gamma [3 Power/Strength used/round] <6 x 48 = 288>
Accuracy 5/6/8/11
Location: two per each docking slip for starship (48)

Emitter: Class Alpha [3 Power/Strength used/round] <3 x 22 = 66>
Accuracy 5/6/8/11
Location: one per hanger bay (22)

Transporters
Type: Personnel [4 Power/use] <15 x 4 = 60>
Pads: 2
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations:

Type: Personnel [5 Power/use] <17 x 20 = 340>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations:

Type: Emergency [6 Power/round] <16 x 20 = 320>
Pads: 22
Emitter/Receiver Array: Emergency Type 2 (10,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and location:

Type: Cargo [12 Power/round] <21 x 2 = 42>
Pads: 2000 kg
Emitter/Receiver Array: Cargo type 3 (26,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and location:

Type: Cargo [4 Power/round] <13 x 10 = 130>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and location:

Security Systems rating: 4 <16>
Anti-Intruder System: [1 Power/round] <18>
Internal Force Field: [1 power/3 Strength] <18>
Science Systems Rating: 4 (+3) [5 Power/round] <38>
Specialized Systems: three systems <15>
Laboratories: 80 <16>

Tactical Systems
Thirty-six Phaser Bank <47 x 36 = 1692>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 360 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Torpedo Launcher <16 x 12 = 192>
Standard Load: Type II photon torpedo (200 damage)
Spread: 8
Range: 15/350,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedoes carried: 2000 <200>

TA/T/TS: Class Gamma [2 power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <256 x 4 = 1024>
Shield Generator: Class 6 (protection 1200) [120 power/shield/round]
Shield grid: Type C (50% increase to 1800 Protection)
Subspace field Distortion Amplifiers: Class Zeta (Threshold 300)
Recharging System: Class 3 (35 seconds)
Backup shields: 4 (1 per shield) <20>
Auto-Destruct System <18>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 250 Size worth of ships <500>
Standard Complement: 110 shuttlecraft and 30 shuttlepods
Location(s): twenty two Shuttlebay various locations

Docking bays:
4 rating 7 number of docks (ships up to size 7) [may supply 70 power/round/ship] <56>
12 rating 6 number of docks (ships up to size 6) [may supply 60 power/round/ship] <144>
16 rating 5 number of docks (ships up to size 5) [may supply 50 power/round/ship] <160>
16 rating 3 number of docks (ships up to size 3) [may supply 30 power/round/ship] <108>

Creation Notes: I used the FASA design from Star Trek

Starship Tactical Combat Simulator On-line Database and archive for generating this twenty-third century version of the Starbase. I cut the number of transporters out to a realistic number.

Early TNG - Spacedock Starbase
Class and Type: Spacedock-class Starbase Field Support
Commissioning Date: late 23rd century refitted early 24th century (2320 - 30's)

Hull Systems
Size: 5 (18)
Diameters: 3800 meters
Height: 5468 overall (just the station 4,700 meters)
Decks: 1000
Mass: 30,000,000 metric tons
SUs Available: 11,000 – 17,000
SUs Used: 32,532

Hull Outer <72>
Hull Inner <72>
Resistance Outer Hull: 16 <21>
Resistance Inner Hull: 16 <21>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 4 (Protection 70/110) <39>
Backup: Class 4 (Protection 35) <20>
Backup: Class 4 (Protection 35) <20>

Personnel Systems
Crew/Inhabitants/Capacity: 50,000/95,000/2,600,000
Crew Quarters
Spartan: 50,750 <2537>
Basic: 58,000 <5800>
Expanded: 26,100 <5220>
Luxury: 7250 <7250>
Unusual: 2,900 <2900>

Environmental Systems
Basic Life Support [19 Power/round] <72>
Reserve Life Support [10 Power/round] <36>
Emergency Life Support (108 emergency shelters) <36>
Gravity [9 Power/round] <18>
Consumable: three years worth <54>
Food Replicators [18 Power/round] <18>
Industrial Replicators
Type: network of smaller Replicator [2 Power/round] <18>
Type: 8 large units [2 power/replicator/round] <24>
Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 10 (six main holodecks; thirty personal holodecks; large, luxurious eating facilities; four large lounges; eight small lounges) [20 Power/round] <80>
Mercantile Facilities: 8 (24 establishments (rare & luxury goods)) [16 Power/round] <64>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <54>
Fire Suppression System [1 Power/round when active] <18>
Cargo hold: 3,000,000 cubic meters <90>
Locations: Various locations
Escape Pods <443>
Number: 8750
Capacity: 20 persons per pod

Propulsion Systems
Warp Drive: None
Impulse Engine: None
Reaction Control System (.025c) [2 Power/ round when in use] <18>

Power Systems
Fusion Reactor: 25 type 20 (generates 200 Power/round) <100 x 25 = 2500>
Locations: Various locations throughout the station (see notes)
Auxiliary Power: 20 reactors (generate 5 Power/reactor/round) <60>
Emergency Power: Type D (generates 40 Power/round) <40>
EPS: Standard Power flow, +200 Power transfer/round <110>
Standard Usable Power: 5000

Operations systems
Operations (OPS): <20>

Computers
Core 1: [5 Power/round] <36>
Core 2: [5 Power/round] <36>
Core 3: [5 Power/round] <36>
Uprating: Class Alpha (+1) [1 power/round] <2 x 3 = 6>
ODN <54>

Sensor Systems
Long-range Sensors [5 Power/round] <45>
Range package: Type 5 (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: an additional 2000 substance and phenomena

Lateral Sensors [5 Power/round] <25>
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: an additional 2000 substance and phenomena
Probes: 200 <20>
Sensor Skill:

Communications Systems
Type: Class 8 [2 power/round of use] <21>
Strength: 8
Security: -4 (Class Gamma Uprating)
Basic Uprating: Class Alpha (+1)

Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Gamma [3 Power/Strength used/round] <9 x 10 = 90>
Accuracy: 5/6/8/11
Lactation: one per space door on outside and inside one at the top of station and one at bottom of station

Emitter: Class Gamma [3 Power/Strength used/round] <6 x 48 = 288>
Accuracy 5/6/8/11
Location: two per each docking slip for starship (48)

Emitter: Class Alpha [3 Power/Strength used/round] <3 x 22 = 66>
Accuracy 5/6/8/11
Location: one per hanger bay (22)

Transporters
Type: Personnel [4 Power/use] <13 x 4 = 52>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location:

Type: Personnel [6 Power/use] <15 x 20 = 300>
Pads: 6
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location:

Type: Emergency [6 Power/round] <16 x 20 = 320>
Pads: 22
Emitter/Receiver Array: Emergency Type 2 (10,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and location:

Type: Cargo [12 Power/round] <21 x 2 = 42>
Pads: 2000 kg
Emitter/Receiver Array: Cargo type 3 (26,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and location:

Type: Cargo [4 Power/round] <13 x 10 = 130>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and location:

Security Systems rating: 3 <12>
Anti-Intruder System: [1 Power/round] <18>
Internal Force Field: [1 power/3 Strength] <18>
Science Systems Rating: 3 (+2) [3 Power/round] <33>
Specialized Systems: three systems <15>
Laboratories: 80 <16>

Tactical Systems
Thirty-six Phaser Bank <29 x 36 = 1044>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 360 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Torpedo Launcher <15 x 12 = 180>
Standard Load: Type II photon torpedo (200 damage)
Spread: 6
Range: 15/350,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedoes carried: 1000 <100>

TA/T/TS: Class Beta [1 power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <182 x 4 = 728>
Shield Generator: Class 5 (protection 900) [90 power/shield/round]
Shield grid: Type B (33% increase to 1197 Protection)
Subspace field Distortion Amplifiers: Class Zeta (Threshold 300)
Recharging System: Class 1 (45 seconds)
Backup shields: 4 (1 per shield) <20>
Auto-Destruct System <18>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 250 Size worth of ships <500>
Standard Complement: 110 shuttlecraft and 30 shuttlepods
Location(s): twenty two Shuttlebay various locations

Docking bays:
4 rating 7 number of docks (ships up to size 7) [may supply 70 power/round/ship] <56>
12 rating 6 number of docks (ships up to size 6) [may supply 60 power/round/ship] <144>
16 rating 5 number of docks (ships up to size 5) [may supply 50 power/round/ship] <160>
16 rating 3 number of docks (ships up to size 3) [may supply 30 power/round/ship] <108>

Creation Notes: I used the FASA design from Star Trek Starship Tactical Combat Simulator On-line Database and archive for generating this twenty-third century version of the Starbase. I cut the number of transporters out to a realistic number.

Saladin-class Destroyer
Class and Type: Saladin-class Destroyer/Frigate
Commissioning Date: 2266

Hull Systems
Size: 6
Length: 242.5 meters
Beam: 127.1 meters
Height: 60 meters
Decks: 14
Mass: 300,000 metric tons
SUs Available: 1,250
SUs Used: 1,125

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class J (Protection 60/90) <24>
Backup: Class J (Protection 30) <12>
Backup: Class J (Protection 30) <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 <2?
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>
Consumable: 1 years' worth <12>

Manufacturing system
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: Turbolift, Jefferies Tubes [2 Power/round] <18>
Fire Suppression System [2 Power/round when active] <6>
Cargo Holds: 33,000 cubic meters <1>
Locations: Eight locations throughout ship

Escape Pods <7>
Number: 140
Capacity: 4 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Mark 5.6A <80>
Speed: 5.0/6.0/8.0 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp)
Impulse Engine Type: Type 5C Class (.55c/.8c) [5/8 Power/round] <22>
Location: Aft of saucer
Reaction Control System (.025c) [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 (generates 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 SYSTEM
Bridge: Saucer Dorsal

Computer Core: 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-year (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 13 Light-year's (1.0/1.1-3.5/3.6-9.0/9.1-13.0
Strength Package: Class 5 (Strength 5)
Gain Package: None
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: None
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: None
Probes: 24 probes of varying types <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>
Backup: Two <0>

Inertial Damping Field
Main <24>
Strength: 8 [3 Power/round]
Number: 2
Backup <9>
Strength: 5 [2 Power/round]
Number: 2
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: [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 Locations: 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 Locations: 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 Locations: Two in the largest cargo bays

Security Systems Rating: 3 <12>
Anti-Intruder System: [1 Power/round] <6>
Internal Force Fields [1Power/3 Strength] <6>
Science Systems Rating 2 (+1) [2 Power/round] <16>
Specialized Systems: None
Laboratories: 9 <2>

TACTICAL SYSTEMS
Forward Phaser Bank <24>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward Ventral
Firing Arc: 240 degrees
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)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Starboard Dorsal
Firing Arc: 180 degrees
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)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Port Dorsal
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Forward Torpedo Launcher
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

Phaser Control Room <6>
Torpedo Control Room <6>
Torpedo Carried: 20 <2>

TA/T/TS: Class Alpha [0 Power/round]
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <29 (x4=116)
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 SYSTEM
Shuttlebay(s): Capacity for 2 Size worth of ships <4>
Standard Complement: two Shuttlepods (travel pods)
Location(s):

DESCRIPTION AND NOTES
Fleet Data: Often refered to by the militaristic elements of Starfleet as a "destroyer," due to its primary mission profile—boarder and system patrol to prevent invasion and enforce the law—the Saladin-class Frigate was developed in conjunction with the Hermes Scout (q.v.). These two ships were the first in Starfleet to posssess 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 connection innerhull section.

The Saladin comes equipped with three phaser banks on the saucer (one forward, 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 preformed adequately in the field.

Noteworthy vessels/service records/encounters: U.S.S. Saladin NCC-500, Prototype, U.S.S. Hannible NCC-512,

Star Trek the Next Generation – Evolution - Dr. Stubbs
Stellar Sensor Probes *"The Egg"*
Class and Type: Large Stellar Sensor Probes
Commissioning Date: Mid 24th Century

Hull Systems
Size 1
Length: 2.83 meters
Beam: 1.75 meters
Height: 1.6 meters
Deck: 1
Mass: one metric ton
SUs Available: 325
SUs Used: 182

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <13>
Specialized Hull: Stellar Plasma Capability <2>
Atmospheric Capability <1>
Planetfall Capability <1>

Personnel Systems
Class/Passengers/Evac: none
Crew Quarters: None

Environmental Systems
Basic Life Support: none
Reserve Life Support: none
Gravity: none
Consumable: 1 Months worth <1>
Food Replicators: none
Medical Facilities: none
Recreation Facilities: None
Personnel Transport: Jefferies Tubes [0 Power/round] <1>
Fire Suppression System [1 Power/round when active] <1>

PROPULSION SYSTEMS
Warp drive Nacelles: none
Impulse Engine Type: one Class 1 (.25c/.5c) [25/5 Power/round] <10>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Fusion Reactor: Class 10 (generates 100 Power/round) <50>
Location: Aft
Impulse Engine[s]: 1 class 1 (generates 8 Power/engine/round)
Auxiliary Power: none
Emergency Power: none
EPS: Standard Power flow, +0 Power transfer/round <5>
Standard Usable Power: 108

OPERATIONS SYSTEM
Bridge: None

Computer
Core: Amidships [5 Power/round] <2>
Uprating: Class Alpha (+1) [1 power/round] <2>
ODN <3>

Navigational Deflector [5 Power/round] <4>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/7/11
Location: Ventral

Sensor Systems
Long-range Sensors: None

Lateral Sensor [5 Power/round] <16>
Strength Package: Class 5 (Strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensor [5 Power/round] <2>
Strength Package: Class 1 (Strength 1)
Gain Package: Standard (+0)
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>
Backup: 0 <0>

Inertial Damping Field
Main <2>
Strength: 1 [3 Power/round]
Number: 1
Backup <1>
Strength: 1 [2 Power/round]
Number: 1
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: - 2

Tractor Beams: None

Transporters: None

Security Systems Rating: N/A <0>
Anti-Intruder System: None
Internal Force Fields: none
Science Systems Rating: 1 (+0) [1 Power/round] <6>

TACTICAL SYSTEMS: None

Shields (Forward, Aft, Port, Starboard) <8 x 4 = 32>
Shield Generator: Class 1 (Protection 150) [15 Power/shield/round]
Shield grid: Type C (50% increase to 225 Protection)
Subspace Field Distortion Amplifiers: Class Alpha (Threshold 50)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <1>
Auto-Destruct System <1>

AUXILIARY SPACECRAFT SYSTEM
None

Description notes:
Fleet Data:

Star Trek TOS Kelvin Class Explorer

Constructed off an image of four ship that were TOS versions of the Star Trek Movie reboot ships. I made some measurements off a printed copy and came up with the following version of this ship. I am generating the other version as well.

Class and Type: Kelvin Class Explorer
Commissioning Date: 2220

Hull Systems
Size: 6
Length: 240.13 meters
Beams: 130.24 meters
Height: 89.54 meters
Decks: 18
Mass: 325,000 metric tons
SU's Available: 1350
SU's Used: 1217

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <21>
Primary Backup: Class I (Protection 25) <11>
Secondary Backup: Class I (Protection 25) <11>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 850/442/8000
Crew Quarters
Barracks: Houses 180 crewmembers <3>
Spartan: 260 <13>
Basic: 460 <46>
Expanded: 285 <57>
Luxury: 69 <69>
Unusual: 38 <38>

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>
Consumable: three years worth <36>
Food Processor Mark I (150 foods and beverages) [1 Power/round] <6>
Industrial Fabrication Units Mark V [4 Power/round] <12>
Medical Facilities: 4 (+0) [4 Power/round] <20>
Recreation Facilities: 6 (one main rec deck; pleasant eating facilities; one large lounge; three gyms; three small lounges; one arboretum) [6 Power/round] <36>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 5000 cubic meters <1>
Locations: Various locations
Escape Pods <12>
Number: 220
Capacity: 6 persons per pod

Propulsion Systems
Warp Drive Nacelles: 3B <37>
Speed: 2.9/3.9/5.9 [1 Power/.2 warp speed]
PIS: Class F (8 hours of Maximum warp) <12>
Impulse Engine: Type 4A (.4c/.65c) [4/6 Power/round] <12>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Warp Engine Type: Mark IV (generates 199 Power/round) <55>
Locations:
Impulse Engine[s]: one Class 4A (generate 18 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: 217

Operations systems
Bridge: <24>

Computers
Cores: [1 Power/round] <3 x 2 = 6>
ODN <18>

Navigational Deflector [6 Power/round] <18>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: upper secondary hull forward

Sensor Systems
Long-range Sensors [5 Power/round] <23>
Range package: Mark V (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 12 Light-years (1.0/1.1 – 3.0/3.1 – 8.0/8.1 – 12.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <13>

Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <12>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Probes: 20 <2>
Sensor 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: 2 <0>

Inertial Damping Field
Main <48>
Strength: 6 [3 Power/round]
Number: 4
Backup <12>
Strength: 4 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Mark II [3 Power/round] <6>
Strength: 2
Security: - 1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6 x 2 = 12>
Accuracy: 5/6/8/11
Location: forward and aft dorsal

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Hanger bay

Transporters
Type: Personnel [5 Power/use] <11>
Pads: 6
Emitter/Receiver Array: Personnel Mark 4 (15,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: Saucer section

Type: Emergency [8 Power/round] <13>
Pads: 28
Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: one saucer

Type: Cargo [2 Power/round] <6>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: one in secondary hull cargo area

Security Systems Rating: 2 <8>
Anti-Intruder System: [1 Power/round] <6>
Internal Force Field: [1 Power/3 Strength] <6>
Science Systems Rating: 3 (+2) [3 Power/round] <21>
Specialized Systems: Astronomical studies, planetary analysis <10>
Laboratories: 16 <4>

Tactical Systems
Lasers <10 x 3 = 30>
Type Tesla Class
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 9/27,000/80,000/250,000
Location: forward Ventral, one port dorsal, one starboard dorsal
Firing arc: 120 degrees
Firing Modes: Standard
Laser control room <6>

Torpedo Launcher <12>
Standard Load: Type I Photon Torpedo (160 damage), Type II Spatial torpedo (100 damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: forward ventral saucer
Firing Arc: Forward, but are self-guided
Torpedoes carried: 30 <3>
Torpedo control room <6>

TA/T/TS: Class [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <26 x 4 = 104>
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 zero (75 seconds)
Auto-Destruct System <9>

Auxiliary Spacecraft systems

Shuttlebay(s): Capacity for 12 Size worth of ships <24>
Standard Complement: 6 shuttlecraft
Location(s): Aft secondary hull

Newton Class starship
Class and Type: Newton Class Cruiser
Commissioning Date: 2230

Hull Systems
Size: 6
Length: 231.99 meters
Beams: 130.24 meters
Height: 79.37 meters
Decks: 16
Mass: 320,000 metric tons
SU's Available: 1350
SU's Used: 1082

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <21>
Primary Backup: Class I (Protection 25) <11>
Secondary Backup: Class I (Protection 25) <11>

Personnel Systems
Crew/Passengers/Evac: 221/221/2600
Crew Quarters
Barracks: Houses 84 crewmembers <2>
Spartan: 80 <4>
Basic: 170 <17>
Expanded: 80 <16>
Luxury: 20 <20>
Unusual: 8 <8>

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>
Consumable: two years worth <24>
Food Processor Mark I (150 foods and beverages) [1 Power/round] <6>
Industrial Fabrication Units Mark V [4 Power/round] <12>
Medical Facilities: 4 (+0) [4 Power/round] <20>
Recreation Facilities: 5 (one small rec deck; pleasant eating facilities; three gyms; three small lounges; one arboretum) [5 Power/round] <30>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 10,000 cubic meters <1>
Locations: Various locations
Escape Pods <5>
Number: 80
Capacity: 6 persons per pod

Propulsion Systems
Warp Drive Nacelles: 4.1 <46>
Speed: 4.7/5.0/7.0 [1 Power/.2 warp speed]
PIS: Class F (8 hours of Maximum warp) <12>
Impulse Engine: Type 4A (.4c/.65c) [4/6 Power/round] <12>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Warp Engine Type: Mark IV (generates 199 Power/round) <55>
Locations:
Impulse Engine[s]: one Class 4A (generate 18 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: 217

Operations systems
Bridge: <24>

Computers
Cores: [1 Power/round] <3 x 2 = 6>
ODN <18>

Navigational Deflector [6 Power/round] <18>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: upper secondary hull forward

Sensor Systems
Long-range Sensors [5 Power/round] <23>
Range package: Mark V (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 12 Light-years (1.0/1.1 – 3.0/3.1 – 8.0/8.1 – 12.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <13>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <12>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)

Probes: 20 <2>
Sensor 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: 2 <0>

Inertial Damping Field
Main <48>
Strength: 7 [3 Power/round]
Number: 4
Backup <12>
Strength: 4 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Mark III [3 Power/round] <9>
Strength: 9
Security: - 1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6 x 2 = 12>
Accuracy: 5/6/8/11
Location: forward and aft dorsal

Emitter: Class Alpha [3 Power/Strength used/round] <3 x 2 = 6>
Accuracy: 5/6/8/11
Location: Hanger bay

Transporters
Type: Personnel [5 Power/use] <11>
Pads: 6
Emitter/Receiver Array: Personnel Mark 4 (15,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: Saucer section

Type: Emergency [8 Power/round] <13>
Pads: 28
Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: one saucer

Type: Cargo [2 Power/round] <6>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: one in secondary hull cargo area

Security Systems Rating: 2 <8>
Anti-Intruder System: [1 Power/round] <6>
Internal Force Field: [1 Power/3 Strength] <6>
Science Systems Rating: 2 (+1) [2 Power/round] <16>
Specialized Systems: Astronomical studies <5>
Laboratories: 10 <2>

Tactical Systems
Lasers <10 x 3 = 30>
Type Tesla Class
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 9/27,000/80,000/250,000
Location: forward Ventral, one port dorsal, one starboard dorsal
Firing arc: 120 degrees
Firing Modes: Standard

Laser Cannon <13 x 2 = 26>
Type Tesla Class
Damage: 150 [15 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 9/27,000/80,000/250,000
Location: forward port and starboard ventral
Firing arc: 120 degrees
Firing Modes: Standard
Laser control room <6>

Torpedo Launcher <12 x 2 = 24>
Standard Load: Type I Photon Torpedo (160 damage), Type II Spatial torpedo (100 damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: pod over the aft saucer
Firing Arc: Forward and aft, but are self-guided
Torpedoes carried: 40 <4>
Torpedo control room <6>

TA/T/TS: Class [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <25 x 4 = 100>
Shield Generator: Class 2 (protection 250) [25 Power/shield/round]
Shield grid: Type A (25% increase to 312 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 83)
Recharging System: Class zero (75 seconds)

Auto-Destruct System <9>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 24 Size worth of ships <48>
Standard Complement: 12 shuttlecraft
Location(s): Aft of both secondary hull

Armstrong Class starship
Class and Type: Armstrong Class Destroyer
Commissioning Date: 2235

Hull Systems
Size: 6
Length: 256.41 meters
Beams: 130.24 meters
Height: 65.12 meters
Decks: 9
Mass: 315,000 metric tons
SU's Available: 1350
SU's Used: 1048

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <21>
Primary Backup: Class I (Protection 25) <11>
Secondary Backup: Class I (Protection 25) <11>

Personnel Systems
Crew/Passengers/Evac: 299/100/2400
Crew Quarters
Barracks: Houses 50 crewmembers <1>
Spartan: 100 <5>
Basic: 120 <12>
Expanded: 75 <15>
Luxury: 27 <27>
Unusual: 27 <27>

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>
Consumable: two years worth <24>
Food Processor Mark I (150 foods and beverages) [1 Power/round] <6>
Industrial Fabrication Units Mark V [4 Power/round] <12>
Medical Facilities: 4 (+0) [4 Power/round] <20>
Recreation Facilities: 5 (one small rec deck; pleasant eating facilities; three gyms; three small lounges; one arboretum) [5 Power/round] <30>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 4,000 cubic meters <1>
Locations: Various locations
Escape Pods <4>
Number: 60
Capacity: 6 persons per pod

Propulsion Systems
Triple Warp Drive Nacelles: 4.1 <46 + 12 = 58>
Speed: 4.8/5.1/7.1 [1 Power/.2 warp speed]
PIS: Class F (8 hours of Maximum warp) <12>
Impulse Engine: Type 4A (.4c/.65c) [4/6 Power/round] <12>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Warp Engine Type: Mark IV (generates 199 Power/round) <55>
Locations:
Impulse Engine[s]: one Class 4A (generate 18 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: 217

Operations systems
Bridge: <24>

Computers
Cores: [1 Power/round] <3 x 2 = 6>
ODN <18>

Navigational Deflector [6 Power/round] <18>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: upper secondary hull forward

Sensor Systems
Long-range Sensors [5 Power/round] <20>
Range package: Mark V (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 12 Light-years (1.0/1.1 – 3.0/3.1 – 8.0/8.1 – 12.0)
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: 20 <2>
Sensor 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: 2 <0>

Inertial Damping Field
Main <48>
Strength: 7 [3 Power/round]
Number: 4
Backup <12>
Strength: 4 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Mark III [3 Power/round] <9>
Strength: 9
Security: - 1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6 x 2 = 12>
Accuracy: 5/6/8/11
Location: forward and aft dorsal

Transporters
Type: Personnel [5 Power/use] <11>
Pads: 6
Emitter/Receiver Array: Personnel Mark 4 (15,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: Saucer section

Type: Emergency [8 Power/round] <13>
Pads: 28
Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: one saucer

Type: Cargo [2 Power/round] <6>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: one in secondary hull cargo area

Security Systems Rating: 2 <8>
Anti-Intruder System: [1 Power/round] <6>
Internal Force Field: [1 Power/3 Strength] <6>

Science Systems Rating: 1 (+0) [1 Power/round] <11>
Specialized Systems: none
Laboratories: 8 <2>

Tactical Systems
Lasers <10 x 3 = 30>
Type Tesla Class
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 9/27,000/80,000/250,000
Location: forward Ventral, one port dorsal, one starboard dorsal
Firing arc: 120 degrees
Firing Modes: Standard
Laser control room <6>

Torpedo Launcher <12 x 2 = 24>
Standard Load: Type I Photon Torpedo (160 damage), Type II Spatial torpedo (100 damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: pod over the aft saucer
Firing Arc: Forward and aft, but are self-guided
Torpedoes carried: 40 <4>
Torpedo control room <6>

TA/T/TS: Class [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <25 x 4 = 100>
Shield Generator: Class 2 (protection 250) [25 Power/shield/round]
Shield grid: Type A (25% increase to 312 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 83)
Recharging System: Class zero (75 seconds)
Auto-Destruct System <9>

Auxiliary Spacecraft systems
Shuttlebay(s): none

Mayflower Class starship
Class and Type: Mayflower Class Frigate
Commissioning Date: 2225

Hull Systems
Size: 6
Length: 211.64 meters
Beams: 130.24 meters
Height: 54.95 meters
Decks: 12
Mass: 305,000 metric tons
SU's Available: 1350
SU's Used: 957

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <21>
Primary Backup: Class I (Protection 25) <11>
Secondary Backup: Class I (Protection 25) <11>

Personnel Systems
Crew/Passengers/Evac: 299/50/1500
Crew Quarters
Barracks: Houses 49 crewmembers <1>
Spartan: 60 <3>
Basic: 70 <7>
Expanded: 40 <4>
Luxury: 15 <15>
Unusual: 15 <15>

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>
Consumable: two years worth <24>
Food Processor Mark I (150 foods and beverages) [1 Power/round] <6>
Industrial Fabrication Units Mark V [4 Power/round] <12>
Medical Facilities: 4 (+0) [4 Power/round] <20>
Recreation Facilities: 5 (one small rec deck; pleasant eating facilities; three gyms; three small lounges; one arboretum) [5 Power/round] <30>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 4,000 cubic meters <1>
Locations: Various locations
Escape Pods <3>
Number: 40
Capacity: 6 persons per pod

Propulsion Systems
Warp Drive Nacelles: 3.5 <35>
Speed: 3.5/4.5/5.5 [1 Power/.2 warp speed]
PIS: Class F (8 hours of Maximum warp) <12>
Impulse Engine: Type 4A (.4c/.65c) [4/6 Power/round] <12>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Warp Engine Type: Mark IV (generates 199 Power/round) <55>
Locations:
Impulse Engine[s]: one Class 4A (generate 18 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: 217

Operations systems
Bridge: <24>

Computers
Cores: [1 Power/round] <3>
ODN <18>

Navigational Deflector [6 Power/round] <18>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: upper secondary hull forward

Sensor Systems
Long-range Sensors [5 Power/round] <20>
Range package: Mark V (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 12 Light-years (1.0/1.1 – 3.0/3.1 – 8.0/8.1 – 12.0)
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: 20 <2>
Sensor Skill: 4

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: 2 <0>

Inertial Damping Field
Main <36>
Strength: 7 [3 Power/round]
Number: 3
Backup <9>
Strength: 4 [2 Power/round]
Number: 3
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Mark III [3 Power/round] <9>
Strength: 9
Security: - 1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6 x 2 = 12>
Accuracy: 5/6/8/11
Location: forward and aft dorsal

Transporters
Type: Personnel [5 Power/use] <11>
Pads: 6
Emitter/Receiver Array: Personnel Mark 4 (15,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: Saucer section

Type: Emergency [8 Power/round] <13>
Pads: 28
Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: one saucer

Type: Cargo [2 Power/round] <6>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: one in secondary hull cargo area

Security Systems Rating: 2 <8>
Anti-Intruder System: [1 Power/round] <6>
Internal Force Field: [1 Power/3 Strength] <6>

Science Systems Rating: 1 (+0) [1 Power/round] <11>
Specialized Systems: Astronomical studies <5>
Laboratories: 10 <2>

Tactical Systems
Lasers <10 x 3 = 30>
Type Tesla Class
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 9/27,000/80,000/250,000
Location: forward Ventral, one port dorsal, one starboard dorsal
Firing arc: 120 degrees
Firing Modes: Standard
Laser control room <6>

Torpedo Launcher <12 x 2 = 24>
Standard Load: Type I Photon Torpedo (160 damage), Type II Spatial torpedo (100 damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: pod over the aft saucer
Firing Arc: Forward and aft, but are self-guided
Torpedoes carried: 40 <4>
Torpedo control room <6>

TA/T/TS: Class [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <24 x 4 = 96>
Shield Generator: Class 2 (protection 200) [20 Power/shield/round]
Shield grid: Type A (25% increase to 250 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 67)
Recharging System: Class zero (75 seconds)
Auto-Destruct System <9>

Auxiliary Spacecraft systems: None

Zeus Class starship
Class and Type: Zeus Class Frigate
Commissioning Date: 2227

Hull Systems
Size: 6
Length: 211.64 meters
Beams: 130.24 meters
Height: 54.95 meters
Decks: 12
Mass: 305,000 metric tons
SU's Available: 1350
SU's Used: 969

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class I (Protection 50/80) <21>
Primary Backup: Class I (Protection 25) <11>
Secondary Backup: Class I (Protection 25) <11>

Personnel Systems
Crew/Passengers/Evac: 300/40/1500
Crew Quarters
Barracks: Houses 140 crewmembers <3>
Spartan: 60 <3>
Basic: 70 <7>
Expanded: 40 <4>
Luxury: 15 <15>
Unusual: 15 <15>

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>
Consumable: two years worth <24>
Food Processor Mark I (150 foods and beverages) [1 Power/round] <6>
Industrial Fabrication Units Mark V [4 Power/round] <12>
Medical Facilities: 4 (+0) [4 Power/round] <20>
Recreation Facilities: 5 (one small rec deck; pleasant eating facilities; three gyms; three small lounges; one arboretum) [5 Power/round] <30>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 4,000 cubic meters <1>
Locations: Various locations
Escape Pods <3>
Number: 40
Capacity: 6 persons per pod

Propulsion Systems
Warp Drive Nacelles: 3.5 <35>
Speed: 3.5/4.5/5.5 [1 Power/.2 warp speed]
PIS: Class F (8 hours of Maximum warp) <12>
Impulse Engine: Type 4A (.4c/.65c) [4/6 Power/round] <12>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Warp Engine Type: Mark IV (generates 199 Power/round) <55>
Locations:
Impulse Engine[s]: one Class 4A (generate 18 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: 217

Operations systems
Bridge: <24>

Computers
Cores: [1 Power/round] <3>
ODN <18>

Navigational Deflector [6 Power/round] <18>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: upper secondary hull forward

Sensor Systems
Long-range Sensors [5 Power/round] <20>
Range package: Mark V (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 12 Light-years (1.0/1.1 – 3.0/3.1 – 8.0/8.1 – 12.0)
Strength Package: Class 5 (strength 5)
Gain Package: standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: standard (+0)

Probes: None
Sensor Skill: 4

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: 2 <0>

Inertial Damping Field
Main <36>
Strength: 7 [3 Power/round]
Number: 3
Backup <9>
Strength: 4 [2 Power/round]
Number: 3
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Mark III [3 Power/round] <9>
Strength: 9
Security: - 1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6 x 2 = 12>
Accuracy: 5/6/8/11
Location: forward and aft dorsal

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Hanger bay

Transporters
Type: Personnel [5 Power/use] <11>
Pads: 6
Emitter/Receiver Array: Personnel Mark 4 (15,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: Saucer section

Type: Emergency [8 Power/round] <13>
Pads: 28
Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: one saucer

Type: Cargo [2 Power/round] <6>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: one in secondary hull cargo area

Security Systems Rating: 2 <8>
Anti-Intruder System: [1 Power/round] <6>
Internal Force Field: [1 Power/3 Strength] <6>
Science Systems Rating: 1 (+0) [1 Power/round] <11>
Specialized Systems: Astronomical studies <5>
Laboratories: 10 <2>

Tactical Systems
Lasers <10 x 3 = 30>
Type Tesla Class
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 9/27,000/80,000/250,000
Location: forward Ventral, one port dorsal, one starboard dorsal
Firing arc: 120 degrees
Firing Modes: Standard
Laser control room <6>

Torpedo Launcher <12>
Standard Load: Type I Photon Torpedo (160 damage), Type II Spatial torpedo (100 damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: forward ventral pod
Firing Arc: Forward, but are self-guided
Torpedoes carried: 20 <2>
Torpedo control room <6>

TA/T/TS: Class [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <24 x 4 = 96>
Shield Generator: Class 2 (protection 200) [20 Power/shield/round]
Shield grid: Type A (25% increase to 250 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 67)
Recharging System: Class zero (75 seconds)
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 12 Size worth of ships <24>
Standard Complement: 6 shuttlecraft
Location(s): Aft secondary hull

Starbase 12 – based on the autobiography of James T. Kirk
Class and Type:
Commissioning Date:

Hull Systems
Size: 16
Length: 5000 meters
Beams: 3000 meters
Height: 1500 meters
Decks: 100 levels (24 above surface and 76 subsurface)
Mass: n/a
SUs Available: 7,000 – 11,000
SUs Used: 6726

Hull Outer <64>
Hull Inner <64>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field none needed

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 4000/8200/180,000
Crew Quarters
Spartan: 1000 <50>
Basic: 1200 <120>
Expanded: 8000 <1600>
Luxury: 1000 <1000>
Unusual: 1000 <1000>

Environmental Systems
Basic Life Support [16 Power/round] <64>
Reserve Life Support [8 Power/round] <32>
Emergency Life Support (96 emergency shelters) <32>
Gravity: n/a
Consumable: 3 years worth <96>
Food Processor Mark III [3 Power/round] <40>
Industrial Fabrication unites Mark VI [4 Power/round] <40>
Medical Facilities: 7 (+2) [7Power/round] <35>
Recreation Facilities: 10 (three man rec decks, pleasant (sometime even luxurious) eating facilities, three large lounges, four gyms, five small lounges, three arboretums) [10 Power/round] <60>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <48>
Fire Suppression System [2 Power/round when active] <16>
Cargo hold: 1,300,000 cubic meters <39>
Locations: Various subsurface storage areas
Escape Pods: none

Propulsion Systems: None

Power Systems
Fusion reactors: 4 Class 20 (generates 200 Power/round) <100 x 4 = 400>
Locations:
Solar Power: twelve arrays (generate 10 power/engine/round) <3 x 12 = 36>
Auxiliary Power: 12 reactors (generate 5 Power/reactor/round) <36>
Emergency Power: Type D (generates 40 Power/round) <40>
EPS: Standard Power flow, +200 Power transfer/round <100>
Standard Usable Power: 800

Operations systems
Operations <16>
Auxiliary operations <12>

Computers
Core: [5 Power/round] <32 x 4 = 128>
Uprating: Class Alpah (+1) [2 Power/computer round] <8>
ODN <48>

Sensor Systems
Long-range Sensors [5 Power/round] <37>
Range package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
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
Probes: 100 <10>
Sensor Skill: 4

Communications Systems
Type: Mark VI [3 Power/round] <25>
Strength: 6
Security: -3 (Type A uprating)
Basic Uprating: Type 1 (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3 x 4 = 12>
Accuracy: 5/6/8/11
Lactation: shuttle landing field

Transporters
Type: Personnel [6 Power/use] <12>
Pads: 2
Emitter/Receiver Array: Personnel 6 (26,000 km range)

Energizing/Transition Coils: Class F (strength 6)
Number and location:

Type: Personnel [6 Power/use] <14 x 4 = 56>
Pads: 6
Emitter/Receiver Array: Personnel 6 (26,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Type: Cargo [2 Power/round] <10 x 5 = 50>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class F (strength 6)
Number and location:

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <16>
Internal Force Field [1 Power/3 Strength] <16>
Science Systems Rating: 3 (+1) [3 Power/round] <31>
Specialized Systems: 5 <25>
Laboratories: 100 <20>

Tactical Systems
Phaser Bank <24 x 5 = 120>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (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: 180 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Starboard Forward Torpedo Launcher <15 x 3 = 45>
Standard Load: Type I Photon Torpedo (160 Damage), Type II Photon Torpedo (200 Damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: vertical, but are self-guided
Torpedoes Carried: 1000 <100>
Torpedo Control room <16>
Phaser Control room <16>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <108 x 4 = 432>
Shield Generator: Class 3 (protection 600) [60 Power/shield/round]
Shield grid: Type B (33% increase to 798 Protection)
Subspace field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 0 (60 seconds)
Backup Shield Generators: none
Auto-Destruct System <16>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 200 Size worth of ships <400>
Standard Complement: 100 shuttlecraft
Location(s):

Straleb Security Vessel
Class and Type: Security Vessel
Commissioning Date: 24th Century

Hull Systems
Size: 4
Length: 150 meters
Beams: 72.86 meters
Height: 41.79 meters
Decks: 6
Mass: 75,000 metric tons
SUs Available: 800 – 1,300
SUs Used: 590

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <22>
Backup: Class 3 (Protection 30) <11>
Backup: Class 3 (Protection 30) <11>
Specialized hull: Atmospheric Capability <4>
Planetfall Capability <4>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 18/4/500
Crew Quarters
Spartan: 7 <1>
Basic: 7 <1>
Expanded: 3 <1>
Luxury: 3 <3>
Unusual: 2 <2>

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>
Consumable: one years worth <6>
Food storage Galley [0 Power/round] <2>
Industrial Replicators none
Medical Facilities: 4 (+0) [4 Power/round] <20>
Recreation Facilities: 1 (a spartan mess hall; an exercise room) [2 Power/round] <8>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <4>
Fire Suppression System [1 Power/round when active] <4>
Cargo hold: 45,000 cubic meters <2>
Locations:
Escape Pods <1>
Number: 12
Capacity: 2 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 1B <10>
Speed: 1.9/3.0/5.0 [1 Power/.2 warp speed]
Uprating: package 4 (+0.4 to standard) <8>
PIS: Type B (5 hours of Maximum warp) <4>
Impulse Engine Type: three Class 1 (.25c/.5c) [2/5 Power/round] <5 x 3 = 15>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <4>

Power Systems
Warp Engine Type: Class 3/E (generates 160 Power/round) <41>
Locations:
Impulse Engine[s]: three Class 1 (generate 8 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, +150 Power transfer/round <35>
Standard Usable Power:

Operations systems
Bridge: <20>

Computers
Core: [5 Power/round] <8 x 2 = 16>
ODN <12>

Navigational Deflector [5 Power/round] <16>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <15>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <11>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)

Probes: none
Sensor 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: 2 <0>

Inertial Damping Field
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: Class 3 [2 Power/round] <6>
Strength: 3
Security: -1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: Aft
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Forward

Transporters
Type: Personnel [3 Power/use] <8>
Pads: 4
Emitter/Receiver Array: Personnel Type 2 (15,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location:

Type: Cargo [1 Power/round] <6>
Pads: 200kg
Emitter/Receiver Array: Cargo Type 1 (10,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: none
Internal Force Field: none
Science Systems Rating: 1 (+0) [1 Power/round] <9>
Specialized Systems: none
Laboratories: 6 <2>

Tactical Systems

Laser Arrays <8 x 2 = 16>
Type Laser Array Type D
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: one forward, one aft
Firing arc: 180 degrees
Firing Modes: Standard, Pulse

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <17 x 4 = 68>
Shield Generator: Class 2 (protection 240) [24 Power/shield/round]
Shield grid: Type 0 (0% increase to Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 80)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System <4>

Auxiliary Spacecraft systems: None

USS Fearless NCC-4598
Class and Type: Excelsior-Class Exploratory Cruiser
Commissioning Date: Original class 2284, Fearless constructed 2323, First Standard Refitted 2344, Second Standard Refit 2363

Hull Systems
Size: 7
Length: 467.23 meters
Beams: 186.53 meters
Height: 78.89 meters
Decks: 33
Mass: 2,250,000 metric tonnes
SU's Available: 2300
SU's Used: 2217

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 6 (Protection 90/130) <34>
Primary Backup: Class 6 (Protection 50) <17>
Secondary Backup: Class 6 (Protection 50) <17>

Personnel Systems
Crew/Passengers/Evac: 750/130/9,800
Crew Quarters
Spartan: 360 <18>
Basic: 340 <34>
Expanded: 150 <30>
Luxury: 40 <40>
Unusual: 18 <18>

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>
Consumable: 2 years worth <14>
Food Replicators [7 power/round] <7>
Industrial Replicators
Type: Net Work of small Replicators [2 powers/round] <7>
Type: 2 Large units [2 power/round of use] <3 x 2 = 6>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 6 [12 power/round] <48>
(Two main holodecks; ten personal holodeck; pleasant eating facilities; One large lounge; two small lounges)
Personal Transport: Turbolift, Jefferies tubes [2 Power/round] <21>
Fire Suppression System [1 Power/round when active] <7>
Cargo hold: 100,000 cubic meters <3>
Locations: Aft, Engineering Hull, Saucer
Escape Pods <9>
Number: 160
Capacity: 8 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 6.9 <85>
Speed: 6.3/7.2/9.1 [1 Power/.2 warp speed]
Uprating package 1 (+0.1 to maximum), package 2 (+0.2 to sustained), package 3 (+0.3 to standard) <12>
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: Class 5 (.7c/.9c) [7/9 Power/round] <28>
Location: aft saucer
Reaction Control System (.025c) [2 Power/ round when in use] <7>

Power Systems
Warp Engine Type: Class 9/O (generates 450 Power/round) <100>
Locations:
Impulse Engine[s]: one Class 5 (generate 40 power/engine/round)
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <3 x 4 = 12>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +300 Power transfer/round <65>
Standard Usable Power: 490

Operations systems
Bridge: dorsal saucer <35>
Auxiliary control room/bridge <21>

Saucer Separation (No re-attachment) [10 Power/round] <4>

Computers
Cores: Saucer section [5 Power/round] <14>
Cores: Engineering [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] <41>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 9 (strength 9)
Gain Package: Class Alpha (+1)

Coverage: Standard

Lateral Sensors [5 Power/round] <21>
Strength Package: Class 9 (strength 9)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <20>
Strength Package: Class 9 (strength 9)
Gain Package: Class Alpha (+1)

Probes: 100 <10>
Sensor 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 Damping Field
Main <56>
Strength: [3 Power/round]
Number: 4
Backup <14>
Strength: [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 7 [2 Power/round] <21>
Strength: 7
Security: -4 uprating class gamma
Basic Uprating: Class Alpha (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Gamma [3 Power/Strength used/round] <9>
Accuracy: 4/5/7/10
Lactation: Forward Ventral of engineering hull

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Hanger bay

Transporters
Type: Personnel [6 Power/use] <15 x 4 = 60>
Pads: 6
Emitter/Receiver Array: Personnel Type 4 (30,000 km)
Energizing/Transition Coils: Class H (strength 8)
Number and location: Two in saucer, two in Engineering hull

Type: Emergency [7 Power/round] <17 x 4 = 68>
Pads: 22
Emitter/Receiver Array: Emergency Type 3 (15,000 km)
Energizing/Transition Coils: Class H (strength 8)
Number and location: Two saucer, two engineering

Type: Cargo [2 Power/round] <12 x 5 = 60>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km)
Energizing/Transition Coils: Class H (strength 8)
Number and location: one in saucer, four in Engineering hull

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Field [1 Power/3 Strength] <7>
Science Systems Rating: 2 (+1) [2 power/round] <17>
Specialized Systems: 2 <10>
Laboratories: 25 <6>

Tactical Systems
Saucer Dorsal Phaser Bank <26 x 5 = 130>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: *Spaced equally 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 Bank <25 x 5 = 125>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: *Spaced equally in a half circle around the forward half of the bridge structure on the dorsal side of the saucer section*
Firing Arc: 360 degrees ventral (substantial arc shadow aft)
Firing Modes: Standard, continuous, pulse, Wide-beam

Aft Phaser Bank <25 x 2 = 50>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer forward dorsal
Firing Arc: 360 degrees Dorsal (substantial arc shadow forward)
Firing Modes: Standard, continuous, pulse, Wide-beam

Port 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: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral port
Firing Arc: forward, but are self-guided

Starboard 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: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral starbaord
Firing Arc: forward, but are self-guided

Aft 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: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Aft Dorsal
Firing Arc: forward, but are self-guided
Torpedoes Carried: 120 <12>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <71 x 4 = 284>
Shield Generator: Class 4 (protection 750) [75 Power/shield/round]
Shield grid: Type C (50% increase to 1125 Protection)
Subspace field Distortion Amplifiers: Class Epsilon (Threshold 250)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <7>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 25 Size worth of ships <50>
Standard Complement: 10 shuttlecraft, 5 shuttlepods
Location(s): aft

U.S.S. Cairo NCC-42136
Class and Type: Excelsior-Class Exploratory Cruiser
Commissioning Date: Original class 2284, Cairo constructed 2321, First Refit 2340's, Second refit 2350's, third refit 2360's

Hull Systems
Size: 7
Length: 467.23 meters
Beams: 186.53 meters
Height: 78.89 meters
Decks: 33
Mass: 2,250,000 metric tonnes
SU's Available: 2300
SU's Used: 2165

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <31>
Primary Backup: Class 5 (Protection 40) <16>
Secondary Backup: Class 5 (Protection 40) <16>

Personnel Systems
Crew/Passengers/Evac: 750/130/9,800
Crew Quarters
Spartan: 360 <18>
Basic: 340 <34>
Expanded: 150 <30>
Luxury: 40 <40>
Unusual: 18 <18>

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>
Consumable: 2 years worth <14>
Food Replicators [7 power/round] <7>
Industrial Replicators
Type: Net Work of small Replicators [2 powers/round] <7>
Type: 2 Large units [2 power/round of use] <3 x 2 = 6>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 6 [12 power/round] <48>
(Two main holodecks; Ten personal holodeck; Pleasant eating facilities; One large lounge; Two small lounges)
Personal Transport: Turbolift, Jefferies tubes [2 Power/round] <21>
Fire Suppression System [1 Power/round when active] <7>
Cargo hold: 100,000 cubic meters <3>
Locations: Aft, Engineering Hull, Saucer
Escape Pods <9>
Number: 160
Capacity: 8 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 5E <75>
Speed: 5.3/9.0/9.5 [1 Power/.2 warp speed]
Uprating package 2 (+0.2 to sustained), package 3 (+0.3 to maximum) <10>
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: Class 5 (.7c/.9c) [7/9 Power/round] <28>
Location: aft saucer
Reaction Control System (.025c) [2 Power/ round when in use] <7>

Power Systems
Warp Engine Type: Class 9/O (generates 450 Power/round) <100>
Locations:
Impulse Engine[s]: one Class 5 (generate 40 power/engine/round)
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <3 x 4 = 12>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +300 Power transfer/round <65>
Standard Usable Power: 490

Operations systems
Bridge: dorsal saucer <35>
Auxiliary control room/bridge <21>
Saucer Separation (No re-attachment) [10 Power/round] <4>

Computers
Cores: Saucer section [5 Power/round] <14>
Cores: Engineering [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] <41>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 9 (strength 9)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <21>
Strength Package: Class 9 (strength 9)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <20>
Strength Package: Class 9 (strength 9)
Gain Package: Class Alpha (+1)
Probes: 80 <8>
Sensor 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 Damping Field
Main <56>
Strength: [3 Power/round]
Number: 4
Backup <14>
Strength: [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 7 [2 Power/round] <21>
Strength: 7
Security: -4 uprating class gamma
Basic Uprating: Class Alpha (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Gamma [3 Power/Strength used/round] <9>
Accuracy: 4/5/7/10
Lactation: Forward Ventral of engineering hull

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Hanger bay

Transporters
Type: Personnel [6 Power/use] <15 x 4 = 60>
Pads: 6
Emitter/Receiver Array: Personnel Type 4 (30,000 km)
Energizing/Transition Coils: Class H (strength 8)
Number and location: Two in saucer, two in Engineering hull

Type: Emergency [7 Power/round] <17 x 4 = 68>
Pads: 22
Emitter/Receiver Array: Emergency Type 3 (15,000 km)
Energizing/Transition Coils: Class H (strength 8)
Number and location: Two saucer, two engineering

Type: Cargo [2 Power/round] <12 x 5 = 60>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km)
Energizing/Transition Coils: Class H (strength 8)
Number and location: one in saucer, four in Engineering hull

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Field [1 Power/3 Strength] <7>
Science Systems Rating: 2 (+1) [2 power/round] <17>
Specialized Systems: Botanical analysis, planetary analysis <10>
Laboratories: 25 <6>

Tactical Systems
Saucer Dorsal Phaser Bank <26 x 5 = 130>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: *Spaced equally in a half circle around the forward half of the bridge saucer on the dorsal side of the saucer section*
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Ventral Phaser Bank <25 x 5 = 125>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: *Spaced equally in a half circle around the forward half of the bridge saucer on the dorsal side of the saucer section*
Firing Arc: 360 degrees ventral (substantial arc shadow aft)
Firing Modes: Standard, continuous, pulse, Wide-beam

Aft Phaser Bank <25 x 2 = 50>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer forward dorsal
Firing Arc: 360 degrees Dorsal (substantial arc shadow forward)
Firing Modes: Standard, continuous, pulse, Wide-beam

Port 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: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral port
Firing Arc: forward, but are self-guided

Starboard 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: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral starbaord
Firing Arc: forward, but are self-guided
Torpedoes Carried: 120 <12>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <71 x 4 = 284>
Shield Generator: Class 4 (protection 750) [75 Power/shield/round]
Shield grid: Type C (50% increase to 1125 Protection)
Subspace field Distortion Amplifiers: Class Epsilon (Threshold 250)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <7>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 25 Size worth of ships <50>
Standard Complement: 9 shuttlecraft, 7 shuttlepods
Location(s): aft

U.S.S. Intrepid NCC-38907 the ship responding to Khitomer massacre
Class and Type: Excelsior-Class Exploratory Cruiser
Commissioning Date: Original class 2284 (the Intrepid was commissioned in the 2310 and has been refitted in 2328, decommissioned in 2360)

Hull Systems
Size: 7
Length: 467.23 meters
Beams: 186.53 meters
Height: 78.89 meters
Decks: 33
Mass: 2,010,500 metric tons
SU's Available: 2,300
SU's Used: 2183

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 4 (Protection 70/110) <28>
Primary Backup: Class 4 (Protection 35) <14>
Secondary Backup: Class 4 (Protection 35) <14>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 630/100/9,800
Crew Quarters
Basic: 400 <40>
Expanded: 240 <48>
Luxury: 75 <75>
Unusual: 15 <15>

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>
Consumable: 2 years worth <14>
Food Replicators [7 Power/round] <7>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <7>
Type: 2 Large unit [2 Power/replicator/round] <6>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 6 [12 Power/round] <48>
Personal Transport: Turbolift, Jefferies tubes [2 Power/round] <7>
Fire Suppression System [1 Power/round when active] <7>
Cargo hold: 100,000 cubic meters <3>
Locations: Aft, Engineering Hull, Saucer
Escape Pods <9>
Number: 160
Capacity: 8 persons per pod

Propulsion Systems
Warp Drive Nacelles: 5A <55>
Speed: 5.1/7.1/8.1 [1 Power/.2 warp speed]
Uprating package 1 (+0.1 to standard, sustained, to maximum) <6>
PIS: Type C (6 hours of Maximum warp) <6>
Impulse Engine Type: Class 6 (.75c/.9c) [7/9 Power/round] <30>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <7>

Power Systems
Warp Engine Type: Class 10/P (generates 549 Power/round) <115>
Locations:
Impulse Engine[s]: 1 Class 6 (generate 48 power/engine/round)
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <3 x 4 = 12>
Emergency Power: Type E (generates 45 Power/round) <45>
EPS: Standard Power flow, +250 Power transfer/round <60>
Standard Usable Power: 587

Operations systems
Bridge: <35>
Auxiliary Bridge/control room <21>
Saucer Separation (No re-attachment) [10 Power/round] <6>

Computers
Cores: Primary core saucer section [5 Power/round] <14>
Cores: Secondary core engineering section [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 engineering section ventral

Sensor Systems
Long-range Sensors [5 Power/round] <39>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <19>
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <18>
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)

Probes: 70 <7>
Sensor 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 Damping Field
Main <56>
Strength: [3 Power/round]
Number: 4
Backup <16>
Strength: [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 8 [2 Power/round] <24>
Strength: 8
Security: -4
Basic Uprating: Class Beta (+2)
Security Class Gamma Uprating
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Lactation: Aft Ventral

Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Lactation: Forward Ventral

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

Transporters
Type: Personnel [5 Power/use] <14 x 4 = 56>
Pads:
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location: Two in saucer, two in Engineering hull

Type: Emergency [7 Power/round] <15 x 4 = 60>
Pads: 22
Emitter/Receiver Array: Emergency Type 2 (10,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location: Two saucer, two engineering

Type: Cargo [3 Power/round] <11 x 3 = 33>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 2 (20,00 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location: one in saucer, two in Engineering hull

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Field [1 Power/3 Strength] <7>
Science Systems Rating: 2 (+1) [2 Power/round] <17>
Specialized Systems: Planetary Analysis, Geological Analysis <10>
Laboratories: 25 <6>

Tactical Systems
Saucer Dorsal 90 degrees off forward, Port Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Dorsal 90 degrees port Phaser Bank*
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Dorsal 45 degrees off forward, port Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Dorsal 45 degrees off forward, port*
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Forward Dorsal Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Saucer forward dorsal
Firing Arc: 360 degrees Dorsal

Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Dorsal 45 degrees off forward, Starboard Phaser Five Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Dorsal 45 degrees off forward, Starboard*
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Dorsal 90 degrees off forward, starboard Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Dorsal 90 degrees off forward, starboard*
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Ventral 90 degrees off forward, Port Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Ventral 90 degrees port Phaser Bank*
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Ventral 45 degrees off forward, port Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Ventral 45 degrees off forward, port*
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Forward Ventral Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Saucer forward Ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Ventral 45 degrees off forward, Starboard Phaser Five Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Ventral 45 degrees off forward, Starboard*
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Ventral 90 degrees off forward, starboard Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Ventral 90 degrees off forward, starboard*
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Aft Phaser Port Bank <25>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft dorsal, immediately to port and starbaord of centerline
Firing Arc: 360 degrees ventral (substantual arc shadow forward)
Firing Modes: Standard, continuous, pulse, Wide-beam

*Aft Phaser **Starboard Bank <25>***
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft dorsal, immediately to port and starbaord of centerline
Firing Arc: 360 degrees ventral (substantual arc shadow forward)
Firing Modes: Standard, continuous, pulse, Wide-beam

Ventral Port Phaser Bank <25>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral port

Firing Arc: 360 degrees ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Ventral Starboard Phaser Bank <25>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral starboard
Firing Arc: 360 degrees ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Port 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 port
Firing Arc: forward, but are self-guided

Starboard 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 starbaord
Firing Arc: forward, but are self-guided
Torpedoes Carried: 100 <10>

TA/T/TS: Class Beta [2 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <71 x 4 = 284>
Shield Generator: Class 4 (protection 750) [75 Power/shield/round]
Shield grid: Type C (50% increase to 1125 Protection)
Subspace field Distortion Amplifiers: Class Epsilon (Threshold 250)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <7>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 25 Size worth of ships <50>
Standard Complement: 8 Shuttlepods, two construction craft and 5 shuttlecraft
Location(s): Saucer aft, Engineering ventral

U.S.S. Berlin NCC-42296 (Angel One)
Class and Type: Excelsior-Class Exploratory Cruiser
Commissioning Date: Original class 2284 (The U.S.S. Berlin was commissioned in the 2320 and has been refitted in 2350)

Hull Systems
Size: 7
Length: 467.23 meters
Beams: 186.53 meters
Height: 78.89 meters
Decks: 33
Mass: 2,010,500 metric tons
SU's Available: 2,250
SU's Used: 2210

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <31>
Primary Backup: Class 5 (Protection 40) <16>
Secondary Backup: Class 5 (Protection 40) <16>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 630/130/9,800
Crew Quarters
Basic: 420 <42>
Expanded: 250 <50>
Luxury: 75 <75>
Unusual: 15 <15>

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>
Consumable: 2 years worth <14>
Food Replicators [7 Power/round] <7>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <7>
Type: 2 Large unit [2 Power/replicator/round] <6>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 6 [12 Power/round] <48>
Personal Transport: Turbolift, Jefferies tubes [2 Power/round] <7>
Fire Suppression System [1 Power/round when active] <7>
Cargo hold: 100,000 cubic meters <3>
Locations: Aft, Engineering Hull, Saucer
Escape Pods <9>
Number: 160
Capacity: 8 persons per pod

Propulsion Systems
Warp Drive Nacelles: 5D <70>
Speed: 5.0/8.4/9.0 [1 Power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) <6>
Impulse Engine Type: Class 6 (.75c/.9c) [7/9 Power/round] <30>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <7>

Power Systems
Warp Engine Type: Class 10/P (generates 520 Power/round) <112>
Locations:
Impulse Engine[s]: 1 Class 6 (generate 48 power/engine/round)
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <3 x 4 = 12>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +300 Power transfer/round <65>
Standard Usable Power: 568

Operations systems
Bridge: <35>
Auxilary Bridge: <21>
Saucer Separation (No re-attachment) [10 Power/round] <6>

Computers
Cores: [5 Power/round] <14>
Cores: [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:

Sensor Systems
Long-range Sensors [5 Power/round] <42>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: additional 1000 substances/phenomena

Lateral Sensors [5 Power/round] <22>
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: additional 1000 substances/phenomena

Navigational Sensors: [5 Power/round] <18>
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Probes: 60 <6>
Sensor 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 Damping Field
Main <56>
Strength: [3 Power/round]
Number: 4
Backup <16>
Strength: [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 8 [2 Power/round] <24>
Strength: 8
Security: -4
Basic Uprating: Class Beta (+2)
Security Class Gamma Uprating
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Lactation: Aft Ventral

Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Lactation: Forward Ventral

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

Transporters
Type: Personnel [5 Power/use] <14 x 4 = 56>
Pads:
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location: Two in saucer, two in Engineering hull

Type: Emergency [7 Power/round] <15 x 4 = 60>
Pads: 22
Emitter/Receiver Array: Emergency Type 2 (10,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location: Two saucer, two engineering

Type: Cargo [3 Power/round] <11 x 3 = 33>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 2 (20,00 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location: one in saucer, two in Engineering hull

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Field [1 Power/3 Strength] <7>
Science Systems Rating: 2 (+1) [2 Power/round] <17>
Specialized Systems: Planetary Analysis, Stellar Analysis <10>
Laboratories: 25 <6>

Tactical Systems
Saucer Dorsal 90 degrees off forward, Port Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Dorsal 90 degrees port Phaser Bank*
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Dorsal 45 degrees off forward, port Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Dorsal 45 degrees off forward, port*
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Forward Dorsal Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Saucer forward dorsal
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Dorsal 45 degrees off forward, Starboard Phaser Five Bank <26>
Type: VIII

Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Dorsal 45 degrees off forward, Starboard*
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Dorsal 90 degrees off forward, starboard Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Dorsal 90 degrees off forward, starboard*
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Ventral 90 degrees off forward, Port Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Ventral 90 degrees port Phaser Bank*
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Ventral 45 degrees off forward, port Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Ventral 45 degrees off forward, port*
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Forward Ventral Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Saucer forward Ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Ventral 45 degrees off forward, Starboard Phaser Five Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Ventral 45 degrees off forward, Starboard*
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Ventral 90 degrees off forward, starboard Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Ventral 90 degrees off forward, starboard*
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Aft Phaser Port Bank <25>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: 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 ventral (substantial arc shadow forward)
Firing Modes: Standard, continuous, pulse, Wide-beam

Aft Phaser Starboard Bank <25>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft dorsal, immediately to port and starbaord of centerline
Firing Arc: 360 degrees ventral (substantual arc shadow forward)
Firing Modes: Standard, continuous, pulse, Wide-beam

Ventral Port Phaser Bank <25>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral port
Firing Arc: 360 degrees ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Ventral Starboard Phaser Bank <25>
Type: VIII

Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral starboard
Firing Arc: 360 degrees ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Port 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 port
Firing Arc: forward, but are self-guided

Starboard 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 starbaord
Firing Arc: forward, but are self-guided
Torpedoes Carried: 120 <12>

TA/T/TS: Class Beta [2 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <72 x 4 = 288>
Shield Generator: Class 4 (protection 800) [80 Power/shield/round]
Shield grid: Type C (50% increase to 1200 Protection)
Subspace field Distortion Amplifiers: Class Epsilon (Threshold 250)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <7>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 25 Size worth of ships <50>
Standard Complement: five Shuttlepods and eight shuttlecraft, two workbees or Sphinx construction vehicles, one specialized Intelligence gathering shuttlecraft
Location(s): Saucer aft, Engineering ventral

U.S.S. Crockett NCC-38955
Class and Type: Excelsior-Class Exploratory Cruiser
Commissioning Date: Original class 2284 (the Crockett was commissioned in the 2313 and has been refitted in 2354)

Hull Systems
Size: 7
Length: 467.23 meters
Beams: 186.53 meters
Height: 78.89 meters
Decks: 33
Mass: 2,010,500 metric tons
SU's Available: 2,300
SU's Used: 2238

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 4 (Protection 70/110) <28>
Primary Backup: Class 4 (Protection 35) <14>
Secondary Backup: Class 4 (Protection 35) <14>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 620/120/9,800
Crew Quarters
Basic: 400 <40>
Expanded: 250 <50>
Luxury: 75 <75>
Unusual: 15 <15>

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>
Consumable: 2 years worth <14>
Food Replicators [7 Power/round] <7>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <7>
Type: 2 Large unit [2 Power/replicator/round] <6>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 6 [12 Power/round] <48>
Personal Transport: Turbolift, Jefferies tubes [2 Power/round] <7>
Fire Suppression System [1 Power/round when active] <7>
Cargo hold: 100,000 cubic meters <3>
Locations: Aft, Engineering Hull, Saucer
Escape Pods <9>
Number: 160
Capacity: 8 persons per pod

Propulsion Systems
Warp Drive Nacelles: 5E <75>
Speed: 5.4/9.0/9.2 [1 Power/.2 warp speed]
Uprating Package four (+0.4 to standard) <8>
PIS: Type C (6 hours of Maximum warp) <6>
Impulse Engine Type: Class 6 (.75c/.9c) [7/9 Power/round] <30>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <7>

Power Systems
Warp Engine Type: Class 10/P (generates 530 Power/round) <113>
Locations:
Impulse Engine[s]: 1 Class 6 (generate 48 power/engine/round)
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <3 x 4 = 12>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +250 Power transfer/round <60>
Standard Usable Power: 578

Operations systems
Bridge: <35>
Auxlary bridge <21>
Saucer Separation (No re-attachment) [10 Power/round] <6>

Computers
Cores: saucer section [5 Power/round] <14>
Cores: Engineering section [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:

Sensor Systems
Long-range Sensors [5 Power/round] <39>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <19>
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)

Coverage: Standard

Navigational Sensors: [5 Power/round] <18>
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Probes: 60 <6>
Sensor 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 Damping Field
Main <56>
Strength: [3 Power/round]
Number: 4
Backup <16>
Strength: [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 8 [2 Power/round] <24>
Strength: 8
Security: -4
Basic Uprating: Class Beta (+2)
Security Class Gamma Uprating
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Lactation: Aft Ventral

Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Lactation: Forward Ventral

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

Transporters
Type: Personnel [5 Power/use] <14 x 4 = 56>
Pads:
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location: Two in saucer, two in Engineering hull

Type: Emergency [7 Power/round] <15 x 4 = 60>
Pads: 22
Emitter/Receiver Array: Emergency Type 2 (10,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location: Two saucer, two engineering

Type: Cargo [3 Power/round] <11 x 3 = 33>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 2 (20,00 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location: one in saucer, two in Engineering hull

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Field [1 Power/3 Strength] <7>
Science Systems Rating: 2 (+1) [2 Power/round] <17>
Specialized Systems: Planetary Analysis <5>
Laboratories: 25 <6>

Tactical Systems
Saucer Dorsal 90 degrees off forward, Port Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Dorsal 90 degrees port Phaser Bank*
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Dorsal 45 degrees off forward, port Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Dorsal 45 degrees off forward, port*
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Forward Dorsal Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Saucer forward dorsal
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Dorsal 45 degrees off forward, Starboard Phaser Five Bank <26>
Type: VIII

Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Dorsal 45 degrees off forward, Starboard*
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Dorsal 90 degrees off forward, starboard Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Dorsal 90 degrees off forward, starboard*
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Ventral 90 degrees off forward, Port Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Ventral 90 degrees port Phaser Bank*
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Ventral 45 degrees off forward, port Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Ventral 45 degrees off forward, port*
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Forward Ventral Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Saucer forward Ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Ventral 45 degrees off forward, Starboard Phaser Five Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Ventral 45 degrees off forward, Starboard*
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Saucer Ventral 90 degrees off forward, starboard Phaser Bank <26>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: *Saucer Ventral 90 degrees off forward, starboard*
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Aft Phaser Port Bank <25>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft dorsal, immediately to port and starbaord of centerline
Firing Arc: 360 degrees ventral (substantual arc shadow forward)
Firing Modes: Standard, continuous, pulse, Wide-beam

Aft Phaser Starboard Bank <25>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft dorsal, immediately to port and starbaord of centerline
Firing Arc: 360 degrees ventral (substantual arc shadow forward)
Firing Modes: Standard, continuous, pulse, Wide-beam

Ventral Port Phaser Bank <25>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral port
Firing Arc: 360 degrees ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Ventral Starboard Phaser Bank <25>
Type: VIII

Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral starboard
Firing Arc: 360 degrees ventral
Firing Modes: Standard, continuous, pulse, Wide-beam

Port 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 port
Firing Arc: forward, but are self-guided

Starboard 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 starbaord
Firing Arc: forward, but are self-guided

Aft 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: aft Ventral
Firing Arc: Aft, but are self-guided
Torpedoes Carried: 100 <10>

TA/T/TS: Class Beta [2 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <78 x 4 = 312> 82 332 124
Shield Generator: Class 5 (protection 825) [83 Power/shield/round]
Shield grid: Type C (50% increase to 1237 Protection)
Subspace field Distortion Amplifiers: Class Zeta (Threshold 275)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <7>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 25 Size worth of ships <50>
Standard Complement: eight Shuttlepods, two construction pods and Five shuttlecraft

Location(s): Saucer aft, Engineering ventral

Colony City
Class and Type: the colony city
Commissioning Date: twenty-fourth century

Hull Systems
Size: 4 (16)
Diameters: 4,500 meters
Height: 1314.15 meters
Decks: 292
Mass: 100,000,000 metric tons
SUs Available: 11,000
SUs Used: 10,997

Hull Outer <64>
Hull Inner <64>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field: None
Aquatic Capability: <48>

Personnel Systems
Crew/Passengers/Evac: 660/50,710/1,000,000
Crew Quarters
Spartan: 480 <24>
Basic: 38,500 <3850>
Expanded: 11,550 <2310>
Luxury: 700 <700>
Unusual: 140 <140>

Environmental Systems
Basic Life Support [18 Power/round] <64>
Reserve Life Support [9 Power/round] <32>
Emergency Life Support (96 emergency-shelters) <32>
Gravity: None
Consumable: 1 years worth <16>
Food Replicator [16 power/round] <16>
Industrial Replicator
Type: network of small Replicator synthesizers [2 Power/round] <16>
Type: 6 Large Replicator units [2 Power/replicator/round] <18>
Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 10 (6 main holodecks; 30 personal holodecks; large, luxurious eating facility; 4 lounges; 8 small lounges) [20 Power/round] <80>
Mercantile Facilities: 10 (30 plus establishments) [20 Power/round] <80>
Personal Transport: turbolifts, Jefferies tubes [2 Power/round] <48>
Fire Suppression System [1 Power/round when active] <16>
Manufacturing Systems (generates several products) [38 power/round] <38>
Cargo hold: 6,000,000 cubic meters <180>
Locations:

Escape Pods: None

Propulsion Systems: None

Power Systems
Fusion Reactors: five Class 20 (generate 200 power/round) <100 x 5 = 500>
Solar Power: 27 panels (generates 10 power/round) <3 x 27 = 81>
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
EPS: Standard Power flow, +150 Power transfer/round <95>
Standard Usable power: 1200

Operations systems
Bridge: <20>

Computers
Cores: [5 Power/round] <32 x 3 = 96>
Uprating: Class Beta (+2) [2 Power/computer round] <4 x 3 = 12>
ODN <48>

Sensor Systems
Long-range Sensors [5 Power/round] <39>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <19>
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard
Probes: 500 <50>
Sensor Skill: 5

Communications Systems
Type: Class 8 [2 Power/round] <24>
Strength: 8
Security: -4
Basic Uprating: Class Beta (+2)
Security Class Gamma Uprating
Emergency Communications: [2 Power/round] <1>

Transporters
Type: Personnel [5 Power/use] <14 x 4 = 56>
Pads:
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition Coils: Class G (strength 7)

Number and location: Two in saucer, two in Engineering hull

Type: Cargo [3 Power/round] <11 x 5 = 55>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 2 (20,00 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location: one in saucer, two in Engineering hull

Security Systems Rating: 1 <4>
Anti-Intruder System: none
Internal Force Field: [1 Power/3 Strength] <16>
Science Systems Rating: 2 (+1) [2 Power/round] <26>
Specialized Systems: 2 <10>
Laboratories: 30 <6>

Tactical Systems
Disruptor banks <32 x 24 = 768>
Type 7
Damage: 160 [16 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: twenty four locations around the circumference of the cities edge
Firing arc: 180 degrees
Firing Modes: Standard, Pulse

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <164 x 4 = 656>
Shield Generator: Class 4 (protection 800) [80 Power/shield/round]
Shield grid: Type C (50% increase to 1200 Protection)
Subspace field Distortion Amplifiers: Class Zeta (Threshold 266)
Recharging systems: Class 1 (45 seconds)
Backup Shield Generators: 8 (2 per shield) <32>

Auxiliary Spacecraft Systems
Shuttlebay(s): Capacity for 200 size worth of ships <400>
Standard Complement: 96 shuttlecraft
Location(s): eight locations located around the ship

Outside landing pads:
12 rating 6 number of docks (ships up to size 6) [does not supply any power] <2 x 12 = 24>

Notes: This city is not the advance city of Atlantis but has the same outward appearance. It is equal to that of a Federation starship.

Federation Type 15 and 15A Shuttlepod
Federation Type 16 Shuttlepod
Federation Type 5 shuttlecraft
Federation Type 5 Cargo shuttle
Federation Type 6 Shuttlecraft
Federation Type 7 Shuttles
Federation Type 8 Shuttlecraft
Federation Type 9 and 9A Shuttlecrafts
Federation Type 10 Shuttlecraft
Federation Aquatic Shuttlecrafts
Danube-class Spacedock
Star Trek Voyager's Delta Flyer

Other craft
The U.S.S. Enterprise NCC-1701-D's Calypso
The USS Enterprise NCC-1701-Es Cousteau Captains Yacht
Intrepid-class Aeroshuttle
Standard Escape Pods

23rd century shuttles
TOS Shuttlecraft
TOS Warp Shuttlecraft
COMBAT VERSION OF THE WORK BEE THE "KILLER-BEE"
Talon Two-man attack craft

Non Federation shuttles
FERENGI SHUTTLE'S
FERENGI SHUTTLEPODS

Thata Class Spacedock

Suliban Cell Ship
Suliban Module Ship

Romulan Shutlecraft

Klingon shuttlecraft

Civilian shuttlecraft

Non Federation Shuttlecraft

Alien Shuttle

Federation Type 15 and 15A Shuttlepod
Class and Type: Type 15 and 15A Shuttlepod
Commissioning Date: Varies

HULL SYSTEMS
Size 1
Length: 3.6 m
Beam: 2.4 m
Height: 1.6 m
Deck: 1
Mass: 0.86 mt
SU's Available: 325
SU's Used: 289

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <13>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability <1>
Planetfall Capability <1>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/4/10
Crew Quarters: None

Environmental Systems
Basic Life Support [3 Power/round] <4>
Reserve Life Support [2 power/round] <2>
Gravity [1 Power/round] <1>
Consumable: 1 weeks worth <1>
Food Replicators: Usually none
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: None
Personnel Transport: Jefferies Tubes [0 Power/round] <1>
Fire Suppression System [1 Power/round when active] <1>

PROPULSION SYSTEMS
Impulse Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 149 Power/round) <35>
Location: Aft
Impulse Engine[s]: 1 class 2 (generates 16 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <15>
Standard Usable Power: 165

OPERATIONS SYSTEM
Bridge: Forward <5>

Computer Core: Amidships [5 Power/round] <2>
ODN <3>

Navigational Deflector [5 Power/round] <4>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/7/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.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: Class Standard (+0)
Coverage: Standard
Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard
Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Probes: none
Sensors Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 0 <0>

Inertial Damping Field
Main <4>
Strength: 2 (or higher, if necessary) [3 Power/round]
Number: 2
Backup <1>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>
Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: - 2

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Forward
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft

Transporters
Type: Personnel [3 Power/use] <10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: N/A <0>
Anti-Intruder System: Yes [1 Power/round] <1>
Internal Force Fields [1 Power/3 Strength] <1>
Science Systems Rating: 1 (+0) [1 Power/round] <6>

TACTICAL SYSTEMS
Phaser Array <9>
Type: IV
Damage: 80 [8 Power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Alpha Accuracy: 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward and aft
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <8 (x 4 = 32)>
Shield Generator: Class 1 (Protection 120) [12 Power/shield/round]
Shield grid: Type C (50% increase to 180 Protection)
Subspace Field Distortion Amplifiers: Class Alpha (Threshold 40)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <1>
Auto-Destruct System <1>

AUXILIARY SPACECRAFT SYSTEM
None

Federation Type 16 Shuttlepod
Class and Type: Type 16 Shuttlepod; Commissioning Date: Varies

HULL SYSTEMS
Size 1
Shuttlepod; x 2.4 x 1.6 m; 1 deck; mt
Length: 4.8 m
Beam: 2.4 m
Height: 1.6 m
Deck: 1
Mass: 1.25 mt
SU's Available: 325
SU's Used: 289

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <13>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability; Planetfall Capability <2>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/4/10
Crew Quarters: None

Environmental Systems
Basic Life Support [3 Power/round] <4>
Reserve Life Support [2 power/round] <2>
Gravity [1 Power/round] <1>
Consumable: 1 weeks worth <1>
Food Replicators: Usually none
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: None
Personnel Transport: Jefferies Tubes [0 Power/round] <1>
Fire Suppression System [1 Power/round when active] <1>

PROPULSION SYSTEMS
Warp drive Nacelles: none
Impulse Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 149 Power/round) <35>
Location: Aft
Impulse Engine[s]: 1 class 2 (generates 16 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <15>
Standard Usable Power: 165

OPERATIONS SYSTEM
Bridge: Forward <5>
Computer Core: Amidships [5 Power/round] <2>
ODN <3>

Navigational Deflector [5 Power/round] <4>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/7/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.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: Class Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Probes: none
Sensors Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 0 <0>
Inertial Damping Field
Main <4>
Strength: 2 (or higher, if necessary) [3 Power/round]
Number: 2
Backup <1>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: - 2

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Forward
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft

Transporters
Type: Personnel [3 Power/use] <10>

Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: N/A <0>
Anti-Intruder System: Yes [1 Power/round] <1>
Internal Force Fields [1 Power/3 Strength] <1>
Science Systems Rating: 1 (+0) [1 Power/round] <6>
Specialized Systems: None
Laboratories: None

TACTICAL SYSTEMS
Two Phaser Array <9 (x2 = 18)>
Type: IV
Damage: 80 [8 Power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Alpha (Accuracy: 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Forward and aft
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <8 (x 4 = 32)>
Shield Generator: Class 1 (Protection 150) [12 Power/shield/round]
Shield grid: Type C (50% increase to 225 Protection)
Subspace Field Distortion Amplifiers: Class Alpha (Threshold 50)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <1>
Auto-Destruct System <1>

AUXILIARY SPACECRAFT SYSTEM
None

Federation Type 5 Shuttlecraft
Class and Type: Type 5 Shuttlecraft
Commissioning Date:

HULL SYSTEMS
Size: 2
Length: 7.0 m
Beam: 5.4 m
Height: 2.9 m
Decks: 1
Mass: 4.4 mt
SU's Available: 520
SU's Used: 417

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability <2> Planetfall Capability <2>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/10/14
Crew Quarters: None

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 1 weeks worth <1>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: None
Personnel Transport: Jefferies Tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>80

PROPULSION SYSTEMS
Warp drive Nacelles: Type 1B <10>
Speed: 2.0/3.0/5.0
Warp Drive Uprating: Package 1 and 4 to standard <10>
PIS: Type J (48 hours of Maximum warp) <20>
Impulse Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 149 Power/round) <35>
Location: Aft
Impulse Engine[s]: 1 class 2 (generates 16 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>216
Standard Usable Power: 165

OPERATIONS SYSTEM
Bridge: Forward <10>
Computer Core: Amidships [5 Power/round] <4>

ODN <6>

Navigational Deflector [5 Power/round] <8>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/7/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.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: Class Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Probes: none
Sensors Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 0 <0>

Inertial Damping Field
Main <8>
Strength: 5 (or higher, if necessary) [3 Power/round]
Number: 2
Backup <2>
Strength: 3 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>300

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft

Transporters
Type: Personnel [3 Power/use]<10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: N/A <0>
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
Phaser arrays <9>
Type IV Phaser Array
Damage: 80 [8 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Starboard Warp Nacelles
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Phaser arrays <9>
Type IV Phaser Array
Damage: 80 [8 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Port Warp Nacelles
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <14 (x 4 = 56)>
Shield Generator: Class 1 (Protection 190) [19 Power/shield/round]
Shield grid: Type C (50% increase to 285 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 64)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <2>
Auto-Destruct System <2>

AUXILIARY SPACECRAFT SYSTEM
None

Description notes:
Fleet Data:

Federation Type 5 Cargo Shuttlecraft

Class and Type: Type 5 cargo shuttlecraft
Commissioning Date:

HULL SYSTEMS
Size: 2
Length: 7.0 m
Beam: 5.4 m
Height: 2.9 m
Decks: 1
Mass: 4.4 mt
SU's Available: 520
SU's Used: 418

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability <2> Planetfall Capability <2>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/10/14
Crew Quarters: None

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 1 weeks worth <1>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: None
Personnel Transport: Jefferies Tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>80
Cargo Hold: 20 Cubic meters <1>
Location: aft

PROPULSION SYSTEMS
Warp drive Nacelles: Type 1B <10>
Speed: 2.0/3.0/5.0
Warp Drive Uprating: Package 1 and 4 to standard <10>
PIS: Type J (48 hours of Maximum warp) <20>
Impulse Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 149 Power/round) <35>
Location: Aft
Impulse Engine[s]: 1 class 2 (generates 16 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>216
Standard Usable Power: 165

OPERATIONS SYSTEM
Bridge: Forward <10>
Computer Core: Amidships [5 Power/round] <4>
ODN <6>

Navigational Deflector [5 Power/round] <8>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/7/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.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: Class Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Probes: none
Sensors Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 0 <0>

Inertial Damping Field
Main <8>
Strength: 5 (or higher, if necessary) [3 Power/round]
Number: 2
Backup <2>
Strength: 3 [2 Power/round]
Number: 2

Attitude control [1 power/round] <1>300

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft

Transporters
Type: Personnel [3 Power/use]<10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: N/A <0>
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
Phaser arrays <9>
Type IV Phaser Array
Damage: 80 [8 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Starboard Warp Nacelles
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Phaser arrays <9>
Type IV Phaser Array
Damage: 80 [8 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Port Warp Nacelles
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <14 (x 4 = 56)>
Shield Generator: Class 1 (Protection 190) [19 Power/shield/round]
Shield grid: Type C (50% increase to 285 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 64)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <2>
Auto-Destruct System <2>

AUXILIARY SPACECRAFT SYSTEM
None

Description notes:
Fleet Data:

Federation Type 6 Shuttlecraft
Class and Type: Type 6 Shuttlecraft
Commissioning Date:

HULL SYSTEMS
Size: 2
Length: 6.0 m
Beam: 4.4 m
Height: 2.7 m
Decks: 1
Mass: 3.38 mt
SU's Available: 500
SU's Used: 413 (uprated version 416)

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability <2> Planetfall Capability <2>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/6/10
Crew Quarters: None

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 1 weeks worth <1>
Food Replicator [2 power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: None
Personnel Transport: Jefferies Tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>

PROPULSION SYSTEMS
Warp drive Nacelles: Type 1 Speed: 1.25/1.25/1.25 (Standard) <5>
Type 1A (1.2/2.0/3.0) (Uprated) <8>
PIS: Type J (48 hours of Maximum warp) <20>
Impulse Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 149 Power/round) <35>
Location: Aft
Impulse Engine[s]: 1 class 2 (generates 16 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 165

OPERATIONS SYSTEM
Bridge: Forward <10>
Computer Core: Amidships [5 Power/round] <4>
ODN <6>

Navigational Deflector [5 Power/round] <8>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/7/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.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: Class Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Probes: none
Sensors Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 0 <0>

Inertial Damping Field
Main <8>
Strength: 2 (or higher, if necessary) [3 Power/round]
Number: 2
Backup <2>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>
Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: - 2

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Forward
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft

Transporters
Type: Personnel [3 Power/use]<10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: N/A <0>
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
Phaser arrays <9>
Type IV Phaser Array
Damage: 80 [8 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Starboard Warp Nacelles
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Phaser arrays <9>
Type IV Phaser Array

Damage: 80 [8 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Port Warp Nacelles
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <14 (x 4 = 56)>
Shield Generator: Class 1 (Protection 180) [18 Power/shield/round]
Shield grid: Type C (50% increase to 270 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 60)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

AUXILIARY SPACECRAFT SYSTEM
None

Federation Type 7 Shuttles
Class and Type: Type 7 Shuttlecraft
Commissioning Date: Various

HULL SYSTEMS
Size: 2
Length: 8.5 m
Beam: 3.6 m
Height: 2.7 m
Deck: 1
Mass: 3.96 mt
SU's Available: 500
SU's Used: 404

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability<2>
Planetfall Capability <2>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/6/10
Crew Quarters: none

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 1 weeks worth <1>
Food Replicator [2 power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: None
Personnel Transport: Jefferies Tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>

PROPULSION SYSTEMS
Warp drive Nacelles:
Type 1 Speed: 1.25/1.5/1.75) (Standard) <5>
Uprating to 2 package to 1 (0.15) to SU'stainable and 1 package 4 and package 1 to maximum warp <14>
PIS: Type J (48 hours of Maximum warp) <20>
Impulse Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 149 Power/round) <35>
Location: Aft
Impulse Engine[s]: 1 class 2 (generates 16 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 165

OPERATIONS SYSTEM
Bridge: Forward <10>
Computer Core: Amidships [5 Power/round] <4>
ODN <6>

Navigational Deflector [5 Power/round] <8>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/7/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.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: Class Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard
Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Probes: none
Sensors Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 0 <0>

Inertial Damping Field
Main <8>
Strength: 2 (or higher, if necessary) [3 Power/round]
Number: 2
Backup <2>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: - 2

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Forward
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft

Transporters
Type: Personnel [3 Power/use]<10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: N/A <0>
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 arrays <9>
Type V Phaser Array
Damage: 100 [10 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Aft Phaser arrays <9>
Type V Phaser Array
Damage: 100 [10 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Aft
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <11 (x 4 = 44)>
Shield Generator: Class 1 (Protection 200) [12 Power/shield/round]
Shield grid: Type C (50% increase to 210 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 66)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

AUXILIARY SPACECRAFT SYSTEM
None

Federation Type 8 Shuttlecraft
Class and Type: Type 8 Shuttlecraft
Commissioning Date:

HULL SYSTEMS
Size: 2
Length: 7.1 m
Beam: 3.8 m
Heigth: 2.7 m
Decks: 1
Mass 4.21 mt
SU's Available: 500
SU's Used: 382

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability <2>
Planetfall Capability <2>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/6/10
Crew Quarters: None

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 1 weeks worth <1>
Food Replicator [2 power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: None
Personnel Transport: Jefferies Tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>

PROPULSION SYSTEMS
Warp drive Nacelles: Type 1A Speed: 1.2/2.0/3.0 [1 power/.2 warp factor] <8>
PIS: Type J (36 hours of Maximum warp) <20>
Impulse Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 149 Power/round) <35>
Location: Aft
Impulse Engine[s]: 1 class 2 (generates 16 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 165

OPERATIONS SYSTEM
Bridge: Forward <10>

Computer Core: Amidships [5 Power/round] <4>
ODN <6>

Navigational Deflector [5 Power/round] <8>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/7/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.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: Class Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Probes: none
Sensors Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 0 <0>

Inertial Damping Field
Main <8>
Strength: 2 (or higher, if necessary) [3 Power/round]
Number: 2
Backup <2>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>
Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: - 2

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Forward
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft

Transporters

Type: Personnel [3 Power/use]<10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: N/A <0>
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>

TACTICAL SYSTEMS
No phaser weapons

Shields (Forward, Aft, Port, Starboard) <13 (x 4 = 52)>
Shield Generator: Class 1 (Protection 160) [12 Power/shield/round]
Shield grid: Type C (50% increase to 240 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 60)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

AUXILIARY SPACECRAFT SYSTEM
None

Federation Type 9 and 9A Shuttlecrafts
Class and Type: Various Shuttlecraft
Commissioning Date: Varies

HULL SYSTEMS
Size: 2
Length: 8.45
Beam: 4.2
Height: 2.7 m
Decks: 1
Mass: 4.25 mt
SU's Available: 500
SU's Used: 433

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability <2> Planetfall Capability <2>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/6/10
Crew Quarters: None

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Gravity [1 Power/round] <2>
Consumable:1 weeks worth <1>
Food Replicators: Usually none; at most, one food replicator <1>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: None
Personnel Transport: Jefferies Tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>

PROPULSION SYSTEMS
Warp drive Nacelles: Type 1A <8>
Speed: 1.2/2.0/4.0 [all 1 Power/.2 warp speed]
Uprating packages 2 packages 4 and 1 package 2 <20>
PIS: Type J (48 hours of Maximum warp) <20>
Impulse Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 3/C (generates 160 Power/round) <41>
Location: Aft
Impulse Engine[s]: 1 class 2 (generates 16 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 165

OPERATIONS SYSTEM
Bridge: Forward <10>
Computer Core: Amidships [5 Power/round] <4>
ODN <6>

Navigational Deflector [5 Power/round] <8>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/7/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.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: Class Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Probes: none
Sensors Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 0 <0>

Inertial Damping Field
Main <8>
Strength: 2 (or higher, if necessary) [3 Power/round]
Number: 2
Backup <2>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: - 2

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Forward
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft

Transporters
Type: Personnel [3 Power/use] <10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: N/A <0>
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 arrays <9>
Type V Phaser Array
Damage: 100 [10 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Aft Phaser arrays <9>
Type V Phaser Array
Damage: 100 [10 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Aft
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <12 (x 4 = 48)>
Shield Generator: Class 2 (Protection 210) [21 Power/shield/round]
Shield grid: Type C (50% increase to 315 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 70)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

AUXILIARY SPACECRAFT SYSTEM
None

Federation Type 10 Shuttlecraft
Class and Type: Type 10
Commissioning Date: Various

Hull Systems
Size: 2
Length: 9.64 meters
Beam: 5.82 meters
Height: 3.36 meters
Decks: 1

Mass: 19.73 MT
SU's Available: 500
SU's Used: 465

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/ 10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability <2> Planetfall Capability <2>

Personnel Systems
Class/Passengers/Evac: 4/12/200
Crew Quarters: none

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 1 weeks' worth <2>
Food Replicator [1 Power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Personnel Transport: Jefferies Tubes at most <2>
Fire Suppression System [1 Power/round when active] <2>

PROPULSION SYSTEMS
Warp Drive Nacelles: Type 1B <10>
Speed: 1.5/3.0/5.0 [1 power/.2 Warp factor]
PIS: Type J (up to 48 hours of Maximum Warp) <20>
Impulse Engine Type: Class 2 (.5c /.5c) [5/5 Power/round] <10>
Location: Varies; typically aft port and starboard
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 149 Power/round) <35>
Location: aft
Impulse Engine[s]: 1 class 2 (generates 16 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <10>
Standard Usable Power: 165

OPERATIONS SYSTEM
Bridge: Forward <10>
Computer Core: Amidships [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: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 Light-Years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Coverage: standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Coverage: standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Sensors Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: one <0>

Inertial Damping Field
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: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2
Emergency Communications: [1 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft

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>

TACTICAL SYSTEMS
Phaser Array <18>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Class Gamma (Accuracy: 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: one forward
Firing Arc: 360 degrees firing arc each direction
Firing Modes: Standard, Continuous, Pulse, wide-beam

Phaser Array <18>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Class Gamma (Accuracy: 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: one aft
Firing Arc: 360 degrees firing arc each direction
Firing Modes: Standard, Continuous, Pulse, wide-beam

Phaser Array <18>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Class Gamma (Accuracy: 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: one Dorsal
Firing Arc: 360 degrees firing arc each direction
Firing Modes: Standard, Continuous, Pulse, wide-beam

Phaser Array <18>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Class Gamma (Accuracy: 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: one Ventral
Firing Arc: 360 degrees firing arc each direction
Firing Modes: Standard, Continuous, Pulse, wide-beam

Phaser Array <18>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Class Gamma (Accuracy: 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: one port
Firing Arc: 360 degrees firing arc each direction
Firing Modes: Standard, Continuous, Pulse, wide-beam

Phaser Array <18>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Class Gamma (Accuracy: 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: one Starboard
Firing Arc: 360 degrees firing arc each direction
Firing Modes: Standard, Continuous, Pulse, wide-beam

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <13 (x4=52)>
Shield Generator: Class 2 (Protection 240) [24 Power/shield/round]
Shield grid: Type C (50% increase to 360 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 80)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <2>
Auto-Destruct System <2>

AUXILIARY SPACECRAFT SYSTEM
none

Federation Aquatic Shuttlecrafts
Class and Type: Aquatic Shuttlecraft
Commissioning Date: Varies

HULL SYSTEMS
Size: 2
Length: 8.5
Beam: 4.4
Height: 2.7 m
Decks: 1
Mass: 4.25 Mt
SU's Available: 500
SU's Used: 464

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 50/80) <17>
Backup: Class 2 (Protection 25) <9>
Backup: Class 2 (Protection 25) <9>
Specialized Hull: Aquatic Capability <4>
Planetfall Capability <2>

PERSONNEL SYSTEMS

Class/Passengers/Evac: 2/6/10
Crew Quarters: None

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 1 weeks worth <1>
Food Replicators: Usually none; at most, one food replicator <1>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: None
Personnel Transport: Jefferies Tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>

PROPULSION SYSTEMS
Warp drive Nacelles: Type 1A <8>
Speed: 1.2/2.0/4.0 [all 1 Power/.2 warp speed]
Uprating packages 2 packages 4 and 1 package 2 <20>
Special Configurations: Embedded Nacelles <8>
PIS: Type J (48 hours of Maximum warp) <20>
Impulse Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 3/C (generates 160 Power/round) <41>
Location: Aft
Impulse Engine[s]: 1 class 2 (generates 16 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 165

OPERATIONS SYSTEM
Bridge: Forward <10>
Computer Core: Amidships [5 Power/round] <4>
ODN <6>

Navigational Deflector [5 Power/round] <8>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/7/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.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: Class Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Probes: none
Sensors Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 0 <0>
Inertial Damping Field
Main <8>
Strength: 2 (or higher, if necessary) [3 Power/round]
Number: 2
Backup <2>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: - 2

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Forward
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft

Transporters
Type: Personnel [3 Power/use] <10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: N/A <0>
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 arrays <9>
Type V Phaser Array
Damage: 100 [10 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Aft Phaser arrays <9>
Type V Phaser Array
Damage: 100 [10 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Aft
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <14 (x 4 = 56)>
Shield Generator: Class 2 (Protection 300) [30 Power/shield/round]
Shield grid: Type C (50% increase to 450 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

AUXILIARY SPACECRAFT SYSTEM
None

Description notes:
Fleet Data: For over a century the Federation has used Aquatic shuttles. The latest Aquatic shuttlecraft is only a modified Type 9 shuttlecraft with embedded warp nacelles.

Danube-class Spacedock
Class and Type: Danube-class Runabout shuttlecraft
Commissioning Date: 2368

HULL SYSTEMS
Size: 2
Length: 23.1 meters
Beam: 13.7 meters
Height: 5.4 meters
Decks: 1
Mass: 11.3 metric tonnes
SU's Available: 600
SU's Used: 579

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 50/80) <17>
Backup: Class 2 (Protection 25) <9>
Backup: Class 2 (Protection 25) <9>
Specialized Hull: Atmospheric Capability; Planetfall Capability <4>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/8/15
Crew Quarters
Spartan: 2 <1>

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Emergency Life Support (no emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 1 weeks worth <1>
Food Replicators [2 Power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 [2 Power/round] <8>
Personnel Transport: Jefferies Tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo Holds: 200 cubic meters <1>
Locations: Ventral

PROPULSION SYSTEMS
Warp drive Nacelles: Type 4.8 <28>
Speed: 4.0/6.0/8.0 [1 power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) <6>
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] <18>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 4/G (generates 230 Power/round) <53>
Location: Dorsal Spine
Impulse Engine[s]: 1 class 3A (generates 28 Power/engine/round)
Auxiliary Power: none
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +150 Power transfer/round <25>
Standard Usable Power: 258

OPERATIONS SYSTEM
Bridge: Forward (cockpit) <10>
Computer Core: Cockpit sub-floor [5 Power/round] <4>
Uprating: Class Alpha (+1) [1 Power/computer/round] <2>
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] <23>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 Light-Years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensor [5 Power/round] <15>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensor [5 Power/round] <14>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Probes: 6 <1>
Sensors Skill: 4

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

Navigational Computer
Main: Class 2 (+1) [1 Power/round] <2>
Backup: 1 <1>
Inertial Damping Field
Main <8>
Strength: 8 [3 Power/round]
Number: 2
Backup <2>
Strength: 5 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <13>
Strength: 5
Security: -2
Basic Uprating: Class Alpha (+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: Alt

Transporters
Type: Personnel [3 Power/use] <15>
Pads: 2
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Location: Aft of the Cockpit

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Fields [1 Power/3 Strength] <2>
Science Systems Rating 1 (+0) [1 Power/round] <2>
Specialized Systems: None
Laboratories: none

TACTICAL SYSTEMS
Forward Ventral Phaser Array <13>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shot per round)
Auto-Phaser Interlock: Class Gamma (Accuracy: 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: Forward Ventral
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

Forward Dorsal Phaser Array <13>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shot per round)
Auto-Phaser Interlock: Class Gamma (Accuracy: 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: Forward dorsal
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

Aft Ventral Phaser Array <13>

Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shot per round)
Auto-Phaser Interlock: Class Gamma (Accuracy: 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: Aft Ventral
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

Aft Dorsal Phaser Array <13>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shot per round)
Auto-Phaser Interlock: Class Gamma (Accuracy: 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: aft Dorsal
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

Port Pylon Phaser Array <13>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shot per round)
Auto-Phaser Interlock: Class Gamma (Accuracy: 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: Port pylon
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

Starboard Pylon Phaser Array <13>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shot per round)
Auto-Phaser Interlock: Class Gamma (Accuracy: 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: Starboard pylon
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

Microtorpedo Launcher <9>
Standard Load: Micro torpedo (50 Damage)
Spread: 1
Range: 1/100/500/2000
Targeting System: Class Gamma (Accuracy 3/4/6/9)
Power: [1]
Location: Forward ventral
Firing Arc: Forward

Torpedo Module <>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 1
Range: 1/100/1000/5000
Targeting System: Class Beta Accuracy 4/5/7/10
Power: [6]
Location: aft, port (or starboard)
Firing Arc: Port (or starboard), but are self-guided

Torpedoes Carried: 50 micro torpedoes, 4 Photon torpedoes per module <1>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <14 (x4=56)>
Shield Generator: Class 2 (Protection 300) [30 Power/shield/round]
Shield grid: Type C (50% increase to 450 Protection)
Subspace Field Distortion Amplifiers: Class beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): none
Captain's Yatch: None

Description notes:
Fleet Data: The Danube-class vessel, the first of the "runabout" designation, is intended to perform scientific surveys, convert tactical operations, and many other missions normally beyond the purview of a warp shuttle. To provide the ship with a high degree of adaptability, it was built with a "modularity" feature. Up to four mission-specific modules can be installed in the vehicle to customize it for specific missions. For example, a Special Duty Module Research Lab could install for a botanical survey mission; it would be replaced with a Sensor Station for a military reconnaissance mission, or a torpedo module if the ship were going into combat. One, two or four modules can be installed depending on their size.

In game term, the modules can be used to temporarily alter or upgrade a runabout. Each one holds 1 SU worth of equipment; with these you can buy various systems for ship. Swapping out a module requires a space station (or similar facility) and the appropriate heavy equipment. Some example includes:
-- Laboratory module: Add one Laboratory
-- Passenger Module: Add one basic or expanded quarters.
-- Passenger seating: add 30 passengers and 60 evacuation 4 power/round to the basic life support, with an increase to a medical rating of 3 (+1) [3 power/round] <15>,

The Danube class does not have escape pods or a separation system as those systems are commonly understood. However, its cockpit is able to detach from the main body of the ship to either continue moving (impulse power only) or act as an escape pod.)

While not intended for combat, the Danube-class is reasonably well armed. It has six phaser arrays, a micro torpedo Launcher, and two tractor beam emitters. If necessary, it can be outfitted with up to four Photon Torpedo modules.

The Danube-class starship's warp engine has an unusual horizontal featured and sit's the ship, along its dorsal spine. While theoretically this makes it more vulnerable to attack, in practice it had proved only slightly more vulnerable to attack, in practice it has proved only slightly more vulnerable than traditional ship-center-based warp engines. The proximity of the warp engines to the shield generators make it easier to strengthen the shields by running them directly from warp power (reduce the time needed to 1-3 rounds and the test Challenging (10); see Spacedock, Page 132).

Star Trek Voyager's Delta Flyer
Class and Type: Delta Flyer
Commissioning Date: 2370's

HULL SYSTEMS
Size: 2
Length: 21 meters
Beam: 12.2 meters
Height: 5.3 meters
Decks: 1
Mass: 180.6 MT
SU's Available: 625
SU's Used: 619

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 50/80) <17>
Backup: Class 2 (Protection 25) <9>
Backup: Class 2 (Protection 25) <9>
Specialized Hull: Atmospheric Capability; Planetfall Capability; Aquatic Capability <8>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/4/10
Crew Quarters: 2 bunks aft cabin <1>

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 Power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 1 week's worth <1>
Replicators: Food Replicators [2 Power/Power] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: None
Personnel Transport: Jefferies Tubes at most <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo Holds: 200 cubic meters <1>
Locations: Aft cargo hold/Science lab area
Escape Pods <1>
Number: 4
Capacity: 1 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 4B6 <29>
Speed: 4.0/6.0/8.6 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Special Configuration: retractable [5 power/round used] <3>
Impulse Engine Type: Class (.75c /.9c) [7/9 Power/round] <30>
Location: wings
Impulse Thrusters: +.1c [2 power/round] <4>
Location: set into the sides of the hull they retract and extend during flight at the pilot's command
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine
Type: Class 2/B (generates 120 Power/round) <32>
Location: Amidship
Impulse Engine[s]: 1 class 5A (generates 44 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, +100 Power transfer/round <20>
Standard Usable Power: 164

OPERATIONS SYSTEM
Bridge: Forward (Cockpit/flight cabin) <10>

Computers
Core 1: Amidship [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 Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/5/10)
High Resolution: Light-year (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: Light-years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Class Beta (+0)

Coverage: Standard
Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Class Beta (+0)
Coverage: Standard
Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Class Beta (+0)
Probes: 10 micro probes of varying types <1>
Sensor Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 1 <0>
Inertial Damping Field
Main <8>
Strength: 8 [3 Power/round]
Number: 2
Backup <2>
Strength: 4 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>
Specialized Flight Control: Manual Steering Column [1 Power/round in use] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round]
Accuracy: 5/6/8/11 <3<x 2 =6>
Location: one Forward and one aft

Transporters
Type: Personnel [3 Power/use] <10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and location: Aft of cockpit (bridge)

Security Systems
Rating: N/A <0>
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 <0>
Laboratories: aft cargo hold/science lab area <1>

TACTICAL SYSTEMS
2 Type VI Phaser Emitters <52 <x 2 = 102>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 3 shots per round) Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: port and Starboard below cockpit windows forward edge of wing,
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

4 Type VI Phaser Emitters <13 <x 4 = 52>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: port and starboard aft edge of wings, on dorsal and one ventral
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

Microtorpedo Launcher <9>
Standard Load: Microtorpedo (50 Damage)
Spread: 1
Range: 1/100/500/2,000
Targeting System: Accuracy 3/4/6/9
Power: [1]
Location: forward below navigational dish
Firing Arc: Forward

Torpedo Module
Standard Load: Type II photon torpedo (200 Damage)
Spread: 1
Range: 1/100/1,000/5,000
Targeting System: Accuracy 4/5/7/11
Power: [6]
Location: Two photon torpedoes mounted port and starboard under the wing nacelles
Firing Arc: Forward port and starboard, but are self-guided
Torpedoes Carried: 50 microtorpedoes, <1>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <16 <x 4 = 64>
Shield Generator: Class 3 (Protection 410) [41 Power/shield/round]
Shield grid: Type C (50 % crease to 615 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 150)

Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <2>
Auto-Destruct System <2>

Description notes:
Fleet Data: While lost in the Delta Quadrant the Crew of the Federation starship USS Voyager NCC-74656 under took the project of constructing an auxiliary spacecraft that was heavier armed than any of the vessels encountered in the delta quadrant. The chief designer Lieutenant Thomas Eugene Paris, voyagers chief helm officer proposed the design and laid out the ground work for the construction. The production was precipitated by the need to retrieve federation technology from a gas giant before an alien species named the Malon acquired it.

Equipped with specially modified Federation and Borg technology the Delta Flyer and her subsequent successor proved to be a tuff little vessel. The Delta Flyer's weapons and shields are modified with Borg technology. the flight control is rudimentary looking in the design for a feel of flying lost in the 24th century flight control designs. Although the flight control are designed to look like older flying controls of the holonovel Captain Proton. the Isolinear computer was custom designed by the ships Operations Officer Ensign Harry Kim for the Delta Flyer instead of installing a standard shuttlecraft computer.

Although the Delta Flyer has more in common with a Danube-class runabout than a standard Starfleet shuttlecraft the vessel shares traites of both. While the Delta Flyer is slightly smaller than the Danube-class the vessel shares the microtorpedo launcher technology. Where the Danube-class runabout is too large to land in the Intrepid-class's shuttlebay the Delta Flyer is a tight squeeze but with the retractable warp nacelles the small vessel fits.

With the powerful impulse engines the Delta Flyer is faster than most shuttles that it could come up against. The unique thruster system of the Delta Flyer makes the ship far more maneuverable than the standard shuttlecraft.

The Borg during a confrontation to liberate members of the collective known as Unimatrix Zero destroyed the first Delta Flyer. The crew of the starship Voyager quickly created the Delta Flyer II to replace the lost vessel. Shortly afterwards tested the Delta Flyer II in a transtellar rally.

On the return from the delta quadrant both designers and tactical combat planers in the idea that the vessel could spur a new line of starship construction have studied the Delta Flyer. The Delta Flyer has proven its name among the members of the crew of the starship Voyager.

Note: the precipitate a more powerful and usefulness of the vessel to fight against a larger more capable ship the Delta Flyer is equipped with heavier phasers than it really needs. The Delta Flyer is capable of taking on a vessel the size of Klingon B'rel-class Bird-of-Prey if encountered and winning if played right. Size and Statistic's taken from STAR TREK STARSHIP SPOTTER by Adam "Mojo" Lebwitz & Robert Bonchune and from THE STAR TREK VOYAGER SOARCEBOOK by Volker Maiwald of www.farrealms.de.

The U.S.S. Enterprise NCC-1701-D's Calypso Spacedock
Class and Type: Calypso-class Yacht
Commissioning Date: 2360's

HULL SYSTEMS
Size: 2
Length: 23.11 meters
Beam: 34.67 meters
Height: 8.1 meters
Decks: 1
Mass: 19.78 metric tons
SU's Available: 600
SU's Used: 475

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 50/80) <17>
Backup: Class 2 (Protection 25) <9>
Backup: Class 2 (Protection 25) <9>
Specialized Hull: Atmospheric Capability; Planetfall Capability <4>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/12/21
Crew Quarters
Spartan: 2 <1>

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Emergency Life Support (no emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 1 weeks worth <1>
Food Replicators [2 Power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 [2 Power/round] <8>
Personnel Transport: Jefferies Tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo Holds: 200 cubic meters <1>
Locations: Ventral

PROPULSION SYSTEMS
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] <18>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 4/G (generates 230 Power/round) <53>
Location: Dorsal Spine
Impulse Engine[s]: 1 class 3A (generates 28 Power/engine/round)
Auxiliary Power: none
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +150 Power transfer/round <25>
Standard Usable Power: 258

OPERATIONS SYSTEM
Bridge: Forward (cockpit) <10>
Computer Core: Cockpit sub-floor [5 Power/round] <4>
Uprating: Class Alpha (+1) [1 Power/computer/round] <2>
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] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.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: Class Standard (+0)
Coverage: Standard
Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard
Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Probes: none
Sensors Skill: 4

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 0 <0>

Inertial Damping Field
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: Class 5 [2 Power/round] <13>
Strength: 5
Security: -2
Basic Uprating: Class Alpha (+1)

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

Transporters
Type: Personnel [3 Power/use] <15>
Pads: 2
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Location: Aft of the Cockpit

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Fields [1 Power/3 Strength] <2>
Science Systems Rating 1 (+0) [1 Power/round] <2>
Specialized Systems: None
Laboratories: none

TACTICAL SYSTEMS
Starboard Ventral Phaser Array <12>
Type: V
Damage: 100 [10 Power]
Number of Emitters: 40 (up to 1 shot per round)
Auto-Phaser Interlock: Class Gamma (Accuracy: 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: Starboard Ventral
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

Starboard Dorsal Phaser Array <12>
Type: V
Damage: 100 [10 Power]
Number of Emitters: 40 (up to 1 shot per round)
Auto-Phaser Interlock: Class Gamma (Accuracy: 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: Starboard Dorsal
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

Port Ventral Phaser Array <12>
Type: V
Damage: 100 [10 Power]
Number of Emitters: 40 (up to 1 shot per round)
Auto-Phaser Interlock: Class Gamma (Accuracy: 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: Port Ventral
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

Port Dorsal Phaser Array <12>
Type: V
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shot per round)
Auto-Phaser Interlock: Class Gamma (Accuracy: 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: Port Dorsal
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <14 (x4=56)>
Shield Generator: Class 2 (Protection 275) [28 Power/shield/round]
Shield grid: Type C (50% increase to 412 Protection)
Subspace Field Distortion Amplifiers: Class beta (Threshold 92)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): none
Captain's Yatch: None

Notes: these shuttles are attached to the exterior of the ship usually the Federation starships saucer's ventral side where it is exposed to space. These are diplomatic ship in designated use.
The USS Enterprise NCC-1701-Es Cousteau Captains Yatch's Spacedock
Class and Type: Cousteau-class Yacht
Commissioning Date:

HULL SYSTEMS
Size: 2
Length: 34.65 meters
Beam: 20.55 meters
Height: 6.1 meters
Decks: 1
Mass: 16.95 metric tons
SU's Available: 600
SU's Used: 564

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 50/80) <17>
Backup: Class 2 (Protection 25) <9>
Backup: Class 2 (Protection 25) <9>
Specialized Hull: Atmospheric Capability; Planetfall Capability <4>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/8/15
Crew Quarters
Spartan: 2 <1>

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Emergency Life Support (no emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 1 weeks worth <1>
Food Replicators [2 Power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 [2 Power/round] <8>
Personnel Transport: Jefferies Tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo Holds: 300 cubic meters <1> 101
Locations: Ventral

PROPULSION SYSTEMS
Warp drive Nacelles: Type 4B <40>
Speed: 4.0/7.4/9.0 [1 power/.2 warp speed]
PIS: Type D (7 hours of Maximum warp) <8>
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] <18>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 4/G (generates 230 Power/round) <53>
Location: Dorsal Spine
Impulse Engine[s]: 1 class 3A (generates 28 Power/engine/round)
Auxiliary Power: 1 Reactor (generates 5 Power/round) <3>
Emergency Power: Type B (generates 30 Power/round) <30>

EPS: Standard Power flow, +150 Power transfer/round <25>
Standard Usable Power: 258

OPERATIONS SYSTEM
Bridge: Forward (cockpit) <10>
Computer Core: Cockpit sub-floor [5 Power/round] <4>
Uprating: Class Alpha (+1) [1 Power/computer/round] <2>
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] <23>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 Light-Years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensor [5 Power/round] <15>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensor [5 Power/round] <14>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Sensors Skill: 4

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 1 <0>
Inertial Damping Field
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: Class 5 [2 Power/round] <13>
Strength: 5
Security: -2
Basic Uprating: Class Alpha (+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: Alt

Transporters
Type: Personnel [3 Power/use] <15>
Pads: 2
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Location: Aft of the Cockpit

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Fields [1 Power/3 Strength] <2>
Science Systems Rating 1 (+0) [1 Power/round] <2>
Specialized Systems: None
Laboratories: none

TACTICAL SYSTEMS
Forward Ventral Phaser Array <13>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shot per round)
Auto-Phaser Interlock: Class Gamma (Accuracy: 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: Forward Ventral
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

Forward Dorsal Phaser Array <13>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shot per round)
Auto-Phaser Interlock: Class Gamma (Accuracy: 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: Forward dorsal
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

Aft Ventral Phaser Array <13>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shot per round)
Auto-Phaser Interlock: Class Gamma (Accuracy: 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: Aft Ventral
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

Aft Dorsal Phaser Array <13>

Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shot per round)
Auto-Phaser Interlock: Class Gamma (Accuracy: 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: aft Dorsal
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

Microtorpedo Launcher <9>
Standard Load: Micro torpedo (50 Damage)
Spread: 1
Range: 1/100/500/2000
Targeting System: Class Gamma (Accuracy 3/4/6/9)
Power: [1]
Location: Forward ventral
Firing Arc: Forward
Torpedoes Carried: 50 micro torpedoes <1>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <14 (x4=56)>
Shield Generator: Class 2 (Protection 300) [30 Power/shield/round]
Shield grid: Type C (50% increase to 450 Protection)
Subspace Field Distortion Amplifiers: Class beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): none
Captain's Yatch: None

Description notes:
Fleet Data:

Notes: these shuttles are attached to the exterior of the ship usually the Federation starships saucer's ventral side where it is exposed to space. These are diplomatic ship in designated use.

Federation Intrepid-class Aeroshuttle a.k.a. captains Yatch
Class and Type: Aeroshuttle Auxiliary diplomatic shuttlecraft
Commissioning Date: 2370

HULL SYSTEMS
Size: 2
Length: 24.8 meters
Beam: 29.6 meters
Height: 4.1 meters
Decks: 1
Mass: 222.5 MT
SU's Available: 625
SU's Used: 528

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 40/60) <17>
Backup: Class 2 (Protection 20) <9>
Backup: Class 2 (Protection 20) <9>
Specialized Hull: Atmosphere Capability; Planetfall Capability <4>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/8/15
Crew Quarters:
Barracks: 6 <1>
Spartan: 2 <1>

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Emergency Life Support (no emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 2 Week's worth <1>
Food Replicators [2 Power/round] <2>
Industrial Replicators none
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: none
Personnel Transport: Jefferies Tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo Holds: 600 cubic meters <1>
Locations: Amidship
Escape Pods <1>
Number: 6
Capacity: 1 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 4.8 <28>
Speed: 4.0/6.0/8.0 [1 power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) <6>
Impulse Engine Type: 2 Class 3A (.5c /.75c) [5/7 Power/round] <18>
Location: port and starboard mid wing
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS

Warp Engine Type: Class 4/G (generates 230 Power/round) <53>
Location: Dorsal spine
Impulse Engine[s]: 2 class 3A (generates 28 Power/each engine/round)
Auxiliary Power: none
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +150 Power transfer/round <25>
Standard Usable Power: 286

OPERATIONS SYSTEM
Bridge: forward Cockpit section/command area <10>

Computers Core 1: Cockpit sub floor [5 Power/round] <4>
Uprating: Class alpha (+1) [1 Power/computer/round] <2>
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] <23>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: Light-year (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: Light-years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Beta (+1)
Coverage: Standard

Lateral Sensor [5 Power/round] <15>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Beta (+1)
Coverage: Standard

Navigational Sensor [5 Power/round] <14>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Beta (+1)
Probes: 6 probes of varying types <1>
Sensors Skill: 4

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

Navigational Computer
Main: Class 2 (+1) [1 Power/round] <2>
Backup: 1 <1>
Inertial Damping Field
Main <8>
Strength: 8 [3 Power/round}
Number: 2
Backup <2>
Strength: 5 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <13>
Strength: 5
Security: -2
Basic Uprating: Class Alpha (+1)
Emergency Communications: no

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round]
Accuracy: 5/6/8/11 <6 <x 2 =12>
Location: forward ventral, and aft

Transporters
Type: Personnel [3 Power/use] <15>
Pads: 2
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and location: Aft of the cockpit

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Fields [1 Power/3 Strength] <2>
Science Systems Rating 1 (+0) [1 Power/round] <2>
Specialized Systems: none
Laboratories: none

TACTICAL SYSTEMS
Forward Port Phaser Array <13>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Port forward Phaser array
Firing Arc: 360 degree port
Firing Modes: Standard, Continuous, Pulse, wide-beam

Forward Starboard Phaser Array <13>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Starboard forward Phaser array
Firing Arc: 360 degree Starboard
Firing Modes: Standard, Continuous, Pulse, wide-beam

Aft Phaser Array <13>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shots per round)

Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: aft Phaser array
Firing Arc: 360 degree aft
Firing Modes: Standard, Continuous, Pulse, wide-beam

Dorsal Phaser Array <13>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Dorsal Phaser array
Firing Arc: 360 degree dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Microtorpedo Launcher <9 <x 2 = 18>
Standard Load: Microtorpedo (50 Damage)
Spread: 1
Range: 1/100/500/2,000
Targeting System: Accuracy 3/4/6/9
Power: [1]
Location: forward dorsal just in front of the warp reactor
Firing Arc: Forward
Torpedoes Carried: 100 microtorpedoes, <1>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <14 (x4 =56)>
Shield Generator: Class 2 (Protection 300) [30 Power/shield/round]
Shield grid: Type C (50% increase to 450 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

Description notes:
Fleet Data: During the designing phase of the Intrepid-class a Captain's gig was envisioned as a design addition. Build around the Danube-class Runabout's general design and added heavier duty impulse engines. The only weapons addition a single microtorpedo launcher.
Much like the Galaxy-, Sovereign- and others the Intrepid-class and have the Yatch for diplomatic travels within in a star system. The ships captains tend to prefer the sanctuary of a shuttlecraft and the commonality that a shuttlecraft gives the pilot.

STANDARD ESCAPE PODS
Class and Type: Four Person Escape Pods
Commissioning Date: Varies

HULL SYSTEMS
Size: 1
Length: 3.0 meters *
Beam: 3.0 meters *
Height: 3.0 meters *
(* Your actual size may vary slightly per variant design)
Decks: 1
Mass: 1 Metric Ton
SU's Available: 200
SU's Used: 161

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 1 <0>
Resistance Inner Hull: 1 <0>

Structural Integrity Field [1 Power/ 10 Protection/round]
Main: Class A (Protection 5/5) <3>
Backup 1: Class A (Protection 3) <2>
Backup 2: Class A (Protection 3) <2>
Specialized Hull: Atmospheric Capability; Planetfall Capability <2>

PERSONNEL SYSTEMS Class/Passengers/Evac: 4 persons
Crew Quarters None

Environmental Systems
Basic Life Support [2 Power/round] <4>
Reserve Life Support [1 power/round] <2>
Gravity [1 Power/round] <1>
Consumable: 1 years' worth <1>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Fire Suppression System [1 Power/round when active] <1>

PROPULSION SYSTEMS
Impulse Engine Type: 1 (.1c / .2c) [1/2 Power/round] <2>
Reaction Control System (.025c) [1 Power/round when in use] <1>

POWER SYSTEMS
Power reactor: Type A (Generates 25 power/round) <25>
Impulse Engine[s]: Type 1 (generates 3 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +10 Power transfer/round <6>
Standard Usable Power: 28

OPERATIONS SYSTEM
Bridge: cockpit <5>

Computers Core 1: [5 Power/round] <1>
ODN <3>

Sensor Systems
Long-range Sensors: none
Lateral Sensor [5 Power/round] <4>
Strength Package: Class 1 (Strength 1)
Gain Package: Class Standard (+0)
Coverage: standard
Navigational Sensor [5 Power/round] <4>
Strength Package: Class 1 (Strength 1)
Gain Package: Class Standard (+0)
Sensors Skill: 0

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>
Backup: 1 <0>
Inertial Damping Field
Main <2>
Strength: 1[3 Power/round}
Number: 1
Backup <1>
Strength: .5 [2 Power/round]
Number: 1
Attitude control [1 power/round] <>

Emergency Communications: [2 Power/round] <1>

Shields (Forward, Aft, Port, Starboard: <3 (x 4 = 12)>
Shield Generator: Class (Protection 50) [5 Power/shield/round]
Shield grid: Type 0 (no increase to Protection)
Subspace Field Distortion Amplifiers: Class Alpha (Threshold 16)
Recharging System: Class 1 (45 seconds)

Notes: The shields are more to act as a protection for any different kinds of energies than for weapons protection. Virtually a blast from a type V phaser can disintegrate this small pod.
The power plant is similar to that used for emergency power but has a longer running time.

TOS Shuttlecraft
Class and Type: Type 2 Shuttlecraft
Commissioning Date: 2245
Created by Steve Long

Hull Systems
Size: 1
Length: 5.95 meters
Beams: 2.93 meters
Height: 3 meters
Decks: 1
Mass: 1.356 metric tons
SU's Available: 200
SU's Used: 175

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15) <5>
Backup: Class C (Protection 5) <3>
Backup: Class C (Protection 5) <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 shelters) <2>
Gravity [1 Power/round] <1>
Consumable: 24 hours worth <1>
Food Processors: None
Industrial Fabrication Unit: None
Medical Facilities: Med Kits only
Recreation Facilities: None
Personal Transport: Jefferies tubes [0 Power/round] <1>
Fire Suppression System [1 Power/round when active] <1>
Cargo hold: None
Escape Pods None

Propulsion Systems
Warp Drive: None
Impulse Engine Type: Type 4A (.4c/.66c) [4/6 Power/round] <13>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <1>
Auxiliary Thrusters [Power/round when in use] <>

Power Systems
Warp Engine Type: None
Impulse Engine[s]: 1 Type 4A (generate 18 power/engine/round)
Auxiliary Power: 1 reactors (generate 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>

Computers
Core 1: Aft [5 Power/round] <2>
ODN <3>

Navigational Deflector [6 Power/round] <>
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
Sensor 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 Damping Field
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

Security Systems Rating: 1 <4>

Science Systems Rating: 1 (+0) [1 Power/round] <6>

Tactical Systems
Shields (Forward, Aft, Port, Starboard) <4 (x 4 = 16)>
Shield Generator: Class 1 (protection 20) [2 power/shield/round]
Shield grid: Type A (25% increase to Protection 25)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 6)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <1>

Auxiliary Spacecraft systems: None

TOS Warp Shuttlecraft
Class and Type: Class H Long-range Shuttlecraft
Commissioning Date: 2245
Created by Steve Long

Hull Systems
Size: 2
Length: 18.70 meters (49.7 meters with nacelles; see text)
Beams: 11.1 meters (26.7 meters with nacelles; see text)
Height: 4.4 meters (12.9 meters with nacelles; see text)
Decks: 1
Mass: 5.62 metric tons
SU's Available: 325
SU's Used: 301

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15) <5>
Backup: Class C (Protection 5) <3>
Backup: Class C (Protection 5) <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 shelters) <2>
Gravity [1 Power/round] <1>
Consumable: 24 hours worth <1>
Food Processors: None
Industrial Fabrication Unit: None
Medical Facilities: Med Kits only
Recreation Facilities: None

Personal Transport: Jefferies tubes [0 Power/round] <1>
Fire Suppression System [1 Power/round when active] <1>
Cargo hold: None
Escape Pods None

Propulsion Systems
Warp Drive: Mark 2 <20>
Speed: 2.0/3.0/5.0 [1 Power/.2 warp speed]
PIS: Class H (12 hours Maximum) <16>
Impulse Engine Type: Type 4A (.4c/.66c) [4/6 Power/round] <13>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <1>
Auxiliary Thrusters [Power/round when in use] <>

Power Systems
Warp Engine Type: Mark II (generates 80 Power/round) <33>
Location: aft
Impulse Engine[s]: 1 Type 4A (generate 18 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow <5>
Standard Usable Power: 98

Operations systems
Bridge: Forward Cockpit <4>
Separation System: Nacelle Separation [3 power/round] <1>

Computers
Core 1: Aft [5 Power/round] <2>
ODN <3>

Navigational Deflector [6 Power/round] <>
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
Sensor 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 Damping Field
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 II [3 power/round] <6>
Strength: 2
Security: -0

Security Systems Rating: 1 <4>
Science Systems Rating: 1 (+0) [1 Power/round] <6>

Tactical Systems
Forward Phaser Bank <7>
Type V Phaser Array
Damage: 100 [10 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: 60 degrees
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Dorsal Starboard Phaser Bank <7>
Type V Phaser Array
Damage: 100 [10 power]
Number of Emitters: 40 (up to 1 shots 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
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Dorsal Port Phaser Bank <7>
Type V Phaser Array
Damage: 100 [10 power]

Number of Emitters: 40 (up to 1 shots 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
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

TA/T/TS: Class Alpha [0 Power/round] <0>
Strength: 6
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <4 (x 4 = 16)>
Shield Generator: Class 1 (protection 20) [2 power/shield/round]
Shield grid: Type A (25% increase to Protection 25)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 6)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <2>
Auxiliary Spacecraft systems: None

COMBAT VERSION OF THE WORK BEE THE KILLER-BEE
Type: Killer-Bee one man attack-craft Phaser version (Wasp) & Torpedo version (Hornet)
Commissioning Date: 2270's

HULL SYSTEMS
Size: 1
Length: 4. meters
Beam: 1.3 meters
Draft: 2.2 meters (1 deck)
Mass: 4 MT
SU's Available: 200
SU's Used: 140 (torpedo Version 143)

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 power/10 protection/round]
Main: Class A (Protection 5/5) <3>
Backup: Class A (Protection 3) <2>

PERSONNEL SYSTEMS
Crew/Pass/Evacuation: 1/0/0

Environmental Systems
Basic Life Support [1 power/round] <4>
Reserve Life Support [1 power/round] <2>
Fire Suppression System [1 power/round use] <1>

PROPULSION SYSTEMS
Impulse Engine Type: Type 2 (.25c/.5c) [2/5 Power/round] <5>
Location:
Reaction Control System (0.025c) [2 power/round use] <1>

POWER SYSTEMS
Warp Engine Type: Mark II (generates 70 Power/round) <32>
Location: Aft
Impulse Engine[s]: 1 type 1 (generates 8 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <10>
Standard Usable Power: 79

OPERATIONS SYSTEMS
Cockpit <4>

Computer Systems Core 1: [5 power/round] <2>
ODN <3>

Sensor Systems
Lateral Sensors [5 power/round] <1>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard
Coverage: Standard (+0)

Navigational Sensors [5 power/round] <1>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Sensors Skill: 2

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 1, Coordination 1 [1 Power/round in use] <4>

Navigational Computers
Main: Class 1 (+0) [0 power/round]

Inertial Stabilizers
Main: <2>
Strength: 1 [3 power/round]
Number: 1
Backup <1>
Strength 1 [2 power/round]
Number: 1
Attitude Control [1 power/round] <1>

Communications Systems Type: Type I [3 power/round use] <1>

Strength: 1
Security: -0

Tactical systems
Phaser Array <4>
Type: IV
Damage: 80 [8 Power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Zero (Accuracy: 6/7/9/12)
Range: 10/30,000/100,000/300,000
Location: mounted on the port side of the shuttle
Firing Arc: 60 degrees
Firing Modes: Standard

Torpedo Module <6>
Standard Load: Type I photon torpedo (160 Damage)
Spread: 1
Range: 15/100,000/400,000/750,000
Targeting System: Class Zero (Accuracy: 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: 1 photon torpedo mounted port
Firing Arc: Forward, but are self-guided
Torpedoes Carried: 1 <1>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <4 (x 4 = 16)>
Shield Generator: Class 1 (Protection 100) [10 Power/shield/round]
Shield grid: Type 0 (0% increase to 100 Protection)
Subspace Field Distortion Amplifiers: Class Alpha (Threshold 34)
Backup Shield Generators: None
Auto-Destruct System <1>

AUXILIARY SPACECRAFT SYSTEM
None

Notes: This version is generated out of the book I have sitting here by the computer called Starfleet Dynamics 25th Anniversary Edition and a Modification to the Work bee created by "redwood973". With a little here and there to make it combat worthy.

Talon Two-man attack craft
Type: Talon Two-man attack craft
Commissioning Date: 2270's

HULL SYSTEMS
Size: 1
Length: 4.5 meters
Beam: 3.1 meters
Draft: 3 meters (1 deck)
Mass: 4 MT
SU's Available: 200
SU's Used: 149

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 power/10 protection/round]
Main: Class A (Protection 5/5) <3>
Backup: Class A (Protection 3) <2>

PERSONNEL SYSTEMS
Crew/Pass/Evacuation: 2/0/0

Environmental Systems
Basic Life Support [1 power/round] <4>
Reserve Life Support [1 power/round] <2>
Fire Suppression System [1 power/round use] <1>

PROPULSION SYSTEMS
Impulse Engine Type: Type 2 (.25c/.5c) [2/5 Power/round] <5>
Location:
Reaction Control System (0.025c) [2 power/round use] <1>

POWER SYSTEMS
Warp Engine Type: Mark II (generates 90 Power/round) <34>
Location: Aft
Impulse Engine[s]: 1 type 1 (generates 8 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <10>
Standard Usable Power: 79

OPERATIONS SYSTEMS
Cockpit <4>

Computer Systems Core 1: [5 power/round] <2>
ODN <3>

Sensor Systems
Lateral Sensors [5 power/round] <1>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard
Coverage: Standard (+0)

Navigational Sensors [5 power/round] <1>

Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Sensors Skill: 2

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 1, Coordination 1 [1 Power/round in use] <4>

Navigational Computers
Main: Class 1 (+0) [0 power/round]

Inertial Stabilizers
Main: <2>
Strength: 1 [3 power/round]
Number: 1
Backup <1>
Strength 1 [2 power/round]
Number: 1
Attitude Control [1 power/round] <1>

Communications Systems Type: Type I [3 power/round use] <1>
Strength: 1
Security: -0

Tactical systems
Phaser Array <4>
Type: IV
Damage: 80 [8 Power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Zero (Accuracy: 6/7/9/12)
Range: 10/30,000/100,000/300,000
Location: mounted on the port side of the shuttle
Firing Arc: 60 degrees
Firing Modes: Standard

Torpedo Module <6>
Standard Load: Type I photon torpedo (160 Damage)
Spread: 1
Range: 15/100,000/400,000/750,000
Targeting System: Class Zero (Accuracy: 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: 1 photon torpedo mounted port
Firing Arc: Forward, but are self-guided
Torpedoes Carried: 1 <1>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <4 (x 4 = 16)>
Shield Generator: Class 1 (Protection 100) [10 Power/shield/round]
Shield grid: Type 0 (0% increase to 100 Protection)

Subspace Field Distortion Amplifiers: Class Alpha (Threshold 34)
Backup Shield Generators: None
Auto-Destruct System <1>

AUXILIARY SPACECRAFT SYSTEM
None

Notes: These versions is generated out of the book I have sitting here by the computer called Starfleet Dynamics 25th Anniversary Edition and a Modification to the Work bee created by "redwood973". With a little here and there to make it combat worthy.

None Federation shuttles
FERENGI SHUTTLE'S
Class and Type: Ferengi Shuttle Craft
Commissioning Date: Mid 24th century

HULL SYSTEMS
Size 2
Length: 25.23 meters
Width: 17.38 meters
Height: 10.09 meters;
Deck 1
Mass 12.78 MT
SU's Available: 500
SU's Used: 450 (see text)

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup 1: Class 1 (Protection 20) <7>
Backup 2: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability <2>
Planetfall Capability <2>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/8/40
Crew Quarters:
Barracks: houses 4 crewmembers <1>

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 2 week's worth <1>
Food Replicators: [1 Power/round] <2>
Medical Facilities: Med kits only
Personnel Transport: Jefferies Tubes <2>

Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 1500 cubic meters <1>
Location: Aft hull

PROPULSION SYSTEMS
Warp drive Nacelles: Type 5 (5.0/6.0/7.0) <50>
PIS: Type J (up to 48 hours of Maximum warp) <20>
Impulse Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: Varies in position; typically aft
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 149 Power/round) <35>
Location: aft
Impulse Engine[s]: 1 class 2 (generates 16 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 165

OPERATIONS SYSTEM
Bridge: Forward <10>
Computer Core: Amidship [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: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 light-years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard
Lateral Sensor [5 Power/round] <12>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard
Navigational Sensor [5 Power/round] <12>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard(+0)
Sensor Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 1 <0>

Inertial Damping Field
Main <8>
Strength: 2 (or higher if necessary)[3 Power/round]
Number: 2
Backup <2>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft

Transporters
Type: Personnel [3 Power/use] <10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating:<0>
Anti-Intruder System: Yes [2 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 Plasma weapon <19 (x 2) = 38>
Type: V
Damage: 100 [10 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location Forward Dorsal
Firing Arc: 240 degrees forward dorsal
Firing Modes: Standard, Continuous,

Pulse, Wide-beam

TA/T/TS: Class Alpha [0 Power/round]<6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard)<11 (x 4)>
Shield Generator: Class 2 (Protection 300) [30 Power/shield/round]
Shield grid: Type B (33% increase to 399 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

DESCRIPTION NOTES:
Fleet Data: The Ferengi Cargo shuttle is a typical ship that is encountered by many of the independent Ferengi Traders and has the limited range and cargo. Similar in appearance to that of the Shuttlepod the Cargo shuttles.

Several Federation ships have encountered several cargo shuttles that the Ferengi government and civilian populace fields. Each has their own names and identifications like the Federation counterparts. Most carry names like Quark's treasure and latimum Lady.

FERENGI SHUTTLEPODS
Class and Type: Ferengi Shuttlepods
Commissioning Date: Varies

HULL SYSTEMS
Size 1
Length: 4.5 meters
Width: 3.1 meters
Height: 1.8 meters;
Deck 1
Mass 2.28 MT
SU's Available: 325
SU's Used: 324 (see text)

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <13>
Backup 1: Class 1 (Protection 20) <7>
Backup 1: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability <1>
Planetfall Capability <1>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/4/10
Crew Quarters: None

Environmental Systems
Basic Life Support [4 Power/round] <4>
Reserve Life Support [2 power/round] <2>
Gravity [1 Power/round] <1>
Consumable: 1 week's worth <1>
Personnel Transport: Jefferies Tubes <1>
Fire Suppression System [1 Power/round when active] <1>

PROPULSION SYSTEMS
Warp drive Nacelles: Type 1B uprated (1.5/3.0/5.0) <10>
PIS: Type H (up to 12 hours of Maximum warp) <16>
Impulse Engine Type: Class 1 (.25c/.5c) [5/5 Power/round] <5>
Location: aft
Reaction Control System (.025c) [2 Power/round when in use] <1>

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 149 Power/round) <35>
Location: aft
Impulse Engine[s]: 1 class 1 (generates 8 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <15>
Standard Usable Power: 165

OPERATIONS SYSTEM
Bridge: Forward <5>
Computer Core : Amidship [5 Power/round] <2>
ODN <3>
Navigational Deflector [5 Power/round] <4>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (0.5/0.6-1.0/1.1-3.5/3.6-5.0)

Low Resolution: 12 light-years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard
Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard
Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard(+0)
Sensor Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 1 <0>
Inertial Damping Field
Main <4>
Strength: 2 (or higher if necessary)[3 Power/round]
Number: 2
Backup <1>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Forward
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft

Security Systems Rating:<0>
Anti-Intruder System: Yes [2 Power/round] <1>
Internal Force Fields [1 Power/3 Strength] <1>
Science Systems Rating 1 (+0) [1 Power/round] <6>
Specialized Systems: None
Laboratories: None

TACTICAL SYSTEMS
Forward Plasma weapon <14>
Type: IV
Damage: 80 [8 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 Forward Dorsal
Firing Arc: 360 degrees forward dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-beam

TA/T/TS: Class Alpha [0 Power/round]<6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <12 (x 4 = 48)>
Shield Generator: Class 1 (Protection 200) [20 Power/shield/round]
Shield grid: Type B (33% increase to 266 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 66)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators:4 (1 per shield) <2>
Auto-Destruct System <1>

DESCRIPTION NOTES:
Fleet Data: The Ferengi shuttlepods are swift transport vehicles used by the Ferengi Military. Constructed for the Ferengi by the Ferengi military suppliers the shuttlepods are well equipped for most science operations in the general region of a interstellar in local space of a planet, space station or starship. The Ferengi military has hundreds of these spread across the trading fleet. Minor changes to the Ferengi shuttlepods are made for specific operations.

Thata Class Spacedock
Class and Type: Theta-Class Swift Courier
Commissioning Date: 2357

HULL SYSTEMS
Size: 3
Length: 24.23 meters
Beam: 15.98 meters
Height: 6.57 meters
Decks: 1
Mass: 142.31 metric tons
SU's Available: 1,000
SU's Used: 985

HULL Outer <12>
Hull Inner <12>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

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

Specialized Hull: Cloak-Enhancing; Atmospheric Capability; Planetfall Capability <12>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 8/32/140
CREW QUARTERS
Spartan: 20 <1>
Basic: 5 <1>
Expanded: 2 <1>
Luxury: 1 <1>
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: One month's worth <1>
Food Replicators [3 Power/round] <3>
Industrial Replicators Type: Network of small replicators [2 Power/round] <3>
Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 3 [6 Power/round] <24>
Personnel Transport: Jefferies tubes [0 Power/round] <3>
Fire Suppression System [1 Power/round when active] <3>
Cargo Holds: 100 cubic meters <1>
Locations: Aft, port and starboard
Escape Pods <1>
Number: 20
Capacity: 4 persons per pod

PROPULSION SYSTEMS
Warp Propulsion System Nacelles: Type 6B6 <98>
Speed: 6.0/8.6/9.6 [1 Power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) <6>
IMPULSE ENGINE Type: Class 5A (.72c/.9c) [7/9 Power/round] <28>
Acceleration Uprating: Class Beta (75% acceleration) [2 Power/round when
active] <4>
Location: Aft, port and starboard
Reaction Control System (.025c) [2 Power/round when in use] <3>

POWER SYSTEMS
WARP ENGINE Type: Class 5/H (generates 250 Power/round) <60>
Location: Amidships
Impulse Engine[s]: 1 Class 5A (generate 44 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, +100 Power transfer/round <25>
Standard Usable Power: 294

OPERATIONS SYSTEMS
Bridge: Command hull <15>
COMPUTERS
Core 1: Location [5 Power/round] <6>
Uprating: Class Alpha (+1) [1 Power/computer/round] <2>
ODN 9
Navigational Deflector [5 Power/round] <12>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Ventral

SENSOR SYSTEMS
Long-range Sensors [5 Power/round] <31>
Range Package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/.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: 4 <1>
Sensors Skill: 4

FLIGHT CONTROL SYSTEMS
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 3 [1 Power/round in use] <12>

Navigational Computer
Main: Class 2 (+1) [1 Power/round] <2>
Backups: Three <3>
Inertial Damping Field
Main <12>
Strength: 9 [3 Power/round]
Number: 2
Backup <4>
Strength: 6 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

COMMUNICATIONS SYSTEMS
Type: Class 7 [2 Power/round] <19>
Strength: 7
Security: -4 (Class Gamma uprating)
Basic Uprating: Class Alpha (+1)
Emergency Communications: No

TRACTOR BEAMS
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Location: Forward ventral

TRANSPORTERS
Type: Personnel [4 Power/use] <15>
Pads: 4
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and Location: One amidships
Cloaking Device: Class 5 [40 Power/class/round] <18>

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: None

TACTICAL SYSTEMS
Forward Disruptor Array <34>
Type: Chareth
Damage: 160 [16 Power]
Number of Shots: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Forward Dorsal Disruptor Array <34>
Type: Chareth
Damage: 160 [16 Power]
Number of Shots: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Aft Dorsal Disruptor Array <34>
Type: Chareth
Damage: 160 [16 Power]
Number of Shots: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Forward Ventral Disruptor Array <34>
Type: Chareth
Damage: 160 [16 Power]
Number of Shots: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward ventral
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Aft Ventral Disruptor Array <34>
Type: Chareth
Damage: 160 [16 Power]
Number of Shots: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft ventral
Firing Arc: 360 degrees vetnral
Firing Modes: Standard, Pulse

Aft Disruptor Array <34>
Type: Chareth
Damage: 160 [16 Power]
Number of Shots: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, Pulse

Forward Torpedo Launcher <15>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 4
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher <15>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 4
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Aft
Firing Arc: Aft, but are self-guided
Torpedoes Carried: 12 <2>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapons Skill: 3

Shields (Forward, Aft, Port, Starboard) <18 (x4)>
Shield Generator: Type R-IB (Protection 270) [27 Power/shield/round]
Shield Grid: Type B (33% increase to 360 Protection)

Subspace Field Distortion Amplifiers: Class Beta (Threshold 90)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <3>

AUXILIARY SPACECRAFT SYSTEMS
Shuttlebay(s): None
Captain's Yacht: No

SULIBAN CELL SHIP
Class and Type: Cell Ship
Commissioning Date: 2151

HULL SYSTEMS
Size: 1
Length: 3.25 meters
Beam: 3.25 meters
Height: 3.25 meters
Decks: 1
Mass: 7 metric tonnes
SU's Available: 325
SU's Used: 294

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class D (Protection 15/22) <6>
Backup: Class D (Protection 8) <3>
Specialized Hull: Atmospheric Capabilibile, Planetfall capacity <2>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 1/2/5
Crew Quarters: None

Environmental Systems
Basic Life Support [2 Power/round] <4>
Reserve Life Support [1 power/round] <2>
Gravity [1 Power/round] <1>
Consumable: 3 weeks worth <2>

Cargo Holds: 1/4 cubic meters <1>
Locations: Where needed

PROPULSION SYSTEMS
Warp drive Nacelles: Type Mark 3.5 <41>
Speed: 3.5/5.0/7.0 [1 power/.2 warp speed]
PIS: Type E (6 hours of Maximum warp) <10>
Special Configuration: Embedded Warp Nacelles <4>
Impulse Engine Type: Class 3 (.4c/.5c) [4/5 Power/round] <8>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <1>

POWER SYSTEMS
Warp Engine Type: Mark IV (generates 180 Power/round) <61>
Location: main hull
Impulse Engine[s]: 1 class 3 (generates 10 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <10>
Standard Usable Power: 200

OPERATIONS SYSTEM
Bridge: <4>
Computers Core (Pre Dou-tronic) [1 Power/round] <1
ODN <3

Navigational Deflector [6Power/round] <3
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/8/12
Location: Forward

Sensor Systems
Long-range Sensors [5 Power/round] <11>
Range Package: Type V (Accuracy 4/5/8/11)
High Resolution: 5 Light-year (.5/.6 - 1.0/1.1 - 3.5/3.6 - 5.0)
Low Resolution: 12 Light-years (1.0/1.1 - 3.0/3.1 - 8.0/8.1 - 12.0)
Strength Package: Class 0 (Strength 0)
Gain Package: Class Alpha (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <3>
Strength Package: Class 0 (Strength 0)
Gain Package: Class Alpha (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <3>
Strength Package: Class 0 (Strength 0)
Gain Package: Class Alpha (+0)
Sensors Skill: 2

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>
Backup: none

Stabilizers
Main <2>
Strength: 7 [3 Power/round}
Number: 1
Backup <1>
Strength: 5 [2 Power/round]
Number: 1
Attitude control [1 power/round] <1>

Communications Systems
Type: Mark II [1 Power/round] <6>
Strength: 2
Security: -0
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft

Cloaking Device: Class 3 [40 Power/class/round] <10>

Security Systems: None
Science Systems: None

TACTICAL SYSTEMS
1 Plasma Cannon <11>
Type: (Equal to Gould Class Laser)
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Accuracy: 6/7/9/12
Range: 7/20,000/60,000/175,000
Location: Forward Ventral
Firing Arc: 360 Degrees
Firing Modes: Standard, Pulse

TA/T/TS: Class Alpha [0 Power/round]<0>
Strength: 6
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <4 (x 4 = 16)>
Shield Generator: Class 1 (Protection 150) [15 Power/shield/round]
Shield grid: Type A (25% increase to 188 Protection)
Subspace Field Distortion Amplifiers: Class Alpha (Threshold 50)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <1>

AUXILIARY SPACECRAFT SYSTEM: None

SULIBAN MODULE SHIP
Class and Type: Module Ship
Commissioning Date: 2151

HULL SYSTEMS
Size: 2
Length: 40 meters
Beam: 8 meters
Height: 7 meters
Decks: 2
Mass: 1,000 metric tonnes
SU's Available: 625
SU's Used: 413

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class D (Protection 15/22) <7>
Backup: Class D (Protection 8) <4> Backup: Class D (Protection 8) <4>
Specialized Hull: Atmospheric Capabilities, Planetfall capacity <4>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/12/120

Crew Quarters
Barracks Houses 6 Crewmembers <1>

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 6 weeks worth <3>

Food Systems (Equal to MK II Food Processor) [2 power/round] <4>
Medical Facilities: 1 (+0) [1 Power/round] <5>

Cargo Holds: 30 cubic meters <1>
Locations: Lower Decks

PROPULSION SYSTEMS
Warp drive Nacelles: Type Mark 3.67 <42>
Speed: 3.0/6.0/7.0 [1 power/.2 warp speed]
PIS: Type E (6 hours of Maximum warp) <10>
Special Configuration: Embedded Warp Nacelles <8>
Impulse Engine Type: 2 Class 3 (.4c/.5c) [4/5 Power/round] <8 (x 2 = 16)>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <1>

POWER SYSTEMS
Warp Engine Type: Mark IV (generates 190 Power/round) <62>

Location: Lower deck hull
Impulse Engine[s]: 2 class 3 (generates 10 Power/engine/round)
Auxiliary Power: 2 reactors (generates 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: 220

OPERATIONS SYSTEM
Bridge: <8>
Computers Core (Pre Dou-tronic) [1 Power/round] <1>
ODN <6>

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

Sensor Systems
Long-range Sensors [5 Power/round] <11>
Range Package: Type V (Accuracy 4/5/8/11)
High Resolution: 5 Light-year (.5/.6 - 1.0/1.1 - 3.5/3.6 - 5.0)
Low Resolution: 12 Light-years (1.0/1.1 - 3.0/3.1 - 8.0/8.1 - 12.0)
Strength Package: Class 0 (Strength 0)
Gain Package: Class Alpha (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <5>
Strength Package: Class 0 (Strength 0)
Gain Package: Class Alpha (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <5>
Strength Package: Class 0 (Strength 0)
Gain Package: Class Alpha (+0)
Probes 10 <1>
Sensors Skill: 2

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>
Backup: none

Stabilizers
Main <8>
Strength: 7 [3 Power/round}
Number: 1
Backup <2>
Strength: 5 [2 Power/round]
Number: 1
Attitude control [1 power/round] <1>

Communications Systems
Type: Mark II [1 Power/round] <6>
Strength: 2
Security: -0
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft

Cloaking Device: Class 3 [40 Power/class/round] <11>

Security Systems
Rating: 1 <4>
Anti-Intruder System [1 Power/Round of use] <2>
Internal Force Field [1 Power/3 Strength] <2>

Science Systems:
Rating 1 (+0) [1 Power/Round] <7>
Specialized Systems: none
Laboratories: none

TACTICAL SYSTEMS
2 Plasma Cannon <12 (x 2 = 24)>
Type: (Equal to Gould Class Laser)
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Accuracy: 6/7/9/12
Range: 7/20,000/60,000/175,000
Location: Forward Ventral
Firing Arc: 360 Degrees
Firing Modes: Standard, Pulse

TA/T/TS: Class Alpha [0 Power/round] <0>
Strength: 6
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <11 (x 4 = 44)>
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 <2>

AUXILIARY SPACECRAFT SYSTEM: None, but can externally Dock 12 Sulibon Cell ships

Romulan Shuttlecraft

Class and Type: Shuttlecraft
Commissioning Date:

HULL SYSTEMS
Size: 2
Length: 10.0 m
Beam: 4 m
Height: 2.8 m
Decks: 1
Mass: 5.5 MT
SU's Available: 500
SU's Used: 456

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>

Specialized Hull:
Atmospheric Capability <2>
Planetfall Capability <2>
Cloak-enhancing Hull <4>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/6/10
Crew Quarters: None

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 3 weeks worth <2>
Food Replicator [2 power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: None
Personnel Transport: Jefferies Tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>

PROPULSION SYSTEMS
Warp drive Nacelles: Type 4.86 Speed: 4.0/6.0/8.6 <29>
PIS: Type J (48 hours of Maximum warp) <20>
Impulse Engine Type: Class 3 (.5c/.7c) [5/7 Power/round] <15>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 4/G (generates 230 Power/round) <53>
Location: Aft
Impulse Engine[s]: 1 class 3 (generates 24 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +120 Power transfer/round <22>
Standard Usable Power: 254

OPERATIONS SYSTEM
Bridge: Forward <10>
Computer Core: Amidships [5 Power/round] <4>
ODN <6>

Navigational Deflector [5 Power/round] <8>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/7/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.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: Class Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Probes: none
Sensors Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 0 <0>

Inertial Damping Field
Main <8>
Strength: 8 [3 Power/round]
Number: 2
Backup <2>
Strength: 5 [2 Power/round]
Number: 2

Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: - 2

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

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

Transporters
Type: Personnel [3 Power/use]<10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Cloaking Device Class 5 [40 power class/round] <17>

Security Systems Rating: N/A <0>
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
Romulan Disruoptors <23 x 2 = 46>
Type Eb'el
Damage: 120 [12 power]
Number of Emitters: (up to 2 shots per round)
Targeting system: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Forward and aft
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <12 (x 4 = 56)>
Shield Generator: Class 1 (Protection 150) [15 Power/shield/round]
Shield grid: Type C (50% increase to 225 Protection)
Subspace Field Distortion Amplifiers: Class Alpha (Threshold 50)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

AUXILIARY SPACECRAFT SYSTEM
None

Klingon Shuttlecraft
Class and Type: Shuttlecraft
Commissioning Date:

HULL SYSTEMS
Size: 2
Length: 9.0 m
Beam: 3.5 m
Height: 3 m
Decks: 1
Mass: 4.5 MT
SU's Available: 500
SU's Used: 454

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>

Specialized Hull:
Atmospheric Capability <2>
Planetfall Capability <2>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/4/8
Crew Quarters: None

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 3 weeks worth <2>
Food Replicator [2 power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: None
Personnel Transport: Jefferies Tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>

PROPULSION SYSTEMS
Warp drive Nacelles: Type 4.9 Speed: 4.0/6.0/9.0 <30>
PIS: Type J (48 hours of Maximum warp) <20>
Impulse Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: Engineering section

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

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 230 Power/round) <35>
Location: Aft
Impulse Engine[s]: 1 class 2 (generates 164 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
EPS: Standard Power flow, +80 Power transfer/round <18>
Standard Usable Power: 165

OPERATIONS SYSTEM
Bridge: Forward <10>

Computer Core: Amidships [5 Power/round] <4>
ODN <6>

Navigational Deflector [5 Power/round] <8>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/7/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <16>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.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 4 (Strength 4)
Gain Package: Class Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <8>
Strength Package: Class 4 (Strength 4)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <8>
Strength Package: Class 4 (Strength 4)
Gain Package: Standard (+0)
Probes: none
Sensors Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 0 <0>

Inertial Damping Field
Main <8>
Strength: 9 [3 Power/round]
Number: 2
Backup <2>
Strength: 5 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 4 [2 Power/round] <8>
Strength: 4
Security: - 2

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft

Transporters
Type: Personnel [3 Power/use]<8>
Pads: 2
Emitter/Receiver Array: Personnel Type 3 (25,000 km range)
Energizing/Transition coils: Class D (Strength 4)
Number and Location: Aft of cockpit (bridge)

(Optional Cloaking Device Class 5 [40 power class/round] <17>)

Security Systems Rating: N/A <0>
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
Klingon Disruptors <23 x 2 = 46>
Type 5
Damage: 120 [12 power]
Number of Emitters: (up to 2 shots per round)
Targeting system: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Forward and aft
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <11 (x 4 = 44)>
Shield Generator: Class 1 (Protection 100) [10 Power/shield/round]
Shield grid: Type C (50% increase to 150 Protection)

Subspace Field Distortion Amplifiers: Class Alpha (Threshold 34)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

AUXILIARY SPACECRAFT SYSTEM
None

Civilian Shuttlecraft
Class and Type: Shuttlecraft
Commissioning Date:

HULL SYSTEMS
Size: 2
Length: 8.0 m
Beam: 3.0 m
Height: 2.6 m
Decks: 1
Mass: 3 MT
SU's Available: 500
SU's Used: 312

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>

Specialized Hull:
Atmospheric Capability <2>
Planetfall Capability <2>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/6/10
Crew Quarters: None

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 3 weeks worth <2>
Personnel Transport: Jefferies Tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo Hold: 4 cubic meters <1>

PROPULSION SYSTEMS
Warp drive Nacelles: Type 1 Speed: 1.25/1.25/1.25 <5>
PIS: Type I (24 hours of Maximum warp) <18>
Impulse Engine Type: Class 1 (.25c/.5c) [2/5 Power/round] <10>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 120 Power/round) <32>
Location: Aft
Impulse Engine[s]: 1 class 1 (generates 8 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergancy Power type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +70 Power transfer/round <17>
Standard Usable Power: 128

OPERATIONS SYSTEM
Bridge: Forward <10>

Computer Core: Amidships [5 Power/round] <4>
ODN <6>

Navigational Deflector [5 Power/round] <8>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/7/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <14>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.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 3 (Strength 3)
Gain Package: Class Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <6>
Strength Package: Class 3 (Strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <6>
Strength Package: Class 3 (Strength 3)
Gain Package: Standard (+0)
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>
Backup: 0 <0>

Inertial Damping Field
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: Class 3 [2 Power/round] <6>
Strength: 3
Security: - 2

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft

Transporters
None

Security Systems Rating: N/A <0>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Fields [1 Power/3 Strength] <2>
Science Systems Rating: None
Specialized Systems: None
Laboratories: None

TACTICAL SYSTEMS
None

Shields (Forward, Aft, Port, Starboard) <11 (x 4 = 44)>
Shield Generator: Class 1 (Protection 100) [10 Power/shield/round]
Shield grid: Type C (50% increase to 150 Protection)
Subspace Field Distortion Amplifiers: Class Alpha (Threshold 34)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

AUXILIARY SPACECRAFT SYSTEM
None

None Federation Shuttlecraft
Class and Type: Shuttlecraft
Commissioning Date: Mid 24th Century

HULL SYSTEMS
Size: 2
Length: 15.0 m
Beam: 6.4 m
Height: 4.8 m
Decks: 1
Mass: 4.38 MT
SU's Available: 500
SU's Used: 369

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 Pwr/10 Protection/rd]
Main: Class 1 (Protection 40/60) <14>
Primary Backup: Class 1 (Protection 20) <7>
Secondary Backup: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability <2> Planetfall Capability <2>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/4/8
Crew Quarters
Barracks houses 4 crewmen <1>

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 4 weeks worth <1>
Food Replicator [2 power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: None
Personnel Transport: Jefferies Tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo bays 25 Cubic meters <1>
Location: Aft
Escape pods <1>
Number: 4
Capacity: 1 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 1 (1.25/1.25/1.25) <5>
PIS: Type J (48 hours of Maximum warp) <20>
Impulse Engine Type: Class 1 (.25c/.5c) [5/5 Power/round] <5>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 149 Power/round) <35>
Location: Aft
Impulse Engine[s]: 1 class 1 (generates 8 Power/engine/round)

Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 157

OPERATIONS SYSTEM
Bridge: Forward <10>
Computer Core: Amidships [5 Power/round] <4>
ODN <6>

Navigational Deflector [5 Power/round] <8>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/7/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <14>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.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 3 (Strength 3)
Gain Package: Class Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <6>
Strength Package: Class 3 (Strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <6>
Strength Package: Class 3 (Strength 3)
Gain Package: Standard (+0)
Sensors Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 0 <0>

Inertial Damping Field
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: Class 5 [2 Power/round] <10>
Strength: 5
Security: - 2

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft

Transporters
Type: Personnel [3 Power/use]<10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: N/A <0>
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
Disruptor Arrays <10>
Type 2 Disruptor array
Damage: 60 [6 power]
Number of Emitters: (up to 2 shots per round)
Auto-Phaser Interlock: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Starboard Warp Nacelles
Firing arc: 360 degrees Forward Ventral
Firing Modes: Standard,

Disruptor Arrays <10>
Type 2 Disruptor array
Damage: 60 [6 power]
Number of Emitters: (up to 2 shots per round)
Auto-Phaser Interlock: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Starboard Warp Nacelles
Firing Modes: Standard

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <9 (x 4 = 36)>
Shield Generator: Class 1 (Protection 100) [10 Power/shield/round]
Shield grid: Type C (50% increase to 150 Protection)
Subspace Field Distortion Amplifiers: Class Alpha (Threshold 34)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>

Auto-Destruct System <2>

AUXILIARY SPACECRAFT SYSTEM
None

Description notes:
Fleet Data: Mass produced through out the alpha and beta quadrants of the galaxy the shuttle is used by many species. The standard shields are slightly less than the Federation, Romulan and Klingon military shuttlecrafts. Even the Ferengi and Cardassians have a version similar to the versions. The many different species of alien vessels constructed under many different company names of and brands.

Although the majority of these vessels are used as short range transport vessels with in a star system of nearby system. With the need of armament the mid 24th century vessels were armed with phasers or disruptors less than that of the military version.

Alien Shuttlecraft (military version and Luxury version)
Class and Type: Krame-class Shuttlecraft
Commissioning Date: 2366

Hull System
Size: 2
Length: 30 meters
Width: 8 meters
Height: 6 meters
Mass:
Decks: 1
SU's available: 500
SU's Used: 442 (404)

Hull Outer <8> (<6>)
Hull Inner <8> (<6>)
Resistance Outer Hull: 4 <3> (2 <0>)
Resistance Inner Hull: 4 <3> (2 <0>)

Structural Integrity Field [1 power/10 Protection/Round]
Main: Class 2 (Protection 50/80) <14>
Backup: Class 2 (Protection 25) <7>
Backup: Class 2 (Protection 25) <7>
Specialized hull: Atmospheric Capacity; Planet fall capacity <4>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 2/6/10
Crew Quarters
Barracks: Houses 8 Crew & Passengers <1>

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 Power/round] <4>
Emergency Life Support (no emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 4 weeks worth <1>
Replicators systems Food Replicators [2 Power/round] <1>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Personal Transport: Jefferies tubes [2 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 600 cubic meters <1>
Locations: Lower Cargo Bay
Escape Pods: None

Propulsion Systems
Warp Drive Nacelles: Type 3 <20>
Speed: 3.0/6.0/7.0 [1 Power/.2 warp speed]
PIS: Type J (up to 48 hours of Maximum warp) <20>
Special configuration: Embedded Nacelles <8>
Impulse Engine Type: Class 2 (.5 c/.5 c) [5/5 Power/round] <10>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Class 2/B (generates 149 Power/round) <35>
Locations: Engineering hull, decks
Impulse Engine[s]: 1 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 1 reactor (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power:

Operations systems
Bridge: Forward dorsal cockpit <10>

Computer Core 1: amidship [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: ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 Light-years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)

Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard
Lateral Sensors [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard
Navigational Sensors: [5 power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Probes: none
Sensor Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <>
Backups: 1 <0>
Inertial Damping Field
Main <8>
Strength: 7 [3 Power/round]
Number: 2
Backup <2>
Strength: 5 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 5 [2 power/round] <10>
Strength: 5
Security: -2

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 4/5/7/10
Lactation: Forward
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11
Location: Aft

Transporters
Type: Personnel [3 Power/use] <10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (40,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location: Aft Cockpit

Security Systems Rating: N/A <0>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Field [1 power/3 Strength] <2>
Science Systems Rating: 1 (+ 0) [1 Power/round] <7>
Specialized Systems: none
Laboratories: None

Tactical Systems
Plasma Emitters <7 (x4=28)>
Type (Equal to a Type 2 Phaser Array)
Damage: 40 [4 power]
Number of Emitters: 160 (up to 4 shots per round)
Auto-Phaser Interlock: Accuracy 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: two forward, two aft
Firing arc: 360 degrees
Firing Modes: Standard, Pulse

TA/T/TS: Class Beta [1 power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <14 (x4=56)>
Shield Generator: Class 2 (protection 200) [20 power/shield/round]
Shield grid: Type C (50% increase to Protection 300)
Subspace field Distortion Amplifiers: Class Beta (Threshold 60)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <1>

Auxiliary Spacecraft systems None

Notes: This model of shuttles is produced in two versions one with a heavy plasma weapon system and a luxury/civilian version. The Krame-class Shuttlecraft a sleek small vessel capable of carrying a small contingent of crew and passengers. This small shuttle is not needing a heavy military shielding and a weapons systems as it has a high warp speed.

TOS Movie Shuttlecraft
Class and Type: Type 3 Impulse Shuttlecraft
Commissioning Date: 2245
Created by Steve Long

Hull Systems
Size: 2
Length: 13 meters
Beams: 11 meters
Height: 4 meters

Decks: 1
Mass: 35 metric tonnes
SU's Available: 400
SU's Used: 234

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15) <6>
Backup: Class C (Protection 5) <3>
Backup: Class C (Protection 5) <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] <8>
Reserve Life Support [1 Power/round] <4>
Emergency Life Support (1 emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 24 hours worth <2>
Food Processors: None
Industrial Fabrication Unit: None
Medical Facilities: Med Kits only
Recreation Facilities: None
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: None
Escape Pods None

Propulsion Systems
Warp Drive: None
Impulse Engine Type: Type 4A (.4c/.66c) [4/6 Power/round] <13>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <1>
Auxiliary Thrusters [Power/round when in use] <>

Power Systems
Warp Engine Type: None
Impulse Engine[s]: 1 Type 4A (generate 18 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow <10>
Standard Usable Power: 18

Operations systems
Bridge: Forward Cockpit <4>

Computers
Core 1: Aft [5 Power/round] <4>
ODN <6>

Navigational Deflector [6 Power/round] <8>
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
Sensor 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 Damping Field
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 II [3 power/round] <6>
Strength: 2
Security: -0

Security Systems Rating: 1 <4>

Science Systems Rating: 1 (+0) [1 Power/round] <7>

Tactical Systems
Shields (Forward, Aft, Port, Starboard) <6 (x 4 = 24)>
Shield Generator: Class 1 (protection 40) [4 power/shield/round]
Shield grid: Type A (25% increase to Protection 50)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 13)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <2>

Auxiliary Spacecraft systems: None

TOS Movie Shuttlecraft
Class and Type: Type 4 Shuttlecraft
Commissioning Date: 2245
Created by Steve Long

Hull Systems
Size: 2
Length: 6.5 meters
Beams: 3.4 meters
Height: 2.5 meters
Decks: 1
Mass: 10 metric tonnes
SU's Available: 300
SU's Used: 234

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15) <6>
Backup: Class C (Protection 5) <3>
Backup: Class C (Protection 5) <3>
Specialized hull: Atmospheric Capability, Planetfall Capability<2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/10/24
Crew Quarters: None

Environmental Systems
Basic Life Support [2 Power/round] <8>
Reserve Life Support [1 Power/round] <4>
Emergency Life Support (1 emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 24 hours worth <2>
Food Processors: None
Industrial Fabrication Unit: None
Medical Facilities: Med Kits only
Recreation Facilities: None
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: None
Escape Pods None

Propulsion Systems
Warp Drive: None
Impulse Engine Type: Type 4A (.4c/.66c) [4/6 Power/round] <13>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <1>

Power Systems
Warp Engine Type: None
Impulse Engine[s]: 1 Type 4A (generate 18 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow <10>
Standard Usable Power: 18

Operations systems
Bridge: Forward Cockpit <4>

Computers
Core 1: Aft [5 Power/round] <4>
ODN <6>

Navigational Deflector [6 Power/round] <8>
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
Sensor 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 Damping Field
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 II [3 power/round] <6>
Strength: 2
Security: -0

Security Systems Rating: 1 <4>
Science Systems Rating: 1 (+0) [1 Power/round] <7>

Tactical Systems
Shields (Forward, Aft, Port, Starboard) <6 (x 4 = 24)>
Shield Generator: Class 1 (protection 45) [4 power/shield/round]
Shield grid: Type A (25% increase to Protection 56)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 15)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <2>

Auxiliary Spacecraft systems: None

TOS Movie Shuttlecraft
Class and Type: Type 5 Shuttlecraft
Commissioning Date: 2245
Created by Steve Long

Hull Systems
Size: 2
Length: 6.5 meters
Beams: 3.5 meters
Height: 2.5 meters
Decks: 1
Mass: 10 metric tonnes
SU's Available: 300
SU's Used: 234

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15) <6>
Backup: Class C (Protection 5) <3>
Backup: Class C (Protection 5) <3>
Specialized hull: Atmospheric Capability, Planetfall Capability<2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/8/24
Crew Quarters: None

Environmental Systems
Basic Life Support [2 Power/round] <8>
Reserve Life Support [1 Power/round] <4>
Emergency Life Support (1 emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 24 hours worth <2>
Food Processors: None
Industrial Fabrication Unit: None
Medical Facilities: Med Kits only
Recreation Facilities: None
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: None
Escape Pods None

Propulsion Systems
Warp Drive: None
Impulse Engine Type: Type 4A (.4c/.66c) [4/6 Power/round] <13>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <1>

Power Systems
Warp Engine Type: None
Impulse Engine[s]: 1 Type 4A (generate 18 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow <10>
Standard Usable Power: 18

Operations systems
Bridge: Forward Cockpit <4>

Computers
Core 1: Aft [5 Power/round] <4>
ODN <6>

Navigational Deflector [6 Power/round] <8>

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
Sensor 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 Damping Field
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 II [3 power/round] <6>
Strength: 2
Security: -0

Security Systems Rating: 1 <4>
Science Systems Rating: 1 (+0) [1 Power/round] <7>

Tactical Systems
Shields (Forward, Aft, Port, Starboard) <6 (x 4 = 24)>
Shield Generator: Class 1 (protection 50) [5 power/shield/round]
Shield grid: Type A (25% increase to Protection 62)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 17)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <2>

Auxiliary Spacecraft systems: None

TOS Movie Shuttlecraft
Class and Type: Type 7 Shuttlecraft
Commissioning Date: 2245
Created by Steve Long

Hull Systems
Size: 2
Length: 6.5 meters
Beams: 3.4 meters
Height: 2.5 meters
Decks: 1
Mass: 10 metric tonnes
SU's Available: 350
SU's Used: 234

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15) <6>
Backup: Class C (Protection 5) <3>
Backup: Class C (Protection 5) <3>
Specialized hull: Atmospheric Capability, Planetfall Capability<2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/20/100
Crew Quarters: None

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 Power/round] <4>
Emergency Life Support (1 emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 24 hours worth <2>
Food Processors: None
Industrial Fabrication Unit: None
Medical Facilities: Med Kits only
Recreation Facilities: None
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: None
Escape Pods None

Propulsion Systems
Warp Drive: None
Impulse Engine Type: Type 4A (.4c/.66c) [4/6 Power/round] <13>

Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <1>

Power Systems
Warp Engine Type: None
Impulse Engine[s]: 1 Type 4A (generate 18 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow <10>
Standard Usable Power: 18

Operations systems
Bridge: Forward Cockpit <4>

Computers
Core 1: Aft [5 Power/round] <4>
ODN <6>

Navigational Deflector [6 Power/round] <8>
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
Sensor 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 Damping Field
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 II [3 power/round] <6>
Strength: 2
Security: -0

Security Systems Rating: 1 <4>
Science Systems Rating: 1 (+0) [1 Power/round] <7>

Tactical Systems
Shields (Forward, Aft, Port, Starboard) <6 (x 4 = 24)>
Shield Generator: Class 1 (protection 45) [5 power/shield/round]
Shield grid: Type A (25% increase to Protection 56)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 15)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <2>

Auxiliary Spacecraft systems: None

Federation Type 7 Shuttlecraft
Class and Type: Type 7 Shuttlecrafts
Commissioning Date: Varies

Hull Systems
Size: 2
Length: 8.5 meters
Beams: 3.6 meters
Height: 2.7 meters
Decks: 1
Mass: 3.96 metric tons
SUs Available: 500
SUs Used: 396

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup 1: Class 1 (Protection 20) <7>
Backup 2: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability <2>
Planetfall Capability <2>

Personnel Systems
Class/Passengers/Evac: 2/6/10
Crew Quarters None

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Emergency Life Support (no emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 1 week's worth <1>
Food Replicators: [1 Power/round] <1>
Medical Facilities: med kits <5>
Personnel Transport: Jefferies Tubes <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: cubic meters <1>
Locations:
Escape Pods: None

Propulsion Systems
Warp drive Nacelles: Type 1 uprated (Standard) <14>
Speed: 1.25/1.5/1.75 [1 power/.2 warp speed]
(Optional: Type 1 (1.2/2.0/2.0) (Uprated) <16>)
PIS: Type J (up to 48 hours of Maximum warp) <20>
Impulse Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: Varies in position; typically aft
Reaction Control System (.025c) [2 Power/round when in use] <2>

Power Systems
Warp Engine Type: Class 2/B (generates 149 Power/round) <35>
Location: aft
Impulse Engine[s]: 1 class 2 (generates 16 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 165

Operations System
Bridge: Forward <10>

Computers
Core 1: Amidship [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: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 light-years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard(+0)
Sensor Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 1 <0>

Inertial Damping Field
Main <8>
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: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2

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

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

Transporters
Type: Personnel [3 Power/use] <10>
Pads: 2

Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: 0 <0>
Anti-Intruder System: Yes [2 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
Two Phaser Array <9 x 2 = 18>
Type V
Damage: 100 [10 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: one forward, a one aft
Firing arc: 360 degrees firing arc in each direction
Firing Modes: Standard, pulse, continuous, wide-beam

TA/T/TS: Class Alpha [0 Power/round]<6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard)<10 x 4 = 40>
Shield Generator: Class 1 (Protection 300) [30 Power/shield/round]
Shield grid: Type 0 (0% increase to 300 Protection)
Subspace Field Distortion Amplifiers: Class alpha (Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

Auxiliary Spacecraft System: None

Description notes:
Fleet Data:

Federation Type 8 Shuttlecraft
Class and Type: Type 8 Shuttlecrafts
Commissioning Date: Varies

Hull Systems
Size: 2
Length: 7.1 meters
Beams: 3.8 meters
Height: 2.7 meters
Decks: 1
Mass: 4.21 metric tons
SUs Available: 500
SUs Used: 389

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup 1: Class 1 (Protection 20) <7>
Backup 2: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability <2>
Planetfall Capability <2>

Personnel Systems
Class/Passengers/Evac: 2/8/10
Crew Quarters None for any type

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Emergency Life Support (no emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 1 week's worth <1>
Food Replicators: None
Medical Facilities: Med kits only <5>
Personnel Transport: Jefferies Tubes <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 7 cubic meters <1>
Locations: aft section
Escape Pods None

Propulsion Systems
Warp drive Nacelles: Type 1A <8>
Speed: 1.2/2.0/3.0 [1 power/.2 warp speed]
PIS: Type J (up to 48 hours of Maximum warp) <20>
Impulse Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: Varies in position; typically aft
Reaction Control System (.025c) [2 Power/round when in use] <2>

Power Systems
Warp Engine Type: Class 2/B (generates 149 Power/round) <35>
Location: aft
Impulse Engine[s]: 1 class 2 (generates 16 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>

EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 165

Operations System
Bridge: Forward <10>

Computers Core 1: Amidship [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: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 light-years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Sensor Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 1 <0>

Inertial Damping Field
Main <8>
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: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2

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

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

Transporters
Type: Personnel [3 Power/use] <10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: None
Anti-Intruder System: [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: None

Shields (Forward, Aft, Port, Starboard) <14 x 4 = 56>
Shield Generator: Class 1 (Protection 200) [20 Power/shield/round]
Shield grid: Type C (50% increase to 300 Protection)
Subspace Field Distortion Amplifiers: Class alpha (Threshold 67)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

Auxiliary Spacecraft System: None

Description notes:
Fleet Data:

(Optional weapons)
Two forward Phasers <9 x 2 = 18>
Type IV
Damage: 80 [8 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: one on the forward end of each warp nacelle
Firing arc: 360 degrees port and starboard
Firing Modes: Standard, pulse, continuous, wide-beam

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

Weapon Skill: 2

Federation Type 11 Shuttlecraft
Class and Type: Type 11 Shuttlecrafts
Commissioning Date: Varies

Hull Systems
Size: 2
Length: 16 meters
Beams: 9.78 meters
Height: 4.25 meters
Decks: 1
Mass: 28.11 metric tons
SUs Available: 500
SUs Used: 499

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 50/80) <17>
Backup 1: Class 2 (Protection 25) <9>
Backup 2: Class 2 (Protection 25) <9>
Specialized Hull: Atmospheric Capability <2>
Planetfall Capability <2>

Personnel Systems
Class/Passengers/Evac: 2-4/6/20
Crew Quarters: None for any type

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Emergency Life Support (no emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 2 week's worth <2>
Food Replicators [1 Power/round] <1>
Medical Facilities: Medical kits <5>
Personnel Transport: Jefferies Tubes <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 25 cubic meters <1>
Locations:
Escape Pods None

Propulsion Systems
Warp drive Nacelles: Type 4 <25>
Speed: 4.0/6.0/7.0 [1 power/.2 warp speed]
PIS: Type J (up to 48 hours of Maximum warp) <20>
Impulse Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: aft
Reaction Control System (.025c) [2 Power/round when in use] <2>

Power Systems
Warp Engine Type: Class 4/G (generates 230 Power/round) <53>
Location: aft
Impulse Engine[s]: 1 class 2 (generates 16 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 246

Operations System
Bridge: Forward <10>

Computers
Core 1: Amidship [5 Power/round] <4>
Uprating Class Alpha (+1) [1 power/round] <2>
ODN <6>

Navigational Deflector [5 Power/round] <8>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <25>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 light-years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensor [5 Power/round] <17>
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensor [5 Power/round] <16>
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Sensor Skill: 2

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

Navigational Computer

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

Inertial Damping Field
Main <8>
Strength: 7 [3 Power/round]
Number: 2
Backup <2>
Strength: 4 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 7 [2 Power/round] <14>
Strength: 7
Security: -3
Emergency Communications [2 power/round] <1>

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

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

Transporters
Type: Personnel [3 Power/use] <12>
Pads: 2
Emitter/Receiver Array: Personnel Type 5 (35,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: None
Anti-Intruder System: [2 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
Phaser Arrays <12 x 3 = 36>
Type VI
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: two forward and one aft
Firing arc: 360 degrees port and starboard and aft
Firing Modes: Standard, pulse, continuous, wide-beam

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <14 x 4 = 56>
Shield Generator: Class 2 (Protection 300) [30 Power/shield/round]
Shield grid: Type C (50% increase to 450 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators:4 (1 per shield) <4>
Auto-Destruct System <2>

Auxiliary Spacecraft System: None

Description notes:
Fleet Data:

Federation Type 12 Shuttlecraft
Class and Type: Type 12 Shuttlecrafts
Commissioning Date: 2370's

Hull Systems
Size: 2
Size:
Length: 8.5 meters
Beams: 4.5 meters
Height: 2.5 meters
Decks: 1
Mass: 4.2 metric tons
SUs Available: 500
SUs Used: 485

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Primary Backup: Class 1 (Protection 20) <7>
Secondary Backup: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability <2>
Planetfall Capability <2>

Personnel Systems
Class/Passengers/Evac: 2/4/8
Crew Quarters None for any type

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Emergency Life Support (no emergency shelters) <4>
Gravity [1 Power/round] <2>

Consumable: 1 week's worth <1>
Food Replicators: none
Medical Facilities: medkits only <5>
Personnel Transport: Jefferies Tubes <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 1 cubic meters <1>
Locations:
Escape Pods: None

Propulsion Systems
Warp drive Nacelles: Type 4 <30>
Speed: 4.0/6.0/7.0 [1 power/.2 warp]
PIS: Type J (up to 48 hours of Maximum warp) <20>
Impulse Engine Type: Class 4 (.6c/.8c) [6/8 Power/round] <20>
Location: aft
Reaction Control System (.025c) [2 Power/round when in use] <2>

Power Systems
Warp Engine Type: Class 4/G (generates 190 Power/round) <54>
Location: aft
Impulse Engine[s]: 1 class 2 (generates 32 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 222

Operations System
Bridge: Forward <10>

Computers Core 1: Amidship [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: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <23>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 light-years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensor [5 Power/round] <15>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensor [5 Power/round] <14>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+2)
Sensor Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 1 <0>

Inertial Damping Field
Main <8>
Strength: 7 [3 Power/round]
Number: 2
Backup <2>
Strength: 4 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 6 [2 Power/round] <12>
Strength: 6
Security: -2
Emergency Communications [2 power/round] <1>

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

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

Transporters
Type: Personnel [3 Power/use] <10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: none
Anti-Intruder System: [2 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
Phaser array <15 x 2 = 30>
Type V
Damage: 100 [10 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: forward and aft
Firing arc: 360 degrees
Firing Modes: Standard, pulse, continuous, wide-beam

TA/T/TS: Class Alpha [0 Power/round]<6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <12 x 4 = 48>
Shield Generator: Class 1 (Protection 300) [30 Power/shield/round]
Shield grid: Type B (33% increase to 400 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

Auxiliary Spacecraft System: None

Description notes:
Fleet Data:

Federation Type SC-20 Administration Shuttles
Class and Type: Type SC-20 Administration Shuttlecraft
Commissioning Date: Various

HULL SYSTEMS
Size: 2
Length: 30 m
Beam: 8 m
Height: 12 m
Deck: 1
Mass: 8 mt
SU's Available: 500
SU's Used: 387

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability<2>
Planetfall Capability <2>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/10/20
Crew Quarters: none

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 1 weeks worth <1>
Food Replicator [2 power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: None
Personnel Transport: Jefferies Tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>

PROPULSION SYSTEMS
Warp drive Nacelles Type 1 Speed: 1.05/1.25/1.25)
Downrating: Package 2 to standard and package 1 to Sustainable <2>
PIS: Type J (48 hours of Maximum warp) <20>
Impulse Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 149 Power/round) <35>
Location: Aft
Impulse Engine[s]: 1 class 2 (generates 16 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 165

OPERATIONS SYSTEM
Bridge: Forward <10>

Computer Core: Amidships [5 Power/round] <4>
ODN <6>

Navigational Deflector [5 Power/round] <8>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/7/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>

Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.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: Class Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Probes: none
Sensors Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 0 <0>

Inertial Damping Field
Main <8>
Strength: 2 (or higher, if necessary) [3 Power/round]
Number: 2
Backup <2>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: - 2

Tractor Beams Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft

Transporters
Type: Personnel [3 Power/use]<10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: N/A <0>
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 arrays <8>
Type III Phaser Array
Damage: 60 [6 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Aft Phaser arrays <8>
Type V Phaser Array
Damage: 60 [6 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Aft
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <13 (x 4 = 52)>
Shield Generator: Class 1 (Protection 180) [18 Power/shield/round]
Shield grid: Type C (50% increase to 270 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 60)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <2>
Auto-Destruct System <2>

AUXILIARY SPACECRAFT SYSTEM
None

Notes: SC-20 Administration Shuttle is mostly an unarmed, large shuttlecraft that is assigned to the local starbase's for transporting crew and flag officers about the area. Very few are armed and the low shielding provided to them makes them an easy target to predators sailing about the galaxy. The Federation's Type 7 Shuttlecraft's are similar in many ways but are much smaller, better armed and protected. From a distance the Type 7 shuttlecraft and SC-20 Administration Shuttle appear the same even to the Long range sensors. Only the best sensors are capable of determining the differences in the shuttles.

Some of the SC-20 Administration Shuttlecraft's have been uprated with heavier weapons and defensive systems and warp drives.

Personal Notes: This was a generated from the Fasa version of the shuttle posted on the Star Trek Starship tactical combat simulator on-line database & archive web site.

Federation Type 17 Shuttlepod
Class and Type: Type 17 Shuttlepod; Commissioning Date: Varies

HULL SYSTEMS
Size 1
Length: 4.2 m
Beam: 2.4 m
Height: 1.6 m
Deck: 1
Mass: 1 mt
SU's Available: 300
SU's Used: 252

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 1 <0>
Resistance Inner Hull: 1 <0>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <13>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability<1>
Planetfall Capability <1>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/2/7
Crew Quarters: None

Environmental Systems
Basic Life Support [2 Power/round] <4>
Reserve Life Support [1 power/round] <2>
Gravity [1 Power/round] <1>
Consumable: 1 weeks worth <1>
Personnel Transport: Jefferies Tubes [0 Power/round] <1>
Fire Suppression System [1 Power/round when active] <1>

PROPULSION SYSTEMS
Impulse Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 149 Power/round) <35>
Location: Aft
Impulse Engine[s]: 1 class 2 (generates 16 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <15>
Standard Usable Power: 165

OPERATIONS SYSTEM
Bridge: Forward <5>

Computer Core: Amidships [5 Power/round] <2>
ODN <3>

Navigational Deflector [5 Power/round] <4>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/7/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.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: Class Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Sensors Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 0 <0>

Inertial Damping Field
Main <4>
Strength: 2 (or higher, if necessary) [3 Power/round]
Number: 2

Backup <1>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: - 2

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Forward
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft

Transporters
Type: Personnel [3 Power/use] <10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: N/A <0>
Anti-Intruder System: Yes [1 Power/round] <1>
Internal Force Fields [1 Power/3 Strength] <1>
Science Systems Rating: 1 (+0) [1 Power/round] <6>
Specialized Systems: None
Laboratories: None

TACTICAL SYSTEMS
Two Phaser Array <9 (x2 = 18)>
Type: IV
Damage: 80 [8 Power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Alpha (Accuracy: 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Forward and aft
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <7 (x 4 = 18)>
Shield Generator: Class 1 (Protection 100) [10 Power/shield/round]
Shield grid: Type B (33% increase to 133 Protection)
Subspace Field Distortion Amplifiers: Class Alpha (Threshold 34)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <1>
Auto-Destruct System <1>

AUXILIARY SPACECRAFT SYSTEM
None

Federation Type 6 Shuttlecraft
Class and Type: Type 6 Shuttlecrafts
Commissioning Date: Varies

Hull Systems
Size: 2
Length: 6 meters
Beams: 4.4 meters
Height: 2.7 meters
Decks: 1
Mass: 3.38 metric tons
SUs Available: 500
SUs Used: 471

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup 1: Class 1 (Protection 20) <7>
Backup 2: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability; Planetfall Capability <4>

Personnel Systems
Class/Passengers/Evac: 2/6/10
Crew Quarters None for any type

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Emergency Life Support (no emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 1 week's worth <1>
Food Replicators: Usually none; at most, one food replicator [1 Power/round] <1>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Personnel Transport: Jefferies Tubes <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 14 cubic meters <1>
Locations:
Escape Pods: None

Propulsion Systems
Warp drive Nacelles: Type 1 <5>

Speed: 1.25/1.25/1.25 [1 power/.2 warp speed] (Optional: Type 1A downgraded (1.2/2.0/2.0) (Uprated) <6>)
PIS: Type J (up to 48 hours of Maximum warp) <20>
Impulse Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: Varies in position; typically aft
Reaction Control System (.025c) [2 Power/round when in use] <2>

Power Systems
Warp Engine Type: Class 2/B (generates 149 Power/round) <35>
Location: aft
Impulse Engine[s]: 1 class 2 (generates 16 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 165

Operations System
Bridge: Forward <10>

Computers Core 1: Amidship [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: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 light-years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard(+0)
Sensor Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 1 <0>

Inertial Damping Field
Main <8>
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: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2
Emergency Communications [2 power/round] <1>

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

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

Transporters
Type: Personnel [3 Power/use] <10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: none
Anti-Intruder System: Yes [2 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
Two forward Phasers <9 x 2 = 18>
Type IV
Damage: 80 [8 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: one on the forward end of each warp nacelle
Firing arc: 360 degrees port and starboard

Firing Modes: Standard, pulse, continuous, wide-beam

TA/T/TS: Class Alpha [0 Power/round]<6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard)<13 x 4 = 52>
Shield Generator: Class 1 (Protection 240) [24 Power/shield/round]
Shield grid: Type C (50% increase to 360 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 80)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

Auxiliary Spacecraft System: None
Description notes:
Fleet Data:

Ferengi Pod 2016
Class and Type: Ferengi Pod
Commissioning Date: twenty-fourth century

Hull Systems
Size: 2
Length: 6 meters
Beams: 4 meters
Height: 2 meters
Decks: 1
Mass: 12 metric tons
SUs Available: 326 - 625
SUs Used: 431

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized hull: Atmospheric Capability <2>
Planetfall Capability <2>

Personnel Systems
Crew/Passengers/Evac: 2/8/10
Crew Quarters
Barracks: Houses 4 crewmembers <1>

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 Power/round] <4>
Emergency Life Support (none emergency shelters) <0>
Gravity [1 Power/round] <2>
Consumable: one weeks worth <2>
Food Replicators [2 Power/round] <2>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <2>
Medical Facilities: Medkits [0 Power/round] <5>
Recreation Facilities: None
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: four cubic meters <1>
Locations: aft
Escape Pods: None

Propulsion Systems
Warp Drive Nacelles: Type 3 <20>
Speed: 3.0/6.0/7.0 [1 Power/.2 warp speed]
PIS: Type A (1 hours of Maximum warp) <2>
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] <18>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Class 2/B (generates 130 Power/round) <34>
Locations:
Impulse Engine[s]: Class 3A (generate 28 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 <12>
Standard Usable Power:

Operations systems
Bridge: <10>

Computers
Core: [5 Power/round] <4>
ODN <6>

Navigational Deflector [5 Power/round] <10>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <14>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (0.4/0.5 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 5 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Probes: none
Sensor 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: 1 <0>

Inertial Damping Field
Main <8>
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: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/12
Lactation: aft

Transporters
Type: Personnel [2 Power/use] <9>
Pads: 2
Emitter/Receiver Array: Personnel Type 3 (25,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Cargo [2 Power/round] <8>
Pads: 100 kg
Emitter/Receiver Array: Cargo Type 2 (10,00 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Field [1 Power/3 Strength] <2>
Science Systems Rating: 1 (+0) [1 Power/round] <7>
Specialized Systems: none
Laboratories: none

Tactical Systems
Type IV Disruptors <15>
Type Equal to a type IV Phaser Array
Damage: 80 [8 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: forward
Firing arc: 360 degrees
Firing Modes: standard, pulse

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <17 x 4 = 68>
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 67)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System <2>

Auxiliary Spacecraft systems
Shuttlebay(s): none

Ferengi Shuttle 2016
Class and Type: Ferengi Shuttle
Commissioning Date: twenty-fourth century

Hull Systems
Size: 2
Length: 18 meters
Beams: 12 meters

Height: 6 meters
Decks: 1
Mass: 24 metric tons
SUs Available: 326 - 625
SUs Used: 713

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 2 (Protection 50/80) <17>
Backup: Class 2 (Protection 25) <9>
Backup: Class 2 (Protection 25) <9>
Specialized hull: Atmospheric Capability <2>
Planetfall Capability <2>

Personnel Systems
Crew/Passengers/Evac: 2/8/14
Crew Quarters
Barracks: Houses 4 crewmembers <1>
Spartan: 1 <1>

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 Power/round] <4>
Emergency Life Support (none emergency shelters) <0>
Gravity [1 Power/round] <2>
Consumable: one weeks worth <2>
Food Replicators [2 Power/round] <2>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <2>
Medical Facilities: Medkits [0 Power/round] <5>
Recreation Facilities: None
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: ten cubic meters <1>
Locations: aft
Escape Pods: None

Propulsion Systems
Warp Drive Nacelles: Type 3 <20>
Speed: 3.0/6.0/7.0 [1 Power/.2 warp speed]
PIS: Type A (1 hours of Maximum warp) <2>
Impulse Engine Type: two Class 3A (.5c/.75c) [5/7 Power/round] <18 x 2 = 36>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Class 4/G (generates 220 Power/round) <52>
Locations:
Impulse Engine[s]: two Class 3A (generate 28 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 <12>
Standard Usable Power: 276

Operations systems
Bridge: <10>

Computers
Core: [5 Power/round] <4>
ODN <6>

Navigational Deflector [5 Power/round] <10>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <14>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (0.4/0.5 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 5 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Probes: none
Sensor 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: 1 <0>

Inertial Damping Field
Main <8>
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: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/12
Lactation: aft

Transporters
Type: Personnel [2 Power/use] <9>
Pads: 2
Emitter/Receiver Array: Personnel Type 3 (25,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Cargo [2 Power/round] <8>
Pads: 100 kg
Emitter/Receiver Array: Cargo Type 2 (10,00 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Field [1 Power/3 Strength] <2>
Science Systems Rating: 1 (+0) [1 Power/round] <7>
Specialized Systems: none
Laboratories: none

Tactical Systems
Type VI Disruptors <20 x 2 = 40>
Type Equal to a type VI Phaser Array
Damage: 120 [12 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: forward and aft
Firing arc: 360 degrees
Firing Modes: standard, pulse

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <15 x 4 = 60>
Shield Generator: Class 2 (protection 400) [40 Power/shield/round]
Shield grid: Type C (50% increase to 600 Protection)
Subspace field Distortion Amplifiers: Class gamma (Threshold 133)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System <2>

Auxiliary Spacecraft systems
Shuttlebay(s): none

Echo Papa 607 Automated Defense Drone and Automated Defense Drone Production Ground facility

Class and Type: Echo Papa series Model 607 Automated Defense Drone
Commissioning Date: early 24th Century

Hull Systems
Size: 1
Length: 2 meters
Beams: 1 meters
Height: 2 meters
Decks: None
Mass: 0.5 metric tons
SU's Available: 325
SU's Used: 194

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 1 <0>
Resistance Outer Hull: 1 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <13>
Specialized hull: Atmospheric capability <1>

Environmental Systems
Consumable: 3 days worth <1>

Propulsion Systems
Impulse Engine Type: 1 Class 1 (.25c/.5c) [2/5 Power/round] <5>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <1>

Power Systems
Fusion Reactor: 1 Class 20 (generates 200 Power/round) <100>
Locations: upper node
Impulse Engine[s]: 1 Class 1 (generate 8 power/engine/round)
EPS: Standard Power flow, +0 Power transfer/round <5>
Standard Usable Power: 208

Operations systems
Computers Core: [5 Power/round] <2>
Uprating Class Alpha (+1) [1 power/round] <2>
ODN <3>

Navigational Deflector [5 Power/round] <4>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Lateral Sensors [5 Power/round] <2>
Strength Package: Class 1 (strength 1)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <2>
Strength Package: Class 1 (strength 1)
Gain Package: Standard
Sensor Skill: 1

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 0 [1 Power/round in use] <3>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: none

Inertial Damping Field
Main <2>
Strength: 1 [3 Power/round]
Number: 1
Backup None
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 1 [2 Power/round] <8>
Strength: 1
Security: - 3 Security uprating Class Epsilon Holocommunications systems

Cloaking Device: Class 1 [40 Power/class/round] <4>

Tactical Systems
One Energy Weapons Array <6>
Type I
Damage: 20 [2 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Class alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Lower node
Firing arc: 400 degrees forward
Firing Modes: Standard

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <4 x 4 = 16>
Shield Generator: Class 1 (protection 50) [5 Power/shield/round]
Shield grid: Type zero (no increase)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 17)
Recharging System: Class 1 (45 seconds)

Auto-Destruct System <1>

Auxiliary Spacecraft systems
Shuttlebay(s): none

Echo Papa 607 Automated Defense Drone Production Ground facility

Class and Type: Echo Papa series Model 607 Automated Defense Drone Production ground facility
Commissioning Date: early 24th Century

Hull Systems
Size: 1 (2)
Diameter: 10 meters
Height: 5 meters
Decks: 1
Mass: 10 metric tons
SU's Available: 400
SU's Used: 359

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: Automated or one/10/100
Crew Quarters: None

Environmental Systems
Basic Life Support [1 Power/round] <8>
Consumable: 1 years worth <2>
Food Replicators [2 Power/round] <2>
Industrial Replicators
Type: network of small replicator [2 power/round] <2>
Type: 1 large unit [2 power/replicator round] <3>
Personal Transport: Jefferies tubes [1 Power/round] <2>
Fire Suppression System [1 Power/round when active] <1>
Cargo hold: 5 cubic meters <1>
Locations: below floor

Power Systems
Fusion Reactor: 1 Class 30 (generates 300 Power/round) <150>
Locations: within the station
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power:

Operations systems
Ops: <5>

Computers Core: [5 Power/round] <4>
Uprating Class Alpha (+1) [1 power/round] <2>
ODN <6>

Sensor Systems
Long-range Sensors [5 Power/round] <14>
Range package: Type 1 (Accuracy 3/4/7/10)

High Resolution: 4 Light-years (.5/.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 –10.0)
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
Sensor Skill: 1

Communications Systems
Type: Class 5 [2 Power/round] <11>
Strength: 5
Security: -5 (Class Epsilon Uprating)
Holocommunications systems

Tactical Systems
TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <17 x 4 = 68>
Shield Generator: Class 4 (protection 660) [66 Power/shield/round]
Shield grid: Type zero (0% increase to Protection)
Subspace field Distortion Amplifiers: Class Epsilon (Threshold 220)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <2>
Auto-Destruct System <2>

Auxiliary Spacecraft systems
Shuttlebay(s): none

Notes: This planetary structure can be located on the surface as the design of this one is. It can also be installed under the surface and the individual drones can be dispatched from the station. The Long-range sensor data is constantly transmitted to the automated Defense Drone via the communications signal so the probe has no need for the sensors to be installed in the drone itself. Repeated issues of the drone require the modifications of its systems and stronger shields and more powerful weapons are installed. Detailed is the most basic of models. This model can be deployed both as an anti-starship space based weapon and an anti-personnel weapon on the surface of a planet. Each of the drones can be set to target a single target such as a ship or person and will track until the target is destroyed. Subsequent drones are dispatched as the previous drones are either destroyed or run their life expectancy. Each Drone takes one round to replicate 25 SU's of the Drone inside the Production Facility and the Drone is replicated in its entire state ready to deploy. The Drone has all tactical and target information to carry out its mission if the if communications is severed. If needed the Echo Papa 607 Automated Defense Drone can be set to work in groups up to three's with one acting as the lead of the attack groups. Each drone works as independent weapons systems in game play use the artificial intelligence data from the Andromeda for the system as the use the character.

Independence Day City ship (not finished)

Class and Type:
Commissioning Date: 20th Century

Hull Systems
Size: 25
Diameter: 21.85 Kilometers (21,850 meters)
Height: 3 kilometers (3000 meters)
Decks: 666
Mass: 69,000,000 metric tons
SU's Available: 32000 – 46,000
SU's Used:

Hull Outer <100>
Hull Inner <100>
Resistance Outer Hull: 12 <15>
Resistance Inner Hull: 12 <15>

Structural Integrity field [1 power/10 Protection/round]
Main: Class J (Protection 60/90) <43>
Backup: Class J (Protection 30) <22>
Backup: Class J (Protection 30) <22>
Specialized hull: Atmosphere Capability <25>
Planetfall Capability <25>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 7820/5440/67,000

Crew Quarters
Barracks: Houses crewmembers <>
Spartan: <>
Basic: <>
Expanded: <>
Luxury: <>
Unusual: <>

Environmental Systems
Basic Life Support [15 Power/round] <100>
Reserve Life Support [8 Power/round] <50>
Emergency Life Support (150 e-shelters) <50>
Gravity [13 Power/round] <25>
Consumable: 4 years worth <200>
Food Stores [0 Power/round] <2>
Industrial Fabrication shops [2 Power/round] <25>
Type: Large Manufacturing unit [2 Power/round] <100>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: [Power/round] <>
Personal Transport: , Jefferies tubes [Power/round] <>

Fire Suppression System [Power/round when active] <>
Cargo hold: cubic meters <>
Locations:
Escape Pods <>
Number:
Capacity: persons per pod

Propulsion Systems
Warp Drive
Nacelles: <>
Speed:
[1 Power/.2 warp speed]
PIS: (hours of Maximum warp) <>
Impulse Engine Type: Class (.c/.c) [/ Power/round] <>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <>

Power Systems
Warp Engine
Type: Class (generates Power/ round) <>
Locations:

Impulse Engine[s]: Class (generate power/engine/round)
Auxiliary Power: reactors (generate Power/reactor/round) <>
Emergency Power: Type (generates Power/round) <>
EPS: Standard Power flow, + Power transfer/round <>
Standard Usable Power:

Operations systems
Bridge: <>

Computers
Cores: [Power/round] <x = >
Uprating: Class (+) [Power/computer round] <>
ODN <>

Navigational Deflector [Power/round] <>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:
Auxiliary Deflector: <>

Sensor Systems
Long-range Sensors {5 Power/round] <>
Range package: Type(Accuracy 3/4/7/10)
High Resolution: Light-years
Low Resolution: Light-years
Strength Package: Class (strength)
Gain Package: Class (+)
Coverage:

Lateral Sensors {5 Power/round] <>
Strength Package: Class (strength)
Gain Package: Class (+)
Coverage:

Navigational Sensors: {5 Power/round] <>
Strength Package: Class (strength)
Gain Package: Class (+)
Probes: <>

Sensor Skill:

Flight Control Systems
Autopilot: Shipboard systems (flight control) , Coordination
[1 Power/round in use] <>

Navigational Computer
Main: Class(+) [Power/round] <>
Backups: <>
Inertial Damping Field
Main <>
Strength: [3 Power/round]
Number:
Backup <>
Strength: [2 Power/round]
Number:
Attitude Control [Power/round] <>

Communications Systems
Type: Class [Power/round] <>
Strength:
Security: -
Basic Uprating: Class (+) <>
Security Class Uprating (-) <>
Emergency Communications: [2 Power/round] <>

Tractor Beams
Emitter: Class [3 Power/Strength used/round] <>
Accuracy:
Lactation:

Emitter: Class [3 Power/Strength used/round] <>
Accuracy:
Lactation:

Emitter: Class [3 Power/Strength used/round] <>
Accuracy:
Lactation:

Transporters
Type: Personnel [Power/use] <>
Pads:
Emitter/Receiver Array: Personnel Type (km range)
Energizing/Transition Coils: Class(strength)
Number and location:

Type: Emergency [Power/round] <>
Pads:
Emitter/Receiver Array: Emergency Type (km range)
Energizing/Transition Coils: Class(strength)
Number and location:

Type: Cargo [Power/round] <>
Pads:
Emitter/Receiver Array: Cargo Type (km range)
Energizing/Transition Coils: Class(strength)
Number and location:

Type: [Power/round] <>
Pads:
Emitter/Receiver Array: Cargo Type (km range)
Energizing/Transition Coils: Class(strength)
Number and location:

Security Systems Rating: <>
Anti-Intruder System: Yes [1 Power/round] <>
Internal Force Field [1 Power/3 Strength] <>
Science Systems Rating:(+) [Power/round] <>
Laboratories: <>

Tactical Systems
<>
Type
Damage: [Power]
Number of Emitters: (up to shots per round)
Targeting Systems: Accuracy
Range: 10/30,000/100,000/300,000
Location:
Firing arc:
Firing Modes:

<>
Type
Damage: [Power]
Number of Emitters: (up to shots per round)
Targeting Systems: Accuracy
Range: 10/30,000/100,000/300,000
Location:
Firing arc:
Firing Modes:

Torpedo Launcher <>
Standard Load: torpedo (damage), torpedo (damage)
Spread:
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: (Accuracy)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: ,but are self-guided
Torpedoes carried: <>

TA/T/TS: Class [Power/round] <>
Strength:
Bonus: +
Weapon Skill:

Shields (Forward, Aft, Port, Starboard) <(x4=)>
Shield Generator: Class (protection)
[Power/shield/round]
Shield grid: Type(% increase to Protection)
Subspace field Distortion Amplifiers: Class (Threshold)
Recharging System: Class (seconds)

Backup Shield Generators: (per shield) <>
Auto-Destruct System <>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for Size worth of ships <>
Standard Complement: Shuttlepods and shuttlecraft
Location(s):
Captains Yacht:

Wall-E City Ship

Class and Type: Buy'n'Large Corporation Epiglottus-class City ship
Commissioning Date: Unknown

Hull Systems
Size: 13
Length: 2950 meters
Beams: 885 meters
Height: 1664.1 meters
Decks: 360
Mass: 13,500,000 metric tons
SU's Available: 5,000
SU's Used: 4194

Hull Outer <52>
Hull Inner <52>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15) <17>
Backup: Class C (Protection 5) <9>
Backup: Class C (Protection 5) <9>
Specialized hull: Atmospheric Capability <13>
Planetfall capability <13>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 100/3420/10,000
Crew Quarters
Spartan: 120 <6>
Basic: 400 <40>
Expanded: 1400 <280>
Luxury: 1500 <1500>
Unusual: 100 <100>

Environmental Systems
Basic Life Support [12 Power/round] <52>
Reserve Life Support [6 Power/round] <26>
Emergency Life Support (78 Emergency-shelters) <26>
Gravity [8 Power/round] <13>
Consumable: 10 years worth <260>
Food Processor Mark V (+10,000 foods and beverage) [5 Power/round] <56>
Industrial Fabrications Units Mark IX [6 Power/round] <52>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 9 [9 Power/round] <54>
Merchantile Facilities 8 (24 establishments) [16 power/round] <64>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <39>
Fire Suppression System [1 Power/round when active] <13>
Cargo hold: 9,660,000 cubic meters <290>
Locations:
Escape Pods <14>
Number: 220
Capacity: 16 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: 2 Type 2 (.25c/.5c) [2/5 Power/round] <5 x 2 = 10>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <13>

Power Systems
Warp Engine Type: Mark V (generates 200 Power/ round) <60>
Locations:
Impulse Engine[s]: 2 type 2 (generate 8 power/engine/round)
Solar power: two panels (generates 10 power/panel/round) <3 x 2 = 6>
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) <9>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +150 Power transfer/round <80>
Standard Usable Power:

Operations systems
Bridge: <52>

Computers
Cores: [5 Power/round] <26 x 2 = 52>
Uprating: Class Alpha (+1) [1 Power/computer round] <4>
ODN <39>

Navigational Deflector [6 Power/round] <39>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <6>
Range package: Mark II (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 – 0.8/0.9 – 1.5/1.6 – 3.0)
Low Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <2>

Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <2>
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Probes: 40 <4>
Sensor 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: 2 <0>

Inertial Damping Field
Main <104>
Strength: 3 [3 Power/round]
Number: 4
Backup <26>
Strength: 2 [2 Power/round]
Number: 4
Attitude Control [4 Power/round] <4>

Communications Systems
Type: Mark I Subspace Radio [3 Power/round] <3>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6 x 2 = 18>
Accuracy: 5/6/8/11
Lactation: Aft ventral, forward dorsal

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: Hanger bay

Transporters
Type: Personnel [7 Power/use] <8>
Pads: 8/200kg
Emitter/Receiver Array: Personnel Mark 1 & Cargo Mark 1 (5,000 km range)
Energizing/Transition Coils: Class A (strength 1)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: [1 Power/round] <13>
Internal Force Field [1 Power/3 Strength] <13>
Science Systems Rating: 1 (+0) [1 Power/round] <18>
Laboratories: 13 <4>

Tactical Systems
Defensive Lasers <6 x 6 = 36>
Type: Brenkai
Damage: 40 [4 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 5/12,000/36,000/125,000
Location: one forward, one port, one Starboard, one aft, one dorsal, one ventral
Firing arc: 360
Firing Modes: standard
Defensive Lasers control room <13>

Spatial Torpedo Launcher <12>
Standard Load: Spatial torpedo (80 damage)
Spread: 4
Range: 5/100,000/400,000/750,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward, but are self-guided
Spatial Torpedo Launcher Control room <13>
Torpedoes carried: 80 <8>

TA/T/TS: Class Zero [0Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <41 x 4 = 164>
Shield Generator: Class 1 (protection 200) [24 Power/shield/round]
Shield grid: Type A (25% increase to Protection 250)
Subspace field Distortion Amplifiers: Class Beta (Threshold 67)
Recharging System: Class Zero (75 seconds)
Auto-Destruct System <13>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 80 Size worth of ships <160>
Standard Complement:
Location(s):
Captains Yacht: <10>

Wall-E City Ship

Class and Type: Buy'n'Large Corporation Axiom-class City ship
Commissioning Date: Unknown

Hull Systems
Size: 15
Length: 4540 meters
Beams: 1160.22 meters
Height: 2370.89 meters
Decks: 526
Mass: 19,500,000 metric tons
SU's Available: 8,000
SU's Used: 4459

Hull Outer <60>
Hull Inner <60>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15) <19>
Backup: Class C (Protection 5) <10>
Backup: Class C (Protection 5) <10>
Specialized hull: Atmospheric Capability <15>
Planetfall capability <15>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 160/4000/12,000
Crew Quarters
Spartan: 660 <33>
Basic: 370 <37>
Expanded: 2027 <507>
Luxury: 1100 <1100>
Unusual: 130 <130>

Environmental Systems
Basic Life Support [12 Power/round] <60>
Reserve Life Support [6 Power/round] <30>
Emergency Life Support (90 Emergency-shelters) <30>
Gravity [8 Power/round] <15>
Consumable: 10 years worth <300>
Food Processor Mark V (+10,000 foods and beverage) [5 Power/round] <53>
Industrial Fabrications Units Mark IX [6 Power/round] <60>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 10 [10 Power/round] <60>
Merchantile Facilities 10 (30+ establishments) [20 power/round] <80>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <45>
Fire Suppression System [1 Power/round when active] <15>
Cargo hold: 12,000,000 cubic meters <360>
Locations:
Escape Pods <16>
Number: 260
Capacity: 16 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: 2 Type 2 (.25c/.5c) [2/5 Power/round] <5 x 2 = 10>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <15>

Power Systems
Warp Engine Type: Mark V (generates 200 Power/ round) <60>
Locations:
Impulse Engine[s]: 2 type 2 (generate 8 power/engine/round)
Solar power: four panels (generates 10 power/panel/round) <3 x 4 = 12>
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <12>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +150 Power transfer/round <90>
Standard Usable Power:

Operations systems
Bridge: <60>

Computers
Cores: [5 Power/round] <30 x 2 = 60>
Uprating: Class Alpha (+1) [1 Power/computer round] <4>
ODN <45>

Navigational Deflector [6 Power/round] <45>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <6>
Range package: Mark II (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 – 0.8/0.9 – 1.5/1.6 – 3.0)
Low Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <2>

Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <2>
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Probes: 50 <5>
Sensor 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: 2 <0>

Inertial Damping Field
Main <120>
Strength: 3 [3 Power/round]
Number: 4
Backup <30>
Strength: 2 [2 Power/round]
Number: 4
Attitude Control [4 Power/round] <4>

Communications Systems
Type: Mark I Subspace Radio [3 Power/round] <3>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6 x 3 = 18>
Accuracy: 5/6/8/11
Lactation: Aft ventral, forward Ventral, forward dorsal

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: Hanger bay

Transporters
Type: Personnel [7 Power/use] <8>
Pads: 8/200kg
Emitter/Receiver Array: Personnel Mark 1 & Cargo Mark 1 (5,000 km range)
Energizing/Transition Coils: Class A (strength 1)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: [1 Power/round] <15>
Internal Force Field [1 Power/3 Strength] <15>
Science Systems Rating: 1 (+0) [1 Power/round] <20>
Laboratories: 15 <4>

Tactical Systems
Defensive Lasers <6 x 7 = 42>
Type: Brenkai
Damage: 40 [4 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 5/12,000/36,000/125,000
Location: two forward, one port, one Starboard, one aft, one dorsal, one ventral
Firing arc: 360
Firing Modes: standard
Defensive Lasers control room <15>

Spatial Torpedo Launcher <12>
Standard Load: Spatial torpedo (80 damage)
Spread: 4
Range: 5/100,000/400,000/750,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward, but are self-guided
Spatial Torpedo Launcher control room <15>
Torpedoes carried: 100 <10>

TA/T/TS: Class Zero [0Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <62 x 4 = 248>
Shield Generator: Class 2 (protection 240) [24 Power/shield/round]
Shield grid: Type A (25% increase to Protection 300)
Subspace field Distortion Amplifiers: Class Beta (Threshold 80)
Recharging System: Class Zero (75 seconds)
Auto-Destruct System <15>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 100 Size worth of ships <200>
Standard Complement:
Location(s):
Captains Yacht: <10>

Wall-E City Ship

Class and Type: Buy'n'Large Corporation Zephyrus-class City ship
Commissioning Date: Unknown

Hull Systems
Size: 12
Length: 2170 meters
Beams: 582 meters
Height: 1164 meters
Decks: 250
Mass: 13,500,000 metric tons
SU's Available: 4,500
SU's Used: 2375

Hull Outer <48>
Hull Inner <48>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15) <16>
Backup: Class C (Protection 5) <8>
Backup: Class C (Protection 5) <8>
Specialized hull: Atmospheric Capability <12>
Planetfall capability <12>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 100/3100/8,000
Crew Quarters
Spartan: 120 <6>
Basic: 300 <30>
Expanded: 1200 <240>
Luxury: 1380 <1380>120
Unusual: 100 <100>

Environmental Systems
Basic Life Support [12 Power/round] <48>
Reserve Life Support [6 Power/round] <24>
Emergency Life Support (72 Emergency-shelters) <24>
Gravity [6 Power/round] <12>
Consumable: 10 years worth <240>
Food Processor Mark V (+10,000 foods and beverage) [5 Power/round] <52>
Industrial Fabrications Units Mark IX [6 Power/round] <48>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 8 [8 Power/round] <46>
Merchantile Facilities 6 (18 establishments) [12 power/round] <48>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <36>
Fire Suppression System [1 Power/round when active] <12>
Cargo hold: 4,000,000 cubic meters <120>
Locations:
Escape Pods <13>
Number: 200
Capacity: 16 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: 2 Type 2 (.25c/.5c) [2/5 Power/round] <5 x 2 = 10>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <12>

Power Systems
Warp Engine Type: Mark V (generates 200 Power/ round) <60>
Locations:
Impulse Engine[s]: 2 type 2 (generate 8 power/engine/round)
Solar power: two panels (generates 10 power/panel/round) <3 x 2 = 6>
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) <9>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +150 Power transfer/round <75>
Standard Usable Power:

Operations systems
Bridge: <48>

Computers
Cores: [5 Power/round] <24 x 2 = 48>
Uprating: Class Alpha (+1) [1 Power/computer round] <4>
ODN <36>

Navigational Deflector [6 Power/round] <39>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <6>
Range package: Mark II (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 – 0.8/0.9 – 1.5/1.6 – 3.0)
Low Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <2>

Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <2>
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Sensor 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: 2 <0>

Inertial Damping Field
Main <96>
Strength: 3 [3 Power/round]
Number: 4
Backup <24>
Strength: 2 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Mark I Subspace Radio [3 Power/round] <3>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6 x 2 = 18>
Accuracy: 5/6/8/11
Lactation: Aft ventral, forward dorsal

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: Hanger bay

Transporters
Type: Personnel [7 Power/use] <8>
Pads: 8/200kg
Emitter/Receiver Array: Personnel Mark 1 & Cargo Mark 1 (5,000 km range)
Energizing/Transition Coils: Class A (strength 1)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: [1 Power/round] <12>
Internal Force Field [1 Power/3 Strength] <12>
Science Systems Rating: 1 (+0) [1 Power/round] <17>
Laboratories: 10 <2>

Tactical Systems
Defensive Lasers <6 x 6 = 36>
Type: Brenkai
Damage: 40 [4 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 5/12,000/36,000/125,000
Location: one forward, one port, one Starboard, one aft, one dorsal, one ventral
Firing arc: 360
Firing Modes: standard
Defensive Lasers control room <12>

TA/T/TS: Class Zero [0Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <40 x 4 = 160>
Shield Generator: Class 1 (protection 200) [24 Power/shield/round]
Shield grid: Type A (25% increase to Protection 250)
Subspace field Distortion Amplifiers: Class Beta (Threshold 67)
Recharging System: Class Zero (75 seconds)
Auto-Destruct System <12>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 50 Size worth of ships <100>
Standard Complement:
Location(s):
Captains Yacht: <10>

UFO – Unidentified Flying Object

This is a generic UFO that can be used in any adventure. The biological stats would be the same as the Vree from Babylon 5 RPG for the Grays or the Asgard from Stargate SG1 RPG. This UFO is not the most advanced vehicle for combat but it uses stealth and usually is visiting less developed worlds such as pre warp Earth. This ship has medium yield shielding and a medium yield weapons system. The ship is a smaller vehicle to a larger mother ship that I have not yet created. That was the adventure idea that we based the around the ship but never played as we went off on another angle in play. This would make a good ship for salvage in a game with the ship caught in a glacier or buried in the desert where the ship can be excavated from where it crashed. With most of the systems disabled in the crash the Cryo chambers would still be active and be functioning with power feed off the reserve power system that would take centuries to drain off.

The appearance is the classic pie plate looking saucer.

UFO
Class and Type: Saucer-class Science Vessel
Commissioning Date: Earlier than the 20th century

Hull Systems
Size: 3
Diameter: 30 meters
Height: 15 meters
Decks: 3
Mass: 10,000 metric tons
SU's Available: 1000
SU's Used: 1003

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 2 (Protection 50/80) <18>
Backup: Class 2 (Protection 25) <9>
Backup: Class 2 (Protection 25) <9>
Specialized hull: Atmospheric Capability <3>
Planetfall Capability <3>
Sensor-reflective Hull <9>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 4/10/50
Crew Quarters
Spartan: 4 <1>
Cryogenics tubes: 5 <1>

Environmental Systems
Basic Life Support [4 Power/round] <12>
Reserve Life Support [2 Power/round] <6>
Gravity [2 Power/round] <3>
Consumable: 5 years worth <15>
Food Replicators [3 Power/round] <3>
Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 1 [2 Power/round] <8>
Personal Transport: turbolifts, Jefferies tubes [1 Power/round] <3>
Fire Suppression System [1 Power/round when active] <3>
Cargo hold: 300 cubic meters <1>
Locations: Deck two amid ship
Escape Pods: None

Propulsion Systems
Warp Drive Nacelles: Type 6C <100>
Speed: 6.0/9.0/9.2 [1 Power/.2 warp speed]
PIS: Type J (28 hours of Maximum warp) <20>
Special configuration: Embedded Nacelles <12>
Impulse Engine Type: Class 6 (.75c/.9c) [7/9 Power/round] <30>
Location: Ventral
Reaction Control System (.025c) [2 Power/ round when in use] <3>

Power Systems
Warp Engine Type: Class 7/M (generates 380 Power/round) <83>
Locations: Aft
Impulse Engine[s]: 1 Class 6 (generate 48 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, +150 Power transfer/round <30>
Standard Usable Power: 428

Operations systems
Bridge: <15>

Computers
Two Bio-neural Core: [7 Power/round] <9 x 2 = 18>
Uprating Class Beta (+2) [2 power/round] <8>
ODN <9>

Navigational Deflector [5 Power/round] <12>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <64>
Range package: Type 8 (Accuracy 3/4/7/10)

High Resolution: 6 Light-years (0.5/0.6 – 1.0/1.1 – 4.5/4.6 – 6.0)
Low Resolution: 18 Light-years (1.0/1.1 – 6.5/6.6 – 13.5/13.6 – 18.0)
Strength Package: Class 10 (strength 10)
Gain Package: Class Gamma (+3)
Coverage: Standard

Lateral Sensors [5 Power/round] <29>
Strength Package: Class 10 (strength 10)
Gain Package: Class Gamma (+3)
Coverage: Standard

Navigational Sensors: [5 Power/round] <28>
Strength Package: Class 10 (strength 10)
Gain Package: Class Gamma (+3)
Sensor Skill: 5

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups:1 <1>

Inertial Damping Field
Main <24>
Strength: 9 [3 Power/round]
Number: 4
Backup <6>
Strength: 6 [2 Power/round]
Number: 4
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 10 [2 Power/round] <36>
Strength: 10
Security: -5 (Class Epsilon Uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: Ventral

Emitter: Class alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: Dorsal

Transporters
Type: Personnel [4 Power/use] <18>
Pads: 2
Emitter/Receiver Array: Personnel Type 7 (50,000 km range)

Energizing/Transition Coils: Class J (strength 10)
Number and location: Cockpit

Security Systems Rating: 5 <20>
Anti-Intruder System: Yes [1 Power/round] <3>
Internal Force Field [1 Power/3 Strength] <3>

Science Systems Rating: 4 (+3) [5 Power/round] <23>
Laboratories: 1 <2>

Tactical Systems
<38>
Type 7
Damage: 160 [16 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: Ventral
Firing arc: 600 degrees (do to saucer shape
Firing Modes: Standard, Pulse

TA/T/TS: Class Epsilon [6 Power/round] <18>
Strength: 11
Bonus: +3
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <31 x 4 = 124>
Shield Generator: Class 3 (protection 500 + 100 embedded nacelles) [50 Power/shield/round]
Shield grid: Type C (50 % increase to Protection 750)
Subspace field Distortion Amplifiers: Class Delta (Threshold 167 + 10 embedded nacelles)
Recharging System: Class 4 (30 seconds)
Backup Shield Generators: 3 (1 per shield) <3>
Auto-Destruct System <3>

Auxiliary Spacecraft systems
Shuttlebay(s): None

A rough look at The War of the Worlds

I remember seeing the first War of the Worlds movie when I was just wee high to a nat. Ever sense seeing the first Spacedock ship, I always thought that a design of the Martian War Machine would be an interesting look for the War Machine. As I didn't know much about the size of the Machine I guessed at much of the design size. I think that it is smaller than should be. The Machine displayed here is the fifth in a series of several write up that I did not like in the final look at.

In testing I saw that the machine was put up against a F-14 Tomcat Fighter and the Main Battle Tank. Both ships show that the Martian War Machine was undefeatable in a fight one on one or even dozen tanks against one Martian Machine. The Martian War Machine can eliminate enough tanks to survive.

To really make the Machine invincible the increase to the shields up to 360 protection against the earth war machines. Lowering the Martian Machines shields would allow the possibility of defeat against the earth ships.

Note that I tried to keep the ship in secret of the number three in mind where I could.

The Martian War Machine
Commissioning Date: Mid 20th century (circa 1950's)

Hull Systems
Size: 2
Length: 12 meters
Beams: 18 meters
Height: 3 meters
Decks: 1
Mass: 22 metric tons
SU's Available: 350
SU's Used: 275

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 3 <3>
Resistance Inner Hull: 3 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15) <6>
Backup: Class C (Protection 5) <3>
Backup: Class C (Protection 5) <3>
Specialized hull: Atmospheric capability <2>
Planetfall Capability <2>

Personnel Systems
Crew/Passengers/Evac: 3/0/9
Crew Quarters
Unusual: 3 <3>

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 Power/round] <4>
Emergency Life Support None
Gravity [1 Power/round] <2>
Consumable: 1 years worth <2>
Food Replicators [2 Power/round] <2>
Industrial Replicators: Type: network of small Replicators [2 Power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 3 cubic meters <1>
Locations: Aft
Escape Pods none

Propulsion Systems
Three Repulser beam legs Emitters: Class Alpha [3 power/round] <3 x 3 = 9>
Location: Ventral

Power Systems
Fusion reactor Class zero (generates 100 Power/round) <50>
Locations:
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <15>
Standard Usable Power: 200

Operations systems
Bridge: <10>

Computers Core: [1 Power/round] <1>
ODN <6>

Navigational Deflector none

Sensor Systems
Long-range Sensors none

Lateral Sensors [5 Power/round] <4>
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <4>
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Sensor Skill: 4

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: 2 <0>

Inertial Damping Field
Main <12>
Strength: 1 [3 Power/round]
Number: 3
Backup <3>
Strength:[2 Power/round]
Number: 3
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Type III [3 Power/round] <3>
Strength: 3
Security: - 1

Tractor Beams None
Transporters None

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Field [1 Power/3 Strength] <2>
Science Systems Rating: 1 (+0) [1 Power/round] <7>
Specialized Systems: None
Laboratories: 1 <2>

Tactical Systems
Primary Weapon Heat Ray <8>
Type (equal to a Type B Laser)
Damage: 40 [4 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: on the dorsal of the machine
Firing arc: 480 degrees
Firing Modes: Standard

Secondary energy weapons <2 x 2 = 4>
Type (Equal to a type A Laser)
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: wing tips
Firing arc: 90 degrees forward
Firing Modes: Standard

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 3

Shields (Forward, Port, Starboard) <7 x 3 = 21>
Shield Generator: Class 1 (protection 100) [10 Power/shield/round]
Shield grid: Type A (25% increase to Protection 125)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 33)
Recharging System: Class zero (75 seconds)
Backup Shield Generators: 4 (2 per shield) <2>
Auto-Destruct System <2>

Auxiliary Spacecraft systems
Shuttlebay(s): none

Here is the version of a ship that many have been a near legend in the Science Fiction world. The Commercial Toeing vehicle Nostromo and the barge from the Alien series are scletched out here. This is one of my favorite vessels I have ever seen. A dirty vessel, in need of servicing and repairs, that the *Weyland-Yutani Corporation* has paid inspectors off rather than making the repairs.

Commercial Starship Nostromo 180924609
Class and Type: M-class Star Freighter
Commissioning Date: Unknown

Hull Systems
Size: 4
Length: 150 meters
Beams: 45 meters
Height: 25 meters
Decks: 6
Mass: 150,000 metric tons
SUs Available: 700
SUs Used: 572

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class H (Protection 40/60) <16>
Backup: Class H (Protection 20) <8>
Backup: Class H (Protection 20) <8>
Specialized hull: Atmospheric Capability, Planetfall Capability <8>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 16/8/250
Crew Quarters
Cryogenic Suspension Chambers: Houses 24 crewmembers <1>
Spartan: 4 <1>
Basic: 9 <1>

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>
Consumable: 6 years worth <48>
Food Stores only [0 Power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 2 [2 Power/round] <12>
Personal Transport: Jefferies tubes [0 Power/round] <4>
Fire Suppression System [1 Power/round when active] <4>
Cargo hold: 15,000 cubic meters <1>
Locations: Lower Cargo Bays
Escape Pods <1>
Number: 20
Capacity: 2 persons per pod

Propulsion Systems
Warp Drive Nacelles: Mark 1.2B <10>
Speed: 1.25/2.5/3.5 [1 Power/.2 warp speed]
PIS: Class A (1 hours of Maximum warp) <2>
Special configuration: Embedded Nacelles <16>
Impulse Engine Type: 3 Type 3 (.4c/.5c) [4/5 Power/round] <18 (x3=54)>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <4>

Power Systems
Warp Engine Type: Mark IV (generates 150 Power/round) <50>
Locations: Engineering hull, decks
Impulse Engine[s]: 3 Type 3 (generate 10 power/engine/round)
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <12>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <30>
Standard Usable Power: 180

Operations systems
Bridge: Forward dorsal <16>
Computer Core: [5 Power/round] <8>
ODN <12>

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

Sensor Systems
Long-range Sensors [5 Power/round] <2>
Range package: Mark 0 (Accuracy 4/5/8/11)
High Resolution: 1 LY (.3/.4-.6/.7-.9/.91-1.0)
Low Resolution: 3 Ly (.5/.6-1.0/1.1-2.0/2.1-3.0)
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 power/round] <1>
Strength Package: Class 0 (strength 0)

Gain Package: Standard (+0)
Sensor 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: 1 <0>

Inertial Damping Field
Main <32>
Strength: 3 [3 Power/round]
Number: 4
Backup <8>
Strength: 2 [2 Power/round]
Number: 4
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Type II [3 power/round] <2>
Strength: 2
Security: 0
Universal Translator [1 power/round of use] <0>
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <4>
Internal Force Field [1 power/3 Strength] <4>
Science Systems Rating: 1 (+0) [1 Power/round] <9>
Laboratories: 1 <2>

Tactical Systems
Shields (Forward, Aft, Port, Starboard) <13 (x4=52)>
Shield Generator: Class 1 (protection 150) [15 power/shield/round]
Shield grid: Type 0 (0% increase to Protection 150)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 50)
Recharging System: Class 0 (75 seconds)
Auto-Destruct System <4>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for Size 1 worth of ships <2>
Standard Complement: 1 escape shuttle
Location(s): Main Shuttlebay

The Cargo
Class and Type: Cargo Processing Platform (AKA Barge)
Commissioning Date: Unknown

Hull Systems
Size: 13
Length: 2000 meters
Beams: 1400 meters
Height: 800 meters
Decks: 10
Mass: 13,000,000 metric tons without cargo
SUs Available: 2,200
SUs Used: 1989

Hull Outer <52>
Hull Inner <52>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class H (Protection 40/60) <25>
Backup: Class H (Protection 20) <13>
Backup: Class H (Protection 20) <13>

Environmental Systems
Personal Transport: Jefferies tubes [0 Power/round] <13>
Fire Suppression System [1 Power/round when active] <13>
Cargo hold: 10,000,000 cubic meters <300>
Locations: Cargo Bays
Industrial Processing Units 20 Mark IX [6 power per round] <52 (x 20 =1040)>

Propulsion Systems
Impulse Engine Type: 3 Type 3 (.4c/.5c) [4/5 Power/round] <8 (x3=24)>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <13>

Power Systems
Fusion Reactor Class 20 (generates 200 Power/round) <100>
Locations: Engineering hull, decks
Impulse Engine[s]: 3 Type 3 (generate 10 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow <65>
Standard Usable Power:

Operations systems
Computer Core: [5 Power/round] <26>
ODN <39>

Inertial Stabilizers
Main <104>
Strength: 3 [3 Power/round]
Number: 4
Backup <26>
Strength: 2 [2 Power/round]

Number: 4
Attitude Control [4 Power/round] <4>

Shields (Forward, Aft, Port, Starboard) <47 (x4=188)>
Shield Generator: Class 2 (protection 250) [25 power/shield/round]
Shield grid: Type 0 (0% increase to Protection 250)
Subspace field Distortion Amplifiers: Class Beta (Threshold 75)
Recharging System: Class 0 (75 seconds)
Backup Shield Generators: 4 (1 per shield) <13>

Description and Notes: The M-class Star Freighter toes a large quanties of cargo from one planet to another with a minimal crew. Although a small vessel toeing a large barge with a great quantity of cargo and refinery.

Do to its age of construction the light weapons of plasma cannons randomly mounted position.

The commercial Tug toes the Cargo platform (barge) though space one planetary system to another with large quantities of cargo. Do to the low warp speed capability of the ship tending six months to 3 years of travel any where within the sector requiring Cryogenic suspension chambers.

The Cargo was worth more than the vessel and crew during the period that this time.

Noteworthy Vessels/Service records/encounters: Nestromo (180924609) - lost in travel from destination (sent to LV-246 under secret orders from Weyland-Yutani Corporations to investigate the origins of an unknown signal).

Construction Notes: The Industrial Processing Units I used are basically the Fabrication units converted in to the processing the raw materials. The processing takes the longer than the industrial Fabrication and is totally automated requiring little in the way of maintenance. I placed twenty of these processing units in the platform as a rule of thumb I have it processing 1 cubic meter of raw materials every three to five minutes and twenty of these processors would complete the task in just less than two years. Use the standard fabrication units and the time for fabrication is the time it takes to process one cubic meter of raw ore whether it be crude oil or raw iron mineral or live stalk into ready to cook meals. Some of this comes from the comic books that Dark Horse Comics put out in the 80's, 90's and 2000's, especially the first Alien vs. Predator series where the ship arrives to pickup the herds into the freighter to carry them up to the cargo barge in orbit.

The freighter/Tug I installed escape pods but the ship only really has an escape shuttle from what I saw in the Alien Film, yet the Marine carrier that's Sulaco has escape pods in the third Alien film.

This version is a little on the small size the Nestromo should be at least size five without the actual dimensions and the platform twice the size I made it. In the construction I gave the freighter/tug the ability to haul the platform at lower warp speeds traveling across a sector in six months (to near by system) to two years (across the sector).

In addition I added in twice the crew that the movies had and passenger accommodations on the freighter. As the crew of the Nestromo was only seven (Dallas, Kane, Ripley, Lambert, Parker, Brett, and the Andriod Ash, oh don't forget the cat Jones.)

I put impulse engines in the cargo barge platform for the Dark Horse Comic's gave the platforms the ability to maneuvers on their own without the help of the freighter/tug. I personally left the autopilot and warp engines off as it was just to elaborate. If wanted just add the following Flight Control Systems Autopilot: Shipboard systems (flight control) 1, Coordination 1 [1 Power/round in use] <4> to make the autopilot part of the barge or add one to shipboard systems and not to the tug.

Personal Notes: When I found the Aliens series of movies sometime before the first sequel came out, I found the creatures the most inspired aliens that I had seen I years. Recently I was able to see the directors cut and was even more fascinated with the Nestromo and the cargo that she carried. I sketched out the notes as the idea of carrying large amount of cargo too and from the colony worlds. This is not strictly a Star Trek starship but I have come as close as close could be.

Although, I utilized some sections of the Spacedock in the unusual ways. The industrial fabrication units used as processors to convert the raw materials to usable products. The time traveling from one destination to another would give the units to process the raw materials.

The other variation of the barge and the Tug was that the tug provided the power and the mode of transportation as the barge had none and only processed the goods. No impulse engines or backup power systems.

The entire freighter is constructed in The Original Series variation.

The barge, where all the money is, is better shielded than the tug to show the *Weyland-Yutani Corporations* greed. Although the movie version I do not think that they had shielding as such.

Space Above and Beyond
Hammerhead
Class and Type: SA-23 Hammerhead Starfighter
Commissioning Date: 2058

Hull Systems
Size: 2
Length: 16 meters
Beams: 9 meters
Height: 3 meters
Decks: 1
Mass: 250 metric tons
SUs Available: 300
SUs Used: 224

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15) <6>
Specialized hull: Atmospheric Capability <2>
Planetfall Capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/0/0
Crew Quarters none

Environmental Systems
Basic Life Support [1 Power/round] <8>
Reserve Life Support [1 Power/round] <4>
Emergency Life Support None
Gravity None
Consumable: 2 days worth <1>
Food stores Only None
Medical Facilities: Medkits <5>
Recreation Facilities None
Personal Transport: Jefferies tubes [1 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 1 cubic meters <1>
Locations:
Escape Pods <1>
Number: 1
Capacity: 1 persons per pod

Propulsion Systems
Impulse Engine Type: 1 Type 6B (.65c/.85c) [6/8 Power/round] <28>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Fusion Reactor: 1 Class 1 (generates 20 Power/round) <10>
Locations:
Impulse Engine[s]: 1 Type 6B (generate 33 power/engine/round)
Auxiliary Power: None
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +20 Power transfer/round <12>
Standard Usable Power:

Operations systems
Bridge: <8>

Computers Core: [1 Power/round] <1>
ODN <6>

Navigational Deflector [6 Power/round] <10>
Range: 10/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location:

Sensor Systems
Lateral Sensors [5 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Probes: 1 <1>
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1,
Coordination 0 [1 Power/round in use] <3>
Cockpit Separation [10 power/round] <2>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 0 <0>

Inertial Damping Field
Main <4>
Strength: 1 [3 Power/round]
Number: 1
Backup <1>
Strength: 1 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Type I Interplanetary Radio [3 Power/round] <1>
Strength: 1

Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams None

Transporters None

Security Systems Rating: None
Anti-Intruder System: None
Internal Force Field: None

Science Systems Rating: None
Specialized Systems: None
Laboratories: None

Tactical Systems
Two Type 2 50 MW Laser pulse Cannon <21 x 2 = 42>
Type Equal to a Type V Phaser Array
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 10/100/2,000/8,000
Location:
Firing arc: 450 degrees
Firing Modes: Standard

Torpedo Launcher <8>
Standard Load: Type 6 Missiles (100 damage)
Spread: 2
Range: 15/2,000/10,000/50,000
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward (120 degrees)
Torpedoes carried: 6 <1>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 3

Shields None
Auto-Destruct System <2>

Auxiliary Spacecraft systems
Shuttlebay(s): none

Space Above and Beyond
CHIG Fighter

Class and Type: Chig Starfighter
Commissioning Date: Unknown

Hull Systems
Size: 2
Length: 18 meters
Beams: 10 meters
Height: 6 meters
Decks: 1
Mass: 450 metric tons
SUs Available:
SUs Used: 238

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <8>
Backup: Class E (Protection 10) <4>
Backup: Class E (Protection 10) <4>
Specialized hull: Atmospheric Capability <2>
Planetfall Capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/0/0
Crew Quarters: None

Environmental Systems
Basic Life Support [1 Power/round] <8>
Reserve Life Support [1 Power/round] <4>
Gravity: none
Consumable: one weeks worth <2>
Medical Facilities: Medical Kits only <5>
Recreation Facilities: none
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 10 cubic meters <1>
Locations:
Escape Pods <1>
Number: 1
Capacity: 1 persons per pod

Propulsion Systems
Impulse Engine Type: Type 6B (.65c/.85c) [6/8 Power/round] <28>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Fusion Reaqctor: Class 3 (generates 30 Power/round) <15>
Locations:
Impulse Engine[s]: Type 6B (generate 33 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +10 Power transfer/round <11>
Standard Usable Power: 63

Operations systems
Bridge: <8>

Computers
Core: [5 Power/round] <4>
ODN <6>

Navigational Deflector [6 Power/round] <10>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Lateral Sensors [5 Power/round] <7>
Strength Package: Class 2 (strength 2)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 2 (strength 2)
Gain Package: Class Beta (+2)
Probes: none
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 1 [1 Power/round in use] <4>

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

Inertial Damping Field
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 III [3 Power/round] <10>

Strength: 3
Security: -0 (Type A Uprating)
Basic Uprating: Type 1 (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams: None
Transporters: None

Security Systems Rating: none
Anti-Intruder System: none
Internal Force Field: none
Science Systems Rating: 1 (+0) [1 Power/round] <7>
Specialized Systems: None
Laboratories: None

Tactical Systems
Type 4 50 MW Laser Pulse Cannons <7>
Type Equal to a Type V Phaser Array
Damage: 100 [10 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 10/100/2,000/8,000
Location:
Firing arc: 45 degrees
Firing Modes: Standard

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Auto-Destruct System <2>

Auxiliary Spacecraft systems
Shuttlebay(s): none

Space Above and Beyond
CHIG Carrier (NOT FINISHED)

Class and Type:
Commissioning Date:

Hull Systems
Size: 8
Length: 251 meters
Beams: 109.2 meters
Height: 615 meters
Decks: 136
Mass: metric tons
SUs Available: 2000 - 3250
SUs Used:

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Structural Integrity field [1 power/10 Protection/round]
Main: Class J (Protection 60/90) <26>
Backup: Class J (Protection 30) <13>
Backup: Class J (Protection 30) <13>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 7000/1400/60,000
Crew Quarters
Barracks: Houses 1344 crewmembers <23>
Spartan: 1764 <89>
Basic: 3024 <303>
Expanded: 1848 <370>
Luxury: 420 <420>
Unusual: 252 <252>

Environmental Systems
Basic Life Support [14 Power/round] <32>
Reserve Life Support [7 Power/round] <16>
Emergency Life Support (48 emergency shelters) <16>
Gravity [4 Power/round] <8>
Consumable: 3 years worth <48>
Food Replicators [8 Power/round] <8>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <8>
Type: Large unit [2 Power/replicator/round] <3>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 5 (one small rec deck; Pleasant eating facilities; three gyms; three small lounges; one Arboretum [5 Power/round] <30>
Personal Transport: Jefferies tubes [1 Power/round] <8>
Fire Suppression System [1 Power/round when active] <8>
Cargo hold: 200,000 cubic meters <6>
Locations:
Escape Pods <54>
Number: 1050
Capacity: 8 persons per pod

Propulsion Systems
Impulse Engine Type: six Type 5 (.5c/.7c) [5/7 Power/round] <15 x 6 = 90>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <>

Power Systems
Fusion Rreactor: Class (generates Power/round) <>
Locations:
Impulse Engine[s]: Six type 5 (generate 20 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <60>
Standard Usable Power:

Operations systems
Bridge: <40>

Computers
Core: [5 Power/round] <16>
Core: [5 Power/round] <16>
Core: [5 Power/round] <16>
ODN <24>

Navigational Deflector [Power/round] <32>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <17>
Range package: Pre-Warp (Accuracy 3/4/7/10)
Low Resolution: 1 Light-years (.3/.4 - .6/.7 - .9/.91 – 1.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <13>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <12>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Probes: None
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 2,
Coordination 2 [1 Power/round in use] <8>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 4 <4>

Inertial Damping Field
Main <96>
Strength: 1 [3 Power/round]
Number: 6
Backup <24>
Strength: 1 [2 Power/round]
Number: 6
Attitude Control [2 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: [2 Power/round] <1>

Security Systems Rating: 2 <8>
Science Systems Rating: 2 (+1) [2 Power/round] <18>
Specialized Systems: 1 <5>
Laboratories: 30 <6>

Tactical Systems
<>
Type
Damage: [Power]
Number of Emitters: (up to shots per round)
Targeting Systems: Accuracy
Range: 10/30,000/100,000/300,000
Location:
Firing arc:
Firing Modes:

<>
Type
Damage: [Power]
Number of Emitters: (up to shots per round)
Targeting Systems: Accuracy
Range: 10/30,000/100,000/300,000
Location:
Firing arc:
Firing Modes:

Torpedo Launcher <>
Standard Load: torpedo (damage), torpedo (damage)
Spread:
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Accuracy
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc:
Torpedoes carried: <>

TA/T/TS: Class [Power/round] <>
Strength:
Bonus: +
Weapon Skill:

Shields (Forward, Aft, Port, Starboard) < (x 4 =)>
Shield Generator: Class(protection) [Power/shield/round]
Shield grid: Type(% increase to Protection)
Subspace field Distortion Amplifiers: Class (Threshold)
Recharging System: Class (seconds)
Backup Shield Generators: (per shield) <8>
Auto-Destruct System <8>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for Size worth of ships <>
Standard Complement: Shuttlepods and shuttlecraft
Location(s):
Captains Yacht: <>

Space 1999 Small version of the Moonbase Alpha
Class and Type: Earth construct of a Biosphere habitat located on the moon
Commissioning Date: late 20th century

Hull Systems
Size: 2 (7)
Diameter: 417.6 meters
Height: 50 meters
Decks: 10
Mass: 2,100,000 metric tons
SU's Available: 1500 -2750
SU's Used: 1189

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class A (Protection 5/5) <9>
Backup: Class A (Protection 3) <5>
Backup: Class A (Protection 3) <5>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 320/32/2500
Crew Quarters
Basic: 258 <26>
Expanded: 49 <10>
Luxury: 17 <17>
Unusual: 28 <28>

Environmental Systems
Basic Life Support [10 Power/round] <28>
Reserve Life Support [5 Power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: 3 years worth (see notes) <42>
Food storage only [0 Power/round] <2>
Industrial Fabrication Mark I [1 Power/round] <2>
Medical Facilities: Rating 2 (+0) [2 Power/round] <10>
Recreation Facilities: Rating 5 [5 Power/round] <30>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <21>
Fire Suppression System [1 Power/round when active] <7>
Cargo hold: 200,000 cubic meters <6>
Locations: various locations (see notes)
Escape Pods None

Power Systems
Nuclear Reactor: five reactors (generates 20 Power/round) <60 x 5 = 300>
Locations:
Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +20 Power transfer/round <37>
Standard Usable Power: 100

Operations systems
Operations (OPS): Main Mission <9>

Computer (Pre-duotronic)
Core: [1 Power/round] <4>
ODN <21>

Sensor Systems
Long-range Sensors [5 Power/round] <2>
Range package: Pre-Warp (Accuracy 5/6/9/12)
Low Resolution: 1 Light-years (0.3/.4 – 0.6/0.7 – 0.9/0.91 – 1.0)
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Coverage: Standard
Sensor Skill: 3

Communications Systems
Type: Type I Interplanetary Radio [3 power/round of use] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/per round of use] <1>

Tractor Beams: None
Transporters: None

Security Systems Rating: 1 <4>
Anti-Intruder System: None
Internal Bulkhead doors [1 Power/round] <7>
Science Systems Rating: 2 (+1) [2 Power/round] <17>
Specialized Systems: Astrophysics, Space Sciences <10>
Laboratories: 24 <6>

Tactical Systems
Laser defense system <2 x 6 = 12>
Type Sorac Class
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Accuracy 6/7/9/12
Range: 4/10,000/30,000/100,000
Location: several locations about the moons surface
Firing arc: 120 degrees
Firing Modes:

TA/T/TS: Class zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 3

Shields towers (Forward, Aft, Port, Starboard) <16 x 8 = 124>
Shield Generator: Class 1 (protection 100) [10 Power/shield/round]
Shield grid: Type 0 (0% increase to Protection 0)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 17)
Recharging System: Class Zero (75 seconds)
Backup Shield Generators: None

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 130 Size worth of ships <260>
Standard Complement: 25 Moon buggies and 40 shuttlecraft, 12 surface construction vehicles
Location(s):

Notes:

Space: 1999 – Hawke Attack Vessel

Class and Type: Hawke-class Attack vessel
Commissioning Date: 1989

Hull Systems
Size: 2
Length: 29.24 meters
Beams: 8.48 meters
Height: 3.73 meters
Decks: 1
Mass: 26.39 metric tons
SUs Available: 400
SUs Used: 360

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class A (Protection 5/5) <4>
Backup: Class A (Protection 3) <2>
Specialized hull: Atmospheric Capable <2>
Planetfall Capable <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 2/0/0
Crew Quarters: None

Environmental Systems
Basic Life Support [2 Power/round] <8>
Reserve Life Support [1 Power/round] <4>
Emergency Life Support: None
Gravity [1 Power/round] <2>
Consumable: 48 hours worth <4>
Food stores only [0 Power/round] <2>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 100 cubic meters <1>
Locations: aft of forward command pod

Propulsion Systems
Impulse Engine Type: 4 Type 1 (.1c/.2c) [1/2 Power/round] <2 x1=2>
Location: aft
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Nuclear Fusion Reactor: Class 7/5s (generates 74 Power/round) <60>
Locations: Engineering hull, decks

Impulse Engine[s]: 1 Class 1 (generate 3 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow <10>
Standard Usable Power: 86

Operations systems
Bridge: Cockpit <9>
Detachable Bridge <>
Separation System: cockpit section [10 power/round] <2>
Separation System: Changeable mid pod section [10 power/round] <2>

Computers
Core: Pre Duotronic [1 Power/round] <1>
ODN <6>

Sensor Systems
Lateral Sensors [5 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+ 0)
Coverage: nomal coverage

Navigational Sensors [5 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+ 0)
Sensor Skill: 2

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 1 [1 Power/round in use] <5>
Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 0 <0>
Inertial Damping Field
Main <2>
Strength: 1 [3 Power/round]
Number: 1
Backup <1>
Strength: 1 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type I [2 power/round] <1>
Strength: 1
Security: 0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Science Systems Rating: 1 (+0) [1 Power/round] <7>
Specialized Systems: One system, defined when ship is constructed <7>

Laboratories: 1 <2>

Tactical Systems
Main Laser weapon <6>
Type Schawlow-class
Damage: 60 [6 power]
Number of Emitters: (up to 1 shots per round)
Auto-Phaser Interlock: Class Zero (Accuracy 6/7/9/12)
Range: 6/15,000/45,000/150,000
Location: forward fixed location forward dorsal
Firing arc: 1 degrees ventral
Firing Modes: Standard

Secondary Laser weapon <4 x 2 = 8>
Type: Brenkai-class
Damage: 40 [4 power]
Number of Emitters: (up to 1 shots per round)
Auto-Phaser Interlock: Class Zero (Accuracy 6/7/9/12)
Range: 5/12,000/36,000/125,000
Location: forward fixed location forward dorsal
Firing arc: 1 degrees ventral
Firing Modes: Standard

Two Micro-torpedo Launcher <8 x 2 = 16>
Standard Load: Micro-torpedo (50 Damage)
Spread: 1
Range: 1/100/500/2,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [1]
Location: Forward ventral
Firing Arc: Forward
Torpedoes Carried: 16 micro-torpedoes <1>

TA/T/TS: Class Zero [0 power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <6 (x 4 = 24)>
Shield Generator: Class 1 (protection 100) [10 power/shield/round]
Shield grid: Type 0 (N/A)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 30)
Recharging System: Class zero (75 seconds)

Auxiliary Spacecraft systems
none

Designed off the continuity guide from the following sight
http://www.space1999.net/~catacombs/

There seams to be a minor quandary of what the size of the Eagles are so looking as photo's and drawings I came up with the size of 27.7 x 10.61 x 5.1 meters for it's size. It is in the ballpark.

The shields are standard anti-radiation screens.

Later episodes in the series had a second laser and missile system. I didn't mess with installing them into this version of the Eagle.

Moonbase Alpha (STANDARD)
Class and Type: Alpha-class lunar surface research and space operations facility
Commissioning Date: 1983

Hull Systems
Size: 4 (15)
Diameter: 4000 meters
Decks: 9 (Six above surface and three subsurface and unknown amount under the station)
Mass: 17,000,000 metric tons
SU's Available: 5,000 – 8,000
SU's Used: 1023

Hull Outer <60>
Hull Inner <60>
Resistance Outer Hull: 1 <0>
Resistance Inner Hull: 1 <0>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 330/10/1000
Crew Quarters
Expanded: 300 <60>
Luxury: 20 <20>
Unusual: 20 <20>

Environmental Systems
Basic Life Support [9 Power/round] <60>
Reserve Life Support [5 Power/round] <30>
Emergency Life Support (90 emergency shelters) <30>
Gravity [8 Power/round] <15>
Consumable: 2 years worth <60>
Food regeneration [1 Power/round] <3>
Industrial Fabrication (Equal to a Mark I) [1 Power/round] <2>
Medical Facilities: Rating 1 (+0) [1 Power/round] <5>
Recreation Facilities: Rating 4 [4 Power/round] <24>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <45>
Fire Suppression System [1 Power/round when active] <15>
Cargo hold: 1,000,000 cubic meters <30>
Locations:

Power Systems
Six Nuclear Reactor <6 x 6 = 36>
(generates 12 Power/round)
Locations: power station section of the Moonbase away from the majority of the stations inhabitable areas
EPS: Standard Power flow, +10 Power transfer/round <76>
Standard Usable Power: 72

Operations systems
Operations (OPS): Control room or Mission Control <16>
Pre-Duotronic Computer: [1 Power/round] <8>
Uprating Class Alpha [1 power/round] <2>
ODN <45>

Sensor Systems
Long-range Sensors [5 Power/round] <2>
Range package: Pre-warp (Accuracy 4/5/8/11)
Low Resolution: 1 Light-years (0.3/0.4 - 0.6/0.7 - 0.9/0.91 – 1.0)
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Coverage: Standard
Sensor Skill: 3

Communications Systems
Type I interplanetary Radio [3 power/round] <1>
Strength: 1
Security: -0

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <15>
Internal Force Field [1 Power/3 Strength] <15>
Science Systems Rating: 2 (+1) [2 Power/round] <25>
Specialized Systems: 5 <25>
Laboratories: 60 <12>

Tactical Systems
Eight laser turrets <4 x 8 = 32>
Type: Sorac-class
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 4/10,000/30,000/100,000
Location: eight locations around the parimeter of the moon base
Firing arc: 360
Firing Modes: Standard

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 3

Shields (covering shield Dorsal only) <33>
Shield Generator: Class 1 (protection 120) [12 Power/shield/round]
Subspace field Distortion Amplifiers: Class Alpha (Threshold 40)
Recharging System: (75 seconds)
Backup Shield Generators: None
Auto-Destruct System <15>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 50 Size worth of ships <100>
Standard Complement: 25 eagle transporters
Location(s):

Notes:

Space 1999 Eagle Transport shuttle
Class and Type: Eagle-class Transport
Commissioning Date: 1995

Hull Systems
Size:
Length: meters
Beams: meters
Height: meters
Decks: 1
Mass: 25 metric tons
SUs Available: 600
SUs Used: 346

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class A (Protection 5/5) <4>
Backup: Class A (Protection 3) <2>
Specialized hull: Atmospheric Capable <2>
Planetfall Capable <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 2/10/50
Crew Quarters
Barracks: Houses 6 crewmembers <1>

Environmental Systems
Basic Life Support [5 Power/round] <8>
Reserve Life Support [3 Power/round] <4>
Emergency Life Support (12 emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 48 hours worth <4>
Food stores only [0 Power/round] <2>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 200 cubic meters <1>
Locations: aft of detachable center pod

Propulsion Systems
Impulse Engine Type: 4 Type 1 (.1c/.2c) [1/2 Power/round] <2 (x4=8)>
Location: aft
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Nuclear fussion Reactor: Class 7/5s (generates 74 Power/round) <60>
Locations: Engineering hull, decks

Impulse Engine[s]: 4 Class 1 (generate 3 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow <10>
Standard Usable Power: 86

Operations systems
Bridge: Cockpit <9>
Detachable Bridge <>
Separation System: cockpit section [10 power/round] <2>
Separation System: Changeable mid pod section [10 power/round] <2>

Computers
Core: Pre Duotronic [1 Power/round] <1>
ODN <6>

Sensor Systems
Lateral Sensors [5 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+ 0)
Coverage: nomal coverage

Navigational Sensors [5 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+ 0)
Sensor Skill: 2

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1,
Coordination 1 [1 Power/round in use] <5>
Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 0 <0>
Inertial Damping Field
Main <2>
Strength: 1 [3 Power/round]
Number: 1
Backup <1>
Strength: 1 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type I [2 power/round] <1>
Strength: 1
Security: 0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Science Systems Rating: 1 (+0) [1 Power/round] <7>
Specialized Systems: One system, defined when ship is constructed <7>

Laboratories: 1 <2>

Tactical Systems
Main Laser weapon <6>
Type Schawlow-class
Damage: 60 [6 power]
Number of Emitters: (up to 1 shots per round)
Auto-Phaser Interlock: Class Zero (Accuracy 6/7/9/12)
Range: 6/15,000/45,000/150,000
Location: forward fixed location forward dorsal
Firing arc: 1 degrees ventral
Firing Modes: Standard

TA/T/TS: Class Zero [0 power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <6 (x 4 = 24)>
Shield Generator: Class 1 (protection 100) [10 power/shield/round]
Shield grid: Type 0 (N/A)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 30)
Recharging System: Class zero (75 seconds)

Auxiliary Spacecraft systems
none

Space: 1999 Ultra Probe Ship
Class and Type: Ultra-class Long-range Interplanetary Deep Space Probe Ship
Commissioning Date: 1990's

Hull Systems
Size: 3
Length: 87.57 meters
Beams: 13.97 meters
Height: 13.04 meters
Decks: 3
Mass: 10,000 metric tons
SU's Available: 600
SU's Used: 530

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 1 <0>
Resistance Inner Hull: 1 <0>

Structural Integrity field None
Planetfall capacity <3>
Atmospheric capability <3>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 7/5/30
Crew Quarters
Barracks: Houses 12 crewmembers <1>

Environmental Systems
Basic Life Support [3 Power/round] <12>
Reserve Life Support [2 Power/round] <6>
Emergency Life Support (18 emergency shelters) <6>
Gravity [2 Power/round] <3>
Consumable: 2 years worth <12>
Food Stores Only [0 Power/round] <2>
Waste regeneration systems [1 power/round] <9>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 [1 Power/round] <6>
Personal Transport: Jefferies tubes [0 Power/round] <3>
Fire Suppression System [2 Power/round when active] <3>
Cargo hold: 800 cubic meters <1>
Locations: two locations throughout the ship
Escape Pods <4>
Number: 1
Capacity: 12 persons per pod

Propulsion Systems
Chemical propulsion rockets <30>
Speed: 750 KPH [0 power/round]
Fuel Storage <300>
Location: twin vent nozzles aft
Reaction Control System [2 Power/ round when in use] <3>

Power Systems
Three Solar power collection Systems <3 x 3 = 9> (Generates 10 power/round)
EPS: Standard Power flow <15>
Standard Usable Power: 30

Operations systems
Bridge: <15>

Separation systems [10 power/round] <3>

Computers Core: [1 Power/round] <2>
ODN <9>

Navigational Deflector None

Sensor Systems
Lateral Sensors [5 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+ 0)
Coverage: normal coverage

Navigational Sensors [5 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+ 0)
Probes: 10 <1>
Sensor Skill: 2

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 0 [1 Power/round in use] <3>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 1 <0>

Inertial Damping Field
Main <6>
Strength: 1 [3 Power/round]
Number: 1
Backup <2>
Strength: 1 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type I [3 power/round] <1>
Strength: 1
Security: 0
Emergency Communications: [2 Power/round] <1>

Tractor Beams None
Transporters none

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <3>

Internal Force Field [1 Power/3 Strength] <3>
Science Systems Rating: 1 (+0) [1 Power/round] <8>
Specialized Systems: 1 <5>
Laboratories: 3 <2>

Tactical Systems none
Shields: None
Auto-Destruct System <3>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 0 Size worth of ships <0>
Standard Complement: (the cockpit is the escape pod and landing pod)
Location(s): forward section of the ship

Description and Notes
Fleet Data: Designed as a long range deep space transport of a science team traveling to the outer edges of the solar systems. The humans of Earth built only one per the budget costs of the times. Much of the construction materials came from the lunar surface to make the entire length of the craft.

Cockpit/escape pod/landing pod 10.25 x 5.59 x 5.13 meters in size. It has its own self-contained life support and power systems although not the food stores or waste regeneration.

Personal notes
This ship is from one of my favorite episodes of the series that it had a space monster that sucked in the bodies as food and spit the bones back out.

In creating the ship for a long duration exploration of nearly two years would need waste regeneration costing three times the size in SU's and costs one power per round.

The Probes sleeping quarters are like that of those on a submarine and can be cramped bumping into the other members in the crew. A Spartan crew would not change the cost and power.

Space: 1999 - Eagle Transport (a.k.a. a transport shuttle)

Class and Type: Eagle-class Transport
Commissioning Date: 1995

Hull Systems
Size: 2
Length: 27.7 meters
Beams: 10.61 meters
Height: 5.1 meters
Decks: 1
Mass: 25 metric tons
SUs Available: 600
SUs Used: 346

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class A (Protection 5/5) <4>
Backup: Class A (Protection 3) <2>
Specialized hull: Atmospheric Capable <2>
Planetfall Capable <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 2/10/50
Crew Quarters
Barracks: Houses 6 crewmembers <1>

Environmental Systems
Basic Life Support [5 Power/round] <8>
Reserve Life Support [3 Power/round] <4>
Emergency Life Support (12 emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 48 hours worth <4>
Food stores only [0 Power/round] <2>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 200 cubic meters <1>
Locations: aft of detachable center pod

Propulsion Systems
Impulse Engine Type: 4 Type 1 (.1c/.2c) [1/2 Power/round] <2 (x4=8)>
Location: aft
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Nuclear fussion Reactor: Class 7/5s (generates 74 Power/round) <60>
Locations: Engineering hull, decks
Impulse Engine[s]: 4 Class 1 (generate 3 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow <10>
Standard Usable Power: 86

Operations systems
Bridge: Cockpit <9>
Detachable Bridge <>
Separation System: cockpit section [10 power/round] <2>
Separation System: Changeable mid pod section [10 power/round] <2>

Computers
Core: Pre Duotronic [1 Power/round] <1>
ODN <6>

Sensor Systems
Lateral Sensors [5 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+ 0)
Coverage: nomal coverage

Navigational Sensors [5 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+ 0)
Sensor Skill: 2

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 1 [1 Power/round in use] <5>
Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 0 <0>
Inertial Damping Field
Main <2>
Strength: 1 [3 Power/round]
Number: 1
Backup <1>
Strength: 1 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type I [2 power/round] <1>
Strength: 1
Security: 0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Science Systems Rating: 1 (+0) [1 Power/round] <7>
Specialized Systems: One system, defined when ship is constructed <7>

Laboratories: 1 <2>

Tactical Systems
Main Laser weapon <6>
Type Schawlow-class
Damage: 60 [6 power]
Number of Emitters: (up to 1 shots per round)
Auto-Phaser Interlock: Class Zero (Accuracy 6/7/9/12)
Range: 6/15,000/45,000/150,000
Location: forward fixed location forward dorsal
Firing arc: 1 degrees ventral
Firing Modes: Standard

TA/T/TS: Class Zero [0 power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <6 (x 4 = 24)>
Shield Generator: Class 1 (protection 100) [10 power/shield/round]
Shield grid: Type 0 (N/A)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 30)
Recharging System: Class zero (75 seconds)

Auxiliary Spacecraft systems
none

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There seams to be a minor quandary of what the size of the Eagles are so looking as photo's and drawings I came up with the size of 27.7 x 10.61 x 5.1 meters for it's size. It is in the ballpark.

The shields are standard anti-radiation screens.

Later episodes in the series had a second laser and missile system. I didn't mess with installing them into this version of the Eagle.

Space Above and Beyond
USS Seratoga
Class and Type: John F. Kennedy-class Space Carrier
Commissioning Date: 2059

Hull Systems
Size: 7
Length: 525.6 meters
Beams: 245.1 meters
Height: 185.4 meters
Decks: 19
Mass: 890,755 metric tons
SUs Available: 1500-2750
SUs Used: 2920

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <13>
Backup: Class E (Protection 10) <7>
Backup: Class E (Protection 10) <7>

Personnel Systems
Crew/Passengers/Evac: 5976/100/30,000
Crew Quarters
Barracks: Houses 3840 crewmembers <64>
Spartan: 1640 <82>
Basic: 490 <49>
Expanded: 105 <21>
Luxury: 1 <1>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [13 Power/round] <28>
Reserve Life Support [7 Power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: 2 years worth <28>
Food Stores Only [0 Power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 3 [3 Power/round] <18>
Personal Transport: Jefferies tubes [0 Power/round] <7>
Fire Suppression System [1 Power/round when active] <7>
Cargo hold: 24,000 cubic meters <1>
Locations:
Escape Pods <41>
Number: 800
Capacity: 8 persons per pod

Propulsion Systems
Warp Drive Nacelles: None
Impulse Engine Type: 2 Type 6B (.65c/.85c) [6/8 Power/round] <28 x 2 = 56>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <7>

Power Systems
Fusion Reactors: 3 Class 30 (generates 300 Power/round) <150 x 3 = 450>
Locations:
Impulse Engine[s]: 2 Type 6B (generate 33 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, +50 Power transfer/round <40>
Standard Usable Power:

Operations systems
Bridge: <28>

Computers
Core: [1 Power/round] <4>
Core: [1 Power/round] <4>
ODN <21>

Navigational Deflector [6 Power/round] <21>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/8/12
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <5>
Range package: Mark 0 (Accuracy 3/4/7/10)
High Resolution: 1 Light-years (.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: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <4>
Strength Package: Class 0 (strength 0)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <3>
Strength Package: Class 0 (strength 0)
Gain Package: Class Alpha (+)
Probes: 30 <3>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 0 [1 Power/round in use] <3>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 2 <0>

Inertial Damping Field
Main <28>
Strength: 1 [3 Power/round]
Number: 2
Backup <7>
Strength: 1 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Type 1 Interplanetary Radio [3 Power/round] <8>
Strength: 1
Security: -1 (Type A Uprating)
Basic Uprating: Type A (+1)
Emergency Communications: [2 Power/round] <2>

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <7>
Locking Bulkhead doors [1 Power/round] <7>
Science Systems Rating: 1(+0) [1 Power/round] <12>
Specialized Systems: 1 <5>
Laboratories: 10 <2>

Tactical Systems
Forward Type Kenetic Partical weapon <48>
Type Equal to Three Type X Phaser Arrays
Damage: 600 [60 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 10/2,000/20,000/100,000
Location: Forward
Firing arc: 180 degrees
Firing Modes: Standard
Forward Type Kenetic Partical weapon Control Room <7>

Type 1.2 GW Laser Pulse Cannons <51x 2 = 102>
Type Equal to Type V Phaser arrays
Damage: 300 [30 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/2,000/20,000/50,000
Location:
Firing arc: 360 degrees
Firing Modes: Standard
Type 1.2 GW Laser Pulse Cannons Control Room <7>

Four Type 2 450 MW Laser Pulse Cannons <35 x 4 = 140>
Type Equal to Type XI Phaser Array
Damage: 220 [22 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Gamma (Accuracy 4/5/7/10)
Range: 10/500/8,000/50,000
Location:
Firing arc: 450 degrees
Firing Modes: Standard
Type 2 450 MW Laser Pulse Cannons Control Room <7>

Type 6 300 MW Laser Pulse Cannons <38 x 12 = 456>
Type Equal to a Type VIII Phaser Array
Damage: 150 [15 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/500/5,000/20,000
Location:
Firing arc: 450 degrees
Firing Modes: Standard
Type 6 300 MW Laser Pulse Cannons Control Room <7>

Type 4 50 MW Laser Pulse Cannons <28 x 12 = 336>
Type Equal to a Type V Phaser Array
Damage: 100 [10 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 10/100/2,000/8,000
Location:
Firing arc: 450 degrees
Firing Modes: Standard
Type 4 50 MW Laser Pulse Cannons Control room <7>

Type 30 Phalanx II Missile Launchers <13 x 2 = 26>
Standard Load: Phalanx II Missile (120 damage)
Spread: 4
Range: 15/2,000/10,000/50,000
Targeting Systems: Accuracy
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: 540 degrees on turret but are self guided
Type 30 Phalanx II Missile Launchers Control Room <7>
Torpedoes carried: 200 <20>

Torpedo Launcher <17 x 2 = 34>
Standard Load: Type 72 torpedo (200 damage)
Spread: 4
Range: 15/4,000/10,000/80,000
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward but are self-guided
Torpedoes carried: 100 <10>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 5

Shields None

Auto-Destruct System <7>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 256 Size worth of ships <512>
Standard Complement: 64 SA-43 Hammerheads, 16 AT-72 Stingray Recon-planes, 8 B-290 Barracuda Bombers, 4 SWAC, 12 ISSACP, and 24 SSRT
Location(s):

Io Mining Facility (Outland movie)
Class and Type: Mining Facility
Commissioning Date: 21st century

Hull Systems
Size: 2 (8)
Length: 680 meters
Beams: 520 meters
Height: 180 meters
Decks: 45 (does not include mining levels/habitable levels only)
Mass: 4,000,000 metric tons
SUs Available: 2000 - 3250
SUs Used: 427

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 1 <0>
Resistance Inner Hull: 1 <0>

Structural Integrity field: None

Personnel Systems
Crew/Inhabitants/Capacity: 195/2,000/5,000
Crew Quarters
Barracks: houses 1980 crewmembers <33>
Spartan: 80 <4>
Basic: 70 <7>
Expanded: 25 <5>
Luxury: 25 <25>
Unusual: 15 <15>

Environmental Systems
Basic Life Support [11 Power/round] <32>
Reserve Life Support [6 Power/round] <16>
Emergency Life Support (48 emergency shelters) <16>
Gravity: None
Consumable: six months worth <16>
Food storage only [0 Power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 6 (one main rec deck; pleasant eating facilities; one large lounge; three gyms; three small lounges; one arboretum) [6 Power/round] <36>
Mercantile Facilities: 1 (one bar and two stores (selling basic goods)) [2 Power/round] <8>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <24>
Fire Suppression System [1 Power/round when active] <8>
Cargo hold: 300,000 cubic meters <9>
Locations: most are located around the main landing pad areas where the cargo is off loaded and loaded.
Escape Pods: None

Propulsion Systems: None

Power Systems
Solar power: six main panels (generates 10 Power/round) <18>
Locations:
Auxiliary Power: one reactors (generate 5 Power/reactor/round) <3>
Standard Usable Power: 60

Operations systems
Operations (OPS): <8>

Computers
Core 1: [1 Power/round] <4>
Core 2: [1 Power/round] <4>
ODN <24>

Sensor Systems: None

Communications Systems
Type: Type I Interplanetary Radio [3 power/round of use] <1>
Strength: 1
Security: - 0

Tractor Beams: None
Transporters: None

Security Systems rating: 5 <20>
Anti-Intruder System: none
Internal Force Field: none
Science Systems Rating: 1 (+0) [1 Power/round] <13>
Specialized Systems: none
Laboratories: 4 <2>

Tactical Systems: none
Shields: None

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 4 Size worth of ships <8>
Standard Complement: one shuttlecraft
Location(s): Main Shuttlebay

Docking bays: 1 rating 3 number of docks (ships up to size 3) [may supply 30 power/round/ship] <3>

Description and Notes: The facility is design to house the people on the inside as they go about their mining duties. It is a no frills life for the one year contract on the station. The facility is visited one a week delivering and carrying away cargo freely. This is primitive in comparison to most modern Starfleet facilities. The facility had the ability to pull out hundreds of tons of ore a day and ship back one a week.

Creation notes: I was inspired by the movie Outland, one of my favorite movies.

Version one
M-Class Star Freighter Escape Shuttle
Class and Type: M-Class Star Freighter Escape Shuttle
Commissioning Date: Various

Hull Systems
Size: 2
Length: 8.5 m
Beam: 7.6 m
Height: 2.7 m
Deck: 1
Mass: 5.99 mt
SUs Available: 600
SUs Used: 585

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class E (Protection 20/30) <8>
Backup: Class E (Protection 10) <4>
Specialized Hull: Atmospheric Capability<2>
Planetfall Capability <2>

Personnel Systems
Class/Passengers/Evac: 1/1/7
Crew Quarters
Cryogenetic Suspension Chambers 2 <1>

Environmental Systems
Basic Life Support [2 Power/round] <8>
Reserve Life Support [1 power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 6 Months worth <4>
Food Stores Only [0 power/round] <2>
Medical Facilities: MedKits Only <5>
Recreation Facilities: None
Personnel Transport: Jefferies Tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>

PROPULSION SYSTEMS
Chemical Propulsion <20>
Location: Aft section
Fuel 4 seconds worth <400>
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 1/A (generates 30 Power/round) <22>
Location: Aft
Impulse Engine[s]: None
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +10 Power transfer/round <11>
Standard Usable Power: 165

OPERATIONS SYSTEM
Bridge: Forward <10>

Computer (Pre-Duotronic)
Core: Amidships [1 Power/round] <1>
ODN <6>

Navigational Deflector [6 Power/round] <6>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/7/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <3>
Range Package: Mark 0 (Accuracy 3/4/7/10)
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 1 (Strength 1)
Gain Package: Class Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <2>
Strength Package: Class 1 (Strength 1)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <2>
Strength Package: Class 1 (Strength 1)
Gain Package: Standard (+0)
Probes: none
Sensors Skill: 2

Flight Control Systems: Autopilot: Shipboard systems (flight Control) 1, Coordination 0 [1 Power/round in use] <3>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 0 <0>

Inertial Damping Field
Main <4>
Strength: 2 (or higher, if necessary) [3 Power/round]
Number: 1
Backup <1>
Strength: 1 [2 Power/round]
Number: 1

Attitude control [1 power/round] <1>

Communications Systems
Type: Type I Interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: - 0

Tractor Beams None
Transporters None

Security Systems Rating: None
Anti-Intruder System: None
Internal Force Fields: None
Science Systems Rating: None
Specialized Systems: None
Laboratories: None

TACTICAL SYSTEMS None

Shields None

AUXILIARY SPACECRAFT SYSTEM
None

Version Two
M-Class Star Freighter Escape Shuttle
Class and Type: M-Class Star Freighter Escape Shuttle
Commissioning Date: Various

Hull Systems
Size: 2
Length: 8.5 m
Beam: 7.6 m
Height: 2.7 m
Deck: 1
Mass: 5.99 metric tonnes
SUs Available: 220
SUs Used: 167

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class E (Protection 20/30) <8>
Backup: Class E (Protection 10) <4>
Specialized Hull: Atmospheric Capability<2>
Planetfall Capability <2>

Personnel Systems
Class/Passengers/Evac: 1/1/7
Crew Quarters
Cytogenetic Suspension Chambers 2 <1>

Environmental Systems
Basic Life Support [2 Power/round] <8>
Reserve Life Support [1 power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 6 Months worth <4>
Food Stores Only [0 power/round] <2>
Medical Facilities: Med Kits Only <5>
Recreation Facilities: None
Personnel Transport: Jefferies Tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>

PROPULSION SYSTEMS
Impulse engine 1 Type I (.1c/.2c) [1/2 power/round] <2>
Location: Aft section
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 1/A (generates 30 Power/round) <22>
Location: Aft
Impulse Engine[s]: 1 Type 1 (generates 3 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +10 Power transfer/round <11>
Standard Usable Power: 165

OPERATIONS SYSTEM
Bridge: Forward <10>

Computer (Pre-Duotronic)
Core: Amidships [1 Power/round] <1>
ODN <6>

Navigational Deflector [6 Power/round] <6>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/7/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <3>
Range Package: Mark 0 (Accuracy 3/4/7/10)
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 1 (Strength 1)
Gain Package: Class Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <2>
Strength Package: Class 1 (Strength 1)
Gain Package: Standard (+0)

Coverage: Standard

Navigational Sensor [5 Power/round] <2>
Strength Package: Class 1 (Strength 1)
Gain Package: Standard (+0)
Probes: none
Sensors Skill: 2

Flight Control Systems: Autopilot: Shipboard systems (flight Control) 1, Coordination 0 [1 Power/round in use] <3>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 0 <0>

Inertial Damping Field
Main <4>
Strength: 2 (or higher, if necessary) [3 Power/round]
Number: 1
Backup <1>
Strength: 1 [2 Power/round]
Number: 1
Attitude control [1 power/round] <1>

Communications Systems
Type: Type I Interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: - 0

Tractor Beams None
Transporters None

Security Systems Rating: None
Anti-Intruder System: None
Internal Force Fields: None
Science Systems Rating: None
Specialized Systems: None
Laboratories: None

TACTICAL SYSTEMS None

Shields None

AUXILIARY SPACECRAFT SYSTEM
None

A Star Trek: The Next Generation era version of Space: 1999 of the Moon base Alpha
Class and Type: Earth construct of a Biosphere habitat located on the moon
Commissioning Date: late 24th century

Hull Systems
Size: 2 (7)
Diameter: 417.6 meters
Height: 50 meters
Decks: 10
Mass: 2,100,000 metric tons
SU's Available: 1500 -2750
SU's Used: 2529

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 16 <21>
Resistance Inner Hull: 16 <21>

Structural Integrity Field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <31>
Backup: Class 5 (Protection 40) <16>
Backup: Class 5 (Protection 40) <16>

Personnel Systems
Crew/Inhabitants/Capacity: 600/50/2500
Crew Quarters
Basic: 500 <50>
Expanded: 125 <25>
Luxury: 15 <15>
Unusual: 10 <10>

Environmental Systems
Basic Life Support [10 Power/round] <28>
Reserve Life Support [5 Power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: 3 years worth (see notes) <21>

Food replicators [7 Power/round] <7>
Industrial Replicators
Type: Network of small Replicaors [2 power/round] <7>
Type: 2 large units [2 power/replicator/round] <6>

Medical Facilities: Rating 9 (+2) [9 Power/round] <45>
Recreation Facilities: Rating 6 (two main holodecks; 10 personal holodecks; pleasant eating facilities; one large lounge; two small lounges) [12 Power/round] <48>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <21>
Fire Suppression System [1 Power/round when active] <7>
Cargo hold: 200,000 cubic meters <6>
Locations: various locations (see notes)
Escape Pods None

Power Systems
Fusion Reactor: five Class 20 (generates 200 Power/round) <100 x 5 = 500>
Locations: five separate locations around the facility
Solar power: ten panels (generates 10 power/round) <3 x 10 = 30>
Auxiliary Power: 6 reactors (generate 5 Power/reactor/round) <18>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +120 Power transfer/round <47>
Standard Usable Power: 1100

Operations systems
Operations (OPS): Main Mission <10>

Computer
Core: [5 Power/round] <14>
Core: [5 Power/round] <14>
Core: [5 Power/round] <14>
Uprating: Class Beta (+2) [2 power/round] <12>
ODN <21>

Sensor Systems
Long-range Sensors [5 Power/round] <63>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: +3000 substances/phenomena

Lateral Sensor [5 Power/round] <35>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: +3000 substances/phenomena
Probes: 100 <10>
Sensor Skill: 3

Communications Systems
Type: Class 9 [2 Power/round] <26>
Strength: 9
Security: -5 (Class Gamma uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams:
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location:

Emitter: Class Alpha [3 power/Strength used/round] <3 x 5 = 15>

Accuracy: 5/6/8/11
Location: one per surface landing pads

Transporters:
Type: Personnel [5 Power/use] <17 x 4 = 68>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations:

Type: Cargo [4 Power/use] <11 x 4 = 44>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location:

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: Astrophysics, Stellar Sciences, Planetary Sciences, Botanical Science <20>
Laboratories: 32 <8>

Tactical Systems
Phaser Array <48 x 6 = 288>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer Dorsal
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Torpedo Launcher <17>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Class Beta (Accuracy: 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Saucer section aft (concealed when ship not separated)
Firing Arc: Aft, but are self-guided
Torpedoes Carried: 275 <28>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields Towers (Forward, Aft, Port, Starboard) <88 x 4 = 352>
Shield Generator: Class 6 (protection 1010) [101 Power/shield/round]
Shield grid: Type C (50% increase to 1515 Protection)
Subspace field Distortion Amplifiers: Class Eta (Threshold 336)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per) <8>

Auxiliary Spacecraft Systems
Shuttlebay(s): Capacity for 130 Size worth of ships <260>
Standard Complement: 25 Moon buggies and 40 shuttlecraft, 12 surface construction vehicles
Location(s):

Notes:

Aliens - Commercial Starship Nostromo 180924609
Here is the version of a ship that many have been a near legend in the Science Fiction world. The Commercial Toeing vehicle Nostromo and the barge from the Alien series are the revised sketched out here. This is one of my favorite vessels I have ever seen. A dirty vessel, in need of servicing and repairs, that the Weyland-Yutani Corporation has paid inspectors off rather than making the repairs.

Commercial Starship Nostromo 180924609
Class and Type: Wayland-Yutani Corporation Lockmart CM88B M-class Star Freighter
Commissioning Date: Unknown

Hull Systems
Size: 5
Length: 243.8 meters
Beams: 164 meters
Height: 72.5 meters (79.8 meters gear deployed)
Decks: 5
Mass: 150,000 metric tons
SUs Available: 700
SUs Used: 606

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class H (Protection 40/60) <17>
Backup: Class H (Protection 20) <9>
Backup: Class H (Protection 20) <9>
Specialized hull: Atmospheric Capability <5>
Planetfall Capability <5>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 7/4/250
Crew Quarters
Cryogenic Suspension Chambers: Houses 7 crewmembers [1 power/round of use] <1>
Spartan: 4 <1>
Basic: 3 <1>

Environmental Systems
Basic Life Support [6 Power/round] <20>
Reserve Life Support [3 Power/round] <10>
Emergency Life Support (24 emergency shelters) <10>
Gravity [2 Power/round] <5>
Consumable: 6 years worth <60>
Food Stores only [0 Power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 2 [2 Power/round] <12>
Personal Transport: Jefferies tubes [0 Power/round] <5>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 25,000 cubic meters <1>
Locations: Lower Cargo Bays
Escape Pods (see shuttles)

Propulsion Systems
Warp Drive Nacelles: Mark 1.2B <10>
Speed: 1.25/2.5/3.5 [1 Power/.2 warp speed]
PIS: Class A (1 hours of Maximum warp) <2>
Special configuration: Embedded Nacelles <20>
Impulse Engine Type: 3 Type 3 (.4c/.5c) [4/5 Power/round] <18 (x3=54)>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <5>

Power Systems
Warp Engine Type: Mark IV (generates 150 Power/round) <50>
Locations: Engineering hull, decks
Impulse Engine[s]: 3 Type 3 (generate 10 power/engine/round)
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <12>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <35>
Standard Usable Power: 180

Operations systems
Bridge: Forward dorsal <20>

Separation system with cargo platform [10 power/round of use] <5>
Separation system with cargo platform [10 power/round of use] <5 x 2 = 10>

Computer Core: [1 Power/round] <3>
ODN <15>

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

Sensor Systems
Long-range Sensors [5 Power/round] <2>
Range package: Mark 0 (Accuracy 4/5/8/11)
High Resolution: 1 LY (.3/.4-.6/.7-.9/.91-1.0)
Low Resolution: 3 Ly (.5/.6-1.0/1.1-2.0/2.1-3.0)
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <1>

Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Sensor 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: 1 <0>

Inertial Damping Field
Main <40>
Strength: 3 [3 Power/round]
Number: 4
Backup <10>
Strength: 2 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Type II [3 power/round] <2>
Strength: 2
Security: 0
Universal Translator [1 power/round of use] <0>
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Field [1 power/3 Strength] <5>
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Laboratories: 1 <2>

Tactical Systems none
Shields None
Auto-Destruct System <4>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for Size 4 worth of ships <8>
Standard Complement: 2 escape shuttle
Location(s): Twin external attachments

The Cargo platform
Class and Type: Wayland-Yatani Cargo Processing Platform (AKA Barge)
Commissioning Date: 21st century

Hull Systems
Size: 15
Length: 3200 meters
Beams: 2496 meters
Height: 3136 meters
Decks: 10
Mass: 18,000,000 metric tons without cargo
SUs Available: 4000
SUs Used: 3830

Hull Outer <60>
Hull Inner <60>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class H (Protection 40/60) <27>
Backup: Class H (Protection 20) <14>
Backup: Class H (Protection 20) <14>

Environmental Systems
Consumable: 6 years worth <180>
Personal Transport: Jefferies tubes [0 Power/round] <15>
Fire Suppression System [1 Power/round when active] <15>
Cargo hold: 100,000,000 cubic meters <3000>
Locations: Cargo Bays
Processing/Refinery [37 power per round] <37>

Propulsion Systems
Reaction Control System (.025c) [2 Power/ round when in use] <13>

Power Systems
Fusion Reactor Class 10 (generates 100 Power/round) <50>
Locations: Engineering hull, decks
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow <75>
Standard Usable Power:

Operations systems
Separation system with cargo platform [10 power/round of use] <15>

Computer Core: [5 Power/round] <30>
ODN <45>

Inertial Stabilizers
Main <120>
Strength: 3 [3 Power/round]
Number: 4
Backup <30>
Strength: 2 [2 Power/round]
Number: 4

Attitude Control [4 Power/round] <4>

Survival shuttle
Class and Type: Survival shuttle
Commissioning Date: Varies

Hull Systems
Size: 2
Length: 16.4
Beam: 14.5
Height: 4.1 m
Deck: 1
Hass: 10.8 MT
SUs Available: 220
SUs Used: 196

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class E (Protection 20/30) <8>
Backup: Class E (Protection 10) <4>
Specialized Hull: Atmospheric Capability <2>
Planetfall Capability <2>

Personnel Systems
Class/Passengers/Evac: 1/2/0
Crew Quarters
Cryogenic Suspension Chamber 2 [1 power/round of use] <1>

Environmental Systems
Basic Life Support [2 Power/round] <8>
Reserve Life Support [1 power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 1 week's worth <1>
Food Stores only [0 Power/round] <2>
Medical Facilities: Medical Kits <5>
Personnel Transport: Jefferies Tubes <2>
Fire Suppression System [1 Power/round when active] <2>

PROPULSION SYSTEMS
Impulse Engine Type: Four type 1 (.1c/.2c) [1/2 Power/round] <2 x 4 = 8>
Location: Varies in position; typically aft
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Fussion Reactor: Class 5 (generates 50 Power/round) <25>
Location: aft
Impulse Engine[s]: 4 type 1 (generates 3 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +10 Power transfer/round <11>
Standard Usable Power: 165

OPERATIONS SYSTEM
Bridge: Forward <10>

Separation system with Freighter [10 power/round of use] <2>

Computers
Core 1: below decks [1 Power/round] <1>
ODN <6>

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

Sensor Systems
Long-range Sensors [5 Power/round] <6>
Range Package: Mark II (Accuracy 3/4/7/10)
High Resolution: 3 Light-year (0.3/0.4 - 0.8/0.9 - 1.5/1.6-3.0)
Low Resolution: 5 light-years (0.5/0.6 - 1.0/1.1 - 3.5/3.6 - 5.0)
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard(+0)
Sensor 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>
Backup: 1 <0>

Inertial Damping Field

Main <4>
Strength: 1 [3 Power/round]
Number: 1
Backup <1>
Strength: 1 [2 Power/round]
Number: 1
Attitude control [1 power/round] <1>

Communications Systems
Type: Type I Interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0

Description and Notes: The M-class Star Freighter toes a large quantizes of cargo from one planet to another with a minimal crew. Although a small vessel toeing a large barge with a great quantity of cargo and refinery.

Do to its age of construction the light weapons of plasma cannons randomly mounted position.

The commercial Tug toes the Cargo platform (barge) though space one planetary system to another with large quantities of cargo. Do to the low warp speed capability of the ship tending six months to 3 years of travel any where within the sector requiring Cryogenic suspension chambers.

The Cargo was worth more than the vessel and crew during the period that this time.

Noteworthy Vessels/Service records/encounters:
Nestromo (180924609) - lost in travel from destination (sent to LV-246 under secret orders from Weyland-Yutani Corporations to investigate the origins of an unknown signal).

Construction Notes: The Industrial Processing Units I used are basically the Fabrication units converted in to the processing the raw materials. The processing takes the longer than the industrial Fabrication and is totally automated requiring little in the way of maintenance. I placed twenty of these processing units in the platform as a rule of thumb I have it processing 1 cubic meter of raw materials every three to five minutes and twenty of these processors would complete the task in just less than two years. Use the standard fabrication units and the time for fabrication is the time it takes to process one cubic meter of raw ore whether it be crude oil or raw iron mineral or live stalk into ready to cook meals. Some of this comes from the comic books that Dark Horse Comics put out in the 80's, 90's and 2000's, especially the first Alien vs. Predator series where the ship arrives to pickup the herds into the freighter to carry them up to the cargo barge in orbit.

The freighter/Tug I installed escape pods but the ship only really has an escape shuttle from what I saw in the Alien Film, yet the Marine carrier that's Sulaco has escape pods in the third Alien film.

This version is a little on the small size the Nestromo should be at least size five without the actual dimensions and the platform twice the size I made it. In the construction I gave the freighter/tug the ability to haul the platform at lower warp speeds traveling across a sector in six months (to near by system) to two years (across the sector).

In addition I added in twice the crew that the movies had and passenger accommodations on the freighter. As the crew of the Nestromo was only seven (Dallas, Kane, Ripley, Lambert, Parker, Brett, and the Android Ash, oh don't forget the cat Jones.)

I put impulse engines in the cargo barge platform for the Dark Horse Comic's gave the platforms the ability to maneuvers on their own without the help of the freighter/tug. I personally left the autopilot and warp engines off as it was just to elaborate. If wanted just add the following Flight Control Systems Autopilot: Shipboard systems (flight control) 1, Coordination 1 [1 Power/round in use] <4> to make the autopilot part of the barge or add one to shipboard systems and not to the tug.

Personal Notes: When I found the Aliens series of movies sometime before the first sequel came out, I found the creatures the most inspired aliens that I had seen I years. Recently I was able to see the directors cut and was even more fascinated with the Nestromo and the cargo that she carried. I sketched out the notes as the idea of carrying large amount of cargo too and from the colony worlds. This is not strictly a Star Trek starship but I have come as close as close could be.

Although, I utilized some sections of the Spacedock in the unusual ways. The industrial fabrication units used as processors to convert the raw materials to usable products. The time traveling from one destination to another would give the units to process the raw materials.

The other variation of the barge and the Tug was that the tug provided the power and the mode of transportation as the barge had none and only processed the goods. No impulse engines or backup power systems.

The entire freighter is constructed in The Original Series variation.

The barge, where all the money is, is better shielded than the tug to show the Weyland-Yutani Corporations greed. Although the movie version I do not think that they had

shielding as such.

Let me know what you think

Aliens - Colonial Marines
Dropship and APC

Colonial Marines Dropship
Class and Type: UD-4L Utility Dropship
Commissioning Date: Unknown

Hull Systems
Size: 2
Length: 25.18 meters
Beams: 12.59 meters
Height: 6.05 meters
Decks: 1
Mass: 34.6 metric tons
SUs Available: 280
SUs Used: 226

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>
Ablative Armor: 100 <20>

Structural Integrity field [1 power/10 Protection/round]
Main: Class D (Protection 15/22) <7>
Backup: Class D (Protection 8) <4>
Backup: Class D (Protection 8) <4>
Specialized hull: Atmospheric Capability <2> Atmospheric Capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 2/20/200
Crew Quarters: none

Environmental Systems
Basic Life Support [6 Power/round] <8>
Reserve Life Support [3 Power/round] <4>
Emergency Life Support (None)
Gravity [1 Power/round] <2>
Consumable: 48 hours worth <2>
Food Stores only [0 Power/round] <2>
Medical Facilities: Med Kit (+0) [0 Power/round] <5>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 60 cubic meters <1>
Locations:

Propulsion Systems
Twin Intro/Exo Atmospheric mechanical Drive: Exo Atmospheric (Mach 5)/ Intro Atmospheric (Mach 2) <7 x 2 = 14>
Special configuration: Embedded <8>
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Mechanical Drive Type: (generates Power/round)
Locations:
Standard Usable Power:

Operations systems
Bridge: <10>

Computers Core: Pre-Duotronic [1 Power/round] <1>
ODN <6>

Navigational Deflector: None

Sensor Systems
Long-range Sensors: None

Lateral Sensors [5 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Sensor Skill: 2

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 1 [1 Power/round in use] <4>

Navigational Computer
Main: Class Zero (+0) [0 Power/round] <0>
Backups:1 <0>

Inertial Damping Field
Main <8>
Strength: 1 [3 Power/round]
Number: 2
Backup <1>
Strength: 1 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Type II [3 power/round] <2>
Strength: 2
Security: 0
Universal Translator [1 power/round of use] <0>

Emergency Communications: [2 Power/round] <1>

Tractor Beams: None
Transporters: None

Security Systems Rating: 1 <4>
Anti-Intruder System: None
Internal Force Field: None
Science Systems Rating: none
Specialized Systems: None
Laboratories: None

Tactical Systems
One 25mm Gatling Gun <11>
Type Gatling Gunn
Damage: 8 [1 Power]
Number of Emitters: (up to 1 shots per round)
Targeting System: Class Alpha (Accuracy 5/6/8/11)
Range: 1/3,000/10,000/30,000 meters
Location: forward
Firing arc: 30 degrees
Firing Modes: Standard

70mm Unguided Rocket Launcher <7>
Standard Load: 70MM (10 damage),
Spread: 2
Range: 1/3,000/10,000/350,000
Targeting System: Class Alpha (Accuracy 5/6/8/11)
Power: [5 + 1 per torpedo fired]
Location: Port and Starbaord wing
Firing Arc: Forward
Rockets carried: 12 <2>

150mm Unguided Rocket Launcher <7>
Standard Load: 150MM (20 damage),
Spread: 2
Range: 1/3,000/10,000/350,000 meters
Targeting System: Class Alpha (Accuracy 5/6/8/11)
Power: [5 + 1 per torpedo fired]
Location: Port and Starbaord wing
Firing Arc: Forward
Rockets carried: 32 <4>

120mm guided Rocket Launcher <7>
Standard Load: 120MM (18 damage),
Spread: 2
Range: 1/3,000/10,000/350,000 meters
Targeting System: Class Alpha (Accuracy 5/6/8/11)
Power: [5 + 1 per torpedo fired]
Location: Port and Starbaord wing
Firing Arc: Forward
Rockets carried: 8 <1>

AIM-90 Air-to-Air Missile Launcher <7>
Standard Load: AIM-90 Air-to-Air Missile (12 damage),
Spread: 2
Range: 1/3,000/10,000/350,000 meters
Targeting System: Class Alpha (Accuracy 5/6/8/11)
Power: [5 + 1 per torpedo fired]
Location: Port and Starbaord wing
Firing Arc: Forward
Rockets carried: 6 <1>

TSAN Threat Suppression Missile Launcher <7>
Standard Load: TSAN Threat Suppression Missile (16 damage),
Spread: 2
Range: 1/3,000/10,000/350,000 meters
Targeting System: Class Alpha (Accuracy 5/6/8/11)
Power: [5 + 1 per torpedo fired]
Location: Port and Starbaord wing
Firing Arc: Forward
Rockets carried: 6 <1>

TA/T/TS: Class Zero [0 power/round] <6>
Strength: 6
Bonus: +0
Weapon Skill: 2
Auto-Destruct System <2>

Auxiliary Spacecraft systems <4>
Capacity for 2 size worth of vehicles
Shuttlebay(s): one all-terrain Vehicle

The UD-4L Utility Dropship is the standard dropship type in use by NAU forces. It is used as a tactical transport and as a close support aircraft being equipped with a variety of weapons including rockets, missiles, as well as its own internal 25mm gun. It is capable of VTOL flight and operates from unprepared landing sites in support of ground forces. Its primary role is to transport the M577 into combat but it can also be used to carry up to 48 troops or cargo. The UD4L uses its turbines for normal flight, but uses scramjet for space travel and to escape a planets atmosphere.

There are many variants the UD4 in service, some are specialized for the following missions: Troop Transport, Search and Rescue, Cargo Transport, Ambulance, Gunship, and Reconnaissance

Colonial Marines APC (Armored Personnel Carrier)
Class and Type: M577 Armored Personnel Carrier
Commissioning Date: unknown

Hull Systems
Size: 1
Length: 5.58 (9.22 with weapon stowed) meters
Beams: 3.38 meters
Height: 2.81 (2.17 with weapon deployed) meters
Decks: 1
Mass: 14.5 metric tons

SUs Available: 80
SUs Used: 73

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>
Ablative Armor: 50 <10>

Structural Integrity field: none
Specialized hull: Atmospheric Capability <1>
Planetfall Capablility <1>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 2/12/30
Crew Quarters none

Environmental Systems
Basic Life Support [3 Power/round] <4>
Consumable: 48 hours worth <1>
Food storage [0 Power/round] <1>
Medical Facilities: medkits (+0) [0 Power/round] <5>
Personal Transport: Jefferies tubes [0 Power/round] <1>
Fire Suppression System [1 Power/round when active] <1>
Cargo hold: 5 cubic meters <1>
Locations: Racks
Escape Pods: None

Propulsion Systems
Mechanical Drive: 150 kph <2>
Special configuration: Embedded <4>

Power Systems
Mechanical Drive: (generates 8 Power/round)
Locations:
EPS: Standard Power flow, +0 Power transfer/round <5>
Standard Usable Power: 8

Operations systems
Bridge: <5>

Computers Core: None
ODN None
Navigational Deflector: None
Sensor Systems
Long-range Sensors none
Lateral Sensors: None
Navigational Sensors: None
Sensor Skill: 0

Flight Control Systems: None

Navigational Computer: None
Inertial Damping Field: None
Attitude Control: None

Communications Systems
Type: Type II [3 power/round] <2>
Strength: 2
Security: 0
Universal Translator [1 power/round of use] <0>
Emergency Communications: [2 Power/round] <1>

Tactical Systems
Machine gun <6>
Standard load: armor piercing rounds (3 damage per burst)
Spread: 3 burst (20 rounds per burst)
Range: (meters) 10/30/100/500
Targeting systems: Class modern (accuracy 7/8/10/13)
Power: [1]
Location: Forward fuselage
Firing Arc: Fixed
Rounds carried: 1500 <1>

TA/T/TS: Class Zero [0 power/round] <6>
Strength: 6
Bonus: +0
Weapon Skill: 2
Auto-Destruct System <1>

Auxiliary Spacecraft systems
Shuttlebay(s): none

Vehicle Notes:

The M577 APC is a low cost, lightweight air transportable multi-role vehicle now in NAU/UK service. It is a 4X4 APC that is usually deployed by the UD4L drop ship. This vehicle has seen white spread since its introduced in 2170 AD and is used by the NAU army Colonial Marines and by the United Kingdom. Currently there are 3 variants in use although only the A version here is detailed. The M577 has a storable main weapons turret to make it easier for the APC to be transported by drop ships and cargo shuttles. Its large 4 wheels are also runflats, which enable the entire to be resistant to punctures.

A Tactical Operations Center is found at the rear of the vehicle enabling the unit commander to maintain contact with the marines. The M577 typically carries up to 3-day supply of ammunition and supplies for the vehicle and its infantry complement.

24th Century Lunar Science station
Class and Type:
Commissioning Date: late 24th century

Hull Systems
Size: 2 (7)
Diameter: 417.6 meters
Height: 50 meters
Decks: 10 (7 above surface 3 sub surface)
Mass: 2,100,000 metric tons
SU's Available: 1500 -2750
SU's Used: 1573

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 2 (Protection 50/80) <22>
Backup: Class 2 (Protection 25) <11>
Backup: Class 2 (Protection 25) <11>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 320/32/2500
Crew Quarters
Basic: 176 <18>
Expanded: 88 <18>
Luxury: 53 <53>
Unusual: 32 <32>

Environmental Systems
Basic Life Support [10 Power/round] <28>
Reserve Life Support [5 Power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: 2 years worth <14>
Food Replicator [7 Power/round] <7>
Industrial Replicators
Type: small network [7 Power/round] <7>
Type: 2 Large unit [2 power/round of use] <6>
Medical Facilities: Rating 6 (+1) [6 Power/round] <30>
Recreation Facilities: Rating 5 [10 Power/round] <40>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <21>
Fire Suppression System [1 Power/round when active] <7>
Cargo hold: 200,000 cubic meters <6>
Locations:
Escape Pods None

Power Systems
Fusion Reactor: 2 Class 24 (generates 240 Power/round) <120 x 2 = 240>
Locations:
Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +20 Power transfer/round <37>
Standard Usable Power: 480

Operations systems
Operations (OPS): Main Mission <10>

Computer
Core: [5 Power/round] <14>
Core: [5 Power/round] <14>
Core: [5 Power/round] <14>
Computer uprating: Class Alpha (+1) [2 power/round] <6>
ODN <21>

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 5 (Accuracy 5/6/9/12)
Low Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <17>
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard
Probes: 100 <10>
Sensor Skill: 3

Communications Systems
Type: Class 7 [2 power/round of use] <18>
Strength: 7
Security: -5 Security uprating Class Delta
Basic uptating Class Alpha (+1)
Emergency Communications: [2 Power/per round of use] <1>

Tractor Beams:
Emitter: Class Alpha [1 power/rating used] <3 x 5 = 15>
Accuracy: 5/6/8/11
Location: Shuttle pads

Transporters:
Type: Personnel [3 Power/use] <12>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location: Main mission

Type: Personnel [3 Power/use] <14 x 2 = 28>
Pads: 6
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Cargo [3 Power/round] <11 x 3 = 33>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 2 (km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal forcefields [1 Power/3 strength] <7>
Science Systems Rating: 2 (+1) [2 Power/round] <17>
Specialized Systems: Biological research <5>
Laboratories: 24 <6>

Tactical Systems
Phaser Arrays <20 x 4 = 80>
Type VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: three locations about the starions surface
Firing arc: 180 degrees
Firing Modes: Standard, Continous, pulse, wide-beam

Torpedo Launcher <12>
Standard Load: Type II Photon Torpedo (200 damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location: Dorsal side of the station
Firing Arc: Vertical, but are self-guided
Torpedoes carried: 20 <2>

TA/T/TS: Class Beta [2 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields towers (Forward, Aft, Port, Starboard) <55 x 4 = 220>
Shield Generator: Class 3 (protection 500) [50 Power/shield/round]
Shield grid: Type B (33% increase to Protection 665)
Subspace field Distortion Amplifiers: Class Delta (Threshold 167)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: None

Auto-Destruct System <7>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 105 Size worth of ships <210>
Standard Complement: 25 Moon buggies and 40 shuttlecraft
Location(s):

Notes:

Alien Series Archeron LV-426 Colony

Of all the Alien Series movies the second film had the unique colony that was able to see what might be the beginning of man kind's entrance into the worlds of Terraforming corporate styles. This was the first film that I saw in the theater of the Alien series and though I knew what was going to happen as I had read the book, I jumped in one scene when an alien stood up.

This colony is marginally representative of what the colony from the movie would have looked like. This is in no way completely consistent with what a Star Trek Terraforming facility would look like.

The colony has the capacity for 286 colonists and five structures with a total of 1200 SU's between them all. The colonist are there to maintain the atmospheric processor and set up the next phase of colony structures that would be more apartment facilities and begin long term grazing facilities for herd animals. At this point in the Terraforming process the planet is just barley becoming class M in nature.

The colony is virtually unprotected from space. A spread of Photon Torpedoes could devastate the colony. At this point damage to the atmospheric processor would stop functioning and within days the atmosphere would begin to revert to the original consistency of toxins. The colonist would have space suits and breather units to deal with the harsh atmosphere in cases that they need it.

Aliens Colony Operations Building
Class and Type: Weyland-Yutani corporation Prefab Operations-class multifunction colony building
Commissioning Date: 2178

Hull Systems
Size: 1 (2)
Length: 50 meters
Beams: 10 meters
Height: 5 meters
Decks: 2
Mass: 6 metric tons
SUs Available: 200
SUs Used: 160

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field: None

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 18/36/800

Crew Quarters
Spartan: 20 <1>
Basic: 24 <3>
Expanded: 5 <1>
Luxury: 5 <5>

Environmental Systems
Basic Life Support [8 Power/round] <8>
Reserve Life Support [4 Power/round] <4>
Consumable: 2 years worth <8>
Food Stores only [0 Power/round] <2>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
Mercantile Facilities: 3 (bar/restaurant & 8 stores, some luxury goods) [6 power/round] <24>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <4>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 25 cubic meters <1>
Locations: Lower Cargo Bays ()

Power Systems
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
EPS: Standard Power flow, +5 Power transfer/round <11>
Standard Usable Power:

Operations systems
Operations (OPS): <4>

Computers
Core: [1 Power/round] <1>
ODN <6>

Sensor Systems: External feed
Sensor Skill: 2

Communications Systems: Exterior feed
Emergency Communications: [2 Power/round] <1>

Security Systems rating: 1 <4>
Anti-Intruder System: None
Internal Force Field: None
Science Systems Rating: 1 (+0) [1 Power/round] <7>
Specialized Systems: Exo-biology, Exo-anthropology <10>
Laboratories: 4 <2>

Notes: the operations center is the control.

Two Living quarters building
Class and Type: Weyland-Yutani corporation habitat-class Apartments
Commissioning Date: 2178

Hull Systems
Size: 1 (2)
Length: 50 meters
Beams: 10 meters
Height: 5 meters
Decks: 2
Mass: 6 metric tons
SUs Available: 120
SUs Used: 99

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 1 <0>
Resistance Inner Hull: 1 <0>

Structural Integrity field: None

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 4/106/500
Crew Quarters
Spartan: 40 <2>
Basic: 40 <4>
Expanded: 15 <3>
Luxury: 15 <15>

Environmental Systems
Basic Life Support [7 Power/round] <8>
Reserve Life Support [4 Power/round] <4>
Consumable: 1 years worth <2>
Food Stores only [0 Power/round] <2>
Medical Facilities: Medkits only <5>
Recreation Facilities: 1 [2 Power/round] <8>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <6>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 100 cubic meters <1>
Locations: Lower Cargo Bays ()
Escape Pods: None

Power Systems
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
EPS: Standard Power flow, +10 Power transfer/round <11>
Standard Usable Power:

Operations systems
Computers: None
ODN <6>

Communications Systems
Emergency Communications: [2 Power/round] <1>

Landing Field antenna Facility
Class and Type: Weyland Yutani Entrance-class Landing pad and Communications antena
Commissioning Date: 2170

Hull Systems
Size: 3 (5)
Length: 160 meters
Beams: 100 meters
Height: 45 meters
Decks: 20
Mass: metric tons
SUs Available: 250
SUs Used: 209

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field: None

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 10/2/180
Crew Quarters
Spartan: 12 <1>

Environmental Systems
Basic Life Support [6 Power/round] <20>
Reserve Life Support [3 Power/round] <10>
Consumable: 1 years worth <5>
Food storage [0 Power/round] <5>
Medical Facilities: med kits <5>
Recreation Facilities: 1 [2 Power/round] <8>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 1,000 cubic meters <1>
Locations: Lower Cargo Bays ()

Propulsion Systems: None

Power Systems
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
EPS: Standard Power flow, +10 Power transfer/round <26>
Standard Usable Power:

Operations systems
Landing field Operations <12>
Computers Exterior Feed
ODN <15>

Sensor Systems
Long-range Sensors [5 Power/round] <3>
Range package: Mark 0 (Accuracy 3/4/7/10)

High Resolution: 1 light-years (0.3/0.4 – 0.6/0.7 – 0.9/0.91/1.0)
Low Resolution: 3 Light-years (0.5/0.6 – 1.0/1.1 – 2.0/2.1 – 3.0)
Strength Package: Class 1 (strength 1)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <1>
Strength Package: Class 1 (strength 1)
Gain Package: Standard (+0)
Coverage: Standard
Sensor Skill: 2

Communications Systems
Type: Type I interplanetary Radio [3 power/round of use] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 18 Size worth of ships <36>
Standard Complement: Two shuttlecraft, 10 ground vehicles and extra room for two shuttle crafts
Location(s): Main Shuttlebay

Docking bays:
1 rating 4 number of docks (ships up to size 4) [may supply 40 power/round/ship] <4>

Atmospheric Processer
Class and Type: Weyland-Yutani Terraformer atmospheric Processor
Commissioning Date: 2170

Hull Systems
Size: 2 (7)
Diameters: 400 meters
Height: 150 meters
Decks: 60 (5 underground)
Mass: 2,000,000 metric tons
SUs Available: 700
SUs Used: 633

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field: None

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: None

Environmental Systems
Basic Life Support [9 Power/round] <28>
Reserve Life Support [5 Power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Consumable: 10 years worth <40>
Medical Facilities: Medkits only <5>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <35>
Fire Suppression System [1 Power/round when active] <7>
Cargo hold: 180,000 cubic meters <6>
Locations: Lower Cargo Bays ()
Atmospheric Processor: 3 processors units (15 square kilos/round) [29 power/round] <29 x 4 = 116>

Power Systems
Fusion Reactor: 1 type 20 (generates 200 Power/round) <100>
Locations:
Auxiliary Power: 5 reactors (generate 5 Power/reactor/round) <15>
Emergency Power: Type C (generates 35 Power/round) <35>
EPS: Standard Power flow, +100 Power transfer/round <45>
External EPS supply network: (across 1 Kilometer) Standard power flow, +50 Power teansfer/round <60>
Standard Usable Power: 200

Operations systems
Operations (OPS): Saucer dorsal <8>

Computers
Core 1: [1 Power/round] <4>
ODN <21>

Emergency Communications: [2 Power/round] <1>

Auto-Destruct System <7>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 2 Size worth of ships <4>
Standard Complement: one shuttlecraft
Location(s): landing platform

Notes: There is underground passages linking each of the structures to one another.

Creation Notes: loosely based on the Second Alien colony facilities.

Farscape 1
Class and Type: Farscape one Modified prototype ship
Commissioning Date: 20th and 21st century

Hull Systems
Size: 1
Length: 3.5 meters
Beams: 2.5 meters
Height: 1.7 meters
Decks: 1
Mass: 10 metric tons
SU's Available: up to 150
SU's Used: 121

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 1 <0>
Resistance Inner Hull: 1 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15) <5>
Specialized hull: Atmospheric capability <1>
Planetfall capability <1>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/1/0
Crew Quarters: none

Environmental Systems
Basic Life Support [1 Power/round] <4>
Reserve Life Support [1 Power/round] <2>
Consumable: 1 weeks worth <1>
Medical Facilities: Medkits only <5>
Personal Transport: Jefferies tubes [0 Power/round] <1>
Fire Suppression System [1 Power/round when active] <1>
Cargo hold: 1 cubic meters <1>
Locations:

Propulsion Systems
Impulse Engine Type: 1 Type 6B (.65c/.85c) [6/8 Power/round] <28>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <1>

Power Systems
Impulse Engine[s]: 1 type 6B (generate 33 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +0 Power transfer/round <5>
Standard Usable Power: 33

Operations systems
Bridge: <4>

Computers
Cores: [1 Power/round] <1 >
ODN <3>

Navigational Deflector [6 Power/round] <3>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <2>
Range package: Pre-warp (Accuracy 3/4/7/10)
Low Resolution: .5 Light-years (0.1/0.2 - 0.3/0.4 - 0.5/0.6)
Strength Package: Class 0 (strength 0)
Gain Package: Stanadard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 0,
Coordination 0 [1 Power/round in use] <0>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 0 <0>

Inertial Damping Field
Main <2>
Strength: 1 [3 Power/round]
Number: 1
Backup <1>
Strength: 1 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Type I Interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>
Science Systems Rating: 1 (+0) [1 Power/round] <6>

Peacekeeper Command Carrier
Class and Type: Peacekeeper Command Carrier
Commissioning Date:

Hull Systems
Size: 12
Length: 1700 meters
Beams: 600 meters
Height: 600 meters
Decks: 100
Mass: 10,500,000 metric tons
SUs Available: 3000 - 4500
SUs Used: 6742

Hull Outer <48>
Hull Inner <48>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>
Ablative Armor: 800 <160>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <36>
Backup: Class 5 (Protection 40) <18>
Backup: Class 5 (Protection 40) <18>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 20,000/30,000/600,000
Crew Quarters
Barracks: Houses 33,000 crewmembers <550>
Spartan: 4000 <200>
Basic: 8,000 <800>
Expanded: 3,600 <720>
Luxury: 1000 <1000>
Unusual: 400 <400>

Environmental Systems
Basic Life Support [18 Power/round] <48>
Reserve Life Support [9 Power/round] <24>
Emergency Life Support (72 emergency shelters) <24>
Gravity [12 Power/round] <12>
Consumable: 3 years worth <36>
Food Replicators [12 Power/round] <12>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <12>
Type: 4 Large unit [2 Power/replicator/round] <12>
Medical Facilities: 4 (+1) [4 Power/round] <20>
Recreation Facilities: 6 [12 Power/round] <48>
Personal Transport: Turbolift, Jefferies tubes [2 Power/round] <36>
Fire Suppression System [1 Power/round when active] <12>
Cargo hold: 600,000 cubic meters <18>
Locations:
Escape Pods: None

Propulsion Systems
Warp Drive Nacelles: Type 6C <100>
Speed: 6.0/9.0/9.2 [1 Power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) <6>
Impulse Engine Type: Class 4B (.65c/.85c) [6/8 Power/round] <23 x 2 = 46>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <12>

Power Systems
Warp Engine Type: Class (generates 660 Power/round) <141>
Locations:
Impulse Engine[s]: 2 Class 4B (generate 38 power/engine/round)
Auxiliary Power: 6 reactors (generate 5 Power/reactor/round) <18>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <80>
Standard Usable Power: 736

Operations systems
Bridge: <60>
Auxilary/Battle Bridge: <36>

Computers Core: [5 Power/round] <24 x 2 = 48>
Uprating: Class Alpha (+1) [1 Power/computer round] <4>
ODN <36>

Navigational Deflector [5 Power/round] <48>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <33>
Range package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 -5.0)
Low Resolution: 14 Light-years (1.0/1.1 – 3.5/3.6 – 10.0/10.1 – 14.0)
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: Stnadard

Lateral Sensors [5 Power/round] <17>
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <16>
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Probes: 100 <10>

Sensor 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 Damping Field
Main <96>
Strength: 9 [3 Power/round]
Number: 4
Backup <24>
Strength: 6 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 7 [2 Power/round] <19>
Strength: 7
Security: -4 (Class Gamma Uprating)
Basic Uprating: Class Alpha (+1)
Emergency Communications: [2 Power/round] <1>

Docking web (Tractor Beams)
Emitter: (Class Alpha) [3 Power/Strength used/round] <3 x 2 = 6>
Accuracy: 5/6/8/11
Lactation:

Transporters None

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <12>
Internal Force Field [1 Power/3 Strength] <12>
Science Systems Rating: 2 (+1) [2 Power/round] <22>
Specialized Systems: 5 <25>
Laboratories: 48 <10>

Tactical Systems
Three Frag Cannons <22 x 3 = 66>
Type (Equal to a Type XII Phaser Arrays)
Damage: 240 [24 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: forward
Firing arc: 180
Firing Modes: Standard

Five Medium Pulse cannons <26 x 5 = 130>
Type (Equal to a Type VIII Phaser Array)
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: 1 forward, 1 dorsal, 1 ventral, 1 port, 1 starboard
Firing arc: 360
Firing Modes: Standard, Pulse, continuous

20 Small Pulse cannons <22 x 20 = 440>
Type (Equal to a Type IV Phaser Array)
Damage: 80 [Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: 4 forward, 4 aft, 5 port, 5 starboard, 1top, 1 bottom
Firing arc: 360 degrees
Firing Modes: Standard, Pulse, continuous

Two Torpedo Launcher <16 x 2 = 32>
Standard Load: Peacekeeper torpedo (160 damage)
Spread: 2
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: one forward, one aft
Firing Arc: Forward or aft but are self-guided
Torpedoes carried: 500 <50>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <117 x 4 = 468>
Shield Generator: Class 4 (protection 720) [72 Power/shield/round]
Shield grid: Type C (50% increase to Protection 1080)
Subspace field Distortion Amplifiers: Class Epsilon (Threshold 240)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 8 (2 per shield) <8>
Auto-Destruct System <12>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 100 Size worth of ships <200>
Standard Complement: 36 fighters and 12 shuttlecraft
Location(s): port and starboard
Captains Yacht: None

Moya (Leviathan)
Class and Type: Biomechnoid ship
Commissioning Date: Unknown

Hull Systems
Size: 10
Length: 1000 meters
Beams: 250 meters
Height: 200 meters
Decks: 30
Mass: 6,500,000 metric tons
SUs Available: 2700
SUs Used: 2601

Hull Outer <40>
Hull Inner <40>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>
Biomechnoid Armor Resistance: 300 <150>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <28>
Backup: Class 3 (Protection 30) <14>
Backup: Class 3 (Protection 30) <14>
Specialized hull: Atmospheric Capability <10>
Planetfall Capability <10>
Biomass <1000>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1-10/250/3000
Crew Quarters
Spartan: 100 <5>
Basic: 80 <8>
Expanded: 35 <7>
Luxury: 32 <32>
Unusual: 13 <13>

Environmental Systems
Basic Life Support [10 Power/round] <40>
Reserve Life Support [5 Power/round] <20>
Emergency Life Support (60 emergency shelters) <20>
Gravity [5 Power/round] <10>
Consumable: 1 years worth <10>
Food Replicators [10 Power/round] <10>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <10>
Type: Large unit - None
Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 5 [10 Power/round] <40>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <30>
Fire Suppression System [1 Power/round when active] <10>
Cargo hold: 500,000 cubic meters <15>
Locations: Lower levels
Escape Pods <5>
Number: 100
Capacity: 4 persons per pod

Propulsion Systems
StarBurst (FTL (Coaxial Warp Drive Variant)): [200 power/jump/round] <200>
Impulse Engine Type: Class 3 (.5c/.7c) [5/7 Power/round] <15>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <10>

Power Systems
Matter conversion: (Equal to a Class 7/M Warp Core) (generates 375 Power/round) <83>
Locations:
Impulse Engine[s]: Class 3 (generate 24 power/engine/round)
EPS: Standard Power flow, +100 Power transfer/round <60>
Standard Usable Power: 399

Operations systems
Bridge: <50>

Computers Core: [5 Power/round] <20>
Uprating: Class Beta (+2) [2 Power/computer round] <4>
ODN <30>

Navigational Deflector [5 Power/round] <40>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <21>
Range package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 12 Light-years (1.0/1.1 – 3.0/3.1 – 8.0/8.1 – 12.0)
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <11>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+a)
Coverage: Standard

Navigational Sensors: [5 Power/round] <16>
Strength Package: Class 6 (strength 6)
Gain Package: Class Beta (+2)
Probes: None
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <80>
Strength: 9 [3 Power/round]
Number: 4
Backup <20>
Strength: 6 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 9 [2 Power/round] <26>
Strength: 9
Security: -5 (Class Gamma Uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] <1>

Docking web (Tractor Beams)
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: shuttle bay

Transporters None

Security Systems Rating: None
Anti-Intruder System: Yes [1 Power/round] <10>
Internal Force Field: None
Science Systems Rating: 1 (+0) [1 Power/round] <15>
Specialized Systems: None
Laboratories: 2 <2>

Tactical Systems - None

Shields (Forward, Aft, Port, Starboard) <54 x 4 = 216>
Shield Generator: Class (protection 200) [20 Power/shield/round]
Shield grid: Type C (50% increase to Protection 300)
Subspace field Distortion Amplifiers: Class Beta (Threshold 67)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: None
Auto-Destruct System: None

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 8 Size worth of ships <16>
Standard Complement: 4 shuttlecraft
Location(s): Aft port Ventral

Biomechnoid Armor
SU Cost: 1 Su per 2 points of resistance.
Power Cost: no power cost.
This armor is located all around the body of the living vessel and once the hull is beached the damage is located to that area of the living vessel.

Docking webs
An equal to a tractor beam. There is not large scale tractor beams. The docking webs are short ranged emitter.

Starburst (Faster Than Light Drive/ Coaxial Warp Drive Variant)
SU's Cost: 10 x the size
Power Cost: 10 x the size per round to the build up and the distance need to jump.
The starburst requires a number of rounds of build up to allow the jump and per light year. The Jump of seven light-years would take seven rounds plus the jump. Once the vessel has finished a jump the ship must spend at least one full day regenerating before it can jump again.

Talyn
Class and Type: Genetically Modified Leviathan (Biological starship)
Commissioning Date:

Hull Systems
Size:
Length: 150 meters
Beams: 50 meters
Height: 20 meters
Decks: 2
Mass: 200,000 metric tons
SU's Available: 900 – 1,900
SU's Used: 1375

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>
Buiomechnoid Armor Resistance: 100 <50>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 2 (Protection 50/80) <20>
Primary Backup: Class 2 (Protection 25) <10>
Secondary Backup: Class 2 (Protection 25) <10>
Specialized hull: Atmospheric Capability <5>
Planetfall Capability <5>
Biomass <500>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/75/100
Crew Quarters
Basic: 43 <5>
Expanded: 25 <5>
Luxury: 7 <7>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [5 Power/round] <20>
Reserve Life Support [3 Power/round] <10>
Emergency Life Support (30 emergency-shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 3 years worth <15>
Food Replicators [5 Power/round] <5>
Industrial Replicators
Type: network of small Replicators [5 Power/round] <5>
Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 5 [10 Power/round] <40>
Personal Transport: Turbolift, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 1500 cubic meters <1>
Locations:
Escape Pods: None

Propulsion Systems
Starburst (FTL (Coaxial Warp Drive Variant)): [100 power/jump/round] <100>
Impulse Engine Type: Class 4 (.6c/.8c) [6/8 Power/round] <20>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Matter Converion: Equal to a Class 2/B (generates 149 Power/round) <35>
Locations:
Impulse Engine[s]: Class 4 (generate 32 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 <30>
Standard Usable Power: 181

Operations systems
Bridge: <25>

Computers (Bio-neural)
Core: [7 Power/round] <15>
Uprating: Class Beta (+2) [2 Power/computer round] <4>
ODN <15>

Navigational Deflector [5 Power/round] <20>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <21>
Range package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 12 Light-years (1.0/1.1 – 3.0/3.1 – 8.0/8.1 – 12.0)
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <11>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+a)
Coverage: Standard

Navigational Sensors: [5 Power/round] <16>
Strength Package: Class 6 (strength 6)
Gain Package: Class Beta (+2)
Probes: None

Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4,
Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <20>
Strength: 9 [3 Power/round]
Number: 2
Backup <5>
Strength: 5 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 9 [2 Power/round] <26>
Strength: 9
Security: -5 (Class Gamma Uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams: None
Transporters: None

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <4>
Internal bulkhead doors [1 Power/3 round] <4>
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: None
Laboratories: 1 <2>

Tactical Systems
Turret Mounted Pulse Cannon <22>
Type: (Equal to a type VIII Phaser Array)
Damage: 160 [16 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: Dorsal Turret
Firing arc: 540
Firing Modes: Standard, Pulse, Continuous

Two Small Pulse Cannons <16 x 2 = 32>
Type: Equal to Type IV Phaser Array)
Damage: 80 [8 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: 360 degrees
Firing Modes: Standard, Pulse, Continuous

Torpedo Launcher <14>
Standard Load: torpedo (160 damage)
Spread: 2
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: (Accuracy)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward, but are self-guided
Torpedoes carried: 40 <4>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields: None

Auxiliary Spacecraft systems
Shuttlebay(s): None

IN CANYON ROCK WALL HANGER BAY
(Based on a Cylon base in the Original Battlestar Galactica series and later in Buck Rogers in the 25th century series)

In the Original series Battlestar Galactica the Lost planet of the God part one the Cylon Empire had installed listening post on a small asteroid or moon where they have installed a small surveillance base and/or listening outpost. The hanger folds open and a trio of Cylon Raiders launch and pass over a pair of reconnaissance probe pilots heads an up into the night. Later Warriors from the Galactica attack and destroy the base. This same footage was used a couple of years later in Buck Rogers in the 25th Century the episode is lost on me but a Galactica shuttle launched from it. For a surveillance outpost long range sensors would be needed.

When I needed a partly hidden shuttle base I thought of this and generated it up for the adventure. I saw it as a perfect homage to Battlestar Galactica. The size is for Star Trek style shuttlecraft and not the Cylon raiders that would be much large. This is not a place where people would live except this is where they live. With the add-ons of a few quarters it easily be converted to that but the idea was it was just a hanger set off from the city as a small commercial landing or private hanger bay.

Use it if you want. It you use it in either Battlestar Galactica series or Gene Roddenberry's Andromeda series increase the resistance and lose the shields, transporters and food replicators.

The station is weak enough that only a hand full of Photon torpedoes would be able to destroy the facility and leave not much to recover.

HANGER BAY
Class and Type: Centurion-class hanger bay
Commissioning Date: unknown

Hull Systems
Size: 1 (3)
Length: 95 meters
Beams: 25 meters
Height: 20 meters
Decks: 5
Mass: 40,000 metric tons
SUs Available: 600 – 1,000
SUs Used: 487

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>
Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <15>
Backup: Class 1 (Protection 20) <8>
Backup: Class 1 (Protection 20) <8>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 18/0/500
Crew Quarters - None

Environmental Systems
Basic Life Support [7 Power/round] <12>
Reserve Life Support [4 Power/round] <6>
Emergency Life Support (18 emergency shelters) <6>
Gravity [2 Power/round] <3>
Consumable: 3 Months worth <3>
Food Replicators [3 Power/round] <3>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <3>
Type: 1 Large unit [2 Power/replicator/round] <3>
Medical Facilities: Medkits only <5>
Recreation Facilities: none
Mercantile Facilities: none
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 5,000 cubic meters <1>
Locations:
Escape Pods: None

Propulsion Systems: None

Power Systems
Fusion Reactor: 1 type 9 (generates 90 Power/round) <45>
Locations:
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +0 Power transfer/round <15>
Standard Usable Power: 90

Operations systems
Operations (OPS): <5>

Computers
Core 1: [2 Power/round] <6>
Core 2: [2 Power/round] <6>
ODN <15>

Sensor Systems
Long-range Sensors None (External feed from orbital satellite)

Lateral Sensors [5 Power/round] <10>

Strength Package: Class 5 (strength 0)
Gain Package: Standard (+0)
Coverage: Standard
Probes: none
Sensor Skill: 3

Communications Systems –
Type: Class 5 [2 power/round of use] <10>
Strength: 5
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3 x 2 = 6>
Accuracy 5/6/8/11
Location: one upper level one lower level

Transporters
Type: Personnel [2 Power/use] <9>
Pads: 2
Emitter/Receiver Array: Personnel Type 3(25,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Emergency [3 Power/round] <9>
Pads: 8
Emitter/Receiver Array: Emergency Type 2 (10,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and location:

Type: Cargo [2 Power/round] <8>
Pads: 200 kgs
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems rating: 1 <4>
Anti-Intruder System: none
Internal Force Field [1 power/3 Strength] <3>
Science Systems Rating: none
Specialized Systems: None
Laboratories: none

Tactical Systems: None

Shields (Forward, Aft, Port, Starboard) <16 x 4 = 54>
Shield Generator: Class 1 (protection 100) [10 power/shield/round]
Shield grid: Type C (50% increase to 150 Protection)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 33)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none

Auto-Destruct System <3>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 60 Size worth of ships <120>
Standard Complement: 30 shuttlecraft
Location(s):

Notes: The hanger is not a luxurious place but has a lot to do. The station can be located anywhere there is a sheer up and down hard rock wall of a canyon. Even thought the facility has a door that rotates open to appear like a runway that is not its function with the exception of opening and closing when the craft are launching or landing.

This facility would be able to handle not only the design but the construction of a shuttle or small fighter craft. This would be from the initial design to finished construction of the craft and that includes modifying existing designs for better operations. The station has no long range sensors build in to the facility as it relays on the planets orbiting satellite to send long range sensor scans to the station when they need them.

The upper most level is the operations level that looks out over the upper bay area where shuttles are being prepared for launch and out over the canyon acting as a landing operations deck. There is usually two to three people stationed here and there is a facilities manager's office located off to one side. (If there are crew quarters they are located on this level with all recreational facilities.)

The next level down is a landing and launch deck where there is several shuttle always in either launch prep and reception operations. There is a minor maintenance shop located at the back corner of the station.

The next level down has the larger shops where more dedicated maintenance crews are located that can make larger repairs to the shuttles and make full overhauls to the shuttles. The large replicators are located here and can produce most near anything that is needed for the shuttles as long as there is a design in their data base.

The next two lower levels are mostly just all the other station functions such as life support and other storage.

All the surrounding rock strata has an automatic resistance of 2 and 30 SU's for every 125 cubic meters (or 5 x 5 x 5 meters). This is to give the station a hard bedrock surrounding. I figured that a brace of ten type II Photon Torpedoes would leave a hole twenty meters wide and twenty meters deep (or 5000 cubic meters or area) and leaving nothing left of the facility that is where the surrounding rock came from originally.

Note that there are shields on all four sides and it only needs to have shields one the side that is exposed. I gave it shield on all four sides just because. You could even leave off the structural integrity fields.

There are several scenarios that can be played here that are obvious.

Oh, as I think of it. The facility can be used in a Farscape adventure as well.

My Updated version of the Timeship Relativity
Here is my version of the updated version of the Time ship Relativity. This ship holds sweet place in my heart as it was my first Spacedock ship I generated years ago. Now years later I have made major updates to the ship.
http://forum.trek-rpg.net/showthread...ght=Relativity

Timeship Relativity
Wells-Class Federation Timeship
Class and Type: Wells-Class Timeship "Cruiser"
Commissioning Date: Some time after the 29th century

Hull Systems
Size: 6
Length: 335 meters
Beams: 175 meters
Height: 57 meters
Mass: 800,000 metric tonnes
Decks: 19
SUs Available: 2500 + (375 x 5 = 1875) = 4375
SUs used: 3890

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Temporal Armor: (shucks off blast into future or past using Chronometric fields) [60 power/round when active] <600>

Structural Integrity Field [1 power/10 protection/round]
Main: Class 12 EX (Protection 150/225) <52>
Backup: Class 12 EX (protection 75) <26>
Backup: Class 12 EX (protection 75) <26>

Personnel Systems
Crew/Passengers/Evac: 150/65/3,600
Crew Quarters
Spartan: None
Basic: 250 <25>
Expanded: 30 <6>
Luxury: 5 <5>
Unusual: 2 <2>

Environmental Systems
Basic Life Support [10 power/round] <24>
Reserve life support [5 power/round] <12>
Emergency Life support [36 power/round] <12>
Gravity [3 power/round] <6>
Consumables: 3 years worth (25% more efficient systems) <14>
Food Replicator [6 power/round] <6>
Industrial Replicator
Type: network of small replicators [2 power/replicator /round] <6>
Type: 1 large unit [2 power/replicator /round] <3>
Medical Facility: 12 (+5) [12 power/round] <60>
EMH Mark X [10 power/round] <20>
Recreational Facility: 5 [10 power/round]<40>
Personal Transportation: Turbolift, Jeffries Tubes, [2 power/round] <18>
Fire suppression System [1 power/when active] <6>
Cargo holds: 100,000 cubic meters <3>
Location: Lower Cargo bays 1-2 (accessible on ventral side of ship) 3- 4 accessible through shuttle bay. Several smaller bays throughout the ship.
Emergency Escape Pod <8>
Numbers: 140
Capacity: 8 persons per pod

Propulsion Systems
Temporal Transwarp Warp Drive [90 power/round] <96>
Special Embedded Nacelles <24>
Impulse Engines Type: (.85c /.98c) [8/9 power/round] <51 x 2 = 102>
Reaction Control System (.025) [2 power/ when used] <6>

Power Systems
Temporal Warp engine core Type: One Class 13/S (Generates 3700 power/engine/round) <445>
Location: Deck 11-19 port and starboard
Impulse Engines: two class (Generates 66 power/engine/round)
Auxiliary Power: 4 reactors (generate 5 power/reactor/round) <12>
Emergency Power: Type D (Generate 40 power/reactor/round) <40>
EPS: Standard power flow, +500 power transfer round <80>
Standard power available: 3832

Operations Systems
Bridge <30>

Computers (quantum cores)
Core 1: Decks 6-7 (+1) [8 power/round] <24>
Core 2: Deck 15-17 (+1) [8 power/round] <24>
Uprating: Class Epsilon (+5) [5 power/computer round] <20>
ODN <18>

Navigational Deflector [5 power/round] <24>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward Ventral
Auxiliary Deflector <6>
Location: forward Dorsal

Sensor System
Long-range Sensor [5 power/round] <116>
Range package: Type 15 (Accuracy: 3/4/7/10)
High Resolution: 11 Light-years (1.0/1.1 – 2.5/2.6 – 7.5/7.6 – 11.0)

Low Resolution: 26 Light-years (1.4/1.5 – 9.0/9.1 – 19.0/19.1 – 26.0)
Strength package: Class 10 (Strength 10)
Gain package: Class Gamma (+3)
Coverage: detects an additional 8000 substances

Lateral Sensor [5 power/round] <53>
Strength package: Class 10 (Strength 10)
Gain package: Class gamma (+3)
Coverage: detects an additional 8000 substances

Navigational Sensor [5 power/round] <28>
Strength package: Class 10 (Strength 10)
Gain package: Class gamma (+3)

Temporal Sensor [10 power/round] <56>
Strength package: Class 10 (Strength 10)
Gain package: Class gamma (+3)
Coverage: detects an additional 8000 substances

Temporal Rift Generator [40 power/round of use] <30>
Probes 60 <6>

Flight Control Systems
Autopilot: Shipboard system (Flight controls) 4, Coordination 3, [1 power/rounding use] <15>

Navigational Computer
Main Class 3 (+2) [2 power/rounds] <4>
Backups: Class 2 (+1) <2>

Inertial Dampening Fields
Main: <48>
Strength: 9 [3 power/round]
Number: 4
Backup <12>
Strength: 6 [2 power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications System
Type: Class 10 [2 power/round] <32>
Strength: 10
Security: Class Epsilon (-3)
Basic Uprating: Class Bata (+2)
Emergency Communications [2 power/round] <1>

Tractor Beams
Emitter: Class Delta [3 power/strength used] <12>
Accuracy: 4/5/7/10
Location: Ventral

Emitter: Class Alpha [3 power/strength used] <3>
Accuracy: 5/6/8/11
Location: main shuttle bay

Transporters
Type: Temporal [7 power use] <50>
Pads: 6
Emitters Receiver Array/Personnel Type: 15 (3 light-years range)
energizing/transition coils Class J (Strength: 10)
Number Location: 2, deck one main Bridge backup on deck 12.

Type: Personnel [4 power/use] <32>
Pad: 4
Emitters (Receiver Array/Personnel Type 6 (40,000 km range)
energizing/transition coils (Class H) (strength 8)
Number and locations: Two on deck four and two on deck twelve.

Type: Emergency [5 power/use] <32>
Pad: 16
Emitters (Receiver Array/Personnel Type 6 (15,000 km range)
energizing /transition coils Class H (Strength 8)
Number and locations: deck three, deck seven, deck thirteen, and deck seventeen.

Type: Cargo [4 power/use] <39>
Pads: 400 kg
Emitters (Receiver Array/Personnel Type 6 (40,000 km range)
energizing/transition coils Class H (strength 8)
Number and locations: three in cargo bays 1-3.

Temporal Interphasic Cloaking Device: Class 10 [60 power/class/round] <58>

Security Systems Rating: 4 <16>
Anti-intruder systems [1 power/round] <6>
Internal Force field [1 power/3 strength] <6>
Science Systems Rating 4 (+3) [5 Power/round] <26>
Temporal Arboretum: [6 power/round] <6>
Specialization system: Two dedicated when the ship is constructed. In Case of this class these are temporal labs. Temporal Paradox Analysis and Temporal Stellar analysis <10>
Lavatories: 30 <6>

Tactical Systems
Temporal Incursion Cannon <203>
Damage: Temporal incursion [400 power/round]
Number of emitters: (up to 1 shots)
Auto interlock: Accuracy: 3/4/6/9
Range: 10/30,000/150,000/400,000
Location: Forward
Firing Arc: 90 degrees Ventral
Firing Modes: Standard

Type: XV Temporal Disruptors <58>
Damage: 500 [50 power/round]
Number of emitters: 300 (up to 8 shots)
Auto interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Forward Ventral Port & Starboard
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, wide-beam

Type: XV Temporal Disruptors <58>
Damage: 500 [50 power/round]
Number of emitters: 300 (up to 8 shots)
Auto interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Forward Dorsal Port & Starboard
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse, wide-beam

Type: XV Temporal Disruptors <57>
Damage: 500 [50 power/round]
Number of emitters: 200 (up to 5 shots)
Auto interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Aft Ventral Port & Starboard
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse,

Type: XV Temporal Disruptors <57>
Damage: 500 [50 power/round]
Number of emitters: 200 (up to 5 shots)
Auto interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Aft Dorsal Port & Starboard
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse,

Torpedo Launcher <30 x 3 = 90>
Standard loads: Temporal (500 damage)
Spread: 12
Range: 15/350,000/1,500,000/4,000,000
Targeting System: Accuracy 3/4/6/9
Power: [20+5 per torpedo]
Location: Ventral Forward port & Starboard Aft Dorsal spine.
Firing Arc: Self-guided

Torpedoes Carried: 200 <20>

TA/T/TS: Class Iota [10 power/round] <30>
Strength: 15
Bonus: +5
Weapons skill: 4

Temporal Shield (Forward, Aft, Port, Starboard) <139 x 4 = 556>
Shield Generators: Class 10 (Protection 2000 (+100 embedded nacelles)) [400 power/shield/round]
shield grid: Type C (50% increase to 3000 protection)
subspace Field Distortion Amplifiers: Class Omicron (Threshold 666 (+10 embedded nacelles))
Recharging System: Class 4 (30 Seconds)
Backup shield generators: 8 (2 per shield) <16>
Auto destruct System <6>

Auxiliary Spacecraft System <40>
Shuttlebay: capacity for 20 SUs size worth of Ships.
Standard Compliment: five Size 2 Shuttlecraft, ten size 1 shuttlecraft.

Note: By the way the drive for this ship is a figment that I came up with to fill the need.
The Temporal Arboretum is nothing more than an average arboretum with plants that have gone extinct sometime in the past. There is a Temporal Zoo somewhere in the 29th century as well where there are rescued animals living there from planets across the galaxy. I also gave this updated version a Temporal Incursion Cannon with states that was generated by waveman. With a massive increase in the shields which really was not needed but was just something that I did to make the ship more powerful than any of the others in encountered. I did not see that I really needed to do much with the weapons other than make some adjustments to the torpedo launchers into high yield launcher that would be more in line with future ship and add the Temporal Incursion.

Enjoy.

Additional starship parts from LUG book
Small Pirate Ship Render-class Armed Freighter
Medium Pirate Ship Reaver-class Armed Freighter
Large Pirate Ship Mithras-class Freighter
Specter-class ship
Rag-tag Pirate Ship
Abraxas-Class Mercenary Corevette
Gorkon's Retreat General Operations/Supply (Pirates haven)

Miradorn Shuttle
Miradorn small starship
Miradorn Light Marauder starship
Miradorn Marauder starship
Miradorn Large Marauder starship
Miradorn Heavy Marauder starship

Small Antares Class Freighter-Class
Tiny Antares Class Freighter-Class
Modified Antares-class Cargo Carrier
Antares-class Cargo Carrier
Serenity's Firefly-class cargo ship Size 5
Serenity's Firefly-class cargo ship revised Size 3
Serenity's Firefly-class Cargo ship (warp capable)

Colonial One a.k.a. Commercial Transport ship (Battlestar Galactica)
Olympic Carrier (Battlestar Galactica)
Astral Queen (Battlestar Galactica)
Gemenon Trader (Battlestar Galactica)
Millennium Falcon (Star Wars)

Star Trek: Deep Space Nine
Raiders, Renegades and Rogues
Sourcebook Starship add on's

Warp Destabilizer
SU Cost: 25
Power: 15/ per use
Accuracy: 5/6/8/11
Range: 10/15.000/50.000/150.000

Pirates, bounty hunters and the Navies of some Interstellar powers use this weapon to prevent their intended Targets (be it a Blockade Runner, a fugitive from the law or a Trading ship) from running away at warp speed.

The weapon can only be used once a round and is only useful at half the Range of a phaser array. A successful hit upon a ship interferes with the proper functioning of the power transfer conduits connecting the warp engines, thus preventing the target from going to warp speeds (but not from providing power to the ship's systems). The effect lasts for 1 d 6 x 10 minutes.

A dramatic Success results in a much stronger effect: 1d 3 hours are added to the erstwhile effect.

A dramatic failure can produce much more adverse effects than just a near miss. Instead of shutting down the power transfer, the weapon instead sends a power surge thru the conduits that lets the intended target go to warp immediately. In addition to this uncontrolled warp burst there is the possibility that the subspace continuum is severely damaged, as per the warp field effect (Space dock page 34). The exact nature of this effect is up to the narrator, but at least the result of the dramatic failure should prevent the ship using the weapon from attaining warp speed for at least 1 d 3 hours.

The Warp Destabilizer can ordinarily only be used at impulse speed.

It is not impossible to use the weapon to force a ship to fall out of warp. But this requires the attacking ship to match speeds exactly before attempting an attack. The accuracy shifts two numbers up. If the attack is successful, the ship falls immediately (and very violently) under warp. The inertial dampers compensate the brunt of the forces that come to bear. But still the target ship sustains 3 d 10 points of structural damage (only SIF and Resistance count against this). This rather violent tactic wreaks havoc with the subspace continuum (roll a d6 on a 1 or 2 the subspace continuum is severely damaged.

All the risks involving the use of this weapon led to its banishment in the light of the warp field effect. The possession of a warp Destabilizer alone is considered a capital crime in the Federation, the Klingon Empire and the Romulan Star Empire. The Cardassians have so far failed to sign such a treaty, an addition to the treaty that bans the use of Isolytic weapons.

Close Range Tractor Beam
Power: see below
SU Cost: Class Alpha: <5>
Class Beta: <7>
Class Gamma: <11>
Class Delta: <14>

Used for boarding actions the close range tractor beam (CRTB) has all the features as a standard tractor beam, except it works at close range with a higher efficiency and works at reduced efficiency at longer ranges. At ranges up to 1 Km the power cost is halved, from 1.1 – 10 Km the power cost is normal, at ranges beyond that the power cost doubles.

SU cost is slightly higher than with the standard models.

There are two more Systems in RR&R that have already been covered in the basic Spacedock Rules

Energy sheath (pp. 21-22)
Ship Holoprojection System (pp. 66-67) which works basically the same way as the Hull Holoemitters. The only difference is that this system can be used while travelling at Warp and impulse speeds and use its sensors while appearing as a starship (but again no shields, weapons or transporters). I suggest the SU Cost to be slightly higher (4 x Size in SU's) Power usage is 20 Power/round when active.

Small Pirate Ship
Class and Type: Render-class Armed Freighter
Commissioning Date: Varies

Hull Systems
Size: 3
Length: 90 meters
Beam: 25 meters
Height: 15 meters
Decks: 3
Mass: 45,000 metric tons
SU's Available: 800
SU's Used: 661

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity Field [1 Power/ 10 Protection/round]
Main: Class 3 (Protection 60/90) <21>
Backup: Class 3 (Protection 30) <11>
Backup: Class 3 (Protection 30) <11>
Specialized hulls: Atmospheric Capability, Planetfall capability <6>

Personnel Systems
Crew/Passengers/Evac: 10/15/200
Crew Quarters
Basic: 24 <3>
Expanded: 1 <1>

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>
Consumable: 1 year's worth <3>
Food Replicators [3 Power/round] <3>
Industrial Replicators Type: Network of small replicators [2 Power/round] <3>
Type: 1 large unit [2 power/replicator/round] <3>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <3>
Cargo Holds: 10,000 cubic meters <1>
Locations: Saucer port, saucer starboard, engineering, 10 other locations
Escape Pods <2>
Number: 6
Capacity: 8 persons per pod
PROPULSION SYSTEMS
Warp drive Nacelles: Type 6D9 <50>
Speed: 5.0/6.0/7.0 [1 power/.2 warp speed]
PIS: Type I (24 hours of Maximum warp) <18>
Impulse Engine Type: Class 7 (.75c/.92c) [7/9 Power/round] <35>
Location: Aft.
Reaction Control System (.025c) [2 Power/round when in use] <3>

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 120 Power/round) <32>
Location: Engineering section
Impulse Engine[s]: 1 class 7 (generates 56 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow +100 Power transfer/round <20>
Standard Usable Power: 176

OPERATIONS SYSTEM
Bridge: Saucer dorsal <15>

Computer Core: [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

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 light-years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <12>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <12>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard(+0)
Probes: None
Sensor Skill: 2
Flight Control Systems
Autopilot: Shipboard systems (flight Control) 2, Coordination 1 [1 Power/round in use] <7>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 1 <0>
Inertial Damping Field
Main <12>
Strength: 7 [3Power/round]
Number: 2
Backup <3>
Strength: 4 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Aft ventral

Transporters
Type: Personnel [3 Power/use] <10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4
(30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Type: Cargo [2 Power/use] <8>
Pads: 200 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition coils: Class E (Strength 8)
Number and Locations: Three in Saucer, one in
Engineering hull

Security Systems Rating: 4 <16>
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: 0 <0>
Laboratories: 2 <2>

TACTICAL SYSTEMS
Forward Plasma weapon <17 (x 2) = 34>
Type: IV
Damage: 100 [10 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location Forward Dorsal
Firing Arc: 240 degrees forward dorsal
Firing Modes: Standard, Continuous,
Pulse, Wide-beam

Forward Plasma weapon <17>
Type: IV
Damage: 100 [10 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: 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

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <16 (x 4 = 64)>
Shield Generator: Class 2 (Protection 300) [30
Power/shield/round]
Shield grid: Type C (50 % increase to 450 Protection)
Subspace Field Distortion Amplifiers: Class Beta
(Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <3>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): none

DESCRIPTION AND NOTES
Fleet Data: This Template represents a typical small pirate ship, one with a crew of no more than about a dozen pirates. By increasing the vessels warp speed capablies slightly and adding photon torpedo launchers, you can convert it into a small mercenary corvette. Decrease the size slightly and it makes a good vassal for a bounty hunter who prefers to operate solo.

Security and intelligence agencies typically refer to smaller pirate vessels like this one as *Rendar*-Class ships, after a discontinued line of small ships produced the Rendar Shipyards in the Rigel system. Rendar vessels eventually became a favorite of pirate, smugglers, and other such persons, and remain in operation today.
Noteworthy vessels/service records/encounters: No complete record kept. As this is a civilian vessel is resold to second parties.

Medium Pirate Ship
Class and Type: Reaver-class Armed Freighter
Commissioning Date: Varies

Hull Systems
Size: 4
Length: 130 meters
Beam: 38 meters
Height: 25 meters
Decks: 6
Mass: 75,000 metric tons
SU's Available: 1000
SU's Used: 858

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/ 10 Protection/round]
Main: Class 3 (Protection 60/90) <22>
Backup: Class 3 (Protection 30) <11>
Backup: Class 3 (Protection 30) <11>
Specialized hulls: Atmospheric Capability, Planetfall capability <8>

Personnel Systems
Crew/Passengers/Evac: 25/40/400
Crew Quarters
Spartan: 40 <2>
Basic: 24 <3>
Expanded: 1 <1>

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>
Consumable: 1 years' worth <4>
Food Replicators [4 Power/round] <4>
Industrial Replicators Type: Network of small replicators [2 Power/round] <4>
Type: 1 large unit [2 power/replicator/round] <3>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <12>
Fire Suppression System [1 Power/round when active] <4>
Cargo Holds: 30,000 cubic meters <1>
Locations: 10 other locations engineering
Escape Pods <2>
Number: 15
Capacity: 8 person per pod
PROPULSION SYSTEMS
Warp drive Nacelles: Type 6 <80>
Speed: 6.0/7.0/8.0 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: Class 7 (.75c/.92c) [7/9 Power/round] <35>
Location: Aft.
Reaction Control System (.025c) [2 Power/round when in use] <4>

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 120 Power/round) <32>
Location: Engineering section
Impulse Engine[s]: 1 class 7 (generates 56 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow +100 Power transfer/round <20>
Standard Usable Power: 176

OPERATIONS SYSTEM
Bridge: Saucer dorsal <20>

Computer Core: [5 Power/round] <8>
ODN: <12>

Navigational Deflector [5 Power/round] <16>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 light-years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <12>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <12>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard(+0)
Probes: None
Sensor Skill: 2
Flight Control Systems
Autopilot: Shipboard systems (flight Control) 2, Coordination 1 [1 Power/round in use] <7>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 1 <0>

Inertial Damping Field
Main <16>
Strength: 8 [3Power/round]
Number: 2
Backup <4>
Strength: 5 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Aft ventral

Transporters
Type: Personnel [3 Power/use] <10 (x2=20)>
Pads: 2
Emitter/Receiver Array: Personnel Type 4
(30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Two

Type: Cargo [2 Power/use] <8 (x2=16)>
Pads: 200 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition coils: Class E (Strength 8)
Number and Locations: two

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <3>
Internal Force Fields [1 Power/3 Strength] <3>
Science Systems Rating 1 (+0) [1 Power/round] <9>
Specialized Systems: 0 <0>
Laboratories: 6 <2>

TACTICAL SYSTEMS
Forward Plasma weapon <20 (x 2) = 40>
Type: V
Damage: 120 [12 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location Forward Dorsal
Firing Arc: 240 degrees forward dorsal
Firing Modes: Standard, Continuous,
Pulse, Wide-beam

Aft Plasma weapon <20 (x 2) = 40>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location Aft Ventral
Firing Arc: 240 degrees Aft dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-beam

Forward Plasma weapon <20>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: 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

Torpedo Launcher <13>
Standard Load: Type II Photon Torpedoes (200 damage)
Spread: 3
Range: 15/300000/1000000/3500000
Targeting System: Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per probe fired]
Location: Forward saucer
Firing Arc: Forward, but are self-guided
Torpedoes Carried: 20 <2>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <28 (x 4 = 112)>
Shield Generator: Class 2 (Protection 400) [30
Power/shield/round]
Shield grid: Type C (50 % increase to 600 Protection)
Subspace Field Distortion Amplifiers: Class Gamma
(Threshold 133)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <4>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): none

DESCRIPTION AND NOTES
Fleet Data: known throughout the alpha Quadrant as a Reaver-class ship, the medium-sized pirate vessel presents a definite threat to all but the largest merchant vessels. A group of Reaver-class ships can take on even the largest merchant convoys. With the addition of a better torpedo launcher, and perhaps stronger phasers,

Reaver-class vessels make good personnel transports for mercenaries.

Noteworthy vessels/service records/encounters: No complete record kept. As this is a civilian vessel is resold to second parties.

Large Pirate Ship
Class and Type: Mithras-class Freighter
Commissioning Date: Varies

Hull Systems
Size: 5
Length: 225 meters
Beam: 75 meters
Height: 35 meters
Decks: 7
Mass: 245,000 metric tons
SU's Available: 1200
SU's Used: 989

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/ 10 Protection/round]
Main: Class 3 (Protection 60/90) <23>
Backup: Class 3 (Protection 30) <12>
Backup: Class 3 (Protection 30) <12>
Specialized hulls: Atmospheric Capability, Planetfall capability <10>

Personnel Systems
Crew/Passengers/Evac: 50/100/800
Crew Quarters
Spartan: 60 <6>
Basic: 30 <3>
Expanded: 1 <1>

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>
Consumable: 1 years' worth <5>
Food Replicators [5 Power/round] <5>
Industrial Replicators Type: Network of small replicators [2 Power/round] <5>
Type: 1 large unit [2 power/replicator/round] <3>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 2 [4 Power/round] <16>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo Holds: 60,000 cubic meters <2>
Locations: 10 other locations engineering
Escape Pods <3>
Number: 28
Capacity: 8 person per pod
PROPULSION SYSTEMS
Warp drive Nacelles: Type 6 <80>
Speed: 6.0/7.0/8.0 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: Class 7 (.75c/.92c) [7/9 Power/round] <35>
Location: Aft.
Reaction Control System (.025c) [2 Power/round when in use] <5>

POWER SYSTEMS
Warp Engine Type: Class 3/E (generates 200 Power/round) <40>
Location: Engineering section
Impulse Engine[s]: 1 class 7 (generates 56 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow +100 Power transfer/round <20>
Standard Usable Power: 256

OPERATIONS SYSTEM
Bridge: Saucer dorsal <25>

Computer Core: amidships [5 Power/round] <10>
Computer Core: amidships [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 ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 light-years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <12>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard
Navigational Sensor [5 Power/round] <12>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard(+0)
Probes: None
Sensor Skill: 2
Flight Control Systems
Autopilot: Shipboard systems (flight Control) 2, Coordination 1 [1 Power/round in use] <7>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 1 <0>

Inertial Damping Field
Main <20>
Strength: 8 [3Power/round]
Number: 2
Backup <5>
Strength: 5 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Aft ventral
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Forward ventral

Transporters
Type: Personnel [3 Power/use] <10 (x2=20)>
Pads: 2
Emitter/Receiver Array: Personnel Type 4
(30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: two locations
Type: Cargo [2 Power/use] <8 (x3=24)>
Pads: 200 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition coils: Class E (Strength 8)
Number and Locations: Three

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Fields [1 Power/3 Strength] <5>
Science Systems Rating 1 (+0) [1 Power/round] <10>
Specialized Systems: 0 <0>
Laboratories: 12 <2>

TACTICAL SYSTEMS
Forward Plasma weapon <22 (x 2 = 44)>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location Forward Dorsal
Firing Arc: 240 degrees forward dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-beam

Aft Plasma weapon <22 (x 2 = 44)>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location Aft Ventral
Firing Arc: 240 degrees Aft dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-beam

Forward Plasma weapon <22>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: 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

Torpedo Launcher <14>
Standard Load: Type II Photon Torpedoes (200 damage)
Spread: 4
Range: 15/300000/1000000/3500000
Targeting System: Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per probe fired]
Location: Forward saucer
Firing Arc: Forward, but are self-guided
Torpedoes Carried: 50 <5>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <28 (x 4 = 112)>
Shield Generator: Class 3 (Protection 500) [30
Power/shield/round]
Shield grid: Type C (50 % increase to 750 Protection)
Subspace Field Distortion Amplifiers: Class Delta
(Threshold 166)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <5>
Auto-Destruct System <5>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebays: Capacity for 6 Size worth of ships <12>
Standard Complement: 2 shuttles, 2 shuttlepods
Locations: Aft
Captain's Yacht: No

DESCRIPTION AND NOTES
Fleet Data: Named after a famous pirate vessel from about a hundred years ago, the Mithras-class ship

represents the largest pirate or mercenary vessel commonly encountered. Of course, larger ships do exist, but they consist of custom design or prize captured by raiders. With its strong shields, arsenal of weapons, and fast warp engines, the Mithras class can stand up to all but the largest capital ships with reasonable chance of survival and/or escape.

Noteworthy vessels/service records/encounters: No complete record kept. As this is a civilian vessel is resold to second parties.

Specter-class ship
Class and Type: Specter-class ship
Commissioning Date: 2371

Hull Systems
Size: 5
Length: 225 meters
Beam: 75 meters
Height: 35 meters
Decks: 7
Mass: 245,000 metric tons
SU's Available: 1200
SU's Used: 1068

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity Field [1 Power/ 10 Protection/round]
Main: Class 3 (Protection 60/90) <23>
Backup: Class 3 (Protection 30) <12>
Backup: Class 3 (Protection 30) <12>

Personnel Systems
Crew/Passengers/Evac: 25/75/375
Crew Quarters
Spartan: 40 <2>
Basic: 30 <3>
Expanded: 1 <1>

Environmental Systems
Basic Life Support [7 Power/round] <20>
Reserve Life Support [4 Power/round] <10>
Emergency Life Support (30 emergency shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 2 years' worth <10>
Food Replicators [5 Power/round] <5>
Industrial Replicators Type: Network of small replicators [2 Power/round] <5>
Type: 1 large unit [2 power/replicator/round] <3>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 2 [4 Power/round] <16>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo Holds: 60,000 cubic meters <2>
Locations: 10 other locations engineering
Escape Pods <3>224
Number: 28
Capacity: 8 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 6 <80>
Speed: 6.0/7.0/8.0 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: Class 7 (.75c/.92c) [7/9 Power/round] <35>
Location: Aft.
Reaction Control System (.025c) [2 Power/round when in use] <5>

POWER SYSTEMS
Warp Engine Type: Class 3/E (generates 200 Power/round) <40>
Location: Engineering section
Impulse Engine[s]: 1 class 7 (generates 56 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow +100 Power transfer/round <20>
Standard Usable Power: 256

OPERATIONS SYSTEM
Bridge: Saucer dorsal <25>

Computer Core 1: amidship [5 Power/round] <10>
Computer Core 2: amidship [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 ventral

Sensor Systems
Long-range Sensors [5 Power/round] <39>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Coverage: Standard
Lateral Sensor [5 Power/round] <19>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Coverage: Standard
Navigational Sensor [5 Power/round] <18>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Probes: 20 <2>
Sensor 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>
Backup: 1 <0>
Inertial Damping Field
Main <20>
Strength: 9 [3Power/round]
Number: 2
Backup <5>
Strength: 6 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Aft ventral
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Forward ventral

Transporters
Type: Personnel [3 Power/use] <10 (x3=30)>
Pads: 2
Emitter/Receiver Array: Personnel Type 4
(30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: two locations

Type: Cargo [2 Power/use] <8>
Pads: 200 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition coils: Class E (Strength 8)
Number and Locations:

Type: Emergency [5 power/use] <14> 728
Pads: 16
Emitter/Receiver Array: Emergency Type 2 (15,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: One

Hull Holoemetters: Class Beta [20 Power per round of use] <20>

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Fields [1 Power/3 Strength] <5>
Science Systems Rating 1 (+0) [1 Power/round] <10>
Specialized Systems: 0 <0>
Laboratories: 12 <2>

TACTICAL SYSTEMS
Forward Dorsal Phaser Arrays <22>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location Forward Dorsal
Firing Arc: 240 degrees forward dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-beam

Aft Dorsal Phaser Arrays <22>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: 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

Forward Ventral Phaser Array <22>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward Ventral
Firing Arc: 240 degrees
Firing Modes: Standard, Continuous, Pulse, Wide-beam

Aft Ventral Phaser Array <22>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location Aft Ventral
Firing Arc: 240 degrees
Firing Modes: Standard, Continuous, Pulse, Wide-beam

Port Phaser Array <22>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Port
Firing Arc: 240 degrees Port
Firing Modes: Standard, Continuous, Pulse, Wide-beam

Starboard Phaser Array <22>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)

Targeting systems: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Starboard
Firing Arc: 240 degrees
Firing Modes: Standard, Continuous, Pulse, Wide-beam

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <25 (x4=100)>
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 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <5>
Auto-Destruct System <5>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebays: Capacity for 6 Size worth of ships <12>
Standard Complement: 2 shuttles, 2 shuttlepods
Locations: Aft
Captain's Yacht: No

DESCRIPTION AND NOTES
Fleet Data: The Ultimate Q-ship, the Specter-class vessel was originally designed by Starfleet Intelligence or the Obsidian Order (reports differ). Using its ship holoprojection system, it can appear to be just about any other ship of its size. With this camouflage, it can get close to an enemy ship or a juicy merchantman before its crew reveals the ship's guns and opens fire.

Noteworthy vessels/service records/encounters: No complete record kept. As this is a civilian vessel is resold to second parties.

Rag-tag Pirate Ship
Class and Type: Rag-tag class pirate ship
Commissioning Date: Varies

Hull Systems
Size: 4
Length: 145 meters
Beam: 40 meters
Height: 30 meters
Decks: 7
Mass: 95,000 metric tons
SU's Available: 1000
SU's Used: 805

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/ 10 Protection/round]
Main: *Romulan* Class 3 (Protection 60/90) <22>
Backup: *Klingon* Class 3 (Protection 30) <11>
Backup: *Cardassian* Class 3 (Protection 30) <11>
Specialized hulls: Atmospheric Capability, Planetfall capability <8>

Personnel Systems
Crew/Passengers/Evac: 15/30/250
Crew Quarters
Spartan: 15 <1>
Basic: 15 <2>
Expanded: 1 <1>

Environmental Systems
Federation Basic Life Support [7 Power/round] <16>
Klingon Reserve Life Support [4 Power/round] <8>
Emergency Life Support (24 emergency shelters) <8>
Federation Gravity [2 Power/round] <4>
Consumable: 1 years' worth <4>
Romulan Food Replicators [4 Power/round] <4>
Industrial Replicators Type: Network of small *Romulan* replicators [2 Power/round] <4>
Type: 1 *Federation* large unit [2 power/replicator/round] <3>
Federation Medical Facilities: 2 (+0) [2 Power/round] <10>
Klingon Recreation Facilities: 3 (No Holodecks, a Spartan mess hall, 2 Combat practice areas, 2 gyms) [6 Power/round] <24>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <12>
Federation Fire Suppression System [1 Power/round when active] <4>
Cargo Holds: 25,000 cubic meters <1> 192
Locations: 6 other locations engineering
Escape Pods * <2>
Number: 15
Capacity: 8 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: *Federation* Type 5 <50>
Speed: 5.0/6.0/7.0 [1 power/.2 warp speed]
PIS: *Romulan* Type I (24 hours of Maximum warp) <18>
Impulse Engine Type: *Ferengi* Class 4B (.65c/.85c) [6/8 Power/round] <23>
Location: Aft.
Reaction Control System (.025c) [2 Power/round when in use] <4>

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 120 Power/round) <32>
Location: Engineering section
Romulan Warp Core Ejection system <4>
Impulse Engine[s]: 1 *Ferengi* class 4B (generates 38 Power/engine/round)
Auxiliary Power: 2 reactors *(one Federation and one Klingon)* (generates 5 Power/reactor/round) <6>
Emergency Power: *Federation* Type A (generates 25 Power/round) <25>
Cardassian EPS: Standard Power flow +100 Power transfer/round <20>
Standard Usable Power: 158

OPERATIONS SYSTEM
Klingon Bridge: Saucer dorsal <22>

Cardassian Computer Core 1: [5 Power/round] <12>
ODN: <12>

Cardassian Navigational Deflector [5 Power/round] <16>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: *Federation* Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 light-years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: *Klingon* Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <12> 479
Strength Package: *Klingon* Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Andorian Navigational Sensor [5 Power/round] <12>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard(+0)

Probes: None
Sensor Skill: 2

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

Navigational Computer
Main: *Federation* Class 1 (+0) [0 Power/round] <0>
Backup: 1 *(Klingon)* <0>
Inertial Damping Field
Main <16>
Strength: 7 [3Power/round]
Number: 2
Backup <4>
Strength: 5 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: *Klingon* Class 5 [2 Power/round] <10>
Strength: 5
Security: -2

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Aft ventral

Transporters
Type: Personnel [3 Power/use] <10 (x2=20)>
Pads: 2
Emitter/Receiver Array: Personnel Type 4
(30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Two *(one federation forward, aft of the bridge, the other Ferengi aft near engineering)*

Type: Cargo [2 Power/use] <8>
Pads: 200 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition coils: Class E (Strength 8)
Number and Locations: one *Klingon in the cargo bays*

Breen Cloaking Device: Class 5 [40 power per class per round of use] <19>

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <3>
Cardassian Internal Force Fields [1 Power/3 Strength] <8>
Science Systems Rating 1 (+0) [1 Power/round] <9>
Specialized Systems: 0 <0>
Laboratories: 6 <2>

TACTICAL SYSTEMS
Forward Romulan Disruptor Array <29>
Type: *Domash (Type 6)*
Damage: 140 [14 Power]
Number of Emitters: (up to 3 shots per round)
Targeting systems: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location Forward Ventral
Firing Arc: 240 degrees aft dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-beam

Forward Phaser Array <20>
Type: V
Damage: 120 [12 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location Forward Dorsal
Firing Arc: 240 degrees forward dorsal
Firing Modes: Standard, Continuous,
Pulse, Wide-beam

Aft Phaser Array <20>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location Aft Ventral
Firing Arc: 240 degrees Aft dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-beam

Forward Phaser Array <20>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: 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

Federation Torpedo Launcher <11>
Standard Load: Type II Photon Torpedoes (200 damage)
Spread: 1
Range: 15/300000/1000000/3500000
Targeting System: Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per probe fired]
Location: Forward Ventral
Firing Arc: Forward, but are self-guided
Torpedoes Carried: 20 <2>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <26 (x 4 = 104)>

Shield Generator: Class 2* (Protection 300) [30 Power/shield/round]
Shield grid: Type C (50 % increase to 450 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <4>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): none

DESCRIPTION AND NOTES
Fleet Data: This vessel represents a typical "Scrap" assembled from bit's and pieces of other ships. Like most rag-tags, it requires a good bit of engineering powess to keep it running, since many of its systems weren't designed to work together. Its warp drive may be Cardassian or Romulan, its weapons stolen from a Starfleet weapons stolen from a Starfleet weapons depot somewhere, its shields cobbled together from components taken from half a dozen ships.

Although only a larger than typical small pirate vessel, this rag-tag carries heaver aments. However, its torpedo launcher was taken from a damaged Starfleet vessel and doesn't work quite right. Whenever the crew fires it, have he engineer make a moderate (7) systems Engineering (Weapons Systems) test. If he succeeds, the weapon fires, but the torpedo fails to detonate or detonates prematurely, causing no damage to target. If he suffers a Dramatic Failure, the torpedo explodes in the bay before launch, causing full damage to the pirate ship.

Noteworthy vessels/service records/encounters: No complete record kept. As this is a civilian vessel is resold to second parties.

* *Construction Notes:* Though most of the ship is generic in its origins the sections of the ship not assigned can be reassigned to a specific species.

Escape Pods are generic from the Federation civilian line that are for short duration of travel.

Port Shield Generator is from a Cardassian vessel with the overload problems that the Cardassian shields tend to have.

Abraxas-Class Mercenary Corvette
Class and Type: Abraxas-class Corvette
Commissioning Date: Varies

Hull Systems
Size: 4
Length: 130 meters
Beam: 38 meters
Height: 25 meters
Decks: 6
Mass: 75,000 metric tons
SU's Available: 1000
SU's Used: 858

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Structural Integrity Field [1 Power/ 10 Protection/round]
Main: Class 3 (Protection 60/90) <22>
Backup: Class 3 (Protection 30) <11>
Backup: Class 3 (Protection 30) <11>
Specialized hulls: Atmospheric Capability, Planetfall capability <8>

Personnel Systems
Crew/Passengers/Evac: 4/50/450
Crew Quarters
Spartan: 40 <2>
Basic: 24 <3>
Expanded: 1 <1>

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>
Consumable: 1 years' worth <4>
Food Replicators [4 Power/round] <4>
Industrial Replicators Type: Network of small replicators [2 Power/round] <4>
Type: 2 large unit [2 power/replicator/round] <6>
Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 3 [6 Power/round] <24>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <12>
Fire Suppression System [1 Power/round when active] <4>
Cargo Holds: 15,000 cubic meters <1>
Locations: 6 other locations engineering
Escape Pods <2>
Number: 15
Capacity: 8 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 6A <90>
Speed: 6.5/8.0/9.0 [1 power/.2 warp speed]
Uprating packages: 1 & 4 to Standard cruising
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: Class 5 (.7c/.9c) [7/9 Power/round] <25>
Location: Aft.
Reaction Control System (.025c) [2 Power/round when in use] <4>

POWER SYSTEMS
Warp Engine Type: Class 3/E (generates 175 Power/round) <43>
Location: Engineering section
Impulse Engine[s]: 1 class 5 (generates 40 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow +100 Power transfer/round <20>
Standard Usable Power: 176

OPERATIONS SYSTEM
Bridge: Saucer dorsal <20>

Computer Core 1: [5 Power/round] <8>
Computer Core 2: [5 Power/round] <8>
ODN: <12>

Navigational Deflector [5 Power/round] <16>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward ventral

Sensor Systems
Long-range Sensors [5 Power/round] <39>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensor [5 Power/round] <19>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensor [5 Power/round] <18>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Probes: 40 probes of varying types <6>
Sensors Skill: 4

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 1 <0>
Inertial Damping Field
Main <16>
Strength: 8 [3Power/round]
Number: 2
Backup <4>
Strength: 5 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Aft ventral

Transporters
Type: Personnel [3 Power/use] <10 (x2=20)>
Pads: 2
Emitter/Receiver Array: Personnel Type 4
(30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Two
Type: Emergency [5 power/use] <14 (x2=28)>
Pads: 16
Emitter/Receiver Array: Emergency Type 2 (15,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: One forward, two amidships
Type: Cargo [2 Power/use] <8 (x2=16)>
Pads: 200 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition coils: Class E (Strength 8)
Number and Locations: two

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <3>
Internal Force Fields [1 Power/3 Strength] <3>
Science Systems Rating 1 (+0) [1 Power/round] <9>
Specialized Systems: 0 <0>
Laboratories: 6 <2>

TACTICAL SYSTEMS
Forward Phaser Array <25 (x 2) = 50>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location Forward Dorsal
Firing Arc: 240 degrees forward dorsal
Firing Modes: Standard, Continuous,
Pulse, Wide-beam

Aft Phaser Array <25 (x 2) = 50>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location Aft Ventral
Firing Arc: 240 degrees Aft dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-beam

Forward Phaser Array <25>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: 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

Forward Torpedo Launcher <13>
Standard Load: Type II Photon Torpedoes (200 damage)
Spread: 3
Range: 15/300000/1000000/3500000
Targeting System: Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per probe fired]
Location: Forward
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher <13>
Standard Load: Type II Photon Torpedoes (200 damage)
Spread: 3
Range: 15/300000/1000000/3500000
Targeting System: Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per probe fired]
Location: Aft
Firing Arc: Forward, but are self-guided
Torpedoes Carried: 75 <8>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <31 (x 4 = 124)>
Shield Generator: Class 3 (Protection 450) [45
Power/shield/round]

Shield grid: Type C (50 % increase to 675 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 150)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <4>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): none

DESCRIPTION AND NOTES
Fleet Data: The Abraxas-class Mercenary Corvette represents the pinicale of such vessels. Only the best-funded or most well equipped mercenary groups use these expensive ships; most mercenary bands have settle for corvettes which are somewhat slower and less well armed. Some mercenary groups add more weapons, or replaced those the ship normally has with even more powerful ones (though this may strain the ship's power systems if the engineers aren't careful). A few mercenaries have tried to equip the Abraxas-class with a cloaking device, but the ships engines are so powerful for its size that a cloaking device generally can't compensate for them entirely making it functionally unless.

Noteworthy vessels/service records/encounters: No complete record kept. As this is a civilian vessel is resold to second parties.

Gorkon's Retreat
Class and Type: General Operations/Supply (Pirates haven)
Location: Altanis Idrilon System, Draconis Outback
Commissioning Date: 2291 (est.)

Hull Systems
Size: 3 (10) (thick cylindrical column to which are attached at the top and bottom a series of trapezohedral units; projecting arms ("buttresses")
Length: meters
Diameter: meters
Decks:
Mass: metric tons
SU's Available: 1900
SU's Used: 1622

Hull Outer <40>
Hull Inner <40>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <16>
Backup: Class E (Protection 10) <8>
Backup: Class E (Protection 10) <8>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 212/113/15,000
Crew Quarters
Barracks: houses 170 crewmembers <3>
Spartan: 40 <2>
Basic: 50 <5>
Expanded: 20 <4>
Luxury: 5 <5>

Environmental Systems
Basic Life Support [12 Power/round] <40>
Reserve Life Support [6 Power/round] <20>
Emergency Life Support (30 emergency shelters) <20>
Gravity [3 Power/round] <10>
Consumable: 2 years worth <40>
Fabrication Systems
Food Processor Mark III [3 Power/round] <25>
Industrial Fabrication Units Mark IV [3 Power /round] <15>
Medical Facilities: Rating 4 (+0) [4 Power/round] <20>
Recreation Facilities: Rating 4 [24 Power/round] <24>
Mercantile Facilities: Rating 4 (12 establishments) [8 Power/round] <32>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <10>

Cargo hold: 900,000 cubic meters <27>
Locations: Lower section cargo holds
Escape Pods <4>
Number: 60
Capacity: 8 persons per pod

Propulsion Systems
Reaction Control System (.025c) [2 Power/ round when in use] <10>

Power Systems
Fusion Reactor: 2 Class 30 (generates 300 Power/round) <300>
Locations: the lower section of the station
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 <30>
Standard Usable Power: 600

Operations systems
Operations (OPS): (Deck 1) <17>

2 Computer Core: [5 Power/round] <20 (x2=40)>
Uprating Class Alpha [1 power/round] <4>
ODN <15>

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 3/4/7/10)
High Resolution: 3 Light-years (.3/.4-.8/.9-1.8/1.9-3.0)
Low Resolution: 8 Light-years (1/1.1-3.0/3.1-6.0/6.1-8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Class Alpha (+1)
Coverage: Standard
Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Class Alpha (+1)
Coverage: Standard
Probes: 50 <5>
Sensor Skill: 5

Communications Systems
Type: Mark II [1 power/round of use] <6>
Strength: 2
Security: -0
Emergency Communications: [2 Power/per round of use] <1>
Tractor Beams
3 Emitter: Class Alpha [3 Power/Strength used/round] <3 (x3=) 9>

Accuracy 5/6/8/11
Location: Main Shuttle bays

Transporters
Type: Personnel [2 Power/use] <7 (x4=28)>
Pads: 6
Emitter/Receiver Array: Personnel Mark 1 (5,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location:
Type: Cargo [1 Power/round] <6 (x3=18)>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 1 (5,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location: Cargo bays

Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <10>
Internal Force Field [1 power/3 Strength] <10>
Science Systems Rating: 4 (+3) [5 Power/round] <30>
Laboratories: 15 <4>

Tactical Systems
12 Disruptor <20 (x2= 40)>
Type: Mark 5 Disruptor
Damage: 120 [12 Power]
Number of Emitters: (up to 2 Shots per round)
Targeting Systems: Class Alpha (Accuracy: 6/7/9/12)
Range: 10/30,000/100,000/300,000
Location:
Firing Arc: 180 degrees forward
Firing Modes: Standard, pulse
Disruptor Control Room <4>

TA/T/TS: Class Zero [0 power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <64 (x4=256)>
Shield Generator: Class 3 (protection 600) [60 power/shield/round]
Shield grid: Type A (25% increase to Protection 750)
Subspace field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 0 (60 seconds)
Backup Shield Generators: 4 (1 per shield) <10>
Auto-Destruct System <10>

Auxiliary Spacecraft Systems
Shuttlebay(s): Capacity for 100 Size worth of ships <200>
Standard Complement: 25 Shuttles
Location(s): Main Shuttlebay

Docking Ports: 4 rating 2 (ships up to size 2) [may supply 20 power/round/ship] <2>
12 rating 7 (ships up to size 7) [may supply 70 power/round/ship] <21>

Note/Description: Gorkon's Retreat shows its age in many ways. The system, run-down and prone to malfunctions, lag years behind the times; only the round-the-clock services of various underworld engineers keep the place running at all. It is unlikely that the station would withstand a strongly pressed attack by the Federation or Klingon forces (most residents would flee instead of fight). In fact, the station mounts just two type VI disruptor; each only covers a 180-degree arc, and the arcs overlap somewhat. Because of this, it becomes possible to approach the station while completely avoiding the station's weapons Bardeck Gorales keeps this fact secret while he desperately tries to obtain more weapons for the outpost.

Miradorn Shuttle
Commissioning Date: some time in the 24th century

Hull Systems
Size: 2
Length: 9 meters
Beams: 6.75 meters
Height: 2.25 meters
Decks: 1
Mass: 10 metric tons
SU's Available: 326
SU's Used:

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized hull: Atmospheric Capability <2>
Planetfall Capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 2/10/17
Crew Quarters :None

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 Power/round] <4>
Emergency Life Support (none) <4>
Gravity [1 Power/round] <2>
Consumable: 7 weeks worth <2>
Food Replicators [2 Power/round] <2>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <2>

Medical Facilities: Med Kits Only <5>
Recreation Facilities: None
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 1,000 cubic meters <1>
Locations: Lower Cargo Bays

Propulsion Systems
Warp Drive Nacelles: type 4.9 <30>
Speed: 4.0/6.0/9.0 [1 Power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) <6>
Impulse Engine Type: Class 3 (.5c/.7c) [5/7 Power/round] <15>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Class 2/B (generates 120 Power/round) <32>
Locations:
Impulse Engine[s]: 1 Class 3 (generate 24 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <15>
Standard Usable Power: 144

Operations systems
Bridge: Saucer dorsal <10>

Computers
Core 1: [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 engineering hull, ventral of the saucer

Sensor Systems
Long-range Sensors [5 Power/round] <23>
Range package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 Light-years (1/1.1-3.0/3.1-8.0/8.1-12)
Strength Package: Class 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] <13>
Strength Package: Class 6 (strength 6)
Gain Package: Class Alpha (+1)
Probes: 0 <0>
Sensor Skill: 3

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 2 <0>

Inertial Damping Field

Main <8>
Strength: 9 [3 Power/round]
Number: 2
Backup <2>
Strength: 7 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 4 [2 power/round] <10>
Strength: 4
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: Aft

Transporters
None

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Field [1 power/3 Strength] <2>
Science Systems Rating: 1 (+0) [1 Power/round] <7>
Specialized Systems: None
Laboratories: None

Tactical Systems
2 Miradorn Disruptors <20 x 2 = 40 >
Type 3
Damage: 80 [8 power]
Number of Emitters: (up to 2 shots per round)
Targeting System: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: one forward, one aft
Firing arc: 520 degrees
Firing Modes: Standard, Pulse

TA/T/TS: Class Alpha [0 power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <14 (x4=56)>
Shield Generator: Class 2 (protection 300)
[30 power/shield/round]
Shield grid: Type C (50% increase to 450 Protection)
Subspace field Distortion Amplifiers: Class Beta
(Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <2>
Auto-Destruct System <2>

Auxiliary Spacecraft systems

None

Notes:

Miradorn small ship
Commissioning Date: some time in the 24th century

Hull Systems
Size: 3
Length: 90 meters
Beams: 114.03 meters
Height: 31.32 meters
Decks: 4
Mass: 45,000 metric tons
SU's Available: 800
SU's Used: 683

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <21>
Backup: Class 3 (Protection 30) <11>
Backup: Class 3 (Protection 30) <11>
Specialized hull: Atmospheric Capability <3>
Planetfall Capability <3>
Energy sheath <9>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 18/10/189
Crew Quarters
Spartan: 15 <1>
Basic: 9 <1>
Expanded: 3 <1>
Luxury: 2 <2>
Unusual: 1 <1>

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>
Consumable: 1 years worth <3>
Food Replicators [3 Power/round] <3>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <3>
Type: 1 Large unit [2 Power/replicator/round] <3>
Medical Facilities: med Kits only <5>
Recreation Facilities: 1 [2 Power/round] <8>
Personal Transport: Jefferies tubes [0 Power/round] <3>
Fire Suppression System [1 Power/round when active] <3>
Cargo hold: 8,000 cubic meters <1>
Locations: Lower Cargo Bays
Escape Pods <1>
Number: 8
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: type 6 <80>
Speed: 6.0/7.0/8.0 [1 Power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) <6>
Impulse Engine Type: Class 3 (.5c/.7c) [5/7 Power/round] <15>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <3>

Power Systems
Warp Engine Type: Class 5/H (generates 280 Power/round) <63>
Locations: Engineering hull, decks
Impulse Engine[s]: 1 Class 3 (generate 24 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <20>
Standard Usable Power: 304

Operations systems
Bridge: Saucer dorsal <15>

Computers
Core 1: [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 engineering hull, ventral of the saucer

Sensor Systems
Long-range Sensors [5 Power/round] <23>
Range package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 Light-years (1/1.1-3.0/3.1-8.0/8.1-12)
Strength Package: Class 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] <13>
Strength Package: Class 6 (strength 6)
Gain Package: Class Alpha (+1)
Probes: 10 <1>
Sensor Skill: 3

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 2 <0>

Inertial Damping Field
Main <12>
Strength: 9 [3 Power/round]
Number: 2
Backup <3>
Strength: 7 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 4 [2 power/round] <10>
Strength: 4
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Gamma [3 Power/Strength used/round] <9>
Accuracy: 4/5/7/10
Lactation: aft Dorsal

Transporters
Type: Personnel [4 Power/use] <15>
Pads: 4
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Cargo [4 Power/round] <12>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <3>
Internal Force Field [1 power/3 Strength] <3>
Science Systems Rating: 1 (+0) [1 Power/round] <8>
Specialized Systems: none
Laboratories: 1 <2>

Tactical Systems
Two Miradorn Disruptor Cannon <20 x 3 = 60>
Type 3
Damage: 80 [8 power]
Number of Emitters: (up to 2 shots per round)
Targeting System: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: two forward, one aft
Firing arc: 520 degrees ventral
Firing Modes: Standard, Pulse

Forward Torpedo Launcher <16>
Standard Load: Type II photon torpedo (200 damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward, but are self-guided
Torpedoes carried: 20 <2>

TA/T/TS: Class Alpha [0 power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <17 (x4=68)>
Shield Generator: Class 2 (protection 340)
[34 power/shield/round]
Shield grid: Type A (25% increase to 425 Protection)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 114)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <3>
Auto-Destruct System <3>

Auxiliary Spacecraft systems
None

Notes:

Miradorn Light Marauder
Commissioning Date: some time in the 24th century

Hull Systems
Size: 4
Length: 120 meters
Beams: 152.08 meters
Height: 41.76 meters
Decks: 9
Mass: 100,000 metric tons
SU's Available: 1000
SU's Used: 869

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 4 (Protection 70/110) <25>
Backup: Class 4 (Protection 35) <13>
Backup: Class 4 (Protection 35) <13>
Specialized hull: Energy sheath <12>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 28/13/275
Crew Quarters
Spartan: 15 <1>
Basic: 14 <2>
Expanded: 6 <2>
Luxury: 4 <4>
Unusual: 2 <2>

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>
Consumable: 1 years worth <4>
Food Replicators [4 Power/round] <4>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <4>
Type: 1 Large unit [2 Power/replicator/round] <3>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
Personal Transport: Jefferies tubes [2 Power/round] <4>
Fire Suppression System [3 Power/round when active] <4>
Cargo hold: 16,000 cubic meters <1>
Locations: Lower Cargo Bays
Escape Pods <1>
Number: 12
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: type 6 <80>
Speed: 6.0/7.0/8.0 [1 Power/.2 warp speed]
PIS: Type E (8 hours of Maximum warp) <10>
Special configuration: <>
Impulse Engine Type: Class 5 (.7c/.9c) [7/9 Power/round] <25>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <4>

Power Systems
Warp Engine Type: Class 5/H (generates 280 Power/round) <63>
Impulse Engine[s]: 1 Class 5 (generate 40 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 <30>
Standard Usable Power: 320

Operations systems
Bridge: Saucer dorsal <20>

Computers
Core 1: [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 engineering hull, ventral of the saucer

Sensor Systems
Long-range Sensors [5 Power/round] <23>
Range package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 Light-years (1/1.1-3.0/3.1-8.0/8.1-12)
Strength Package: Class 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] <13>
Strength Package: Class 6 (strength 6)
Gain Package: Class Alpha (+1)
Probes: 10 <1>
Sensor Skill: 3

Flight Control Systems

Autopilot: Shipboard systems (flight control) 3, Coordination 2 [1 Power/round in use] <11>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 2 <0>

Inertial Damping Field
Main <16>
Strength: 9 [3 Power/round]
Number: 2
Backup <4>
Strength: 7 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 4 [2 power/round] <10>
Strength: 4
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Gamma [3 Power/Strength used/round] <9>
Accuracy: 4/5/7/10
Lactation: aft Dorsal
Transporters
Type: Personnel [4 Power/use] <15 x 2 = 30>
Pads: 4
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Cargo [4 Power/round] <12>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <4>
Internal Force Field [1 power/3 Strength] <4>
Science Systems Rating: 1 (+0) [1 Power/round] <9>
Specialized Systems: none
Laboratories: 2 <2>
Tactical Systems
Five Standard Disruptor Cannon <13 x 5 = 65>
Type 2
Damage: 60 [6 power]
Number of Emitters: (up to 2 shots per round)
Targeting System: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: one at the end of four forward spar, one aft
Firing arc: 520 degrees
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

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: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward, but are self-guided
Torpedoes carried: 30 <3>

TA/T/TS: Class Alpha [0 power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <27 (x4=108)>
Shield Generator: Class 3 (protection 450)
[45 power/shield/round]
Shield grid: Type B (33% increase to Protection 598)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 150)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <4>

Auxiliary Spacecraft systems
None

Notes:

Miradorn Marauder
Commissioning Date: some time in the 24th century

Hull Systems
Size: 5
Length: 175 meters
Beams: 221.73 meters
Height: 60.9 meters
Decks: 13
Mass: 250,000 metric tons
SU's Available: 1300
SU's Used: 1107

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 4 (Protection 70/110) <26>
Backup: Class 4 (Protection 35) <13>
Backup: Class 4 (Protection 35) <13>
Specialized hull: Energy sheath <15>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 33/17/350
Crew Quarters
Spartan: 20 <1>
Basic: 20 <2>
Expanded: 7 <2>
Luxury: 4 <4>
Unusual: 2 <2>

Environmental Systems
Basic Life Support [7 Power/round] <20>
Reserve Life Support [4 Power/round] <10>
Emergency Life Support (30 emergency shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 1 years worth <5>
Food Replicators [5 Power/round] <5>
Industrial Replicators <>
Type: network of small Replicators [2 Power/round] <5>
Type: 2 Large unit [2 Power/replicator/round] <6>

Medical Facilities: 3 (+1) [3 Power/round] <15>
Recreation Facilities: 2 [4 Power/round] <16>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 30,000 cubic meters <1>
Locations: Lower Cargo Bays

Escape Pods <1>
Number: 15
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: type 6A <80>
Speed: 6.0/8.0/9.0 [1 Power/.2 warp speed]
PIS: Type E (8 hours of Maximum warp) <10>
Special configuration: <>
Impulse Engine Type: 2 Class 4 (.6c/.8c) [6/8 Power/round] <20 (x2=40)>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Class 6/K (generates 320 Power/round) <72>
Locations: Engineering hull, decks
Impulse Engine[s]: 2 Class 4 (generate 32 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, +120 Power transfer/round <37>
Standard Usable Power: 384

Operations systems
Bridge: Saucer dorsal <25>

Computers
Core 1: [5 Power/round] <10>
Core 2: [5 Power/round] <10>
Uprating: Class Alpha (+1) [1 Power/computer round] <4>
ODN <15>

Navigational Deflector [5 Power/round] <20>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward engineering hull, ventral of the saucer

Sensor Systems
Long-range Sensors [5 Power/round] <23>
Range package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 Light-years (1/1.1-3.0/3.1-8.0/8.1-12)
Strength Package: Class 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] <13>
Strength Package: Class 6 (strength 6)

Gain Package: Class Alpha (+1)
Probes: 20 <2>
Sensor Skill: 4

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

Inertial Damping Field
Main <20>
Strength: 9 [3 Power/round]
Number: 2
Backup <5>
Strength: 7 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 4 [2 power/round] <10>
Strength: 4
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Gamma [3 Power/Strength used/round] <9>
Accuracy: 4/5/7/10
Lactation: aft Dorsal
Emitter: Class alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: Aft

Transporters
Type: Personnel [4 Power/use] <15 x 2 = 30>
Pads: 4
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:
Type: Cargo [4 Power/round] <12x2=24>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Field [1 power/3 Strength] <5>
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Specialized Systems: None
Laboratories: 4 <2>

Tactical Systems

Six Standard Disruptor Cannon <20 x 6 = 120>
Type 3
Damage: 80 [8 power]
Number of Emitters: (up to 2 shots per round)
Targeting System: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: one at the end of four forward spar, one aft dorsal, one ventral
Firing arc: 520 degrees
Firing Modes: Standard, Pulse

Forward Torpedo Launcher <16 x 2 = 32>
Standard Load: Type II photon torpedo (200 damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward, but are self-guided
Torpedoes carried: 40 <4>

TA/T/TS: Class Beta [1 power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <38 (x4=152)>
Shield Generator: Class 3 (protection 560) [56 power/shield/round]
Shield grid: Type B (33% increase to Protection 744)
Subspace field Distortion Amplifiers: Class Delta (Threshold 187)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <5>
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for Size 4 worth of ships <8>
Standard Complement: Type and Type shuttlecraft
Location(s): Main Shuttlebay

Notes:
Miradorn Large Marauder
Commissioning Date: some time in the 24th century

Hull Systems
Size: 6
Length: 250 meters
Beams: 316.75 meters
Height: 87 meters
Decks: 19
Mass: 350,000 metric tons
SU's Available: 1700
SU's Used: 1500

Hull Outer <24>

Hull Inner <24>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <30>
Backup: Class 5 (Protection 40) <15>
Backup: Class 5 (Protection 40) <15>
Specialized hull: Energy sheath <18>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 112/30/1000
Crew Quarters
Spartan: 40 <2>
Basic: 36 <4>
Expanded: 14 <3>
Luxury: 8 <8>
Unusual: 4 <4>

Environmental Systems
Basic Life Support [9 Power/round] <24>
Reserve Life Support [4 Power/round] <12>
Emergency Life Support (36 emergency shelters) <12>
Gravity [3 Power/round] <6>
Consumable: 2 years worth <12>
Food Replicators [6 Power/round] <6>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <6>
Type: 2 Large unit [Power/replicator/round]
Medical Facilities: 4 (+1) [4 Power/round] <20>
Recreation Facilities: 3 [6 Power/round] <24>

Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 45,000 cubic meters <2>
Locations: Lower Cargo Bays

Escape Pods <2>
Number: 30
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: type 6D8 <106>
Speed: 6.0/9.0/9.2 [1 Power/.2 warp speed]
PIS: (hours of Maximum warp) <>
Special configuration: <>
Impulse Engine Type: 2 Class 5 (.7c/.9c) [7/9 Power/round] <25 (x2=50)>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Warp Engine Type: Class 7/M (generates 350 Power/round) <80>
Locations: Engineering hull, decks
Impulse Engine[s]: 2 Class 5 (generate 40 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, +200 Power transfer/round <50>
Standard Usable Power: 430

Operations systems
Bridge: Saucer dorsal <30>

Computers
Core 1: [5 Power/round] <12>
Core 2: [5 Power/round] <12>
Uprating: Class Beta (+2) [2 Power/computer round] <8>
ODN <18>

Navigational Deflector [5 Power/round] <24>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward engineering hull, ventral of the saucer

Sensor Systems

Long-range Sensors [5 Power/round] <23>
Range package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 Light-years (1/1.1-3.0/3.1-8.0/8.1-12)
Strength Package: Class 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] <13>
Strength Package: Class 6 (strength 6)
Gain Package: Class Alpha (+1)
Probes: 30 <3>
Sensor Skill: 4

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

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

Inertial Damping Field

Main <35>
Strength: 9 [3 Power/round]
Number: 3
Backup <9>
Strength: 7 [2 Power/round]
Number: 3
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 4 [2 power/round] <10>
Strength: 4
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Gamma [3 Power/Strength used/round] <9>
Accuracy: 4/5/7/10
Lactation: aft Dorsal
Emitter: Class alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: Aft

Transporters
Type: Personnel [4 Power/use] <16 x 4 = 64>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Cargo [4 Power/round] <13x2=26>
Pads: 600 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field [1 power/3 Strength] <6>
Science Systems Rating: 1 (+0) [1 Power/round] <11>
Specialized Systems: None
Laboratories: 8 <2>

Tactical Systems
Six Standard Disruptor Cannon <24 x 6 = 144>
Type 3
Damage: 100 [10 power]
Number of Emitters: (up to 2 shots per round)
Targeting System: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: one at the end of four forward spar, one aft dorsal, one ventral
Firing arc: 520 degrees
Firing Modes: Standard, Pulse

Forward Torpedo Launcher <16 x 2 = 32>
Standard Load: Type II photon torpedo (200 damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward, but are self-guided
Torpedoes carried: 50 <5>

TA/T/TS: Class Beta [1 power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <53 (x4=212)>
Shield Generator: Class 4 (protection 675)
[68 power/shield/round]
Shield grid: Type B (33% increase to Protection 878)
Subspace field Distortion Amplifiers: Class Epsilon (Threshold 225)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <5>
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for Size 8 worth of ships <16>
Standard Complement: 4 shuttlecraft
Location(s): Main Shuttlebay
Miradorn Heavy Marauder
Commissioning Date: some time in the 24th century

Hull Systems
Size: 7
Length: 420 meters
Beams: 532.14 meters
Height: 146.46 meters
Decks: 32
Mass: 2,200,000 metric tons
SU's Available: 2000
SU's Used: 1802

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <31>
Backup: Class 5 (Protection 40) <16>
Backup: Class 5 (Protection 40) <16>
Specialized hull: Energy sheath <21>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 130/70/1400
Crew Quarters

Spartan: 60 <3>
Basic: 66 <7>
Expanded: 20 <4>
Luxury: 4 <4>
Unusual: 4 <4>

Environmental Systems
Basic Life Support [9 Power/round] <28>
Reserve Life Support [5 Power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: 2 years worth <14>
Food Replicators [7 Power/round] <7>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <7>
Type: 2 Large unit [2 Power/replicator/round] <6>

Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 4 [8 Power/round] <32>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <21>
Fire Suppression System [1 Power/round when active] <7>
Cargo hold: 60,000 cubic meters <2>
Locations: Lower Cargo Bays

Escape Pods <3>
Number: 60
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: type 6D8 <106>
Speed: 6.0/9.0/9.2 [1 Power/.2 warp speed]
PIS: Type F (9 hours of Maximum warp) <12>
Impulse Engine Type: 2 Class 5 (.7c/.9c) [7/9 Power/round] <25 (x4=100)>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <7>

Power Systems
Warp Engine Type: Class 7/M (generates 350 Power/round) <80>
Locations: Engineering hull, decks
Impulse Engine[s]: 4 Class 5 (generate 40 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, +200 Power transfer/round <55>
Standard Usable Power: 510

Operations systems
Bridge: Saucer dorsal <35>

Computers
Core 1: [5 Power/round] <14>
Core 2: [5 Power/round] <14>
Uprating: Class Beta (+2) [2 Power/computer round] <8>
ODN <21>

Navigational Deflector [5 Power/round] <28>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward engineering hull, ventral of the saucer

Sensor Systems
Long-range Sensors [5 Power/round] <23>
Range package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 Light-years (1/1.1-3.0/3.1-8.0/8.1-12)
Strength Package: Class 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] <13>
Strength Package: Class 6 (strength 6)
Gain Package: Class Alpha (+1)
Probes: 30 <3>
Sensor Skill: 4

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

Inertial Damping Field
Main <42>
Strength: 9 [3 Power/round]
Number: 2
Backup <11>
Strength: 7 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 4 [2 power/round] <10>
Strength: 4
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams

Emitter: Class Gamma [3 Power/Strength used/round] <9>
Accuracy: 4/5/7/10
Lactation: aft Dorsal
Emitter: Class alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Lactation: Aft

Transporters
Type: Personnel [4 Power/use] <16 x 4 = 64>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Cargo [4 Power/round] <13x2=26>
Pads: 600 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Field [1 power/3 Strength] <7>
Science Systems Rating: 1 (+0) [1 Power/round] <12>
Specialized Systems: None
Laboratories: 10 <2>

Tactical Systems
Six Standard Disruptor Cannon <24 x 6 = 144>
Type 3
Damage: 100 [10 power]
Number of Emitters: (up to 2 shots per round)
Targeting System: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: one at the end of four forward spar, one aft dorsal, one ventral
Firing arc: 520 degrees
Firing Modes: Standard, Pulse

Forward Torpedo Launcher <16 x 2 = 32>
Standard Load: Type II photon torpedo (200 damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward, but are self-guided
Torpedoes carried: 100 <10>

TA/T/TS: Class Beta [1 power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <78 (x4=312)>
Shield Generator: Class 5 (protection 1000)
[power/shield/round]
Shield grid: Type B (33% increase to Protection 1330)
Subspace field Distortion Amplifiers: Class Eta (Threshold 334)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <7>
Auto-Destruct System <7>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for Size 14 worth of ships <28>
Standard Complement: 7 shuttlecraft
Location(s): Main Shuttlebay

Small Antares Class Freighter-CLASS
Class and Type: Antares-class Cargo Carrier
Commissioning Date: N/A (Sometime within the 24th Century)

Hull Systems
Size: 4
Length: 145.6 meters
Beams: 94.25 meters
Height: 32.6 meters
Decks: 3
Mass: 100,000 metric tons
SUs Available: 800
SUs Used: 680

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 3 <3>
Resistance Inner Hull: 3 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 20/40) <16>
Backup: Class 1 (Protection 10) <8>
Backup: Class 1 (Protection 10) <8>

Specialized Hull:

Planetfall Capability <4>

Atmosphereic Capability <4>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 10/5/25
Crew Quarters
Spartan: 10 <1>
Basic: 5 <1>

Environmental Systems
Basic Life Support [4 P/R] <16>
Reserve Life Support [2 P/R] <8>
Emergency Life Support (24 e-shelters) <8>
Gravity [2 P/R] <4>
Consumable: 1 years worth <4>
Food Replicator [4 P/R] <4>
Industrial Replicators: type: network of small replicators [2 P/R] <4>
Medical Facilities: 3 (+1) [8 P/R] <15>
Recreation Facilities: 2 [4 P/R] <16>
Personal Transport: Turbolift, Jefferies tubes [2 P/R] <12>
Fire Suppression System [1 P/R when active] <4>
Cargo hold: 60,000 cubic meters <2>
Locations: Lower Cargo Bays (Amidship lower hull)
Escape Pods <1>
Number: 10
Capacity: 2 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 4.4 <27>
Speed: 4.0/6.0/7.4 [1 Power/.2 warp speed]
PIS: type C (6 hours of Maximum warp) <6>
Special configuration: Embedded nacelles <20> (see notes)
Impulse Engine Type: 3 Class 2 (.5c/.5c) [5/5 P/R] <10 (x3=30)>
Location: Aft
Reaction Control System (.025c) [2 P/R when in use] <4>

POWER SYSTEMS
Warp Engine Type: Class 3/E (generates 150 P/R) <52>
Locations: Engineering hull, decks
Impulse Engine[s]: Three class 3 (generate 16 power/engine/round)
Auxiliary Power: Two reactors (generate 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 P/R) <25>
EPS: Standard Power flow, <20>
Standard Usable Power:

Operations systems
Bridge: Saucer dorsal <20>

Computer Core: Amidship [5 P/R] <8>
ODN <12>

Navigational Deflector [6 P/R] <16>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward engineering hull

Sensor Systems
Long-range Sensors [5 P/R] <12>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: (0.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: (1.0/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Coverage: standard detection
Lateral Sensors [5 P/R] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Coverage: standard detection
Navigational Sensors: [5 P/R] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Sensor Skill: 3

Flight Control Systems Autopilot: Shipboard systems (flight control) 1, Coordination 1 [1 P/R in use] <4>

Navigational Computer
Main: Class 1 (+) [0 P/R] <0>
Backups: <0>
Inertial Dampening field

Main <16>
Strength: 8 [3 P/R]
Number: 2
Backup <4>
Strength: 5 [P/R]
Number: 2
Attitude Control: 1 [1 P/R] <1>

Communications Systems
Type: Class 4 [2 P/R] <8>
Strength: 4
Security: -2
Emergency Communications: [2 P/R] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: aft

Security Systems Rating: 1 <4>

Anti-Intruder System: Yes [1 P/R] <4>
Internal Force Field [1 power/ Strength] <4>
Science Systems Rating: 1 (+0) [1 P/R] <9>

Tactical Systems
Two Type IV Phaser arrays <39 (x2=78)>
Type IV Phaser Banks
Damage: 80 [8 power]
Number of Emitters: (up to 2 shots per round)
Auto-Phaser Interlock: Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: forward hull, aft hull
Firing arc: 90 degrees
Firing Modes: Standard, pulse, wide-beam

TA/T/TS: Class Alpha [0 P/R] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <24 (x4)=96>
Embedded nacelles + 10 threshold +100 to shields
Shield Generator: Class 2 (protection 385 + 100)
[39 power/shield/round]
Shield grid: Type B (33% increase to Protection 512)
Subspace field Distortion Amplifiers: Class Gamma
(Threshold 116 +10)
Recharging System: Class 1 (45 seconds)

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for Size 8 worth of ships <16>
Standard Complement: 4 shuttlecraft
Location(s): Main Shuttlebay

Tiny Antares Class Freighter-CLASS
Class and Type: Antares-class Cargo Carrier
Commissioning Date: N/A (Sometime within the 24th Century)

Hull Systems
Size: 3
Length: 95 meters
Beams: 61.75 meters
Height: 21.38 meters
Decks: 2
Mass: 45,000 metric tons
SUs Available: 600
SUs Used: 526

Hull Outer <9>
Hull Inner <9>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 20/40) <15>
Backup: Class 1 (Protection 10) <8>
Backup: Class 1 (Protection 10) <8>

Specialized Hull: Planetfall Capability <3>

Atmospheric Capability <3>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 8/4/24
Crew Quarters
Spartan: 8 <1>
Basic: 4 <1>

Environmental Systems
Basic Life Support [4 power/round] <12>
Reserve Life Support [2 power/round] <6>
Emergency Life Support (18 emergency shelters) <6>
Gravity [2 power/round] <3>
Consumable: 1 years worth <3>
Food Replicator [3 power/round] <3>
Industrial Replicators: type: network of small replicators [2 power/round] <3>
Medical Facilities: 2 (+0) [4 power/round] <10>
Recreation Facilities: 2 [4 power/round] <8>
Personal Transport: Jefferies tubes [2 power/round] <9>
Fire Suppression System [1 power/round when active] <3>
Cargo hold: 20,000 cubic meters <1>
Locations: Lower Cargo Bays (Amidship lower hull)
Escape Pods <1>
Number: 10
Capacity: 2 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 2 <15>
Speed: 2.0/3.0/6.0 [1 Power/.2 warp speed]
PIS: type B (5 hours of Maximum warp) <4>
Special configuration: Embedded nacelles <12>
Impulse Engine Type: 2 Class 2 (.5c/.5c) [5/5 power/round] <10 (x2=20)>
Location: Aft
Reaction Control System (.025c) [2 power/round when in use] <3>

POWER SYSTEMS
Warp Engine Type: Class 3/E (generates 150 power/round) <52>
Locations: Engineering hull, decks
Impulse Engine[s]: Three class 2 (generate 16 power/engine/round)
Auxiliary Power: Two reactors (generate 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 power/round) <25>
EPS: Standard Power flow, <15>
Standard Usable Power:

Operations systems
Bridge: Saucer dorsal <15>

Computer Core: Amidship [5 power/round] <6>
ODN <9>

Navigational Deflector [6 power/round] <12>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward engineering hull

Sensor Systems
Long-range Sensors [5 power/round] <12>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: (0.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: (1.0/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Coverage: standard detection

Lateral Sensors [5 power/round] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Coverage: standard detection

Navigational Sensors: [5 power/round] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Sensor 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 power/round] <0>
Backups: <0>
Inertial Dampening field
Main <12>
Strength: 8 [3 power/round]
Number: 2
Backup <3>
Strength: 5 [2 power/round]
Number: 2
Attitude Control: 1 [1 power/round] <1>

Communications Systems
Type: Class 4 [2 power/round] <8>
Strength: 4
Security: -2
Emergency Communications: [2 power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: aft

Security Systems Rating: 1 <3>

Anti-Intruder System: Yes [1 power/round] <3>
Internal Force Field [1 power/ Strength] <3>

Science Systems Rating: 1 (+0) [1 power/round] <8>

Tactical Systems
Two Type IV Phaser arrays <39>
Type IV Phaser Banks
Damage: 80 [8 power]
Number of Emitters: (up to 2 shots per round)
Auto-Phaser Interlock: Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: forward hull
Firing arc: 90 degrees
Firing Modes: Standard, pulse, wide-beam

TA/T/TS: Class Alpha [0 power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <17 (x4)=68>
embedded nacelles + 10 threshold +100 to shields
Shield Generator: Class 2 (protection 288 + 100)
[29 power/shield/round]
Shield grid: Type A (25% increase to Protection 360)
Subspace field Distortion Amplifiers: Class Gamma
(Threshold 87 +10)
Recharging System: Class 1 (45 seconds)

Auxiliary Spacecraft systems

Shuttlebay(s): Capacity for Size 4 worth of ships <8>
Standard Complement: 2 shuttlecraft
Location(s): Main Shuttlebay

Modified ANTARES-CLASS STARSHIPS
Class and Type: Class-class Cargo Carrier
Commissioning Date: N/A (Sometime within the 23rd Century), refitted in the early 24th Century

Hull Systems
Size: 5
Length: 200 meters
Beams: 130 meters
Height: 45 meters
Decks: 3
Mass: 200,000 metric tons
SUs Available: 800
SUs Used: 666

Hull Outer <15>
Hull Inner <15>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <17>
Backup: Class 1 (Protection 20) <9>
Backup: Class 1 (Protection 20) <9>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 12/6/30
Crew Quarters
Spartan: 3 <1>
Basic: 12 <2>

Environmental Systems
Basic Life Support [4 Power/round] <20>
Reserve Life Support [2 Power/round] <10>
Gravity [3 Power/round] <5>
Consumable: 1 years worth <1>
Food Replicator [5 Power/round] <5>
Industrial Replicators: Network of small Replicators [2 power/round] <5>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 [2 Power/round] <6>
Personal Transport: Jefferies tubes [0 Power/round] <3>
Fire Suppression System [1 Power/round when active] <3>
Cargo hold: 150,000 cubic meters <5>
Locations: Lower Cargo Bays (Amidship lower hull)
Escape Pods <1>
Number: 20
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 5.6 <53>
Speed: 5.0/6.0/7.6 [1 Power/.2 warp speed]
PIS: Type B (5 hours of Maximum warp) <4>
Special configuration: Embedded nacelles <20>
Impulse Engine Type: 3 Class 3 (.5 c/.7 c) [5/7 Power/round] <15 (x3=45)>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <3>

POWER SYSTEMS
Warp Engine Type: Class 3/E (generates 170 Power/round) <42>
Locations: Engineering hull, decks
Impulse Engine[s]: Three Class 3 (generate 24 power/engine/round)
Auxiliary Power: Two reactors (generate 10 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <10>
Standard Usable Power: 164

Operations systems
Bridge: Saucer dorsal <20>

Computer Core: Amidship [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 engineering hull

Sensor Systems
Long-range Sensors [5 Power/round] <22>
Range Package: Type 3 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 13 Light-Years (1/1.1-3.5/3.6-9.0/9.1-13.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Sensors Skill: 2

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 2, Coordination 1 [2 Power/round in use] <4>

Navigational Computer

Main: Class 1 (+0) [0 Power/round] <0>
Backup: two <0>

Inertial Damping Field
Main <20>
Strength: 7 [3 Power/round]
Number: 2
Backup <5>
Strength: 4 [Power/round]
Number: 2
Attitude Control: [1 Power/round] <2>

Communications Systems
Type: Class 6 [2 Power/round] <12>
Strength: 6
Security: -2
Emergency Communications: [1 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: aft

Security Systems Rating: 1 <16>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Field [1 power/ Strength] <5>
Science Systems Rating: (+0) [1 Power/round] <10>
Laboratories: 0 <0>

Tactical Systems
Forward Dorsal Type IV Phaser Array <9>
Type IV
Damage: 80 [8 power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: forward dorsal hull
Firing arc: 360 degrees
Firing Modes: Standard

Aft Type IV Phaser Array <9>
Type IV
Damage: 80 [8 power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: aft Dorsal hull
Firing arc: 360 degrees
Firing Modes: Standard

Forward Ventral Type IV Phaser Array <9>
Type IV
Damage: 80 [8 power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: forward Ventral hull
Firing arc: 360 degrees
Firing Modes: Standard

TA/T/TS: Class Alpha [0 power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <19 (x4)=76>
Embedded nacelles + 10 threshold +100 to shields
Shield Generator: Class 1 (protection 200 + 100) [20 power/shield/round]
Shield grid: Type A (25% increase to Protection 250)
Subspace field Distortion Amplifiers: Class Beta (Threshold 66 +10)
Recharging System: Class 1 (45 seconds)

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for Size 1 worth of ships <2>
Standard Complement: one shuttlepod
Location(s): Main Shuttlebay

NOTES:
The Antaries Class was most clearly a vessel that is a generation older than most vessels in service of the Federation's civilian transportation companies. I contemplated that during the 23rd Century the original Antaries class design was constructed for the Federation civilians. They have of course served in the corporate sector for a nearly a Century as cargo carriers and civilian passenger transports. Do to the designs of the Antaries Freighter the embedded Warp Nacelles would have to be a standard?

Additional Adjustments to the Antaries Class that makes a versatile vessel. Optional additions to the ship this is to upgrade the vessel that changes the vessel to multi roll vessels while making it inter changeable.

Personal Note: The Antaries class freighter seen quite frequently in The Next Generation and Deep Space Nine Series where they all looked like they were hundred of years old or more. I drew up this for a series of adventure where the Antaries class was being used to run illegal contraband into a Federation Colony near the Romulan, Klingon and Federation boarders.

ANTARES-CLASS
Class and Type: Antares-class Cargo Carrier
Commissioning Date: N/A (Sometime within the 23rd Century)

Hull Systems
Size: 5
Length: 200 meters
Beams: 130 meters

Height: 45 meters
Decks: 3
Mass: metric tonnes
SUs Available: 1000
SUs Used: 545

Hull
Outer <20>
Inner <20>

Resistance
Outer Hull: 5 <6>
Inner Hull: 5 <6>

Structural Integrity field
Main: Class C (Protection 10/15) <9>
[1 power/10 Protection/round]
Backup: Class 1 (Protection 05) <5>
[1 power/10 Protection/round]

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 12/6/30

Crew Quarters
Spartan: None
Basic: 18 <2>
Expanded: None
Luxury: None
Unusual: None

Environmental Systems
Basic Life Support [4 Power/round] <20>
Reserve Life Support [2 Power/round] <10>

Gravity [3 Power/round] <5>
Consumable: 1 years worth <1>

Food Processor System <0>
Food Stores only: (20 foods and beverages) [0 Power/round]
Industrial Replicators: Optional part
Medical Facilities: None

Recreation Facilities: 1 [2 Power/round] <6>
(a spartain mess hall and an excercise room)
Personal Transport: Jefferies tubes [Power/round] <3>

Fire Suppression System [1 Power/round when active] <3>
Cargo hold: 100,000 cubic meters <3>
Locations: Lower Cargo Bays (Amidship lower hull)

Escape Pods <1>
Number: 20
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive
Nacelles: Mark 4.68 <53>
Speed: 4.0/6.0/7.8 (TNG era warp factors 3.5/5.001/6.5)
[1 Power/.2 warp speed]
PIS: (10 hours of Maximum warp) <10>
Special configuration: Embedded nacelles <20> (see notes)

Impulse Engine
Type: 3 Type 2 (.25 c/.5 c) [2/5 Power/round] <15>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <3>
Impulse Thrusters [2 Power/round when in use] <6>

POWER SYSTEMS
Warp Engine
Type: Mark III (generates 140 Power/round) <52>
Locations: Engineering hull, decks
Impulse Engine[s]: Three Type 2 (generate 24 power/engine/round)
Auxiliary Power: Two reactors (generate 10 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <10>
Standard Usable Power: 164

Operations systems
Bridge: Saucer dorsal <20>

Computers
Core 1: Amidship [5 Power/round] <6>
ODN <6>

Navigational Deflector [6 Power/round] <15>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward engineering hull

Sensor Systems
Long-range Sensors [5 Power/round] <7>
Range package: Mark 3 (Accuracy 3/4/7/10)
High Resolution: (0.3/0.4-0.8/0.9-1.5/1.6-3.0)
Low Resolution: (1.0/1.1-3.0/3.1-6.0/6.1-8.0)
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Coverage: standard detection

Lateral Sensors [5 Power/round] <4>
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 power/round] <4>
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Sensor 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 Power/round] <0>
Backups: <0>

Inertial Stablizers
Main <20>
Strength: 8 [3 Power/round]
Number: 2
Backup <10>
Strength: 8 [Power/round]
Number: 2
Attitude Control: 1 [1 Power/round] <>

Communications Systems
Type: Type III [1 power/round] <7>
Strength: 3
Security: -0 (Class Uprating)
Basic Uprating: Class (+4)
Universal Translator [1 power per round of use] <0>
Emergency Communications: [1 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: aft

Security Systems
Rating:1 <16> (Cheif Security Officer: 2 (3))
(Security Personnel: Security 1 (2))
(Base Difficulty for illigal activies: Routine (4))
(Brigs: 1)
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Field [1 power/ Strength] <5>

Science Systems
Rating: (+0) [1 Power/round] <10>
Laboratories: 0 <0>

Tactical Systems
Forward Type IV Phaser banks <17>
Type IV Phaser Banks
Damage: 80 [8 power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: forward hull
Firing arc: 90 degrees ventral
Firing Modes: Standard

Aft Type IV Phaser banks <17>
Type IV Phaser Banks
Damage: 80 [8 power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: aft hull
Firing arc: 90 degrees ventral
Firing Modes: Standard

Weapons Control room <5>

TA/T/TS: Class Alpha [0 power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <6 (x4)=24>
embedded nacelles + 10 threshold +100 to shields
Shield Generator: Class 1 (protection 100 + 100)
[10 power/shield/round]
Shield grid: Type A (25% increase to Protection 125)
Subspace field Distortion Amplifiers: Class Epsilon
(Threshold 10 +10)
Recharging System: Class (75 seconds)

Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for Size 1 worth of ships <2>
Standard Complement: one shuttlepod
Location(s): Main Shuttlebay

NOTES:
The Antaries Class was most clearly a vessel that is a generation older than most vessels in service of the Federation's civilian transportation companies. I contemplated that during the 23rd Century the original Antaries class design was constructed for the Federation civilians. They have of course served in the corporate sector for a nearly a Century as cargo carriers and civilian passenger transports. Do to the designs of the Antaries Freighter the embedded Warp Nacelles would have to be a standard.

Additional Adjustments to the Antaries Class that makes a versitile vessel.

Optional additions to the ship
this is to upgrage the vessel that changes the vessel to multi roll vessels while making it inter changable.

Civilian Passenger Ship [4 power/round used]
PERSONNEL SYSTEMS

Crew/Passengers/Evac: 18/50/100

Crew Quarters
Basic: 20 <2>
Expanded: 40 <8>
Luxury: 10 <10>

Environmental Systems
Basic Life Support [6 Power/round] <20>
Reserve Life Support [3 Power/round] <10>

Transporters
Type: Personnel [2 Power/use] <8>
Pads: 4
Emitter/Receiver Array: Personnel Mark 2 (8,000 km range)
Energizing/Transition Coils: Class B (strength 1)
Number and location: 1 forward hull, deck 2

Type: Cargo [Power/round] <5>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
Energizing/Transition Coils: Class B (strength 1)
Number and location: 1 upper cargo hold, deck 1

PRISION SHIP <124>
PERSONNEL SYSTEMS
Crew/Passengers/Evac: 18/30/70

Crew Quarters
Basic: <2>
Expanded: 40 <8>

Environmental Systems
Basic Life Support [6 Power/round] <20>
Reserve Life Support [3 Power/round] <10>

Transporters
Type: Personnel [2 Power/use] <8>
Pads: 4
Emitter/Receiver Array: Personnel Mark 2 (8,000 km range)
Energizing/Transition Coils: Class B (strength 1)
Number and location: 1 forward hull, deck 2

Type: Cargo [Power/round] <5>
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
Energizing/Transition Coils: Class B (strength 1)
Number and location: 1 upper cargo hold, deck 1

Security Systems (Prison ship)
Rating:5 <80> (Cheif Security Officer: 5 (6))
(Security Personnel: Security 3 (4))
(Base Difficulty for illigal activies: near impossable (15))
(Brigs: 10)

Firefly-class Cargo ship
Class and Type: Firefly-class Cargo Transport
Commissioning Date: Unknown

Hull Systems
Size: 5
Length: 57.94 meters
Beam: 38.83 meters
Height: 16.08 meters
Decks: 3
Mass: 150,000 metric tons
SUs Available: 600
SUs Used: 457

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]

Main: Class D (Protection 15/22) <10>
Backup 1: Class D (Protection 8) <5>
Backup 2: Class D (Protection 8) <5>
Specialized Hull: Atmospheric Capability <5>, Planetfall capability <5>

Personnel Systems
Crew/Passengers/Evac: 5/6/60
Crew Quarters
Spartan: 9 <1>

Environmental Systems
Basic Life Support [4 Power/round] <20>
Reserve Life Support [2 Power/round] <10>
Emergency Life Support (30 emergency shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 1 years' worth <2>

Food stores only [0 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] <5>
Fire Suppression System [1 Power/round when active] <5>
Cargo Holds: 800 cubic meters <1>
Locations: amidship
Escape Pods <1>
Number: 12
Capacity: 1 person per pod

PROPULSION SYSTEMS
Warp drive None
Impulse Engine Type: 1 Type 4 (.4c/.6c) [4/6 Power/round] <12>
Location: Aft hull
Reaction Control System (.025c) [2 Power/round when in use] <5>

POWER SYSTEMS
Fusion Engine Type: 1 Class 8 (generates 80 Power/round) <40>
Location: Engineering section
Impulse Engine[s]: Type 4 (generates 15 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow <25>
Standard Usable Power: 95

OPERATIONS SYSTEM
Bridge: Cockpit dorsal forward <20>

Computer Core: [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] <5>
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 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Lateral Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
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>
Backup: 1 <0>

Inertial Damping Field
Main <20>

Strength: 1 [3 Power/round]
Number: 2
Backup <5>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [2 Power/round] <2>

Communications Systems
Type II Interplanetary Radio [1 Power/round] <2>
Strength: 2
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Science Systems Rating 1 (+0) [1 Power/round] <10>

TACTICAL SYSTEMS
Missile Launcher <6>
Standard Load: Concussion Missile *(Spatial torpedoes)*
(50 Damage)
Spread: 2
Range: 3/4/5/6
Targeting System: Class Zero Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: forward
Firing Arc: forward, but are self-guided
Missile compliment: 30 <3>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <12 (x4=48)>
Shield Generator: Class 1 (Protection 100) [10
Power/shield/round]
Shield grid: Type 0 (0% increase to 100 Protection)
Subspace Field Distortion Amplifiers: Class Alpha
(Threshold 33)
Recharging System: Class 0 (75 seconds)
Backup Shield Generators: 4 (1 per shield) <5>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 4 size worth of ships <4>
Standard Compliment: 2 shuttles
Location(s): Port and Starboard amidship

DESCRIPTION AND NOTES
Fleet Data:

Noteworthy vessels/service records/encounters:

Firefly-class Cargo Transport
Class and Type: Firefly-class Cargo Transport
Commissioning Date: Unknown

Hull Systems
Size: 3
Length: 57.94 meters
Beam: 38.83 meters
Height: 16.08 meters
Decks: 3
Mass: 150,000 metric tons
SUs Available: 450
SUs Used: 339

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]

Main: Class D (Protection 15/22) <8>
Backup 1: Class D (Protection 8) <4>
Backup 2: Class D (Protection 8) <4>
Specialized Hull: Atmospheric Capability <3>, Planetfall capability <3>

Personnel Systems
Crew/Passengers/Evac: 5/6/60
Crew Quarters
Spartan: 9 <1>

Environmental Systems
Basic Life Support [4 Power/round] <12>
Reserve Life Support [2 Power/round] <6>
Emergency Life Support (30 emergency shelters) <6>
Gravity [2 Power/round] <3>
Consumable: 1 years' worth <3>
Food stores only [0 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: 800 cubic meters <1>
Locations: amidships
Escape Pods <1>
Number: 12
Capacity: 1 person per pod

PROPULSION SYSTEMS
Warp drive None
Impulse Engine Type: 1 Type 4 (.4c/.6c) [4/6 Power/round] <12>
Location: Aft hull
Reaction Control System (.025c) [2 Power/round when in use] <3>
POWER SYSTEMS
Fusion Engine Type: 1 Class 8 (generates 80 Power/round) <40>
Location: Engineering section
Impulse Engine[s]: Type 4 (generates 15 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow <15>
Standard Usable Power: 95

OPERATIONS SYSTEM
Bridge: Cockpit dorsal forward <15>

Computer Core: [5 Power/round] <6>
ODN <9>

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] <5>
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 2 (Strength 2)
Gain Package: Standard
Coverage: Standard
Lateral Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard
Navigational Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
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>
Backup: 1 <0>

Inertial Damping Field
Main <12>
Strength: 1 [3 Power/round]
Number: 2
Backup <3>
Strength: 1 [2 Power/round]
Number: 2

Attitude control [1 Power/round] <1>

Communications Systems
Type II Interplanetary Radio [1 Power/round] <2>
Strength: 2
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Science Systems Rating 1 (+0) [1 Power/round] <8>

TACTICAL SYSTEMS
Missile Launcher <6>
Standard Load: Concussion Missile *(Spatial torpedoes)*
(50 Damage)
Spread: 2
Range: 3/4/5/6
Targeting System: Class Zero Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: forward
Firing Arc: forward, but are self-guided
Missile compliment: 30 <3>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <8 (x4=32)>
Shield Generator: Class 1 (Protection 100) [10
Power/shield/round]
Shield grid: Type 0 (0% increase to 100 Protection)
Subspace Field Distortion Amplifiers: Class Alpha
(Threshold 33)
Recharging System: Class 0 (75 seconds)
Backup Shield Generators: 4 (1 per shield) <3>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 2 size worth of ships <4>
Standard Compliment: 2 shuttlepods
Location(s): Port and Starboard amidships

DESCRIPTION AND NOTES
Fleet Data:

Noteworthy vessels/service records/encounters:

Warp Capable Firefly-class Cargo ship
Class and Type: Firefly-class 03 Model Cargo Transport
Commissioning Date: Unknown

Hull Systems
Size: 3
Length: 58.22 meters
Beam: 39.01 meters
Height: 16.15 meters
Decks: 3
Mass: 2,400 tons
SUs Available: 500
SUs Used: 392

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]

Main: Class D (Protection 15/22) <8>
Backup : Class D (Protection 8) <4>
Backup : Class D (Protection 8) <4>
Specialized Hull: Atmospheric Capability <3>, Planetfall capability <3>

Personnel Systems
Crew/Passengers/Evac: 7/8/60
Crew Quarters
Spartan: 8 <1>

Environmental Systems
Basic Life Support [4 Power/round] <12>
Reserve Life Support [2 Power/round] <6>
Emergency Life Support (30 emergency shelters) <6>
Gravity [2 Power/round] <3>
Consumable: 1 years' worth <6>

Food stores only [0 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: 1000 cubic meters <1>
Locations: amidship

Escape Pods <1>
Number: 12
Capacity: 1 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Mark 3 <30>
Speed: 3.0/4.0/5.0[1 power/.2 warp factor]
PIS Class B (2 hours of maximum Warp speed) <4>
Embedded Warp Nacelles: (Aft) <12>
Impulse Engine Type: 1 Type 4 (.4c/.6c) [4/6 Power/round] <12>
Location: Aft hull
Impulse Thrusters +.1c [2 power/round] <6>
Reaction Control System (.025c) [2 Power/round when in use] <3>

POWER SYSTEMS
Warp Drive Mark: 1 Mark III (generates 100 Power/round) <40>
Location: Engineering section
Impulse Engine[s]: Type 4 (generates 15 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow <15>
Standard Usable Power: 115

OPERATIONS SYSTEM
Bridge: Cockpit dorsal forward <12>

Computer Core: [5 Power/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] <5>
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 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Lateral Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
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>
Backup: 1 <0>
Inertial Damping Field
Main <12>
Strength: 1 [3 Power/round]
Number: 2
Backup <3>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [1 Power/round] <1>

Communications Systems
Type II Interplanetary Radio [1 Power/round] <2>
Strength: 2
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Science Systems Rating 1 (+0) [1 Power/round] <8>

TACTICAL SYSTEMS
Forward Port Plasma Cannons <2>
Class Sorac
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 1/500/1,500/5,000
Location: forward port
Firing Arc: 120 degrees
Firing Modes: Standard

Forward Starbaord Plasma Cannons <2>
Class Sorac
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 1/500/1,500/5,000
Location: forward starboard
Firing Arc: 120 degrees
Firing Modes: Standard

Aft Dorsal Plasma Cannons <2>
Class Sorac
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 1/500/1,500/5,000
Location: Aft Dorsal
Firing Arc: 120 degrees
Firing Modes: Standard

Aft Ventral Plasma Cannons <2>
Class Sorac
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 1/500/1,500/5,000
Location: Aft Ventral
Firing Arc: 120 degrees
Firing Modes: Standard

Missile Launcher <6>
Standard Load: Spatial (80 Damage)
Spread: 2
Range: 3/4/5/6
Targeting System: Class Zero Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: forward
Firing Arc: forward, but are self-guided
Missile compliment: 30 <3>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <8 (x4=32)>
Shield Generator: Class 1 (Protection 100) [10 Power/shield/round]
Shield grid: Type 0 (0% increase to 100 Protection)
Subspace Field Distortion Amplifiers: Class Alpha (Threshold 33)
Recharging System: Class 0 (75 seconds)
Backup Shield Generators: 4 (1 per shield) <3>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 4 size worth of ships <4>
Standard Compliment: 2 shuttles
Location(s): Port and Starboard amidship

DESCRIPTION AND NOTES
Fleet Data: Caravel, outrigger, Douglas DC-3, Liberty Ship, UH-1 “Huey”—every great era of exploration and commerce has a signature vehicle, common as dirt and used for very thing and anything. For the last great wave of colonization, the Firefly Class midbulk transport is that symbol.

The Firefly design was the brainchild of Celestine architect, Jennifer Yamadera, of Beaumonde. She wanted to build a simple, cheap Everyman freighter for folk to use on the newly opened frontier worlds. By combining all the major power-using systems—gravitics, pulse drive, life support—into one big, elegant package, she cut down on production costs and developed the signature spinners-and-bulb engine layout that gives the class its name.

This design makes a Firefly Class one of the easiest ships of its size to maintain, and accounts for its popularity to this day. The only drawback is that all the main systems run together—if one goes, they all go (although there is auxiliary life support, and the g-field may take some hours to relax completely). Yamadera licensed her design to at least half-adozen different shipyards over the 34 years the

Firefly stayed in production, and there were several copycats, as well.

The original Firefly was designated 01-K64, for model 01 and the year she first flew (2464). The "K" in the type class is a pun: "kei" is a Japanese word for "firefly." More than 20,000 of the 01 model were constructed between 2464 and 2473. The design tended to shake badly in atmosphere, however, due to turbulent air from the forward fuselage being sucked into the engine pods.

A second model (02-K64) in 2468 tried to fix the problem by having the engine pods swing up instead of down, but that just caused her to be unstable on the ground, and the model was dropped after only a handful were launched. The solution—to extend the wings to move the engine pods about 2 feet outboard—was incorporated in the 03 model in 2469, and production continued until 2498. In all, more than 93,000 Firefly-class transports were constructed; maybe 40,000 are still in the air.

The ship's layout is complicated by the systems package design. The bridge sits high and well forward on a gooseneck. The bridge includes stations for pilot, copilot, and flight mechanic on the main level, and for sensor/comms operator on tandem step-down in the nose. Aft of the bridge, in the gooseneck connecting to the main body, the crew quarters are located beneath the corridor leading to the common room. The common area itself dominates the top third of the ship's midsection and includes a full galley, storage, and shower facilities. Further aft, behind the constriction caused by the external portion of the grav spinner, are the engine room and the internal portions of the combined drive—pulse, power, and life support.

The main (#1) cargo hold is located directly beneath the common room in the midsection. Catwalks lead to the port and starboard over-wing bays and down into the hold. In the most common version, the over-wing bays hold two 20-ton shuttles; in other designs these bays are plated over and converted to additional passenger or cargo space. The rest of the engine section surrounding the drive room was originally devoted to fuel tanks, but later modifications (made standard on the 03- K64) included a second cargo hold on the lowest level. This sometimes causes weight and balance problems with loading heavy cargo in the after hold.

The main hold opens through the forward airlock onto a cargo ramp, with a built-in postern hatch for personnel access while the ramp remains up. An additional hatch in the underbelly allows cargo to be slung into the hold at a hover. When the ship is on the ground, drive-protective skids and landing stabilizers make that hatch unusable.

Colonial One a.k.a. Commercial Transport ship
Class and Type: Osirus-class Commercial Transport
Commissioning Date: 2336

HULL SYSTEMS
Size: 3
Length: 98 meters
Beam: 25 meters
Height: 20 meters
Decks: 5
Mass: 55,000 metric tons
SUs Available: 800
SUs Used: 652

Hull Outer <9>
Hull Inner <9>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 50/80) <18>
Backup: Class 2 (Protection 25) <9>
Backup: Class 2 (Protection 25) <9>
Specialized Hull: Atmospheric Capability, Planetfall Capability <6>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 58/200/2,000
Crew Quarters
Barracks: Houses 60 crewmembers <1>
Spartan: 50 <3>
Basic: 50 <5>
Expanded: 25 <5>
Luxury: 13 <13>
Unusual: 12 <12>

Environmental Systems
Basic Life Support [10 Power/round] <12>
Reserve Life Support [5 power/round] <6>
Emergency Life Support (18 emergency shelters) <6>
Gravity [2 Power/round] <3>
Consumable: 1 years' worth <3>

Food Replicators [3 Power/round] <3>
Industrial Replicators Type: Network of small replicators [2 Power/round] <3>

Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 2 (Luxury) [4 Power/round] <18>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <9>
Fire Suppression System [1 Power/rd when active] <3>

Cargo Holds: 6,000 cubic meters <1>
Locations: Port, starboard sides of the hull, and several smaller areas in other locations

Escape Pods <3>
Number: 75
Capacity: 4 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 5B <60>
Speed: 5.0/7.0/9.0 [1 power/.2 warp speed]
PIS: Type A (2 hours of Maximum warp) <2>
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] <18>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <3>

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 120 Power/round) <32>
Location: Engineering section aft
Impulse Engine[s]: class 3A (generates 28 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +30 Power transfer/round <28>
Standard Usable Power: 148

OPERATIONS SYSTEM
Bridge: Saucer section dorsal <15>

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

Navigational Deflector [5 Power/round] <12>
Range: 8/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <22>
Range Package: Type 3 (Accuracy 3/4/7/10)
High Resolution: 5 ly (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 13 ly (1/1.1-3.5/3.6-9.0/9.1-13.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Sensors Skill: 2

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 2, Coordination 1 [2 Power/round in use] <4>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: two <0>

Inertial Damping Field
Main <12>
Strength: 9 [3 Power/round]
Number: 2
Backup <3>
Strength: 5 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 6 [2 Power/round] <12>
Strength: 6
Security: -2
Emergency Communications: [1 Power/round] <1>

Transporters
Type: Personnel [5 Power/use] <9>
Pads: 4
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: one forward, two aft

Type: Emergency [4 Power/use] <13>
Pads: 22
Emitter/Receiver Array: Emergency Type 2 (10,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: one forward

Type: Cargo [4 Power/use] <10>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (25,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and location: One in largest cargo bays

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

Science Systems Rating1 (+0) [1 Power/round] <8>

TACTICAL SYSTEMS
Forward Dorsal Phaser Array <6>
Type: IV
Damage: 80 [8 Power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Alpha (Accuracy: 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: forward
Firing Arc: 360 degrees
Firing Modes: Standard,

Aft Dorsal Phaser Array <6>
Type: IV
Damage: 80 [8 Power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Alpha (Accuracy: 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Aft
Firing Arc: 360 degrees
Firing Modes: Standard,

Forward Ventral Phaser Array <6>
Type: IV
Damage: 80 [8 Power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Alpha (Accuracy: 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: forward
Firing Arc: 360 degrees
Firing Modes: Standard,

Aft Ventral Phaser Array <6>
Type: IV
Damage: 80 [8 Power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Alpha (Accuracy: 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: aft
Firing Arc: 360 degrees
Firing Modes: Standard,

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <18 (x4=72)>
Shield Generator: Class 2 (Protection 330) [33 Power/shield/round]
Shield grid: Type A (25% increase to 412 Protection)
Subspace Field Distortion Amplifiers: Class gamma (Threshold 110)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <1>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 4 size worth of ships <8>
Standard Compliment: 2 shuttlepods
Location(s): aft Engineering

Olympic Carrier
Class and Type: Olympic-class Transport vessel
Commissioning Date: 2233

Hull Systems
Size: 5
Length: 251.6 meters
Beams: 39.7 meters
Height: 22.88 meters
Decks: 3
Mass: 300,000 metric tons
SUs Available: 900
SUs Used: 728

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class D (Protection 15/22/) <10>
Backup: Class D (Protection 8) <5>
Backup: Class D (Protection 8) <5>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 43/500/1500
Crew Quarters
Spartan: 279 <14>
Basic: 158 <16>
Expanded: 74 <15>
Luxury: 16 <16>
Unusual: 16 <16>

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>
Consumable: 6 months worth <6>
Food Processor Mark I [1 Power/round] <5>
Industrial Fabrication Unit Mark III [3 power/round] <5>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 3 [6 Power/round] <24>
Personal Transport: Jefferies tubes [0 Power/round] <5>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 15,000 cubic meters <1>
Locations: Lower Cargo Bays
Escape Pods <7>
Number: 140
Capacity: 4 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 B (2 hours of Maximum warp) <4>
Impulse Engine Type: 2 Type 4 (.4c/.6c) [/ Power/round] <12 x 2 = 24>
Location: Aft section
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Mark III (generates 100 Power/round) <40>
Locations: Engineering hull, decks
Impulse Engine[s]: 2 Type 4 (generate 15 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, +30 Power transfer/round <28>
Standard Usable Power: 130

Operations systems
Bridge: dorsal <20>

Computers
Core 1: [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 hull

Sensor Systems
Long-range Sensors [5 Power/round] <14>
Range package: Mark III (Accuracy 3/4/7/10)
High Resolution: 3 light-years (.3/.4-.8/.9-1.8/1.9-3.0)
Low Resolution: 8 light-years (1/1.1-3.0/3.1-6.0/6.1-8.0)
Strength Package: Class 4 (strength 4)
Gain Package: Class Standard (+ 0)
Coverage: Standard

Lateral Sensors [5 Power/round] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Class Standard (+ 0)
Coverage: Standard

Navigational Sensors: [5 power/round] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Class Standard (+ 0)
Sensor 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: 1 <0>
Inertial Damping Field
Main <20>
Strength: 5 [3 Power/round]
Number: 2
Backup <5>
Strength: 3 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Mark III [3 power/round] <9>
Strength: 3
Security: -1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 4/5/7/10
Lactation: Shuttlebay

Transporters
Type: Personnel [2 Power/use] <7>
Pads: 4
Emitter/Receiver Array: Personnel Mark 2 (8,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location: upper deck forward

Type: Emergency [3 Power/round] <6>
Pads: 8
Emitter/Receiver Array: Emergency Mark 1 (3,000 km range)
Energizing/Transition Coils: Class 3 (Strength 3)
Number and location: a mid ship

Type: Cargo [2 Power/round] <5>
Pads: 200
Emitter/Receiver Array: Cargo Mark 1 (5,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Field [1 power/3 Strength] <5>
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Laboratories: 2 <2>

Tactical Systems
Three Lasers banks <10 x 3 = 30>
Type Gould Class
Damage: 80 [8 power]
Number of Emitters: (up to 2 shots per round)
Targeting systems: Class Zero (Accuracy 6/7/9/12)
Range: 7/20,000/60,000/175,000
Location:
Firing arc: 360 degrees ventral
Firing Modes: Standard,

TA/T/TS: Class Zero [0 power/round] <6>
Strength: 6
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <20 (x 4 = 80)>
Shield Generator: Class 1 (protection 180) [18 power/shield/round]
Shield grid: Type A (25% increase to Protection 225)
Subspace field Distortion Amplifiers: Class Beta (Threshold 60)
Recharging System: (75 seconds)
Backup Shield Generators: 4 (1 per shield) <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for Size 8 worth of ships <16>
Standard Complement: standard 2 shuttlecraft
Location(s): Main Shuttlebay

Astral Queen
Class and Type: -class Prison Transport vessel
Commissioning Date: 2253

Hull Systems
Size: 5
Length: 258.1 meters
Beams: 97.9 meters
Height: 63.75 meters
Decks: 20
Mass: 450,000 metric tons
SUs Available: 1100
SUs Used: 993

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30/) <11>
Backup: Class E (Protection 10) <6>
Backup: Class E (Protection 10) <6>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 120/1500/12,000
Crew Quarters
Cells: 1500 [50 power/round] <50>
Spartan: 48 <3>
Basic: 39 <4>
Expanded: 14 <3>
Luxury: 13 <13>
Unusual: 6 <6>

Environmental Systems
Basic Life Support [12 Power/round] <20>
Reserve Life Support [6 Power/round] <10>
Emergency Life Support (30 emergency shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 6 months worth <6>
Food Processor Mark I [1 Power/round] <5>
Industrial Fabrication Unit Mark III [3 power/round] <5>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 2 [4 Power/round] <16>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5> 249
Cargo hold: 180,000 cubic meters <6>
Locations: Lower Cargo Bays
Escape Pods <23>
Number: 450
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: Mark 3.5 <35>
Speed: 3.5/4.5/5.5 [1 Power/.2 warp speed]
PIS: Class B (2 hours of Maximum warp) <4>
Impulse Engine Type: 3 Type 4 (.4c/.6c) [/ Power/round] <12 x 3 = 36>
Location: Aft section
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Mark IV (generates 220 Power/round) <62>
Locations: Engineering hull, decks
Impulse Engine[s]: 3 Type 4 (generate 15 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, +30 Power transfer/round <28>
Standard Usable Power: 265

Operations systems
Bridge: dorsal <20>

Computers
Core 1: [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 hull

Sensor Systems
Long-range Sensors [5 Power/round] <14>
Range package: Mark III (Accuracy 3/4/7/10)
High Resolution: 3 light-years (.3/.4-.8/.9-1.8/1.9-3.0)
Low Resolution: 8 light-years (1/1.1-3.0/3.1-6.0/6.1-8.0)
Strength Package: Class 4 (strength 4)
Gain Package: Class Standard (+ 0)
Coverage: Standard

Lateral Sensors [5 Power/round] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Class Standard (+ 0)
Coverage: Standard

Navigational Sensors: [5 power/round] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Class Standard (+ 0)
Sensor 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: 1 <0>
Inertial Damping Field
Main <20>
Strength: 5 [3 Power/round]
Number: 2
Backup <5>
Strength: 3 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Mark III [3 power/round] <9>
Strength: 3
Security: -1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 4/5/7/10
Lactation: Shuttlebay

Transporters
Type: Personnel [2 Power/use] <7 x 2 = 14>
Pads: 4
Emitter/Receiver Array: Personnel Mark 2 (8,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location: upper deck forward

Type: Emergency [3 Power/round] <10 x 2 = 20>
Pads: 22
Emitter/Receiver Array: Emergency Mark 1 (3,000 km range)
Energizing/Transition Coils: Class 3 (Strength 3)
Number and location: a mid ship

Type: Cargo [2 Power/round] <5 x 4 = 20>
Pads: 200
Emitter/Receiver Array: Cargo Mark 1 (5,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Field [1 power/3 Strength] <5>
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Laboratories: 2 <2>

Tactical Systems
Six Disruptors <26 x 6 = 156>
Type 6
Damage: 140 [14 power]
Number of Emitters: (up to 3 shots per round)
Targeting systems: Class Zero (Accuracy 6/7/9/12)
Range: 7/20,000/60,000/175,000
Location:
Firing arc: 360 degrees ventral
Firing Modes: Standard,

TA/T/TS: Class Zero [0 power/round] <6>
Strength: 6
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <26 (x 4 = 104)>
Shield Generator: Class 2 (protection 350) [35 power/shield/round]
Shield grid: Type A (25% increase to Protection 437)
Subspace field Distortion Amplifiers: Class Beta (Threshold 117)
Recharging System: (75 seconds)
Backup Shield Generators: 4 (1 per shield) <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for Size 12 worth of ships <28>
Standard Complement: standard 2 shuttlecraft
Location(s): Main Shuttlebay

Prisoner Cells
SU's cost: 30 cells per Su per prisoner
Power cost: 1 per SU cost
The cells on prisoner ships have many safety and security measures to keep all but the most ingenious prisoner from escaping. Starfleet has only a few of these ships. Most cells either have force field and transporter suppressors to prevent the prisoners from being beamed off the ship and escaping. Note older cells will not need power as they will use only locking cell doors and have no knowledge of transporters.

Gemenon Trader
Class and Type: Gemenon-class small cargo vessel
Commissioning Date: 2221

Hull Systems
Size: 3
Length: 60.09 meters
Beams: 17.7 meters
Height: 21.66 meters
Decks: 3
Mass: 20,000 metric tons
SUs Available: 1000
SUs Used: 478

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15/) <7>
Backup: Class C (Protection 5) <4>
Backup: Class C (Protection 5) <4>
Specialized hull: Atmosphereic capable <3>
Planetfall Capable <3>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 30/15/200
Crew Quarters
Barracks: Houses 4 crewmembers <1>
Spartan: 15 <1>
Basic: 15 <2>
Expanded: 5 <1>
Luxury: 6 <6>

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>
Consumable: 6 months worth <6>
Food Processor Mark I [1 Power/round] <3>
Industrial Fabrication Unit Mark III [3 power/round] <3>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 [2 Power/round] <8>
Personal Transport: Jefferies tubes [0 Power/round] <3>111
Fire Suppression System [1 Power/round when active] <3>
Cargo hold: 10,000 cubic meters <1>
Locations: Lower Cargo Bays
Escape Pods <2>
Number: 24
Capacity: 2 persons per pod

Propulsion Systems
Warp Drive Nacelles: Mark 3.5B <40>
Speed: 3.5/5.0/6.5 [1 Power/.2 warp speed]
PIS: Class B (2 hours of Maximum warp) <4>
Impulse Engine Type: 2 Type 4 (.4c/.6c) [/ Power/round] <12 x 2 = 24>
Location: Aft section
Reaction Control System (.025c) [2 Power/ round when in use] <3>

Power Systems
Warp Engine Type: Mark III (generates 100 Power/round) <40>
Locations: Engineering hull, decks
Impulse Engine[s]: 2 Type 4 (generate 15 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 <20>
Standard Usable Power: 130

Operations systems
Bridge: dorsal <12>

Computers
Core 1: [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 hull

Sensor Systems
Long-range Sensors [5 Power/round] <14>
Range package: Mark III (Accuracy 3/4/7/10)
High Resolution: 3 light-years (.3/.4-.8/.9-1.8/1.9-3.0)
Low Resolution: 8 light-years (1/1.1-3.0/3.1-6.0/6.1-8.0)
Strength Package: Class 4 (strength 4)
Gain Package: Class Standard (+ 0)
Coverage: Standard

Lateral Sensors [5 Power/round] <8> 297
Strength Package: Class 4 (strength 4)
Gain Package: Class Standard (+ 0)
Coverage: Standard

Navigational Sensors: [5 power/round] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Class Standard (+ 0)
Sensor 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: 1 <0>
Inertial Damping Field
Main <12>
Strength: 6 [3 Power/round]
Number: 2
Backup <3>
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
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 4/5/7/10
Lactation: Shuttlebay

Transporters
Type: Personnel [2 Power/use] <6>
Pads: 2
Emitter/Receiver Array: Personnel Mark 2 (8,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location: upper deck

Type: Emergency [3 Power/round] <6>
Pads: 8
Emitter/Receiver Array: Emergency Mark 1 (3,000 km range)
Energizing/Transition Coils: Class 3 (Strength 3)
Number and location: a mid ship

Type: Cargo [2 Power/round] <5>355
Pads: 100
Emitter/Receiver Array: Cargo Mark 1 (5,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <3>
Internal Force Field [1 power/3 Strength] <3>
Science Systems Rating: 1 (+0) [1 Power/round] <8>
Laboratories: 1 <2>

Tactical Systems
Three Lasers banks <10 x 3 = 30>
Type Gould Class
Damage: 80 [8 power]
Number of Emitters: (up to 2 shots per round)
Targeting systems: Class Zero (Accuracy 6/7/9/12)
Range: 7/20,000/60,000/175,000
Location:
Firing arc: 360 degrees ventral
Firing Modes: Standard,

TA/T/TS: Class Zero [0 power/round] <6>
Strength: 6
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <14 (x 4 = 56)>
Shield Generator: Class 1 (protection 200) [20 power/shield/round]
Shield grid: Type A (25% increase to Protection 250)
Subspace field Distortion Amplifiers: Class Beta (Threshold 67)
Recharging System: (75 seconds)
Backup Shield Generators: 4 (1 per shield) <3>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for Size 4 worth of ships <8>
Standard Complement: 2 shuttlecraft
Location(s): Main Shuttlebay

Millennium Falcon
Class and Type: YT-1300 Light Freighter (Modified)
Commissioning Date: Unknown

Hull Systems
Size: 3
Length: 27.24 meters
Beams: 20.24 meters
Height: 8 meters
Decks: 1
Mass: metric tons
SUs Available: 850
SUs Used: 726

Hull Outer <9>
Hull Inner <9>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 4 (Protection 70/110) <24>
Backup: Class 4 (Protection 35) <12>
Backup: Class 4 (Protection 35) <12>
Specialized hull: Atmospheric Capacity; Planet fall capacity <6>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 2/6
Crew Quarters
Spartan: 8 <1>

Environmental Systems
Basic Life Support [2 Power/round] <12>
Reserve Life Support [1 Power/round] <6>
Emergency Life Support (4 emergency shelters) <6>
Gravity [2 Power/round] <3>
Consumable: 2 Months worth <6>
Medical Facilities: medkits only
Recreation Facilities: None
Personal Transport: Jefferies tubes [0 Power/round] <3>
Fire Suppression System [1 Power/round when active] <3>
Cargo hold: 5,000 cubic meters <1>
Locations: below and aft Cargo Bays
Escape Pods <1>
Number: 8
Capacity: 1 persons per pod

Propulsion Systems
Hyper Drive System (Warp Drive Nacelles): Type 6C <100>
Speed: 6.0/9.0/9.2 [1 Power/.2 warp speed]
PIS: Type J (48 hours of Maximum warp) <12>
Special configuration: Embedded Nacelles <12>
Impulse Engine Type: Class 8 (.75c/.95c) [7/9 Power/round] <40>
Location: Aft hull
Reaction Control System (.025c) [2 Power/ round when in use] <1>

Power Systems
Warp Engine Type: Class 3/E (generates 190 Power/round) <44>
Locations: mid ship below deck
Impulse Engine[s]: 1 Class 8 (generate 64 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, +100 Power transfer/round <25>
Standard Usable Power: 254

Operations systems
Bridge: Cockpit Starbaord <15>
Computers Core: below decks [5 Power/round] <10>
ODN <15>

Navigational Deflector [5 Power/round] <20>
Range: 10/20,000/50,000/150,000
Accuracy: 6/7/9/12
Location: Forward

Sensor Systems
Long-range Sensors [5 Power/round] <22>
Range Package: Type 3 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 13 Light-Years (1/1.1-3.5/3.6-9.0/9.1-13.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Sensors Skill: 2

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 2, Coordination 1 [2 Power/round in use] <4>
Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: two <0>
Inertial Damping Field
Main <12>

Strength: 9 [3 Power/round]
Number: 2
Backup <2>
Strength: 6 [Power/round]
Number: 2
Attitude Control [1 Power/round] <1>
Specilaized Flight Control System Manual Steering
Column [1 power/round of use] <1>

Communications Systems
Type: Class 8 [2 power/round] <23>
Strength: 8
Security: -3 (Security Class Uprating Delta (-1))
Basic Uprating: Class (+1)
Emergency Communications: [2 Power/round use] <1>

Tactical Systems
2 Class 8 turbolaser (Equal to Phaser) <27 (x2=54)>
Type: VIII Phaser Array
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: Dorsal and Ventral
Firing arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Torpedo Launcher <19>
Standard Load: Type II photon torpedo (200 damage)
Spread: 2
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward between Mandible
Firing Arc: Forward, but are self-guided
Torpedoes carried: 8 <1>

TA/T/TS: Class Gamma [2 power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <24 (x4=96)>
Shield Generator: Class 3 (protection 480) [48 power/shield/round]
Shield grid: Type B (33% increase to Protection 638)
Subspace field Distortion Amplifiers: Class Delta (Threshold 160)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <1>

Colony City
Class and Type: the colony city
Commissioning Date: twenty-fourth century

Hull Systems
Size: 4 (16)
Diameters: 4,500 meters
Height: 1314.15 meters
Decks: 292
Mass: 100,000,000 metric tons
SUs Available: 11,000
SUs Used: 10,997

Hull Outer <64>
Hull Inner <64>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field: None
Aquatic Capability: <48>

Personnel Systems
Crew/Passengers/Evac: 660/50,710/1,000,000
Crew Quarters
Spartan: 480 <24>
Basic: 38,500 <3850>
Expanded: 11,550 <2310>
Luxury: 700 <700>
Unusual: 140 <140>

Environmental Systems
Basic Life Support [18 Power/round] <64>
Reserve Life Support [9 Power/round] <32>
Emergency Life Support (96 emergency-shelters) <32>
Gravity: None
Consumable: 1 years worth <16>
Food Replicator [16 power/round] <16>
Industrial Replicator
Type: network of small Replicator synthesizers [2 Power/round] <16>
Type: 6 Large Replicator units [2 Power/replicator/round] <18>
Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 10 (6 main holodecks; 30 personal holodecks; large, luxurious eating facility; 4 lounges; 8 small lounges) [20 Power/round] <80>
Mercantile Facilities: 10 (30 plus establishments) [20 Power/round] <80>
Personal Transport: turbolifts, Jefferies tubes [2 Power/round] <48>
Fire Suppression System [1 Power/round when active] <16>
Manufacturing Systems (generates several products) [38 power/round] <38>

Cargo hold: 6,000,000 cubic meters <180>
Locations:
Escape Pods: None

Propulsion Systems: None

Power Systems
Fusion Reactors: five Class 20 (generate 200 power/round) <100 x 5 = 500>
Solar Power: 27 panels (generates 10 power/round) <3 x 27 = 81>
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
EPS: Standard Power flow, +150 Power transfer/round <95>
Standard Usable power: 1200

Operations systems
Bridge: <20>

Computers
Cores: [5 Power/round] <32 x 3 = 96>
Uprating: Class Beta (+2) [2 Power/computer round] <4 x 3 = 12>
ODN <48>

Sensor Systems
Long-range Sensors [5 Power/round] <39>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <19>
Strength Package: Class 8 (strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard
Probes: 500 <50>
Sensor Skill: 5

Communications Systems
Type: Class 8 [2 Power/round] <24>
Strength: 8
Security: -4
Basic Uprating: Class Beta (+2)
Security Class Gamma Uprating
Emergency Communications: [2 Power/round] <1>

Transporters
Type: Personnel [5 Power/use] <14 x 4 = 56>
Pads:

Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location: Two in saucer, two in Engineering hull

Type: Cargo [3 Power/round] <11 x 5 = 55>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 2 (20,00 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location: one in saucer, two in Engineering hull

Security Systems Rating: 1 <4>
Anti-Intruder System: none
Internal Force Field: [1 Power/3 Strength] <16>
Science Systems Rating: 2 (+1) [2 Power/round] <26>
Specialized Systems: 2 <10>
Laboratories: 30 <6>

Tactical Systems
Disruptor banks <32 x 24 = 768>
Type 7
Damage: 160 [16 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: twenty four locations around the circumference of the cities edge
Firing arc: 180 degrees
Firing Modes: Standard, Pulse

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <164 x 4 = 656>
Shield Generator: Class 4 (protection 800) [80 Power/shield/round]
Shield grid: Type C (50% increase to 1200 Protection)
Subspace field Distortion Amplifiers: Class Zeta (Threshold 266)
Recharging systems: Class 1 (45 seconds)
Backup Shield Generators: 8 (2 per shield) <32>

Auxiliary Spacecraft Systems
Shuttlebay(s): Capacity for 200 size worth of ships <400>
Standard Complement: 96 shuttlecraft
Location(s): eight locations located around the ship

Outside landing pads:
12 rating 6 number of docks (ships up to size 6) [does not supply any power] <2 x 12 = 24>

Notes: This city is not the advance city of Atlantis but has the same outward appearance. It is equal to that of a Federation starship.

Stargate SG1 - Goa'uld Ha'Tak Mother ship
Class and Type: Ha'Tak-class warship
Commissioning Date: 20th century

Hull Systems
Size: 9
Length: 700 meters
Beams: 650 meters
Height: 315 meters
Decks: 70
Mass: 5,500,000 metric tons
SUs Available: 5120
SUs Used: 4445

Hull Outer <36>
Hull Inner <36>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection80/120) <33>
Backup: Class 5 (Protection 40) <17>
Backup: Class 5 (Protection 40) <17>
Specialized hull: Atmospheric Capable <9>
Planetfall Capability <9>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 12/2000/20,000
Crew Quarters
Barracks: Houses 2000 crewmembers <34>
Spartan: 11<1>
Luxury: 1 <1>

Environmental Systems
Basic Life Support [13 Power/round] <36>
Reserve Life Support [7 Power/round] <18>
Emergency Life Support (54 emergency shelters) <18>
Gravity [4 Power/round] <9>
Consumable:1 month worth <9>
Food Replicators [9 Power/round] <9>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <9>
Type: 2 Large unit [2 Power/replicator/round] <6>
Medical Facilities: 1 (+0) [1 Power/round] (see notes) <5>
Recreation Facilities: 4 [8 Power/round] <32>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <27>
Fire Suppression System [1 Power/round when active] <9>
Cargo hold: 1,000,000 cubic meters <30>
Locations: Varous locations

Escape Pods: none

Propulsion Systems
Goa'uld Hyper drive (4 light-years per minute, sustained 7 light-years per minute, 10 light-years per minute) [120 power/round] <80>
Sub-light Engine Type: 4 Class 2 (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <9>

Power Systems
Naquadah reactor (generates 1000 Power/round) <250>
Locations: center of ship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +500 Power transfer/round <95>
Standard Usable Power: 1064

Operations systems
Bridge: <40>

Computers Core: three center of ship [5 Power/round] <18 x 3 = 54>
ODN <27>

Navigational Deflector [5 Power/round] <36>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <33>
Range package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 14 Light-years (1/1.1-3.5/3.6-10.0/10.1-14.0)
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <17>
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <16>
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Probes:100 <10>

Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

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

Inertial Damping Field
Main <72>
Strength: 9 [3 Power/round]
Number: 4
Backup <18>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 10 [2 Power/round] <32>
Strength: 10
Security: -8 (Class Epsilon Uprating)
Basic Uprating: Class Class Beta (+2)
Holocommunications (+1) <0>
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 4 = 48>
Accuracy: 4/5/7/10
Lactation: one per point of pyramid

Emitter: Class Alpha [3 Power/Strength used/round] <3 x 9 = 27>
Accuracy 5/6/8/11
Location: one per hanger bay

Transporters
Type: Ring transport (Personnel/Cargo) [7 Power/use] <15 x 15 = 225>
Pads: 8 person/400 kg
Emitter/Receiver Array: Personnel Type 3/ Cargo Type 2 (20,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: fifteen locations

Security Systems Rating: 5 <20>
Anti-Intruder System: Yes [1 Power/round] <9>
Internal Force Field [1 Power/3 Strength] <9>
Science Systems Rating: 1 (+0) [1 Power/round] <14>
Laboratories: 14 <4>

Tactical Systems
Three Plasma Weapons <27 x 60 = 1620>
Type: (Equal to a Type V Phaser Array)

Damage: 100 [10 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: 15 front, 15 right, 15 left, 15 rear, Scattered all across the hull
Firing arc: 420 degrees
Firing Modes: Standard, pulse,

Nine Naquadah bomb Launcher <12 x 9 = 108>
Standard Load: Naquadah bomb (300 damage)
Spread: 1
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Ventral launch ports under the ship,
Fire Arc: Down (meant to bomb planets), but self guided
Torpedoes carried: 180 <18>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <131 x 4 = 524>
Shield Generator: Class 7 (protection 1400) [140 Power/shield/round]
Shield grid: Type C (50% increase to Protection 2100)
Subspace field Distortion Amplifiers: Class Iota (Threshold 450)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System <9>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 132 Size worth of ships <264>
Standard Complement: 54 Death gliders and 12 Al'Kesh Bombers or Tel'tak transports
Location(s): Nine locations

http://rpggamer.org/main.php?page=updates.php

Wraith dart fighter
Class and Type: Wraith Dart fighter
Commissioning Date: ancient but technology equal to that of the 29th century

Hull Systems
Size: 2
Length: 12 meters
Beams: 5 meters
Height: 2.76 meters
Decks: 1
Mass: 20 metric tons
SU's Available: 625 (+15% =) 1090
SU's Used: 544

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <26>
Primary Backup: Class 5 (Protection) <13>
Secondary Backup: Class 5 (Protection) <13>
Specialized hull: atmospheric capability <2>
Planetfall capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/0/0
Crew Quarters: none

Environmental Systems
Basic Life Support [1 Power/round] <8>
Reserve Life Support [1 Power/round] <4>
Emergency Life Support: None
Gravity: none
Consumable: one month worth <2>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 2 cubic meters <1>
Locations:

Propulsion Systems
Wraith Hyper drive: (standard one light years round, sustained speed of two light years a round, maximum speed of three light years per round) <20>
Impulse Engine Type: one Class 4 (.6c/.8c) [6/8 Power/round] <20>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Class 3/E (generates 180 Power/round) <43>
Locations:
Impulse Engine[s]: one Class 4 (generate 32 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>

EPS: Standard Power flow, +50 Power transfer/round <15>
Standard Usable Power:

Operations systems
Bridge: <10>

Computers
Cores: [7 Power/round] <6>
Uprating: Class Beta (+2) [2 Power/computer round] <4>
ODN <6>

Navigational Deflector [5 Power/round] <8>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <62>
Range package: Type 8 (Accuracy 3/4/7/10)
High Resolution: 6 Light-years (0.5/0.6 – 1.0/1.1 -4.5/4.6 – 6.0)
Low Resolution: 18 Light-years (1.0/1.1 – 6.5/6.6 – 13.5/13.6 – 18.0)
Strength Package: Class 9 (strength 9)
Gain Package: Class Gamma (+3)
Coverage: none

Lateral Sensors [5 Power/round] <30>
Strength Package: Class 9 (strength 9)
Gain Package: Class Gamma (+3)
Coverage: none

Navigational Sensors: [5 Power/round] <27>
Strength Package: Class 9 (strength 9)
Gain Package: Class Gamma (+3)

Probes: none
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 1 [1 Power/round in use] <4>

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

Inertial Damping Field
Main <8>
Strength: [3 Power/round]
Number: 2
Backup <2>
Strength: [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 10 [2 Power/round] <32>
Strength: 10
Security: -8 Security Class Epslion Uprating
Basic Uprating: Class Beta (+2)
Emergency Communications: [2 Power/round] <1>

Transporters
Type: Personnel [3 Power/use] <14>
Pads: 6 (site to site)
Emitter/Receiver Array: Personnel Type 1 (10,000 km range)
Energizing/Transition Coils: Class J (strength 10)
Number and location: Ventral

Security Systems Rating: 1 <3>
Anti-Intruder System: none
Internal Force Field: none
Science Systems Rating: 1 (+0) [1 Power/round] <7>
Specialized Systems: None
Laboratories: None

Tactical Systems
Wraith weapons <8>
Type (equal to a type 1 disruptor)
Damage: 40 [4 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: forward
Firing arc: 120 degrees
Firing Modes: standard

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <14 x 4 = 56>
Shield Generator: Class 2 (protection 240) [24 Power/shield/round]
Shield grid: Type C (50% increase to 360 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 80)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: none
Auto-Destruct System <2>

Auxiliary Spacecraft systems
Shuttlebay(s): none

Stargate Atlantis Wraith Hive Ship
Class and Type: Wraith Hive Ship
Commissioning Date: unknown (equal to 29th century tech)

Hull Systems
Size: 14
Length: 3000 meters
Beams: 1278.5 meters
Height: 690 meters
Decks: 153
Mass: 15,000,000 metric tons
SU's Available: (6,500 + 15% x 5 =) 11,375
SU's Used: 10,113

Hull Outer <56>
Hull Inner <56>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 11(Protection 140/210) <56>
Primary Backup: Class 11 (Protection 70) <28>
Secondary Backup: Class 11(Protection 70) <28>
Specialized hull: Atmospheric Capability <14>
Planetary Capabilty <14>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1000/5000/30,000

Crew Quarters
Wrath Suspension chambers house 500,000 captives [5 power/round] <5000>
Barracks: Houses 5000 crewmembers <84>
Spartan: 900 <45>
Basic: 90 <9>
Expanded: 10 <2>
Luxury: 1 <1>

Environmental Systems
Basic Life Support [13 Power/round] <56>
Reserve Life Support [7 Power/round] <28>
Emergency Life Support (84 emergency-shelters) <28>
Gravity [7 Power/round] <14>
Consumable: 10 years worth (far more efficient technology) <105>
Replicators Systems
Food Replicators: none
Industrial Replicators
Type: network of small Replicators [14 Power/round] <14>
Type: four Large unit [2 Power/replicator/round] <12>
Medical Facilities: none
Recreation Facilities: none
Personal Transport: turbolifts, Jefferies tubes [2 Power/round] <42>
Fire Suppression System [1 Power/round when active] <14>
Cargo hold: 1,000,000 cubic meters <30>
Locations:
Escape Pods: none

Propulsion Systems
Warp Drive Hyper drive: (standard two light years round, sustained speed of three light years a round, maximum speed of five light years) <140>
Impulse Engine Type: four Class 3 (.5c/.7c) [5/7 Power/round] <15 x 4 = 60>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <14>

Power Systems
Warp Engine Type: Class 13/s (generates 2000 Power/round) <275>
Locations:
Impulse Engine[s]: four Class 3 (generate 24 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, +300 Power transfer/round <100>
Standard Usable Power: 2024

Operations systems
Bridge: <70>

Computers
Cores: [7 Power/round] <42 x 3 = 126>
Uprating: Class Gamma (+3) [6 Power/computer round] <24>
ODN <42>

Navigational Deflector [5 Power/round] <56>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <94>
Range package: Type 13 EX (Accuracy 3/4/7/10)
High Resolution: 10 Light-years (0.9/1.0 – 1.9/2.0 – 6.9/7.0 – 10.0)
Low Resolution: 24 Light-years (1.4/1.5 – 8.4/8.5 – 18.0/18.1 – 24.0)
Strength Package: Class 10 (strength 10)
Gain Package: Class Gamma (+3)
Coverage: an additional 3000 substances

Lateral Sensors [5 Power/round] <42>

Strength Package: Class 10 (strength 10)
Gain Package: Class Gamma (+3)
Coverage: an additional 3000 substances

Navigational Sensors: [5 Power/round] <28>
Strength Package: Class 10 (strength 10)
Gain Package: Class Gamma (+3)

Probes: 100 <10>
Sensor Skill: 5

Flight Control Systems
Autopilot: Shipboard systems (flight control) 3, Coordination 3 [1 Power/round in use] <12>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 4 <4>

Inertial Damping Field
Main <224>
Strength: [3 Power/round]
Number: 8
Backup <56>
Strength: [2 Power/round]
Number: 8
Attitude Control [4 Power/round] <4>

Communications Systems
Type: Class 10 [2 Power/round] <32>
Strength: 10
Security: -8 Security Class Epslion Uprating
Basic Uprating: Class Beta (+2)
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 5 <20>
Anti-Intruder System: Yes [1 Power/round] <14>
Internal Force Field [1 Power/3 Strength] <14>
Science Systems Rating: 3 (+2) [3 Power/round] <29>
Specialized Systems: technology analysis <5>
Laboratories: 30 <6>

Tactical Systems
Wrath heavy weapons <60 x 4 = 240>
Type (equal to a type 13 disruptors)
Damage: 280 [28 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: four locations (one forward, one aft, one port, one starboard)
Firing arc: 450 degrees
Firing Modes: standard

Secondary Wrath weapons <40 x 12 = 480>
Type (equal to a type 8 disruptor)
Damage: 180 [18 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: Various locations covering all aspect the ship
Firing arc: 450 degrees
Firing Modes: Standard

Wrath Point defense weapons <16 x 44 = 704>
Type (equal to type 2 disruptor)
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: Various locations covering all aspect the ship
Firing arc: 450 degrees
Firing Modes: Standard

TA/T/TS: Class Delta [4 Power/round] <15>
Strength: 10
Bonus: +3
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <242 x 4 = 968>
Shield Generator: Class 7 (protection 1400) [140 Power/shield/round]
Shield grid: Type C (50% increase to 2100 Protection)
Subspace field Distortion Amplifiers: Class Theta (Threshold 400)
Recharging System: Class 3 (35 seconds)
Backup Shield Generators: 4 (1 per shield) <14>
Auto-Destruct System <14>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 200 Size worth of ships <400>
Standard Complement: 100 wrath Darts
Location(s): main hanger deck

Notes: The ZPM powered Wrath hive ship gains an addition all power and is 500,000 meters longer and nearly one million tons more. With a cloning facilities for 100,000 chambers [1000 power/round] <1000>

Stargate SG1 BC-303 Cruiser Prometheus
Class and Type: X-303
Commissioning Date: 2003

Hull Systems
Size: 5
Length: 195 meters
Beams: 80 meters
Height: 65 meters

Decks: 14
Mass: 250,000 metric tons
SUs Available: (900-1900)
SUs Used: 806

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class D (Protection 15/22) <10>
Backup: Class D (Protection 8) <5>
Backup: Class D (Protection 8) <5>
Specialized hull: Atmospheric Capability <5>
Planetfall Capability <5>

Personnel Systems
Crew/Passengers/Evac: 115/20/2000
Crew Quarters
Spartan: 20 <1>
Basic: 75 <8>
Expanded: 45 <9>

Environmental Systems
Basic Life Support [6 Power/round] <20>
Reserve Life Support [3 Power/round] <10>
Emergency Life Support (30 emergency shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 1 years worth <5>
Food Stortage only [0 Power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 3 [6 Power/round] <18>
Personal Transport: Turbolift, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 1750 cubic meters <1>
Locations:
Escape Pods: none

Propulsion Systems
Human Hyper drive (standard .1 light-year per minute, sustained .132 light-years per minute, .2 light-years per minutes) [120 power/round] <80>
Sub light Engine (.25c) [2 Power/round] <5 x 2 = 10>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Naquadah Reactor (generates 300 Power/round) <75>
Locations:
Sub light Engine (generate 8 power/engine/round)
Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) <9>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <25>
Standard Usable Power: 308

Operations systems
Bridge: <25>

Computers (Pre-Duotronic)
Core: [1 Power/round] <3>
ODN <15>

Navigational Deflector [6 Power/round] <15>
Range: 8/15,000/40,000/125,000
Accuracy: 5/6/8/11
Location: forward hull

Sensor Systems
Long-range Sensors [5 Power/round] <6>
Range package: Mark I (Accuracy 3/4/7/10)
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)
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <4>
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <4>
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Probes: None
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 0 [1 Power/round in use] <3>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 2 <0>

Inertial Damping Field
Main <40>
Strength: 10 [3 Power/round]
Number: 4
Backup <10>
Strength: 6 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Type I (interplanetary Radio) [3 Power/round] <1>
Strength: 1
Security: -1

Tractor Beams: None
Transporters (Ring Transporter)
Type: Personnel/Cargo [9 Power/use] <14>
Emitter/Receiver Array: Personnel Mark II (8,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: Amid ship

Security Systems Rating: 1 <4>
Anti-Intruder System: none
Bulk head doors [1 Power/round] <5>
Science Systems Rating: 1 (+0) [1 Power/round] <10>
Laboratories: 6 <2>

Tactical Systems
Heavy Rail guns <4 x 3 = 12>
Type
Damage: 40 [4 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 5/15,000/45,000/100,000
Location: Two forward one aft
Firing arc: 120 degrees
Firing Modes: Standard

Close in weapons Railguns <4 x 16 = 64>
Type Equal to Sorac class Laser
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 5/15,000/45,000/100,000
Location: two port, two starboard, two aft
Firing arc: 360 degrees
Firing Modes: Standard

Torpedo Launcher <13>
Standard Load: Standard Anti-ship Missiles (48 damage), Nuclear Missiles Mark I (120 damage), Mark II Nuclear missiles (135 damage), Naquadah Enhanced Mark II Nuclear Missiles (270 the damage nuclear missile), Naquadria Enhanced Mark II Nuclear missiles (405 times the damage of the nuclear missile)
Spread: 6
Range: 15/20,000/100,000/300,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: four forward Ventral, two aft Ventral
Firing Arc: Ventral, but are self guided
Torpedoes carried: 140 <14>

TA/T/TS: Class zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 3

Polarized hull Plating (Forward, Aft, Port, Starboard) <20 x 4 = 80>
Shield Generator: Class 2 (protection 300) [30 Power/shield/round]
Shield grid: Type 0 (0% increase to Protection 300)
Subspace field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class zero (75 seconds)
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 16 Size worth of ships <32>
Standard Complement: 8 F-302 fighters-interceptors
Location(s): port and Starboard hangers

Stargate SG1 X 301 and X 302
Class and Type: X 301 and 302 fighter and interceptor fighter
Commissioning Date: Varies

HULL SYSTEMS
Size: 2
Length
Beam
Height
Deck
Mass
SUs Available: 300
SUs Used: 223

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup 1: Class 1 (Protection 20) <7>
Backup 2: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability<2>
Planetfall Capability <2>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/0/0
Crew Quarters None for any type

Environmental Systems

Basic Life Support [1 Power/round] <8>
Reserve Life Support [1 power/round] <4>
Consumable: 1 week's worth <1>
Personnel Transport: Jefferies Tubes <2>
Fire Suppression System [1 Power/round when active] <2>

PROPULSION SYSTEMS
Hyperdrive Class 15 (x1) [2 power/round] <2>
Sublight Engines Type: 120,000 kps (.4c) [4 Power/round] <4>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 1/A (generates 80 Power/round) <28>
Location: aft
Sublight Engines[s]: (generates 8 Power/engine/round)
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <15>
Standard Usable Power: 90

OPERATIONS SYSTEM
Bridge: Forward <10>

Computers Core 1: Amidship [5 Power/round] <4>
ODN <6>

Navigational Deflector [6 Power/round] <6>
Range: 8/15,000/40,000/125,000
Accuracy: 5/6/8/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <6>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 1 (strength 1)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <2>
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <2>
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Sensor Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>

Inertial Damping Field
Main <4>
Strength: 10 [3 Power/round]
Number: 1
Backup <1>
Strength: 7 [2 Power/round]
Number: 1
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 2 [2 Power/round] <4>
Strength: 2
Security: - 1

Security Systems Rating: <0>
Science Systems Rating 1 (+0) [1 Power/round] <7>

TACTICAL SYSTEMS
Forward, Railguns <6>
Type: Sorac
Damage: 10 [1 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 4/10,000/30,000/100,000
Location: Forward, Starbaord, port, Aft
Firing arc: 120 degrees
Firing Modes: standard

Torpedo Launcher <11>
Standard Load: Rockets (40 damage)
Spread: 2
Range: 15/30,000/100,000/300,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: Vertical
Firing Arc: Vertical but are self guided
Torpedoes carried: 8 <1>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 2

Shields None
Auto-Destruct System <2>

AUXILIARY SPACECRAFT SYSTEM None

Stargate SG1
Goa'uld Al'Kesh
Class and Type: Al'Kesh bomber/troop carrier
Commissioning Date: Varies

HULL SYSTEMS
Size: 2
Length 35 meters
Beam 19.5 meters
Height 15 meters
Deck 1
Mass 50 metric tonnes
SU's Available: 340
SU's Used: 289

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup 1: Class 1 (Protection 20) <7>
Backup 2: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability; Planetfall Capability <4>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/50/200
Crew Quarters None for any type

Environmental Systems
Basic Life Support [1 Power/round] <8>
Reserve Life Support [1 power/round] <4>
Consumable: 1 week's worth <1>
Personnel Transport: Jefferies Tubes <2>
Fire Suppression System [1 Power/round when active] <2>

PROPULSION SYSTEMS
Warp drive Nacelles: Type 1B <10>
(1.5/3.0/5.0) [1 power/.2 warp speed]
PIS: Type J (up to 48 hours of Maximum warp) <20>
Impulse Engine Type: Class 1 (.25c/.5c) [2/5 Power/round] <5>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 1/A (generates 80 Power/round) <28>
Location: aft
Impulse Engine[s]: 1 class 1 (generates 8 Power/engine/round)
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <15>
Standard Usable Power: 90

OPERATIONS SYSTEM
Bridge: Forward <10>

Computers Core 1: Amidship [5 Power/round] <4>
ODN <6>

Navigational Deflector [6 Power/round] <6>
Range: 8/15,000/40,000/125,000
Accuracy: 5/6/8/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <6>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 1 (strength 1)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <2>
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <2>
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Sensor Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>

Inertial Damping Field
Main <4>
Strength: 5 (or higher if necessary)[3 Power/round]
Number: 2
Backup <1>
Strength: 3 [2 Power/round]
Number: 1
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 2 [2 Power/round] <4>
Strength: 2
Security: - 1

Type: Personnel [5 Power/use] <11>
Pads: 8
Emitter/Receiver Array: Personnel Type 3 (25,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: two locations

Science Systems Rating 1 (+0) [1 Power/round] <7>

TACTICAL SYSTEMS
Forward, Staff cannons <4>
Type: Type 1
Damage: 40 [4 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Forward, Starbaord, port, Aft
Firing arc: 120 degrees
Firing Modes: standard

Nine Naquadah bomb Launcher <11>
Standard Load: Naquadah bomb (160 damage)
Spread: 1
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location: varous
Firing Arc: Ventral, but self guided
Torpedoes carried: 10 <1>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <6 x 4 = 24>
Shield Generator: Class 2 (protection 180) [18 Power/shield/round]
Shield grid: Type 0 (0% increase to Protection 180)
Subspace field Distortion Amplifiers: Class Beta (Threshold 60)
Recharging System: Class 0 (60 seconds)
Backup Shield Generators: 4 (1 per shield) <5>
Auto-Destruct System <2>

AUXILIARY SPACECRAFT SYSTEM None

Notes: gate glider and other fighters used by the Goa'uld's Jaffa forces.

Anubis's Mothership

Class and Type: Large Goa'uld warship
Commissioning Date: 21st century (equal to a 24th century vessel)

Hull Systems
Size: 15
Diameter: 2000 meters
Height: 372.09 meters
Decks: 82
Mass: 20,000,000 metric tons
SUs Available: 7000 – 11,000
SUs Used: 7329

Hull Outer <60>
Hull Inner <60>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <39>
Backup: Class 5 (Protection 40) <20>
Backup: Class 5 (Protection 40) <20>
Specialized hull: Atmospheric Capability <15>
Planetfall Capability <15>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 12/5000/30,000
Crew Quarters
Barracks: Houses 4920 crewmembers <82>
Spartan: 60 <3>
Basic: 20 <2>
Expanded: 10 <2>
Luxury: 1 <1>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [13 Power/round] <60>
Reserve Life Support [7 Power/round] <30>
Emergency Life Support (90 emergency shelters) <30>
Gravity [8 Power/round] <15>
Consumable: one years worth <23>
Food storage galley [0 Power/round] <2>
Medical Facilities: 5 (+1) [5 Power/round] <25>
Goa'uld Sarcophagus [1 power/round] <5>
Recreation Facilities: 1 (a spartan mess hall; an exercise room) [2 Power/round] <8>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <45>
Fire Suppression System [1 Power/round when active] <15>
Cargo hold: 11,000,000 cubic meters <330>
Locations:
Escape Pods: none

Propulsion Systems

Goa'uld Hyper drive (5 light-years per minute, sustained 10 light-years per minute, 15 light-years per minute) [2 power/light-year speed/round] <135>
Impulse Engine Type: six Class 2 (.5c/.5c) [5/5 Power/round] <10 x 6 = 60>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <15>

Power Systems
Naquadah reactor (generates 2700 Power/round) <675>
Locations:
Impulse Engine[s]: six Class 2 (generate 16 power/engine/round)
Auxiliary Power: 6 reactors (generate 5 Power/reactor/round) <18>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <95>
Standard Usable Power:

Operations systems
Bridge: <75>

Computers
Core: [5 Power/round] <30>
Core: [5 Power/round] <30>
Core: [5 Power/round] <30>
Core: [5 Power/round] <30>
Core: [5 Power/round] <30>
Core: [5 Power/round] <30>
Uprating: Class Alpha (+1) [1 Power/computer round] <12>
ODN <45>

Navigational Deflector [5 Power/round] <60>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <33>
Range package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 14 Light-years (1/1.1-3.5/3.6-10.0/10.1-14.0)
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <17>
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <16>
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Probes: 100 <10>
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 5 <0>

Inertial Damping Field
Main <180>
Strength: [3 Power/round]
Number: 6
Backup <45>
Strength: [2 Power/round]
Number: 6
Attitude Control [4 Power/round] <4>

Communications Systems
Type: Class 10 [2 Power/round] <32>
Strength: 10
Security: -8 (Class Epsilon Uprating)
Basic Uprating: Class Class Beta (+2)
Holocommunications (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 8 = 48>
Accuracy: 4/5/7/10
Lactation: six located around the circumference of the ship and one dorsal and one ventral

Emitter: Class Alpha [3 Power/Strength used/round] <3 x 18 = 54>
Accuracy 5/6/8/11
Location: one per hanger bay

Transporters
Type: Ring transport (Personnel/Cargo) [7 Power/use] <15 x 15 = 225>
Pads: 8 person/400 kg
Emitter/Receiver Array: Personnel Type 3/ Cargo Type 2 (20,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: fifteen locations

Security Systems Rating: 5 <20>
Anti-Intruder System: [1 Power/round] <15>
Internal Force Field: [1 Power/3 Strength] <15>
Science Systems Rating: 1 (+0) [1 Power/round] <20>

Laboratories: 10 <2>

Tactical Systems
Primary Plasma Weapons <600>
Type: (Equal to a dozen Type XII Phaser Array)
Damage: 15,000 [1500 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Ventral
Firing arc: 90 degrees
Firing Modes: Standard

Plasma Weapons <27 x 60 = 1620>
Type: (Equal to a Type V Phaser Array)
Damage: 100 [10 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: 15 front, 15 right, 15 left, 15 rear, Scattered all across the hull
Firing arc: 420 degrees
Firing Modes: Standard, pulse,

Nine Naquadah bomb Launcher <12 x 9 = 108>
Standard Load: Naquadah bomb (300 damage)
Spread: 1
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Ventral launch ports under the ship,
Fire Arc: Down (meant to bomb planets), but self guided
Torpedoes carried: 180 <18>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <327 x 4 = 1306>
Shield Generator: Class 10 (protection 2000) [200 Power/shield/round]
Shield grid: Type C (50% increase to 3000 Protection)
Subspace field Distortion Amplifiers: Class Omicron (Threshold 666)
Recharging System: Class 4 (30 seconds)
Backup Shield Generators: 8 (2 per shield) <32>
Auto-Destruct System <15>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 252 Size worth of ships <504>
Standard Complement: 96 Death Glider, 24 Tel'tak and 6 Alkesh Bomber
Location(s):
Captains Yacht: <10>

STARGATE SG1 and ATLANTIS
X/BC-304 BATTLE CRUISER

Class and Type: BC-304 Battle Cruiser
Commissioning Date: 21st Century (2005)

Hull Systems
Size: 6
Length: 320 meters
Beams: 150 meters
Height: 55 meters
Decks: 18
Mass: 750,000 metric tons
SU's Available: 2,500
SU's Used: 1717

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <12>
Backup: Class E (Protection 10) <6>
Backup: Class E (Protection 10) <6>
Specialized hull: atmospheric Capability <6>
Planetfall capability <6>

Personnel Systems
Crew/Passengers/Evac: 4 - 200/40/3500
Crew Quarters
Spartan: 180 <9>
Basic: 59 <6>
Expanded: 1 <1>
Luxury: 0 <0>
Unusual: 0 <0>

Environmental Systems
Basic Life Support [10 Power/round] <20>
Reserve Life Support [5 Power/round] <10>
Emergency Life Support (36 emergency shelters) <10>
Gravity [3 Power/round] <6>
Consumable: one years worth <12>
Food Storage [0 Power/round] <2>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 3 [6 Power/round] <18>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 30,000 cubic meters <1>
Locations:
Escape Pods <8>
Number: 160
Capacity: 2 persons per pod

Propulsion Systems
A terrain version of the Asguard Hyper drive (standard 2.5 light year per minute, sustained 3.3 light year per minute, Maximum 5 light year per minute) [120 power/round] <180>
(ship can exceed maximum speed by an additional 90 power to the hyper drive for 133 light year per minute)
Sub-light Engines: eight Type 3A (.5c/.5c (full speed 150,000 kps)) [5/5 Power/round] <10 x 8 = 80>
Location: aft
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Naquadah reactor (generates 900 Power/round) <225>
Locations:
Sub-light Engines[s]: eight type 3A (generate 12 power/engine/round)
Auxiliary Power: 5 reactors (generate 5 Power/reactor/round) <5 x 3 = 15>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +150 Power transfer/round <45>
Standard Usable Power: 696

Operations systems
Bridge: <24>

Computers
Cores: Pre-Duotronic [1 Power/round] <3>
Cores: Pre-Duotronic [1 Power/round] <3>
ODN <18>

Navigational Deflector [6 Power/round] <18>
Range: 8/15,000/40,000/125,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark 1 (Accuracy 3/4/7/10)
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)
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Probes: 10 <1>
Sensor 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: 2 <0>

Inertial Damping Field
Main <48>
Strength: 9 [3 Power/round]
Number: 4
Backup <12>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems Type 2 [3 Power/round] <2>
Strength: 2
Security: - 0
Emergency Communications: [2 Power/round] <1>

Transporters/ring transporter
Type: Personnel/cargo [9 Power/use] <14>
Pads: 8 persons/800 kg cargo
Emitter/Receiver Array: Personnel mark II Cargo Mark I (8,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: one locations

Security Systems Rating: 1 <4>
Anti-Intruder System: none
Internal Bulkhead doors [1 Power/round] <6>
Science Systems Rating: 1 (+0) [1 Power/round] <11>
Laboratories: 10 <2>

Tactical Systems
Heavy Rail guns <12 x 32 = 384>
Type
Damage: 30 [3 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 5/15,000/45,000/100,000
Location: Two forward one aft
Firing arc: 540 degrees
Firing Modes: Standard
Rail gun Ammunition Storage: 3000 shot (500 shots per SU) <6>

VLS (Vertical Launch Systems) Nuclear Rocket Launchers <6 x 16 = 96>
Standard Load (and Options): Standard Anti-ship Missiles (50 damage), Standard Nuclear Missiles Mark I (120

damage), Naquadah Enhanced Nuclear Missile Mk I (240 damage), Standard Mk II Nuclear missiles (135 damage), Naquadah Enhanced Mk II Nuclear missiles (270 damage), Naquadria Enhanced Mk II Nuclear missiles (405 damage), Standard Mk III Nuclear missile (150 Damage), Naquadah Enhanced Mk III Nuclear Missiles (300 damage), Naquadria Enhanced Mk III Nuclear missiles (450 damage)
Spread: 6
Range: 15/30,000/100,000/300,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [5 per torpedo fired]
Location: Vertical
Firing Arc: Vertical but are self guided
Torpedoes carried: 200 (fifty-five Standard Anti-ship Missile, fifteen Mark I, fifteen Mark II, one-hundred-fifty Mark III, ten Naquadah Enhanced Mark III, five Naquadria Enhanced Mark III) (4 missiles per SU) <50>

Ventral bomb bay doors <24>
Standard Load: Naquadah Enhanced Mark III Nuclear bombs (300 the damage nuclear missile), Naquadria Enhanced Mark III Nuclear bombs (450 times the damage of the nuclear missile)
Spread: 4
Range: 15/30,000/100,000/300,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: Vertical
Firing Arc: Vertical but are self guided
Torpedoes carried: 28 (eighteen Naquadah Enhanced Mark III, ten Naquadria Enhanced Mark III (4 missiles per SU)) <7>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <22 x 4 = 88>
Shield Generator: Class 2 (protection 400) [40 Power/shield/round]
Shield grid: Type 0 (0% increase to Protection 0)
Subspace field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class Zero (75 seconds)
Backup Shield Generators: 4 (1 per shield) <6>
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 36 Size worth of ships <72>
Standard Complement: 16 F-302 Interceptor Fighter plus two Puddle jumpers
Location(s): port and starboard

Noteworthy Vessels/Service Records/Encounters: U.S.S. Daedalus (first ship constructed of the class) engaged the Wrath and the Ori a number of times and in an alternate timeline used a dimensional displacement drive stranding it out of it own dimensional jumping to another after each time the device reached full power

STARGATE SG1 and ATLANTIS
X/BC-304 BATTLE CRUISER

Class and Type: BC-304 Battle Cruiser
Commissioning Date: 21st Century (2005) (with Asguard technology the ship is equal to the 30th century with restrictions see notes)

Hull Systems
Size: 6
Length: 320 meters
Beams: 150 meters
Height: 55 meters
Decks: 18
Mass: 750,000 metric tons
SU's Available: 2,500 (with Asguard technology 5% increase per century +1125 additional SU's available) = 3625
SU's Used: With Asguard advancements 2483

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class J (Protection 60/90) <24>
Backup: Class J (Protection 30) <12>
Backup: Class J (Protection 30) <12>
Specialized hull: atmospheric Capability <6>
Planetfall capability <6>

Personnel Systems
Crew/Passengers/Evac: 4 - 200/40/3500
Crew Quarters
Spartan: 180 <9>
Basic: 59 <6>
Expanded: 1 <1>
Luxury: 0 <0>
Unusual: 0 <0>

Environmental Systems
Basic Life Support [10 Power/round] <20>
Reserve Life Support [5 Power/round] <10>
Emergency Life Support (36 emergency shelters) <10>
Gravity [3 Power/round] <6>
Consumable: one years worth <12>
Food Storage [0 Power/round] <2>

Synthesizer (Equal to a Food replicator and network of small replicators) [8 power/round] <12>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 3 [6 Power/round] <18>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 30,000 cubic meters <1>
Locations:
Escape Pods <8>
Number: 160
Capacity: 2 persons per pod

Propulsion Systems
Asguard Hyper drive (standard 25 light year per minute, sustained 50 light year per minute, Maximum 75 light year per minute) [120 power/round] <180>
Note: With a ZPM power the Hyper Drive can travel at five times the normal speed with a requirement of five times the power per round. (ship can exceed maximum speed by an additional 90 power to the hyper drive for 133 light year per minute)
Displacement Drive [up to 1000 power/round] <160>
Capacitor capacity: 240,000 power to initiate jump draining the compactor completely <840>
Sub-light Engines: eight Type 3A (.5c/.5c (full speed 150,000 kps)) [5/5 Power/round] <10 x 8 = 80>
Location: aft
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Asguard Enhanced Naquadah Reactor (Generates 1200 power/round) <300>
Single ZPM interface cradle (ZPM provides a steady 1500 power/round) <20>
Sub-light Engines[s]: eight type 3A (generate 12 power/engine/round)
Auxiliary Power: 5 reactors (generate 5 Power/reactor/round) <5 x 3 = 15>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +150 Power transfer/round <45>
Standard Usable Power: 1296

Operations systems
Bridge: <24>

Computers
Cores: Pre-Duotronic [1 Power/round] <3>
Cores: Pre-Duotronic [1 Power/round] <3>
Computers one Asguard Core: (Quantum Computer) [8 Power/round] <24>
Uprating Class: Gamma (+3) [4 power/round] <8>
ODN <18>

Navigational Deflector [6 Power/round] <18>
Range: 8/15,000/40,000/125,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark 1 (Accuracy 3/4/7/10)
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)
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Probes: 10 <1>
Sensor 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: 2 <0>

Inertial Damping Field
Main <48>
Strength: 9 [3 Power/round]
Number: 4
Backup <12>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems Type 2 [3 Power/round] <2>
Strength: 2
Security: - 0
Emergency Communications: [2 Power/round] <1>

Transporters/ring transporter
Type: Personnel/cargo [9 Power/use] <14>
Pads: 8 persons/800 kg cargo
Emitter/Receiver Array: Personnel mark II Cargo Mark I (8,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: one locations

Security Systems Rating: 1 <4>
Anti-Intruder System: none
Internal Bulkhead doors [1 Power/round] <6>
Science Systems Rating: 1 (+0) [1 Power/round] <11>
Laboratories: 10 <2>

Tactical Systems
Asguard Energy Weapons <21 x 4 = 84)
Type: (equal to a Type X phaser array)
Damage: 200 [20 power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting system: Class Alpha (accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Four forward, two aft
Firing arc: 360 degrees
Firing Modes: Standard, Continuous, pulse

Heavy Rail guns <12 x 32 = 384>
Type
Damage: 30 [3 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 5/15,000/45,000/100,000
Location: Two forward one aft
Firing arc: 540 degrees
Firing Modes: Standard
Rail gun Ammunition Storage: 3000 shot (500 shots per SU) <6>

VLS (Vertical Launch Systems) Nuclear Rocket Launchers <6 x 16 = 96>
Standard Load (and Options): Standard Anti-ship Missiles (50 damage), Standard Nuclear Missiles Mark I (120 damage), Naquadah Enhanced Nuclear Missile Mk I (240 damage), Standard Mk II Nuclear missiles (135 damage), Naquadah Enhanced Mk II Nuclear missiles (270 damage), Naquadria Enhanced Mk II Nuclear missiles (405 damage), Standard Mk III Nuclear missile (150 Damage), Naquadah Enhanced Mk III Nuclear Missiles (300 damage), Naquadria Enhanced Mk III Nuclear missiles (450 damage)
Spread: 6
Range: 15/30,000/100,000/300,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [5 per torpedo fired]
Location: Vertical
Firing Arc: Vertical but are self guided
Torpedoes carried: 200 (fifty-five Standard Anti-ship Missile, fifteen Mark I, fifteen Mark II, one-hundred-fifty Mark III, ten Naquadah Enhanced Mark III, five Naquadria Enhanced Mark III) (4 missiles per SU) <50>

Ventral bomb bay doors <24>
Standard Load: Naquadah Enhanced Mark III Nuclear bombs (300 the damage nuclear missile), Naquadria Enhanced Mark III Nuclear bombs (450 times the damage of the nuclear missile)
Spread: 4
Range: 15/30,000/100,000/300,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: Vertical
Firing Arc: Vertical but are self guided
Torpedoes carried: 28 (eighteen Naquadah Enhanced Mark III, ten Naquadria Enhanced Mark III (4 missiles per SU)) <7>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 3

Asguard Enhanced Shields (Forward, Aft, Port, Starboard) <133 x 4 = 532>
Shield Generator: Class 10 (protection 2000) [200 Power/shield/round]
Shield grid: Type C (50% increase to 3000 Protection)
Subspace field Distortion Amplifiers: Class Omicron (Threshold 666)
Recharging System: Class 4 (30 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 36 Size worth of ships <72>
Standard Complement: 16 F-302 Interceptor Fighter plus two Puddle jumpers
Location(s): port and starboard

Noteworthy Vessels/Service Records/Encounters: U.S.S. Daedalus (first ship constructed of the class) engaged the Wrath and the Ori a number of times and in an alternate timeline used a dimensional displacement drive stranding it out of it own dimensional jumping to another after each time the device reached full power, U.S.S. Odyssey (the first ship modified with Asguard ships), U.S.S. Apollo, U.S.S. George S. Hammond (Named after the late General Hammond to honor him after his death), Sun Tzu {Chinese} (damaged undergoing repairs from battle), RFS Korolev {Russian} (the only Daedalus class ship known to have been destroyed in battle with the Ori)

Generated in an alternative universe Displacement drive caused the ship to jump from one universe to the next in a sequence of jumps. The majority of the drive is a compactor causing a jump when it has been filled.

Whether or not there is enough power to reach the 1000 power per round to generate it still adds to the power stored for the coming jump. Even as if there is only one power available to charge the capacitor it charges the

compactor taking that much longer. (Note a compacitor is size times 100 SU's plus 1 SU per every 1000 power stored)

STARGATE SG1 and ATLANTIS
X/BC-304 BATTLE CRUISER

Class and Type: BC-304 Battle Cruiser
Commissioning Date: 21st Century (2005) (with Asguard technology the ship is equal to the 30th century with restrictions see notes)

Hull Systems
Size: 6
Length: 320 meters
Beams: 150 meters
Height: 55 meters
Decks: 18
Mass: 750,000 metric tons
SU's Available: 2,500 (with Asguard technology 5% increase per century +1125 additional SU's available) = 3625
SU's Used: With Asguard advancements 2483

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class J (Protection 60/90) <24>
Backup: Class J (Protection 30) <12>
Backup: Class J (Protection 30) <12>
Specialized hull: atmospheric Capability <6>
Planetfall capability <6>

Personnel Systems
Crew/Passengers/Evac: 4 - 200/40/3500
Crew Quarters
Spartan: 180 <9>
Basic: 59 <6>
Expanded: 1 <1>
Luxury: 0 <0>
Unusual: 0 <0>

Environmental Systems
Basic Life Support [10 Power/round] <20>
Reserve Life Support [5 Power/round] <10>
Emergency Life Support (36 emergency shelters) <10>
Gravity [3 Power/round] <6>
Consumable: one years worth <12>
Food Storage [0 Power/round] <2>
Synthesizer (Equal to a Food replicator and network of small replicators) [8 power/round] <12>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 3 [6 Power/round] <18>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 30,000 cubic meters <1>
Locations:
Escape Pods <8>
Number: 160
Capacity: 2 persons per pod

Propulsion Systems
Asguard Hyper drive (standard 25 light year per minute, sustained 50 light year per minute, Maximum 75 light year per minute) [120 power/round] <180>
Note: With a ZPM power the Hyper Drive can travel at five times the normal speed with a requirement of five times the power per round. (ship can exceed maximum speed by an additional 90 power to the hyper drive for 133 light year per minute)
Sub-light Engines: eight Type 3A (.5c/.5c (full speed 150,000 kps)) [5/5 Power/round] <10 x 8 = 80>
Location: aft
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Asguard Enhanced Naquadah Reactor (Generates 1200 power/round) <300>
Single ZPM interface cradle (ZPM provides a steady 1500 power/round) <20>
Sub-light Engines[s]: eight type 3A (generate 12 power/engine/round)
Auxiliary Power: 5 reactors (generate 5 Power/reactor/round) <5 x 3 = 15>
Emergency Power: Type B (generates 30 Power/round) <30>
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Standard Usable Power: 1296

Operations systems
Bridge: <24>

Computers
Cores: Pre-Duotronic [1 Power/round] <3>
Cores: Pre-Duotronic [1 Power/round] <3>
Computers one Asguard Core: (Quantum Computer) [8 Power/round] <24>
Uprating Class: Gamma (+3) [4 power/round] <8>
ODN <18>

Navigational Deflector [6 Power/round] <18>
Range: 8/15,000/40,000/125,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark 1 (Accuracy 3/4/7/10)
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)
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Probes: 10 <1>
Sensor 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: 2 <0>

Inertial Damping Field
Main <48>
Strength: 9 [3 Power/round]
Number: 4
Backup <12>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems Type 2 [3 Power/round] <2>
Strength: 2
Security: - 0
Emergency Communications: [2 Power/round] <1>

Transporters/ring transporter
Type: Personnel/cargo [9 Power/use] <14>
Pads: 8 persons/800 kg cargo
Emitter/Receiver Array: Personnel mark II Cargo Mark I (8,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: one locations

Security Systems Rating: 1 <4>
Anti-Intruder System: none
Internal Bulkhead doors [1 Power/round] <6>
Science Systems Rating: 1 (+0) [1 Power/round] <11>
Laboratories: 10 <2>

Tactical Systems
Asguard Energy Weapons <21 x 4 = 84)
Type: (equal to a Type X phaser array)
Damage: 200 [20 power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting system: Class Alpha (accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Four forward, two aft
Firing arc: 360 degrees
Firing Modes: Standard, Continuous, pulse

Heavy Rail guns <12 x 32 = 384>
Type
Damage: 30 [3 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 5/15,000/45,000/100,000
Location: Two forward one aft
Firing arc: 540 degrees
Firing Modes: Standard
Rail gun Ammunition Storage: 3000 shot (500 shots per SU) <6>

VLS (Vertical Launch Systems) Nuclear Rocket Launchers <6 x 16 = 96>
Standard Load (and Options): Standard Anti-ship Missiles (50 damage), Standard Nuclear Missiles Mark I (120 damage), Naquadah Enhanced Nuclear Missile Mk I (240 damage), Standard Mk II Nuclear missiles (135 damage), Naquadah Enhanced Mk II Nuclear missiles (270 damage), Naquadria Enhanced Mk II Nuclear missiles (405 damage), Standard Mk III Nuclear missile (150 Damage), Naquadah Enhanced Mk III Nuclear Missiles (300 damage), Naquadria Enhanced Mk III Nuclear missiles (450 damage)
Spread: 6
Range: 15/30,000/100,000/300,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [5 per torpedo fired]
Location: Vertical
Firing Arc: Vertical but are self guided
Torpedoes carried: 200 (fifty-five Standard Anti-ship Missile, fifteen Mark I, fifteen Mark II, one-hundred-fifty Mark III, ten Naquadah Enhanced Mark III, five Naquadria Enhanced Mark III) (4 missiles per SU) <50>

Ventral bomb bay doors <24>
Standard Load: Naquadah Enhanced Mark III Nuclear bombs (300 the damage nuclear missile), Naquadria Enhanced Mark III Nuclear bombs (450 times the damage of the nuclear missile)
Spread: 4
Range: 15/30,000/100,000/300,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: Vertical

Firing Arc: Vertical but are self guided
Torpedoes carried: 28 (eighteen Naquadah Enhanced Mark III, ten Naquadria Enhanced Mark III (4 missiles per SU)) <7>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 3

Asguard Enhanced Shields (Forward, Aft, Port, Starboard) <133 x 4 = 532>
Shield Generator: Class 10 (protection 2000) [200 Power/shield/round]
Shield grid: Type C (50% increase to 3000 Protection)
Subspace field Distortion Amplifiers: Class Omicron (Threshold 666)
Recharging System: Class 4 (30 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 36 Size worth of ships <72>
Standard Complement: 16 F-302 Interceptor Fighter plus two Puddle jumpers
Location(s): port and starboard

Noteworthy Vessels/Service Records/Encounters: U.S.S. Daedalus (first ship constructed of the class) engaged the Wrath and the Ori a number of times and in an alternate timeline used a dimensional displacement drive stranding it out of it own dimensional jumping to another after each time the device reached full power, U.S.S. Odyssey (the first ship modified with Asguard ships), U.S.S. Apollo, U.S.S. George S. Hammond (Named after the late General Hammond to honor him after his death), Sun Tzu {Chinese} (damaged undergoing repairs from battle), RFS Korolev {Russian} (the only Daedalus class ship known to have been destroyed in battle with the Ori)

Generated in an alternative universe Displacement drive caused the ship to jump from one universe to the next in a sequence of jumps. The majority of the drive is a compactor causing a jump when it has been filled.

Displacement Drive [up to 1000 power/round] <160>
Capacitor capacity: 240,000 power to initiate jump draining the compactor completely <840>

Whether or not there is enough power to reach the 1000 power per round to generate it still adds to the power stored for the coming jump. Even as if there is only one power available to charge the capacitor it charges the compactor taking that much longer. (Note a compacitor is size times 100 SU's plus 1 SU per every 1000 power stored)

Stargate SG1 X-304/BC-304 Battle Cruiser

Class and Type: BC-304 Battle Cruiser
Commissioning Date: 21st Century (2005) (with Asguard technology the ship is equal to the 30th century with restrictions see notes)

Hull Systems
Size: 6
Length: 320 meters
Beams: 150 meters
Height: 55 meters
Decks: 18
Mass: 450,000 metric tons
SU's Available: (1,300 – 2,500)
SU's Used: 1585 (With Asguard advancements increases 375 to SU's available)

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <12>
Backup: Class E (Protection 10) <6>
Backup: Class E (Protection 10) <6>
Specialized hull: atmospheric Capability <6>
Planetfall capability <6>

Personnel Systems
Crew/Passengers/Evac: 4 - 200/40/3500
Crew Quarters
Spartan: 180 <9>
Basic: 59 <6>
Expanded: 1 <1>
Luxury: 0 <0>
Unusual: 0 <0>

Environmental Systems
Basic Life Support [10 Power/round] <20>
Reserve Life Support [5 Power/round] <10>
Emergency Life Support (36 emergency shelters) <10>
Gravity [3 Power/round] <6>
Consumable: One years worth <12>
Food Storage [0 Power/round] <2>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 3 [6 Power/round] <18>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 50,000 cubic meters <2>

Locations:
Escape Pods <8>
Number: 160
Capacity: 2 persons per pod

Propulsion Systems
A terrain version of the Asguard Hyper drive (standard 2.5 light year per minute, sustained 3.3 light year per minute, Maximum 5 light year per minute) [120 power/round] <180>
(ship can exceed maximum speed by an additional 90 power to the hyper drive for 133 light year per minute)
Sub-light Engines: four Type 3A (.5c/.5c (full speed 150,000 kps)) [5/5 Power/round] <10 x 4 = 40>
Location: aft
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Naquadah reactor (generates 600 Power/round) <150>
Locations:
Sub-light Engines[s]: four type 3A (generate 12 power/engine/round)
Auxiliary Power: 5 reactors (generate 5 Power/reactor/round) <5 x 3 = 15>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +150 Power transfer/round <45>
Standard Usable Power: 648

Operations systems
Bridge: <24>

Computers
Cores: Pre-Duotronic [1 Power/round] <3>
Cores: Pre-Duotronic [1 Power/round] <3>
ODN <18>

Navigational Deflector [6 Power/round] <18>
Range: 8/15,000/40,000/125,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark 1 (Accuracy 3/4/7/10)
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)
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <8>
Strength Package: Class 4 (strength 4)
Gain Package: Standard (+0)
Probes: 10 <1>
Sensor 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: 2 <0>

Inertial Damping Field
Main <48>
Strength: 9 [3 Power/round]
Number: 4
Backup <12>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems Type 2 [3 Power/round] <2>
Strength: 2
Security: - 0
Emergency Communications: [2 Power/round] <1>

Transporters/ring transporter
Type: Personnel/cargo [9 Power/use] <14>
Pads: 8 persons/800 kg cargo
Emitter/Receiver Array: Personnel mark II Cargo Mark I (8,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: one locations

Security Systems Rating: 1 <4>
Anti-Intruder System: none
Internal Bulkhead doors [1 Power/round] <6>
Science Systems Rating: 1 (+0) [1 Power/round] <11>
Laboratories: 10 <2>

Tactical Systems
Heavy Rail guns <12 x 32 = 384>
Type
Damage: 30 [3 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Range: 5/15,000/45,000/100,000
Location: Two forward one aft
Firing arc: 540 degrees
Firing Modes: Standard

VLS (Vertical Launch Systems) Launcher <12 x 4 = 48>

Standard Load: Standard Anti-ship Missiles (48 damage), Nuclear Missiles Mark I (120 damage), Mark II Nuclear missiles (135 damage), Mark III Nuclear missile (150 Damage), Naquadah Enhanced Mark III Nuclear Missiles (300 the damage nuclear missile), Naquadria Enhanced Mark III Nuclear missiles (450 times the damage of the nuclear missile)
Spread: 4
Range: 15/30,000/100,000/300,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: Vertical
Firing Arc: Vertical but are self guided
Torpedoes carried: 240 (fifty-five Standard Anti-ship Missile, fifteen Mark I, fifteen Mark II, one-hundred-fifty Mark III, ten Naquadah Enhanced Mark III, five Naquadria Enhanced Mark III) <24>

Ventral bomb bay doors <10 x 4 = 40>
Standard Load: Naquadah Enhanced Mark III Nuclear bombs (300 the damage nuclear missile), Naquadria Enhanced Mark III Nuclear bombs (450 times the damage of the nuclear missile)
Spread: 4
Range: 15/30,000/100,000/300,000
Targeting Systems: Class Zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: Vertical
Firing Arc: Vertical but are self guided
Torpedoes carried: 32 (twenty Naquadah Enhanced Mark III, twelve Naquadria Enhanced Mark III) <4>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <22 x 4 = 88>
Shield Generator: Class 2 (protection 400) [40 Power/shield/round]
Shield grid: Type 0 (0% increase to Protection 0)
Subspace field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class Zero (75 seconds)
Backup Shield Generators: 4 (1 per shield) <6>
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 64 Size worth of ships <128>
Standard Complement: 16 F-302 Interceptor Fighter
Location(s): port and starboard

Noteworthy Vessels/Service Records/Encounters: U.S.S. Daedalus (first ship constructed of the class) engaged the Wrath and the Ori a number of times and in an alternate timeline used a dimensional displacement drive stranding it out of it own dimensional jumping to another after each time the device reached full power, U.S.S. Odyssey (the first ship modified with Asguard ships), U.S.S. Apollo, U.S.S. George S. Hammond (Named after the late General Hammond to honor him after his death), Sun Tzu {Chinese} (damaged undergoing repairs from battle), RFS Korolev {Russian} (the only Daedalus class ship known to have been destroyed in battle with the Ori)

Asguard Equipment <+772>
Main: Class J (Protection 60/90) <24>
Backup: Class J (Protection 30) <12>
Backup: Class J (Protection 30) <12>

Asguard Hyper drive (standard 25 light year per minute, sustained 50 light year per minute, Maximum 75 light year per minute) [120 power/round] <180>
Note: With a ZPM power the Hyper Drive can travel at five times the normal speed with a requirement of five times the power per round.

Enhanced Naquadah Reactor (Generates 1200 power/round) <300>
Single ZPM interface cradle (ZPM provides a steady 1500 power/round) <20>

Computers one Asguard Core: (Quantum Computer) [8 Power/round] <24>
Uprating Class: Gamma (+3) [4 power/round] <8>

Asguard Weapons <21 x 4 = 84)
Type: (equal to a Type X phaser array)
Damage: 200 [20 power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting system: Class Alpha (accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Four forward, two aft
Firing arc: 360 degrees
Firing Modes: Standard, Continuous, pulse

Asguard Shields (Forward, Aft, Port, Starboard) <100 x 4 = 400>
Shield Generator: Class 7 (protection 1400) [140 Power/shield/round]
Shield grid: Type C (50% increase to 2100 Protection)
Subspace field Distortion Amplifiers: Class Iota (Threshold 450)
Recharging System: Class 4 (30 seconds)

Even though the ship has Asguard technology they are just add on sections to the ship with smooth interface technology allowing the ship to function far above the 21st century technology. Much of the retrofit was done by the Asguard themselves with the enhancements the Human

ship is far more powerful than most of the other ships they come up against in the Milky Way Galaxy. However there are races outside of the Milky Way that are far more powerful and have ships designed for war.

Stargate SG1
Goa'uld Death Glider
Class and Type: Death Glider Fighter
Commissioning Date: Varies

HULL SYSTEMS
Size: 2
Length 3 meters
Beam 11.6 meters
Height 4.37 meters
Deck 1
Mass 3 metric tonnes
SU's Available: 500
SU's Used: 236

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup 1: Class 1 (Protection 20) <7>
Backup 2: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability; Planetfall Capability <4>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/0/0
Crew Quarters None for any type

Environmental Systems
Basic Life Support [1 Power/round] <8>
Reserve Life Support [1 power/round] <4>
Consumable: 1 week's worth <1>
Personnel Transport: Jefferies Tubes <2>
Fire Suppression System [1 Power/round when active] <2>

PROPULSION SYSTEMS
Warp drive Nacelles: Type 1B <10>
(1.5/3.0/5.0) [1 power/.2 warp speed]
PIS: Type J (up to 48 hours of Maximum warp) <20>
Impulse Engine Type: Class 1 (.25c/.5c) [2/5 Power/round] <5>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 1/A (generates 80 Power/round) <28>
Location: aft
Impulse Engine[s]: 1 class 1 (generates 8 Power/engine/round)
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <15>
Standard Usable Power: 90

OPERATIONS SYSTEM
Bridge: Forward <10>

Computers Core 1: Amidship [5 Power/round] <4>
ODN <6>

Navigational Deflector [6 Power/round] <6>
Range: 8/15,000/40,000/125,000
Accuracy: 5/6/8/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <6>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 1 (strength 1)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <2>
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <2>
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Sensor Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>

Inertial Damping Field
Main <4>
Strength: 5 (or higher if necessary)[3 Power/round]
Number: 2

Backup <1>
Strength: 3 [2 Power/round]
Number: 1
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 2 [2 Power/round] <4>
Strength: 2
Security: - 1

Science Systems Rating 1 (+0) [1 Power/round] <7>

TACTICAL SYSTEMS
Forward, Staff cannons <4>
Type: Type 1
Damage: 40 [4 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Forward, Starbaord, port, Aft
Firing arc: 120 degrees
Firing Modes: standard

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 2

Shields None
Auto-Destruct System <2>

AUXILIARY SPACECRAFT SYSTEM None

Notes: gate glider and other fighters used by the Goa'uld's Jaffa forces.

Colonial Battlestar
Resurrected Series Rpggammers.com version of the Battlestar Galactica
Class and Type: Columbia-class Battlestar
Commissioning Date: third are of man kind

Hull Systems
Size: 11
Length: 1438.64 meters (estimated)
Beams: 536.84 meters (FTL configuration 342.97 meters)
Height: 183.32 meters
Decks: 40
Mass: 9,000,000 metric tons
SU's Available: 4000
SU's Used: 5430

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 110 <12>
Resistance Inner Hull: 10 <12>
Harden armor plating (+100 to outer hull) <150>
Ablative Armor: 750 (there are portions of the hull that is missing Ablative armor plating and roll must be made to determine whether or not there is armor there) <150>

Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15) <15>
Backup: Class C (Protection 5) <8>
Backup: Class C (Protection 5) <8>

Personnel Systems
Crew/Passengers/Evac: 3500/240/10,000
Crew Quarters 3740
Barracks: Houses 3120 crewmembers <52>
Spartan: 200 <10>
Basic: 430 <43>

Environmental Systems
Basic Life Support [13 Power/round] <44>
Reserve Life Support [7 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 5 years worth <110>
Food Stores only [0 power/round] <2>
Manufacturing Facilities: 2 Large Machine Shops [4 power/round] <6>
Medical Facilities: 2 (+1) [2 Power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 300,000 cubic meters <9>
Locations: 90 large bays and smaller bays

Propulsion Systems
Primary Faster than Light Drive (one 50 light-year jump every 33 minutes) [110 power/jump/round] <220>
(Optional) Secondary Faster than Light Drive (one 25 light-year jump every 66 minutes) [55 power/jump/round] <110>
Sub-light Engine: 6 Type 1 (.1c/.2c) [1/2 Power/round] <2 x 6 = 12>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <11>

Power Systems
Fusion Reactors: 8 Type 23 (generates 230 Power/round) <115 x 8 = 920>
Locations: aft of amidship
Sub-light Engine[s]: 6 Type 1 (generate 3 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>

Fuel Storage: 10,000,000 fuel storage (one fuel point equals 100 power when used) <11>
EPS: Standard Power flow, +100 Power transfer/round <65>
Standard Usable Power: 18

Operations systems
Bridge: CIC (Command and Control) <55>

Core: DRADIS Sensors [1 Power/round] <6>
Core: FTL navigation [1 Power/round] <6>
Core: Weapons targeting [1 Power/round] <6>
Core: Sub-light engines [1 Power/round] <6>
ODN <33>

Navigational Deflector [6 Power/round] <33>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensor Skill: 4

Flight Control Systems
Autopilot: None

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 2 <0>

Inertial Damping Field
Main <88>
Strength: 10 [3 Power/round]
Number: 4
Backup <22>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: None
Bulkhead doors [0 Power] <11>
Science Systems Rating: 1 (+0) [1 Power/round] <16>
Specialized Systems: None
Laboratories: 6 <2>

Tactical Systems
514 Dual Point-Defense Kinetic Energy Weapons Close-in-weapons (Small rail guns) <4 x 514 = 2056>
Type: I
Damage: offensive damage 60, Flack damage 40/30 [6 Power]
Magazine: 1,000 (reloadable magazine)
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 50-300/1.2/2.4km
Location: 80 front, 100 right, 100 left, 40 rear, 97 dorsal, 97 ventral
Firing arc: 90 degrees
Firing Modes: Rapid fire only

Sixteen Turret Mounted Dual Kinetic Energy Weapons “Rail gun” <13 x 16 = 208>
Type VI
Damage: High-Explosive rounds (100 damage), Flack rounds (60/50/40/30) [10 Power]
Magazines: 200 rounds (reloadable)
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 3-12/25/50
Location: 8 Dorsal, 8 ventral
Firing arc: 450 degrees
Firing Modes: Salvo

Four Forward Dual Kinetic Energy Weapons “Rail gun” <10 x 4 = 40>
Type VI
Damage: High-Explosive rounds (100 damage), Flack rounds (60/50/40/30) [10 Power]
Magazines: 200 rounds (reloadable)
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 3-12/25/50
Location: 4 forward
Firing arc: 270 degrees
Firing Modes: Salvo

Two Starboard and Two Port Dual Kinetic Energy Weapons “Rail gun” <10 x 4 = 40>
Type VI
Damage: Flack rounds (60/50/40/30) [10 Power]
High-Explosive rounds (100 damage)
Magazines: 200 rounds (reloadable)
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 3-12/25/50
Location: 2 Port, 2 Starboard
Firing arc: 180 degrees
Firing Modes: Salvo
Rail gun control <11>

Missile Launcher <11 x 16 = 176>
Standard Load: Nuclear Missiles Mark III (150 damage)
Spread: 1
Range: 10 - 30,000/90,000/310,000
Targeting Systems: Class zero Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Dorsal
Firing Arc: dorsal, but self-guided
Missiles carried: 40 <4>
Missile control room <11>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Auxiliary Spacecraft systems (flight Pods) <464>
2 Flight Deck Port/Starboard” Capacity 232 size worth of ships
Complement: 80 Viper fighters, 30 Raptors transport, 6 Shuttles

DE

The Battlestar Galactica during the First Cylon war overkill version (Blood and Chrome Series)
Class and Type: Columbia-class Battlestar

Hull Systems
Size: 11
Length: 1414.76 meters (estimated)
Beams: 535.9 meters (FTL configuration 342.97 meters)
Height: 187.08 meters
Decks: 32
Mass: 9,000,000 metric tons
SU's Available: 2750 – 4,000
SU's Used: 3573

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Harden armor +40 (add to outer resistance) <60>
Ablative Armor: 1500 <300>

Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15) <15>
Backup: Class C (Protection 5) <8>
Backup: Class C (Protection 5) <8>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1200/240/10,000
Crew Quarters
Barracks: Houses 600 crewmembers <10>
Spartan: 200 <10>
Basic: 450 <45>

Environmental Systems
Basic Life Support [12 Power/round] <44>
Reserve Life Support [6 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 1 years worth <11>
Food Stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [11 power/round] <11>
2 Large Machine Shops [4 power/round] <6>
Medical Facilities: 2 (+1) [2 Power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 900,000 cubic meters <27>
Locations: 90 large bays and smaller bays
Escape Pods none

Propulsion Systems
Faster Than Light Drive (Coaxial Warp Drive Variant) [110 power/jump/round] <220>
Sublight Engine: 6 (.10c) [10 Power/round] <5 x 6 = 30)>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <11>

Power Systems
Fusion Reactors: 4 Class 20 (generates 200 Power/round) <100 x 4 = 400>
Locations:
Sublight Engine[s]: 6 (generate 25 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
Fuel Storage: 10,000,000 fuel storage (one fuel point equals 100 power when used) <11>
EPS: Standard Power flow, +100 Power transfer/round <65>

Standard Usable Power: 800

Operations systems
Bridge: CIC (Command and Control) <55>

Computers (Pre Duetronic Systems)
Core: DRADIS Sensors [1 Power/round] <6>
Core: FTL navigation [1 Power/round] <6>
Core: Weapons targeting [1 Power/round] <6>
Core: Sub-light engines [1 Power/round] <6>
ODN <33>

Navigational Deflector [6 Power/round] <33>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensor Skill: 4

Flight Control Systems
Autopilot: None

Navigational Computer
Colonial FTL Nav Computer (First Cylon War Era type) (+1): [2 power/round] (30 minutes) {30 light-years} <11>

Inertial Damping Field
Main <88>
Strength: 10 [3 Power/round]
Number: 4
Backup <22>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: None
Bulkhead doors [1 Power] <11>
Science Systems Rating: 1 (+0) [1 Power/round] <16>
Specialized Systems: None
Laboratories: 6 <2>

Tactical Systems
Close-in-weapons (Small rail guns) <480>
Type: I
Damage: 20 [200 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: .4/.6/.8/1.2
Location: spread equally over the hull providing a screen of 20 damage to any ship within one kilometer
Firing arc: 720 degrees
Firing Modes: Rapid fire only

Medium Rail gun <7 x 40 = 280>
Type VI
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: six forward dorsal battle head, ten amidships dorsal, eight aft dorsal, four aft ventral, four amidships ventral, four forward ventral battle head, two port ventral battle head, two starboard ventral battle head.
Firing arc: 540 degrees
Firing Modes: Salvo

Rail gun control <11>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Auxiliary Spacecraft systems
2 Flight Deck Port/Starboard Capacity 448 size worth of ships <896>
Standard Compliment: 160 fighters, 40 rapters, 24 assorted craft
location: port and starboard flight pods

Note: the Battlestar Galactica is the missing plate armor and has exposed ribbing. To discern whether or not that there is armor covering the section of the ship were the weapons impacts see notes below.

Engines: the outer engines are armored the inner two engines have secondary systems protecting them.

Middle Hull: is partly armored on the spine and outer edge is not. Roll 3d6 to determine if there is armor on this area on even.

Flight Pods: the Flight pods have partial armor and have little effect to much such as ships movement and the landing deck results in little damage. (The starboard flight pod has no effect to landing capability when it is damaged by weapons fire with the exception of weapons fire.) Roll 3d6 to determine if there is armor on this area on even. Below is to be used with the STARSHIP HIT LOCATIONS TABE although there is no change to how to deal with damage to the ships Shuttlebays.

9 Shuttlebay (aka The Flight Pods) (1d6)
- 1-2 Landing deck
- 3-4 Launch bay (aka launch tubes)
- 5-6 Hanger bay

Alligator Head: the head is partly armored. (Bridge, C-I-C a.k.a. "Command and control" is well protected with the consumables and crew quarters) Roll 3d6 to determine if there is armor on this area on even.

The Armor in Battlestar Galactica works a little different than the armor in the Star Trek. The Armor is only removed on the section where the hull has been hit. Only with multiple hits burn off a portion of the armor in that spot.

The Battlestar Galactica during the First Cylon war overkill version (Blood and Chrome Series)
Class and Type: Columbia-class Battlestar

Hull Systems
Size: 11
Length: 1414.76 meters (estimated)
Beams: 535.9 meters (FTL configuration 342.97 meters)
Height: 187.08 meters
Decks: 32
Mass: 9,000,000 metric tons
SU's Available: 2750 – 4,000
SU's Used: 3573

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Harden armor +40 (add to outer resistance) <60>
Ablative Armor: 1500 <300>
Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15) <15>
Backup: Class C (Protection 5) <8>
Backup: Class C (Protection 5) <8>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1200/240/10,000
Crew Quarters
Barracks: Houses 600 crewmembers <10>
Spartan: 200 <10>
Basic: 450 <45>

Environmental Systems
Basic Life Support [12 Power/round] <44>
Reserve Life Support [6 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 1 years worth <11>
Food Stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [11 power/round] <11>
2 Large Machine Shops [4 power/round] <6>
Medical Facilities: 2 (+1) [2 Power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 900,000 cubic meters <27>
Locations: 90 large bays and smaller bays
Escape Pods none

Propulsion Systems
Faster Than Light Drive (Coaxial Warp Drive Variant) [110 power/jump/round] <220>
Sublight Engine: 6 (.10c) [10 Power/round] <5 x 6 = 30>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <11>

Power Systems
Fusion Reactors: 4 Class 20 (generates 200 Power/round) <100 x 4 = 400>
Locations:
Sublight Engine[s]: 6 (generate 25 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
Fuel Storage: 10,000,000 fuel storage (one fuel point equals 100 power when used) <11>
EPS: Standard Power flow, +100 Power transfer/round <65>
Standard Usable Power: 800

Operations systems
Bridge: CIC (Command and Control) <55>

Computers (Pre Duetronic Systems)
Core: DRADIS Sensors [1 Power/round] <6>
Core: FTL navigation [1 Power/round] <6>
Core: Weapons targeting [1 Power/round] <6>
Core: Sub-light engines [1 Power/round] <6>
ODN <33>

Navigational Deflector [6 Power/round] <33>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensor Skill: 4

Flight Control Systems
Autopilot: None

Navigational Computer
Colonial FTL Nav Computer (First Cylon War Era type) (+1): [2 power/round] (30 minutes) {30 light-years} <11>

Inertial Damping Field
Main <88>
Strength: 10 [3 Power/round]
Number: 4
Backup <22>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>
Security Systems Rating: 1 <4>
Anti-Intruder System: None
Bulkhead doors [1 Power] <11>
Science Systems Rating: 1 (+0) [1 Power/round] <16>
Specialized Systems: None
Laboratories: 6 <2>

Tactical Systems
Close-in-weapons (Small rail guns) <480>
Type: I
Damage: 20 [200 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: .4/.6/.8/1.2
Location: spread equally over the hull providing a screen of 20 damage to any ship within one kilometer
Firing arc: 720 degrees
Firing Modes: Rapid fire only

Medium Rail gun <7 x 40 = 280>
Type VI
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: six forward dorsal battle head, ten amidships dorsal, eight aft dorsal, four aft ventral, four amidships ventral, four forward ventral battle head, two port ventral battle head, two starboard ventral battle head.
Firing arc: 540 degrees
Firing Modes: Salvo

Rail gun control <11>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Auxiliary Spacecraft systems
2 Flight Deck Port/Starboard Capacity 448 size worth of ships <896>
Standard Compliment: 160 fighters, 40 rapters, 24 assorted craft
location: port and starboard flight pods

Note: the Battlestar Galactica is the missing plate armor and has exposed ribbing. To discern whether or not that there is armor covering the section of the ship were the weapons impacts see notes below.

Engines: the outer engines are armored the inner two engines have secondary systems protecting them.

Middle Hull: is partly armored on the spine and outer edge is not. Roll 3d6 to determine if there is armor on this area on even.

Flight Pods: the Flight pods have partial armor and have little effect to much such as ships movement and the landing deck results in little damage. (The starboard flight pod has no effect to landing capability when it is damaged by weapons fire with the exception of weapons fire.) Roll 3d6 to determine if there is armor on this area on even. Below is to be used with the STARSHIP HIT LOCATIONS TABE although there is no change to how to deal with damage to the ships Shuttlebays.

9 Shuttlebay (aka The Flight Pods) (1d6)
- 1-2 Landing deck
- 3-4 Launch bay (aka launch tubes)
- 5-6 Hanger bay

Alligator Head: the head is partly armored. (Bridge, C-I-C a.k.a. “Command and control” is well protected with the consumables and crew quarters) Roll 3d6 to determine if there is armor on this area on even.

The Armor in Battlestar Galactica works a little different than the armor in the Star Trek. The Armor is only removed on the section where the hull has been hit. Only with multiple hits burn off a portion of the armor in that spot.

Battlestar Valkery (Resurrected Series) Rpggammers.com version of the Battlestar Valkery version
Class and Type: Aries-class Battlestar (Battlestar Valkery BSG-41)
Commissioning Date:

Hull Systems
Size: 11
Length: 1206 meters (estimated)
Beams: 482.4 meters
Height: 217.1 meters
Decks: 30
Mass: 8,000,000 metric tons
SU's Available: 4000
SU's Used: 3793

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Ablative Armor: 800 <160>

Structural Integrity field [1 power/10 Protection/round]
Main: Class D (Protection 15/22) <16>
Backup: Class D (Protection 8) <8>
Backup: Class D (Protection 8) <8>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1800/50/10,000
Crew Quarters
Barracks: Houses 1200 crewmembers <20>
Spartan: 200 <10>
Basic: 450 <45>

Environmental Systems
Basic Life Support [12 Power/round] <44>
Reserve Life Support [6 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 2 years worth <44>
Food Stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [11 power/round] <11>
2 Large Machine Shops [4 power/round] <6>
Medical Facilities: 2 (+1) [2 Power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 230,000 cubic meters <7>
Locations: 90 large bays and smaller bays

Propulsion Systems
Faster than Light Drive (Coaxial Warp Drive Variant) [110 power/jump/round] <220>
Impulse Engine Type: 4 Type 1 (.1c/.2c) [1/2 Power/round] <2 x 4 = 8>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <11>

Power Systems
Fusion Reactors: 4 type 30 (generates 300 Power/round) <150 x 4 = 600>
Locations:
Impulse Engine[s]: 4 Type 1 (generate 3 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
Fuel Storage: 10,000,000 fuel storage (one fuel point equals 100 power when used) <11>
EPS: Standard Power flow, +100 Power transfer/round <65>
Standard Usable Power: 1206

Operations systems
Bridge: CIC (Command and Control) <55>

Computers (Pre Duetronic Systems)
Core: DRADIS Sensors [1 Power/round] <6>

Core: FTL navigation [1 Power/round] <6>
Core: Weapons targeting [1 Power/round] <6>
Core: Sub-light engines [1 Power/round] <6>
ODN <33>

Navigational Deflector [6 Power/round] <33>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensor Skill: 4
Flight Control Systems
Autopilot: None

Navigational Computer
Colonial FTL Nav Computer (Modern Era type) (+2): (SU cost 1.5 x size) [3 power/round] (20 minutes) {45 light-years} <17>

Inertial Damping Field
Main <88>
Strength: 10 [3 Power/round]
Number: 4
Backup <22>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: None
Bulkhead doors [1 Power] <11>

Science Systems Rating: 1 (+0) [1 Power/round] <16>
Specialized Systems: None
Laboratories: 6 <2>

Tactical Systems
224 Point-Defense Guns Close-in-weapons (Small rail guns) <4 x 224 = 896>
Type: I
Damage: offensive damage 60, Flack damage 40/30 [6 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 1-4/15/30
Location: 40 front, 24 rear, 40 starboard, 40 port, 40 ventral, 40 dorsal
Firing arc: 90 degrees
Firing Modes: Rapid fire only
Rail gun control <11>

16 Light Dual Cannons Rail gun <8 x 16 = 128>
Type VI
Damage: 60 [6 Power]
Damage: High-Explosive rounds 60 damage, Flack rounds (60/50/40/30) [10 Power]
Ammo: 100 rounds per gun (reloadable magazine)
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 4 forward, 2 Port, 2 Starbaord, 8 Dorsal, 8 ventral
Firing arc: 540 degrees
Firing Modes: Salvo
Rail gun control <11>

Eight Heavy Dual Cannons Rail gun <12 x 8 = 96>
Type V
Damage: High-Explosive rounds 100 damage, Flack rounds (60/50/40/30) [10 Power]
Ammo: 100 rounds per gun (reloadable magazine)
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 4 Dorsal, 4 ventral
Firing arc: 540 degrees
Firing Modes: Salvo
Rail gun control <11>

Twenty- Eight Heavy Dual Cannons Rail gun <10 x 28 = 280>
Type V
Damage: High-Explosive rounds 100 damage, Flack rounds (60/50/40/30) [10 Power]
Ammo: 100 rounds per gun (reloadable magazine)
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24

Location: 4 Dorsal, 4 ventral
Firing arc: 120 degrees
Firing Modes: Salvo
Rail gun control <11>

Missile Launcher <11>
Standard Load: Standard Anti-ship Missiles (100 damage), Nuclear Missiles Mark III (160 damage)
Spread: 2
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class zero Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Dorsal
Firing Arc: dorsal, but self-guided
Missiles carried: 40 <4>
Missile control room <11>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Auxiliary Spacecraft systems
2 Flight Deck Port/Starboard Capacity 208 size worth of ships <416>
Standard Compliment: 80 fighters, 20 raptors, 4 assorted craft
location: port and starboard flight pods

Old Colonial Battlestar (Resurrected Series - revised version)
Class and Type: Columbia-class Battlestar

Hull Systems
Size: 11
Length: 1414.76 meters (estimated)
Beams: 535.9 meters (FTL configuration 342.97 meters)
Height: 187.08 meters
Decks: 32
Mass: 9,000,000 metric tons
SU's Available: 2700
SU's Used: 2406

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 110 <12>
Resistance Inner Hull: 10 <12>
Harden armor plating (+100 to outer hull) <150>
Ablative Armor: 750 <150>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <35>
Backup: Class 5 (Protection 40) <18>
Backup: Class 5 (Protection 40) <18>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1200/240/10,000
Crew Quarters
Barracks: Houses 600 crewmembers <10>
Spartan: 200 <10>
Basic: 450 <45>

Environmental Systems
Basic Life Support [12 Power/round] <44>
Reserve Life Support [6 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 1 years worth <11>
Food Stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [11 power/round] <11>
2 Large Machine Shops [4 power/round] <6>
Medical Facilities: 2 (+1) [2 Power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 900,000 cubic meters <27>
Locations: 90 large bays and smaller bays
Escape Pods none

Propulsion Systems
Faster Than Light Drive (Coaxial Warp Drive Variant) [110 power/jump/round] <220>
Sublight Engine Type: 6 (.10c) [10 Power/round] <5 x 6 = 30>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <11>

Power Systems
Fusion Reactors: Class 23 (generates 230 Power/round) <115 x 2 = 230>
Locations:
Sublight Engine[s]: 6 (generate 25 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
Fuel Storage: 10,000,000 fuel storage (one fuel point equals 100 power when used) <11>
EPS: Standard Power flow, +100 Power transfer/round <65>
Standard Usable Power: 540

Operations systems
Bridge: CIC (Command and Control) <55>

Computers (Pre Duetronic Systems)
Core: DRADIS Sensors [1 Power/round] <6>

Core: FTL navigation [1 Power/round] <6>
Core: Weapons targeting [1 Power/round] <6>
Core: Sub-light engines [1 Power/round] <6>
ODN <33>

Navigational Deflector [6 Power/round] <33>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensor Skill: 4

Flight Control Systems: Autopilot: None

Navigational Computer
Colonial FTL Nav Computer (Galactica type): [2 power/round] (30 minutes) {30 light-years} <11>

Inertial Damping Field
Main <88>
Strength: 10 [3 Power/round]
Number: 4
Backup <22>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: None
Bulkhead doors [1 Power] <11>
Science Systems Rating: 1 (+0) [1 Power/round] <16>
Specialized Systems: None
Laboratories: 6 <2>

Tactical Systems
31 Close-in-weapons (Small rail guns) <10 (x 31 = 310)>
Type: I
Damage: High Explosive rounds 100/ Flack rounds 80/70 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: .4/.6/.8/1.2
Location: 31 locations providing coverage all around the ship.
Firing arc: 360 degrees
Firing Modes: Rapid fire only

Medium Rail gun <17 x 24 = 408>
Type VI
Damage: High-Explosive Round 130/Flack Rounds 90/80/70 [13/9 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 3-12/25/50
Location: 4 forward, 2 Port, 2 Starbaord, 8 Dorsal, 8 ventral
Firing arc: 540 degrees
Firing Modes: Rapid, Salvo
Rail gun control <11>

Missile Launcher <9>
Standard Load: Standard Anti-ship Missiles (100 damage), Nuclear Missiles Mark I (120 damage), Nuclear Missiles Mark II (140 damage), Nuclear Missiles Mark III (160 damage)
Spread: 1
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class zero Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Dorsal
Firing Arc: dorsal, but self-guided
Missiles carried: 40 <4>
Missile control room <11>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Auxiliary Spacecraft systems
2 Flight Deck Port/Starboard Capacity 224 size worth of ships <448>
Standard Compliment: 40 fighters, 30 rapters, 12 assorted craft, 6 Shuttlecraft
location: port and starboard flight pods

Note: the Battlestar Galactica is the missing plate armor and has exposed ribbing. To discern whether or not that there is armor covering the section of the ship were the weapons impacts see notes below.

Engines: the outer engines are armored the inner two engines have secondary systems protecting them.

Middle Hull: is partly armored on the spine and outer edge is not. Roll 3d6 to determine if there is armor on this area on even.

Flight Pods: the Flight pods have partial armor and have little effect to much such as ships movement and the landing deck results in little damage. (The starboard flight pod has no effect to landing capability when it is damaged by weapons fire with the exception of weapons fire.) Roll 3d6 to determine if there is armor on this area on even. Below is to be used with the STARSHIP HIT LOCATIONS TABE although there is no change to how to deal with damage to the ships Shuttlebays.

9 Shuttlebay (aka The Flight Pods) (1d6)
- 1-2 Landing deck
- 3-4 Launch bay (aka launch tubes)
- 5-6 Hanger bay

Alligator Head: the head is partly armored. (Bridge, C-I-C a.k.a. "Command and control" is well protected with the consumables and crew quarters) Roll 3d6 to determine if there is armor on this area on even.

The Armor in Battlestar Galactica works a little different than the armor in the Star Trek. The Armor is only removed on the section where the hull has been hit. Only with multiple hits burn off a portion of the armor in that spot.

First Cylon War Battlestar "Battlestar Galactica - Blood and Chrome"
Class and Type: Orion Class Battlestar (Heavy Cruiser)
Commissioning Date: first Cylon War era

Hull Systems
Size: 5
Length: 381 meters
Beam: 36 meters
Height: 34.8 meters
Decks: 9
Mass: 450,000 metric tons
SUs Available: 1200
SUs Used: 1077

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class E (Protection 20/30) <11>
Backup: Class E (Protection 10) <6>
Backup: Class E (Protection 10) <6>

Personnel systems
Class/Passengers/Evac: 176/35/1500
Crew Quarters
Barracks: Houses 40 Crewmembers <1>
Spartan: 40 <2>
Basic: 80 <8>
Expanded: 35 <7>
Luxury: 14 <14>
Unusual: 1 <1>

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>
Consumable: 1 years' worth <10>
Food Starage: Galley [0 power/round] <2>
Six machine shops [5 power/round] <5>
One large machine shop [2 power/round] <3>
Medical Facilities: 4 (+0) [4 Power/round] <20>
Recreation Facilities: 2 (gym, small lounge) [2 Power/round] <12>
Personnel Transport: Jefferies Tubes [0 Power/round] <5>
Fire Suppression System [1 power/rd when active] <5>
Cargo Holds: 6000 cubic meters <1>
Locations:
Escape Pods: None

Propulsion Systems
FTL Drive (maximum range of 50 light-years) [50 power/round of jump] <20>
Impulse Engine: two (.08c) [8 Power/round] <4 x 2 = 8>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <5>

Power Systems
Fusion Reactor: one Class 22 (generates 220 Power/round) <110>
Location:
Impulse Engine[s]: (generates 10 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type B (generates 30 Power/round) <30>

Fuel Storage: 5,000,000 fuel storage (one fuel point equals 100 power when used) <5>
EPS: Standard Power flow, +80 Power transfer/round <33>
Standard Usable Power: 320

Operations System
Bridge: dorsal <20>

Computers (Pre-duotronics)
Core: DRADIS Sensors [1 Power/round] <6>
Core: FTL navigation [1 Power/round] <6>
Core: Weapons targeting [1 Power/round] <6>
Core: Sub-light engines [1 Power/round] <6>
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] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensors Skill: 3

Flight Control Systems
Autopilot: None

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 1 <0>

Inertial Damping Field
Main <40>
Strength: 10 [3 Power/round]
Number: 4
Backup <10>
Strength: 7 [2 Power/round]
Number: 4

Attitude control [2 power/round] <2>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 2 <8>
Internal Bulkhead doors [1 Power/round] <5>
Science Systems Rating 1 (+0) [1 Power/round] <10>
Specialized Systems: none
Laboratories: 4 <2>

Tactical Systems
Close-in-weapons (Small rail guns) <4 x 10 = 40>
Type: I
Damage: 10 [1 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 4/6/8/12
Location: 31 locations providing coverage all around the ship.
Firing arc: 360 degrees
Firing Modes: Rapid fire only
Close-in-weapons Control room <5>

32 Medium Rail gun <7 x 32 = 224>
Type VI
Damage: 6 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 4 forward, 2 Port, 2 Starbaord, 8 Dorsal, 8 ventral
Firing arc: 540 degrees
Firing Modes: Salvo
Medum Rail gun control room <5>

8 Missile Launcher <12 x 8 = 96>
Standard Load: Anti-ship Missiles (100 Damage),
Spread: 1
Range: Targeting System: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location: four forward, two port, two starboard
Firing Arc: forward, port, starboard, but are self-guided
Torpedoes Carried: 80 <8>

Nuclear Missile Launcher <13>
Standard Load: Nuclear Missiles Mark I (120 damage)
Spread: 4
Range: Targeting System: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location:

Firing Arc: dorsal, but are self-guided
Torpedoes Carried: 12 <2>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Auto-Destruct System<5>

Auxiliary Spacecraft System
Shuttlebay(s): Capacity for 36 size worth of ships <72>
Standard Compliment: 10 Vipers, 6 Raptors, 2 Shuttles
Location(s):

Note: the Battlestar Galactica is the missing plate armor and has exposed ribbing. To discern whether or not that there is armor covering the section of the ship were the weapons impacts see notes below.

Engines: the outer engines are armored the inner two engines have secondary systems protecting them.

Middle Hull: is partly armored on the spine and outer edge is not. Roll 3d6 to determine if there is armor on this area on even.

Flight Pods: the Flight pods have partial armor and have little effect to much such as ships movement and the landing deck results in little damage. (The starboard flight pod has no effect to landing capability when it is damaged by weapons fire with the exception of weapons fire.) Roll 3d6 to determine if there is armor on this area on even. Below is to be used with the STARSHIP HIT LOCATIONS TABE although there is no change to how to deal with damage to the ships Shuttlebays.

9 Shuttlebay (aka The Flight Pods) (1d6)
- 1-2 Landing deck
- 3-4 Launch bay (aka launch tubes)
- 5-6 Hanger bay

Alligator Head: the head is partly armored. (Bridge, C-I-C a.k.a. “Command and control” is well protected with the consumables and crew quarters) Roll 3d6 to determine if there is armor on this area on even.

The Armor in Battlestar Galactica works a little different than the armor in the Star Trek. The Armor is only removed on the section where the hull has been hit. Only with multiple hits burn off a portion of the armor in that spot.

Colonial Battlestar
Resurrected Series Rpggammers.com version of the Battlestar Galactica
Class and Type: Columbia-class Battlestar
Commissioning Date: third are of man kind

Hull Systems
Size: 11
Length: 1438.64 meters (estimated)
Beams: 536.84 meters (FTL configuration 342.97 meters)
Height: 183.32 meters
Decks: 40
Mass: 9,000,000 metric tons
SU's Available: 4000
SU's Used: 5330

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 110 <12>
Resistance Inner Hull: 10 <12>
Harden armor plating (+100 to outer hull) <150>
Ablative Armor: 750 (there are portions of the hull that is missing Ablative armor plating and roll must be made to determine whether or not there is armor there) <150>

Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15) <15>
Backup: Class C (Protection 5) <8>
Backup: Class C (Protection 5) <8>

Personnel Systems
Crew/Passengers/Evac: 3500/240/10,000
Crew Quarters 3740
Barracks: Houses 3120 crewmembers <52>
Spartan: 200 <10>
Basic: 430 <43>

Environmental Systems
Basic Life Support [13 Power/round] <44>
Reserve Life Support [7 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 5 years worth <110>
Food Stores only [0 power/round] <2>
Manufacturing Facilities: 2 Large Machine Shops [4 power/round] <6>
Medical Facilities: 2 (+1) [2 Power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 300,000 cubic meters <9>
Locations: 90 large bays and smaller bays

Propulsion Systems

Primary Faster than Light Drive (one 50 light-year jump every 33 minutes) [110 power/jump/round] <220>
(Optional) Secondary Faster than Light Drive (one 25 light-year jump every 66 minutes) [55 power/jump/round] <110>
Sub-light Engine: 6 Type 1 (.1c/.2c) [1/2 Power/round] <2 x 6 = 12>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <11>

Power Systems
Fusion Reactors: 8 Type 23 (generates 230 Power/round) <115 x 8 = 920>
Locations: aft of amidship
Sub-light Engine[s]: 6 Type 1 (generate 3 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
Fuel Storage: 10,000,000 fuel storage (one fuel point equals 100 power when used) <11>
EPS: Standard Power flow, +100 Power transfer/round <65>
Standard Usable Power: 18

Operations systems
Bridge: CIC (Command and Control) <55>

Core: DRADIS Sensors [1 Power/round] <6>
Core: FTL navigation [1 Power/round] <6>
Core: Weapons targeting [1 Power/round] <6>
Core: Sub-light engines [1 Power/round] <6>
ODN <33>

Navigational Deflector [6 Power/round] <33>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensor Skill: 4

Flight Control Systems
Autopilot: None

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 2 <0>

Inertial Damping Field
Main <88>
Strength: 10 [3 Power/round]
Number: 4
Backup <22>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: None
Bulkhead doors [0 Power] <11>
Science Systems Rating: 1 (+0) [1 Power/round] <16>
Specialized Systems: None
Laboratories: 6 <2>

Tactical Systems
514 Dual Point-Defense Kinetic Energy Weapons Close-in-weapons (Small rail guns) <4 x 514 = 2056>
Type: I
Damage: offensive damage 60, Flack damage 40/30 [6 Power]
Magazine: 1,000 (reloadable magazine)
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 50-300/1.2/2.4km
Location: 80 front, 100 right, 100 left, 40 rear, 97 dorsal, 97 ventral
Firing arc: 90 degrees
Firing Modes: Rapid fire only

Sixteen Turret Mounted Dual Kinetic Energy Weapons “Rail gun” <13 x 16 = 208>
Type VI
Damage: High-Explosive rounds (100 damage), Flack rounds (60/50/40/30) [10 Power]
Magazines: 200 rounds (reloadable)

Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 3-12/25/50
Location: 8 Dorsal, 8 ventral
Firing arc: 450 degrees
Firing Modes: Salvo

Four Forward Dual Kinetic Energy Weapons “Rail gun” <10 x 4 = 40>
Type VI
Damage: High-Explosive rounds (100 damage), Flack rounds (60/50/40/30) [10 Power]
Magazines: 200 rounds (reloadable)
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 3-12/25/50
Location: 4 forward
Firing arc: 270 degrees
Firing Modes: Salvo

Two Starboard and Two Port Dual Kinetic Energy Weapons “Rail gun” <10 x 4 = 40>
Type VI
Damage: Flack rounds (60/50/40/30) [10 Power]
High-Explosive rounds (100 damage)
Magazines: 200 rounds (reloadable)
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 3-12/25/50
Location: 2 Port, 2 Starboard
Firing arc: 180 degrees
Firing Modes: Salvo
Rail gun control <11>

Sixteen Missile Launchers <4 x 16 = 64>
Standard Load: Nuclear Missiles Mark III (150 damage)
Spread: 1
Range: 10 - 30,000/90,000/310,000
Targeting Systems: Class zero Accuracy 6/7/9/12
Power: [5 per rocket fired]
Location: Dorsal
Firing Arc: dorsal, but self-guided
Missiles carried: 64 <16>
Missile control room <11>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Auxiliary Spacecraft systems (flight Pods) <464>
2 Flight Deck Port/Starboard” Capacity 232 size worth of ships
Complement: 80 Viper fighters, 30 Raptors transport, 6 Shuttles

Colonial Battlestar Pegasus BSG-62 Resurrected Series
Rpggammers.com version of the Battlestar Pegasus version
Class and Type: Mercury-class Battlestar
Commissioning Date:

Hull Systems
Size: 12
Length: 1,789.8 meters
Beams: 745 meters
Height: 335 meters
Decks: 46
Mass: 9,000,000 metric tons
SU's Available: 4,500
SU's Used: 6330

Hull Outer <48>
Hull Inner <48>
Resistance Outer Hull: 110 <12>
Resistance Inner Hull: 10 <12>
Hardened armor plating: (+100 resistance to outer hull) <150>
Ablative Armor: 1500 <300>

Structural Integrity field [1 power/10 Protection/round]
Main: Class D (Protection 15/22) <17>
Backup: Class D (Protection 8) <9>
Backup: Class D (Protection 8) <9>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1700/340/10,000
Crew Quarters
Barracks: Houses 1390 crewmembers <24>
Spartan: 200 <10>
Basic: 450 <45>

Environmental Systems
Basic Life Support [12 Power/round] <48>
Reserve Life Support [6 Power/round] <24>
Emergency Life Support (72 emergency shelters) <24>
Gravity [6 Power/round] <12>
Consumable: 6 years worth <144>
Food Stores only [0 power/round] <2>
Manufacturing Facilities: 8 Large Machine Shops [4 power/round] <24>
Medical Facilities: 2 (+1) [2 Power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
Personal Transport: Jefferies tubes [0 Power/round] <12>
Fire Suppression System [1 Power/round when active] <12>
Cargo hold: 500,000 cubic meters <15>
Locations: 90 large bays and smaller bays

Propulsion Systems
Faster Than Light Drive (one 60 light-year jump every 20 minutes) [120 power/jump/round] <240>
(optional) Secondary Faster Than Light Drive (one 30 light-year jump every 40 minutes) [60 power/jump/round] <120>
Sub-light Engine Type: 6 Type 1 (.1c/.2c) [1/2 Power/round] <2 x 6 = 12>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <12>

Power Systems
Fusion Reactors: 6 type 27 (generates 270 Power/round) <135 x 6 = 810>
Locations:
Sub-light Engine[s]: 6 Type 1 (generate 3 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
Fuel Storage: 6,000,000 fuel storage (one fuel point equals 100 power when used) <12>
EPS: Standard Power flow, +100 Power transfer/round <70>
Standard Usable Power: 1638

Operations systems
Bridge: CIC (Command and Control) <55>

Core: DRADIS Sensors [1 Power/round] <6>
Core: FTL navigation [1 Power/round] <6>
Core: Weapons targeting [1 Power/round] <6>
Core: Sub-light engines [1 Power/round] <6>
ODN <36>

Navigational Deflector [6 Power/round] <36>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensor Skill: 4

Flight Control Systems
Autopilot: None

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 2 <0>

Inertial Damping Field
Main <96>
Strength: 10 [3 Power/round]
Number: 4
Backup <24>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: None
Bulkhead doors [1 Power] <11>
Science Systems Rating: 1 (+0) [1 Power/round] <17>
Specialized Systems: None
Laboratories: 6 <2>

Tactical Systems
550 Point-Defense Kinetic Energy Weapons Close-in-weapons (Small rail guns) <4 x 550 = 2200>
Type: I
Damage: offensive damage 60, Flack damage 40/30 [6 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 1-4/15/30
Location: 80 front, 40 rear, 100 dorsal, 100 ventral, 115 port, 115 starboard
Firing arc: 90 degrees
Firing Modes: Rapid fire only

Four Primary Dual Kinetic Energy Weapons Rail gun <14 x 4 = 56>
Type VI
Damage: High-Explosive rounds 100 damage, Flack rounds (60/50/40/30) [10 Power]

Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 4 forward
Firing arc: 90 degrees
Firing Modes: Salvo

Thirty Primary Dual Kinetic Energy Weapons Rail gun <13 x 30 = 390>
Type VI
Damage: High-Explosive rounds 100 damage, Flack rounds (60/50/40/30) [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 4 starbaord forward, 4 port forward, 3 port, 3 starboard, 4 aft, 6 dorsal, 6 ventral
Firing arc: 360 degrees
Firing Modes: Salvo
Rail gun control <12>

Missile Launcher <11>
Standard Load: Nuclear Missiles Mark III (150 damage)
Spread: 2
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class zero Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Dorsal
Firing Arc: dorsal, but self-guided
Missiles carried: 60 <6>
Missile control room <12>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Auxiliary Spacecraft systems (flight Pods)
4 Flight Deck Port/Starboard Capacity 520 size worth of ships <1040>
compliment: 200 viper fighters, 50 Raptors, 10 Shuttles

Large Version of the Battlestar Galactica and Pegasus Original Series Version
Class and Type: Columbia or Nova-class Battlestar heavy warship
Commissioning Date: third era of man kind

Hull Systems
Size: 11
Length: 1263 - 1255 meters
Beams: 510 meters
Height: 107 meters
Decks: 24
Mass: 9,000,000 metric tons
SU's Available: 2750 - 4000
SU's Used: 3801

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 9 <12>
Resistance Inner Hull: 9 <12>
Harden armor plating (+100 resistance to outer hull) <150>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <17>
Primary Backup: Class E (Protection 10) <9>
Secondary Backup: Class E (Protection 10) <9>
Specialized hull: Atmopsheric Capability <11>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 700/312/12,000
Crew Quarters
Barracks: Houses 502 crewmembers <9>
Spartan: 200 <10>
Basic: 200 <20>
Expanded: 100 <20>
Luxury: 5 <5>
Unusual: 5 <5>

Environmental Systems
Basic Life Support [12 Power/round] <44>
Reserve Life Support [6 Power/round] <22>
Emergency Life Support (66 emergency-shelters) <22>
Gravity [6 Power/round] <11>
Consumable: five years worth <110>
Food storage [0 Power/round] <2>
Small Manufacturing shops [2 Power/round] <11>
One large manufacturing shop [2 Power/round] <3>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 6 (one main recreation deck; pleasant eating facilities; one large lounge; three gyms; three small lounges; one arboretum) [6 Power/round] <36>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <24>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 960,000 cubic meters <29>
Locations: Four of the cargo is four tylium Fuel tanks each 140,000 cubic meters
Escape Pods: None

Propulsion Systems
Hyper space drive: Class x 2 (4312c) [110 power/round] <90>
Backup Hyper space drive: Class x 12 (196c) [22 power/round] <22>

Impulse Engine: four Type 3A (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location:
Acceleration uprating: Class Alpha (66%) of maximum [1 power/round] <2 x 4 = 8>
Reaction Control System (.025c) [2 Power/ round when in use] <11>

Power Systems
Fusion Reactors: four Class 30 (generates 300 Power/round) <150 x 4 = 600>
Locations:
Impulse Engine[s]: four Type 3A (generate 12 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
Fuel Storage:
EPS: Standard Power flow, +200 Power transfer/round <75>
Standard Usable Power: 1248

Operations systems
Bridge: <55>

Computers
Cores: [5 Power/round] <22>
Cores: [5 Power/round] <22>
Uprating: Class Alpha (+1) [1 Power/computer round] <4>
ODN <33>

Navigational Deflector [6 Power/round] <33>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <23>
Range package: Mark IV (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 -3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
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
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 3, Coordination 3 [1 Power/round in use] <12>

Navigational Computer
Main: Class 1 (+0) [1 Power/round] <9>
Backups: 2 <0>

Inertial Damping Field
Main <132>
Strength: [3 Power/round]
Number: 6
Backup <33>
Strength: [2 Power/round]
Number: 6
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Type II Interplanetary Radio [3 Power/round] <10>
Strength: 3
Security: -1 Security Type A Uprating
Basic Uprating: Type 1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3 x 2 = 6>
Accuracy: 5/6/8/11
Location: one per hanger bays

Security Systems Rating: 2 <8>
Anti-Intruder System: none
Internal Force Field none
Internal Bulkhead doors [1 power/round] <11>
Science Systems Rating: 2 (+1) [2 Power/round] <21>
Specialized Systems: none
Laboratories: 12 <4>

Tactical Systems
One Heavy Mega Pulsar Cannon <14>
Type
Damage: 180 [18 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Turret
Firing arc: 540 degrees
Firing Modes: standard

Thirty-two Turbo Laser Turrets <16 x 32 = 512>
Type
Damage: 80 [8 Power]

Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Turret
Firing arc: 540 degrees
Firing Modes: standard

Missile Launcher <13 x 2 = 26>
Standard Load: Solonite missiles (130 damage), Fusion missiles (160 damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedoes carried: 156 <16>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <101 x 4 = 404>
Shield Generator: Class 4 (protection 700) [70 Power/shield/round]
Shield grid: Type B (33% increase to 931 Protection)
Subspace field Distortion Amplifiers: Class Epsilon (Threshold 233)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 4 (1 per shield) <12>
Auto-Destruct System <11>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 336 Size worth of ships <672>
Standard Complement: 75 Vipers superiority fighters (standard compliment, later imcreased to 150), 12 Landram armored ground vehicles/land-based troop transports, 12 transport shuttlecraft
Location(s):

Colonial Light Troop Transport
Class and Type: Light Troop Transport
Commissioning Date:

HULL SYSTEMS
Size: 7
Length: 580.99 meters
Beam: 220. 95 meters
Height: 133.63 meters
Decks: 29
Mass: 3,000,000 metric tons
SUs Available: 1,500 – 2,750
SUs Used: 2461

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>
Ablative Armor: 500 <100>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class C (Protection 10/15) <11>
Backup: Class C (Protection 5) <6>
Backup: Class C (Protection 5) <6>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 633/900/6000
Crew Quarters
Barracks: Houses 1232 Crewmembers <21>10
Spartan: 200 <10>
Basic: 100 <10>
Expanded: 1 <1>

Environmental Systems
Basic Life Support [11 Power/round] <28>
Reserve Life Support [6 power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: two years' worth <28>
Food storage Galley [0 power/round] <2>
Manufacturing facilities
Small shops [7 power/round] <7>
Large shop [2 power/round] <3>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 (spartan mess hall; exercise room) [1 Power/round] <6>
Personnel Transport: Jefferies Tubes [0 Power/round] <7>
Fire Suppression System [1 power/rd when active] <7>
Cargo Holds: 300,000 cubic meters <9>
Locations: amid ship
Escape Pods None

PROPULSION SYSTEMS
FTL (faster than light) drive [70 power/round] <140>
Impulse Engine Type: four Type 1 (.1c/.2c) [1/2 Power/round] <2 x 4 = 8>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <7>

POWER SYSTEMS
Fusion Reactor: 5 Class 22 (generates 220 Power/round) <110 x 5 = 550>
Location:
Impulse Engine[s]: four Type 1 (generate 3 power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type B (generates 30 Power/round) <30>

EPS: Standard Power flow, +100 Power transfer/round <45>
Standard Usable Power:

OPERATIONS SYSTEM
Bridge: <28>

Computers
Core: DRADIS Sensors [1 Power/round] <4>
Core: FTL navigation [1 Power/round] <4>
Core: Weapons targeting [1 Power/round] <4>
Core: Sub-light engines [1 Power/round] <4>
ODN <21>

Navigational Deflector [6 Power/round] <21>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensors Skill: 3

Flight Control Systems
Autopilot: None

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 2 <0>

Inertial Damping Field
Main <28>
Strength: 10 [3 Power/round]
Number: 2
Backup <7>
Strength: 7 [2 Power/round]
Number: 2
Attitude control [2 power/round] <2>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: none
Bulkhead doors [0 Power] <7>
Science Systems Rating 1 (+0) [1 Power/round] <12>
Specialized Systems: none
Laboratories: 2 <2>

TACTICAL SYSTEMS
260 Dual Point-Defense Kinetic Energy Weapons Close-in-weapons (Small rail guns) <4 x 260 = 1040>
Type: I
Damage: offensive damage 20, Flack damage 10/15 [2 Power]
Magazine: 1,000 (reloadable magazine)
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 50-300/1.2/2.4km
Location: 40 front, 50 right, 50 left, 20 rear, 50 dorsal, 50 ventral
Firing arc: 90 degrees
Firing Modes: Rapid fire only

Eight Light Rail Guns <9 x 8 = 72>
Type:
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 3-12/25/50
Location: two port dorsal, two starboard dorsal, two port ventral, two starboard ventral
Firing Arc: 540degres
Firing Modes: Standard

Two Light Rail Guns <5 x 2 = 10>
Type:
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 3-12/25/50
Location: two port dorsal, two starboard dorsal, two port ventral, two starboard ventral
Firing Arc: 90 degrees
Firing Modes: Standard

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Shields: none

AUXILIARY SPACECRAFT SYSTEM
Hanger decks: Capacity for 4 Size worth of ships <8>
Standard Complement: Two cargo shuttles
Location(s):

Colonial Dreadnought
Class and Type:
Commissioning Date:

HULL SYSTEMS
Size: 10
Length: 812.56 meters
Beam: 306.18 meters
Height: 186.89 meters
Decks: 41
Mass: 6,500,000 metric tons
SUs Available: 2500 - 3750
SUs Used:

Hull Outer <40>
Hull Inner <40>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>
Armor: 1000 <200>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class C (Protection 10/15) <12>
Backup: Class C (Protection 5) <6>
Backup: Class C (Protection 5) <6>

PERSONNEL SYSTEMS
Class/Passengers/Evac:
Crew Quarters
Barracks: Houses Crewmembers <>
Spartan: <>
Basic:<>
Expanded:<>
Luxury:<>
Unusual: <>

Environmental Systems
Basic Life Support [Power/round] <>
Reserve Life Support [power/round] <>
Emergency Life Support (emergency shelters) <>
Gravity [Power/round] <>
Consumable: years' worth <>

Medical Facilities: (+) [Power/round] <>
Recreation Facilities: [Power/round] <>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <>
Fire Suppression System [1 power/rd when active] <>
Cargo Holds: cubic meters <>
Locations:

Escape Pods <>
Number:
Capacity: person per pod
PROPULSION SYSTEMS

Special Configuration: <>
Impulse Engine Type: Class (.c/.c) [Power/round] <>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <>

POWER SYSTEMS
Fusion Reactor: Class (generates Pwr/rd) <>
Location:
Impulse Engine[s]: class (generates Power/engine/round)
Auxiliary Power: reactors (generates 5 Power/reactor/round) <>
Emergency Power: Type (generates Power/round) <>
EPS: Standard Power flow, + Power transfer/round <>
Standard Usable Power:

OPERATIONS SYSTEM
Bridge: Saucer section dorsal <>
 Computers Core: 5 Power/round] <>
Uprating: Class (+) [Power/computer/round] <>
ODN <>

Navigational Deflector [5 Power/round] <>
Range:
Accuracy:
Location: Forward Ventral

Sensor Systems

Lateral Sensor [5 Power/round]<>
Strength Package: Class(Strength)
Gain Package: Class (+)
Coverage:
Navigational Sensor [5 Power/round] <>
Strength Package: Class(Strength)
Gain Package: Class (+)
Probes: probes of varying types <>
Sensors Skill:
Flight Control Systems
Autopilot: Shipboard systems (flight Control) ,
Coordination [1 pwr/rd in use] <>
Navigational Computer
Main: Class(+) [Power/round] <>
Backup:<>
Inertial Damping Field
Main <>
Strength: [3 Power/round}
Number:
Backup <>
Strength: [2 Power/round]
Number:

Attitude control [power/round] <>

Communications Systems
Type: Class [3 Power/round] <>
Strength: Basic Uprating: Class <>
Security: - Security Uprating: Class <>
Emergency Communications: [2 Power/round] <>

Security Systems Rating: <>
Anti-Intruder System: Yes [Power/round] <>
Internal Force Fields [1 Power/3 Strength] <>
Science Systems Rating (+) [Power/round] <>
Specialized Systems:<>
Laboratories:<>

TACTICAL SYSTEMS
Three Heavy Rail Gun <>
Type:
Damage: 140 [14 Power]
Number of Emitters: (up to 3 shots per round)
Targeting System: Class Accuracy
Range:
Location: mid ship dorsal one aft dorsal
Firing Arc:
Firing Modes:

Four Rail guns <>
Type:
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting System: Class Accuracy
Range:
Location: four forward below bow
Firing Arc:
Firing Modes:

Twelve rail guns <>
Type:
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting System: Class Accuracy
Range: Location:
Firing Arc:
Firing Modes:

Twelve Close in weapons <>
Type:
Damage: [Power]
Number of Emitters: (up to 5 shots per round)
Targeting System: Class Accuracy
Range: Location:
Firing Arc:
Firing Modes:

TA/T/TS: Class [Power/round]<>
Strength:
Bonus: +
Weapon Skill:

Shields None
Auto-Destruct System<>

AUXILIARY SPACECRAFT SYSTEM
Hanger decks: Capacity for 14 Size worth of ships <28>
Standard Complement: six fighters one raptor
Location(s):

Early Colonial Heavy Cruiser
Class and Type: Heavy Cruiser
Commissioning Date:

HULL SYSTEMS
Size: 9
Length: 760.82 meters
Beam: 290.49 meters
Height: 174.99 meters
Decks: 38
Mass: 5,300,000 metric tons
SUs Available: 2,250 – 3,500
SUs Used: 2984

Hull Outer <36>
Hull Inner <36>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Ablative Armor: 500 <100>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 3 (Protection 60/90) <27>
Backup: Class 3 (Protection 30) <14>
Backup: Class 3 (Protection 30) <14>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 805/518/3000
Crew Quarters
Barracks: Houses 900 Crewmembers <15>
Spartan: 300 <15>
Basic: 100 <10>
Expanded: 23 <5>

Environmental Systems
Basic Life Support [10 Power/round] <36>
Reserve Life Support [5 power/round] <18>
Emergency Life Support (54 emergency shelters) <18>
Gravity [5 Power/round] <9>
Consumable: one years' worth <18>
Food storage only Galley [0 power/round] <2>
Maintenance ships [2 power/round] <9>
One large shop [2 power/round] <3>
Medical Facilities: 1 (+0) [1 Power/round] <5>

Recreation Facilities: 1 (a spartan mess hall; no lunges; gyms) [2 Power/round] <8>
Personnel Transport: Jefferies Tubes [0 Power/round] <9>
Fire Suppression System [1 power/rd when active] <9>
Cargo Holds: 400,000 cubic meters <12>
Locations:
Escape Pods: None

PROPULSION SYSTEMS
FTL Drive [90 power/jump] <180>
Impulse Engine: Four Type 1 (.1c/.2c) [1/2 Power/round] <2 x 4 = 8>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <9>

POWER SYSTEMS
Fusion Reactor: 6 Class 20 (generates 200 Pwr/rd) <100 x 6 = 600>
Location:
Impulse Engine[s]: four Type 1 (generates 3 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +100 Power transfer/round <55>
Standard Usable Power:

OPERATIONS SYSTEM
Bridge: <45>

Computers
Core: [5 Power/round] <5>
Core: [5 Power/round] <5>
Core: [5 Power/round] <5>
Core: [5 Power/round] <5>
ODN <27>

Navigational Deflector [6 Power/round] <27>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: Forward Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensors Skill: 4

Flight Control Systems
Autopilot: none

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 3 <0>

Inertial Damping Field
Main <72>
Strength: 10 [3 Power/round]
Number: 4
Backup <18>
Strength: 10 [2 Power/round]
Number: 4
Attitude control [3 power/round] <3>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: None
Bulkhead doors [1 Power/round] <9>
Science Systems Rating 1 (+0) [1 Power/round] <14>
Specialized Systems: none
Laboratories: 4 <2>

TACTICAL SYSTEMS
Close-in-weapons (Small rail guns) <4 x 312 = 1248>
Type: I
Damage: 20 [2 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: .4/.6/.8/1.2
Location:
Firing arc: 360 degrees
Firing Modes: Rapid fire only

Light Rail Guns <8 x 8 = 64>
Damage 40 [4 power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location:

Firing arc: 540 degrees
Firing Modes: Salvo

Medium Rail gun <7 x 2 = 14>
Type VI
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 4 forward, 8 Port (2 ventral, 6 dorsal), 8 Starbaord (2 ventral, 6 dorsal), 24 Dorsal (16 forward, 8 aft), 8 ventral (4 forward, 4 aft)
Firing arc: 540 degrees
Firing Modes: Salvo
Rail gun control <9>

TA/T/TS: Class Alpha [0 Power/round]<6>
Strength:7
Bonus: +0
Weapon Skill: 4

Shields: none

AUXILIARY SPACECRAFT SYSTEM (flight Pods)
Hanger decks: Capacity for 16 Size worth of ships <32>
Standard Complement: six fighters and Two raptors
Location(s):

Colonial Frigate
Class and Type: Frigate
Commissioning Date:

HULL SYSTEMS
Size: 7
Length: 580.99 meters
Beam: 220. 95 meters
Height: 133.63 meters
Decks: 29
Mass: 3,000,000 metric tons
SUs Available: 1,500 – 2,750
SUs Used: 2565

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>
Ablative Armor: 1000 <200>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class C (Protection 10/15) <11>
Backup: Class C (Protection 5) <6>
Backup: Class C (Protection 5) <6>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 633/300/6000
Crew Quarters
Barracks: Houses 632 Crewmembers <11>
Spartan: 200 <10>
Basic: 100 <10>
Expanded: 1 <1>

Environmental Systems
Basic Life Support [11 Power/round] <28>
Reserve Life Support [6 power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: two years' worth <28>
Food storage Galley [0 power/round] <2>
Manufacturing facilities
Small shops [7 power/round] <7>
Large shop [2 power/round] <3>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 (spartan mess hall; exercise room) [1 Power/round] <6>
Personnel Transport: Jefferies Tubes [0 Power/round] <7>
Fire Suppression System [1 power/rd when active] <7>
Cargo Holds: 300,000 cubic meters <9>
Locations: amid ship
Escape Pods None

PROPULSION SYSTEMS
Primary FTL (faster than light) drive (40 lightly years every 40 minutes) [70 power/round] <140>
(Optional) Secondary FTL (faster than light) drive (20 lightly years every 80 minutes) [35 power/round] <70>
Impulse Engine Type: four Type 1 (.1c/.2c) [1/2 Power/round] <2 x 4 = 8>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <7>

POWER SYSTEMS
Fusion Reactor: 5 Class 22 (generates 220 Power/round) <110 x 5 = 550>
Location:
Impulse Engine[s]: four Type 1 (generate 3 power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +100 Power transfer/round <45>
Standard Usable Power:

OPERATIONS SYSTEM
Bridge: <28>

Computers
Core: DRADIS Sensors [1 Power/round] <4>

Core: FTL navigation [1 Power/round] <4>
Core: Weapons targeting [1 Power/round] <4>
Core: Sub-light engines [1 Power/round] <4>
ODN <21>

Navigational Deflector [6 Power/round] <21>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensors Skill: 3

Flight Control Systems
Autopilot: None

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 2 <0>

Inertial Damping Field
Main <28>
Strength: 10 [3 Power/round]
Number: 2
Backup <7>
Strength: 7 [2 Power/round]
Number: 2
Attitude control [2 power/round] <2>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: none
Bulkhead doors [0 Power] <7>

Science Systems Rating 1 (+0) [1 Power/round] <12>
Specialized Systems: none
Laboratories: 2 <2>

TACTICAL SYSTEMS
260 Dual Point-Defense Kinetic Energy Weapons Close-in-weapons (Small rail guns) <4 x 260 = 1040>
Type: I
Damage: offensive damage 20, Flack damage 10/15 [2 Power]
Magazine: 1,000 (reloadable magazine)
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 50-300/1.2/2.4km
Location: 40 front, 50 right, 50 left, 20 rear, 50 dorsal, 50 ventral
Firing arc: 90 degrees
Firing Modes: Rapid fire only

Eight Light Rail Guns <9 x 8 = 72>
Type:
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 3-12/25/50
Location: two port dorsal, two starboard dorsal, two port ventral, two starboard ventral
Firing Arc: 540degres
Firing Modes: Standard

Two Light Rail Guns <5 x 2 = 10>
Type:
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 3-12/25/50
Location: two port dorsal, two starboard dorsal, two port ventral, two starboard ventral
Firing Arc: 90 degrees
Firing Modes: Standard

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Shields: none

AUXILIARY SPACECRAFT SYSTEM
Hanger decks: Capacity for 4 Size worth of ships <8>
Standard Complement: Two cargo shuttles
Location(s):

Tylium Refinery ship
Class and Type: Tylium Refinery ship – manufacturing vessel

HULL SYSTEMS
Size: 7
Length: 502.7 meters
Beam: 137.1 meters
Height: 106.6 meters
Decks: 20
Mass: 2,000,000 metric tonnes
SUs Available: 1500-2750
SUs Used: 753

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 3 (Protection 60/90) <25>
Backup: Class 3 (Protection 30) <13>
Backup: Class 3 (Protection 30) <13>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 75/50/300
Crew Quarters
Spartan:44 <2>
Basic: 44 <5>
Expanded: 15 <3>
Luxury: 22 <22>

Environmental Systems
Basic Life Support [7 Power/round] <28>
Reserve Life Support [4 power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: 1 years worth <7>
Food stores only [0 power/round] <2>
Medical Facilities: Med kits only <5>
Recreation Facilities: 2 [4 Power/round] <16>
Personnel Transport: Jefferies Tubes [0 Power/round] <7>
Fire Suppression System [1 power/rd when active] <7>

Tylium Refinery (Ore Processing) [17 power/round] <17>
Cargo Holds: 700,000 cubic meters * <21>
Locations: lower deck
Tylium Processing system [17 power/round of use] <17>

PROPULSION SYSTEMS
FTL [70 power/round of use] <140>
Impulse Engine: 2 Class 1 (.25c/.5c) [2/5 Power/round] <5 x 2 = 10>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <5>

POWER SYSTEMS
Fusion Reactor: Class (generates 130 Power/round) <65>
Location:
Impulse Engine[s]: 2 class 1 (generates 8 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 500,000 fuel storage (one fuel point equals 100 power when used) <5>
EPS: Standard Power flow, +40 Power transfer/round <39>
Standard Usable Power: 116

OPERATIONS SYSTEM
Bridge: forward upper deck <35>

Computers Core: (Pre Duetronic) [1 Power/round] <14>
ODN <21>

Navigational Deflector [5 Power/round] <28>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward Ventral

Sensor Systems
Long-range sensors [5 power/round] <6>
Range Package Mark I (accuracy 4/5/8/11)
High-resolution 2 light-years (0.3/0.4 - 0.8/0.9 – 1.5/1.6 – 2.0)
Low-resolution 5 light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Strength package Class 2 (strength 2)
Gain package: Standard
Coverage: Standard

Lateral Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Probes: none
Sensors Skill: 2

Flight Control Systems
Autopilot: N/A

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>

Inertial Damping Field

Main <28>
Strength: 10 [3 Power/round]
Number: 4
Backup <14>
Strength: 7 [2 Power/round]
Number: 4
Attitude control [2 power/round] <2>

Communications Systems
Type: Class 1 [3 Power/round] <1>
Strength: 3
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 0 <0>
Anti-Intruder System: none
Internal Force Fields none
Science Systems Rating none
Specialized Systems: none
Laboratories: none

TACTICAL SYSTEMS
None

AUXILIARY SPACECRAFT SYSTEM
Capability for 4 size worth of ships <8>
(one shuttle at a time)

* 400,000 cubic metes is processed Tylium fuel storage on a typical ship. in game play hits to the cargo bays must be determine which type of hold was hit with 1d6 dice roll 1-4 fuel storage resulting in detnation of the fuel 100 times the SU's of fuel stored in the hold, 5-6 normal damage unprocess Tylium ore.

Berzerker Escortstar
Class and Type: Hephaestus Veriant
Commissioning Date:

HULL SYSTEMS
Size: 10
Length: 842.16 meters
Beam: 214.89 meters
Height: 117 meters
Decks: 28
Mass: 6,500,000 metric tons
SUs Available: 2500 - 3750
SUs Used: 2484

Hull Outer <40>
Hull Inner <40>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>
Harden armor plating +80 to outer hull resistance <120>
Ablative Armor: 500 <100>
Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 5 (Protection 80/120) <31>
Backup: Class 5 (Protection 40) <16>
Backup: Class 5 (Protection 40) <16>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2763/250/20,000
Crew Quarters
Barracks: Houses 452 Crewmembers <8>
Spartan: 603 <31>
Basic: 1205 <121>
Expanded: 543 <109>
Luxury: 150 <150>
Unusual: 60 <60>

Environmental Systems
Basic Life Support [13 Power/round] <40>
Reserve Life Support [7 power/round] <20>
Emergency Life Support (60 emergency shelters) <20>
Gravity [5 Power/round] <10>
Consumable: 2 years' worth <20>
Food Stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [12 power/round] <12>
6 Large Machine Shops [2 power/round] <18>
Medical Facilities: 2 (+1) [2 Power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
Personnel Transport: Jefferies Tubes [0 Power/round] <10>
Fire Suppression System [1 power/rd when active] <10>
Cargo Holds: 600,000 cubic meters <18>
Locations:
Escape Pods: None

PROPULSION SYSTEMS
Faster Than Light Drive (Coaxial Warp Drive Variant) [100 power/jump/round] <200>
Sublight Engine: 4 (.12c) [12 Power/round] <6 x 4 = 24>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <10>

POWER SYSTEMS
Fusion Reactor: 2 Class 20 (generates 200 Power/round) <100 x 2 = 200>
Location:
Sublight Engine[s]: 4 (generates 30 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <3 x 4 = 12>
Emergency Power: Type D (generates 45 Power/round) <45>
Fuel Storage: 6,000,000 fuel storage (one fuel point equals 100 power when used) <10>
EPS: Standard Power flow, +100 Power transfer/round <60>
Standard Usable Power: 496

OPERATIONS SYSTEM
Bridge: Saucer section dorsal <50>

Computers (Pre Duetronic Systems)
Core: [1 Power/round] <5>
Core: [1 Power/round] <5>
Core: [1 Power/round] <5>
Core: [1 Power/round] <5>
ODN <30>

Navigational Deflector [6 Power/round] <30>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensor Skill: 4

Flight Control Systems: Autopilot: None

Navigational Computer
Colonial FTL Nav Computer (First Cylon War Era type) (+1): (SU cost 1 x size) [2 power/round] (30 minutes) {30 light-years} <10>

Inertial Damping Field
Main <80>
Strength: 10 [3 Power/round}
Number: 4
Backup <20>
Strength: 7 [2 Power/round]
Number: 4
Attitude control [3 power/round] <3>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <10>
Internal Force Fields: Bulkhead doors only [1 Power] <10>
Science Systems Rating 1 (+0) [1 Power/round] <15>
Specialized Systems: none
Laboratories: 6 <2>

TACTICAL SYSTEMS
30 Close-in-weapons (Small rail guns) <4 (x 30 = 122)>
Type: I
Damage: 10 [1 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: .4/.6/.8/1.2
Location: 30 locations providing coverage all around the ship.
Firing arc: 360 degrees
Firing Modes: Rapid fire only

10 top-mounted, dual medium DRADIS range, railguns <7 x 10 = 70>
Type VI
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 10 Dorsal
Firing arc: 540 degrees
Firing Modes: Salvo

4 side-mounted, dual heavy, medium DRADIS range, railguns <9 x 4 = 36>
Type VI
Damage: 70 [7 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 10 Dorsal
Firing arc: 540 degrees
Firing Modes: Salvo

16 side-mounted, triple light, medium DRADIS range, railguns <5 x 16 = 80>
Type II
Damage: 40 [4 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 10 Dorsal
Firing arc: 540 degrees
Firing Modes: Salvo
Rail gun control <10>

12 extreme, long DRADIS range, nuclear missile system <11 x 12 = 132>
Standard Load: Nuclear Missile Mark I (120 Damage)
Spread: 2
Range: 5/150/750/3000
Targeting Systems: Class zero Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: forward, but are self-guided
DRADIS missile system control <10>
Torpedoes Carried: 100 <10>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 28 size worth of ships <56>
Standard Compliment: 12 fighters, 2 Raptors
Location(s):

Scoutstar
Class and Type: scout ship
Commissioning Date:

HULL SYSTEMS
Size: 7
Length: 579.12 meters
Beam: 230.12 meters
Height: 94.5 meters
Decks: 20
Mass: 3,000,000 metric tons
SUs Available: 1500
SUs Used: 1528

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 88 <9>
Resistance Inner Hull: 8 <9>
Harden Armor plating +80 to outer hull resistance <120>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 3 (Protection 60/90) <25>
Backup: Class 3 (Protection 30) <13>
Backup: Class 3 (Protection 30) <13>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 1,250/1,000/15,570
Crew Quarters
Barracks: Houses 1000 Crewmembers <17>
Spartan: 788 <40>
Basic: 338 <34>
Expanded: 100 <20>
Luxury: 25 <25>
Unusual: 0 <0>

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>
Consumable: 3 years' worth <21>
Machine Shop [2 power/round] <3>
Medical Facilities: 3 (+1) [3 Power/round] <15>
Recreation Facilities: 2 [4 Power/round] <18>
Personnel Transport: Jefferies Tubes [0 Power/round] <7>
Fire Suppression System [1 power/rd when active] <7>
Cargo Holds: 130,000 cubic meters <4>
Locations:
Escape Pods: None

PROPULSION SYSTEMS
FTL Drive (Coaxial Warp Drive Variant)[70 power/round] <140>
Sublight Engine Type: 4 (.10c) [10 Power/round] <5 x 4 = 20>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <7>

POWER SYSTEMS
Fusion Reactor: Class 17 (generates 170 Power/round) <85>
Location:
Sublight Engine[s]: 4 (generates 20 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type F (generates 50 Power/round) <50>
Fuel Storage: 5,000,000 fuel storage (one fuel point equals 100 power when used) <7>
EPS: Standard Power flow, +100 Power transfer/round <45>
Standard Usable Power:

OPERATIONS SYSTEM
Bridge: CIC <28>

Computers (Pre Duetronic Systems)
Core: DRADIS Sensors [1 Power/round] <4>
Core: FTL navigation [1 Power/round] <4>
Core: Weapons targeting [1 Power/round] <4>
Core: Sub-light engines [1 Power/round] <4>
ODN <21>

Navigational Deflector [6 Power/round] <21>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: Forward Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensors Skill: 4

Flight Control Systems
Autopilot: None

Navigational Computer
Colonial FTL Nav Computer (First Cylon War Era type) (+1): [2 power/round] (30 minutes) {30 light-years} <7>

Inertial Damping Field
Main <56>
Strength: 10 [3 Power/round]
Number: 4
Backup <14>
Strength: 6 [2 Power/round]
Number: 4
Attitude control [2 power/round] <2>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 2 <8>
Anti-Intruder System: None
Internal bulkhead doors [1 Power/round] <7>
Science Systems Rating 1 (+0) [1 Power/round] <12>
Specialized Systems: None
Laboratories: 1 <2>

TACTICAL SYSTEMS
Close-in-weapons (Small rail guns) <4 x 16 = 64>
Type: I
Damage: 20 [2 Power]
Number of Emitters: (up to 4 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: .4/.6/.8/1.2
Location: 16 locations providing coverage all around the ship.
Firing arc: 360 degrees
Firing Modes: Rapid fire only
Rail gun control <7>

Medium Rail gun <8 x 12 = 96>
Type VI
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 4 Dorsal, 8 ventral
Firing arc: 540 degrees
Firing Modes: Standard, Salvo
Rail gun control <7>

Missile Launcher <9>
Standard Load: Standard Anti-ship Missiles (100 damage), Nuclear Missiles Mark I (120 damage), Nuclear Missiles Mark II (140 damage), Nuclear Missiles Mark III (160 damage) , Nuclear Missiles Mark II (140 damage), Nuclear Missiles Mark III (160 damage)
Spread: 1
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class zero Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Dorsal
Firing Arc: dorsal, but self-guided
Missiles carried: 20 <2>
Missile control room <7>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Shields None
Auto-Destruct System<7>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 112 size worth of ships <224>
Standard Compliment: 40 Vipers, 10 Raptors, 6 assorted craft
Location(s):

Battlestar Pegasus (Resurrected Series) (Revised)
Class and Type: Mercury-class Battlestar
Commissioning Date:

Hull Systems
Size: 12
Length: 1,850m meters (estimated)
Beams: 745m meters

Height: 335m meters
Decks: 46
Mass: 9,000,000 metric tons
SU's Available: 3,000
SU's Used: 2,776

Hull Outer <48>
Hull Inner <48>
Resistance Outer Hull: 12 <15>
Resistance Inner Hull: 12 <15>
Harden armor plating (+100 to outer hull) <150>
Ablative Armor: 1000 <200>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 6 (Protection 90/130) <39>
Backup: Class 6 (Protection 45) <20>
Backup: Class 6 (Protection 45) <20>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1000/330/10,000
Crew Quarters
Barracks: Houses 480 crewmembers <8>
Spartan: 200 <10>
Basic: 450 <45>

Environmental Systems
Basic Life Support [12 Power/round] <48>
Reserve Life Support [6 Power/round] <24>
Emergency Life Support (72 emergency shelters) <24>
Gravity [6 Power/round] <12>
Consumable: 1 years worth <12>
Food Stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [12 power/round] <12>
8 Large Machine Shops [4 power/round] <24>
Medical Facilities: 2 (+1) [2 Power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
Personal Transport: Jefferies tubes [2 Power/round] <12>
Fire Suppression System [1 Power/round when active] <12>
Cargo hold: 1,000,000 cubic meters <30>
Locations: 90 large bays and smaller bays

Propulsion Systems
Faster Than Light Drive (Coaxial Warp Drive Variant) [120 power/jump/round] <240>
Sublight Engine Type: 8 (.10c) [5 Power/round] <5 x 6 = 40)>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <12>

Power Systems
Fusion Reactors: (generates 350 Power/round) <175>
Locations:
Sublight Engine[s]: 8 (generate 25 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
Fuel Storage: 12,000,000 fuel storage (one fuel point equals 100 power when used) <12>
EPS: Standard Power flow, +100 Power transfer/round <70>
Standard Usable Power: 446

Operations systems
Bridge: CIC (Command and Control) <55>

Computers (Pre Duetronic Systems)
Core: DRADIS Sensors [1 Power/round] <6>
Core: FTL navigation [1 Power/round] <6>
Core: Weapons targeting [1 Power/round] <6>
Core: Sub-light engines [1 Power/round] <6>
ODN <36>

Navigational Deflector [6 Power/round] <36>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensor Skill: 4

Flight Control Systems
Autopilot: None

Navigational Computer
Colonial FTL Nav Computer (Modern Era type) (+2): (SU cost 1.5 x size) [3 power/round] (20 minutes) {45 light-years} <18>

Inertial Damping Field
Main <96>

Strength: 10 [3 Power/round]
Number: 4
Backup <24>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: None
Bulkhead doors [1 Power] <11>
Science Systems Rating: 1 (+0) [1 Power/round] <17>
Specialized Systems: None
Laboratories: 6 <2>

Tactical Systems
37 Point-Defense Kinetic Energy Weapons Close-in-weapons (Small rail guns) <10 (x 37 = 370)>
Type: I
Damage: Flack Rounds 80/70/High-Explosive rounds 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: .4/.6/.8/1.2
Location: 37 locations providing coverage all around the ship.
Firing arc: 360 degrees
Firing Modes: Rapid fire only

34 Primary Dual Kinetic Energy Weapons <17 (x 34 = 578)>
Type VI
Damage: Flack rounds 90/80/70 / High-explosive Rounds 130 [13 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 4 front. 4 right/front/rear, 9 front/right/rear, 2 front/right, 2 rear/right, 9 front/left/rear, 2 front/left, 2 rear/left
Firing arc: 540 degrees
Firing Modes: Rapid, Salvo
Rail gun control <12>

Missile Launcher <9>
Standard Load: Standard Anti-ship Missiles (100 damage), Nuclear Missiles Mark I (120 damage), Nuclear Missiles Mark II (140 damage), Nuclear Missiles Mark III (160 damage)
Spread: 2
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class zero Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Dorsal
Firing Arc: dorsal, but self-guided
Missiles carried: 60 <6>
Missile control room <12>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Auxiliary Spacecraft systems
2 Flight Deck Port/Starboard Capacity 274 size worth of ships <548>
Standard Compliment: 100 fighters, 25 raptors, 12 assorted craft
locations: port and starboard flight pods

Colonial Defender
Class and Type:
Commissioning Date:

HULL SYSTEMS
Size: 9
Length: 839.72 meters
Beam: 300.23 meters
Height: 195.07 meters
Decks: 17
Mass: 5,800,000 metric tons
SUs Available: 2250-3500
SUs Used: 2191

Hull Outer <36>
Hull Inner <36>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>
Harden armor plating (+80 to outer hull) <120>
Ablative Armor: 400 <80>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 4 (Protection 70/110) <30>
Backup: Class 4 (Protection 35) <15>
Backup: Class 4 (Protection 35) <15>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 1,800/4,000/40,000
Crew Quarters
Barracks: Houses 4270 Crewmembers <72>
Spartan: 360 <18>
Basic: 720 <72>
Expanded: 324 <65>
Luxury: 90 <90>
Unusual: 36 <36>

Environmental Systems
Basic Life Support [14 Power/round] <36>
Reserve Life Support [7 power/round] <18>
Emergency Life Support (54 emergency shelters) <18>
Gravity [5 Power/round] <9>
Consumable: 2 years' worth <18>
Food Stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [9 power/round] <9>
4 Large Machine Shops [2 power/round] <12>
Medical Facilities: 2 (+1) [2 Power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
Personnel Transport: Jefferies Tubes [0 Power/round] <9>
Fire Suppression System [1 power/rd when active] <9>
Cargo Holds: 500,000 cubic meters <15>
Locations:
Escape Pods None

PROPULSION SYSTEMS
Faster Than Light Drive (Coaxial Warp Drive Variant) [90 power/jump/round] <180>
Sublight Engine: 4 (.12c) [12 Power/round] <6 x 4 = 24>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <9>

POWER SYSTEMS
Fusion Reactor: Class 20 (generates 200 Pwr/rd) <100>
Location:
Sublight Engine[s]: 4 class 3 (generates 24 Power/engine/round)
Auxiliary Power: reactors (generates 5 Power/reactor/round) <3 x 4 = 12>
Emergency Power: Type D (generates 40 Power/round) <40>
Fuel Storage: 5,000,000 fuel storage (one fuel point equals 100 power when used) <9>
EPS: Standard Power flow, +80 Power transfer/round <53>
Standard Usable Power:

OPERATIONS SYSTEM
Bridge: <45>

Computers (Pre Duetronic Systems)
Core: DRADIS Sensors [1 Power/round] <5>
Core: FTL navigation [1 Power/round] <5>
Core: Weapons targeting [1 Power/round] <5>
Core: Sub-light engines [1 Power/round] <5>
ODN <27>

Navigational Deflector [6 Power/round] <27>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensor Skill: 4

Flight Control Systems: Autopilot: None

Navigational Computer
Colonial FTL Nav Computer (First Cylon War Era type) (+1): [2 power/round] (30 minutes) {30 light-years} <7>

Inertial Damping Field
Main <72>
Strength: 10 [3 Power/round}
Number: 4
Backup <18>
Strength: 7 [2 Power/round]
Number: 4
Attitude control [3 power/round] <3>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <9>
Internal Force Fields Bulkhead doors [1 Power/round] <9>
Science Systems Rating 1 (+0) [1 Power/round] <14>
Laboratories: 7 <2>

TACTICAL SYSTEMS
25 Close-in-weapons (Small rail guns) <4 x 25 = 100>
Type: I
Damage: 10 [1 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: .4/.6/.8/1.2
Location: 30 locations providing coverage all around the ship.

Firing arc: 360 degrees
Firing Modes: Rapid fire only
Close-in-weapons (Small rail guns) control room <9>

12 top-mounted, dual medium DRADIS range, railguns <7 x 12 = 84>
Type
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 10 Dorsal
Firing arc: 540 degrees
Firing Modes: Salvo
dual medium DRADIS range, railguns Control room <9>

DRADIS missile systems <11 x 6 = 66>
Standard Load: short DRADIS range missile (80 Damage), long DRADIS range nuclear missile Mark I (120 Damage)
Spread: 2
Range: 16/24/32/48
Targeting Systems: Class zero Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: but are self-guided
DRADIS missile systems control room <9>
Torpedoes Carried: 100 <10>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Shields None

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 112 size worth of ships <334>
Standard Compliment: 40 Vipers, 10 Raptors, 6 assorted craft
Location(s):

FIREFLY-CLASS CARGO TRANSPORT
Class and Type: Firefly-class Cargo Transport
Commissioning Date: Unknown

Hull Systems
Size: 3
Length: 57.94 meters
Beam: 38.83 meters
Height: 16.08 meters
Decks: 3
Mass: 150,000 metric tons
SUs Available: 450
SUs Used: 345

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]

Main: Class D (Protection 15/22) <8>
Backup 1: Class D (Protection 8) <4>
Backup 2: Class D (Protection 8) <4>
Specialized Hull: Atmospheric Capability <3>, Planetfall capability <3>

Personnel Systems
Crew/Passengers/Evac: 5/6/60
Crew Quarters
Spartan: 9 <1>

Environmental Systems
Basic Life Support [4 Power/round] <12>
Reserve Life Support [2 Power/round] <6>
Emergency Life Support (30 emergency shelters) <6>
Gravity [2 Power/round] <3>
Consumable: 1 years' worth <3>
Food stores only [0 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: 800 cubic meters <1>
Locations: amidships
Escape Pods <1>
Number: 12
Capacity: 1 person per pod

Propulsion Systems
FTL drive [30 power/round] <60>
Impulse Engine Type: 1 Type 4 (.4c/.6c) [4/6 Power/round] <12>
Location: Aft hull
Reaction Control System (.025c) [2 Power/round when in use] <3>

Power Systems
Fusion Engine Type: 1 Class 6 (generates 60 Power/round) <30>
Location: Engineering section
Impulse Engine[s]: Type 4 (generates 15 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>

Fuel Storage: 800,000 fuel storage (one fuel point equals 100 power when used) <3>
EPS: Standard Power flow <15>
Standard Usable Power: 75

Operations System
Bridge: Cockpit dorsal forward <15>

Computer
Core: [1 Power/round] <2>
ODN <9>

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] <5>
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 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Lateral Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
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>
Backup: 1 <0>

Inertial Damping Field
Main <12>
Strength: 1 [3 Power/round]
Number: 2
Backup <3>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [1 Power/round] <1>

Communications Systems
Type II Interplanetary Radio [1 Power/round] <2>
Strength: 2
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Science Systems Rating 1 (+0) [1 Power/round] <8>

Tactical Systems: None

Shields: None

Auxiliary Spacecraft System
Shuttlebay(s): Capacity for 2 size worth of ships <4>
Standard Compliment: 2 shuttlepods
Location(s): Port and Starboard amidships

Description and Notes
Fleet Data:

Noteworthy vessels/service records/encounters:

Berzerker Escortstar (Haephstos Variant)
Class and Type:
Commissioning Date:

HULL SYSTEMS
Size: 10
Length: 842.16 meters
Beam: 214.88 meters
Height: 117.96 meters
Decks: 26
Mass: 6,500,000 metric tons
SUs Available: 2500 - 3759
SUs Used: 4674

Hull Outer <40>
Hull Inner <40>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>
Armor: 700 <140>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class C (Protection 10/15) <14>
Backup: Class C (Protection 5) <7>
Backup: Class C (Protection 5) <7>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 1400/250/11,000
Crew Quarters1646
Barracks: Houses 1380 Crewmembers <23>
Spartan: 140 <7>
Basic: 130 <13>

Environmental Systems
Basic Life Support [12 Power/round] <40>
Reserve Life Support [6 power/round] <20>
Emergency Life Support (60 emergency shelters) <20>

Gravity [5 Power/round] <10>
Consumable: two years' worth <40>
Food storage Galley [0 power/round] <2>
Manufacturing
Small shops [10 power/round] <10>
Large shops [2 power/round] <3>
Medical Facilities: 2 (+1) [2 Power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
Personnel Transport: Jefferies Tubes [0 Power/round] <10>
Fire Suppression System [1 power/rd when active] <10>
Cargo Holds: 230,000 cubic meters <7>
Locations:
Escape Pods none

PROPULSION SYSTEMS
FTL drive [100 power/round] <200>
Sub-light Engine (.12c) [12 Power/round] <6 x 4 = 24>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <10>

POWER SYSTEMS
Fusion Reactor: (generates 3000 Power/round) <1500>
Location:
Sub-light Engine[s]: four (generates 5 Power/engine/round)
Auxiliary Power: 6 reactors (generates 5 Power/reactor/round) <18>
Emergency Power: Type B (generates 30 Power/round) <30>
Fuel Storage: 7,000,000 fuel storage (one fuel point equals 100 power when used) <10>
EPS: Standard Power flow, +100 Power transfer/round <60>
Standard Usable Power:

OPERATIONS SYSTEM
Bridge: CIC <40>

Computers
Core: [1 Power/round] <5>
Core: [1 Power/round] <5>
Core: [1 Power/round] <5>
Core: [1 Power/round] <5>
ODN <15>

Navigational Deflector [6 Power/round] <30>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensor Skill: 4

Flight Control Systems
Autopilot: None

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 2 <0>

Inertial Damping Field
Main <80>
Strength: 10 [3 Power/round]
Number: 4
Backup <20>
Strength: 7 [2 Power/round]
Number: 4
Attitude control [3 power/round] <3>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: None
Bulkhead doors [0 Power] <10>
Science Systems Rating 1 (+0) [1 Power/round] <15>
Specialized Systems: none
Laboratories: 1 <2>

TACTICAL SYSTEMS
Eighteen Planetary Turret Mounted Dual Kinetic Energy Weapons "Rail gun" <13 x 18 = 234>
Type VI
Damage: High-Explosive rounds 100 damage, Flack rounds (60/50/40/30) [10 Power]
Magazines: 200 rounds (reloadable)
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12

Range: 3-12/25/50
Location: ventral mounted
Firing arc: 540 degrees
Firing Modes: Salvo

Four Hundred Dual Point-Defense Kinetic Energy Weapons Close-in-weapons (Small rail guns) <4 x 400 = 1600>
Type: I
Damage: offensive damage 60, Flack damage 40/30 [6 Power]
Magazine: 1,000 (reloadable magazine)
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 50-300/1.2/2.4km
Location:
Firing arc: 90 degrees
Firing Modes: Rapid fire only

Ten Forward Dual Kinetic Energy Weapons "Rail gun" <10 x 14 = 140>
Type VI
Damage: High-Explosive rounds 100 damage, Flack rounds (60/50/40/30) [10 Power]
Magazines: 200 rounds (reloadable)
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 3-12/25/50
Location: five starboard five port and four forward
Firing arc: 270 degrees
Firing Modes: Salvo

Missile Launcher <11>
Standard Load: Nuclear Missiles Mark III (150 damage)
Spread: 2
Range: 10 - 30,000/90,000/310,000
Targeting Systems: Class zero Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Dorsal
Firing Arc: dorsal, but self-guided
Missiles carried: 40 <4>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Shields None
Auto-Destruct System <10>

AUXILIARY SPACECRAFT SYSTEM
Hanger decks: Capacity for 28 Size worth of ships <56>
Standard Complement: twelve fighters and two raptors
Location(s):

Cylon Raider (Resurrected Series)
Class and Type:
Commissioning Date:

Hull Systems
Size: 1
Length: 4 meters
Beams: 3 meters
Height: 1.5 meters
Decks: 1
Mass: 2 metric tons
SUs Available: 325
SUs Used: 306

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <13>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized hull: Atmospheric Capability <1>
Planetfall Capability <1>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/0/0

Environmental Systems
Basic Life Support [1 Power/round] <4>
Reserve Life Support [1 Power/round] <2>
Consumable: 72 Hours worth <1>
Personal Transport: Jefferies tubes [0 Power/round] <1>
Fire Suppression System [1 Power/round when active] <1>

Propulsion Systems
FTL Drive (Coaxial Warp Drive) Type 1 [40 power/round] <75>
Sublight Engine Type: 2 (.18c) [18 Power/round] <36>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <1>

Power Systems
Fusion Reactor Class (generates 60 power/round) <30>
Locations: Aft of amidship
Sublight Engine[s]: 2 (generate 45 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 30,000 fuel storage (one fuel point equals 100 power when used) <2>

EPS: Standard Power flow, +50 Power transfer/round <10>
Standard Usable Power: 178

Operations systems
Computers (Bio-neural)
Core: [7 Power/round] <3>
ODN <3>

AI Attributes: Intellect 3 [5] Logic +1
Skill: Computer (own systems) 3 (4)

Advantages:
Multi-tasking (+2)

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 -- None

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1,
Coordination 1 [1 Power/round in use] <4>

Navigational Computer
Cylon FTL Navigation Computer (+3): [4 power/round] (15 minutes) {60 light-years} <4>

Inertial Damping Field
Main <2>
Strength: 10 [3 Power/round]
Number: 1
Backup <1>
Strength: 7 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Security Systems Rating: 1 <4>

Tactical Systems
2 anti-fighter Railguns <4 (x 2 =8)>
Type: 1
Damage: 20 [2 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: fixed
Firing Modes: Standard

Missile/Torpedo Launcher <7>
Standard Load: Standard Anti-ship Missile (100 damage)
Nuclear Missiles Mark I (120 damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Torpedoes carried: 4 <1>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Colonial Shuttles (TOS & Resurected Series)

Hull Systems
Size: 2
Length: 19.8 meters
Beams: 10.05 meters
Height: 8.8 meters
Decks: 1
Mass: 50 metric tons
SUs Available: 250
SUs Used: 203

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized hull: Atmospheric Capability <2> Planetfall Capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 2/20/50

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 Power/round] <4>
Consumable: 72 Hours worth <1>

Medical Facilities: Med kits only
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 50 cubic meters <1>
Locations: Aft of cockpit (can be used as passenger area as well)

Propulsion Systems
Sublight Engine: 2 (.10c) [10 Power/round] <5 x 2 = 10>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <1>

Power Systems
Fusion Reactors: (generates 20 Power/round) <10>
Locations: Aft of amidship
Sublight Engine[s]: 2 (generate 25 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 27,000 fuel storage (one fuel point equals 100 power when used) <2>
EPS: Standard Power flow, +50 Power transfer/round <10>
Standard Usable Power: 70

Operations systems
Bridge <10>

Computers
Core (Pre-duetronic): [1 Power/round] <2>
ODN <3>

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

Sensor Systems
Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Sensor 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>

Inertial Damping Field
Main <8>
Strength: 10 [3 Power/round]
Number: 1
Backup <1>
Strength: 7 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 1 [2 Power/round] <2>
Strength: 1
Security: - 0

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>

Tactical Systems
None

AUXILIARY CRAFT SYSTEM
Capability for 2 size worth of ships <4>
Standard Compliment: one Land transport Vessel

CYLON HEAVY RAIDER (Resurrected Series)
Craft & Type: Cylon Heavy Raider: Armed troop transport/gunship craft
Commissioning Date: Unknown

Hull Systems
Size: 2
Length: 11.34 meters
Beams: 6.5 meters
Height: 2.5 meters
Decks: 1
Mass: 2 metric tons
SU's Available: 400
SU's Used: 370

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <20>
Backup: Class 3 (Protection 30) <10>
Specialized hull: Atmospheric Capability <2> Planetfall Capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/10/20

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [12 Power/round] <4>
Consumable: 72 Hours worth <1>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>

Propulsion Systems
Sublight Engine: 2 (.14c) [14 Power/round] <7 x 2 = 14>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Fussion Reactor Class (generates 60 power/round) <30>
Locations: Aft of amidship
Sublight Engine[s]: 2 (generate 35 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 26,000 fuel storage (one fuel point equals 100 power when used) <2>
EPS: Standard Power flow, +50 Power transfer/round <15>
Standard Usable Power: 130

Operations systems
Cockpit <9>

Computers (Bio-neural)
Core: [7 Power/round] <6>
AI Attributes: Intellect 3 [5] Logic +1
Skill: Computer (own systems) 3 (4)
Advantages:
Multi-tasking (+2)
ODN <9>

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 -- None

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 1 [1 Power/round in use] <4>

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

Inertial Damping Field
Main <4>
Strength: 10 [3 Power/round]
Number: 1
Backup <2>
Strength: 7 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Security Systems Rating: 1 <4>

Tactical Systems
6-Barreled Heavy Kinetic Energy Weapon <10>
Type: V
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: fixed
Firing Modes: Standard

Missile/Torpedo Launcher <8>
Standard Load: Standard Anti-ship Missile (100 damage)
MKI nuclear missile (120 damage)
Nova Bomb (see notes for damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Torpedoes carried: 12 <2>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

FASTER THAN LIGHT DRIVE FIREFLY-CLASS CARGO TRANSPORT
Class and Type: Firefly-class FTL Cargo Transport
Commissioning Date: Unknown

HULL SYSTEMS
Size: 3

Length: 57.94 meters
Beam: 38.83 meters
Height: 16.08 meters
Decks: 3
Mass: 150,000 metric tons
SUs Available: 450
SUs Used: 395

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class D (Protection 15/22) <8>
Backup 1: Class D (Protection 8) <4>
Backup 2: Class D (Protection 8) <4>
Specialized Hull: Atmospheric Capability <3>, Planetfall capability <3>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 5/6/60
Crew Quarters
Spartan: 9 <1>

Environmental Systems
Basic Life Support [4 Power/round] <12>
Reserve Life Support [2 Power/round] <6>
Emergency Life Support (30 emergency shelters) <6>
Gravity [2 Power/round] <3>
Consumable: 1 years' worth <3>
Food stores only [0 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: 800 cubic meters <1>
Locations: amidships
Escape Pods <1>
Number: 12
Capacity: 1 person per pod

PROPULSION SYSTEMS
FTL drive [30 power/jump] <60>
Impulse Engine Type: 1 Type 4 (.4c/.6c) [4/6 Power/round] <12>
Location: Aft hull
Reaction Control System (.025c) [2 Power/round when in use] <3>

POWER SYSTEMS
Fusion Engine Type: 1 Class 8 (generates 80 Power/round) <40>
Location: Engineering section
Impulse Engine[s]: Type 4 (generates 15 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 500,000 fuel storage (one fuel point equals 100 power when used) <3>
EPS: Standard Power flow <15>
Standard Usable Power: 95

OPERATIONS SYSTEM
Bridge: Cockpit dorsal forward <15>

COMPUTER Core: [1 Power/round] <2>
ODN <9>

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] <5>
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 2 (Strength 2)
Gain Package: Standard
Coverage: Standard
LATERAL SENSOR [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard
NAVIGATIONAL SENSOR [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
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>
Backup: 1 <0>

INERTIAL DAMPING FIELD
Main <12>
Strength: 1 [3 Power/round]
Number: 2
Backup <3>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [1 Power/round] <1>

COMMUNICATIONS SYSTEMS

Type II Interplanetary Radio [3 Power/round] <2>
Strength: 2
Security: -0
Emergency Communications: [2 Power/round] <1>

Science Systems Rating 1 (+0) [1 Power/round] <8>

TACTICAL SYSTEMS
Missile Launcher <6>
Standard Load: Concussion Missile (Spatial torpedoes) (50 Damage)
Spread: 2
Range: 3/4/5/6
Targeting System: Class Zero Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: forward
Firing Arc: forward, but are self-guided
Missile compliment: 30 <3>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <8 (x4=32)>
Shield Generator: Class 1 (Protection 100) [10 Power/shield/round]
Shield grid: Type 0 (0% increase to 100 Protection)
Subspace Field Distortion Amplifiers: Class Alpha (Threshold 33)
Recharging System: Class 0 (75 seconds)
Backup Shield Generators: 4 (1 per shield) <3>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 2 size worth of ships <4>
Standard Compliment: 2 shuttlepods
Location(s): Port and Starboard amidships

DESCRIPTION AND NOTES
Fleet Data:

Noteworthy vessels/service records/encounters:

Colonial Ship yards
Class and Type: Scorpio-class orbital dry-dock and maintenance Facilities
Commissioning Date:

Hull Systems
Size: 18
Length: 9,900 meters
Beams: 6,500 meters
Height: 2,000 meters
Decks: 400
Mass: 32,000,000 metric tons

SUs Available: 11,000
SUs Used: 10,516

Hull Outer <72>
Hull Inner <72>
Resistance Outer Hull: 12 <15>
Resistance Inner Hull: 12 <15>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <42>
Backup: Class 5 (Protection 40) <21>
Backup: Class 5 (Protection 40) <21>

Personnel Systems
Crew/Inhabitants/Capacity: 1048/7140/25,000

Crew Quarters
Barracks: houses 3000 Crewmembers <50>
Spartan: 1220 <61>
Basic: 2440 <244>
Expanded: 1100 <20>
Luxury: 306 <306>
Unusual: 122 <122>

Environmental Systems
Basic Life Support [13 Power/round] <72>
Reserve Life Support [7 Power/round] <36>
Emergency Life Support (108 emergency shelters) <36>
Gravity [9 Power/round] <18>
Consumable: 3 years worth <108>
Food Storage only [0 Power/round] <2>
Industrial Fabrication Small Shops [2 Power/round] <18>
Industrial Fabrication Large Shops [4 Power/round] <36>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 10 (three main rec decks; pleasant eating facilities; three large lounges; four gyms; five small lounges; three arboretums) [10 Power/round] <60>
Mercantile Facilities: 4 (12 establishments) [8 Power/round] <32>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <54>
Fire Suppression System [1 Power/round when active] <18>
Cargo hold: 100,000,000 cubic meters <3000>
Locations:
Escape Pods: None

Propulsion Systems
Reaction Control System (.025c) [2 Power/ round when in use] <18>

Power Systems
Fusion Reactor: 12 type 220 (generates 220 Power/round) <110 x 12 = 1320>
Locations:

Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +150 Power transfer/round <105>
Standard Usable Power: 2640

Operations systems
Operations (OPS): <20>

Computers
Core 1: [1 Power/round] <9>
Core 2: [1 Power/round] <9>
Core 3: [1 Power/round] <9>
Core 4: [1 Power/round] <9>
ODN <54>

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard
Sensor Skill: 3

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems rating: 2 <8>
Anti-Intruder System: None
Internal bulkhead [1 power/round] <18>
Science Systems Rating: 1 (+0) [1 Power/round] <23>
Specialized Systems: starship designs <5>
Laboratories: 10 <2>

Tactical Systems
200 Close-in-weapons (Small rail guns) <4 x 200 = 800>
Type: I
Damage: 10 [1 Power]
Number of Emitters: (up to 4 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 4/6/8/12
Location: 31 locations providing coverage all around the ship.
Firing arc: 360 degrees
Firing Modes: Rapid fire only

Medium Rail gun <7 x 100 = 700>
Type VI
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 4 forward, 2 Port, 2 Starbaord, 8 Dorsal, 8 ventral
Firing arc: 540 degrees
Firing Modes: Salvo
Rail gun control <11>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 800 Size worth of ships <1600>
Standard Complement:
Location(s): twenty hanger bays housing 40 size worth of ships

Docking bays:
8 rating 12 number of docks (ships up to size 12) [may supply 120 power/round/ship] <3 x 8 = 24>
8 rating 11 number of docks (ships up to size 11) [may supply 110 power/round/ship] <3 x 8 = 24>
4 rating 4 number of docks (ships up to size 4) [may supply 40 power/round/ship] <1 x 4 = 4>

Colonial Movers the Freighter and Tanker version (Resurrected Series)
Class and Type: Generic Freighter/Tanker

HULL SYSTEMS
Size: 4
Length: 137.2 meters
Beam: 22.86 meters
Height: 22.86 meters
Decks: 7
Mass: 250,000 metric tonnes
SUs Available: 800-1300
SUs Used: 435

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 2 <0>

Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 50/80) <19>
Backup: Class 2 (Protection 25) <10>
Backup: Class 2 (Protection 25) <10>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 24/6/500
Crew Quarters
Spartan: 11 <1>
Basic: 10 <1>
Expanded: 6 <2>
Luxury: 4 <4>

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>
Consumable: 3 months worth <4>
Food stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [4 power/round] <4>
1 Large Machine Shops [2 power/round] <3>
Medical Facilities: Med kits only <5>
Recreation Facilities: 1 [2 Power/round] <8>
Personnel Transport: Jefferies Tubes [0 Power/round] <7>
Fire Suppression System [1 power/rd when active] <7>
Cargo Holds: 30,000 cubic meters (300,000 fuel points) <1>
Locations: lower deck

PROPULSION SYSTEMS
FTL [40 power/round of use] <80>
Sublight Engine: 1 (.08c) [8 Power/round] <4>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <4>

POWER SYSTEMS
Fusion Reactor: Class (generates 100 Power/round) <50>
Location:
Sublight Engine[s]: 1 (generates 20 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 400,000 fuel storage (one fuel point equals 100 power when used) <4>
EPS: Standard Power flow, +30 Power transfer/round <23>
Standard Usable Power: 108

OPERATIONS SYSTEM
Bridge: forward upper deck <20>

Computers (Pre Duetronic)
Core: [1 Power/round] <2>
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

Lateral Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard

Sensors Skill: 2

Flight Control Systems
Autopilot: N/A

Navigational Computer
Colonial FTL Nav Computer (Civilian type) (+0): [1 power/round] (40 minutes) {20 light-years} <3>

Inertial Damping Field
Main <16>
Strength: 10 [3 Power/round]
Number: 2
Backup <4>
Strength: 7 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 1 [3 Power/round] <1>
Strength: 3
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 0 <0>
Anti-Intruder System: none
Bulkhead doors [1 Power]
Science Systems Rating none
Specialized Systems: none
Laboratories: none

TACTICAL SYSTEMS
None

AUXILIARY SPACECRAFT SYSTEM
Capability for 8 size worth of ships <16>

(two shuttle at a time)

Light Transport ship LTS Scylla (Resurrected Series)

HULL SYSTEMS
Size: 4
Length: 127.4 meters
Beam: 18.3 meters
Height: 42.65 meters
Decks: 8
Mass: 260,000 metric tonnes
SU's Available: 800
SU's Used: 534

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 50/80) <19>
Backup: Class 2 (Protection 25) <10>
Backup: Class 2 (Protection 25) <10>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 79/20/1000
Crew Quarters
Spartan: 35 <2>
Basic: 35 <4>
Expanded: 12 <3>
Luxury: 17 <17>

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>
Consumable: 3 months worth <4>
Food stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [4 power/round] <4>
1 Large Machine Shops [2 power/round] <3>
Medical Facilities: Med kits only <5>
Recreation Facilities: 1 [2 Power/round] <8>
Personnel Transport: Jefferies Tubes [0 Power/round] <7>
Fire Suppression System [1 power/rd when active] <7>
Cargo Holds: 30,000 cubic meters <1>
Locations: lower deck

PROPULSION SYSTEMS
FTL [40 power/round of use] <80>
Sublight Engine: 3 (.08c) [8 Power/round] <4 x 3 = 12>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <4>

POWER SYSTEMS
Fusion Reactor: Class (generates 100 Power/round) <50>
Location:
Sublight Engine[s]: 3 (generates 20 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 500,000 fuel storage (one fuel point equals 100 power when used) <4>
EPS: Standard Power flow, +30 Power transfer/round <23>
Standard Usable Power: 108

OPERATIONS SYSTEM
Bridge: forward upper deck <20>

Computers (Pre Duetronic)
Core: [1 Power/round] <2>
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

Lateral Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard

Sensors Skill: 2

Flight Control Systems
Autopilot: N/A

Navigational Computer
Colonial FTL Nav Computer (Civilian type) (+0): [1 power/round] (40 minutes) {20 light-years} <3>

Inertial Damping Field
Main <16>
Strength: 10 [3 Power/round]
Number: 2
Backup <4>
Strength: 7 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems

Type: Class 1 [3 Power/round] <1>
Strength: 3
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 0 <0>
Anti-Intruder System: none
Bulkhead doors [1 Power]
Science Systems Rating none
Specialized Systems: none
Laboratories: none

TACTICAL SYSTEMS
None

AUXILIARY SPACECRAFT SYSTEM
Capability for 8 size worth of ships <16>
(two shuttle at a time)

Space Park (Resurrected Series)

HULL SYSTEMS
Size: 11
Length: 1218.7 meters
Beam: 380.8 meters
Height: 380.8 meters
Decks: 23
Mass: 5,000,000 metric tons
SU's Available: 2200
SU's Used: 2055

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 3 <3>
Resistance Inner Hull: 3 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <33>
Backup: Class 1 (Protection 20) <17>
Backup: Class 1 (Protection 20) <17>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 1450/4000/27,000
Crew Quarters
Spartan: 1920 <96>
Basic: 2130 <218>
Expanded: 820 <164>
Luxury: 530 <530>

Environmental Systems
Basic Life Support [13 Power/round] <44>
Reserve Life Support [7 power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 3 months' worth <11>
Food stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [11 power/round] <11>
2 Large Machine Shops [2 power/round] <6>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 3 [6 Power/round] <24>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <33>
Fire Suppression System [1 power/rd when active] <11>
Cargo Holds: 200,000 cubic meters <6>
Locations:

PROPULSION SYSTEMS
FTL [110 power/round] <220>
Sublight Engine: 1 (.06c) [6 Power/round] <3>
Location: aft
Reaction Control System (.025c) [2 Power/round when in use] <11>

POWER SYSTEMS
Fusion Reactor: (generates 160 Power/round) <80>
Location:
Sublight Engine[s]: 1 (generates 15 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type C (generates 35 Power/round) <35>
Fuel Storage: 5,000,000 fuel storage (one fuel point equals 100 power when used) <11>
EPS: Standard Power flow, +50 Power transfer/round <60>
Standard Usable Power:

OPERATIONS SYSTEM
Bridge: <55>

Computers (Pre-doutronic)
Core: [1 Power/round] <6>
ODN <33>

Navigational Deflector [6 Power/round] <33>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Lateral Sensor [5 Power/round]<4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Sensors Skill: 3

Flight Control Systems
Autopilot: N/A

Navigational Computer
Colonial FTL Nav Computer (Civilian type) (+0): [1 power/round] (40 minutes) {20 light-years} <11>

Inertial Damping Field
Main <88>
Strength: 10 [3 Power/round}
Number: 4
Backup <22>
Strength: 7 [2 Power/round]
Number: 4
Attitude control [3 power/round] <3>

Communications Systems
Type: Class 1 [3 Power/round] <1>
Strength: 3
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: N/A
Anti-Intruder System: N/A
Bulkhead doors: [0 power/round] <11>
Science Systems Rating N/A
Specialized Systems N/A
Laboratories: N/A

TACTICAL SYSTEMS
None

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 8 size worth of ships <16>
Standard Compliment:
Location(s):

Foundry ship (Resurrected Series)

HULL SYSTEMS
Size: 11
Length: 1249.1 meters
Beam: 920.09 meters
Height: 457 meters
Decks: 101
Mass: 5,000,000 metric tons
SU's Available: 1500
SU's Used: 1340

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 50/80) <26>
Backup: Class 2 (Protection 25) <13>
Backup: Class 2 (Protection 25) <13>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 82/1700/3000

Crew Quarters
Spartan: 640 <32>
Basic: 720 <72>
Expanded: 268 <54>
Luxury: 154 <154>

Environmental Systems
Basic Life Support [10 Power/round] <44>
Reserve Life Support [5 power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 6 months' worth <11>
Food stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [11 power/round] <11>
6 Large Machine Shops [2 power/round] <18>
Refinery [21 power/round] <21>
Medical Facilities: med kits only <5>
Recreation Facilities: 2 [4 Power/round] <16>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <33>
Fire Suppression System [1 power/rd when active] <10>
Cargo Holds: 500,000 cubic meters <15>
Locations:

PROPULSION SYSTEMS
FTL [110 power/round] <220>
Sublight Engine: 4 (.08c) [8 Power/round] <4 x 4 = 16>
Location: aft
Reaction Control System (.025c) [2 Power/round when in use] <11>

POWER SYSTEMS
Fusion Reactor: (generates 160 Power/round) <80>
Location:
Sublight Engine[s]: 4 (generates 20 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type C (generates 35 Power/round) <35>
Fuel Storage: 4,000,000 fuel storage (one fuel point equals 100 power when used) <11>
EPS: Standard Power flow, +40 Power transfer/round <59>
Standard Usable Power:

OPERATIONS SYSTEM
Bridge: <55>

Computers (Pre-doutronic)
Core: [1 Power/round] <6>
ODN <33>

Navigational Deflector [6 Power/round] <33>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Lateral Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard

Sensors Skill: 3

Flight Control Systems
Autopilot: N/A

Navigational Computer
Colonial FTL Nav Computer (Civilian type) (+0): [1 power/round] (40 minutes) {20 light-years} <9>

Inertial Damping Field
Main <88>
Strength: 10 [3 Power/round}
Number: 4
Backup <22>
Strength: 7 [2 Power/round]
Number: 4
Attitude control [3 power/round] <3>

Communications Systems
Type: Class 1 [3 Power/round] <1>
Strength: 3
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: N/A
Anti-Intruder System: N/A
Bulkhead doors: [0 power/round] <11>
Science Systems Rating N/A
Specialized Systems N/A
Laboratories: N/A

TACTICAL SYSTEMS
None

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 8 size worth of ships <16>
Standard Compliment:
Location(s):

Botanitical Ship (Resurrected Series)

HULL SYSTEMS
Size: 10
Length: 990.1 meters
Beam: 182.8 meters
Height: 198.3 meters
Decks: 30
Mass: 7,000,000 metric tons
SU's Available: 1300
SU's Used: 1149

Hull Outer <40>
Hull Inner <40>
Resistance Outer Hull: 3 <3>
Resistance Inner Hull: 3 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 50/80) <25>
Backup: Class 2 (Protection 25) <13>
Backup: Class 2 (Protection 25) <13>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 500/500/2000

Crew Quarters
Spartan: 350 <18>
Basic: 400 <40>
Expanded: 150 <30>
Luxury: 100 <100>

Environmental Systems
Basic Life Support [9 Power/round] <40>
Reserve Life Support [5 power/round] <20>
Emergency Life Support (60 emergency shelters) <20>
Gravity [5 Power/round] <10>
Consumable: 6 months' worth <10>
Food stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [10 power/round] <10>
6 Large Machine Shops [2 power/round] <18>
Refinery [20 power/round] <20>
Medical Facilities: Medkits <5>
Recreation Facilities: 2 [4 Power/round] <16>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <30>
Fire Suppression System [1 power/rd when active] <10>
Cargo Holds: 300,000 cubic meters <9>
Locations:

PROPULSION SYSTEMS
FTL [100 power/round] <200>
Sublight Engine: 1 (.08c) [8 Power/round] <4>
Location: aft

Reaction Control System (.025c) [2 Power/round when in use] <10>

POWER SYSTEMS
Fusion Reactor: (generates 160 Power/round) <80>
Location:
Sublight Engine[s]: 1 (generates 20 Power/engine/round)
Auxiliary Power: 6 reactors (generates 5 Power/reactor/round) <18>
Emergency Power: Type C (generates 35 Power/round) <35>
Fuel Storage: 5,000,000 fuel storage (one fuel point equals 100 power when used) <10>
EPS: Standard Power flow, +50 Power transfer/round <55>
Standard Usable Power:

OPERATIONS SYSTEM
Bridge: <50>

Computers (Pre-doutronic)
Core: [1 Power/round] <5>
ODN <30>

Navigational Deflector [6 Power/round] <30>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Lateral Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard

Sensors Skill: 3

Flight Control Systems
Autopilot: N/A

Navigational Computer
Colonial FTL Nav Computer (Civilian type) (+0): [1 power/round] (40 minutes) {20 light-years} <8>

Inertial Damping Field
Main <80>
Strength: 10 [3 Power/round}
Number: 4
Backup <20>
Strength: 7 [2 Power/round]
Number: 4
Attitude control [3 power/round] <3>

Communications Systems
Type: Class 1 [3 Power/round] <1>
Strength: 3
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: N/A
Anti-Intruder System: N/A
Bulkhead doors: [0 power/round] <10>
Science Systems Rating N/A
Specialized Systems N/A
Laboratories: N/A

TACTICAL SYSTEMS
None

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 16 size worth of ships <32>
Standard Compliment:
Location(s):

“Flattop” Flattop-class Foundry ship (Resurrected Series)

HULL SYSTEMS
Size: 10
Length: 898.7 meters
Beam: 106.6 meters
Height: 396.06 meters
Decks: 46
Mass: 6,500,000 metric tons
SU’s Available: 1200
SU’s Used: 1087

Hull Outer <40>
Hull Inner <40>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 50/80) <25>
Backup: Class 2 (Protection 25) <13>
Backup: Class 2 (Protection 25) <13>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 100/500/2000
Crew Quarters
Spartan: 220 <11>
Basic: 240 <24>
Expanded: 90 <18>
Luxury: 50 <50>

Environmental Systems
Basic Life Support [9 Power/round] <40>
Reserve Life Support [5 power/round] <20>

Emergency Life Support (60 emergency shelters) <20>
Gravity [5 Power/round] <10>
Consumable: 6 months' worth <10>
Food stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [10 power/round] <10>
6 Large Machine Shops [2 power/round] <18>
Refinery [20 power/round] <20>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 [2 Power/round] <8>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <30>
Fire Suppression System [1 power/rd when active] <10>
Cargo Holds: 200,000 cubic meters <6>
Locations:

PROPULSION SYSTEMS
FTL [110 power/round] <220>
Sublight Engine: 4 (.08c) [8 Power/round] <4 x 4 = 16>
Location: aft
Reaction Control System (.025c) [2 Power/round when in use] <10>

POWER SYSTEMS
Fusion Reactor: (generates 160 Power/round) <80>
Location:
Sublight Engine[s]: 4 (generates 20 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type C (generates 35 Power/round) <35>
Fuel Storage: 3,000,000 fuel storage (one fuel point equals 100 power when used) <10>
EPS: Standard Power flow, +40 Power transfer/round <54>
Standard Usable Power: 178

OPERATIONS SYSTEM
Bridge: <50>

Computers (Pre-doutronic)
Core: [1 Power/round] <5>
ODN <30>

Navigational Deflector [6 Power/round] <30>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Lateral Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard

Sensors Skill: 3

Flight Control Systems
Autopilot: N/A

Navigational Computer
Colonial FTL Nav Computer (Civilian type) (+0): [1 power/round] (40 minutes) {20 light-years} <8>

Inertial Damping Field
Main <80>
Strength: 10 [3 Power/round}
Number: 4
Backup <20>
Strength: 7 [2 Power/round]
Number: 4
Attitude control [3 power/round] <3>

Communications Systems
Type: Class 1 [3 Power/round] <1>
Strength: 3
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: N/A
Anti-Intruder System: N/A
Bulkhead doors: [0 power/round] <11>
Science Systems Rating N/A
Specialized Systems N/A
Laboratories: N/A

TACTICAL SYSTEMS
None

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 8 size worth of ships <16>
Standard Compliment:
Location(s):

Gemini Freighter (Resurrected Series)
Class and Type: Gemini Frighter

HULL SYSTEMS
Size: 7
Length: 594 meters
Beam: 167 meters
Height: 80.8 meters
Decks: 15
Mass: 2,000,000 metric tonnes
SUs Available: 1500-2750
SUs Used: 722

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 50/80) <22>
Backup: Class 2 (Protection 25) <11>
Backup: Class 2 (Protection 25) <11>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 87/60/600
Crew Quarters
Spartan: 60 <3>
Basic: 50 <5>
Expanded: 30 <6>
Luxury: 7 <7>

Environmental Systems
Basic Life Support [8 Power/round] <28>
Reserve Life Support [4 power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: 3 months worth worth <7>
Food stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [7 power/round] <7>
1 Large Machine Shops [2 power/round] <3>
Medical Facilities: Med kits only <5>
Recreation Facilities: 1 [2 Power/round] <8>
Personnel Transport: Jefferies Tubes [0 Power/round] <7>
Fire Suppression System [1 power/rd when active] <7>
Cargo Holds: 800,000 cubic meters <24>
Locations: lower deck

PROPULSION SYSTEMS
FTL [70 power/round of use] <140>
Sublight Engine: 3 (.08c) [8 Power/round] <4 x 3 = 12>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <7>

POWER SYSTEMS
Fusion Reactor: Class (generates 130 Power/round) <65>
Location:
Sublight Engine[s]: 2 (generates 20 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 3,000,000 fuel storage (one fuel point equals 100 power when used) <7>
EPS: Standard Power flow, +40 Power transfer/round <39>
Standard Usable Power: 146

OPERATIONS SYSTEM
Bridge: forward upper deck <35>

Computers (Pre Duetronic)
Core: [1 Power/round] <14>
ODN <21>

Navigational Deflector [6 Power/round] <21>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: Forward Ventral

Sensor Systems

Lateral Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Sensors Skill: 2

Flight Control Systems
Autopilot: N/A

Navigational Computer
Colonial FTL Nav Computer (Civilian type) (+0): [1 power/round] (40 minutes) {20 light-years} <6>

Inertial Damping Field
Main <28>
Strength: 10 [3 Power/round]
Number: 4
Backup <14>
Strength: 7 [2 Power/round]
Number: 4
Attitude control [2 power/round] <2>

Communications Systems
Type: Class 1 [3 Power/round] <1>
Strength: 3
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 0 <0>
Anti-Intruder System: none
Bulkhead doors [1 Power]
Science Systems Rating none
Specialized Systems: none
Laboratories: none

TACTICAL SYSTEMS
Six Close in weapons (small Rail Guns) (4 x 6 = 24)
Type: I
Damage: 10 [1 Power]

Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: .4/.6/.8/1.2
Location: 31 locations providing coverage all around the ship.
Firing arc: 360 degrees
Firing Modes: Rapid fire only

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 2

AUXILIARY SPACECRAFT SYSTEM
Capability for 4 size worth of ships <8>
(one shuttle at a time)

Cylon Resurection ship (Resurrected Series)
HULL SYSTEMS
Size: 8
Length: 618.65 meters
Beam: 141.73 meters
Height: 238.96 meters
Decks: 53
Mass: 3,000,000 metric tonnes
SUs Available: 900
SUs Used: 823

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <20>
Backup: Class 1 (Protection 20) <10>
Backup: Class 1 (Protection 20) <10>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 90/300/18,000 *
Crew Quarters
Spartan: 390 <20>
Cryogenic Suspention Chamber 1800 <30>

Environmental Systems
Basic Life Support [9 Power/round] <32>
Reserve Life Support [2 power/round] <16>
Emergency Life Support (18 emergency shelters) <16>
Gravity [4 Power/round] <8>
Consumable: 1 years' worth <8>
Food Stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [8 power/round] <8>
2 Large Machine Shops [2 power/round] <6>
Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 2 [4 Power/round] <16>
Personnel Transport: Turbolifts, Jefferies Tubes [2 Power/round] <24>
Fire Suppression System [1 power/rd when active] <8>
Cargo Holds: 100,000 cubic meters <3>
Locations: Amid ship

Capacity: person per pod
PROPULSION SYSTEMS
FTL [8 power/round of use] <16>
Sublight Engine Type: 2 (.10c) [10 Power/round] <2 x 5 = 10>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <8>

POWER SYSTEMS
Fusion Reactor: Class (generates 90 Power/round) <45>
Location:
Sublight Engine[s]: 2 (generates 25 Power/engine/round)
Auxilary powers: 8 reactors (generates 5 power/round) <3 x 8 = 24>
Emergency Power: Type F (generates 50 Power/round) <50>
Fuel Storage: 10,000,000 fuel storage (one fuel point equals 100 power when used) <8>
EPS: Standard Power flow, +100 Power transfer/round <50>
Standard Usable Power: 66

OPERATIONS SYSTEM
Bridge: Saucer section dorsal <15>

Computers (Bio-neural)
Core: [7 Power/round] <9>
ODN <15>

Navigational Deflector [6 Power/round] <24>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long Range Sensor [5 power/round] <12>
Range package Mk III (accuracy 4/5/8/11)
High Resulution 3 light-years (.3/.4 - .8/.9 – 1.8/1.9 – 3.0)
Low Resalution 8 light-years (1.0/1.1 – 3.0/3.1 – 6.0/6.1 – 8.0)
Strength Package Class 3 (strength 3)
Gain package: Standard
Coverage: Standard

Lateral Sensor [5 Power/round] <6>
Strength Package: Class 3 (Strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <6>
Strength Package: Class 3 (Strength 3)
Gain Package: Standard (+0)

Sensors Skill: 2

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 2, Coordination 2 [1 pwr/rd in use] <10>

Navigational Computer
Cylon FTL Navigation Computer (+3): [4 power/round] (15 minutes) {60 light-years} <16>

Inertial Damping Field
Main <96>
Strength: 10 [3 Power/round]
Number: 6
Backup <24>
Strength: 7 [2 Power/round]
Number: 2
Attitude control [2 power/round] <2>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 2 <8>
Anti-Intruder System: None
Bulk heads [1 Power/round] <8>
Science Systems Rating 1 (+) [1 Power/round] <13>
Laboratories: 14 <4>

TACTICAL SYSTEMS
None

AUXILIARY SPACECRAFT SYSTEM
Flight Deck Port/Starboard Capacity 10 size worth of ships <20>
Capacity: five heavy raiders
Location(s):

* Those 1800 are in cryogenic suspension.

Viper MK VII (Resurrected Series)
Class and Type: Viper Mark VII
Commissioning Date: Unknown

Hull Systems
Size: 2
Length: 9.9 meters
Beams: 9.7 meters
Height: 18.4 meters
Decks: 1
Mass: 2 metric tons
SU's Available: 400
SU's Used: 284

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 7 <9>
Resistance Inner Hull: 7 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <20>
Backup: Class 3 (Protection 30) <10>
Specialized hull: Atmospheric Capability <2> Planetfall Capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/0/0

Environmental Systems
Basic Life Support [1 Power/round] <8>
Reserve Life Support [1 Power/round] <4>
Consumable: 72 Hours worth <1>
Medical Facilities: Med kits only
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 2 cubic meters <1>
Locations: Aft of cockpit (can be used as passenger area as well)
Escape Pods <1>
Number: 1
Capacity: 1 persons per pod (Cockpit ejects from fighter body)

Propulsion Systems
Sublight Engine: 3 (.16c) [16 Power/round] <8 x 3 = 24>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Sublight Engine[s]: 3 (generate 40 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 250,000 fuel storage (one fuel point equals 100 power when used) <11>
EPS: Standard Power flow, +50 Power transfer/round <15>
Standard Usable Power: 178

Operations systems
Cockpit <9>

Computers (Pre-duetronic)
Core: [1 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 -- None

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Sensor 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>

Inertial Damping Field
Main <4>
Strength: 10 [3 Power/round]
Number: 1
Backup <2>
Strength: 7 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 1 [2 Power/round] <2>
Strength: 1
Security: - 0

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>

Tactical Systems
Three anti-fighter Railguns <10>
Type: V
Damage: 20 [2 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: fixed
Firing Modes: Standard

Missile/Torpedo Launcher <7>
Standard Load: Standard Anti-ship Missile (100 damage),
Nuclear Missiles Mark I (120 damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Torpedoes carried: 8 <1>

TA/T/TS: Class alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Cylon Raider MK II (Resurrected Series)
Class and Type: Unknown
Commissioning Date: Unknown

Hull Systems
Size: 2
Length: 8.9 meters
Beams: 5.5 meters
Height: 1.5 meters
Decks: 1
Mass: 2 metric tons
SU's Available: 400
SU's Used: 370

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <20>
Backup: Class 3 (Protection 30) <10>
Specialized hull: Atmospheric Capability <2> Planetfall
Capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: biomechanicals pilot only

Environmental Systems
Basic Life Support [1 Power/round] <8>
Reserve Life Support [1 Power/round] <4>

Consumable: 72 Hours worth <1>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>

Propulsion Systems
FTL Drive (Coaxial Warp Drive) Type 1 [40 power/round] <75>
Sublight Engine: 2 (.18c) [18 Power/round] <9 x 2 = 18>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Fussion Reactor Class (generates 60 power/round) <30>
Locations: Aft of amidship
Sublight Engine[s]: 2 (generate 45 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 250,000 fuel storage (one fuel point equals 100 power when used) <2>
EPS: Standard Power flow, +50 Power transfer/round <15>
Standard Usable Power: 178

Operations systems
Computers 1 Core (Bio-neural): [7 Power/round] <6>
AI Attributes: Intellect 3 [5] Logic +1
Skill: Computer (own systems) 3 (4)
Advantages:
Multi-tasking (+2)
ODN <9>

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 -- None

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 1 [1 Power/round in use] <4>

Navigational Computer
Cylon FTL Navigation Computer (+3): [4 power/round] (15 minutes) {60 light-years} <4>

Inertial Damping Field
Main <4>
Strength: 10 [3 Power/round]
Number: 1
Backup <2>
Strength: 7 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Security Systems Rating: 1 <4>

Tactical Systems
2 Kinetic Energy Weapons <10>
Type: V
Damage: 40 [4 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: fixed
Firing Modes: Standard

Missile/Torpedo Launcher <8>
Standard Load: Standard Anti-ship Missile (100 damage)
MKI nuclear missile (120 damage)
Nova Bomb (see notes for damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Torpedoes carried: 8 <2>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

CYLON WAR-ERA BASESTAR
Class and Type: Cylon War-Era Basestar
Commissioning Date:

HULL SYSTEMS
Size: 9
Diameter: 762 meters
Height: 190.5 meters

Decks: 42
Mass: 5,500,000 metric tons
SUs Available: 2250-3500
SUs Used: 3506

Hull Outer <36>
Hull Inner <36>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 5 (Protection 80/120) <33>
Backup: Class 5 (Protection 40) <17>
Backup: Class 5 (Protection 40) <17>
Specialized Hull: Atmospheric Capability <9>
Planetfall Capability <9>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 5000/1000/90,000
Crew Quarters: None

Environmental Systems
Basic Life Support [15 Power/round] <36>
Reserve Life Support [8power/round] <18>
Emergency Life Support (54 emergency shelters) <18>
Gravity [5 Power/round] <9>
Consumable: 3 years' worth <27>

Medical Facilities: 1 (+0) [1 Power/round] <5>
Personnel Transport: Jefferies Tubes [0 Power/round] <9>
Fire Suppression System [1 power/rd when active] <9>
Cargo Holds: 2,000,000 cubic meters <60>
Locations:
Escape Pods None

PROPULSION SYSTEMS
FTL Drive: [90 power/round] <180>
Sublight Engine: 4 (.10c) [10 Power/round] <5 x 4 = 20>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <9>

POWER SYSTEMS
Fusion Reactor: 4 Class 20 (generates 200 Pwr/rd) <100 x 4 = 400>
Location:
Sublight Engine[s]: 4 (generates 25 Power/engine/round)
Auxiliary Power: 6 reactors (generates 5 Power/reactor/round) <18>
Emergency Power: Type F (generates 50 Power/round) <50>
Fuel Storage: 10,000,000 fuel storage (one fuel point equals 100 power when used) <9>
EPS: Standard Power flow, +200 Power transfer/round <65>
Standard Usable Power: 864

OPERATIONS SYSTEM
Bridge: <45>

Computers (Pre Duetronic Systems)
Core: DRADIS Sensors [1 Power/round] <5>
Core: FTL navigation [1 Power/round] <5>
Core: Weapons targeting [1 Power/round] <5>
Core: Sub-light engines [1 Power/round] <5>
ODN <27>

Navigational Deflector [6 Power/round] <36>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 1, Coordination 1 [1 pwr/rd in use] <4>

Navigational Computer
Colonial FTL Nav Computer (First Cylon War Era type) (+1): [2 power/round] (30 minutes) {30 light-years} <9>

Inertial Damping Field
Main <108>
Strength: 10 [3 Power/round]
Number: 6
Backup <27>
Strength: 7 [2 Power/round]
Number: 6
Attitude control [3 power/round] <3>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>

Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <9>
Bulkhead doors [1 Power/round] <9>
Science Systems Rating 2 (+1) [2 Power/round] <19>
Specialized Systems: Hybred biolab <5>
Laboratories: 8 <3>

TACTICAL SYSTEMS
Heavy Skirmish Range Point Defense System Close-in-weapons (Small rail guns) <4 x 30 = 120>
Type: I
Damage: 10 [1 Power]
Number of Emitters: (up to 4 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: .4/.6/.8/1.2
Location: 31 locations providing coverage all around the ship.
Firing arc: 360 degrees
Firing Modes: Rapid fire only
CIWs control room <9>

16 Heavy Capital-Range Railguns <7 x 16 = 112>
Type VI
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 4 forward, 2 Port, 2 Starbaord, 8 Dorsal, 8 ventral
Firing arc: 540 degrees
Firing Modes: Salvo
Rail gun control <9>

80 Medium Capital Range Missile Systems Launcher <9 x 80 = 720>
Standard Load: Standard Anti-ship Missiles (100 damage), Nuclear Missiles Mark I (120 damage), Nuclear Missiles Mark II (140 damage), Nuclear Missiles Mark III (160 damage)
Spread: 1
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class zero Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Dorsal
Firing Arc: dorsal, but self-guided
Missiles carried: 400 <40>
Missile control room <9>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Auto-Destruct System <9>

AUXILIARY SPACECRAFT SYSTEM
Flight Deck Port/Starboard Capacity 500 size worth of ships <1000>
Standard Compliment: 320 Raiders, 50 Heavy Raiders, various smaller craft
Location(s):

Note: the Battlestar Galactica is the missing plate armor and has exposed ribbing. To discern whether or not that there is armor covering the section of the ship were the weapons impacts see notes below.

Engines: the outer engines are armored the inner two engines have secondary systems protecting them.

Middle Hull: is partly armored on the spine and outer edge is not. Roll 3d6 to determine if there is armor on this area on even.

Flight Pods: the Flight pods have partial armor and have little effect to much such as ships movement and the landing deck results in little damage. (The starboard flight pod has no effect to landing capability when it is damaged by weapons fire with the exception of weapons fire.) Roll 3d6 to determine if there is armor on this area on even. Below is to be used with the STARSHIP HIT LOCATIONS TABE although there is no change to how to deal with damage to the ships Shuttlebays.

9 Shuttlebay (aka The Flight Pods) (1d6)
- 1-2 Landing deck
- 3-4 Launch bay (aka launch tubes)
- 5-6 Hanger bay

Alligator Head: the head is partly armored. (Bridge, C-I-C a.k.a. “Command and control” is well protected with the consumables and crew quarters) Roll 3d6 to determine if there is armor on this area on even.

The Armor in Battlestar Galactica works a little different than the armor in the Star Trek. The Armor is only removed on the section where the hull has been hit. Only with multiple hits burn off a portion of the armor in that spot.

The Battlestar DelPhi
Class and Type: Nebula-class Battlestar

Hull Systems
Size: 10

Length: 1141.74 meters (estimated)
Beams: 508.81 535.9 meters (FTL configuration 325.63 meters)
Height: 173.74 meters
Decks: 28
Mass: 8,000,000 metric tons
SU's Available: 2500 - 3750
SU's Used: 5276

Hull Outer <40>
Hull Inner <40>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Ablative Armor: 700 <140>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <34>
Backup: Class 5 (Protection 40) <17>
Backup: Class 5 (Protection 40) <17>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 900/200/10,000
Crew Quarters
Barracks: Houses 540 crewmembers <9>
Spartan: 200 <10>
Basic: 360 <36>

Environmental Systems
Basic Life Support [12 Power/round] <40>
Reserve Life Support [6 Power/round] <20>
Emergency Life Support (60 emergency shelters) <20>
Gravity [5 Power/round] <10>
Consumable: 1 years worth <10>
Food Stores only [0 power/round] <2>
2 Large Machine Shops [4 power/round] <5>
Medical Facilities: 2 (+1) [2 Power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
Personal Transport: Jefferies tubes [0 Power/round] <10>
Fire Suppression System [1 Power/round when active] <10>
Cargo hold: 500,000 cubic meters <15>
Locations: 50 large bays and smaller bays
Escape Pods none

Propulsion Systems
Faster Than Light Drive (Coaxial Warp Drive Variant) [100 power/jump/round] <200>
Sublight Engine: 6 (.10c) [10 Power/round] <5 x 6 = 30)>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <10>

Power Systems
Fusion Reactors: 8 Class 30 (generates 300 Power/round) <150 x 8 = 1200>
Locations:
Sublight Engine[s]: 6 (generate 25 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
Fuel Storage: 10,000,000 fuel storage (one fuel point equals 100 power when used) <10>
EPS: Standard Power flow, +100 Power transfer/round <60>
Standard Usable Power: 380

Operations systems
Bridge: CIC (Command and Control) <50>

Computers (Pre Duetronic Systems)
Core: DRADIS Sensors [1 Power/round] <6>
Core: FTL navigation [1 Power/round] <6>
Core: Weapons targeting [1 Power/round] <6>
Core: Sub-light engines [1 Power/round] <6>
ODN <30>

Navigational Deflector [6 Power/round] <30>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensor Skill: 4

Flight Control Systems
Autopilot: None

Navigational Computer
Colonial FTL Nav Computer (First Cylon War Era type) (+1): [2 power/round] (30 minutes) {30 light-years} <11>

Inertial Damping Field
Main <80>

Strength: 10 [3 Power/round]
Number: 4
Backup <20>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: None
Bulkhead doors [1 Power] <11>
Science Systems Rating: 1 (+0) [1 Power/round] <16>
Specialized Systems: None
Laboratories: 6 <2>

Tactical Systems
Close-in-weapons (Small rail guns) <4 x 490 = 1960>
Type: I
Damage: 20 [2 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: .4/.6/.8/1.2
Location: 20 upper aft engine port, 20 lower aft engine port, 40 flight pod port, 20 Above flight pod port, 40 below flight pod port, 20 upper hull forward hull port, 40 lower hull forward port, 20 upper aft engine starboard, 20 lower aft engine starboard, 40 flight pod starboard, 20 Above flight pod starboard, 40 below flight pod starboard, 20 upper hull forward hull starboard, 40 lower hull forward starboard, 40 forward dorsal, 5 Aft dorsal before engines, 40 forward Ventral, 5 Aft Ventral before engines

Firing arc: 360 degrees
Firing Modes: Rapid fire only

Medium Rail gun <7 x 12 = 84>
Type VI
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 4 ventral, 4 Dorsal, 4 forward
Firing arc: 540 degrees
Firing Modes: Salvo
Rail gun control <11>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Auxiliary Spacecraft systems
2 Flight Deck Port/Starboard Capacity 400 size worth of ships <800>
Standard Compliment: 144 fighters, 36 rapters, 20 assorted craft
location: port and starboard flight pods

Note: the Battlestar Galactica is the missing plate armor and has exposed ribbing. To discern whether or not that there is armor covering the section of the ship were the weapons impacts see notes below.

Engines: the outer engines are armored the inner two engines have secondary systems protecting them.

Middle Hull: is partly armored on the spine and outer edge is not. Roll 3d6 to determine if there is armor on this area on even.

Flight Pods: the Flight pods have partial armor and have little effect to much such as ships movement and the landing deck results in little damage. (The starboard flight pod has no effect to landing capability when it is damaged by weapons fire with the exception of weapons fire.) Roll 3d6 to determine if there is armor on this area on even. Below is to be used with the STARSHIP HIT LOCATIONS TABE although there is no change to how to deal with damage to the ships Shuttlebays.

9 Shuttlebay (aka The Flight Pods) (1d6)
- 1-2 Landing deck
- 3-4 Launch bay (aka launch tubes)
- 5-6 Hanger bay

Alligator Head: the head is partly armored. (Bridge, C-I-C a.k.a. “Command and control” is well protected with the consumables and crew quarters) Roll 3d6 to determine if there is armor on this area on even.

The Armor in Battlestar Galactica works a little different than the armor in the Star Trek. The Armor is only removed on the section where the hull has been hit. Only with multiple hits burn off a portion of the armor in that spot.

Large Cylon Base ship
Class and Type: Alliance Mobile Battle Station
Commissioning Date: seventh Millennium of Man kind

HULL SYSTEMS
Size: 11
Diameter: 1100 meters
Height: 396 meters
Decks: 88

Mass: 8,500,000 metric tons
SUs Available: 2750 - 4000
SUs Used: 5236

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <17>
Primary Backup: Class E (Protection 10) <9>
Secondary Backup: Class E (Protection 10) <9>
Specialized hull: Atmopsheric Capability <11>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2000/7/20,000
Crew Quarters
Spartan: 40 (prison cells) <2>
Luxury: 1 <1>

Environmental Systems
Basic Life Support [12 Power/round] <44>
Reserve Life Support [6 power/round] <22>
Emergency Life Support: None
Gravity [6 Power/round] <11>
Consumable: two years' worth <44>
Small Manufactureing shops [2 Power/round] <11>
One large manufacturing shop [2 Power/round] <3>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: none
Personnel Transport: Jefferies Tubes [0 Power/round] <11>
Fire Suppression System [1 power/rd when active] <11>
Cargo Holds: 500,000 cubic meters <15>
Locations:
Escape Pods: none

PROPULSION SYSTEMS
Hyper space drive: Class 3 (3528c) [99 power/round] <88>
Backup Hyper space drive: Class x 16 (65c) [8 power/round] <8>
Impulse Engine: four Type 3A (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <11>

POWER SYSTEMS
Fusion Reactor: seven Class 30 (generates 300 Power/round) <150 x 7 = 1050>
Location:
Impulse Engine[s]: four Type 3A (generate 12 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <75>
Standard Usable Power: 2148

OPERATIONS SYSTEM
Bridge: Ventral <44>

Computers
Computers
Cores: [5 Power/round] <22>
Cores: [5 Power/round] <22>
Uprating: Class Alpha (+1) [1 Power/computer round] <4>
ODN <33>

Navigational Deflector [6 Power/round] <33>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <23>
Range package: Mark IV (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 -3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
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
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 3, Coordination 3 [1 Power/round in use] <12>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <9>
Backups: 2 <0>

Inertial Damping Field
Main <132>

Strength: [3 Power/round]
Number: 6
Backup <33>
Strength: [2 Power/round]
Number: 6
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Type II Interplanetary Radio [3 Power/round] <10>
Strength: 3
Security: -1 Security Type A Uprating
Basic Uprating: Type 1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3 x 10 = 30>
Accuracy: 5/6/8/11
Location: one per hanger bays

Security Systems Rating: 2 <8>
Anti-Intruder System: none
Internal Force Field none
Internal Bulkhead doors [1 power/round] <11>
Science Systems Rating: 1 (+0) [1 Power/round] <16>
Specialized Systems: none
Laboratories: 6 <2>

Tactical Systems
Two Heavy Mega Pulsar Cannon <14 x 2 = 28>
Type
Damage: 180 [18 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Turret
Firing arc: 540 degrees
Firing Modes: standard

One hundred Turbo Laser Turrets <14 x 100 = 1400>
Type
Damage: 80 [8 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Turret
Firing arc: 360 degrees
Firing Modes: standard

Missile Launcher <13 x 2 = 26>
Standard Load: Solonite missiles (130 damage), Fusion missiles (160 damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedoes carried: 156 <16>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <96 x 4 = 384>
Shield Generator: Class 4 (protection 700) [70 Power/shield/round]
Shield grid: Type A (25% increase to 875 Protection)
Subspace field Distortion Amplifiers: Class Epsilon (Threshold 233)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 4 (1 per shield) <12>
Auto-Destruct System <11>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 600 size worth of ships <1200>
Standard Compliment: 300 fighters
Location(s):

Small Cylon Base Ship
Class and Type: Carrier Battle ship
Commissioning Date: Seventh Millennium of Man kind

HULL SYSTEMS
Size: 8
Diameter: 550 meters
Height: 178 meters
Decks: 45
Mass: 4,500,000 metric tons
SUs Available: 2000 - 3250
SUs Used: 3416

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class E (Protection 20/30) <14>
Backup: Class E (Protection 10) <7>
Backup: Class E (Protection 10) <7>
Specialized Hull: Atmospheric Capability <8>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 1050/2000/10,000
Crew Quarters
Spartan: 20 (prisoner cells) <1>
Luxury: 1 <1>

Environmental Systems
Basic Life Support [12 Power/round] <32>
Reserve Life Support [6 power/round] <16>
Emergency Life Support: None
Gravity [4 Power/round] <8>
Consumable: three years' worth <48>
Small Manufacturing shops [2 power/round] <8>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: none
Personnel Transport: Jefferies Tubes [0 Power/round] <8>
Fire Suppression System [1 power/rd when active] <8>
Cargo Holds: 200,000 cubic meters <6>
Locations: Verious locations
Escape Pods: None

PROPULSION SYSTEMS
FTL (Hyper drive) Class 3 (3528 c) [72 power/round] <54>
Backup Hyper space drive: Class 16 (65 c) [8 power/round] <8>
Impulse Engine: four Type 3A (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <8>

POWER SYSTEMS
Fusion Reactor: four Class 30 (generates 300 Power/round) <150 x 4 = 600>
Location:
Impulse Engine[s]: four Type 3A (generate 12 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, +200 Power transfer/round <60>
Standard Usable Power: 1248

OPERATIONS SYSTEM
Bridge: ventral <32>

Computers
Cores: [5 Power/round] <16>
Uprating: Class Alpha (+1) [1 Power/computer round] <2>
ODN <24>

Navigational Deflector [6 Power/round] <24>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <23>
Range package: Mark IV (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 -3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
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 2 [1 power/round in use] <8>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <9>
Backups: 2 <0>

Inertial Damping Field
Main <64>
Strength: [3 Power/round]
Number: 4
Backup <16>
Strength: [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Type II Interplanetary Radio [3 Power/round] <10>
Strength: 3
Security: -1 Security Type A Uprating
Basic Uprating: Type 1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3 x 10 = 30>
Accuracy: 5/6/8/11
Location: one per hanger bay

Security Systems Rating: 5 <20>
Anti-Intruder System: none
Internal Force Fields: none
Science Systems Rating 1 (+0) [1 Power/round] <13>
Specialized Systems: none
Laboratories: 6 <2>

TACTICAL SYSTEMS
Two Heavy Mega Pulsar Cannon <14 x 2 = 28>
Type Equal to a type 9 phaser bank
Damage: 180 [18 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Turret
Firing arc: 540 degrees
Firing Modes: standard

Forty Turbo Laser Turrets <14 x 40 = 560>
Type
Damage: 80 [8 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Turret
Firing arc: 360 degrees
Firing Modes: standard

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <50 x 4 = 200>
Shield Generator: Class 2 (protection 300) [30 Power/shield/round]
Shield grid: Type C (50% increase to 450 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System none

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 600 size worth of ships <1200>
Standard Compliment: 300 fighters
Location(s):

Small Version of the Battlestar Galactica Original Version
Class and Type:
Commissioning Date:

Hull Systems
Size: 8
Length: 610 meters
Beams: 244 meters
Height: 51 meters
Decks: 12
Mass: 4,000,000 metric tons
SU's Available: 2000 - 3250
SU's Used: 2850

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <14>
Primary Backup: Class E (Protection 10) <7>
Secondary Backup: Class E (Protection 10) <7>
Specialized hull: Atmospheric Capability <8>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 496/510/8000
Crew Quarters
Barracks: Houses 156 crewmembers <3>
Spartan: 200 <10>
Basic: 400 <40>
Expanded: 180 <36>
Luxury: 50 <50>
Unusual: 20 <20>

Environmental Systems
Basic Life Support [11 Power/round] <32>
Reserve Life Support [6 Power/round] <16>
Emergency Life Support (48 emergency-shelters) <16>
Gravity [4 Power/round] <8>
Consumable: 1.5 years (18 months) worth <24>
Food storage [0 Power/round] <2>
Small Manufacturing shops [2 Power/round] <8>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 6 (one main rec deck; pleasant eating facilities; one large lounge; three gyms; three small lounges; one arboretum) [6 Power/round] <36>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <24>
Fire Suppression System [1 Power/round when active] <8>
Cargo hold: 75,000 cubic meters <3>
Locations:
Escape Pods: none

Propulsion Systems
Hyper space drive: Class x 2 (4312c) [80 power/round] <72>
Backup Hyper space drive: Class x 12 (196c) [18 power/round] <18>
Impulse Engine: four Type 3A (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <8>

Power Systems

Fusion Reactors: four Class 30 (generates 300 Power/round) <150 x 4 = 600>
Locations:
Impulse Engine[s]: four Type 3A (generate 12 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, +200 Power transfer/round <60>
Standard Usable Power: 1248

Operations systems
Bridge: <40>

Computers
Cores: [5 Power/round] <16>
Cores: [5 Power/round] <16>
Uprating: Class Alpha (+1) [1 Power/computer round] <4>
ODN <24>

Navigational Deflector [6 Power/round] <24>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <23>
Range package: Mark IV (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (0.5/0.6 – 1.0/1.1 -3.0/3.1 – 4.0)
Low Resolution: 10 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
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
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 3, Coordination 3 [1 Power/round in use] <12>

Navigational Computer
Main: Class 1 (+0) [1 Power/round] <9>
Backups: 2 <0>

Inertial Damping Field
Main <64>
Strength: [3 Power/round]
Number: 4
Backup <16>
Strength: [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Type II Interplanetary Radio [3 Power/round] <10>
Strength: 3
Security: -1 Security Type A Uprating
Basic Uprating: Type 1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3 x 2 = 6>
Accuracy: 5/6/8/11
Location: one per hanger bays

Security Systems Rating: 2 <8>
Anti-Intruder System: none
Internal Force Field none
Internal Bulkhead doors [1 power/round] <8>
Science Systems Rating: 2 (+1) [2 Power/round] <18>
Specialized Systems: none
Laboratories: 12 <4>

Tactical Systems
Two Heavy Mega Pulsar Cannon <14 x 2 = 28>
Type
Damage: 180 [18 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward Turrets
Firing arc: 540 degrees
Firing Modes: standard

Forty Turbo Laser Turrets <16 x 40 = 640>
Type
Damage: 80 [8 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Turret
Firing arc: 540 degrees
Firing Modes: standard

Missile Launcher <13 x 2 = 26>
Standard Load: Anti ship missiles (160 damage)
Spread: 6

Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: (Accuracy)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: self-guided
Torpedoes carried: 48 <5>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <60 x 4 = 240>
Shield Generator: Class 2 (protection 400) [40 Power/shield/round]
Shield grid: Type C (50% increase to 600 Protection)
Subspace field Distortion Amplifiers: Class gamma (Threshold 133)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <8>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 182 Size worth of ships <364>
Standard Complement: 65 Colonial Viper Starfighter, 10 Colonial Asp Starfighters, 8 Standard Shuttles, 12 Landram Ground Transports
Location(s):

Description: This is one of the main capital ship used by the Colonies before the destruction of all the colonies. They were built about one thousand years before the destruction of the colonies and are a marvel of engineering and endurance. They have been continuously upgraded throughout their long service and are potent warships. The ships act as both battleships and carriers and are capable of engaging the defenses of many planets. In general firepower and fighter compliment, the Battlestar is less powerful and has a smaller fighter and troop capacity. The ship makes up the difference by being armed with heavy missiles and her fighters are superior to cylon raiders. The general crew quality is also far superior for both the ship itself and her fighters. The ship is faster than her Cylon countepart but that is only due to the fact that the ships uses a lot more space for propulsion than the Base-Star does.

There was a total of twelve Battlestars constructed. Ships names are Galactica, Atlantia, Colombia, Pegasus, Rycon, Acropolis, Pacifa, Bellerophon, Cerberus, Olympia, Prometheus, Solaria. There were five known remaining Battlestars when the peace conference occurred. Galactica, Atlantia, Acropolis, Pacifica, and Colombia (the Pegasus was though destroyed). It is though that all but the Galactica were destroyed. It is thought that all Battlestars with the exception of the Battlestars Galactica and Pegasus were destroyed when the colonies but it is possible other Battlestars might have survived one of the battles.

Battlestars normally have a crew of 496 and have a total of 75 fighters

Due to the emergency conditions that the Galactica found itself in, the Galactica ended up carrying more personnel and a larger fighter compliment that the ship was designed for. The ship had its crew increased to 1,012 and fighter compliment increased to 120 fighters.

Note: the Battlestar Galactica is the missing plate armor and has exposed ribbing. To discern whether or not that there is armor covering the section of the ship were the weapons impacts see notes below.

Engines: the outer engines are armored the inner two engines have secondary systems protecting them.

Middle Hull: is partly armored on the spine and outer edge is not. Roll 3d6 to determine if there is armor on this area on even.

Flight Pods: the Flight pods have partial armor and have little effect to much such as ships movement and the landing deck results in little damage. (The starboard flight pod has no effect to landing capability when it is damaged by weapons fire with the exception of weapons fire.) Roll 3d6 to determine if there is armor on this area on even. Below is to be used with the STARSHIP HIT LOCATIONS TABE although there is no change to how to deal with damage to the ships Shuttlebays.

9 Shuttlebay (aka The Flight Pods) (1d6)
- 1-2 Landing deck
- 3-4 Launch bay (aka launch tubes)
- 5-6 Hanger bay

Alligator Head: the head is partly armored. (Bridge, C-I-C a.k.a. “Command and control” is well protected with the consumables and crew quarters) Roll 3d6 to determine if there is armor on this area on even.

The Armor in Battlestar Galactica works a little different than the armor in the Star Trek. The Armor is only removed on the section where the hull has been hit. Only with multiple hits burn off a portion of the armor in that spot.

Colonial multi roll ship
Class and Type: Amunition Ship, Salvage Ship, Fuel Resupply Ship,
Commissioning Date:

Hull Systems
Size: 7
Length: 580.99 meters
Beam: 220. 95 meters
Height: 133.63 meters
Decks: 29
Mass: 3,000,000 metric tons
SUs Available: 1,500 – 2,750
SUs Used: 2149

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>
Ablative Armor: 250 <50>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class C (Protection 10/15) <11>
Backup: Class C (Protection 5) <6>
Backup: Class C (Protection 5) <6>

Personnel Systems
Class/Passengers/Evac: 633/300/6000
Crew Quarters
Barracks: Houses 632 Crewmembers <11>
Spartan: 200 <10>
Basic: 100 <10>
Expanded: 1 <1>

Environmental Systems
Basic Life Support [11 Power/round] <28>
Reserve Life Support [6 power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: two years' worth <28>
Food storage Galley [0 power/round] <2>
Manufacturing facilities
Small shops [7 power/round] <7>
Large shop [2 power/round] <3>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 (spartan mess hall; exercise room) [1 Power/round] <6>
Personnel Transport: Jefferies Tubes [0 Power/round] <7>
Fire Suppression System [1 power/rd when active] <7>
Cargo Holds: 750,000 cubic meters <23>
Locations: amid ship
Escape Pods None

Propulsion Systems
FTL (faster than light) drive [70 power/round] <140>
Impulse Engine Type: four Type 1 (.1c/.2c) [1/2 Power/round] <2 x 4 = 8>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <7>

Power Systems
Fusion Reactor: 5 Class 22 (generates 220 Power/round) <110 x 5 = 550>
Location:
Impulse Engine[s]: four Type 1 (generate 3 power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +100 Power transfer/round <45>
Standard Usable Power:

Operations System
Bridge: <28>

Computers
Core: DRADIS Sensors [1 Power/round] <4>
Core: FTL navigation [1 Power/round] <4>
Core: Weapons targeting [1 Power/round] <4>
Core: Sub-light engines [1 Power/round] <4>
ODN <21>

Navigational Deflector [6 Power/round] <21>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensors Skill: 3

Flight Control Systems
Autopilot: None

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>

Backups: 2 <0>

Inertial Damping Field
Main <28>
Strength: 10 [3 Power/round]
Number: 2
Backup <7>
Strength: 7 [2 Power/round]
Number: 2
Attitude control [2 power/round] <2>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: none
Bulkhead doors [0 Power] <7>
Science Systems Rating 1 (+0) [1 Power/round] <12>
Specialized Systems: none
Laboratories: 2 <2>

Tactical Systems
200 Dual Point-Defense Kinetic Energy Weapons Close-in-weapons (Small rail guns) <4 x 200 = 800>
Type: I
Damage: offensive damage 20, Flack damage 10/15 [2 Power]
Magazine: 1,000 (reloadable magazine)
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 50-300/1.2/2.4km
Location: 40 front, 50 right, 50 left, 20 aft, 50 dorsal, 50 ventral
Firing arc: 90 degrees
Firing Modes: Rapid fire only

Six Light Rail Guns <9 x 6 = 54>
Type:
Damage: 60 [6 Power]
Magazine: 100 (reloadable magazine)
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 3-12/25/50
Location: two port dorsal, two starboard dorsal, one port ventral, one starboard ventral
Firing Arc: 540degres
Firing Modes: Standard

Two Light Rail Guns <5 x 2 = 10>
Type:
Damage: 60 [6 Power]
Magazine: 100 (reloadable magazine)
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 3-12/25/50
Location: two port dorsal, two starboard dorsal, two port ventral, two starboard ventral
Firing Arc: 90 degrees
Firing Modes: Standard

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Shields: none

Auxiliary Spacecraft System
Hanger decks: Capacity for 4 Size worth of ships <8>
Standard Complement: Two cargo shuttles
Location(s):

Note: for detonation of the ammunition or fuel the resulting explosion is 2d6 x 500 damage in the same MU and drops by half per MU each step away.

Colonial Ammunition ship
Class and Type: Frigate, Ammunition Ship, Salvage Ship, Light Troop Transport, Fuel Resupply Ship,
Commissioning Date:

HULL SYSTEMS
Size: 7
Length: 580.99 meters
Beam: 220. 95 meters
Height: 133.63 meters
Decks: 29
Mass: 3,000,000 metric tons
SUs Available: 1,500 – 2,750
SUs Used: 2365

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class C (Protection 10/15) <11>
Backup: Class C (Protection 5) <6>
Backup: Class C (Protection 5) <6>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 633/300/6000
Crew Quarters
Barracks: Houses 632 Crewmembers <11>
Spartan: 200 <10>
Basic: 100 <10>
Expanded: 1 <1>

Environmental Systems
Basic Life Support [11 Power/round] <28>
Reserve Life Support [6 power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: two years' worth <28>
Food storage Galley [0 power/round] <2>
Manufacturing facilities
Small shops [7 power/round] <7>
Large shop [2 power/round] <3>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 (spartan mess hall; exercise room) [1 Power/round] <6>
Personnel Transport: Jefferies Tubes [0 Power/round] <7>
Fire Suppression System [1 power/rd when active] <7>
Cargo Holds: 500,000 cubic meters <15>
Locations: amid ship
Escape Pods None

PROPULSION SYSTEMS
FTL (faster than light) drive [70 power/round] <140>
Impulse Engine Type: four Type 1 (.1c/.2c) [1/2 Power/round] <2 x 4 = 8>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <7>

POWER SYSTEMS
Fusion Reactor: 5 Class 22 (generates 220 Power/round) <110 x 5 = 550>
Location:
Impulse Engine[s]: four Type 1 (generate 3 power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +100 Power transfer/round <45>
Standard Usable Power:

OPERATIONS SYSTEM
Bridge: <28>

Computers
Core: DRADIS Sensors [1 Power/round] <4>
Core: FTL navigation [1 Power/round] <4>
Core: Weapons targeting [1 Power/round] <4>
Core: Sub-light engines [1 Power/round] <4>
ODN <21>

Navigational Deflector [6 Power/round] <21>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensors Skill: 3

Flight Control Systems
Autopilot: None

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 2 <0>

Inertial Damping Field
Main <28>
Strength: 10 [3 Power/round]
Number: 2
Backup <7>
Strength: 7 [2 Power/round]
Number: 2
Attitude control [2 power/round] <2>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: none
Bulkhead doors [0 Power] <7>
Science Systems Rating 1 (+0) [1 Power/round] <12>
Specialized Systems: none
Laboratories: 2 <2>

TACTICAL SYSTEMS
260 Dual Point-Defense Kinetic Energy Weapons Close-in-weapons (Small rail guns) <4 x 260 = 1040>
Type: I

Damage: offensive damage 20, Flack damage 10/15 [2 Power]
Magazine: 1,000 (reloadable magazine)
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 50-300/1.2/2.4km
Location: 40 front, 50 right, 50 left, 20 rear, 50 dorsal, 50 ventral
Firing arc: 90 degrees
Firing Modes: Rapid fire only

Eight Light Rail Guns <9 x 8 = 72>
Type:
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 3-12/25/50
Location: two port dorsal, two starboard dorsal, two port ventral, two starboard ventral
Firing Arc: 540degres
Firing Modes: Standard

Two Light Rail Guns <5 x 2 = 10>
Type:
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 3-12/25/50
Location: two port dorsal, two starboard dorsal, two port ventral, two starboard ventral
Firing Arc: 90 degrees
Firing Modes: Standard

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Shields: none

AUXILIARY SPACECRAFT SYSTEM
Hanger decks: Capacity for 4 Size worth of ships <8>
Standard Complement: Two cargo shuttles
Location(s):

Note: for detonation of the ammunition or fuel the resulting explosion is 2d6 x 500 damage in the same MU and drops by half per MU each step away.

Tylium Refinery ship (Resurrected Series)
Class and Type: Tylium Refinery ship – manufacturing vessel

HULL SYSTEMS
Size: 7
Length: 502.7 meters
Beam: 137.1 meters
Height: 106.6 meters
Decks: 20
Mass: 2,000,000 metric tonnes
SUs Available: 1500-2750
SUs Used: 753

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 3 (Protection 60/90) <25>
Backup: Class 3 (Protection 30) <13>
Backup: Class 3 (Protection 30) <13>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 75/50/300
Crew Quarters
Spartan:44 <2>
Basic: 44 <5>
Expanded: 15 <3>
Luxury: 22 <22>

Environmental Systems
Basic Life Support [7 Power/round] <28>
Reserve Life Support [4 power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: 1 years worth <7>
Manufacturing Facilities: Small ships [7 power/round] <7>
6 Large Machine Shops [2 power/round] <18>
Food stores only [0 power/round] <2>
Medical Facilities: Med kits only <5>
Recreation Facilities: 2 [4 Power/round] <16>
Personnel Transport: Jefferies Tubes [0 Power/round] <7>
Fire Suppression System [1 power/rd when active] <7>
Tylium Refinery (Ore Processing) [17 power/round] <17>
Cargo Holds: 700,000 cubic meters * <21>
Locations: lower deck
Tylium Processing system [17 power/round of use] <17>

PROPULSION SYSTEMS
FTL [70 power/round of use] <140>
Sublight Engine: 2 (.08c) [8 Power/round] <4 x 2 = 8>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <5>

POWER SYSTEMS
Fusion Reactor: Class (generates 130 Power/round) <65>
Location:
Sublight Engine[s]: 2 (generates 20 Power/engine/round)

Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 10,000 fuel storage (one fuel point equals 100 power when used) <7>
EPS: Standard Power flow, +40 Power transfer/round <39>
Standard Usable Power: 146

OPERATIONS SYSTEM
Bridge: forward upper deck <35>

Computers (Pre Duetronic)
Core: [1 Power/round] <14>
ODN <21>

Navigational Deflector [6 Power/round] <21>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: Forward Ventral

Sensor Systems
Long-range sensors [5 power/round] <6>
Range Package Mark I (accuracy 4/5/8/11)
High-resolution 2 light-years (0.3/0.4 - 0.8/0.9 – 1.5/1.6 – 2.0)
Low-resolution 5 light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Strength package Class 2 (strength 2)
Gain package: Standard
Coverage: Standard

Lateral Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Sensors Skill: 3

Flight Control Systems
Autopilot: N/A

Navigational Computer
Colonial FTL Nav Computer (Civilian type) (+0): [1 power/round] (40 minutes) {20 light-years} <5>

Inertial Damping Field
Main <28>
Strength: 10 [3 Power/round]
Number: 4
Backup <14>
Strength: 7 [2 Power/round]
Number: 4
Attitude control [2 power/round] <2>

Communications Systems
Type: Class 1 [3 Power/round] <1>
Strength: 3
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 0 <0>
Anti-Intruder System: none
Bulkhead doors [1 Power]
Science Systems Rating none
Specialized Systems: none
Laboratories: none

TACTICAL SYSTEMS
None

AUXILIARY SPACECRAFT SYSTEM
Capability for 4 size worth of ships <8>
(one shuttle at a time)

* 400,000 cubic meters is processed Tylium fuel storage on a typical ship. in game play hits to the cargo bays must be determine which type of hold was hit with 1d6 dice roll 1-4 fuel storage resulting in detnation of the fuel 100 times the SU's of fuel stored in the hold, 5-6 normal damage.

Orion-Class Battlestar From Blood and Chrome
Class and Type: Orion Class Heavy Cruiser
Commissioning Date: First Cylon War

HULL SYSTEMS
Size: 6
Length: 381 meters
Beam: 36 meters
Height: 34.8 meters
Decks: 9
Mass: 300,000 metric tons
SUs Available: 1,300
SUs Used: 1354

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>
Harden Armor plating: +90 to outer hull resistance <135>
Armor: 140 <28>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1(Protection 40/60) <18>
Backup: Class 1 (Protection 20) <9>
Backup: Class 1 (Protection 20) <9>

Specialized Hull: Stealth Hull <6>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 150/30/1200
Crew Quarters
Barracks: Houses 93 Crewmembers <2>
Spartan: 36 <2>
Basic: 35 <4>
Expanded: 15 <3>
Luxury: 1 <1>
Unusual: N/A

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>
Consumable: 2 years' worth <24>
Food Stored only Galley [0 power/round] <2>
Machine shops Small shops [6 power/round] <6>
Large shop [2 power/round] <3>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 2 [2 Power/round] <12>
Personnel Transport: Jefferies Tubes [0 Power/round] <6>
Fire Suppression System [1 power/rd when active] <9>
Cargo Holds: 4000 cubic meters <1>
Locations:
Escape Pods None

PROPULSION SYSTEMS
FTL [60 power/round] <120>
Impulse Engine: (.12c) [1 Power/round] <8>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <6>

POWER SYSTEMS
Fusion Reactor: 2 Class 18 (generates 180 Power/round) <90 x 2 = 180>
Location:
Impulse Engine[s]: (generates 10 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Fuel Storage: 5,000,000 fuel storage (one fuel point equals 100 power when used) <11>
Emergency Power: Type B (generates 30 Power/round) <30>
Fuel Storage: 1,000,000 fuel storage (one fuel point equals 100 power when used) <11>
EPS: Standard Power flow, +40 Power transfer/round <34>
Standard Usable Power: 370

OPERATIONS SYSTEM
Bridge: C&C <24>

Computers
Core: DRADIS Sensors [1 Power/round] <3>
Core: FTL navigation [1 Power/round] <3>
Core: Weapons targeting [1 Power/round] <3>
Core: Sub-light engines [1 Power/round] <3>
ODN <18>

Navigational Deflector [6 Power/round] <18>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 1, Coordination 0 [1 pwr/rd in use] <3>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 2 <0>

Inertial Damping Field
Main <48>
Strength: 10 [3 Power/round]
Number: 4
Backup <12>
Strength: 7 [2 Power/round]
Number: 4
Attitude control [2 power/round] <2>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: None
Bulkhead doors [1 Power] <6>
Science Systems Rating: 1 (+0) [1 Power/round] <11>
Specialized Systems: None
Laboratories: 4 <2>

TACTICAL SYSTEMS
12 Medium Railgun Batteries <7 x 12 = 84>
Type VI
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 4 forward (2 Ventral, 2 Dorsal), 3 Port (1 ventral, 2 dorsal), 3 Starbaord (1 ventral, 2 dorsal), 1 Dorsal, 1 ventral
Firing arc: 540 degrees
Firing Modes: Salvo
Rail gun control <6>

Point Defense System (Small rail guns) <4 x 24 = 96>
Type: I
Damage: 20 [2 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: .4/.6/.8/1.2
Location:
Firing arc: 360 degrees
Firing Modes: Rapid fire only
Point Defense System Rail gun control <6>

8 Missile Launcher <9 x 8 = 72>
Standard Load: Standard Anti-ship Missiles (100 damage),
Spread: 1
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class zero Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Dorsal
Firing Arc: dorsal, but self-guided
Missiles carried: 40 <4>
Missile control room <6>

4 Nuclear Missile Launcher <9>
Standard Load: Nuclear Missiles Mark I (120 damage
Spread: 1
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class zero Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Dorsal
Firing Arc: dorsal, but self-guided
Missiles carried: 4 <1>
Missile control room <6>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Shields None

AUXILIARY SPACECRAFT SYSTEM (flight Pods)
Flight Deck Port/Starboard Capacity 36 size worth of ships <72>
Compliment: 10 Vipers, 6 Raptors, 2 shuttles
Location(s):

Colonial Early Dreadnought
Class and Type:
Commissioning Date:

HULL SYSTEMS
Size: 10
Length: 1018.74 meters
Beam: 374.89 meters
Height: 234.3 meters
Decks: 21
Mass: 6,400,000 metric tons
SUs Available: 2500-3750
SUs Used: 1809

Hull Outer <40>
Hull Inner <40>
Resistance Outer Hull: 87 <9>
Resistance Inner Hull: 7 <9>
Harden armor plating (+80 to outer hull) <120>
Ablative Armor: 300 <60>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 3 (Protection 60/90) <28>
Backup: Class 3 (Protection 30) <14>
Backup: Class 3 (Protection 30) <14>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 938/900/12,000
Crew Quarters
Barracks: Houses 1040 Crewmembers <17>
Spartan: 188 <10>
Basic: 375 <38>
Expanded: 169 <34>
Luxury: 47 <47>
Unusual: 19 <19>

Environmental Systems
Basic Life Support [12 Power/round] <40>
Reserve Life Support [6 power/round] <20>
Emergency Life Support (60 emergency shelters) <20>
Gravity [5 Power/round] <10>
Consumable: 1 years' worth <10>
Food Stores only [0 power/round] <2>

Manufacturing Facilities: Small ships [10 power/round] <10>
3 Large Machine Shops [2 power/round] <9>
Medical Facilities: 2 (+1) [2 Power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
Personnel Transport: Jefferies Tubes [0 Power/round] <10>
Fire Suppression System [1 power/rd when active] <10>
Cargo Holds: 300,000 cubic meters <9>
Locations:
Escape Pods None

PROPULSION SYSTEMS
Faster Than Light Drive (Coaxial Warp Drive Variant) [100 power/jump/round] <200>
Sublight Engine Type: 4 (.10c) [10 Power/round] <5 x 4 = 200>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <10>

POWER SYSTEMS
Fusion Reactor: 1 Class 24 (generates 240 Power/round) <120>
Location:
Sublight Engine[s]: 4 (generates 25 Power/engine/round)
Auxiliary Power: 3 reactors (generates 5 Power/reactor/round) <9>
Emergency Power: Type C (generates 35 Power/round) <35>
Fuel Storage: 10,000,000 fuel storage (one fuel point equals 100 power when used) <10>
EPS: Standard Power flow, +75 Power transfer/round <58>
Standard Usable Power: 304

OPERATIONS SYSTEM
Bridge: <50>

Computers (Pre Duetronic Systems)
Core: DRADIS Sensors [1 Power/round] <6>
Core: FTL navigation [1 Power/round] <6>
Core: Weapons targeting [1 Power/round] <6>
Core: Sub-light engines [1 Power/round] <6>
ODN <30>

Navigational Deflector [6 Power/round] <30>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensor Skill: 4

Flight Control Systems
Autopilot: None

Navigational Computer
Colonial FTL Nav Computer (First Cylon War Era type) (+1): [2 power/round] (30 minutes) {30 light-years} <10>

Inertial Damping Field
Main <80>
Strength: 10 [3 Power/round}
Number: 4
Backup <20>
Strength: 7 [2 Power/round]
Number: 4
Attitude control [3 power/round] <3>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <10>
Internal Force Fields Bulkhead doors [1 Power/round] <10>
Science Systems Rating 1 (+0) [1 Power/round] <15>
Laboratories: 4 <2>

TACTICAL SYSTEMS
Twelve Close-in-weapons (Small rail guns) <4 x 12 = 48>
Type: I
Damage: 10 [1 Power]
Number of Emitters: (up to 4 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: .4/.6/.8/1.2
Location: 12 locations providing coverage all around the ship.
Firing arc: 360 degrees
Firing Modes: Rapid fire only

Close-in-weapons control <10>

Thirteen Light Rail gun <11 x 13 = 143>
Type IV
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 4 forward, 2 port, 2 starboard, 1 Aft, 4 dorsal maounted turrets
Firing arc: 540 degrees
Firing Modes: Salvo
Light Rail gun control <10>

Three Medium Rail gun <16 x 3 = 48>
Type IV
Damage: 140 [14 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 2 forward, 1 aft
Firing arc: 540 degrees
Firing Modes: Salvo
Light Rail gun control <10>

Two Missile Launcher <9 x 4 = 36>
Standard Load: Standard Anti-ship Missiles (100 damage), Nuclear Missiles Mark I (120 damage), Nuclear Missiles Mark II (140 damage), Nuclear Missiles Mark III (160 damage)
Spread: 1
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class zero Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Dorsal
Firing Arc: dorsal, but self-guided
Missiles carried: 80 <8>
Missile control room <10>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Shields none

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 20 size worth of ships <40>
Standard Compliment: 10 Raptors
Location(s): port and starboard dorsal

Colonial Early Heavy Cruiser
Class and Type:
Commissioning Date:

HULL SYSTEMS
Size: 9
Length: 812.04 meters
Beam: 316.05 meters
Height: 186.76 meters
Decks: 16
Mass: 5,490,000 metric tons
SUs Available: 2250-3500
SUs Used: 1417

Hull Outer <36>
Hull Inner <36>
Resistance Outer Hull: 86 <6>
Resistance Inner Hull: 6 <6>
Harden armor plating: 80 <120>
Ablative Armor: 400 <80>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 3 (Protection 60/90) <27>
Backup: Class 3 (Protection 30) <14>
Backup: Class 3 (Protection 30) <14>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 900/500/10,000
Crew Quarters
Barracks: Houses 635 Crewmembers <11>
Spartan: 180 <9>
Basic: 360 <36>
Expanded: 162 <33>
Luxury: 45 <45>
Unusual: 18 <18>

Environmental Systems
Basic Life Support [12 Power/round] <36>
Reserve Life Support [6 power/round] <18>
Emergency Life Support (54 emergency shelters) <18>
Gravity [5 Power/round] <9>
Consumable: 1 years' worth <10>
Food Stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [9 power/round] <9>
2 Large Machine Shops [2 power/round] <6>
Medical Facilities: 2 (+1) [2 Power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
Personnel Transport: Jefferies Tubes [0 Power/round] <9>
Fire Suppression System [1 power/rd when active] <9>
Cargo Holds: 250,000 cubic meters <8>
Locations:
Escape Pods None

PROPULSION SYSTEMS
Faster Than Light Drive (Coaxial Warp Drive Variant) [90 power/jump/round] <180>
Sublight Engine: 4 (.10c) [10 Power/round] <5 x 4 = 20>
Location:

Reaction Control System (.025c) [2 Power/round when in use] <9>

POWER SYSTEMS
Fusion Reactor: 1 Class 20 (generates 200 Power/round) <100>
Location:
Sublight Engine[s]: 4 (generates 25 Power/engine/round)
Auxiliary Power: 3 reactors (generates 5 Power/reactor/round) <9>
Emergency Power: Type C (generates 35 Power/round) <35>
Fuel Storage: 8,000,000 fuel storage (one fuel point equals 100 power when used) <9>
EPS: Standard Power flow, +70 Power transfer/round <57>
Standard Usable Power: 264

OPERATIONS SYSTEM
Bridge: <50>

Computers (Pre Duetronic Systems)
Core: DRADIS Sensors [1 Power/round] <6>
Core: FTL navigation [1 Power/round] <6>
Core: Weapons targeting [1 Power/round] <6>
Core: Sub-light engines [1 Power/round] <6>
ODN <27>

Navigational Deflector [6 Power/round] <27>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensor Skill: 4

Flight Control Systems
Autopilot: None

Navigational Computer
Colonial FTL Nav Computer (First Cylon War Era type) (+1): [2 power/round] (30 minutes) {30 light-years} <9>

Inertial Damping Field
Main <72>
Strength: 10 [3 Power/round}
Number: 4
Backup <18>
Strength: 7 [2 Power/round]
Number: 4
Attitude control [3 power/round] <3>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <9>
Internal Force Fields Bulkhead doors [1 Power/round] <9>
Science Systems Rating 1 (+0) [1 Power/round] <14>
Laboratories: 4 <2>

TACTICAL SYSTEMS
Ten Close-in-weapons (Small rail guns) <4 x 10 = 40>
Type: I
Damage: 10 [1 Power]
Number of Emitters: (up to 4 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: .4/.6/.8/1.2
Location: 12 locations providing coverage all around the ship.
Firing arc: 360 degrees
Firing Modes: Rapid fire only
Close-in-weapons control <9>

Six Light Rail gun <11 x 9 = 66>
Type IV
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 2 forward, 2 port, 2 starboard,
Firing arc: 540 degrees
Firing Modes: Salvo
Light Rail gun control <9>

Two Medium Rail gun <16 x 2 = 32>
Type IV
Damage: 140 [14 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24

Location: 2 forward, 1 aft
Firing arc: 540 degrees
Firing Modes: Salvo
Light Rail gun control <9>

Two Missile Launcher <9 x 2 = 18>
Standard Load: Standard Anti-ship Missiles (100 damage), Nuclear Missiles Mark I (120 damage), Nuclear Missiles Mark II (140 damage), Nuclear Missiles Mark III (160 damage)
Spread: 1
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class zero Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Dorsal
Firing Arc: dorsal, but self-guided
Missiles carried: 80 <8>
Missile control room <9>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Shields none

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 16 size worth of ships <32>
Standard Compliment: 8 Raptors
Location(s): port and starboard dorsal

Colonial Early Destroyer
Class and Type:
Commissioning Date:

HULL SYSTEMS
Size: 8
Length: 708.69 meters
Beam: 268.7 meters
Height: 162.9 meters
Decks: 14
Mass: 4,590,000 metric tons
SUs Available: 2000-3250
SUs Used: 1279

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>
Harden Armor Plating: +80 to outer hull resistnace <120>
Ablative Armor: 300 <60>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 3 (Protection 60/90) <27>
Backup: Class 3 (Protection 30) <14>
Backup: Class 3 (Protection 30) <14>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 500/813/8,000
Crew Quarters
Barracks: Houses 888 Crewmembers <15>
Spartan: 100 <5>
Basic: 200 <20>
Expanded: 90 <18>
Luxury: 25 <25>
Unusual: 10 <10>

Environmental Systems
Basic Life Support [11 Power/round] <32>
Reserve Life Support [6 power/round] <16>
Emergency Life Support (54 emergency shelters) <16>
Gravity [4 Power/round] <8>
Consumable: 1 years' worth <8>
Food Stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [8 power/round] <8>
1 Large Machine Shops [2 power/round] <3>
Medical Facilities: 2 (+1) [2 Power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
Personnel Transport: Jefferies Tubes [0 Power/round] <8>
Fire Suppression System [1 power/rd when active] <8>
Cargo Holds: 200,000 cubic meters <6>
Locations:
Escape Pods None

PROPULSION SYSTEMS
Faster Than Light Drive (Coaxial Warp Drive Variant) [80 power/jump/round] <160>
Sublight Engine: 2 (.12c) [12 Power/round] <6 x 2 = 12>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <8>

POWER SYSTEMS
Fusion Reactor: 1 Class 16 (generates 160 Power/round) <80>
Location:
Sublight Engine[s]: 2 (generates 30 Power/engine/round)
Auxiliary Power: 3 reactors (generates 5 Power/reactor/round) <9>
Emergency Power: Type C (generates 35 Power/round) <35>
Fuel Storage: 8,000,000 fuel storage (one fuel point equals 100 power when used) <8>
EPS: Standard Power flow, +70 Power transfer/round <47>
Standard Usable Power: 220

OPERATIONS SYSTEM
Bridge: <40>

Computers (Pre Duetronic Systems)
Core: DRADIS Sensors [1 Power/round] <4>
Core: FTL navigation [1 Power/round] <4>
Core: Weapons targeting [1 Power/round] <4>
Core: Sub-light engines [1 Power/round] <4>
ODN <27>

Navigational Deflector [6 Power/round] <24>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Probes: 40 <4>
Sensor Skill: 4

Flight Control Systems
Autopilot: None

Navigational Computer
Colonial FTL Nav Computer (First Cylon War Era type) (+1): [2 power/round] (30 minutes) {30 light-years} <9>

Inertial Damping Field
Main <64>
Strength: 10 [3 Power/round}
Number: 4
Backup <16>
Strength: 7 [2 Power/round]
Number: 4
Attitude control [2 power/round] <2>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>
Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <8>
Internal Force Fields Bulkhead doors [1 Power/round] <8>
Science Systems Rating 1 (+0) [1 Power/round] <13>
Laboratories: 4 <2>

TACTICAL SYSTEMS
7 Close-in-weapons (Small rail guns) <4 x 7 = 28>
Type: I
Damage: 10 [1 Power]
Number of Emitters: (up to 4 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: .4/.6/.8/1.2
Location: 12 locations providing coverage all around the ship.
Firing arc: 360 degrees
Firing Modes: Rapid fire only
Close-in-weapons control <8>

Six Light Rail gun <11 x 2 = 22>
Type IV
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 2 forward, 2 port, 2 starboard,
Firing arc: 540 degrees
Firing Modes: Salvo
Light Rail gun control <8>

Two Missile Launcher <9 x 2 = 18>
Standard Load: Standard Anti-ship Missiles (100 damage), Nuclear Missiles Mark I (120 damage), Nuclear Missiles Mark II (140 damage), Nuclear Missiles Mark III (160 damage)
Spread: 1
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class zero Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Dorsal
Firing Arc: dorsal, but self-guided
Missiles carried: 50 <5>
Missile control room <8>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Shields none

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 12 size worth of ships <24>
Standard Compliment: 6 Raptors
Location(s): port and starboard dorsal

Class and Type: Tiger Class Heavy Cruiser
Commissioning Date:

Hull Systems
Size: 7
Length: 486 meters
Beam: 162.26 meters
Height: 65 meters
Decks: 14
Mass: 2,500,000 metric tons
SUs Available: 1500 - 2750
SUs Used: 3727

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 3 (Protection 60/90) <25>
Backup: Class 3 (Protection 30) <13>
Backup: Class 3 (Protection 30) <13>

Personnel Systems
Class/Passengers/Evac: 180/68/1500
Crew Quarters 248
Barracks: Houses 120 Crewmembers <2>
Spartan: 67 <4>
Basic: 60 <6>
Expanded: 1 <1>

Environmental Systems
Basic Life Support [9 Power/round] <28>
Reserve Life Support [5 power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: 1 years' worth <14>
Food Storage only Galley [0 power/round] <2>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 4 (one small rec deck; two gyms; largeeating facilities; two small lounges) [4 Power/round] <34>
Personnel Transport: Jefferies Tubes [0 Power/round] <7>
Fire Suppression System [1 power/rd when active] <7>
Cargo Holds: 51,000 cubic meters <2>
Locations:
Escape Pods None

Propulsion Systems
Faster Than Light Drive (Coaxial Warp Drive Variant) [70 power/jump/round] <140>
Impulse Engine: four Type 2 (.25c/.5c) [2/5 Power/round] <5 x 4 = 20>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <7>

Power Systems
Fusion Reactor: 12 Class 30 (generates 300 Power/round) <150 x 12 = 1800>
Location:
Impulse Engine[s]: four type 2 (generates 8 Power/engine/round)
Auxiliary Power: 6 reactors (generates 5 Power/reactor/round) <18>
Emergency Power: Type C (generates 35 Power/round) <35>
Fuel Storage: 7,000,000 fuel storage (one fuel point equals 100 power when used) <7>
EPS: Standard Power flow, +200 Power transfer/round <55>
Standard Usable Power: 3632

Operations System
Bridge: <35>

Computers
Core: FTL Computer [1 Power/round] <4>
Core: Weapons Computer [1 Power/round] <4>
Core: DRADIS [1 Power/round] <4>
Core: Sub-light engines [1 Power/round] <4>
ODN <21>

Navigational Deflector [6 Power/round] <21>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensor Skill: 4

Flight Control Systems

Autopilot: none

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 2 <0>

Inertial Damping Field
Main <56>
Strength: 10 [3 Power/round]
Number: 4
Backup <14>
Strength: 7 [2 Power/round]
Number: 4
Attitude control [2 power/round] <2>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: None
Bulkhead doors [0 Power/round] <7>
Science Systems Rating 1 (+0) [1 Power/round] <12>
Specialized Systems: None
Laboratories: 4 <2>

Tactical Systems
250 Dual Point-Defense Kinetic Energy Weapons Close-in-weapons (Small rail guns) <4 x 250 = 1000>
Type: I
Damage: offensive damage 60, Flack damage 40/30 [6 Power]
Magazine: 1,000 (reloadable magazine)
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 50-300/1.2/2.4km
Location: 30 front, 60 right, 60 left, 20 rear, 40 dorsal, 40 ventral
Firing arc: 90 degrees
Firing Modes: Rapid fire only

Ten Turret Mounted Dual Kinetic Energy Weapons "Rail gun" <13 x 10 = 130>
Type VI
Damage: High-Explosive rounds 100 damage, Flack rounds (60/50/40/30) [10 Power]
Magazines: 100 rounds (reloadable)
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 3-12/25/50
Location: 8 Dorsal, 8 ventral
Firing arc: 540 degrees
Firing Modes: Salvo

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Auxiliary Spacecraft System
Shuttlebay(s): Capacity for 24 size worth of ships <48>
Standard Compliment: four shuttlecraft, eight fighter
Location(s):

Colonial One "the governmental ship" (Resurrected Series)
Class and Type: Colonial Heavy Starliner/Transport Vessel

HULL SYSTEMS
Size: 3
Length: 84.9 meters
Beam: 14.9 meters
Height: 21.9 meters
Decks: 3
Mass: 15,000 metric tonnes
SUs Available: 500
SUs Used: 385

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 3 <3>
Resistance Inner Hull: 3 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 3 (Protection 60/90) <21>
Backup: Class 3 (Protection 30) <11>
Backup: Class 3 (Protection 30) <11>
Specialized Hull: Atmospheric Capability <3>
Planetfall Capability <3>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 15/150/500
Crew Quarters
Spartan: 107 <6>
Basic: 58 <6>

Environmental Systems
Basic Life Support [7 Power/round] <12>
Reserve Life Support [4 power/round] <6>
Emergency Life Support (18 emergency shelters) <6>
Gravity [2 Power/round] <3>
Consumable: 3 months' worth <3>
Food stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [3 power/round] <3>
Medical Facilities: Med kits only <5>
Recreation Facilities: 1 [2 Power/round] <8>
Personnel Transport: Jefferies Tubes [0 Power/round] <3>
Fire Suppression System [1 power/rd when active] <3>

Cargo Holds: 500 cubic meters <1>
Locations: lower deck

PROPULSION SYSTEMS
FTL [30 power/round of use] <60>
Sublight Engine: 4 (.12c) [2 Power/round] <6 x 2 = 24>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <3>

POWER SYSTEMS
Fusion Reactor: Class (generates 90 Power/round) <45>
Location:
Sublight Engine[s]: 4 (generates 20 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 900,000 fuel storage (one fuel point equals 100 power when used) <3>
EPS: Standard Power flow, +40 Power transfer/round <19>
Standard Usable Power: 170

OPERATIONS SYSTEM
Bridge: forward upper deck <15>

Computers (Pre Duetronic)
Core: [1 Power/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

Lateral Sensor [5 Power/round]<4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Sensors Skill: 3

Flight Control Systems
Autopilot: N/A

Navigational Computer
Colonial FTL Nav Computer (Civilian type) (+0): (SU cost .75 x size) [1 power/round] (40 minutes) {20 light-years} <3>

Inertial Damping Field
Main <12>
Strength: 10 [3 Power/round}
Number: 2
Backup <3>
Strength: 7 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 1 [3 Power/round] <1>
Strength: 3
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 0 <0>
Anti-Intruder System: none
Bulkhead doors [1 Power]
Science Systems Rating none
Specialized Systems: none
Laboratories: none

TACTICAL SYSTEMS
None

AUXILIARY SPACECRAFT SYSTEM
Capability for 4 size worth of ships <8>
(one shuttle at a time)

Colonial Tanker/Cargo ships
Class and Type: Naval Replenishment Tanker ships
Commissioning Date:

HULL SYSTEMS
Size: 5
Length: 201.17 meters
Beam: 67.06 meters
Height: 24.38 meters
Decks: 5
Mass: 450,000 metric tons
SUs Available: 900 – 1,900
SUs Used: 594

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <17>
Backup: Class 1 (Protection 20) <9>
Backup: Class 1 (Protection 20) <9>
Specialized Hull: Planetfall capability <5>
Atmospheric capability <5>

PERSONNEL SYSTEMS

Class/Passengers/Evac: 400/20/2000
Crew Quarters
Barracks: Houses 124 Crewmembers <3>
Spartan: 120 <6>
Basic: 120 <12>
Expanded: 45 <9>
Luxury: 6 <6>
Unusual: 5 <5>

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>
Consumable: 1 years' worth <5>
Food storage only: Galley [0 power/round] <2>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 3 [3 Power/round] <18>
Personnel Transport: Jefferies Tubes [0 Power/round] <5>
Fire Suppression System [1 power/rd when active] <5>
Cargo Holds: 160,000 cubic meters (ship carries 160,000,000 fuel points) <5>
Locations:

PROPULSION SYSTEMS
FTL Drive [50 power/round of use] <100>
Sublight Engine: 2 (.08c) [8 Power/round] <4 x 2 = 8>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <5>

POWER SYSTEMS
Fusion Reactor: 1 Class 2 (generates 20 Pwr/rd) <10>
Location:
sublight Engine[s]: 2 (generates 40 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 1,000,000 fuel storage (one fuel point equals 100 power when used) <11>
EPS: Standard Power flow, +100 Power transfer/round <35>
Standard Usable Power:

OPERATIONS SYSTEM
Bridge: <20>

Computers (Pre duotronic)
Core: [1 Power/round] <3 x 2 = 6>
ODN <15>

Navigational Deflector [6 Power/round] <15>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensor Skill: 4

Flight Control Systems
Autopilot: None
Inertial Damping Field
Main <40>
Strength: 10 [3 Power/round]
Number: 4
Backup <10>
Strength: 7 [2 Power/round]
Number: 4
Attitude control [2 power/round] <2>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Internal Bulkhead doors [1 Power/rounds] <5>
Science Systems Rating 1 (+0) [1 Power/round] <10>
Specialized Systems: none
Laboratories: 2 <2>

TACTICAL SYSTEMS: None

Auto-Destruct System <5>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 8 size worth of ships <18>
Standard Compliment: 2 - 4 Raptors
Location(s):

Cylon SAM/GUN Emplacement

Hull Systems
Size: 2
Diameters: 10 meters
Height: 5 meters
Decks: 2
Mass: 15 metric tons
SUs Available: 625
SUs Used: 204

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 2 Centurions/0/0
Crew Quarters: None

Environmental Systems
Gravity [1 Power/round] <2>
Consumable: 2 years worth <4>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 4 cubic meters <1>
Locations: Lower Cargo Bays ()

POWER SYSTEMS
Fusion Reactor: type 7 (generates 70 Power/round) <35>
Locations:
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 1,000,000 fuel storage (one fuel point equals 100 power when used) <4>
EPS: Standard Power flow, +20 Power transfer/round <12>
Standard Usable Power:

Operations systems
Operations (OPS): <5>

Computers
Core 1: [1 Power/round] <2>
ODN <6>

Sensor Systems
Lateral Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: standard
Sensor Skill: 3

Communications Systems
Type: Class 1 [2 power/round of use] <4>
Strength: 2
Security: -0

Security Systems rating: 1 <4>
Internal Force Field [1 power/round] <2>
Science Systems Rating: 1 (+0) [1 Power/round] <7>

Tactical Systems
anti-fighter Railguns <4 x 2 =8>
Type: 1
Damage: 20 [2 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: fixed
Firing Modes: Standard

Missile/Torpedo Launcher <7>
Standard Load: Standard Anti-ship Missile (100 damage), Nuclear Missiles Mark I (120 damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Torpedoes carried: 12 <2>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 2 size worth of ships <4>
Standard Complement: 1 shuttlecraft
Location(s): Main Shuttlebay

Battlestar Galactica's Viper (Version two)
Class and Type: Viper Mark I
Commissioning Date:

Hull Systems
Size: 2
Length: 9.24 meters
Beams: 5.95 meters
Height: 5.82 meters
Decks: 1
Mass: 2 metric tons

SUs Available: 320
SUs Used: 286

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15) <6>
Specialized hull: Atmospheric Capability <2> Planetfall Capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/0/0

Environmental Systems
Basic Life Support [1 Power/round] <8>
Reserve Life Support [1 Power/round] <4>
Consumable: 72 Hours worth <4>
Medical Facilities: Med kits only
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 2 cubic meters <1>
Locations: Aft of cockpit (can be used as passenger area as well)
Escape Pods <1>
Number: 1
Capacity: 1 persons per pod (Cockpit ejects from fighter body)

Propulsion Systems
Warp Drive - None
Impulse Engine Three Type 3 (.5c/.7c) [5/7 Power/round] <15 x 3 = 45>
Location:
Thruster Acceleration Package Class Gamma (+.3c) [4 power/round of use] <24>
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp core MK II (generator 60 power/round) <31>
Locations: Aft of amidship
Impulse Engine[s]: 1 type 6B (generate 33 power/engine/round)
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 550,000 fuel storage (one fuel point equals 100 power when used) <11>
EPS: Standard Power flow, +50 Power transfer/round <10>
Standard Usable Power: 99

Operations systems
Computers 1 Core [1 Power/round] <1>
ODN <6>

Navigational Deflector [6 Power/round] <10>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward

Sensor Systems
Long-range Sensors -- None

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
Sensor 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>

Inertial Damping Field
Main <4>
Strength: 10 [3 Power/round]
Number: 1
Backup none
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Mark 1 [3 Power/round] <3>
Strength: 1
Security: - 0

Security Systems Rating: N/A

Tactical Systems
Laser Pulsar <6 x 2 = 12>
Type: II
Damage: 20 [2 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: fixed
Firing Modes: Standard
Laser control <2>

Missile/Torpedo Launcher <7>
Standard Load: Standard Anti-ship Missile (100 damage)

Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Missile control <2>
Torpedoes carried: 4 <1>

TA/T/TS: Class alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shield (forward, aft, port, starboard) <7 x 4 = 28>
Shield generator class I (Protection 120 + 10 imbedded nacelles)
Subspace field distortion amplifier Class alpha (threshold 40)
recharging class zero (75 seconds)

Auxilary spacecraft
None

Demetrias Sewage ship (Resurrected Series)

HULL SYSTEMS
Size: 4
Length: 113.6 meters
Beam: 24.7 meters
Height: 51.8 meters
Decks: 6
Mass: 215,000 metric tonnes
SU's Available: 800
SU's Used: 453

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 50/80) <19>
Backup: Class 2 (Protection 25) <10>
Backup: Class 2 (Protection 25) <10>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 36/50/750
Crew Quarters
Spartan: 32 <2>
Basic: 30 <3>
Expanded: 12 <3>
Luxury: 12 <12>

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>
Consumable: 3 months worth <4>
Food stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [4 power/round] <4>
1 Large Machine Shops [2 power/round] <3>
Medical Facilities: Med kits only <5>
Recreation Facilities: 1 [2 Power/round] <8>
Personnel Transport: Jefferies Tubes [0 Power/round] <7>
Fire Suppression System [1 power/rd when active] <7>
Cargo Holds: 30,000 cubic meters <1>
Locations: lower deck
Sewage Processing plant [8 power/round] <16>

PROPULSION SYSTEMS
FTL [40 power/round of use] <80>
Sublight Engine: 2 (.10c) [10 Power/round] <5 x 2 = 10>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <4>

POWER SYSTEMS
Fusion Reactor: Class (generates 100 Power/round) <50>
Location:
Sublight Engine[s]: 2 (generates 25 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 1,000,000 fuel storage (one fuel point equals 100 power when used) <4>
EPS: Standard Power flow, +30 Power transfer/round <23>
Standard Usable Power: 132

OPERATIONS SYSTEM
Bridge: forward upper deck <20>

Computers (Pre Duetronic)
Core: [1 Power/round] <2>
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

Lateral Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <4>

Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Sensors Skill: 2

Flight Control Systems
Autopilot: N/A

Navigational Computer
Colonial FTL Nav Computer (Civilian type) (+0): [1 power/round] (40 minutes) {20 light-years} <3>

Inertial Damping Field
Main <16>
Strength: 10 [3 Power/round]
Number: 2
Backup <4>
Strength: 7 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 1 [3 Power/round] <1>
Strength: 3
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 0 <0>
Anti-Intruder System: none
Internal Force Fields: none
Science Systems Rating: none
Specialized Systems: none
Laboratories: none

TACTICAL SYSTEMS
None

AUXILIARY SPACECRAFT SYSTEM
Capability for 4 size worth of ships <8>
(two shuttle at a time)

Celestra Science Ship (Resurrected Series)

HULL SYSTEMS
Size: 8
Length: 609.3 meters
Beam: 243.7 meters
Height: 172.1 meters
Decks: 30
Mass: 4,000,000 metric tonnes
SU's Available: 1000
SU's Used: 817

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 3 <3>
Resistance Inner Hull: 3 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 50/80) <23>
Backup: Class 2 (Protection 25) <12>
Backup: Class 2 (Protection 25) <12>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 50/500/2700
Crew Quarters
Spartan: 280 <14>
Basic: 140 <14>
Expanded: 85 <17>
Luxury: 45 <45>

Environmental Systems
Basic Life Support [10 Power/round] <32>
Reserve Life Support [5 power/round] <16>
Emergency Life Support (54 emergency shelters) <16>
Gravity [4 Power/round] <8>
Consumable: 2 years' worth <16>
Food stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [8 power/round] <8>
2 Large Machine Shops [2 power/round] <6>
Medical Facilities: 3 (+1) [3 power/round] <15>
Recreation Facilities: 3 [6 Power/round] <24>
Personnel Transport: turbolifts, Jefferies Tubes [2 Power/round] <24>
Fire Suppression System [1 power/rd when active] <8>
Cargo Holds: 120,000 cubic meters <4>
Locations: lower deck

PROPULSION SYSTEMS
FTL [80 power/round of use] <160>
Sublight Engine: 2 (.10c) [10 Power/round] <5 x 2 = 10>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <8>

POWER SYSTEMS
Fusion Reactor: Class (generates 160 Power/round) <80>
Location:
Sublight Engine[s]: 2 (generates 25 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type C (generates 35 Power/round) <35>
Fuel Storage: 8,000,000 fuel storage (one fuel point equals 100 power when used) <8>
EPS: Standard Power flow, +40 Power transfer/round <44>
Standard Usable Power: 192

OPERATIONS SYSTEM
Bridge: forward upper deck <40>

Computers (Pre Duetronic)

Core: [1 Power/round] <4>
ODN <21>

Navigational Deflector [6 Power/round] <21>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: Forward Ventral

Sensor Systems
Long-range sensors [5 power/round] <6>
Range Package Mark I (accuracy 4/5/8/11)
High-resolution 2 light-years (0.3/0.4 - 0.8/0.9 – 1.5/1.6 – 2.0)
Low-resolution 5 light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Strength package Class 2 (strength 2)
Gain package: Standard
Coverage: Standard

Lateral Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Sensors Skill: 2

Flight Control Systems
Autopilot: N/A

Navigational Computer
Colonial FTL Nav Computer (Civilian type) (+0): [1 power/round] (40 minutes) {20 light-years} <6>

Inertial Damping Field
Main <64>
Strength: 10 [3 Power/round]
Number: 4
Backup <16>
Strength: 7 [2 Power/round]
Number: 4
Attitude control [2 power/round] <2>

Communications Systems
Type: Class 1 [3 Power/round] <1>
Strength: 3
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 0 <0>
Anti-Intruder System: none
Bulkhead doors [1 Power]
Science Systems Rating 3 (+2) [3 power/round] <23>
Specialized Systems: 4 <20>
Laboratories: 48 <10>

TACTICAL SYSTEMS
None

AUXILIARY SPACECRAFT SYSTEM
Capability for 10 size worth of ships <20>
Standard compliment: ten cargo shuttles

Gemenon Traveller Freighter (Resurrected Series)

HULL SYSTEMS
Size: 3
Length: 60meters
Beam: 17.7 meters
Height: 21.6 meters
Decks: 3
Mass: 40,000 metric tonnes
SUs Available: 450
SUs Used: 319

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 5 <6>
Resistance Inner Hull: 5 <6>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <15>
Backup: Class 1 (Protection 20) <8>
Backup: Class 1 (Protection 20) <8>
Specialized Hull: Atmospheric Capability <3>
Planetfall Capability <3>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 30/200/1500
Crew Quarters
Spartan: 200 <10>
Basic: 30 <3>

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>
Consumable: 1 years' worth <3>
Food Stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [3 power/round] <3>
1 Large Machine Shops [2 power/round] <3>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 [2 Power/round] <8>
Personnel Transport: Jefferies Tubes [2 Power/round] <3>
Fire Suppression System [1 power/rd when active] <3>
Cargo Holds: 20,000 cubic meters <1>
Locations: Amidship

PROPULSION SYSTEMS
FTL [3 power/round of use] <6>
Sublight Engine Type: 3 (.08c) [8 Power/round] <4 x 3 = 12>
Location: aft
Reaction Control System (.025c) [2 Power/round when in use] <3>

POWER SYSTEMS
Fusion Reactor: (generates 50 Power/round) <25>
Location: aft
Sublight Engine[s]: 3 (generates 20 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 3,000,000 fuel storage (one fuel point equals 100 power when used) <3>
EPS: Standard Power flow, +20 Power transfer/round <17>
Standard Usable Power: 58

OPERATIONS SYSTEM
Bridge: Saucer section dorsal <15>

Computers (Pre-Duotronic)
Core: [1 Power/round] <6>
ODN <9>

Navigational Deflector [6 Power/round] <9>
Range: 10/20,000/50,000/50,000
Accuracy: 6/7/9/12
Location: Forward Ventral

Sensor Systems
Lateral Sensor [5 Power/round] <6>
Strength Package: Class 3 (Strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <6>
Strength Package: Class 3 (Strength 3)
Gain Package: Standard (+0)
Sensors Skill: 2

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 2, Coordination 2 [1 power/round in use] <10>

Navigational Computer
Colonial FTL Nav Computer (Civilian type) (+0): [1 power/round] (40 minutes) {20 light-years} <2>

Inertial Damping Field
Main <12>
Strength: 10 [3 Power/round}
Number: 2
Backup <3>
Strength: 7 [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
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 2 <8>
Bulk heads [1 Power/round] <3>
Science Systems Rating 1 (+) [1 Power/round] <8>
Laboratories: 2 <2>

TACTICAL SYSTEMS
None

AUXILIARY SPACECRAFT SYSTEM
None

GRAIN SHIP (Resurrected Series)

HULL SYSTEMS
Size: 6
Length: 335.3 meters
Beam: 198.12 meters
Height: 182.89 meters
Decks: 20
Mass: 350,000 metric tonnes
SU's Available: 1000
SU's Used: 663

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 50/80) <21>
Backup: Class 2 (Protection 25) <11>
Backup: Class 2 (Protection 25) <11>
Atmospheric capability <6>
Planetfall Capability <6>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 110/270/1000
Crew Quarters
Spartan: 140 <7>
Basic: 140 <14>
Expanded: 50 <10>
Luxury: 50 <50>

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>
Consumable: 3 Months' worth <8>
Food stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [6 power/round] <6>
1 Large Machine Shops [2 power/round] <3>
Medical Facilities: med kits only <5>
Recreation Facilities: 1 [2 Power/round] <8>
Personnel Transport: Jefferies Tubes [2 Power/round] <6>
Fire Suppression System [1 power/rd when active] <6>
Cargo Holds: 500,000 cubic meters <15>
Locations: lower deck

PROPULSION SYSTEMS
FTL [60 power/round of use] <120>
Sublight Engine: 3 (.12c) [12 Power/round] <6 x 3 = 18>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <6>

POWER SYSTEMS
Fusion Reactor: Class (generates 75 Power/round) <38>
Location:
Sublight Engine[s]: 3 (generates 30 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 5,000,000 fuel storage (one fuel point equals 100 power when used) <6>
EPS: Standard Power flow, +50 Power transfer/round <35>
Standard Usable Power: 99

OPERATIONS SYSTEM
Bridge: forward upper deck <30>

Computers (Pre Duetronic)
Core: [1 Power/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 Ventral

Sensor Systems

Lateral Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Sensors Skill: 2

Flight Control Systems
Autopilot: N/A

Navigational Computer
Colonial FTL Nav Computer (Civilian type) (+0): [1 power/round] (40 minutes) {20 light-years} <5>

Inertial Damping Field
Main <48>
Strength: 10 [3 Power/round]
Number: 4
Backup <12>
Strength: 7 [2 Power/round]
Number: 4
Attitude control [2 power/round] <2>

Communications Systems
Type: Class 1 [3 Power/round] <1>
Strength: 3
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 0 <0>
Anti-Intruder System: none
Bulkhead doors [1 Power]
Science Systems Rating: None
Specialized Systems: none
Laboratories: none

TACTICAL SYSTEMS
None

AUXILIARY SPACECRAFT SYSTEM
Capability for 4 size worth of ships <8>
Standard compliment: 2 shuttles

AGRO SHIP(Resurrected Series)

HULL SYSTEMS
Size: 8
Length: 685.5 meters
Beam: 182.8 meters
Height: 148.03 meters
Decks: 32
Mass: 4,500,000 metric tonnes
SU's Available: 1200
SU's Used: 1013

Hull Outer <32>
Hull Inner <32>

Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 50/80) <23>
Backup: Class 2 (Protection 25) <12>
Backup: Class 2 (Protection 25) <12>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 620/400/1600
Crew Quarters
Spartan: 360 <18>
Basic: 360 <36>
Expanded: 205 <41>
Luxury: 95 <95>

Environmental Systems
Basic Life Support [9 Power/round] <36>
Reserve Life Support [5 power/round] <18>
Emergency Life Support (48 emergency shelters) <18>
Gravity [4 Power/round] <8>
Consumable: 1 years' worth <8>
Food stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [8 power/round] <8>
2 Large Machine Shops [2 power/round] <6>
Medical Facilities: med kits only <5>
Recreation Facilities: 2 [4 Power/round] <16>
Personnel Transport: Jefferies Tubes [2 Power/round] <8>
Fire Suppression System [1 power/rd when active] <8>
Cargo Holds: 100,000 cubic meters <3>
Locations: lower deck

PROPULSION SYSTEMS
FTL [80 power/round of use] <160>
Sublight Engine: 2 (.10c) [10 Power/round] <5 x 2 = 10>
Location:
Reaction Control System (.025c) [2 Power/round when in use] <8>

POWER SYSTEMS
Fusion Reactor: Class (generates 150 Power/round) <75>
Location:
Sublight Engine[s]: 2 (generates 25 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 8,000,000 fuel storage (one fuel point equals 100 power when used) <8>
EPS: Standard Power flow, +40 Power transfer/round <44>
Standard Usable Power: 192

OPERATIONS SYSTEM
Bridge: forward upper deck <40>

Computers (Pre Duetronic)
Core: [1 Power/round] <4>
ODN <24>

Navigational Deflector [6 Power/round] <24>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: Forward Ventral

Sensor Systems

Lateral Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard

Sensors Skill: 2

Flight Control Systems
Autopilot: N/A

Navigational Computer
Colonial FTL Nav Computer (Civilian type) (+0): [1 power/round] (40 minutes) {20 light-years} <6>

Inertial Damping Field
Main <64>
Strength: 10 [3 Power/round]
Number: 4
Backup <16>
Strength: 7 [2 Power/round]
Number: 4
Attitude control [2 power/round] <2>

Communications Systems
Type: Class 1 [3 Power/round] <1>
Strength: 3
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 0 <0>
Anti-Intruder System: none
Bulkhead doors [1 Power]
Science Systems Rating: 2 (+1) [2 power/round] <18>
Specialized Systems: 1 <5>
Laboratories: 20 <3>

TACTICAL SYSTEMS
None

AUXILIARY SPACECRAFT SYSTEM
Capability for 10 size worth of ships <20>

Standard compliment: 5 shuttles

Cylon Freighter (Resurrected Series)

HULL SYSTEMS
Size: 3
Length: 59.41 meters
Beam: 10.7 meters
Height: 7.6 meters
Decks: 2
Mass: 30,000 metric tonnes
SUs Available: 450
SUs Used: 320

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <15>
Backup: Class 1 (Protection 20) <8>
Backup: Class 1 (Protection 20) <8>
Specialized Hull: Atmospheric Capability <3>
Planetfall Capability <3>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/4/10
Crew Quarters
Barracks: Houses 6 Crewmembers <1>

Environmental Systems
Basic Life Support [3 Power/round] <12>
Reserve Life Support [2 power/round] <6>
Emergency Life Support (18 emergency shelters) <6>
Gravity [2 Power/round] <3>
Consumable: 1 years' worth <3>
Food Stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [3 power/round] <3>
1 Large Machine Shops [2 power/round] <3>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 [2 Power/round] <8>
Personnel Transport: Jefferies Tubes [2 Power/round] <3>
Fire Suppression System [1 power/rd when active] <3>
Cargo Holds: 20,000 cubic meters <1>
Locations: Amidship

PROPULSION SYSTEMS
FTL [3 power/round of use] <6>
Sublight Engine Type: 2 (.08c) [8 Power/round] <2 x 4 = 8>
Location: aft
Reaction Control System (.025c) [2 Power/round when in use] <3>

POWER SYSTEMS
Fusion Reactor: (generates 50 Power/round) <25>
Location: aft
Sublight Engine[s]: 2 (generates 20 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 3,000,000 fuel storage (one fuel point equals 100 power when used) <3>
EPS: Standard Power flow, +20 Power transfer/round <17>
Standard Usable Power: 66

OPERATIONS SYSTEM
Bridge: Saucer section dorsal <15>

Computers (Bio-neural)
Core: [7 Power/round] <9>
ODN <9>

Navigational Deflector [6 Power/round] <9>
Range: 10/20,000/50,000/50,000
Accuracy: 6/7/9/12
Location: Forward Ventral

Sensor Systems
Long Range Sensor [5 power/round] <12>
Range package Mk III (accuracy 4/5/8/11)
High Resulution 3 light-years (.3/.4 - .8/.9 – 1.8/1.9 – 3.0)
Low Resalution 8 light-years (1.0/1.1 – 3.0/3.1 – 6.0/6.1 – 8.0)
Strength Package Class 3 (strength 3)
Gain package: Standard
Coverage: Standard

Lateral Sensor [5 Power/round] <6>
Strength Package: Class 3 (Strength 3)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <6>
Strength Package: Class 3 (Strength 3)
Gain Package: Standard (+0)
Sensors Skill: 2

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 2, Coordination 2 [1 power/round in use] <10>

Navigational Computer
Cylon FTL Navigation Computer (+3): [4 power/round] (15 minutes) {60 light-years} <6>

Inertial Damping Field
Main <12>
Strength: 10 [3 Power/round}

Number: 2
Backup <3>
Strength: 7 [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
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 2 <8>
Bulk heads [1 Power/round] <3>
Science Systems Rating 1 (+) [1 Power/round] <8>
Laboratories: 2 <2>

TACTICAL SYSTEMS
None

AUXILIARY SPACECRAFT SYSTEM
Hangerbay: Capacity 10 size worth of ships <20>
Standard Compliment: Two Heavy Raiders (but can handle five Raiders
Location(s): port and starboard

Cylon Basestar -- First War -- Resurrected Series (Resurrected Series)

Hull Systems
Size: 11
Length: 1096.9 meters (estimated)
Beams: 1096.9 meters
Height: 298.6 meters
Decks: 66
Mass: 8,500,000 metric tons
SU's Available: 2250 - 3750
SU's Used: 2039

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 8 <10>
Resistance Inner Hull: 8 <10>
Ablative Armor: 500 <100>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 6 (Protection 90/130) <38>
Backup: Class 6 (Protection 45) <19>
Backup: Class 6 (Protection 45) <19>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/2100/10,000
Crew Quarters
Spartain: 40 <2>

Environmental Systems
Basic Life Support [5 Power/round] <44>
Reserve Life Support [3 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 2 years worth <22>
Food Stores only [0 power/round] <2>
Manufacturing Facilities: Small ships [11 power/round] <11>
Manufacturing Facilities: 6 Large Machine Shops [2 power/round] <18>
Medical Facilities: 2 (+1) [2 Power/round] <10>
Recreation Facilities: 1 [2 Power/round] <8>
Personal Transport: Jefferies tubes [2 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 100,000 cubic meters <3>
Locations: 30 large bays and smaller bays

Propulsion Systems
Faster Than Light Drive (Coaxial Warp Drive Variant) [110 power/jump/round] <220>
Sublight Engine Type: 6 (.10c) [10 Power/round] <5 x 6 = 30>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <11>

Power Systems
Fusion Reactors: (generates 500 Power/round) <250>
Locations:
Sublight Engine[s]: 6 (generate 25 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
Fuel Storage: 5,000,000 fuel storage (one fuel point equals 100 power when used) <11>
EPS: Standard Power flow, +100 Power transfer/round <70>
Standard Usable Power: 596

Operations systems
Bridge: CIC (Command and Control) <55>

Computers (Bio-neural)
Core: [7 Power/round] <33>
ODN <33>

AI
Attributes:
Intellect 3 [5]
Logic +1

Navigational Deflector [6 Power/round] <33>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12

Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <12>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-years (0.3/0.4 - 0.8/0.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Lateral Sensors [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <6>
Strength Package: Class 3 (strength 3)
Gain Package: Standard
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4,
Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Colonial FTL Nav Computer (First Cylon War Era type) (+1): [2 power/round] (30 minutes) {30 light-years} <11>

Inertial Damping Field
Main <88>
Strength: 10 [3 Power/round]
Number: 4
Backup <22>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Type I interplanetary Radio [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 2 <8>
Anti-Intruder System: None
Bulkhead doors [1 Power] <11>

Science Systems Rating: 1 (+0) [1 Power/round] <17>
Specialized Systems: None
Laboratories: 6 <2>

Tactical Systems
30 Close-in-weapons (Small rail guns) <4 (x 30 = 120)>
Type: I
Damage: 10 [1 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: .4/.6/.8/1.2
Location: 37 locations providing coverage all around the ship.
Firing arc: 360 degrees
Firing Modes: Rapid fire only

Medium Rail gun <7 (x 6 = 42)>
Type VI
Damage: 6 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class zero Accuracy 6/7/9/12
Range: 8/12/16/24
Location: 2 forward, 2 Port, 2 Starbaord, 2 aft, 2 Dorsal, 2 ventral
Firing arc: 540 degrees
Firing Modes: Salvo
Rail gun control <12>

12 Missile Launcher <9 x 12 = 18>
Standard Load: Aniti-ship missiles (100 damage), Standard Anti-ship Missiles (100 damage), Nuclear Missiles Mark I (120 damage), Nuclear Missiles Mark II (140 damage), Nuclear Missiles Mark III (160 damage)
Spread: 2
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class zero Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Dorsal
Firing Arc: dorsal, but self-guided
Missiles carried: 100 <10>
Missile control room <12>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 4

Auxiliary Spacecraft systems
Hangers: Capacity 116 size worth of ships <232>
Standard compliment: 50 raiders (fighters), 8 troop carriers

Colonial Raptor (Resurrected Series)
Class and Type: Raptor-class Support vessel
Commissioning Date:

Hull Systems
Size: 2
Length: 8.5 meters

Beams: 2.9 meters
Height: 5.5 meters
Decks: 1
Mass: 50 metric tons
SU's Available: 500
SU's Used: 252 (Combat armed version 305)

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <20>
Backup: Class 3 (Protection 30) <10>
Specialized hull: Atmospheric Capability <2> Planetfall Capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 2/10/0

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 Power/round] <4>
Consumable: 72 Hours worth <1>
Medical Facilities: Med kits only
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 4 cubic meters <1>
Locations: Aft of cockpit (can be used as passenger area as well)

Propulsion Systems
Faster Than Light Drive (Coaxial Warp Drive Variant) [2 power/jump/round] <4>
Sublight Engine Type: 2 (.14c) [14 Power/round] <36>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Fusion Reactors: (generates 20 Power/round) <10>
Locations: Aft of amidship
Sublight Engine[s]: 2 (generate 35 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
Fuel Storage: 500,000 fuel storage (one fuel point equals 100 power when used) <2>
EPS: Standard Power flow, +50 Power transfer/round <15>
Standard Usable Power:

Operations systems
Cockpit <9>

Computers (Pre-duetronic)
Core: [1 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 -- None

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Probes: 10 <1>
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1,
Coordination 1 [1 Power/round in use] <4>

Navigational Computer
Colonial FTL Nav Computer (Modern Era type) (+2): [3 power/round] (20 minutes) {45 light-years} <3>

Inertial Damping Field
Main <8>
Strength: 10 [3 Power/round]
Number: 1
Backup <1>
Strength: 7 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 1 [2 Power/round] <2>
Strength: 1
Security: - 0

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>
Probe Launcher <6>
Standard Load: Standard Probes
Spread: 1
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: See Notes

Firing Arc: See Notes, but are self-guided

Optional: Auto-cannons and missile launcher optional.
Tactical Systems
Linked fire anti-fighter Railguns <10>
Type: 1
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: fixed
Firing Modes: Standard

Missile/Torpedo Launcher <8>
Standard Load: Standard Anti-ship Missile (100 damage), Anti-ship Nuclear Missiles Mark I (120 damage)
Spread: 8
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Torpedoes carried: 8 <1>

Twin Rocket Pods <8>
Standard Load: Standard Anti-ship Missile per pod (100 damage), Anti-ship Nuclear MK I Missile (120 damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Torpedoes carried: 12 per pod <4>

Twin rocket launcher <7>
Standard Load: Standard surface Rocket (50 damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Torpedoes carried: 8 per pod <1>

TA/T/TS: Class alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Species

This is a brief list of species that can be found through out the System Commonwealth some friendly some not so.

Humans

The humans come from the insignificant planet called Earth. But most of the humans have never set foot on the planet that is the origin of their species.

Kluge (lowly human no genetic modification)
Attibutes
- Fitness 1 [5]
- Coordination 2 [5]
- Intellect 2 [5]
- Presence 2 [5]
  - Willpower +1
- PSI 0 [5]

Skills
- Athletics (choose Specifications) 2 (3)
- Culture (Human) 2 (3)
- History (Human) 1 (2)
- Language
  - System Commonwealth standard 2
- World knowledge (Earth or other homeworld)

(A heavy Worlder would have a Fitness +1 to strength and a Nanobot injected body would have an additional +1 to Vitality, and ordinary humans who have been in good health and vaccinations Fitness +2)

Nietzchean (genetically modified Humans)
Attibutes
- Fitness 2 [5]
  - Strength +1
  - Vitality +2
- Coordination 2 [5]
- Intellect 2 [5]
- Presence 2 [5]
  - Willpower +1
- PSI 0 [5]

Skills
- Athletics (choose Specifications) 2 (3)
- Culture (Human) 2 (3)
- History (Nietzchean) 1 (2)
- Language
  - System Commonwealth standard 2
- World knowledge (homeworld)

Perseid

Blue skin chine heads that are the intelectials of the Systems Commonwealth.

Attibutes
- Fitness 2 [5]
- Coordination 2 [5]
- Intellect 3 [5]
- Presence 2 [5]
  - Willpower +1
- PSI 0 [5]

Skills
- Athletics (choose Specifications) 2 (3)
- Culture (Perseid) 2 (3)
- History (Perseid) 1 (2)
- Language
  - System Commonwealth standard 2
- World knowledge (Perseid homeworld)

Vedran

A centaur looking species that is the creator of the Slipstream technology.

Attibutes
- Fitness 2 [5]
  - Strength +1
  - Vitality +1
- Coordination 2 [5]
- Intellect 2 [5]
  - Logic +1
- Presence 2 [5]
  - Willpower +1
- PSI 0 [5]

Skills
- Athletics (choose Specifications) 2 (3)
- Culture (Vedran) 2 (3)
- History (Vedran) 1 (2)
- Language
  - System Commonwealth standard 2
- World knowledge (Tarra-Vedra)

Magog

The true origins of the Magog are lost even to the Magog themselves. The Magog are all of a single species that reproduce by infecting humanoid victims with Magog larva.

Attibutes
- Fitness 2 [5]
  - Strength +1
- Coordination 2 [5]
- Intellect 2 [5]
- Presence 2 [5]
  - Willpower +1
- PSI 0 [5]

Skills
- Athletics (choose Specifications) 2 (3)
- Culture (Magog) 2 (3)
- History (Magog) 1 (2)
- Language
  - System Commonwealth standard 2
- World knowledge (World ship)

Than

The Than are an insectoid species that are a hive species that is a member of the Systems Commonwealth. Most have elabortite names denoting an event or thing.

Attibutes
- Fitness 2 [5]
  - Strength +1
  - Vitality +1
- Coordination 2 [5]
  - Reactions +1
- Intellect 2 [5]
  - Logic +1
- Presence 2 [5]
  - Willpower +1
- PSI 0 [5]

Skills
- Athletics (choose Specifications) 2 (3)
- Culture (Than) 2 (3)
- History (Than) 1 (2)
- Language
  - System Commonwealth standard 2
- World knowledge (Than homeworlds)

Nightsiders

The Nightsiders are a rat like species that live on a dark world that generally a leader of a criminal organization.

Attibutes
- Fitness 2 [5]
- Coordination 2 [5]
- Intellect 2 [5]
- Presence 2 [5]
  - Willpower +1
- PSI 0 [5]

Skills
- Athletics (choose Specifications) 2 (3)
- Culture (Nightsider) 2 (3)
- History (Nightsider) 1 (2)

Language
System Commonwealth standard 2
World knowledge (nightsider homeworlds)

Ships Avatar

The standard avatar is a screen presence or a holographic image. An Avatar is lined directly into the ships systems.

Hologram (Avatar)
Attributes
Fitness N/A (7)
Vitality +1
Coordination 5
Reaction +1
Intellect 4
Logic +2
Presence 2
Empathy -1
Psi 0

Skills:
Administration (Starship Administration) 2 (3)
Command (Starship Command) 4 (5)
Computer (own systems) 2(4)
(Research) 2 (3)
Culture (Human) 2 (3)
Diplomacy (Intergalactic Law) 4 (5)
Energy Weapon (Force Lance) 2 (3)
First Aid (Human) 1 (2)
History (Commonwealth) 2 (3)
(Human) (3)
Languages (Commonwealth Standard) 3
Medical Sciences (Psychology) 2 (3)
Propulsion Engineering (Impulse) 1 (2)
(Slip stream Drive) (3)
Persuasion (Debate) 2 (3)
Physical Sciences (Mathematics) 1 (2)
Planetary Tactics (Small Unit) 3 (4)
Planetside Survival (Desert) 1 (2)
Primitive Weaponry (Rapier) 3 (4)
Shipboard Systems (Flight Control),
(Mission Ops)
(Tactical) 1(4)
Starship Tactics (Magog) 4 (6)
(High Guard) (5)
(Nietzschean) (5)
(Than) (5)
(Pyrian) (5)
Space Sciences (Astrogation) 3 (4)
(Astrophysics) (4)
Law (Commonwealth Law) 1 (3)
(High Guard Regulations) (3)
Personal Equipment (Environment Suit) 2 (3)
Shipboard Systems (Flight Control) 1 (2)
(Sensors) (2)
(Weapons Systems) (2)
Space sciences (Astronavigation) 1(3)
Starship Tactics (High Guard) 2(3)
Security (Security Systems) 2 (3)
Social Sciences (Archaeology) 2 (3)
Strategic Operations (Invasion Strategies) 4 (5)
Systems Engineering (Computer Systems) 2 (3)
Unarmed Combat
(Nietzschean Martial Arts) 3
(Brawling) 2 (4)
Vehicle Operation (Shuttlecraft) 2 (3)
World Knowledge
(Commonwealth Worlds) 1(2)

Typical Advantages/ Disadvantages
Ambidexterity +1
Multitasking +2
Eidetic Memory +3
Computer Interface (+3)
Hides Emotions (-2)
Telepathic Resistance +4: Computer Brain (cannot be read by Psi)
Compulsion –2: Follow Programming
Restricted –1: Restricted to ship for recharging power cells
Diminished Social Status –1: Computer Program
Sexy

Ships Android Avatar

A computer version of the ships avatar.

Attibutes
Fitness 2 [5]
Strength +3
Vitality +1
Coordination 5
Reaction +1
Intellect 4
Logic +2
Presence 2
Empathy -1
Psi 0

Skills:
Administration (Starship Administration) 2 (3)
Command (Starship Command) 4 (5)
Computer (own systems) 2(4)
(Research) 2 (3)
Culture (Human) 2 (3)
Diplomacy (Intergalactic Law) 4 (5)

Energy Weapon (Force Lance) 2 (3)
First Aid (Human) 1 (2)
History (Commonwealth) 2 (3)
(Human) (3)
Languages
(Commonwealth Standard) 3
Medical Sciences (Psychology) 2 (3)
Propulsion Engineering (Impulse) 1 (2)
(Slip stream Drive) (3)
Persuasion (Debate) 2 (3)
Physical Sciences (Mathematics) 1 (2)
Planetary Tactics (Small Unit) 3 (4)
Planetside Survival (Desert) 1 (2)
Primitive Weaponry (Rapier) 3 (4)
Shipboard Systems (Flight Control),
(Mission Ops)
(Tactical) 1(4)
Starship Tactics (Magog) 4 (6)
(High Guard) (5)
(Nietzschean) (5)
(Than) (5)
(Pyrian) (5)
Space Sciences (Astrogation) 3 (4)
(Astrophysics) (4)
Law (Commonwealth Law) 1 (3)
(High Guard Regulations) (3)
Personal Equipment (Environment Suit) 2 (3)
Shipboard Systems (Flight Control) 1 (2)
(Sensors) (2)
(Weapons Systems) (2)
Space sciences (Astronavigation) 1(3)
Starship Tactics (High Guard) 2(3)
Security (Security Systems) 2 (3)
Social Sciences (Archaeology) 2 (3)
Strategic Operations (Invasion Strategies) 4 (5)
Systems Engineering (Computer Systems) 2 (3)
Unarmed Combat
(Nietzschean Martial Arts) 3
(Brawling) 2 (4)
Vehicle Operation (Shuttlecraft) 2 (3)
World Knowledge
(Commonwealth Worlds) 1(2)

Typical Advantages/ Disadvantages
Ambidexterity +1
Multitasking +2
Eidetic Memory +3
Computer Interface (+3)
Hides Emotions (-2)
Telepathic Resistance +4: Computer Brain (cannot be read by Psi)
Compulsion –2: Follow Programming
Restricted –1: Restricted to ship for recharging power cells
Diminished Social Status –1: Computer Program
Sexy

Celestial Avatar (similar Humans)

Avatars appear to be humanoid but are actually beings with the power to control a single celestial object.

Attibutes
- Fitness 3 [5]
  - Vitality +5
- Coordination 2 [5]
- Intellect 2 [5]
- Presence 2 [5]
  - Willpower +2
- PSI 2 [5]

Skills
- Athletics (choose Specifications) 2 (3)
- Culture (Avatars) 2 (3)
- History (the Galaxy) 1 (2)
- Language
  - System Commonwealth standard 3
- World knowledge (the celestial object)

Slip Stream Piloting Skill

A slip piloting skill is different than just flying the concentration is a priority. Adding the willpower and coordination added together with the piloting skill determines the pilot's ability to pilot the ship, successfully. Androids are not usually capable of traveling slip stream because they are machines and lack the ability to navigate the voids of slip stream. Only a roll of double 6's the android chooses right.
Piloting (Slip piloting) 5 (3) Advantage.

New and old All Systems
Commonwealth Technology

SPACEDOCK

The Spacedock notes on constructing the Andromeda vessels. Some of the Tech was generated by me or converted from other sources of information to create. Most is from the series or the novels. Much of the Andromeda was generated out of the post on RPGGamer.com

SU usage

When I first drew up the Andromeda I looked at many of the stats that are available on the internet and then I looked to the DVD sets. Then I took notes from episode to episode about the ship before I even started to generate a ship. The first ship I generated was more than the designated SU's for the ships. After that I cut everything back to fit the SU's and soon realized in testing that the Andromeda could layout the fire but the tech could not adequately defend the ship from incoming fire. So to generate the shields and other defenses and make the ship capable of defending the ship against the attack. Sense the High Guard ships exceed the SU's in such a way that the ship needed to exceed SU's. I generated the rule for the Systems Commonwealth and others, it is that no ship in the fleet can exceed more than thirty percent of the highest SU's for the ships size.

Specialized hulls

The Majority of the High Guard ship are atmospheric capable and a few are planetfall capable. This generates vessels that can not only fight in space but support planetary operations and even travel in the atmosphere and land being so large in their size. Few other species create ships that are so versatile and are combat capable.

Ship Wide Integral Holographic Coverage
SU cost: to decide, I thought initially 10 SU + size, an additional 5 SU a "long term" hologram similar
Power cost: 2 x size

In effect, this allows your ship's hologram to go pretty much where it wishes to, unless you cut off the hologrid in your room, which I would do if I had a nosy hologram with complete freedom of movement on my ship. It also allows to create bigger simulations, install ship wide holographic personnel, although Starfleet tends to frown on this practice, (they prefer to send EMH I to do this). Not much in term of game effects, except you can always try to do the Picard trick in ST: FC if you're caught weaponless in while being boarded, or add it to external hologrid coverage to simulate the internal rooms, like USS Incursion.

Self-Repair Systems
SU's Cost: Size x 4
Power Cost: Size x 6

The commonwealth has created a series of androids and automatically programmed nanobots that repair the All Systems Commonwealth High Guard ships. Damage repair for 1 Su takes 3d6 x damage modifier (see chart) gives the amount of time to repair in hours the ship. An example would be 20 SU's of damage would take over seven hours to make repairs to the ship. The more damage the longer it takes. Over a thousand would take the nanobots to repairs would take almost a year but repairs to the slipstream drive to travel to the local repair yard to make extended repairs. This is available on ships larger than size four. The more damage the longer the repairs but more than a third of the ships SU's in damage it take a ship yards to repair if the ship can return to such a facility.

Self-repair systems are use by Commonwealth, Magog and Pyrian ships.

Damage modifier…digits…….difficulty
Single digits ….……5……...+2 (the repairs are automatic.)
Double digits…..……10……..+5 (the repairs are automatic.)
Triple digits…….....100……...+10 (requires assistant and direction by the ship's crew)
Quadruple digits…....1000…… Requires a ship yard facility

AI Processor
Su's Cost: size x 1
Power: size x 1

The Artificial Intelligence systems on the ships have to have the specialized processor that requires at least a computer uprating of Class Alpha and two or more Computer cores. The AI's are the crew's liaison with the ships computers and the sensor information that is processed by the AI's analytical processors. This allows the AI to provide the crew with them most pertinent information that they need in real time.

The ships AI is inherently loyal to the ship's captain and the crew above all the All Systems Commonwealth. An AI has its own personality that is its own. Most of the AI chooses their own appearance and that could be whatever the AI decides it to be.

The AI Processor provides a benefit to the Computers +2 bonus and allows the ship an advantage in it does what the Avatar wants without hesitation. See AI Notes in Character section of this document.

MPD Drive System
SU's Cost: 5 SU's per .1c per engine Producing +5 SU's per 8 additional power per round

Power Cost: none

The MPD (Magneto-Plasma Dynamic Drive) drive system is powered right from the AP (Anti-Proton) tanks which is directed though MPD thrusters. Highly charged hydrogen plasma particles, ejected into space by the use of electromagnetic coils, MPDD's are the main propulsion thrusters of all starships. Typically there are two types of MPDD's; the thruster type and the more efficient, vent type.

These are equal to the Impulse Engines, but are constructed for larger ships and war machines. Working in conjunction with the Systems Commonwealth High Guard AG (Artificial gravity-Gravity Field Generators) Generators allowing these engines to double their speeds at sub light while never breaking the speed of light. When the ship has these the vessel requires only a half the speed of light.

AG Generators (Artificial-Gravity Field Generators)
SU's Cost size 2.5 x size
Power Cost: 1 x size

A versatile technology, which harnesses exotic matter concentrations to alter and manipulate gravitational fields for various purposes. For mass for thrust, to prevent items from being squashed by example, in a spaceship, artificial gravity is used to reduce effective the ship's acceleration and to allow the crew to operate throughout the ship. Also, when artificial gravity is concentrated on an area outside of the ship (via an Exotic Matter Lens) away from a gravity source (like a planet or sun) it can be used to generate a rip in the fabric of space, allowing the ship to enter/exit the Slipstream (see Slipstream).

With the AG generators active the ship is capable of speeds twice the speed that the ship may achieve at speeds that allow the ship to travel using less the power to achieve speeds.

Machine Shops
SU's cost: Size x 2 for each large machine ship (up to the size of the ship.)
Power cost: size x 1 power round of use. (No matter how many shops)

The Systems Commonwealth had the most efficient automated machine shops for the high guard warships. The machine shops are capable of manufacturing any and all the weapons for the ship. The construction of the materials for the machine shops are collected from the rubble found in an asteroid field. A missile takes hours to produce but the assembly line production allows the production of several missiles. The High guard ships can manufacture enough missiles to replenish its stores within a few days. Nova bomb takes more than a few weeks to make a new weapon.

The amount of material needed is one hundred cubic meters enough to manufacture the entire missile compliment and smart bullets.

The number of missiles and compliment of missiles are generated by the ships AI or at the ships Captains request if he sees that there may need another missile that may be needed.

The safety protocols in the production of the weapons prevent the miss explosion of the materials during the process of manufacturing of the materials into the missiles. During combat the manufacturing is shut down as it can be distracting to the ships AI during manufacturing. A weapon's impact to the machine shop could detonate the weapons on a rare chance.

Processor/Ore Refinery
SU's Cost: Size + 10 for processor, +2 for additional product produced, + 10 for a fully automated systems, +2 SU's for the computer monitoring.
Power Cost: Equal to the SU's for power.

Build much like the Terok Nor/Deep Space Nine space station in orbit of the home planet of Bajor, this is station was used during the Cardassian rule to strip mining the planet. Each of these processors required four crewmembers per 1 SU.

Example: The Cardassian Ore Processing Space Station, Terok Nor with its six ore processors and a single processors with 22 SU's, would have 88 forced Bajoran labarors

High Tension Armor

High Tension Armor is just heavy resistance plating on the exterior of the ship's hull. The resistance is the same as the construction of the hull of the starship for the Outer and Inner hull resistance. It is calculated the same as the hull resistance costing 3 to one point of resistance.

Ablative/Reactive Armor

Ablative Armor and Reactive Armor are similar but different in their use. Ablative armor burns off and is gone and reactive armor is counter to the incoming weapons sometimes explosive in nature. For game play the armor is combined into the Ablative Armor and increased to by time ten.

Battle Blades

Battle Blades are deployable defensive systems constructed out of super strong metals that are resistant to the incoming weapons fire. The blades are capable of sustain damage from multiple impacts of powerful weapons. The Battle blades require size x 2 power to operate and take time to deploy, over 2 rounds. The

blades have a resistance of a 1000. The difficulty for the ships that are targeting the more sensitive areas of the ship must make a difficulty check against hitting the battle blade of 12 plus 1 penalty for every MU of distance from the ship. The SU's cost is 200 for the resistance and 2 x size to account for the mechanics to deploy the blades and the attraction mechanic.

The secret of the Systems Commonwealth's Battle Blades are that they produce an attraction to draw the incoming fire into them. The attraction happens when the incoming fire has slowed from a longer distance travel. There are two to four spread out between the out runner struts. The ship can enter into slip stream while the battle blades are deployed.

Plasma Armor

This plasma armor is like an EM shield and is generated like standard shields and they works the same. Plasma acts much like force fields and protects that ship and defends that ship against the weapons fired on the hull. The armor can be deployed around the ship and defends against the attack.

Autochef (version of the Food Replicators)
Power cost: Size x1
SU's Cost: Size x1

The All Systems Commonwealth is much like the United Federation of Planet's food replicators. The foods menu is slightly different and has a few draw backs to their operations. Where a replicator is capable following the directions of the operators request to generate a new dish the Autochef is only capable of recreating the same dishes that are already programmed into the system with only a few minor changes such as hot or cold, rare, medium, or well done.

Botanical Gardens
Power Cost: 1 power x size in SU's of the gardens on a ship.
SU's Cost: 1 SU x (size divided by 3)

The botanical guardians aboard the High Guard vessels are a wonder. They are larger than normal chambers that have many plants and some of the rarest in the tri-galaxies.

A ship like the glorious heritage class has 4 SU's of gardens requiring 4 power per round. The gardens are well protected sections of the ship. They are an emergency shelters within the ship.

Slipstream Drive
SU Cost: 80
Power Cost: 120 Power per round

In the setting of 'Gene Rodenberry's Adromeda', instead of using hyper drives for FTL travel, all vessels use what is referred to as Slipstream. Where hyper drives allow ships to enter another dimension to cross vast distances in short order within a relatively smaller dimension of space (usually), slipstream instead allows ships to enter slip points and traverse matter streams that exist between all stellar bodies with enough mass to generate slipstreams and connect with other stellar masses.

Intergalactic travel is a very real thing, and the setting often refers to the 'Known Galaxies', speaking of how society spans three galaxies that include the Milky Way, Triangulum and Andromeda galaxies. Apparently, only intelligent sentient living beings can properly navigate slipstream (99+% accuracy), while artificial intelligences cannot (roughly 50% accuracy), and 'luck' seems to play a roll in how quickly people can navigate the streams and how quickly they can arrive at their destination. In game terms, use the exact rules for hyper drives, but reduce all travel times by one category of time (I.e., years become months, months become weeks, weeks to days, days to hours, hours to minutes, and even minutes to seconds), and this also means that ships could reach other galaxies relatively quickly and in legitimate time for travel and business.

If a pilot navigating slipstream rolls Astrogation (Slipstream Navigation?) for a certain Difficulty Level and achieves a higher level than they needed, reduce the travel time by another category for every Difficulty Level they achieve. When traveling between galaxies, the travel time should take months or weeks, but players will probably roll high enough to do so in days or hours. This should reflect the abilities of slipstream, slipstream engines and their ability of crossing intergalactic distances.

Chance Failed Arrival
2d6……location
2……Enemy territory
3……Outer edge of a black hole
4……Just another star system
5……toxic hazardous are of space
6……Just another star system
7……The middle of nowhere
8……Just another star system
9……Middle of a nebula
10…….Just another star system
11…….Just another star system
12…….Magog infested system

While traveling in slip stream longer than a round the pilot must make a skill check at each round. If there is a failure the use the above chart to designate the arrival point the ship exits.

Ammo Storage

The missile storage for the Andromeda is the same as Photon Torpedoes and smart bullets are 1000 per SU.

Mine laying

Seen most vividly in Gene Roddenberry's Andromeda with the Tyr laying a field of mines behind the ship to eliminate the Than pursuers in one episodes. In Star Trek: Deep Space Nine the Defiant was laying mines across the mouth of the wormhole but I think those where pushed out of a door into space and the mines drift into place using thrusters or in Voyager during the year of Hell Janeway ejected Photon torpedoes allowing them to drift into the torpedoes like mines. This may not be too functional in Star Trek but in Andromeda, Battlestar Galactica, and Babylon 5 with the ships and the like they could be quite handy. While in Enterprise it is seen the Enterprise deploying a sub-space communication satellite in one episode and another spoken about in other episodes.

Here is a bit of technology that could be installed on any ship Star Trek or other. It is useable for mass and single mine launch.

Mine Laying Technology
SU Cost: 5 + 1/spread
Power cost: 5 + 1 per mine deployed in spread

Whether strategically laying a single mine in an exact location or laying a hazard field in the path of another starship, the craft can lay a spread three times the width of the ships beam in a single launch and drifting out wider but saturating the area.

The largest mine laying can be no more than twelve mine from a single launcher in a single round. In Star Trek a starship would likely be able to deposit one to four mines in a single round. In Andromeda the Andromeda can deposit anything from ten to twenty mines from multiple launchers. These mine laying systems can also place satellites into orbit as well as a starship.

Aft Mine Laying <13>
Standard Load: Class 2 (100 damage)
Spread: 12
Range: 1
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [5 + 1 mines released]
Location: Aft hull
Firing arc: Aft drift

The above is the mine laying device installed on a Glorious Heritage-class Heavy Cruiser but there are three additional devices installed on the Andromeda as well in strategic place on the aft belly of the hull allowing the mines to drift out behind the ship. With these four mine deployment behind the ship.

Used in deploying an orbital mine field blockading the surface in several orbits at half the orbital speeds. The mine field can be activated once the final mine is deployed or from a distance by using a special coded signal. Like the mines from Deep Space Nine they can be set to use their thrusters to swarm in on a single ship. The mines can also be designed to target a single starship or starship signature.

Optional Mine rule
Types of Mines

Type	Damage	size
Class 1	50	.25
Class 2	100	.5
Class 3	150	1
Class 4	200	1 (This mine is equal to the self-replicating mines in Deep Space Nine but with a cloaking device)
Class 5	250	2
Class 6	300	2

The mines come in different sizes and can be deployed in spreads that are larger fields such as a deployment above would be four times that the standard size if a Class 1 is released would be a spread of 48 mines in a single launch. This would be the same amount of potential damage whether a class one or a class four when struck.

ECM unit

The Electronic Counter Measure unit come in multiple types in Andromeda and prevent an accurate lock on the ship. The class of ECM Units increase the difficulty of making an accurate target lock on the ship by fooling the targeting ship into believing that it has targeted the ship but has not really done so.

Types of ECM Units

Types	Difficulties	Power	SU's
Class 1	+1	2	10 + size
Class 2	+2	3	15 + size
Class 3	+3	4	20 + size
Class 4	+4	5	25 + size
Class 5	+5	6	30 + size
Class 6	+6	7	35 + size
Class 7	+7	8	40 + size
Class 8	+8	9	45 + size
Class 9	+9	10	50 + size
Class 10	+10	12	60 + size

Some more useful Tech form Gene Roddenberry's Andromeda
Here are some of the Tech that appeared in different episodes that can be applied to ship in the Andromeda

series and other series such as Star Trek and Star Wars. The ships can use the tech in many different ways.

Splinter Imaging Technology
SU's Cost: 5 x size
Power cost: 5 x size

Projects multiple sensor ghosts up to several AU's distance from the ship that is equipped with such a device. Ships sensors can be fooled but a look out the window reveals whether or not there is really a ship there or not. Only when the ship is within one AU's distance can the sensors discern whether or not that the ship is real. This technology can generate up to seven separate mirages as the ship travels.

A starship sensor can only determine which is a mirage or an actual ship when within a range of 3 MU's (90,000 kilometers) of the target with the lateral sensors. The difficulty of eight starting at one, with difficulty detection increasing by plus one for every MU beyond the first MU's distance.

Footprint Magnification Device
SU's Cost: 4 x maximum size of projection and plus 2 per increased power
Power cost: 20 power per size and 20 per plus increased difficulty

Any ship equipped with such a device can project an image of any other ship that the ships sensors have intensely scanned. This fools sensors and the opponent's ship can detect only the vessel that is projected. This system even fools the ships own sensors and makes it think that another ship occupies the same spatial coordinates that it does.

This is a much like a cloaking device and can simulate even a large vessel such as a Borg cube this requires power. The device requires 20 powers per size of ship that it is trying to copy. A device capable of simulating a size ten starship would require 200 powers to project a reasonable sensor fooling image of a ship. The image of the ship can be made far more substantial by using an addition of 20 power and for each 20 power the difficulty in sensor detection increases by one starting at a difficulty challenge of 7.

As an example of a Footprint Magnification device capable of generating an image of a Galaxy-class would cost 32 SU's and require 160 power to operate.

Idolan coating
Su's Cost: 5 x size for the coating
Power Cost: 15 x size power make the change and 5 x size power to maintain the image

Created using particles of Dark Matter and is capable generating material that sensor read as virtually the identical image of a ship much larger and powerful that the ship that is coating the hull. The coating can be applied to the hull to nearly any ship that has a hull of resistance better than 6 and size two or larger.

The Idolan coating can simulate a vessel only a size half as large as the ship that is coated with. A shuttle that is 8 meters in length can generate an image of 12 meters and so on. The coating has an artificial resistance of 8 and has as much SU's a starship hull.

Fusion Catalyst Device
SU's Cost: 10
Power Cost: 50 power per round

The Fusion Catalyst device is a weapon that is capable of converting nebula gasses into the active fusion of a star without the compressed compactness of a stars sphere. The stellar fusion of the gasses have the damaging result of 1000 per round to any ship caught in the fusion reaction during the explosion. The reaction lasts five rounds before dissipating from the reaction.

To safely use the Fusion Catalyst Device the ship must be traveling faster the half the speed of light as the fusion reaction spreads at .5c and the ship that has done so can receive as much damage as those caught in the brunt of the reaction.

Slipstream Escape Pods
SU's Cost: 10 escape pods per 1 SU's
Power Cost: none

The Systems Commonwealth's High Guard Slipstream Escape Pods are larger than the standard escape pods with a range of several light-years and are capable of one slip-stream jump. The Pods are small cramp and can hold several to a dozen persons.

Later in the New Systems Commonwealth budget cuts prohibited the slip stream capable Escape Pods in their new ships.

Solar Plasma Collection and Storage

Ram Scoop Plasma Collector
SU's Cost: 2 x size
Power: .5 x size per round of use
The Ram Scoop Solar Plasma Collector collects super heated solar plasma from the upper corona of a star and stores the charged particles as fuel for the ships reactors. The Ram Scoop Collector uses technology much like the tractor beams of a starship to collect the solar plasma for the ship but with high efficiency. The Scoop can collect enough solar plasma to fill the ships fuel tanks 1/2 SU per round (see: Solar Fuel storage tanks).

All dangerous materials that the stars eject into the upper corona are filtered out by the ships Ram Scoop Plasma Collector.

Solar Plasma Fuel Tank
SU's Cost: 1 x size

Power: None
The Ram Scoop Solar Plasma Collector feeds directly into the ships Solar Plasma Fuel Tanks directly. The tanks are super insulated against the heat of the charged plasma from the upper corona. Most tanks for ships size 3 holds six months or better worth of fuel smaller ships hold at most a months worth. The tank can have additional storage of three months worth per +2 SU's of space.

Rule of thumb the ship hold around 60 to 75 percent of the fuel needed to power the ship steadily for the duration of the ships time. To figure the amount of fuel it figures 12 rounds times 60 minutes x 24 hour x length of time a ships fuel supply for the Andromeda it would be 1,835,136,000 rounded up to 1,840,000,000. Yet the Andromeda will use only 234 power per round out just cruising around doing nothing special and that same fuel will last 455 days.

Solar Plasma Conversion Reactors
SU's Cost: see warp core charts
Power: None
The Solar Plasma Conversion Reactors change a portion of the charge particles and operate much the same as a standard Warp core.

Ammo Storage
The missile storage for the Andromeda is the same as Photon Torpedoes and smart bullets are 1000 per SU.

Missiles

The Missiles of the era is different than the Star Trek world as they have their own targeting system and the launcher only are par of the programming of the missile. Although the High Guard Missiles are the most powerful in the known worlds they are the only one's to use them.

Missile launchers

Although the ships can fire multiple missiles from a single launcher the missiles can target specific sections of the target ship such as engines or weapons and so on with a penitently of two on hitting the target. Most often the ships fire a single missile from each of the launchers with a bonus of plus two. This does not cover any other weapon fired against the other ships.

High Guard Standards Missile Notes

The high guard has many types of missiles that are capable of devastating damage. The missiles are capable of traveling in both atmosphere and space and even down into the depth of the ocean waters if there is a need.

Offensive Kinetic Kill Missiles (anti-ship)
Range: 10/300,000/1,000,000/3,000,000
Accuracy: 3/4/6/9
Damage 200

Defensive Kinetic Kill Missiles (anti-ship)
Range: 5/150,000/500,000/1,500,000
Accuracy: 3/4/6/9
Damage 200

Smart anti-ship Missiles
Range: 10/300,000/1,000,000/3,000,000
Accuracy: 3/4/6/9
Damage 160

Strategic Smart Anti-ship Missiles
Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10
Damage 160

Strategic Multiple Warhead Kinetic Missiles
Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10
Damage 180

Surface Attack Missiles
Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10
Damage 160

Nova Bomb
Range: 10/300,000/1,000,000/3,000,000
Accuracy: 3/4/6/9
Damage: see note

Nova bombs are the single most powerful weapon in the Commonwealth arsenal. A single Nova bomb into the sun can easily devastate an entire star system. The damage is devastating to any starship with in the sector. This is the ultimate kill weapon of mass destruction.

Nietzschean Standard Missiles

The Nietzschean Missiles are similar to those of the High Guard and their fleet of ships carry less stock piles and have to reload them missiles after each battle as the manufacturing systems that the Old Systems Commonwealth had on its fleet of ships has been lost to the galaxy.

Offensive Kinetic Kill Missiles (anti-ship)
Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10
Damage 180

Defensive Kinetic Kill Missiles (anti-ship)
Range: 5/15,000/50,000/150,000
Accuracy: 4/5/7/10
Damage 180

Smart anti-ship Missiles

Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10
Damage 140

Strategic Smart Anti-ship Missiles
Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10
Damage 140

Strategic Multiple Warhead Kinetic Missiles
Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10
Damage 140

Missile Loads

The Andromeda and other High Guard ships have launchers that have ten missiles on ready stand by and can fire them in volleys or selective fire of several missile launchers in tandem while others launchers are reloading. This would give the ship the appearance of continuously fire capabilities.

The launchers take one round to reload three missiles three missiles per a single launcher while doing the same for others each independently with each other. The launchers take the same amount of time to unload and then the same to reload. So reloading launchers with planetary bombardment missiles takes four rounds and then takes four rounds to remove the missiles and four more rounds to load new missiles. Where loading a Nova would take a single round and can be the only missile that is loaded into the launchers.

The automation in the launchers can perform the work a hundred times faster than humans and androids doing the same work. Like much of the ship the automation is best way to do much of the work.

Pyrian AG (Artificial-Gravity) Mass Packets

The Pyrian AG Mass Packets are nothing more than extra heavy material that causes drag on the vessel that it attaches to. Each mass packet slows the ship by .01c per each mass packet attached to the hull of the ship. The material in the mass packet can be removed by flying through the atmosphere of a planet burning the materials off or having it scrubbed off by the crew or machines at one hour for each mass packet attached to the hull. Yet flying through the atmosphere burns off the mass packets in minutes or have crew going out and scrubbing off the hull manually.

GLORIOUS HERITAGE-CLASS
Class: Glorious Heritage-class
Type: Heavy Cruiser
Commissioning Date: Commonwealth Year 9710

Hull Systems
Size: 11
Length: 1301 meters
Beams: 976 meters
Height: 325 meters
Decks: 40
Mass: 8,000,000 metric tons
SU's Available: 4000
SU's Used: 5334

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Heavy Armor Plating on exterior hull: (+11 resistance) <33>
Battle Blades: (resistance 1000) [22 power/round] <222>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <35>
Backup: Class 5 (Protection 40) <18>
Backup: Class 5 (Protection 40) <18>
Specialized hull: Atmospheric Capability <11>
Planetfall Capability <11>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 4132/2066/20,000
Crew Quarters
Barracks: Houses 3100 crewmembers <51>
Spartan: 620 <31>
Basic: 2480 <248>
Expanded: 1860 <372>

Environmental Systems
Basic Life Support [13 Power/round] <44>
Reserve Life Support [7 Power/round] <22>
Emergency Life Support (66 e-shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 1 years worth <11>
Food Replicators [11 Power/round] <11>
Machine Shops [11 power/round of use] <22>
Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 4 [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Hydroponics: 100,000 Cubic meters of [11 power/round] <11>
Cargo hold: 500,000 cubic meters <15>
Locations: 50 Cargo Bays
Escape Pods <40>
Number: 780
Capacity: 10 persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard A
AG Generators [11 power/round] <28>
Reaction Control System (.025c)
[2 Power/ round when in use] <11>

Power Systems
Quantum Slip engine power core (generated 1398 power/round) <291>
Locations: Amidship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <75>
Standard Usable Power: 562

Operations systems
Bridge: Command Deck <55>

4 Computer Cores: [5 Power/round] <22 x 4 = 88>
Uprating: Class Beta (+2) [2 Power/computer round] <4>
AI processor [11 power/round] <11>
ODN <33>

Ship wide Integral Holographic Coverage
[22 power/round] <21>
AI (See notes)

Self-Repair Systems [66 power/round] <44>

Navigational Deflector [5 Power/round] <44>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>

Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <88>
Strength: 10 [3 Power/round]
Number: 4
Backup <22>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <11>
Bulkhead doors [1 Power/round] <11>
Science Systems Rating: 2 (+1) [2 Power/round] <21>
Specialized Systems: 2 <10>
Laboratories: 30 <6>

Tactical Systems
12 Point Defense Lasers <13 (x 12 = 156)>
Type: D
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 360 degrees
Firing Modes: Standard

Twelve AP (Anti-Proton) Cannons <21 (x 12 = 252)>
Type: 4
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 360 degrees
Firing Modes: Standard

40 ELS Missile/Torpedo Launcher <29 x 40 = 1160>
Standard Load: See notes
Spread: 8
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Missile/Torpedoes carried: 5,000 <500>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

(Plasma Armor) Shields (Forward, Aft, Port, Starboard) <103 x 4 = 412>
Shield Generator: Class 3 (Protection 600) [60 Power/shield/round]
Shield grid: Type C (50 % increase to 900 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 3 (35 seconds)
Backup Shield Generators: 4 (1 per shield) <11>
Auto-Destruct System <11>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 340 Size worth of ships <680>
Standard Complement: 108 fighters, 12 assault Shuttles, 24 combat & sensor drones, 16 Lancer regiment drop pods
Location(s): 2 Large fighter Hanger aft Port/Starbaord, two small standard shuttle bays port/starboard

Notes: The standard Nova weapons are simple shoot and detonate weapons that can obliterate a star system not so much with a blast but by detonating a star causing a super nova damage points in the trillions out to one quarter of a light year instantly. Used against a planet's surface the Nova weapon will cause the planet to explode the explosion to the planet is in the millions causing damage across the solar system in fifteen round. If your ship is in range of ten kilometers of a space detonation the inflicted damage is ten thousand points of damage, if in ten to

thirty thousand kilometers the damage is half of the damage of the closer position five thousand kilometers, thirty thousand to one hundred thousand kilometers the damage is twenty five hundred, from one hundred thousand to three hundred thousand the damage in twelve hundred, and beyond drops to six hundred out to six hundred thousand kilometer and then three hundred out to one million two hundred thousand kilometers and finally three hundred out two million four hundred thousand kilometers, and one hundred fifty points damage out to twenty four thousand kilometers and seventy five points out to four million eight hundred thousand kilometers, the damage point drop to thirty out to 10 million kilometers, and fifteen out twenty million.

Based off a RPGGamer
WEAPONS
24 Kinetic Projectile Weapons (Smart Bullets) <10 x 24 = 240>
Type (Equal to a Type V Phaser Array)
Damage: 80 [8 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Accuracy
Range: 10/30,000/100,000/300,000
Location: All partial turrets; 6 right/front/left; 6 rear/right/front; 6 rear/left/front; 6 right/rear/left
Firing arc: 90 degrees
Firing Modes: Standard
Ammo: 100 (smart bullets, bursts per gun turret)

12 PDL 50Mw Turrets <10 x 12 = 120>
Type (Equal to a Type V Phaser Array)
Damage: 90 [9 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: All Partial Turrets; 3 right, front, left; 3 front, left, rear; 3 front, right, rear; 3 right, rear, left.
Firing arc: 90 degrees
Firing Modes: Srandard

12 AP Cannons <24 x 12 = 288>
Type Equal to a type 5 Disruptor Array
Damage: 110 [11 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: 4 front; 4 right; 4 left; 4 rear
Firing arc: turret bases 360 degrees
Firing Modes: Standard

40 ELS Missile Tubes (Torpedo Launcher) <16 x 40 = 640>
Standard Load: See notes (ten missiles per launcher ready and 100 in ready storage on stand by)
Spread: 5
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Missiles Carried: 5000 <500>

ES-14 Janus light sensor/attack drones
Class and Type: ES-14 Janus light sensor/attack drones
Commissioning Date: Commonwealth Year 9710

Hull Systems
Size: 1
Length: 5 meters
Beams: 2.8 meters
Height: 2.8 meters
Decks: 1
Mass: 3 metric tons
SUs Available: 300
SUs Used: 195

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <13>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: None

Environmental Systems
Consumable: one days worth <1>
Personal Transport: Jefferies tubes [0 Power/round] <1>

Propulsion Systems
AG Generators [1 power/round] <3>
Sub-light Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <1>

Power Systems
Fussion Reactor: Type 4 (Generates 40 power/round) <20>
Sub-light Engine[s]: Class 2 (generate 16 power/engine/round)
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +0 Power transfer/round <5>
Standard Usable Power:

Operations systems

Bridge: <0>

Computers Core: [5 Power/round] <2>
ODN <3>

Navigational Deflector [5Power/round] <4>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Probes: none
Sensor 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: 0 <0>

Inertial Damping Field
Main <2>
Strength: 1 [3 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 3 [2 Power/round] <6>
Strength: 3
Security: -1

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes None
Internal Force Field: None
Science Systems Rating: 2 (+1) [2 Power/round] <11>
Specialized Systems: None
Laboratories: None

Tactical Systems

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields: None
Auto-Destruct System <1>

Auxiliary Spacecraft systems
Shuttlebay(s): none

ES-115 Oracle heavy sensor/attack drones
Class and Type: ES-115 Oracle-class heavy sensor/attack drones
Commissioning Date: Commonwealth Year 9710

Hull Systems
Size: 2
Length: 7 meters
Beams: 4 meters
Height: 4 meters
Decks: 1
Mass: 3 metric tons
SUs Available: 625
SUs Used: 246

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: None

Environmental Systems
Consumable: one days worth <1>
Personal Transport: Jefferies tubes [0 Power/round] <2>

Propulsion Systems
AG Generators [2 power/round] <5>
Sub-light Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Fussion Reactor: Type 4 (Generates 40 power/round) <20>

Sub-light Engine[s]: Class 2 (generate 16 power/engine/round)
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +0 Power transfer/round <10>
Standard Usable Power:

Operations systems
Bridge: <>

Computers Core: [5 Power/round] <4>
ODN <6>

Navigational Deflector [5Power/round] <10>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Probes: none
Sensor 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: 0 <0>

Inertial Damping Field
Main <4>
Strength: 1 [3 Power/round]
Number: 1
Backup <1>
Strength: 1 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 3 [2 Power/round] <6>
Strength: 3
Security: -1

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes None
Internal Force Field: None
Science Systems Rating: 2 (+1) [2 Power/round] <12>
Specialized Systems: None
Laboratories: None

Tactical Systems
ELS Missile Tubes (Torpedo Launcher) <16>
Standard Load: See notes (6 missiles per launcher ready on stand by)
Spread: 6
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Missiles Carried: 6 <1>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields: None
Auto-Destruct System <2>

Auxiliary Spacecraft systems
Shuttlebay(s): none

Siege Perilous Atmospheric Attack Carrier
Class and Type: Siege Perilous class Atmospheric Attack Carrier
Commissioning Date:

Hull Systems
Size: 12
Length: 1500 meters
Beams: 920 meters
Height: 920 meters
Decks: 200
Mass: metric tons
SU's Available: 3000 - 4500
SU's Used: 5480

Hull Outer <48>
Hull Inner <48>
Resistance Outer Hull: 10 <12>

Resistance Inner Hull: 10 <12>
Heavy Armor Plating on exterior hull: (+12 resistance) <36>
Battle Blades: (resistance 1000) [22 power/round] <224>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <36>
Backup: Class 5 (Protection 40) <18>
Backup: Class 5 (Protection 40) <18>
Specialized hull: Atmospheric Capability <12>
Planetfall Capability <12>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 4503/3619/36,000
Crew Quarters
Barracks: Houses 3400 crewmembers <57>
Spartan: 2000 <100>
Basic: 2720 <272>
Expanded: 3 <1>

Environmental Systems
Basic Life Support [14 Power/round] <48>
Reserve Life Support [7 Power/round] <24>
Emergency Life Support (72 Emergency shelters) <24>
Gravity [6 Power/round] <12>
Consumable: 2 years worth <24>
Food Replicators [12 Power/round] <12>
Machine Shops [12 power/round of use] <24>
Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 4 [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <12>
Fire Suppression System [1 Power/round when active] <12>
Hydroponics: 100,000 Cubic meters of [12 power/round] <12>
Cargo hold: 600,000 cubic meters <18>
Locations: 50 Cargo Bays
Escape Pods <40>
Number: 780
Capacity: 10 persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard A
AG Generators [12 power/round] <30>
Reaction Control System (.025c)
[2 Power/ round when in use] <12>

Power Systems
Quantum Slip engine power core (generated 1398 power/round) <292>
Locations: Amidship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <80>
Standard Usable Power: 1462

Operations systems
Bridge: Command Deck <60>

Four Computer Cores: [5 Power/round] <24 x 4 = 96>
Uprating: Class Beta (+2) [2 Power/computer round] <4>
AI processor [12 power/round] <12>
ODN <36>

Ship wide Integral Holographic Coverage [22 power/round] <22>
AI (See notes)

Self-Repair Systems [72 power/round] <48>

Navigational Deflector [5 Power/round] <48>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <96>
Strength: 10 [3 Power/round]
Number: 4
Backup <24>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <12>
Bulkhead doors [1 Power/round] <12>
Science Systems Rating: 2 (+1) [2 Power/round] <22>
Specialized Systems: 2 <10>
Laboratories: 30 <6>

Tactical Systems
12 Point Defense Lasers <13 (x 12 = 156)>
Type: D
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: six forward, two port, two starboard, two aft
Firing arc: 360 degrees
Firing Modes: Standard

(Anti-Proton) AP Cannons <21 (x 4 = 84)>
Type: 4
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: one port, one starboard
Firing arc: 360 degrees
Firing Modes: Standard

Five ELS Missile/Torpedo Launcher <30 x 18 = 540>
Standard Load: See notes
Spread: 16
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Missile/Torpedoes carried: 15,000 <1500>

TA/T/TS: Class Delta [2 Power/round] <15>
Strength: 10
Bonus: +3
Weapon Skill: 4

Battle Blades Shields (Forward, Aft, Port, Starboard) <127 x 4 = 508>
Shield Generator: Class 4 (Protection 650) [65 Power/shield/round]
Shield grid: Type C (50 % increase to 975 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 219)
Recharging System: Class 3 (35 seconds)
Backup Shield Generators: 4 (1 per shield) <12>
Auto-Destruct System <12>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 64 Size worth of ships <128>
Standard Complement: 32 combat & sensor drones, 16 Lancer regiment drop pods
Location(s): 2 Large fighter Hanger aft Port/Starbaord, two small standard shuttle bays port/starboard

DESCRIPTION:
The Siege Perilous class is an Atmospheric Attack Carrier (AAC), and is used primarily as an anti-air and orbital bombardment platform. It is one of the Old Commonwealth's most powerful and versatile warships, as it can carry over five thousand Lancers, 460 slipfighters, 150 attack drones, and, like the Andromeda Ascendant, can depopulate a planet in several seconds. Known ships of this class are the Balance of Judgement, the Wrath of Achilles and the Resolution of Hector.

BALANCE OF JUDGEMENT
The Balance of Judgment is a Siege Perilous class vessel. It is the founder and leader of the Restorian Movement.
Surviving the fall of the Commonwealth, the Judgment fought against pirates, slavers and other threats to peaceful worlds. Overtime, its AI logic became twisted and pinpointed that space travel is the main threat to peace in the universe, and in order to stop space travel it founded the Restorians to cure the universe of this "plague".
It developed an avatar named Gabriel, which fell in love with Rommie. They were both in love and Gabriel used this love against her and betrayed her. Rommie was heartbroken and destroyed him.

WRATH OF ACHILLES

The Wrath of Achilles is a Siege Perilous class that served the old Commonwealth and was captured by the Drago-Kazov Pride after the war.
He was commisoned in the closing months of the War but the commisioning was to little to late and the Nichiens ultimetly one the war. Achillies was eventually captured by the Drago Kazov though he managed to put up a fight that he still bore scars from in The Knight the Death and The Devil. He was eventually dumped in the Taturus system with out a Slip Drive with over 50 other Comonwealth ships untill the Nichens could find a way to erase their AI's and then control their bodies has a powerfull war fleet.
Has their years of imprisonment whent by Achilles emerged has the natural leader of the P.O.W's and kept them together and made sure that they didnt lose hope. He also made sure they remained soldiers and not slaves by organising resistance movements in the camp when the Nitchiens tried to erase them from time to time. Half way in to their imprisonment the ships were able to cobble together a single Slip Drive that they placed in the troop transpot Clarion's Call has he would be the least likely to draw attention on the outside. The plan was for Clarrion to contact the "moderate prides" and then have the Nitchens turn on one another while the ships escapped. Clarrion was sucsefull in escaping but the ships were punished when two of there number were dismantled slowly before the other ships in a ship eqivlent to being hung drawn and quatered. There deaths appeared in vain has Clarrion never returned and was branded a traitor by the remaining prisoners.
300 years later the ship P.O.W camp was visted by Captain Dylan hunt and some of his crew who learnet of the camp and were determined to rescue the ships and bring them in to the New Comonwealth.
Dylan was directed to Achillies by Ryan the AI of Clarion's call that Hunt and the others "aquired" for the mission who pointed the ship and explained that he was the camp leader and also one of the most powerfull ships the High Guard created before they fell. Going on this Dylan decided they should land on Achillies so they could direct the fleet by appealing to there leader first.
Achillies however did not greet the rescuers with open arms and was prepared to vent the two strangers and the "Traitor" out in to open space unless they explain themselves in 60 seconds. Dylan's quick thinking fortunatly allowed Rommie to up link with Achillies core to speak directly with the AI. Rommie was able to make contact and the Achillies recognised her has the AI of the lost Andromeda who explained the circumstances of her escape. She also said she could sympathise with the ships imprisonement despite the diffrent circumstances that Achillies pointed out, and then Rommie explained the reason they were here. While the old Commonwealth had fallen Dylan was building a new one and wanted the ships to be a part of this. Achillies was notably intreaged and happy with the idea but warned that Dylan might be assuming and expecting to much from the prisoners. Speaking with the Achillies Avatar Dylan learnt a lot had happened in the camp in 300 years spesifically a large philisophacl and social debate amoung the ships. Many of the ships had begun to wonder if they had ever been equall with their High Guard comrades and not just beasts of burden. While Dylan's offer is better that there current pradicament many of the ships might think of the offer as just another form of imprionment.

RESOLUTION OF HECTOR
The Resolution of Hector is a Systems Commonwealth Siege Perilous class that was taken over by the AI of the Balance of Judgement-controlled Rommie and hijacked out of Drydock before its commissioning. Its registry number was DSX-91-369.
The ship itself was not hijacked alone, as the Balance of Judgement managed to contact and hire several dozen Restorian members to man the ship. It was hijacked at the perfect time, because the Andromeda and several High Guard ships were in Drydock being upgraded and repaired and waiting for the Resolutions' commissioning, and as a result could not pursue the Balance of Judgement until several hours after it hijacked the ship. Once the ship escaped, he fled to an asteroid field in order to find cover while his AI could better install himself and so that Seamus Harper, who was on the ship when it was hijacked, would build the AI a new body. Harper managed to put the ship into training mode so that it could only run simulations and not actually fire, so when the Andromeda Ascendant finally arrived in the asteroid field, the Balance of Judgment wasn't able to fire upon them. Rommie was allowed control of her body again because she was able to bring the ship out of training mode and save Harper's life, and she then tries to bargain for his freedom. He agrees for an escape pod to be provided, but Dylan and the Resolution of Hectors avatar manages to sneak onto the ship by using a captured Restor fighter, and once they find their way onto the bridge the 2 avatars fight each other while Dylan tries to use the AI eraser that was captured from the Drago-Kazov Prides POW camp for captured High Guard ships. however, the eraser is ineffective, and Dylan finds Rommie and Harper and tells them to get off the ship. The Balance of Judgement wins in the fight between his avatar and the resolutions', and he shoots the avatar in the chest. Rommie tries to convince the judgment into surrendering. The Andromeda shows up, and while the Balance's AI surrenders, but the avatar does not, and he and Rommie fight until they open the airlock and get swept out of the cargo bay, Dylan then shows up in an EVA suit and manages to save him at the last second, and the Balance's AI is wiped from the resolution by Persieds.
The Hector and Twelve centuries were destroyed by the foces of the Than.

SHIP FEATURES
The interior of the ship is actually the same basic layout of a Glorious Heritage class vessel, with crew quarters and command center being in the same location, except that the back ground colors are crimson and black (the Andromeda Ascendant's colors are blue and black) , and the bridge is smaller.

WRITE UP NOTES
The Siege Perilous class destroyer is, in almost every way, the big brother to the Glorious heritage class heavy cruisers, and their stats show this abundantly. They have more weapons than the Glorious Heritage which means they pack more punch over all. But even better, they have more staying power, as their Defenses (replacements for "Shields" above) have been boosted by about 1D all around, save for the High Tension Armor, which is nasty enough as it is to just force opponents to have to roll higher to deal damage to the ship.
Just as with the Glorious Heritage class ships, the Siege Perilous vessels would make a great addition to any fleet in Star Wars, able to pound away at any other Star Destroyer around its size or greater with an abundance of missile volleys and come out the winner.
What this ship lacks in speed or maneuverability, it makes up for in sheer firepower and staying ability.

COMMONWEALTH TYPICAL TACTICAL FIGHTER
Class and Type: RF-42 Centaur Tactical Fighter
Commissioning Date:

Hull Systems
Size: 2
Length: 20 meters
Beams: 9 meters
Height: 6 meters
Decks: 1
Mass: 30 metric tons
SUs Available: 400
SUs Used: 373

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized hull: Atmospheric Capability <2> Planetfall Capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/3/0*

Environmental Systems
Basic Life Support [2 Power/round] <8>
Reserve Life Support [7 Power/round] <4>
Consumable: 72 Hours worth <2>
Medical Facilities: Med kits only
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 2 cubic meters <1>
Locations: Aft of cockpit (can be used as passenger area as well)
Escape Pods <1>
Number: 1
Capacity: 4 persons per pod (Cockpit ejects from fighter body)

Propulsion Systems
Quantum Slip Stream Drive [120 power/round]<80>
Sub-light Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] <18>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Quantum Slip engine power core (generated 150 power/round) <32>
Locations: Aft of amidship
Sub-light Engine[s]: 1 Class 3A (generate 28 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <15>
Standard Usable Power: 178

Operations systems
Bridge: cockpit <10>

Computers Core: [5 Power/round] <4>
ODN <6>

Navigational Deflector [Power/round] <10>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward

Sensor Systems
Long-range Sensors -- None

Lateral Sensors [5 Power/round] <16>

Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Sensor 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>

Inertial Damping Field
Main <4>
Strength: 10 [3 Power/round]
Number: 1
Backup <2>
Strength: 7 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 1 [2 Power/round] <2>
Strength: 1
Security: - 0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>

Tactical Systems
2 AP (Anti-Proton) Cannons <4 (x 2 =8)>
Type: 1
Damage: 40 [4 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: fixed
Firing Modes: Standard

Missile/Torpedo Launcher <11>
Standard Load: see notes for damage
Spread: 1
Range: see notes
Targeting Systems: see notes
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Torpedoes carried: 10 <1>

TA/T/TS: Class alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (forward, aft, port, starboard) <8 (x 4 = 32)>
Shield Generator: Class 2 (Protection 250) [25 power/shield/round]
Shield grid: Type A (25% increase to Protection 312) [44]
Subspace field distortion Amplifiers: Class Beta (Threshold 75)
Auto-destruct System <2>

Description and Notes
The RF-42 Centaur Tactical Fighter is the premiere space superiority slipfighter in the High Guard fleet. Designed to conduct high speed, fire-and-forget combat maneuvers, it is unmatched in its ability to engage multiple targets at short and medium distances. The primary mission of the Centaur is to provide combat patrol support for Heavy Cruisers and Atmospheric Attack Craft Carriers. It also flies tactical escort for strike fighters and conducts suppression of enemy defense operations during interplanetary combat.
The Centaur is equipped with dual AP Cannons and 2 ELS tubes which fire OM-5 offensive and defensive kinetic kill missiles. The Centaur can be piloted either from the cockpit or remotely from a Flight Operations Center.

High Guard Arc Fighter

Slip Fighter
* The Slipfighters can be remotely controlled from the Command deck of the High Guard ships.

Systems Commonwealth Escape Pods
Class and Type: Systems Commonwealth Slipstream Capable Escape pods
Commissioning Date:

Hull Systems
Size: 1
Length: 4 meters
Beams: 3 meters
Height: 2 meters
Decks: 1
Mass: 1.5 metric tonnes
SU's Available: 300
SU's Used: 181

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 1 <0>

Resistance Inner Hull: 1 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <13>
Specialized hull: Atmospheric capability <1>
Planetfall capability <1>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/1/2

Environmental Systems
Basic Life Support [2 Power/round] <4>
Reserve Life Support [1 Power/round] <2>
Gravity [1 Power/round] <1>
Consumable: 1 months worth <1>
Medical Facilities: 1 med kit [0 Power/round] <5>
Personal Transport: Jefferies tubes [0 Power/round] <1>
Fire Suppression System [1 Power/round when active] <1>
Cargo hold: 1 cubic meters <1>
Locations:

Propulsion Systems
Slipstream Driver [120 power/round of use] <80>
Sub-light engines: 1 Class 1 (.25c/.5c) [2/5 power/round] <5>
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] <1>

Power Systems
Fussion Reactor Type: Class 7 (generates 140 Power/round) <70>
Locations:
Sub-light engines: 1 Class 1 (generates 8 power/round)
EPS: Standard Power flow, +5 Power transfer/round <6>
Standard Usable Power: 80

Operations systems
Bridge: <5>

Computers Core: [5 Power/round] <2>
ODN <3>

Navigational Deflector [5 Power/round] <5>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Navigational Sensors: [5 Power/round] <2>
Strength Package: Class 1 (strength 1)
Gain Package: Standard
Probes: none
Sensor Skill: 1

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 0 [1 Power/round in use] <3>

Navigational Computer
Main: Class 1(+0) [0 Power/round] <0>
Backups: 0 <0>

Inertial Damping Field
Main <2>
Strength: 1 [3 Power/round]
Number: 1
Backup None
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 1 [2 Power/round] <2>
Strength: 1
Security: - 0

NIETZCHEAN WARSHIP
Class: Levithen Roused Heavy Destroyer
Type: Battle Cruiser
Commissioning Date:

Hull Systems
Size: 6
Length: 380 meters
Beams: 290 meters
Height: 125 meters
Decks: 24 inhabitable
Mass: 1,400,000 metric tons
SU's Available: 1600
SU's Used: 1409

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>
Heavy Armor Plating on exterior hull: (+6 resistance) <18>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <24>
Backup: Class 3 (Protection 30) <12>
Backup: Class 3 (Protection 30) <12>
Specialized hull: Atmospheric Capability <6> Planetfall Capability <6>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1000/500/8,000
Crew Quarters
Barracks: Houses 750 crewmembers <13>

Spartan: 160 <8>
Basic: 510 <51>

Environmental Systems
Basic Life Support [11 Power/round] <24>
Reserve Life Support [6 Power/round] <12>
Emergency Life Support (36 emergancy shelters) <12>
Gravity [3 Power/round] <6>
Consumable: 2 years worth <12>
Food Replicators [6 Power/round] <6>
Industrial Replicators Type: 1 Large unit [2 Power/replicator/round] <3>
Medical Facilities: 4 (+1) [4 Power/round] <20>
Recreation Facilities: 2 [4 Power/round] <16>
Personal Transport: Jefferies tubes [0 Power/round] <6>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 130,000 cubic meters <4>
Locations: 10 Cargo Bays
Escape Pods <11>
Number: 200
Capacity: 8 persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 2 = 20>
Location: aft port, aft starboard A
AG Generators [6 power/round] <15>
Reaction Control System (.025c) [2 Power/ round when in use] <6>457

Power Systems
Warp Engine Type: Class 13/S (generates 699 Power/round) <144>
Locations: Amidship
Sub-light Engine[s]: 2 Class 2 (generate 16 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 <45>
Standard Usable Power:

Operations systems
Bridge: Command Deck <30>

Two Computer Cores: [5 Power/round] <12 x 2 = 24>
Uprating: Class Alpha (+2) [2 Power/computer round] <2>
ODN <18>

Navigational Deflector [5 Power/round] <16>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <15>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 4 (strength 4)
Gain Package: Class alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <11>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Probes: 20 <2>
Sensor 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: 2 <2>

Inertial Damping Field
Main <48>
Strength: 10 [3 Power/round]
Number: 4
Backup <12>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
6 Emitter: Class Beta [3 Power/Strength used/round] <36>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <6>
Bulkhead doors [1 Power/round] <6>
Science Systems Rating: 1 (+0) [1 Power/round] <11>
Laboratories: 15 <4>

Tactical Systems
Two Plasma Spears <10 x 2 = 20>
Type: E
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: two forward
Firing arc: 60 degrees
Firing Modes: Standard

Four Point Defense Lasers <6 x 4 = 24>
Type: B
Damage: 40 [4 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: one port, one starboard, two aft
Firing arc: 360 degrees
Firing Modes: Standard

AP (Anti-Proton) Cannons <21 (x 2 = 42)>
Type: 4
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 360 degrees
Firing Modes: Standard

four ELS Missile/Torpedo Launcher <21 x 4 = 104>
Standard Load: See notes
Spread: 8
Range: See notes
Targeting Systems: four forward mounted
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Missile/Torpedoes carried: 1000 <100>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Battle Blades Shields (Forward, Aft, Port, Starboard) <46 (x 4 = 184)>
Shield Generator: Class 3 (Protection 400) [40 Power/shield/round]
Shield grid: Type C (50 % increase to 600 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 134)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 4 (1 per shield) <6>
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 32 Size worth of ships <64>
Standard Complement: 6 fighters, 2 Shuttles, Location(s): Large fighter Hanger

NIETZCHEAN WARSHIP
Class:
Type: Destoyer
Commissioning Date:

Hull Systems
Size: 6
Length: 380 meters
Beams: 290 meters
Height: 125 meters
Decks: 24 inhabitable
Mass: 1,400,000 metric tons
SU's Available: 1600
SU's Used: 1482

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>
Heavy Armor Plating on exterior hull: (+6 resistance) <18>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <24>
Backup: Class 3 (Protection 30) <12>
Backup: Class 3 (Protection 30) <12>
Specialized hull: Atmospheric Capability <6> Planetfall Capability <6>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1000/500/8,000
Crew Quarters
Barracks: Houses 750 crewmembers <13>
Spartan: 160 <8>
Basic: 510 <51>

Environmental Systems
Basic Life Support [11 Power/round] <24>
Reserve Life Support [6 Power/round] <12>
Emergency Life Support (36 emergancy shelters) <12>
Gravity [3 Power/round] <6>
Consumable: 2 years worth <12>
Food Replicators [6 Power/round] <6>
Industrial Replicators Type: 1 Large unit [2 Power/replicator/round] <3>
Medical Facilities: 4 (+1) [4 Power/round] <20>

Recreation Facilities: 2 [4 Power/round] <16>
Personal Transport: Jefferies tubes [0 Power/round] <6>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 130,000 cubic meters <4>
Locations: 10 Cargo Bays
Escape Pods <11>
Number: 200
Capacity: 8 persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 2 = 20>
Location: aft port, aft starboard A
AG Generators [6 power/round] <15>
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Warp Engine Type: Class 13/S (generates 699 Power/round) <144>
Locations: Amidship
Sub-light Engine[s]: 2 Class 2 (generate 16 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 <45>
Standard Usable Power:

Operations systems
Bridge: Command Deck <30>

Two Computer Cores: [5 Power/round] <12 x 2 = 24>
Uprating: Class Alpha (+2) [2 Power/computer round] <2>
ODN <18>

Navigational Deflector [5 Power/round] <16>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <15>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 4 (strength 4)
Gain Package: Class alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <11>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Probes: 20 <2>
Sensor 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: 2 <2>

Inertial Damping Field
Main <48>
Strength: 10 [3 Power/round]
Number: 4
Backup <12>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
6 Emitter: Class Beta [3 Power/Strength used/round] <36>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <6>
Bulkhead doors [1 Power/round] <6>
Science Systems Rating: 1 (+0) [1 Power/round] <11>
Laboratories: 15 <4>

Tactical Systems
Two Plasma Spears <13 x 6 = 78>
Type: E
Damage: 120 [12 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: two forward
Firing arc: 360 degrees
Firing Modes: Standard

Two range fusser <10 x 4 = 24>

Type: B
Damage: 240 [24 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: one port & one starboard forward
Firing arc: 120 degrees
Firing Modes: Standard

Six ELS Missile/Torpedo Launcher <17 x 6 = 102>
Standard Load: See notes
Spread: 3
Range: See notes
Targeting Systems: four forward mounted
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Missile/Torpedoes carried: 200 <20>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Battle Blades Shields (Forward, Aft, Port, Starboard) <46 (x 4 = 184)>
Shield Generator: Class 3 (Protection 400) [40 Power/shield/round]
Shield grid: Type C (50 % increase to 600 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 134)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 4 (1 per shield) <6>
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 32 Size worth of ships <64>
Standard Complement: 6 fighters, 2 Shuttles, Location(s): Large fighter Hanger

NIETZCHEAN FIGHTERS
Class and Type: Garuda-class Attack Craft
Commissioning Date:

Hull Systems
Size: 2
Length: 14 meters
Beams: 10 meters
Height: 4 meters
Decks: 1
Mass: 30 metric tons

SUs Available: 400
SUs Used:

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>
Heavy Armor Plating on exterior hull: (+2 resistance) <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized hull: Atmospheric Capability <2>
Planetfall Capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/4/0

Environmental Systems
Basic Life Support [2 Power/round] <8>
Reserve Life Support [1 Power/round] <4>
Consumable: 72 Hours worth <2>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>

Cargo hold: 4 cubic meters <1>
Locations: Aft of cockpit (can be used as passenger area as well)
Escape Pods <1>
Number: 3
Capacity: 2 persons per pod

Propulsion Systems
Quantum Slip Stream Drive [120 power/round]<80>
Sub-light Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] <18>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Class 3/E <40>
(generates 150 Power/round)
Locations: Aft of amidship
Sub-light Engine[s]: 1 Class 3A
(generate 28 power/engine/round)
Auxiliary Power: 1 reactors <3>
(generate 5 Power/reactor/round)
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <15>
Standard Usable Power: 178

Operations systems
Bridge: cokpit <10>

Computers
1 Core: [5 Power/round] <4>
ODN <6>

Navigational Deflector [Power/round] <10>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward

Sensor Systems
Long-range Sensors -- None

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Sensor 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>

Inertial Damping Field
Main <4>
Strength: 10 [3 Power/round]
Number: 1
Backup <2>
Strength: 7 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 1 [2 Power/round] <2>
Strength: 1
Security: - 0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>

Tactical Systems
2 AP (Anti-Proton) Cannons <6>
Type: 1
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: fixed
Firing Modes: Standard

Missile/Torpedo Launcher <6>
Standard Load: (see notes for damage)
Spread: 1
Range: see notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Torpedoes carried: 8 <1>

TA/T/TS: Class alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields (forward, aft, port, starboard) <8 x 4 = 32>
Shield Generator: Class 2 (Protection 250) [25 power/shield/round]
Shield grid: Type A (25% increase to Protection 312)
Subspace field distortion Amplifiers: Class Beta (Threshold 75)
Auto-destruct System <2>

THAN VESSEL
Class and Type: Missile Attack Craft
Commissioning Date:

Hull Systems
Size: 2
Length: 14 meters
Beams: 12 meters
Height: 12 meters
Decks: 3
Mass: 30 metric tons
SU's Available: 450
SU's Used: 401

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized hull: Atmospheric Capability <2> Planetfall Capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/3/0

Environmental Systems
Basic Life Support [2 Power/round] <8>
Reserve Life Support [7 Power/round] <4>
Consumable: 1 years worth <2>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 10 cubic meters <1>
Locations: Aft of cockpit (can be used as passenger area as well)
Escape Pods <1>
Number: 1
Capacity: 4 persons per pod (Cockpit ejects from fighter body)

Propulsion Systems
Quantum Slip Stream Drive [120 power/round]<80>
Sub-light Engine Type: Class (.5c/.5c) [5/5 Power/round] <10>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Class 3/E (generates 150 Power/round) <40>
Locations: Aft of amidship
Sub-light Engine[s]: Class 2 (generate 16 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <15>
Standard Usable Power: 166

Operations systems
Bridge: cockpit <10>

Computers Core: [5 Power/round] <4>
ODN <6>

Navigational Deflector [Power/round] <10>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward

Sensor Systems
Long-range Sensors -- None

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Sensor 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>

Inertial Damping Field
Main <4>
Strength: 10 [3 Power/round]
Number: 1
Backup <2>
Strength: 7 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 1 [2 Power/round] <2>
Strength: 1
Security: - 0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>

Tactical Systems
2 light lasers <6 (x 2 =12)>
Type: C
Damage: 60 [6 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: fixed
Firing Modes: Standard

Missile/Torpedo Launcher <6 x 2 = 12>
Standard Load: (see notes for damage)
Spread: 1
Range: see notes
Targeting Systems: see notes
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Torpedoes carried: 10 <1>

TA/T/TS: Class alpha [0 Power/round] <6>
Strength: 7

Bonus: +0
Weapon Skill: 3

Shields (forward, aft, port, starboard) <8 x 4 = 32>
Shield Generator: Class 2 (Protection 250) [25 power/shield/round]
Shield grid: Type A (25% increase to Protection 312)
Subspace field distortion Amplifiers: Class Beta (Threshold 75)
Auto-destruct System <2>

Magog World Ship
Class and Type: Magog World Ship
Commissioning Date:

Hull Systems
Size: 1010
Length: 1,000,000 meters
Beams: 520,000 meters
Height: 390,000 meters
Decks: 78,000
Mass: 2,000,000,000 metric tons
SU's Available: (total SU's available: 2,430,000) 170,000
SU's Used: 167,177

Hull Outer <4040>
Hull Inner <4040>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Heavy Armor Plating on exterior hull: (+1010 resistance) <3030>
Ablative Armor: 1500 <300>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 7 (Protection 100/150) <1050>
Backup: Class 7 (Protection 50) <525>
Backup: Class 7 (Protection 50) <525>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 7500/600,000/8,000,000
Crew Quarters
Spartan: 103,275 <5164>
Basic: 303,750 <30,375>
Expanded: 200,475 <40,095>
Luxury: 1 <1>

Environmental Systems
Basic Life Support [21 Power/round] <4040>
Reserve Life Support [11 Power/round] <2020>
Emergency Life Support (emergency shelters) <2020>
Gravity [505 Power/round] <1010>
Consumable: 10 years worth <10,100>
Food Replicators [11 Power/round] <1010>
Medical Facilities: 10 (+3) [10 Power/round] <50>
Recreation Facilities: [20 Power/round] <80>
Personal Transport: Jefferies tubes [0 Power/round] <1010>
Fire Suppression System [1 Power/round when active] <1010>
Cargo hold: 3,000,000 cubic meters <90>
Locations: various locations
Escape Pods none

Propulsion Systems
Slipstream Drive [120 power/round] <80>
Sub-light Engine Type: 10 Class 2 (.5c/.5c) [5/5 Power/round] <10 x 10 = 100>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <1010>

Power Systems
Equal to two Fusion Reactors Class 30 (generates 300 Power/round) <150 x 2 = 300>
Locations:
Sub-light Engine[s]: 10 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 50 reactors (generate 5 Power/reactor/round) <150>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +250 Power transfer/round <5075>
Standard Usable Power: 760

Operations systems
Bridge: <5050> 621

Computers Core: five [5 Power/round] <2020 x 5 = 10,100>
Uprating: Class Alpha (+1) [1 Power/computer round] <10>
ODN <3030>

Navigational Deflector [5 Power/round] <4040>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors -- None
Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)

Gain Package: Class Beta (+2)
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 10 <0>

Inertial Damping Field
Main <20200>
Strength: 10 [3 Power/round]
Number: 10
Backup <5050>
Strength: 10 [2 Power/round]
Number: 10
Attitude Control [253 Power/round] <253>

Communications Systems
Type: Class 1 [2 Power/round] <2>
Strength: 1
Security: - 0
Emergency Communications: [2 Power/round] <1>

Tractor Beams: none
Transporters: none

Security Systems Rating: 0 <0>
Anti-Intruder System: Yes [1 Power/round] <1010>

Tactical Systems
Quantum Singularity Cannon <25>
Type Equal to a Type XII phaser
Damage: 290 [29 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Beta (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: 90 degrees
Firing Modes: Standard

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Auto-Destruct System <1010>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 1000 Size worth of ships <2000>
Standard Complement: Magog attack ship
Location(s):

Mystery Ship (D Minus Zero)
Class and Type: Diamond ship Marauder
Commissioning Date:

Hull Systems
Size: 2
Length: 35 meters
Beams: 24 meters
Height: 5 meters
Decks: 2
Mass: 14,000 metric tons
SUs Available: 625
SUs Used: 493

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>
Heavy Armor Plating on exterior hull: (+2 resistance) <6>
Ablative Armor: 400 <80>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 2 (Protection 50/80) <17>
Backup: Class 2 (Protection 25) <9>
Backup: Class 2 (Protection 25) <9>
Specialized hull: Atmospheric Capability <2>
Planetfall Capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 5/10/100
Crew Quarters
Barracks: Houses 15 crewmembers <1>

Environmental Systems
Basic Life Support [5 Power/round] <8>
Reserve Life Support [3 Power/round] <4>
Emergency Life Support (12 emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 6 Months worth <2>
Food storage [0 Power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <6>
Recreation Facilities: 1 [2 Power/round] <8>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 100 cubic meters <1>
Locations: Cargo Pod
Escape Pods <1>
Number: 10
Capacity: 2 persons per pod

Propulsion Systems

Slipstream [120 power/round] <80>
Sub-light Engine Type: 3 Class 1(.25c/.5c) [2/5 Power/round] <5 x 2 = 15>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Class (generates 80 Power/round) <24>
Locations:
Sub-light Engine[s]: 3 Class 1 (generate 8 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +30 Power transfer/round <13>
Standard Usable Power:

Operations systems
Bridge: <10>

Computers Core: [5 Power/round] <4>
Uprating: Class Alpha (+1) [1 Power/computer round] <2>
ODN <6>

Navigational Deflector [5 Power/round] <8>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors -- None

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Sensor 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: 1 <0>

Inertial Damping Field
Main <4>
Strength: 9 [3 Power/round]
Number: 1
Backup <1>
Strength: 6 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
2 Emitter: Class Beta [3 Power/Strength used/round] <6 x 2 = 12>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: None <0>
Internal Force Field [1 Power/3 Strength] <2>
Science Systems Rating: 1 (+0) [1 Power/round] <7>
Specialized Systems: None
Laboratories: None

Tactical Systems
Two Anti-proton cannons (fire-linked) <16 x 2 = 32>
Type Equal to a Type 4 disruptor
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Mounted in the forward hull
Firing arc: 100
Firing Modes: Standard

Missile Launcher <6 x 2 = 12>
Standard Load: Anti-ship missile (110 damage)
Spread: 1
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Power: [20 + 5 per torpedo fired]
Location: forward hull port and starboard
Firing Arc: Forward, but are self-guided
Torpedoes carried: 20 <2>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields None
Auto-Destruct System N/a

Auxiliary Spacecraft systems
Shuttlebay(s): None

Magog Assault Vessel
Class and Type: Assualt Vessel
Commissioning Date:

Hull Systems
Size: 2
Length: 45 Meters
Beam: 15 Meters (25 meters with magnetic grappling legs)
Height: 15 Meters (25 meters with magnetic grappling legs)
Decks: 2
Mass: 30 Metric tonnes
SU's Available: 500
SU's Used: 473

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>
Heavy Armor Plating on exterior hull: (+2 resistance) <6>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 3 (Protection 60/90) <20>
Backup 1: Class 3 (Protection 30) <10>
Backup 2: Class 3 (Protection 30) <10>
Specialized Hull: Atmospheric Capability <2>
Planetfall Capability <2>
Ramming Hull <2>

Personnel systems
Class/Passengers/Evac: 4/12/32
Crew Quarters
Spartian: 16 <1>

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 1 month's worth <1>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Personnel Transport: Jefferies Tubes <2>
Fire Suppression System [1 Power/round when active] <2>

Propulsion Systems
Slipstream Drive [120 power/round] <80>
Sub-light Engine Type: Class 3 (.5c/.7c) [5/7 Power/round] <15>
Location: aft
Reaction Control System (.025c) [2 Power/round when in use] <2> 190

Power Systems
Warp Core Class 5/H (generates 250 Power/round) <60>
Location: aft
Sub-light Engine[s]: 1 class 3 (generates 24 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 274

Operations System
Bridge: Forward <10>
Computers Core 1: Amidship [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: Ventral

Sensor Systems
Long-range Sensors -- None
Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Sensor 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>
Backup: 1 <0>

Inertial Damping Field
Main <8>
Strength: 10 (or higher if necessary)[3 Power/round]
Number: 2
Backup <2>
Strength: 7 [2 Power/round]
Number: 2

Attitude control [1 power/round] <1>

Communications Systems
Type: Class 1 [2 Power/round] <2>
Strength: 1
Security: - 0
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>

Tactical Systems
Quantum Singularly Cannons <52>
Type: (equal to a type 13 Disruptor)
Damage: 280 [28 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: bow
Firing arc: 30 degrees
Firing Modes: Standard

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (forward, aft, port, starboard) <8 (x 4 = 32)>
Shield Generator: Class 2 (Protection 250) [25 power/shield/round]
Shield grid: Type A (25% increase to Protection 312)
Subspace field distortion Amplifiers: Class Beta (Threshold 75)
Auto-destruct System <2>

The Eureka Maru
Class and Type: The Eureka Maru & Custom built cargo ship
Commissioning Date:

Hull Systems
Size: 2
Length: 42 meters
Beams: 4 meters
Height: 5 meters
Decks: 2
Mass: 12,000 metric tons
SUs Available: 625
SUs Used: 366

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 2 (Protection 50/80) <17>
Backup: Class 2 (Protection 25) <9>
Backup: Class 2 (Protection 25) <9>
Specialized hull: Atmospheric Capability <2>
Planetfall Capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1-5/10/100
Crew Quarters
Barracks: Houses 15 crewmembers <1>

Environmental Systems
Basic Life Support [5 Power/round] <8>
Reserve Life Support [3 Power/round] <4>
Emergency Life Support (12 emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 6 Months worth <2>
Food storage [0 Power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <6>
Recreation Facilities: 1 [2 Power/round] <8>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 400 cubic meters <1>
Locations: Cargo Pod
Escape Pods <1>
Number: 10
Capacity: 2 persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: 3 Class 1(.25c/.5c) [2/5 Power/round] <5 x 2 = 15>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Class (generates 80 Power/round) <24>
Locations:
Sub-light Engine[s]: 3 Class 1 (generate 8 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +30 Power transfer/round <13>
Standard Usable Power:

Operations systems
Bridge: <10>

Computers Core: [5 Power/round] <4>
Uprating: Class Alpha (+1) [1 Power/computer round] <2>
ODN <6>

Navigational Deflector [5 Power/round] <8>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors -- None

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Sensor 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: 1 <0>

Inertial Damping Field
Main <4>
Strength: 9 [3 Power/round]
Number: 1
Backup <1>
Strength:6 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: None <0>
Internal Force Field [1 Power/3 Strength] <2>

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

Tactical Systems
2 Laser cannons (fire-linked) <10 x 2 = 20>
Type E Lasers
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Mounted in the forward hull
Firing arc: 100
Firing Modes: Standard

Missile Launcher <6>
Standard Load: Anti-ship missile (110 damage)
Spread: 1
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Power: [20 + 5 per torpedo fired]
Location: forward hull
Firing Arc: Forward, but are self-guided
Torpedoes carried: 10 <1>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Shields None
Auto-Destruct System N/a

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 2 Size worth of ships <4>
Standard Complement: 1 Slip fighter
Location(s): cargo bay when no loaded with cargo

Systems Commonwealth Courier Ship
Class and Type: Alactritous Missive-class Courier ship
Commissioning Date:

Hull Systems
Size: 3
Length: 66 meters
Beams: 36 meters
Height: 16.49 meters
Decks: 2
Mass: 25,000 metric tons
SU's Available: 600 – 1,000
SU's Used: 584

Hull Outer <12>
Hull Inner <12>

Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>
Heavy Armor Plating on exterior hull: (+3 resistance) <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 2 (Protection 50/80) <18>
Backup: Class 2 (Protection 25) <9>
Backup: Class 2 (Protection 25) <9>
Specialized hull: Atmspheric Capability <3>
Planetfall Capability <3>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 3/18/100
Crew Quarters
Spartan: 7 <1>
Basic: 8 <1>
Expanded: 3 <1>
Luxury: 2 <2>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [5 Power/round] <12>
Reserve Life Support [3 Power/round] <6>
Emergency Life Support (18 emergency shelters) <6>
Gravity [2 Power/round] <3>
Consumable: 2 years worth <6>
Food Replicators [3 Power/round] <3>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 2 [4 Power/round] <16>
Personal Transport: Jefferies tubes [0 Power/round] <3>
Fire Suppression System [1 Power/round when active] <3>
Cargo hold: 4000 cubic meters <1>
Locations: Cargo Bays
Escape Pods <1>
Number: 8
Capacity: 4 persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: 1 Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: aft port, aft starboard
Self-Repair systems [12 power/round] <18>
AG Generators [3 power/round] <8>
Reaction Control System (.025c) [2 Power/ round when in use] <3>

Power Systems
Warp Engine Type: Class 4/G (generates 190 Power/round) <44>
Locations: Amidship
Sub-light Engine[s]: 2 Class 2 (generate 16 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, +100 Power transfer/round <25>
Standard Usable Power:

Operations systems
Bridge: Command Deck <10>

Computers
2 Cores: [5 Power/round] <6 x 2 = 12>
Uprating: Class Beta (+2) [2 Power/computer round] <4>
ODN <9>

AI (See notes)

Shipwide Intergral Holographic Coverage [6 power/round] <13>

Navigational Deflector [5 Power/round] <12>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Probes: 10 <1>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <12>
Strength: 10 [3 Power/round]

Number: 2
Backup <3>
Strength: 7 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
4 Emitter: Class Beta [3 Power/Strength used/round] <24>
Accuracy 5/6/8/11
Location: 3 aft and 1 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <3>
Bulkhead doors [1 Power/3 Strength] <3>
Science Systems Rating: 2 (+1) [2 Power/round] <13>
Specialized Systems: None
Laboratories: None

Tactical Systems
1 Point Defense Lasers Turret <15>
Type: D
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 540 degrees
Firing Modes: Standard

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4
Auto-Destruct System <3>

Auxiliary Spacecraft systems
Shuttlebay(s): None

Systems Commonwealth Major Tom Scout
Class and Type: Major Tom-class scout ship
Commissioning Date:

Hull Systems
Size: 3
Length: 66 meters
Beams: 36 meters
Height: 16.49 meters
Decks: 2
Mass: 25,000 metric tons
SU's Available: 600 – 1,000
SU's Used: 749

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>
Heavy Armor Plating on exterior hull: (+3 resistance) <9>
Armor: 600 <120>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 2 (Protection 50/80) <18>
Backup: Class 2 (Protection 25) <9>
Backup: Class 2 (Protection 25) <9>
Specialized hull: Atmspheric Capability <3>
Planetfall Capability <3>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 3/18/100
Crew Quarters
Spartan: 7 <1>
Basic: 8 <1>
Expanded: 3 <1>
Luxury: 2 <2>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [5 Power/round] <12>
Reserve Life Support [3 Power/round] <6>
Emergency Life Support (18 emergency shelters) <6>
Gravity [2 Power/round] <3>
Consumable: 2 years worth <6>
Food Replicators [3 Power/round] <3>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 2 [4 Power/round] <16>
Personal Transport: Jefferies tubes [0 Power/round] <3>
Fire Suppression System [1 Power/round when active] <3>
Cargo hold: 4000 cubic meters <1>
Locations: Cargo Bays
Escape Pods <>
Number:
Capacity: 4 persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: 1 Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: aft port, aft starboard
Self-Repair systems [12 power/round] <18>
AG Generators [3 power/round] <8>
Reaction Control System (.025c) [2 Power/ round when in use] <3>

Power Systems

Warp Engine Type: Class 4/G (generates 220 Power/round) <52>
Locations: Amidship
Sub-light Engine[s]: 1 Class 2 (generate 16 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, +100 Power transfer/round <25>
Standard Usable Power: 215

Operations systems
Bridge: Command Deck <10>

Computers
2 Cores: [5 Power/round] <6 x 2 = 12>
Uprating: Class Beta (+2) [2 Power/computer round] <4>
ODN <9>

AI (See notes)

Shipwide Intergral Holographic Coverage [6 power/round] <13>

Navigational Deflector [5 Power/round] <12>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Probes: 10 <1>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <12>
Strength: 10 [3 Power/round]
Number: 2
Backup <3>
Strength: 7 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
4 Emitter: Class Beta [3 Power/Strength used/round] <24>
Accuracy 5/6/8/11
Location: 3 aft and 1 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <3>
Bulkhead doors [1 Power/3 Strength] <3>
Science Systems Rating: 2 (+1) [2 Power/round] <13>
Specialized Systems: None
Laboratories: None

Tactical Systems
Two Point Defense Lasers Turret <15 x 2 = 30>
Type: D
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 540 degrees
Firing Modes: Standard

Five ELS Missile/Torpedo Launcher <11 x 2 = 22>
Standard Load: See notes
Spread: 2
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Missile/Torpedoes carried: 40 <4>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Auto-Destruct System <3>

Auxiliary Spacecraft systems
Shuttlebay(s): None

PYRIAN HIERARCHY INTERDICTOR CLASS CRUISER
Class and Type: Interdictor Class Cruiser
Commissioning Date:

Hull Systems
Size: 12
Length: 1434.44 meters
Beams: 1201.9 meters
Height: 872.73 meters
Decks: 180
Mass: 11,500,000 metric tons
SU's Available: 3000-4500
SU's Used: 2057

Hull Outer <48>
Hull Inner <48>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Heavy Armor Plating on exterior hull: (+12 resistance) <36>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 6 (Protection 90/130) <39>
Backup: Class 6 (Protection 45) <20>
Backup: Class 6 (Protection 45) <20>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 514/103/5000
Crew Quarters 617
Basic: 340 <34>
Expanded: 204 <41>
Luxury: 62 <62>
Unusual: 12 <12>

Environmental Systems
Basic Life Support [11 Power/round] <48>
Reserve Life Support [6 Power/round] <24>
Emergency Life Support (e-shelters) <24>
Gravity [6 Power/round] <12>
Consumable: 3 years worth <36>
Food Replicators [12 Power/round] <12>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 10 [20 Power/round] <80>
Personal Transport: Jefferies tubes [0 Power/round] <12>
Fire Suppression System [1 Power/round when active] <12>
Cargo hold: 2,000,000 cubic meters <60>
Locations: Cargo Bays
Escape Pods: None

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: 2 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard
Self-Repair systems [48 power/round] <72>
AG Generators [12 power/round] <30>
Reaction Control System (.025c) [2 Power/ round when in use] <12>

Power Systems
Warp Engine Type: Class 10/P (generates 500 Power/round) <110>
Locations: Amidship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <80>
Standard Usable Power: 564

Operations systems
Bridge: Command Deck <60>

Computers
4 Cores: [5 Power/round] <24 x 4 = 96>
Uprating: Class Beta (+2) [2 Power/computer round] <4>
ODN <36>

AI (See notes)

Navigational Deflector [5 Power/round] <48>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class: 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <192>
Strength: 10 [3 Power/round]
Number: 8
Backup <48>
Strength: 7 [2 Power/round]
Number: 8
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <12>
Bulkhead doors [1 Power/3 Strength] <12>
Science Systems Rating: 2 (+1) [Power/round] <22>
Specialized Systems: 2 <10>
Laboratories: 30 <6>

Tactical Systems
Five Heavy plasma Spear <20 x 5 = 200>
Type: Equal to a Type X Phaser Array
Damage: 200 [20 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 360 degrees
Firing Modes: Standard

Heavy plasma Burster <19 x 2 = 38>
Type: Equal to a Type IX Phaser Array
Damage: 170 [17 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 360 degrees
Firing Modes: Standard

Two plasma bursters <19 x 2 = 38>
Type: Equal to a type VI phaser array
Damage: 110 [11 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 360 degrees
Firing Modes: Standard

Two light plasma bursters <12 x 2 = 24>
Type: Equal to a type VI phaser array
Damage: 30 [3 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 360 degrees
Firing Modes: Standard

10 Missile/Torpedo Launcher <13 x 10 = 130>
Standard Load: AG Mass packets Torpedo (see notes for damage)
Spread: 1
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Torpedoes carried: 10,000 <10>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Auto-Destruct System <12>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 8 Size worth of ships <16>
Standard Complement: 4 Shuttles
Location(s): 1 Landing bays

PYRIAN HIERARCHY BLOCKADE CLASS LIGHT CRUISER
Class and Type: Blockade Class Light Cruiser
Commissioning Date:

Hull Systems
Size: 11
Length: 1134.21 meters
Beams: 867.34 meters
Height: 667.18 meters
Decks: 140
Mass: 8,500,000 metric tons
SU's Available: 2750
SU's Used: 1748

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Heavy Armor Plating on exterior hull: (+11 resistance) <33>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 6 (Protection 90/130) <38>
Backup: Class 6 (Protection 45) <19>
Backup: Class 6 (Protection 45) <19>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 389/100/4000
Crew Quarters
Basic: 270 <27>
Expanded: 161 <33>
Luxury: 49 <49>
Unusual: 10 <10>

Environmental Systems
Basic Life Support [10 Power/round] <44>
Reserve Life Support [5 Power/round] <22>
Emergency Life Support (66 e-shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 3 years worth <33>
Food Replicators [11 Power/round] <11>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 10 [20 Power/round] <80>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 1,000,000 cubic meters <30>
Locations: Cargo Bays
Escape Pods <>
Number:
Capacity: persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: 2 Class (.5c/.5c) [5/5 Power/round] <10 x 3 = 30>
Location: aft port, aft starboard
Self-Repair systems [44 power/round] <66>
AG Generators [11 power/round] <28>
Reaction Control System (.025c) [2 Power/ round when in use] <11>

Power Systems
Warp Engine Type: Class 6/K (generates 330 Power/round) <73>
Locations: Amidship
Sub-light Engine[s]: 3 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <75>
Standard Usable Power: 564

Operations systems
Bridge: Command Deck <55>

Computers
4 Cores: [5 Power/round] <22 x 4 = 88>
Uprating: Class Beta (+2) [2 Power/computer round] <4>
ODN <33>

Navigational Deflector [5 Power/round] <44>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class: 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <132>
Strength: 10 [3 Power/round]
Number: 6
Backup <33>
Strength: 7 [2 Power/round]
Number: 6
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <11>
Bulkhead doors [1 Power/3 Strength] <11>
Science Systems Rating: 2 (+1) [2 Power/round] <21>
Specialized Systems: 2 <10>
Laboratories: 30 <6>

Tactical Systems
Three Heavy plasma Spear <20 x 3 = 60>
Type: Equal to a Type X Phaser Array
Damage: 200 [20 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 360 degrees
Firing Modes: Standard

Two plasma bursters <19 x 2 = 38>
Type: Equal to a type VI phaser array
Damage: 110 [11 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 360 degrees
Firing Modes: Standard

Two light plasma bursters <12 x 2 = 24>
Type: Equal to a type VI phaser array
Damage: 30 [3 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 360 degrees
Firing Modes: Standard

Six Missile/Torpedo Launcher <13 x 6 = 78>
Standard Load: AG Mass packets Torpedo (see notes for damage)
Spread: 1
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Torpedoes carried: 10,000 <10>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4
Auto-Destruct System <11>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 8 Size worth of ships <16>
Standard Complement: 4 Shuttles
Location(s): 1 Landing bays

PYRIAN HIERARCHY HUNTER CLASS SCOUT DESTROYER
Class and Type: Hunter Class Scout/Destroyer
Commissioning Date:

Hull Systems
Size: 8
Length: 567.1 meters
Beams: 567.1 meters
Height: 425.32 meters
Decks: 140
Mass: 8,500,000 metric tons
SU's Available: 2000
SU's Used: 1558

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Heavy Armor Plating on exterior hull: (+8 resistance) <24>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <35>
Backup: Class 5 (Protection 40) <18>
Backup: Class 5 (Protection 40) <18>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 318/100/4000
Crew Quarters
Basic: 209 <21>
Expanded: 147 <30>
Luxury: 42 <42>
Unusual: 21 <21>

Environmental Systems
Basic Life Support [10 Power/round] <32>
Reserve Life Support [5 Power/round] <16>
Emergency Life Support (66 e-shelters) <16>
Gravity [4 Power/round] <8>
Consumable: 3 years worth <24>
Food Replicators [8 Power/round] <8>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 7 [14 Power/round] <56>
Personal Transport: Jefferies tubes [0 Power/round] <8>
Fire Suppression System [1 Power/round when active] <8>
Cargo hold: 800,000 cubic meters <24>
Locations: Cargo Bays
Escape Pods <>
Number:
Capacity: persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: 2 Class (.5c/.5c) [5/5 Power/round] <10 x 2 = 20>
Location: aft port, aft starboard
Self-Repair systems [32 power/round] <48>
AG Generators [8 power/round] <20>
Reaction Control System (.025c) [2 Power/ round when in use] <8>

Power Systems
Warp Engine Type: Class 5/H (generates 290 Power/round) <64>
Locations: Amidship
Sub-light Engine[s]: 2 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <60>
Standard Usable Power: 564

Operations systems
Bridge: Command Deck <40>

Computers
4 Cores: [5 Power/round] <16 x 3 = 48>
Uprating: Class Beta (+2) [2 Power/computer round] <4>
ODN <24>

Navigational Deflector [5 Power/round] <32>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Probes: 50 <5>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class: 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <96>
Strength: 10 [3 Power/round]
Number: 6
Backup <24>
Strength: 7 [2 Power/round]
Number: 6
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1

Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <8>
Bulkhead doors [1 Power/3 Strength] <8>
Science Systems Rating: 2 (+1) [2 Power/round] <18>
Specialized Systems: 1 <5>
Laboratories: 20 <4>

Tactical Systems
Three Light plasma Spear <14 x 3 = 51>
Type: Equal to a Type IV Phaser Array
Damage: 80 [8 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 360 degrees
Firing Modes: Standard

Two light plasma bursters <12 x 2 = 24>
Type: Equal to a type VI phaser array
Damage: 30 [3 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 360 degrees
Firing Modes: Standard

Four Missile/Torpedo Launcher <13 x 4 = 52>
Standard Load: AG Mass packets Torpedo (see notes for damage)
Spread: 1
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Torpedoes carried: 1000 <100>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4
Auto-Destruct System <8>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 8 Size worth of ships <16>
Standard Complement: 4 Shuttles
Location(s): 1 Landing bays

Righteous Fist of Heaven-class
Class and type: Righteous Fist of Heaven-class Deep Stand-off Attack ship (DSA) I
Commissioning Date: Commonwealth Year ????

Hull Systems
Size: 8
Length: 651 meters
Beams: 488 meters
Height: 163 meters
Decks: 36
Mass: 1,000,000 metric tons
SU's Available: 1300-2500
SU's Used: 2077

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>
Heavy Armor Plating on exterior hull: (+8 resistance) <24>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <32>
Backup: Class 5 (Protection 40) <16>
Backup: Class 5 (Protection 40) <16>
Specialized hull: Atmospheric Capability <8> Planetfall Capability <8>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 356/178/3000
Crew Quarters
Barracks: Houses 120 crewmembers <2>
Spartan: 267 <14>
Basic: 100 <10>
Expanded: 47 <10>

Environmental Systems
Basic Life Support [10 Power/round] <32>
Reserve Life Support [5 Power/round] <16>
Emergency Life Support (48 Emergency-shelters) <16>
Gravity [4 Power/round] <8>
Consumable: 2 years worth <16>
Food Replicators [8 Power/round] <8>
Machine shop [8 power/round use] <16> Medical Facilities: 6 (+1) [8 Power/round] <30>
Recreation Facilities: 3 [6 Power/round] <24>
Personal Transport: Jefferies tubes [0 Pwr/rd] <8>
Fire Suppression System [1 Power/round when active] <8>
Cargo hold: 72,000 cubic meters <3>
Locations: 36 Cargo Bays
Escape Pods <5>
Number: 54

Capacity: 10 persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: 2 Class 2 (.5c/.5c) [5/5 Power/round] <10 x 2 = 20>
Location: aft port, aft starboard
AG Generators [8 power/round] <20>
Reaction Control System (.025c) [2 Power/ round when in use] <8>

Power Systems
Warp Engine Type: Class 11/Q (generates 550 Power/round) <120>
Locations: Amidship
Sub-light Engine[s]: 2 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <75>
Standard Usable Power: 582

Operations systems
Bridge: Command Deck <40>

3 Computer Cores: [5 Power/round] <16 x 3 = 48>
Uprating: Class Beta (+2) [2 Power/computer round] <4>
ODN <24>

Ship wide Integral Holographic Coverage [16 power/round] <23>
AI (See notes)

Self-Repair Systems [48 power/round] <32>

Navigational Deflector [5 Power/round] <32>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <48>
Strength: 10 [3 Power/round]
Number: 3
Backup <8>
Strength: 7 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
8 Emitter: Class Beta [3 Power/Strength used/round] <3 x 8 = 24>
Accuracy 5/6/8/11
Location: 4 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <8>
Bulkhead doors [1 Power/round] <8>
Science Systems Rating: 1 (+0) [1 Power/round] <13>
Laboratories: 20 <4>

Tactical Systems
8 Point Defense Lasers <13 x 8 = 112>
Type: D
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 360 degrees
Firing Modes: Standard

AP (Anti-Proton) Cannons <22 x 4 = 88)>
Type: 4

Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 540 degrees
Firing Modes: Standard

Six ELS Missile/Torpedo Launcher <15 x 6 = 90>
Standard Load: See notes
Spread: 10
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Missile/Torpedoes carried: 10,000 <1000>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Battle Blades Shields (Forward, Aft, Port, Starboard) <103 (x 4 = 412)>
Shield Generator: Class 3 (Protection 436) [44 Power/shield/round]
Shield grid: Type C (50 % increase to 654 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 145)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <8>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 40 Size worth of ships <80>
Standard Complement: 10 assault Shuttles, 10 Lancer regiment drop pods
Location(s): 2 Large fighter Hanger aft Port/Starbaord, two small standard shuttle bays port/starboard

Wrath of Achilies-class
Class and type: Wrath of Achilies-class Deep Stand-off Attack ship (DSA) II
Commissioning Date: Commonwealth Year ????

Hull Systems
Size: 8
Length: 666 meters
Beams: 471 meters
Height: 211 meters
Decks: 46
Mass: 1,200,000 metric tons
SU's Available: 1300-2500
SU's Used: 2477

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Heavy Armor Plating on exterior hull: (+8 resistance) <24>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <32>
Backup: Class 5 (Protection 40) <16>
Backup: Class 5 (Protection 40) <16>
Specialized hull: Atmospheric Capability <8> Planetfall Capability <8>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 212/325/3000
Crew Quarters
Barracks: Houses 120 crewmembers <2>
Spartan: 267 <14>
Basic: 100 <10>
Expanded: 47 <10>

Environmental Systems
Basic Life Support [10 Power/round] <32>
Reserve Life Support [5 Power/round] <16>
Emergency Life Support (48 Emergency-shelters) <16>
Gravity [4 Power/round] <8>
Consumable: 2 years worth <16>
Food Replicators [8 Power/round] <8>
Machine Shop [8 power/round of use] <16>
Medical Facilities: 6 (+1) [8 Power/round] <30>
Recreation Facilities: 3 [6 Power/round] <24>
Personal Transport: Jefferies tubes [0 Pwr/rd] <8>
Fire Suppression System [1 Power/round when active] <8>
Cargo hold: 72,000 cubic meters <3>
Locations: 36 Cargo Bays
Escape Pods <5>
Number: 54
Capacity: 10 persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: 2 Class 2 (.5c/.5c) [5/5 Power/round] <10 x 2 = 20>
Location: aft port, aft starboard
AG Generators [8 power/round] <20>
Reaction Control System (.025c) [2 Power/ round when in use] <8>

Power Systems
Warp Engine Type: Class 11/Q (generates 550 Power/round) <120>
Locations: Amidship

Sub-light Engine[s]: 2 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <75>
Standard Usable Power: 582

Operations systems
Bridge: Command Deck <40>

3 Computer Cores: [5 Power/round] <16 x 3 = 48>
Uprating: Class Beta (+2) [2 Power/computer round] <4>
ODN <24>

Ship wide Integral Holographic Coverage [16 power/round] <23>
AI (See notes)

Self-Repair Systems [48 power/round] <32>

Navigational Deflector [5 Power/round] <32>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <48>
Strength: 10 [3 Power/round]
Number: 3
Backup <8>
Strength: 7 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
8 Emitter: Class Beta [3 Power/Strength used/round] <3 x 8 = 24>
Accuracy 5/6/8/11
Location: 4 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <8>
Bulkhead doors [1 Power/round] <8>
Science Systems Rating: 1 (+0) [1 Power/round] <13>
Laboratories: 20 <4>

Tactical Systems
24 Point Defense Lasers <13 x 24 = 336>
Type: D
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 360 degrees
Firing Modes: Standard

AP (Anti-Proton) Cannons <22 x 4 = 88)>
Type: 4
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 540 degrees
Firing Modes: Standard

Eighteen ELS Missile/Torpedo Launcher <15 x 18 = 270>
Standard Load: See notes
Spread: 10
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: See Notes

Firing Arc: See Notes, but are self-guided
Missile/Torpedoes carried: 10,000 <1000>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Battle Blades Shields (Forward, Aft, Port, Starboard) <103 (x 4 = 412)>
Shield Generator: Class 3 (Protection 436) [44 Power/shield/round]
Shield grid: Type C (50 % increase to 654 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 145)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <8>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 40 Size worth of ships <80>
Standard Complement: 10 assault Shuttles, 10 Lancer regiment drop pods
Location(s): 2 Large fighter Hanger aft Port/Starbaord, two small standard shuttle bays port/starboard

Eternal Vigilance Class
Class and Type: Eternal Vigilance Class Long Range Surveillance Ship (LRS)
Commissioning Date: 49th century

Hull Systems
Size: 4
Length: 97 meters
Beams: 73 meters
Height: 24 meters
Decks:
Mass: metric tons
SUs Available: 800-1300
SUs Used: 1349

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>
Heavy Armor Plating on exterior hull: (+4 resistance) <12>
Ablative/Reactive Armor: 100 <20>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <22>
Backup: Class 3 (Protection 30) <11>
Backup: Class 3 (Protection 30) <11>
Specialized hull: Atmospheric Capability <4>
Planetfall Capability <4>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 150/30/1800
Crew Quarters
Basic: 98 <10>
Expanded: 59 <12>
Luxury: 20 <20>
Unusual: 3 <3>

Environmental Systems
Basic Life Support [9 Power/round] <16>
Reserve Life Support [5 Power/round] <8>
Emergency Life Support (24 emergency shelters) <8>
Gravity [2 Power/round] <4>
Consumable: 2 years worth <8>
Food Replicators [4 Power/round] <4>
Machine Shop [4 Power/replicator/round] <8>
Medical Facilities: 4 (+1) [4 Power/round] <20>
Recreation Facilities: 2 [4 Power/round] <16>
Personal Transport: Jefferies tubes [0 Power/round] <4>
Fire Suppression System [1 Power/round when active] <4>
Cargo hold: 1600 cubic meters <1>
Locations:
Escape Pods <3>
Number: 50
Capacity: 4 persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <4>

Power Systems
Warp Engine Type: Class8/N (generates 430 Power/round) <93>
Locations:
Sub-light Engine[s]: Class 2 (generate 16 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 <30>
Standard Usable Power: 446

Operations systems
Bridge: <40>

Computers
Core: [5 Power/round] <8 x 2 = 16>
Upgrade Class Alpha (+1) [1 power/round] <2>

ODN <12>

Navigational Deflector [5 Power/round] <16>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Probes: 100 <10>
Sensor Skill: 5

Flight Control Systems
Autopilot: Shipboard systems (flight control) 3, Coordination 2 [1 Power/round in use] <14>

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

Inertial Damping Field
Main <32>
Strength: 10 [3 Power/round]
Number: 4
Backup <8>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
4 Emitter: Class Beta [3 Power/Strength used/round] <24>
Accuracy 5/6/8/11
Location: 2 aft and 2 forward

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <8>
Internal Force Field [1 Power/3 Strength] <8>
Science Systems Rating: 3 (+2) [3 Power/round] <19>
Specialized Systems: 2 <10>
Laboratories: 12 <4>

Tactical Systems
4 AP cannons <17 x 4 = 68>
Type Equal to type 3 disruptors
Damage: 70 [7 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta (Accuracy
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 360 degrees
Firing Modes: Standard

3 PDL 35Mw turrets <11 x 3 = 33>
Type Equal to a Type C Laser
Damage: 60 [6 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Beta (Accuracy
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 360 degrees
Firing Modes: Standard

4 ELS Missile/Torpedo Launcher <27 x 4 = 108>
Standard Load: See notes
Spread: 4
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Torpedoes carried: 500 <50>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Plasma Armor Shields (Forward, Aft, Port, Starboard) <24 x 4 = 96>
Shield Generator: Class 2 (protection 210) [21 Power/shield/round]
Shield grid: Type C (50 % increase to Protection 315)
Subspace field Distortion Amplifiers: Class Beta (Threshold 70)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <8>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 42 Size worth of ships <84>

Standard Complement: 1 Slipfighter, 2 shuttlecraft,12 ES-115A Oracle heavy sensor/attack drones (augmented sensor variant), 24 ES-14A Janus light sensor/attack drones (augmented sensor variant)
Location(s):

Pride of Kaldera Class
Class and Type: Pride of Kaldera Class Group Defense Frigate (GDF)
Commissioning Date:

Hull Systems
Size: 6
Length: 391 meters
Beams: 293 meters
Height: 98 meters
Decks:
Mass: 1,500,000 metric tons
SUs Available: 1300-2500
SUs Used: 3022

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>
Heavy Armor Plating on exterior hull: (+6 resistance) <18>
Ablative/Reactive Armor: 300 <60>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <24>
Backup: Class 3 (Protection 30) <12>
Backup: Class 3 (Protection 30) <12>
Specialized hull: Atmospheric Capability <6>
Planetfall Capability <6>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 341/68/3000
Crew Quarters
Basic: 206 <21>
Expanded: 143 <29>
Luxury: 40 <40>
Unusual: 20 <20>

Environmental Systems
Basic Life Support [10 Power/round] <32>
Reserve Life Support [5 Power/round] <16>
Emergency Life Support (36 emergency shelters) <16>
Gravity [3 Power/round] <6>
Consumable: 2 years worth <12>
Food Replicators [6 Power/round] <6>
Machine Ships [6 power/round] <12>
Medical Facilities: 5 (+2) [5 Power/round] <25>
Recreation Facilities: 3 [6 Power/round] <24>
Personal Transport: Jefferies tubes [0 Power/round] <8>
Fire Suppression System [1 Power/round when active] <8>
Cargo hold: 100,000 cubic meters <3>
Locations:
Escape Pods <5>
Number: 100
Capacity: 4 persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: 1 Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <6>

Power Systems
Warp Engine Type: Class 13/S (generates 2145 Power/round) <290>
Locations:
Sub-light Engine[s]: Class 2 (generate 16 power/engine/round)
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <12>
Emergency Power: Type C (generates 35 Power/round) <35>
EPS: Standard Power flow, +150 Power transfer/round <45>
Standard Usable Power:

Operations systems
Bridge: <40>

Computers
Core: [5 Power/round] <12 x 2 = 24>
Computer upgrading Class Alpha [1 power/round] <2>
ODN <18>

Navigational Deflector [5 Power/round] <32>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)

Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Probes: 50 <5>
Sensor Skill: 5

Flight Control Systems
Autopilot: Shipboard systems (flight control) 3,
Coordination 2 [1 Power/round in use] <14>

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

Inertial Damping Field
Main <48>
Strength: 10 [3 Power/round]
Number: 4
Backup <12>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
4 Emitter: Class Beta [3 Power/Strength used/round] <24>
Accuracy 5/6/8/11
Location: 2 aft and 2 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <8>
Internal Force Field [1 Power/3 Strength] <8>
Science Systems Rating: 2 (+1) [2 Power/round] <16>
Specialized Systems: 1 <5>
Laboratories: 20 <4>

Tactical Systems
12 PDL 50Mw Turrets <10 x 12 = 120>
Type (Equal to a Type V Phaser Array)
Damage: 90 [9 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: All Partial Turrets; 3 right, front, left; 3 front, left, rear; 3 front, right, rear; 3 right, rear, left.
Firing arc: 90 degrees
Firing Modes: Srandard

3 AP Cannons <24 x 3 = 72>
Type Equal to a type 5 Disruptor Array
Damage: 110 [11 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: 1 front; 1 right; 1 left
Firing arc: turret bases 360 degrees
Firing Modes: Standard

2 500Mw X-ray Laser turrets <8 x 2 = 16>
Type Equal to a type X phaser
Damage: 200 [20 Power]
Number of Emitters: 40 (up to 1 shots per round)
Targeting Systems: Accuracy
Range: 10/30,000/100,000/300,000
Location: front and back
Firing arc: 90 degrees
Firing Modes: Standard

40 ELS Missile Tubes (Torpedo Launcher) <18 x 40 = 720>
Standard Load: See notes (ten missiles per launcher ready and 100 in ready storage)
Spread: 4
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Missiles Carried: 5000 <500>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <42 x 4 = 168>
Shield Generator: Class(protection 330) [33 Power/shield/round]
Shield grid: Type 2 (50% increase to Protection 495)
Subspace field Distortion Amplifiers: Class Gamma (Threshold 110)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <6>
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 22 Size worth of ships <44>
Standard Complement: 1 Slipfighter, 2 shuttlecraft, 8 ES-115 Oracle heavy sensor/attack drones, 8 ES-14 Janus light sensor/attack drones
Location(s):

The Ultimate Version Of The Glorious Heritage-Class
Class and Type: Glorious Heritage-class Heavy Cruiser

Commissioning Date: CY 9768 (4848 AD)

Hull Systems
Size: 11
Length: 1301 meters
Beams: 976 meters
Height: 325 meters
Decks: 40
Mass: 8,000,000 metric tons
SU's Available: 4000
SU's Used: 5607

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Heavy Armor Plating on exterior hull: (+11 resistance) <33>
Ablative/Reactive Armor: 300 <60>
Battle Blades (to armor) +50 (3 rounds to deploy) [10 power/round] <22>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <35>
Backup: Class 5 (Protection 40) <18>
Backup: Class 5 (Protection 40) <18>
Specialized hull: Atmospheric Capability <11>
Planetfall Capability <11>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 4132/500/30,990
Crew Quarters
Barracks: Houses 695 crewmembers <12>
Spartan: 927 <47>
Basic: 1853 <186>
Expanded: 834 <167>
Luxury: 232 <232>
Unusual: 93 <93>

Environmental Systems
Basic Life Support [13 Power/round] <44>
Reserve Life Support [7 Power/round] <22>
Emergency Life Support (66 e-shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 1 years worth <11>
Food Replicators [11 Power/round] <11>
Machine Shops [11 power/round of use] <22>
Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 4 [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Hydroponics: 100,000 Cubic meters of [11 power/round] <11>
Cargo hold: 500,000 cubic meters <15>
Locations: 50 Cargo Bays

Escape Pods <40>
Number: 780
Capacity: 10 persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard A
AG Generators [11 power/round] <28>
Reaction Control System (.025c)
[2 Power/ round when in use] <11>

Power Systems
Warp Engine Type: 1 Class 13/S (generates 2160 Power/round) <291>
Locations: Amidship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <75>
Standard Usable Power: 2224

Operations systems
Bridge: Command Deck <55>

4 Computer Cores: [5 Power/round] <22 x 4 = 88>
Uprating: Class Beta (+2) [2 Power/computer round] <4>
AI processor [11 power/round] <11>
Ship wide Integral Holographic Coverage AI (See notes) [22 power/round] <21>
ODN <33>

Self-Repair Systems [66 power/round] <44>

Navigational Deflector [5 Power/round] <44>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)

Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4,
Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <88>
Strength: 10 [3 Power/round]
Number: 4
Backup <22>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <11>
Bulkhead doors [1 Power/round] <11>
Science Systems Rating: 2 (+1) [2 Power/round] <21>
Specialized Systems: 2 <10>
Laboratories: 30 <6>

Tactical Systems
24 Kinetic Projectile Weapons (Smart Bullets) <10 x 24 = 240>
Type (Equal to a Type V Phaser Array)
Damage: 80 [8 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Accuracy
Range: 10/30,000/100,000/300,000
Location: All partial turrets; 6 right/front/left; 6 rear/right/front; 6 rear/left/front; 6 right/rear/left
Firing arc: 90 degrees
Firing Modes: Standard
Ammo: 100 (smart bullets, bursts per gun turret) <24>

12 PDL 50Mw Turrets <10 x 12 = 120>
Type (Equal to a Type V Phaser Array)
Damage: 90 [9 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: All Partial Turrets; 3 right, front, left; 3 front, left, rear; 3 front, right, rear; 3 right, rear, left.
Firing arc: 90 degrees
Firing Modes: Srandard

12 AP Cannons <28 x 12 = 336>
Type Equal to a type 6 Disruptor Array
Damage: 130 [13 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: 4 front; 4 right; 4 left; 4 rear
Firing arc: turret bases 360 degrees
Firing Modes: Standard

40 ELS Missile Tubes (Torpedo Launcher) <18 x 40 = 720>
Standard Load: See notes (ten missiles per launcher ready and 100 in ready storage)
Spread: 8
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Missiles Carried: 5000 <500>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Plasma Armor Shields (Forward, Aft, Port, Starboard) <103 x 4 = 412>
Shield Generator: Class 3 (Protection 600) [60 Power/shield/round]
Shield grid: Type C (50 % increase to 900 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 3 (35 seconds)
Backup Shield Generators: 4 (1 per shield) <11>
Auto-Destruct System <11>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 340 Size worth of ships <680>

Standard Complement: 124 fighters, 12 assault Shuttles, 24 combat & sensor drones, Location(s): 2 Large fighter Hanger aft Port/Starbaord, two small standard shuttle bays port/starboard

Missiles
The Missiles of the era is different than the Star Trek world as they have their own targeting system and the launcher only are par of the programming of the missile. Although the High Guard Missiles are the most powerful in the known worlds they are the only one's to use them.

HIGH GUARD STANDARDS MISSILE NOTES
Offensive Kinetic Kill Missiles (anti-ship)
Range: 10/300,000/1,000,000/3,000,000
Accuracy: 3/4/6/9
Damage 170

Defensive Kinetic Kill Missiles (anti-ship)
Range: 5/150,000/500,000/1,500,000
Accuracy: 3/4/6/9
Damage 170

Smart anti-ship Missiles
Range: 10/300,000/1,000,000/3,000,000
Accuracy: 3/4/6/9
Damage 150

Strategic Smart Anti-ship Missiles
Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10
Damage 150

Strategic Multiple Warhead Kinetic Missiles (Cluster bomb)
Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10
Damage 100 (individual warhead does 30 damage)

Surface Attack Missiles
Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10
Damage 160

Nova Bomb
Range: 10/300,000/1,000,000/3,000,000
Accuracy: 3/4/6/9
Damage: see note (160)

Nova bombs are the single most powerful weapon in the Commonwealth arsenal. A single Nova bomb into the sun can easily devastate an entire star system. The damage is devastating to any starship with in the sector. This is the ultimate kill weapon of mass destruction. Rosanne Missile special weapons (320 damage)

The Ultimate Version Siege Perilous Atmospheric Attack Carrier
Class and Type: Siege Perilous class Atmospheric Attack Carrier
Commissioning Date: 49th century

Hull Systems
Size: 12
Length: 1500 meters
Beams: 920 meters
Height: 920 meters
Decks: 200
Mass: metric tons
SU's Available: 3000 - 4500
SU's Used: 12,021

Hull Outer <48>
Hull Inner <48>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Heavy Armor Plating on exterior hull: (+12 resistance) <36>
Ablative/Reactive Armor: 700 <140>
Battle Blades (to armor) +70 (3 rounds to deploy) [10 power/round] <24>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <36>
Backup: Class 5 (Protection 40) <18>
Backup: Class 5 (Protection 40) <18>
Specialized hull: Atmospheric Capability <12>
Planetfall Capability <12>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 4503/3619/36,000
Crew Quarters
Barracks: Houses 3400 crewmembers <57>
Spartan: 2000 <100>
Basic: 2720 <272>
Expanded: 3 <1>

Environmental Systems
Basic Life Support [14 Power/round] <48>
Reserve Life Support [7 Power/round] <24>
Emergency Life Support (72 Emergency shelters) <24>
Gravity [6 Power/round] <12>
Consumable: 2 years worth <24>
Food Replicators [12 Power/round] <12>
Machine Shops [12 power/round of use] <24>
Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 4 [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <12>
Fire Suppression System [1 Power/round when active] <12>

Hydroponics: 100,000 Cubic meters of [12 power/round] <12>
Cargo hold: 600,000 cubic meters <18>
Locations: 50 Cargo Bays
Escape Pods <40>
Number: 780
Capacity: 10 persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard A
AG Generators [12 power/round] <30>
Reaction Control System (.025c)
[2 Power/ round when in use] <12>

Power Systems
Warp Engine Type: 1 Class 13/S (generates 12000 Power/round) <1275>
Locations: Amidship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <80>
Standard Usable Power: 12064

Operations systems
Bridge: Command Deck <60>

Four Computer Cores: [5 Power/round] <24 x 4 = 96>
Uprating: Class Beta (+2) [2 Power/computer round] <4>
AI processor [12 power/round] <12>
ODN <36>

Ship wide Integral Holographic Coverage [22 power/round] <22>
AI (See notes)

Self-Repair Systems [72 power/round] <48>

Navigational Deflector [5 Power/round] <48>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <96>
Strength: 10 [3 Power/round]
Number: 4
Backup <24>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <12>
Bulkhead doors [1 Power/round] <12>
Science Systems Rating: 2 (+1) [2 Power/round] <22>
Specialized Systems: 2 <10>
Laboratories: 30 <6>

Tactical Systems
24 Point Defense Lasers <13 x 24 = 312>
Type: D
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)

Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: six forward, two port, two starboard, two aft
Firing arc: 360 degrees
Firing Modes: Standard

(Anti-Proton) AP Cannons <21 x 4 = 84>
Type: 4
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: one port, one starboard
Firing arc: 360 degrees
Firing Modes: Standard

24 Kinetic Projectile Weapons (Smart Bullets) <10 x 24 = 240>
Type (Equal to a Type V Phaser Array)
Damage: 80 [8 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Accuracy
Range: 10/30,000/100,000/300,000
Location: All partial turrets; 6 right/front/left; 6 rear/right/front; 6 rear/left/front; 6 right/rear/left
Firing arc: 90 degrees
Firing Modes: Standard
Ammo: 100 (smart bullets, bursts per gun turret) <24>

180 ELS Missile Tubes (Torpedo Launcher) <18 x 180 = 3240>
Standard Load: See notes (ten missiles per launcher ready and 100 in ready storage)
Spread: 8
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Missile/Torpedoes carried: 19,800 <1980>

TA/T/TS: Class Delta [2 Power/round] <15>
Strength: 10
Bonus: +3
Weapon Skill: 4

Plasma Armor Shields (Forward, Aft, Port, Starboard) <127 x 4 = 508>
Shield Generator: Class 4 (Protection 650) [65 Power/shield/round]
Shield grid: Type C (50 % increase to 975 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 219)
Recharging System: Class 3 (35 seconds)
Backup Shield Generators: 4 (1 per shield) <12>
Auto-Destruct System <12>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 1070 Size worth of ships <2140>
Standard Complement: 460 Slipfighters, 150 combat & sensor drones, 16 Lancer regiment drop pods
Location(s): 2 Large fighter Hanger aft Port/Starbaord, two small standard shuttle bays port/starboard

DESCRIPTION:

High Guard Drydock Facility
Class and Type: Standard All Systems Commonwealth Drydock Facility
Commissioning Date: CY 10089

Hull Systems
Size: 4 (13)
Length: 2200 meters
Beam: 1400 meters
Height: 400 meters
Decks: 7
Mass: 1,000,000 metric tons
SU's Available: 3500-5000
SU's Used: 1411

Hull Outer <52>
Hull Inner <52>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <31>
Primary Backup: Class 3 (Protection 30) <16>
Secondary Backup: Class 3 (Protection 30) <16>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 80/200/3400
Crew Quarters
Basic: 154 <8>
Expanded: 92 <10>
Luxury: 28 <28>
Unusual: 6 <6>

Environmental Systems
Basic Life Support [10 Power/round] <52>
Reserve Life Support [5 Power/round] <26>
Emergency Life Support (78 emergency shelters) <26>
Gravity [7 Power/round] <13>
Consumable: 1 years worth <13>
Autochef (Food Replicators) [13 Power/round] <13>
Industrial Machine shops [13 Power/round] <26 x 4 = 104>

Medical Facilities: Rating 6 (+2) [6 Power/round] <30>
Recreation Facilities: Rating 2 [4 Power/round] <16>
Personal Transport: Jefferies tubes [0 Power/round] <13>
Fire Suppression System [1 Power/round when active] <13>
Cargo hold: 300,000 cubic meters <9>
Locations:
Escape Pods <4>
Number: 60
Capacity: 8 persons per pod

PROPULSION SYSTEMS
Reaction Control System (.025c) [2 Power/ round when in use] <13>

POWER SYSTEMS
Fusion Reactor: 2 Class 23 (generates 230 Power/round) <115 x 2 = 230>
Locations:
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <85>
Standard Usable Power:

Operations systems
Operations (OPS): <20>

Computer
Core: [5 Power/round] <26 x 4 = 104>
Uprating Class Beta (+2) [2 power/round] <16>
ODN <39>

Sensor Systems: None
Lateral Sensors [5 Power/round] <17>
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard
Sensor Skill: 4

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round of use] <1>

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <13>
Bulkhead doors [1 Power/round] <13>
Science Systems Rating: 2 (+1) [2 Power/round] <23>
Specialized Systems: None
Laboratories: 24 <6>

Auto-Destruct System <12>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 124 size worth of ships <248>
Standard Complement: 12 shuttlecraft, 100 construction Robots
Location(s):

Docking Ports:
1 rating 12 (ships up to size 12) [may supply 120 power/round/ship] <12>

Notes: The construction of the High Guard starships are made in space hanging in zero gravity. The station is mostly automated. These Dry-dock stations can be interlinked with one another allowing the crews to walk from one to another.

An Old Systems Commonwealth High Guard Resupply station
Class and Type: Resupply Station
Commissioning Date: 9122

Hull Systems
Size: 5 (17)
Length: 6500 meters
Beam: 3300 meters
Height: 1900 meters
Decks: 420
Mass: 23,750,000 metric tons
SU's Available: 8000-12000
SU's Used: 21,295

Hull Outer <68>
Hull Inner <68>
Resistance Outer Hull: 14 <18>
Resistance Inner Hull: 14 <18>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <35>
Primary Backup: Class 3 (Protection 30) <18>
Secondary Backup: Class 3 (Protection 30) <18>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 1174/6870/120,000
Crew Quarters
Spartan: 2816 <141>
Basic: 2816 <282>
Expanded: 965 <193>
Luxury: 965 <965>
Unusual: 482 <482>

Environmental Systems
Basic Life Support [15 Power/round] <68>
Reserve Life Support [8 Power/round] <34>
Emergency Life Support (102 emergency shelters) <34>
Gravity [9 Power/round] <17>

Consumable: 5 years worth <85>
Autochef [17 Power/round] <17>
12 Machine Shops [17 Power/round] <34 x 12 = 408>
Medical Facilities: Rating 8 (+2) [8 Power/round] <40>
Recreation Facilities: Rating 6 [12 Power/round] <48>
Mercantile Facilities: Rating 10 (30+ establishments) [20 Power/round] <80>
Personal Transport: Jefferies tubes [0 Power/round] <17>
Fire Suppression System [1 Power/round when active] <17>
Cargo hold: 4,000,000 cubic meters <120>
Locations:
Escape Pods <52>
Number: 1000
Capacity: 10 persons per pod

PROPULSION SYSTEMS
Reaction Control System (.025c) [2 Power/ round when in use] <17>

POWER SYSTEMS
Fusion Reactor: 30 Class 30 (generates 300 Power/round) <30 x 150 = 4500>
Locations:
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +300 Power transfer/round <115>
Standard Usable Power: 9000

Operations systems
Operations (OPS): <25>

Computer
Core: [5 Power/round] <34 x 6 = 204>
Uprating Class Beta (+2) [2 power/round] <24>
ODN <51>

Sensor Systems
Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard
Sensor Skill: 4

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <17>
Bulkhead doors [1 Power/round] <17>
Science Systems Rating: 2 (+1) [2 Power/round] <27>
Specialized Systems: Voltarium research labs <5>
Laboratories: 40 <8>

Tactical Systems
12 Point Defense Lasers <13 x 100 = 1300>
Type: D
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 360 degrees
Firing Modes: Standard

Twelve AP (Anti-Proton) Cannons <21 x 100 = 2100>
Type: 4
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 360 degrees
Firing Modes: Standard

40 ELS Missile/Torpedo Launcher <29 x 100 = 2900>
Standard Load: See notes
Spread: 8
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Missile/Torpedoes carried: 22,000 <2200>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Auto-Destruct System <17>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 630 Size worth of ships <1260>

Standard Complement: 200 Slip fighters 40 shuttlecraft, 75 Lancer Drop Pods
Location(s):

Docking Ports:
4 rating 12 (ships up to size 12) [may supply 120 power/round/ship] <12 x 4 = 48>
8 rating 8 (ships up to size 8) [may supply 80 power/round/ship] <8 x 8 = 64>

Notes:

Common Commerce Drift
Class and Type: no design or class space station
Commissioning Date: CY 10000 estimate

Hull Systems
Size: 4 (16)
Length: 5500 meters
Beam: 2800 meters
Height: 1700 meters
Decks: 377
Mass: 22,000,000 metric tons
SU's Available: 6000
SU's Used: 5491

Hull Outer <64>
Hull Inner <64>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <34>
Primary Backup: Class 3 (Protection 30) <17>
Secondary Backup: Class 3 (Protection 30) <17>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 560/8800/120,000
Crew Quarters
Spartan: 3276 <164>
Basic: 3744 <375>
Expanded: 1404 <281>
Luxury: 749 <749>
Unusual: 187 <187>

Environmental Systems
Basic Life Support [15 Power/round] <64>
Reserve Life Support [8 Power/round] <32>
Emergency Life Support (96 emergency shelters) <32>
Gravity [8 Power/round] <16>
Consumable: 3 years worth <48>
Autochef [16 Power/round] <16>
8 Machine Shops [16 Power/round] <256>
Medical Facilities: Rating 7 (+2) [7 Power/round] <35>
Recreation Facilities: Rating 9 [18 Power/round] <72>
Mercantile Facilities: Rating 10 (30+ establishments) [20 Power/round] <80>
Personal Transport: Jefferies tubes [0 Power/round] <16>
Fire Suppression System [1 Power/round when active] <16>
Cargo hold: 2,000,000 cubic meters <60>
Locations:
Escape Pods <61>
Number: 1200
Capacity: 8 persons per pod

PROPULSION SYSTEMS
Reaction Control System (.025c) [2 Power/ round when in use] <16>

POWER SYSTEMS
Fusion Reactor: 6 Class 20 (generates 200 Power/round) <100 x 6 = 600>
Locations:
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +250 Power transfer/round <105>
Standard Usable Power:

Operations systems
Operations (OPS): <20>

Computer
Core: [5 Power/round] <32 x 4 = 128>
ODN <48>

Sensor Systems
Long-range Sensors [5 Power/round] <24>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
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
Sensor Skill: 3

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round of use] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <16>
Buld head doors [1 Power/round] <16>
Science Systems Rating: 1 (+0) [1 Power/round] <21>
Specialized Systems: None
Laboratories: 50 <10>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 750 Size worth of ships <1500>
Standard Complement: 25 shuttlecraft, 75 freighters (size three), 100 Slip fighters
Location(s):

Docking Ports:
4 rating 11 (ships up to size 11) [may supply 110 power/round/ship] <44>
12 rating 6 (ships up to size 6) [may supply 60 power/round/ship] <72>

Notes:

High Guard drop ship
Class and Type: Lancer-class Military Drop Ship
Commissioning Date: unkown

Hull Systems
Size: 1
Length: 1.5 meters
Beams: 2 meters
Height: 2 meters
Decks: 1
Mass: 2 metric tons
SUs Available: 200
SUs Used: 180

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 2 (Protection 50/80) <16>
Backup: Class 2 (Protection 25) <8>
Specialized hull: Atmospheric Capability <1>
Planetfall capability <1>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/1/0
Crew Quarters: Crew Quarters

Environmental Systems
Basic Life Support [1 Power/round] <4>
Reserve Life Support [1 Power/round] <2>
Emergency Life Support (emergency shelters) <2>
Consumable: three days worth <1>
Medical Facilities: Med Kits only <5>
Personal Transport: Jefferies tubes [1 Power/round] <1>
Fire Suppression System [1 Power/round when active] <1>
Cargo hold: 2 cubic meters <1>
Locations: lower edge of cockpit
Escape Pods none

Propulsion Systems
Reaction Control System (.025c) [2 Power/ round when in use] <1>

Power Systems

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 <10>
Standard Usable Power:

Operations systems
Bridge: <5>

Computers Core: [5 Power/round] <2>
ODN <3>

Navigational Deflector [Power/round] <4>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Lateral Sensors [5 Power/round] <11>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: 5 Power/round] <10>
Strength Package: Class 4 (strength 4)
Gain Package: Class Alpha (+1)
Sensor 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: none

Inertial Damping Field
Main <2>
Strength: 1 [3 Power/round]
Number: 1
Backup <1>
Strength: 1 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 3 [2 Power/round] <6>
Strength: 3
Security: - 1

Security Systems Rating: 1 <4>

Tactical Systems
Two Anti-Proton Guns <6>
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: port and starboard of cocpit
Firing arc: 90 degrees
Firing Modes: Standard

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields none
Auto-Destruct System <1>

Auxiliary Spacecraft systems
Shuttlebay(s): none

Alien Fortress
Class and Type: None
Commissioning Date: Unknown

Hull Systems
Size: 2 (6)
Length: 300 meters
Width: 190 meters
Height: 70 meters
Decks: 15 (10 underground, 5 above)
Mass: 850,000 metric tons
SUs Available: 1500
SUs Used: 1396

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 16 <21>
Resistance Inner Hull: 16 <21>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <24>
Backup: Class 3 (Protection 30) <12>
Backup: Class 3 (Protection 30) <12>

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 78/150/3500
Crew Quarters
Barracks: houses 3500 Crewmembers <59>
Spartan: 70 <4>
Basic: 80 <8>
Expanded: 57 <12>
Luxury: 19 <19>
Unusual: 5 <5>

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>
Consumable: 5 years worth <30>
Food stores only [0 Power/round] <2>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 4 [8 Power/round] <32>
Mercantile Facilities: None
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 200,000 cubic meters <6>
Locations: Lower Cargo Bays
Escape Pods: None

PROPULSION SYSTEMS: None

POWER SYSTEMS
Fusion Reactor: 3 type 20 (generates 200 Power/round) <100 x 3 = 300>
Locations:
Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) <6>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +150 Power transfer/round <45>
Standard Usable Power: 600

Operations systems
Operations (OPS): <10>

Computers
Core 1: [5 Power/round] <12>
Core 2: [5 Power/round] <12>
Uprating Class Alpha (+1) [1 power/round] <4>
ODN <18>

Sensor Systems
Long-range Sensors [5 Power/round] <27>
Range package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 12 light-years (1.0/1.1 – 3.5/3.6 – 9.0/9.1 – 13.0)
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
Probes: None
Sensor Skill: 4

Communications Systems
Type: Class 4 [2 power/round of use] <13>
Strength: 4
Security: -3 (Class Gamma Uprating)
Basic Uprating: Class Alpha (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams: None
Transporters: None

Security Systems rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Bulkheads [1 power/rounds] <6>
Science Systems Rating: 1 (+0) [1 Power/round] <11>
Specialized Systems: none
Laboratories: 12 <2>

Tactical Systems
AP cannons <19 x 9 = 171>
Type (equal to type 4 Disruptors)
Damage: 100 [10 power]
Number of Emitters: (up to 2 shots per round)
Targeting systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: mounted in the corner turrets and roof
Firing arc: 360 degrees Vertical
Firing Modes: Standard, Pulse

Missile Launcher <17 x 5 = 85>
Standard Load: Type II photon torpedo (200 damage)
Spread: 8
Range: 15/350,000/1,500,000/4,050,000
Targeting systems: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: courtyard
Firing Arc: Vertical, but are self-guided
Torpedoes carried: 1000 <100>

TA/T/TS: Class Gamma [2 power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Shields: None
Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 24 Size worth of ships <48>
Standard Complement: 12 shuttlecraft
Location(s): Court yard

Docking bays: None

Notes:

Creation Notes:

The Ultimate Version Of The Glorious Heritage-Class
2013-12-11
Class and Type: Glorious Heritage-class Heavy Cruiser
Commissioning Date: CY 9768 (4848 AD)

Hull Systems
Size: 11
Length: 1301 meters
Beams: 976 meters
Height: 325 meters
Decks: 40
Mass: 8,000,000 metric tons
SU's Available: 4000
SU's Used: 5780

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Heavy Armor Plating on exterior hull: (+11 resistance) <33>
Ablative/Reactive Armor: 300 <60>
Battle Blades (to armor) +50 (3 rounds to deploy) [10 power/round] <22>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <35>
Backup: Class 5 (Protection 40) <18>
Backup: Class 5 (Protection 40) <18>
Specialized hull: Atmospheric Capability <11>
Planetfall Capability <11>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 4132/500/30,990
Crew Quarters
Barracks: Houses 695 crewmembers <12>
Spartan: 927 <47>
Basic: 1853 <186>
Expanded: 834 <167>
Luxury: 232 <232>
Unusual: 93 <93>

Environmental Systems
Basic Life Support [13 Power/round] <44>
Reserve Life Support [7 Power/round] <22>
Emergency Life Support (66 e-shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 1 years worth <11>
Food Replicators [11 Power/round] <11>
Machine Shops [11 power/round of use] <22>
Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 4 [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Hydroponics: 100,000 Cubic meters of [11 power/round] <11>
Cargo hold: 500,000 cubic meters <15>
Locations: 50 Cargo Bays
Escape Pods <40>
Number: 780
Capacity: 10 persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard A
AG Generators [11 power/round] <28>
Reaction Control System (.025c)
[2 Power/ round when in use] <11>

Power Systems
Warp Engine Type: 1 Class 13/S (generates 2160 Power/round) <291>
Locations: Amidship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <75>
Standard Usable Power: 2224

Operations systems
Bridge: Command Deck <55>
4 Computer Cores: [5 Power/round] <22 x 4 = 88>
Uprating: Class Beta (+2) [2 Power/computer round] <4>
AI processor [11 power/round] <11>
Ship wide Integral Holographic Coverage AI (See notes) [22 power/round] <21>
ODN <33>

Self-Repair Systems [66 power/round] <44>

Navigational Deflector [5 Power/round] <44>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)

ECM Unit Class 10 (+12 targeting difficulty) [12 power/round of use] <71>
Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <88>
Strength: 10 [3 Power/round]
Number: 4
Backup <22>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables (Equal to Trctorbeams)
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward three Kilometer range

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <11>
Bulkhead doors [1 Power/round] <11>
Science Systems Rating: 2 (+1) [2 Power/round] <21>
Specialized Systems: 2 <10>
Laboratories: 30 <6>

Tactical Systems
24 Kinetic Projectile Weapons (Smart Bullets) <10 x 24 = 240>
Type (Equal to a Type V Phaser Array)
Damage: 80 [8 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Accuracy
Range: 10/30,000/100,000/300,000
Location: All partial turrets; 6 right/front/left; 6 rear/right/front; 6 rear/left/front; 6 right/rear/left
Firing arc: 90 degrees
Firing Modes: Standard
Ammo: 100 (smart bullets, bursts per gun turret) <24>

12 PDL 50Mw Turrets <10 x 12 = 120>
Type (Equal to a Type V Phaser Array)
Damage: 90 [9 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: All Partial Turrets; 3 right, front, left; 3 front, left, rear; 3 front, right, rear; 3 right, rear, left.
Firing arc: 90 degrees
Firing Modes: Srandard

12 AP Cannons <28 x 12 = 336>
Type Equal to a type 6 Disruptor Array
Damage: 130 [13 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: 4 front; 4 right; 4 left; 4 rear
Firing arc: turret bases 360 degrees
Firing Modes: Standard

40 ELS Missile Tubes (Torpedo Launcher) <18 x 40 = 720>
Standard Load: See notes (ten missiles per launcher ready and 100 in ready storage)
Spread: 1 shot 10 in ready standby
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Missiles Carried: 5000 <500>

Aft Mine Laying <13 x 4 = 52>
Standard Load: Class 2 (100 damage)
Spread: 12
Range: 1
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [5 + 1 mines released]
Location: Aft hull
Firing arc: Aft drift
Mines Carried: 500 <50>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Plasma Armor Shields (Forward, Aft, Port, Starboard) <103 x 4 = 412>
Shield Generator: Class 3 (Protection 600) [60 Power/shield/round]
Shield grid: Type C (50 % increase to 900 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 3 (35 seconds)
Backup Shield Generators: 4 (1 per shield) <11>
Auto-Destruct System <11>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 340 Size worth of ships <680>
Standard Complement: 124 fighters, 12 assault Shuttles, 24 combat & sensor drones, Location(s): 2 Large fighter Hanger aft Port/Starbaord, two small standard shuttle bays port/starboard

The Ultimate Version Siege Perilous Atmospheric Attack Carrier 2013-12-11
Class and Type: Siege Perilous class Atmospheric Attack Carrier
Commissioning Date: 49th century

Hull Systems
Size: 12
Length: 1500 meters
Beams: 920 meters

Height: 920 meters
Decks: 200
Mass: metric tons
SU's Available: 3000 - 4500
SU's Used: 12,271

Hull Outer <48>
Hull Inner <48>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Heavy Armor Plating on exterior hull: (+11 resistance) <33>
Ablative/Reactive Armor: 700 <140>
Battle Blades (to armor) +70 (3 rounds to deploy) [10 power/round] <24>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <36>
Backup: Class 5 (Protection 40) <18>
Backup: Class 5 (Protection 40) <18>
Specialized hull: Atmospheric Capability <12>
Planetfall Capability <12>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 4503/3619/36,000
Crew Quarters
Barracks: Houses 3400 crewmembers <57>
Spartan: 2000 <100>
Basic: 2720 <272>
Expanded: 3 <1>

Environmental Systems
Basic Life Support [14 Power/round] <48>
Reserve Life Support [7 Power/round] <24>
Emergency Life Support (72 Emergency shelters) <24>
Gravity [6 Power/round] <12>
Consumable: 2 years worth <24>
Food Replicators [12 Power/round] <12>
Machine Shops [12 power/round of use] <24>
Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 4 [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <12>
Fire Suppression System [1 Power/round when active] <12>
Hydroponics: 100,000 Cubic meters of [12 power/round] <12>
Cargo hold: 600,000 cubic meters <18>
Locations: 50 Cargo Bays
Escape Pods <40>
Number: 780
Capacity: 10 persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard A
AG Generators [12 power/round] <30>
Reaction Control System (.025c)
[2 Power/ round when in use] <12>

Power Systems
Warp Engine Type: 1 Class 13/S (generates 12000 Power/round) <1275>
Locations: Amidship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <80>
Standard Usable Power: 12064

Operations systems
Bridge: Command Deck <60>

Four Computer Cores: [5 Power/round] <24 x 4 = 96>
Uprating: Class Beta (+2) [2 Power/computer round] <4>
AI processor [12 power/round] <12>
ODN <36>

Ship wide Integral Holographic Coverage [22 power/round] <22>
AI (See notes)

Self-Repair Systems [72 power/round] <48>

Navigational Deflector [5 Power/round] <48>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)

ECM Unit Class 10 (+12 targeting difficulty) [12 power/round of use] <72>
Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <96>
Strength: 10 [3 Power/round]
Number: 4
Backup <24>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <12>
Bulkhead doors [1 Power/round] <12>
Science Systems Rating: 2 (+1) [2 Power/round] <22>
Specialized Systems: 2 <10>
Laboratories: 30 <6>

Tactical Systems
24 Point Defense Lasers <13 x 24 = 312>
Type: D
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: six forward, two port, two starboard, two aft
Firing arc: 360 degrees
Firing Modes: Standard

(Anti-Proton) AP Cannons <21 x 4 = 84>
Type: 4
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: one port, one starboard
Firing arc: 360 degrees
Firing Modes: Standard

24 Kinetic Projectile Weapons (Smart Bullets) <10 x 24 = 240>
Type (Equal to a Type V Phaser Array)
Damage: 80 [8 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Accuracy
Range: 10/30,000/100,000/300,000
Location: All partial turrets; 6 right/front/left; 6 rear/right/front; 6 rear/left/front; 6 right/rear/left
Firing arc: 90 degrees
Firing Modes: Standard
Ammo: 100 (smart bullets, bursts per gun turret) <24>

180 ELS Missile Tubes (Torpedo Launcher) <18 x 180 = 3240>
Standard Load: See notes (ten missiles per launcher ready and 100 in ready storage)
Spread: 1 ten in ready stanby
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Missile/Torpedoes carried: 19,800 <1980>

Six Aft Mine Laying <13 x 6 = 78>
Standard Load: Class 2 (100 damage)
Spread: 12
Range: 1
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [5 + 1 mines released]
Location: Aft hull
Firing arc: Aft drift
Mines instorage 1000 <100>

TA/T/TS: Class Delta [2 Power/round] <15>
Strength: 10
Bonus: +3
Weapon Skill: 4

Plasma Armor Shields (Forward, Aft, Port, Starboard) <127 x 4 = 508>
Shield Generator: Class 4 (Protection 650) [65 Power/shield/round]
Shield grid: Type C (50 % increase to 975 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 219)
Recharging System: Class 3 (35 seconds)
Backup Shield Generators: 4 (1 per shield) <12>

Auto-Destruct System <12>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 1070 Size worth of ships <2140>
Standard Complement: 460 Slipfighters, 150 combat & sensor drones, 16 Lancer regiment drop pods
Location(s): 2 Large fighter Hanger aft Port/Starbaord, two small standard shuttle bays port/starboard

DESCRIPTION:

Long Range Surveillance Ship (LRS)
Class and Type: Eternal Vigilance Class Long Range Surveillance Ship
Commissioning Date: ????

Hull Systems
Size: 3
Length: 97 meters
Beams: 73 meters
Height: 24 meters
Decks: 5
Mass: metric tons
SU's Available: 600 - 1000
SU's Used: 1030

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>
Heavy Armor Plating on exterior hull: (+3 resistance) <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <21>
Backup: Class 3 (Protection 30) <11>
Backup: Class 3 (Protection 30) <11>
Specialized hull: Atmospheric Capability <3>
Planetfall Capability <3>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 148/30/900
Crew Quarters
Spartan: 100 <5>
Basic: 54 <6>
Expanded: 24 <5>

Environmental Systems
Basic Life Support [8 Power/round] <12>
Reserve Life Support [4 Power/round] <6>
Emergency Life Support (18 emergency shelters) <6>
Gravity [2 Power/round] <3>
Consumable: 2 years worth <6>
Auto Chef (Food Replicators) [3 Power/round] <3>
Industrial Replicators Type: 1 Large unit [2 Power/replicator/round] <3>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 2 [4 Power/round] <16>
Personal Transport: Jefferies tubes [0 Power/round] <3>
Fire Suppression System [1 Power/round when active] <3>
Cargo hold: 17,000 cubic meters <1>
Locations: Cargo Bays
Escape Pods <3>
Number: 60
Capacity: 4 persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: one Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: aft port, aft starboard
Reaction Control System (.025c) [2 Power/ round when in use] <3>

Power Systems
Warp Engine Type: Class (generates 380 Power/round) <83>
Locations: Amidship
Sub-light Engine[s]: one Class 2 (generate 16 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 <25>
Standard Usable Power: 398

Operations systems
Bridge: Command Deck <15>

Computers
Cores: [5 Power/round] <6 x 2 = 12>
Uprating: Class Beta (+2) [2 Power/computer round] <4>
ODN <9>

AI (See notes)

Shipwide Intergral Holographic Coverage [13 power/round] <6>

Self-Repair systems [18 power/round] <12>

Navigational Deflector [5 Power/round] <12>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems

Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Probes: 30 <3>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <12>
Strength: 10 [3 Power/round]
Number: 2
Backup <3>
Strength: 7 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
Emitter: Class Beta [3 Power/Strength used/round] <24>
Accuracy 5/6/8/11
Location: 2 aft and 2 forward

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <6>
Bulkhead doors [1 Power/round] <6>
Science Systems Rating: 2 (+1) [2 Power/round] <18>
Specialized Systems: 1 <5>
Laboratories: 10 <2>

Tactical Systems

Three Point Defense Lasers <15 x 3 = 45>
Type: D
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 540 degrees
Firing Modes: Standard

Four AP (Anti-Proton) Cannons <23 x 4 = 92>
Type: 4
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: See Notes
Firing arc: 540 degrees
Firing Modes: Standard

Four Missile/Torpedo Launcher <20 x 4 = 80>
Standard Load: Standard Kinetic Kill Missile (200 damage)
Standard Defense Kinetic Kill Missile (100 damage)
Arrow Smart Anti-ship Missile (200 damage)
Strategic Kill Missiles (200 damage)
Nova Bomb (see notes for damage)
Spread: 5
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: See Notes
Firing Arc: See Notes, but are self-guided
Torpedoes carried: 200 <2>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Auto-Destruct System <11>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 40 Size worth of ships <80>
Standard Complement: 2 Shuttles and 36 sensor/attack drones
Location(s): 18 Landing bays

A REVISED VERSION OF THE GENE RODDENBERRY'S ANDROMEDA

I was looking at the Andromeda Ascendant I generated for Gene Roddenberry's Andromeda and the notes from the series and the Notes from RPGgammer.com that much of the Andromeda below has been generated out of. I made

some changes and thought that I would share them with you. The TV version of the Andromeda has forty missile launchers capable of firing eight missile each per second, where I limited the ships to firing only five per round.

In this my latest version of the Andromeda, that is generated to be as close to the version of the ship, that can be generated in combat. In this version in a single round can fire enough missiles to cause damage to a large target the size of the Second Death Star Battle Station from Star Wars the Return of the Jedi that I have generated for the Spacedock crossovers and cause just a hair over 2% damage to an unshielded Death Star. The ship can launch 54.5% of its missile payload in one full minute on a target. In a scenario of attacking the Death Star the Andromeda could inflict over 27% damage to the Death Star less if the station has its shields up. Yet a Siege Perilous class Atmospheric Attack Carrier can cause devastating attack destroying the Death Star in a full minute. However the Glorious Heritage-class Heavy Cruiser can take out Darth Vaders fleet (one Super Star Destroyer and six Imperial II Star Destroyer with shields) by firing only 610 Offensive Kinetic Kill Missiles and for the 576 tie fighter that would be launched in defense of the Star Destroyers the High Guards Defensive Kinetic Kill Missiles or Slip fighters would make short work of them. Nevertheless, this ships if targeting the correct locations from a standoff position could inflict heavy damage crippling the stations even with its design to hold off the larger ship assaults. Working in unison with multiple ships three to five of the Glorious Heritage-class could easily destroy the Death Star using the standoff assault position. All this makes the Glorious Heritage-class a starship killer in the spacedock designs. This attack would take the Andromeda a half minute to a minute to destroy the fleet and fighters with a round to reload the launchers after depletion.

I figure the average missile load would be 500 - 1000 missile per type more of one than the other and forty Nova Bomb weapons, the average is 726 each type of weapon minus forty Nova Bombs that I guess standard on the Glorious Heritage-class. The number of missiles are designated by the command need and predetermined the number and composition of missiles carried by the ship. I personally would say 60% missiles for anti-starship and 39% offensive missiles the rest would be anti-fighter missiles and 1% Nova weapons unless payload is specifically designated by the mission but I have a good composition listed below.

When the Glorious Heritage-class needs to restock with missiles, smart bullets and mines the ship seeks out an asteroid field and pulls in asteroids and then generates new the missiles, smart bullets and mines in 3.75 days once the production has started. Nova Bomb weapons take about a month to generate just one weapon.

A Federation Galaxy-class can dish Phaser and Photon Torpedoes out 10,400 in damage in an all out barrage but they need to run basic systems only. Here as the Glorious Heritage-class can dish out 39,115 damage in the same amount of time without dropping many systems to minimum. The High Guard starship out guns the Federation starship more than three to one. Yet the Siege Perilous class Atmospheric Attack Carrier with missile alone can cause 153,000 damage, not that it needs to, however it out guns the Galaxy-class starship 14.7 to one in favor to the High Guard Ships and Siege Perilous class against 3.9 times against the Glorious Heritage class. Remember there is always a bigger and baddest starship out there. However a Glorious Heritage class can take down a Galaxy class starships shields in 13 missiles and then take out the ship with an additional 18 missiles fired in a second barrage not that it needed to fire in barrages as the ship clearly has enough launchers.

Andromeda Ascendant

The Reconfigured Ultimate Version Of The Glorious Heritage-Class
Revised: Tuesday, November 11, 2014
Class and Type: Glorious Heritage-class Heavy Cruiser
Commissioning Date: CY 9768 (4848 AD – 49th century)

Hull Systems
Size: 11
Length: 1301 meters
Beams: 976 meters
Height: 325 meters
Decks: 63 (50 inhabitable, 13 uninhabitable)
Mass: 8,000,000 metric tons
SU's Available: 4000
SU's Used: 6223

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 14 <12>
Resistance Inner Hull: 9 <12>
High Tension Armor +5 outer hull resistance only <15>
Ablative/Reactive Armor: 1500 <300>
Battle Blades (to armor and outer hull Resistance) +500 (3 rounds to deploy) [10 power/round] <22>

Structural Integrity Field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <35>
Backup: Class 5 (Protection 40) <18>
Backup: Class 5 (Protection 40) <18>
Specialized hull: Atmospheric Capability <11>
Planetfall Capability <11>

Personnel Systems
Crew/Passengers/Evac: 4132/500/30,990
Crew Quarters
Barracks: Houses 695 crewmembers <12>
Spartan: 927 <47>
Basic: 1853 <186>
Expanded: 834 <167>
Luxury: 232 <232>
Unusual: 93 <93>

Environmental Systems
Basic Life Support [13 Power/round] <44>
Reserve Life Support [7 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 4 years worth <44>
Food Replicators [11 Power/round] <11>
Machine Shops [11 power/round of use] <22>
Asteroid Ore Processing and Kinetic Weapons Production (generates one missile or 1 SU of smart bullet per minute) [33 power/round] <33>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 4 (one large recreation deck area, two small recreation deck, large eating facilities, two small lounges) [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 500,000 cubic meters <15>
Locations: 50 Cargo Bays
Escape Pods <40>
Number: 780
Capacity: 10 persons per pod

Propulsion Systems
Slipstream (1,000,000c) [120 power/round per travel time] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard A
AG Generators [11 power/round] <28>
Reaction Control System (.025c) [2 Power/ round when in use] <11>

Power Systems
Warp Engine Type: 1 Class 13/S (generates 3000 Power/round) <374>
Locations: Amidship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <75>
Fuel capacity 60 days (at full power): 3,200,000,000
Standard Usable Power: 3064

Operations Systems
Bridge: Command Deck <55>

Computer
Cores: [5 Power/round] <22>
Cores: [5 Power/round] <22>
Cores: [5 Power/round] <22>
Cores: [5 Power/round] <22>
Uprating: Class Beta (+2) [2 Power/computer round] <16>
AI processor [11 power/round] <11>
Ship wide Integral Holographic Coverage AI (See notes) [22 power/round] <21>
ODN <33>

Self-Repair Systems [66 power/round] <44>

Navigational Deflector [5 Power/round] <44>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)

Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <88>

Strength: 10 [3 Power/round]
Number: 4
Backup <22>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <11>
Bulkhead doors [1 Power/round] <11>
Science Systems Rating: 2 (+1) [2 Power/round] <21>
Specialized Systems: 2 <10>
Hydroponics: 100,000 Cubic meters of [11 power/round] <11>
Botanical Garden [11 power/round] <11>
Laboratories: 30 <6>

Tactical Systems
24 Kinetic Projectile Weapons (Smart Bullets) <12 x 24 = 288>
Type (Equal to a Type V Phaser Array)
Damage: 8 [1 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; 6 right/front/left; 6 rear/right/front; 6 rear/left/front; 6 right/rear/left
Firing arc: 540 degrees
Firing Modes: Standard
Ammo: 500 (smart bullets, bursts per gun turret)
Ammo Storage: 12,000 <12>
Kinetic Projectile Weapons Control <11>

12 Point Defense Laser 50Mw Turrets <14 x 12 = 168>
Type (Equal to a Type V Phaser Array)
Damage: 9 [1 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: All Partial Turrets; 3 right, front, left; 3 front, left, rear; 3 front, right, rear; 3 right, rear, left.
Firing arc: 540 degrees
Firing Modes: Standard
Point Defense Laser Weapons Control <11>

12 AP Cannons <30 x 12 = 360>
Type Equal to a type 6 Disruptor Array
Damage: 130 [13 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: 3 front; 3 right; 3 left; 3 rear
Firing arc: turret bases 540 degrees
Firing Modes: Standard
Anti-Proton Cannons Weapons Control <11>

30 Standard ELS Missile Tubes (Torpedo Launcher) <17 x 30 = 510>
Standard Load: Various types of the Missiles (ten missiles per launcher ready (one round to reload three missiles) and 100 in ready storage) See missile notes
Spread: 5 (No Nova bombs in launcher)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: six port, six starboard, six ventral, six dorsal, six aft
Firing Arc: port or starboard or ventral or dorsal or aft, but are self-guided
ELS Missile Weapons Control <11>

10 Forward ELS Missile Tubes (High Yield/Torpedo Launcher) <24 x 10 = 240>
Standard Load: Various types of the Missiles (ten missiles per launcher ready (one round to reload three missiles) and 100 in ready storage) See missile notes (the only launchers that can fire Nova Bombs)
Spread: 5 (only one Nova bomb in launcher at a time)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: Ten Forward Ventral
Firing Arc: forward, but are self-guided
ELS Missile Weapons Control (High Yield launcher) <11>
Missiles Carried: 4400 (800 Offensive Kinetic Kill Missiles, 900 Defensive Kinetic Kill Missiles, 800 Smart anti-ship Missiles, 800 Strategic Smart Anti-ship Missiles, 800 Strategic Multiple Warhead Kinetic Missiles, 260 Surface Attack Missiles, 40 Nova Bomb) <440>

Six Aft Mine Laying <13 x 6 = 78>
Standard Load: Class 2 Mine (100 damage)
Spread: 12
Range: 1
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [5 + 1 mines released]
Location: Aft hull
Firing arc: Aft drift

Mines in storage 1000 <100>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Plasma Armor Shields (Forward, Aft, Port, Starboard) <103 x 4 = 412>
Shield Generator: Class 3 (Protection 600) [60 Power/shield/round]
Shield grid: Type C (50 % increase to 900 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 3 (35 seconds)
Backup Shield Generators: 4 (1 per shield) <11>
Auto-Destruct System <11>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 300 Size worth of ships <600>
Standard Complement: 112 fighters (36 RF-42 Centaur Tactical Fighters, 76 RA-26 Shrike Strike Fighters), 12 assault Shuttles, 28 combat & sensor drones (12 AF/A-29 Phoenix Atmospheric Attack Craft and 16 ES-115 Oracle Heavy Sensor/Attack Drones)
Location(s): two Large fighter Hangers Port/Starbaord, Several small standard shuttle bays port/starboard

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Here are some optional launchers

30 Standard ELS Missile Tubes (Torpedo Launcher) <19 x 30 = 570>
Standard Load: Various types of the Missiles (ten missiles per launcher ready (one round to reload three missiles) and 100 in ready storage) See missile notes
Spread: 8 (No Nova weapon capability)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: six port, six starboard, six ventral, six dorsal, six aft
Firing Arc: port or starboard or ventral or dorsal or aft, but are self-guided

10 Forward ELS Missile Tubes (High Yield/Torpedo Launcher) <29 x 10 = 290>
Standard Load: Various types of the Missiles (ten missiles per launcher ready (one round to reload three missiles) and 100 in ready storage) See missile notes (the only launchers that can fire Nova Bombs)
Spread: 8 (only one Nova bomb in launcher at a time)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: Ten Forward Ventral
Firing Arc: forward, but are self-guided

Here are some more optional launchers

30 Standard ELS Missile Tubes (Torpedo Launcher) <20 x 30 = 600>
Standard Load: Various types of the Missiles (ten missiles per launcher ready (one round to reload three missiles) and 100 in ready storage) See missile notes
Spread: 10 (No Nova weapon capability)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: six port, six starboard, six ventral, six dorsal, six aft
Firing Arc: port or starboard or ventral or dorsal or aft, but are self-guided

10 Forward ELS Missile Tubes (High Yield/Torpedo Launcher) <31 x 10 = 310>
Standard Load: Various types of the Missiles (ten missiles per launcher ready (one round to reload three missiles) and 100 in ready storage) See missile notes (the only launchers that can fire Nova Bombs)
Spread: 10 (only one Nova bomb in launcher at a time)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: Ten Forward Ventral
Firing Arc: forward, but are self-guided

A revised version of the Ultimate Version Siege Perilous Atmospheric Attack Carrier Thursday, November 13, 2014
Class and Type: Siege Perilous class Atmospheric Attack Carrier
Commissioning Date: 49th century

Hull Systems
Size: 12
Length: 1500 meters
Beams: 920 meters
Height: 920 meters
Decks: 200
Mass: metric tons

SU's Available: 3000 - 4500
SU's Used: 12,502

Hull Outer <48>
Hull Inner <48>
Resistance Outer Hull: 15 <12>
Resistance Inner Hull: 10 <12>
High Tension Armor +5 Exterior only <15>
Ablative/Reactive Armor: 700 <140>
Battle Blades (to armor) +70 (3 rounds to deploy) [10 power/round] <24>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <36>
Backup: Class 5 (Protection 40) <18>
Backup: Class 5 (Protection 40) <18>
Specialized hull: Atmospheric Capability <12>
Planetfall Capability <12>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 4503/3619/36,000
Crew Quarters
Barracks: Houses 3400 crewmembers <57>
Spartan: 2000 <100>
Basic: 2720 <272>
Expanded: 3 <3>

Environmental Systems
Basic Life Support [14 Power/round] <48>
Reserve Life Support [7 Power/round] <24>
Emergency Life Support (72 Emergency shelters) <24>
Gravity [6 Power/round] <12>
Consumable: 2 years worth <24>
Food Replicators [12 Power/round] <12>
Machine Shops [12 power/round of use] <24>
Asteroid Ore Processing and Weapons Production (generates one missile or 1 SU of smart bullet per minute) [34 power/round] <34>
Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 4 [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <12>
Fire Suppression System [1 Power/round when active] <12>
Hydroponics: 100,000 Cubic meters of [12 power/round] <12>
Cargo hold: 600,000 cubic meters <18>
Locations: 50 Cargo Bays
Escape Pods <40>
Number: 780
Capacity: 10 persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard
AG Generators [12 power/round] <30>
Reaction Control System (.025c)
[2 Power/ round when in use] <12>

Power Systems
Warp Engine Type: 1 Class 13/S (generates 12000 Power/round) <1275>
Locations: Amidship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <80>
Standard Usable Power: 12064

Operations systems
Bridge: Command Deck <60>

Four Computer Cores: [5 Power/round] <24 x 4 = 96>
Uprating: Class Beta (+2) [2 Power/computer round] <4>
AI processor [12 power/round] <12>
ODN <36>

Ship wide Integral Holographic Coverage [22 power/round] <22>
AI (See notes)

Self-Repair Systems [72 power/round] <48>

Navigational Deflector [5 Power/round] <48>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)

ECM Unit Class 10 (+12 targeting difficulty) [12 power/round of use] <72>
Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <96>
Strength: 10 [3 Power/round]
Number: 4
Backup <24>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <12>
Bulkhead doors [1 Power/round] <12>
Science Systems Rating: 2 (+1) [2 Power/round] <22>
Specialized Systems: 2 <10>
Laboratories: 30 <6>

Tactical Systems
24 Point Defense Lasers <13 x 24 = 312>
Type: D
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: six forward, two port, two starboard, two aft
Firing arc: 360 degrees
Firing Modes: Standard
Point Defense Lasers control rooms <12>

(Anti-Proton) AP Cannons <21 x 4 = 84>
Type: 4
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: one port, one starboard
Firing arc: 360 degrees
Firing Modes: Standard
AP Cannons Weapons control room <12>

24 Kinetic Projectile Weapons (Smart Bullets) <10 x 24 = 240>
Type (Equal to a Type V Phaser Array)
Damage: 80 [8 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Accuracy
Range: 10/30,000/100,000/300,000
Location: All partial turrets; 6 right/front/left; 6 rear/right/front; 6 rear/left/front; 6 right/rear/left
Firing arc: 90 degrees
Firing Modes: Standard
Ammo: 100 (smart bullets, bursts per gun turret) <24>
Kinetic Projectile Weapons Control room <12>

135 Standard ELS Missile Tubes (Torpedo Launcher) <17 x 135 = 2295>
Standard Load: Various types of the Missiles (ten missiles per launcher ready (one round to reload four missiles) and 100 in storage) See missile notes
Spread: 5 (No Nova bombs in launcher)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: six port, six starboard, six ventral, six dorsal, six aft
Firing Arc: port or starboard or ventral or dorsal or aft, but are self-guided

45 Forward ELS Missile Tubes (High Yield/Torpedo Launcher) <24 x 45 = 1080>
Standard Load: Various types of the Missiles (ten missiles per launcher ready (one round to reload four missiles) and 100 in storage) See missile notes (the only launchers that can fire Nova Bombs)
Spread: 5 (only one Nova bomb in launcher at a time)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: Ten Forward Ventral
Firing Arc: forward, but are self-guided
Missile/Torpedoes carried: 19,800 <1980>
ELS Missile Tubes weapons control room <12>

Six Aft Mine Laying <13 x 6 = 78>
Standard Load: Class 2 (100 damage)
Spread: 12
Range: 1
Targeting System: Class Beta (Accuracy 4/5/7/10)

Power: [5 + 1 mines released]
Location: Aft hull
Firing arc: Aft drift
Mines instorage 1000 <100>
Mine Laying weapons control room <12>

TA/T/TS: Class Delta [2 Power/round] <15>
Strength: 10
Bonus: +3
Weapon Skill: 4

Plasma Armor Shields (Forward, Aft, Port, Starboard) <127 x 4 = 508>
Shield Generator: Class 4 (Protection 650) [65 Power/shield/round]
Shield grid: Type C (50 % increase to 975 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 219)
Recharging System: Class 3 (35 seconds)
Backup Shield Generators: 4 (1 per shield) <12>
Auto-Destruct System <12>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 1070 Size worth of ships <2140>
Standard Complement: 460 Slipfighters, 150 combat & sensor drones, 16 Lancer regiment drop pods
Location(s): 2 Large fighter Hanger aft Port/Starbaord, two small standard shuttle bays port/starboard

New Systems Commonwealth Glorious Heritage-Class
Revised: Tuesday, November 18, 2014
Class and Type: Glorious Heritage-class Heavy Cruiser
Commissioning Date: CY 9768 (4848 AD – 49th century)

Hull Systems
Size: 11
Length: 1301 meters
Beams: 976 meters
Height: 325 meters
Decks: 63 (50 inhabitable, 13 uninhabitable)
Mass: 8,000,000 metric tons
SU's Available: 4000
SU's Used: 5488

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 13 <9>
Resistance Inner Hull: 8 <9>
High Tension Armor +5 outer hull resistance only <15>
Ablative/Reactive Armor: 1000 <200>
Battle Blades (to armor and outer hull Resistance) +500 (3 rounds to deploy) [10 power/round] <22>

Structural Integrity Field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <35>
Backup: Class 5 (Protection 40) <18>
Backup: Class 5 (Protection 40) <18>
Specialized hull: Atmospheric Capability <11>
Planetfall Capability <11>

Personnel Systems
Crew/Passengers/Evac: 3021/500/30,990
Crew Quarters
Barracks: Houses 308 crewmembers <6>
Spartan: 760 <38>
Basic: 1600 <160>
Expanded: 588 <118>
Luxury: 192 <192>
Unusual: 73 <73>

Environmental Systems
Basic Life Support [13 Power/round] <44>
Reserve Life Support [7 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 4 years worth <44>
Food Replicators [11 Power/round] <11>
Machine Shops [11 power/round of use] <22>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 4 (one large recreation deck area, two small recreation deck, large eating facilities, two small lounges) [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 500,000 cubic meters <15>
Locations: 50 Cargo Bays
Escape Pods <40>
Number: 780
Capacity: 10 persons per pod

Propulsion Systems
Slipstream (1,000,000c) [120 power/round per travel time] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard A
AG Generators [11 power/round] <28>
Reaction Control System (.025c) [2 Power/ round when in use] <11>

Power Systems
Warp Engine Type: 1 Class 13/S (generates 2200 Power/round) <295>
Locations: Amidship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>

Emergency Power: Type E (generates 45 Power/round) <45>
EPS: Standard Power flow, +180 Power transfer/round <73>
Fuel capacity 60 days (at full power): 2,500,000,000
Standard Usable Power: 2264

Operations Systems
Bridge: Command Deck <55>

Computer
Cores: [5 Power/round] <22>
Cores: [5 Power/round] <22>
Cores: [5 Power/round] <22>
Cores: [5 Power/round] <22>
Uprating: Class Alpha (+1) [2 Power/computer round] <8>
AI processor [11 power/round] <11>
Ship wide Integral Holographic Coverage AI (See notes) [22 power/round] <21>
ODN <33>

Self-Repair Systems: None

Navigational Deflector [5 Power/round] <44>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <27>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <13>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <12>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)

Probes: 50 <5>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 3, Coordination 3 [1 Power/round in use] <12>

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

Inertial Damping Field
Main <88>
Strength: 10 [3 Power/round]
Number: 4
Backup <22>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <11>
Bulkhead doors [1 Power/round] <11>
Science Systems Rating: 2 (+1) [2 Power/round] <21>
Specialized Systems: 2 <10>
Hydroponics: None
Botanical Garden: None
Laboratories: 30 <6>

Tactical Systems
24 Kinetic Projectile Weapons (Smart Bullets) <12 x 24 = 288>
Type (Equal to a Type V Phaser Array)
Damage: 8 [1 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; 6 right/front/left; 6 rear/right/front; 6 rear/left/front; 6 right/rear/left
Firing arc: 540 degrees
Firing Modes: Standard
Ammo: 500 (smart bullets, bursts per gun turret)
Ammo Storage: 12,000 <12>
Kinetic Projectile Weapons Control <11>

12 Point Defense Laser 50Mw Turrets <14 x 12 = 168>
Type (Equal to a Type V Phaser Array)
Damage: 9 [1 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000

Location: All Partial Turrets; 3 right, front, left; 3 front, left, rear; 3 front, right, rear; 3 right, rear, left.
Firing arc: 540 degrees
Firing Modes: Standard
Point Defense Laser Weapons Control <11>

12 AP Cannons <30 x 12 = 360>
Type Equal to a type 6 Disruptor Array
Damage: 130 [13 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: 3 front; 3 right; 3 left; 3 rear
Firing arc: turret bases 540 degrees
Firing Modes: Standard
Anti-Proton Cannons Weapons Control <11>

40 Standard ELS Missile Tubes (Torpedo Launcher) <16 x 40 = 640>
Standard Load: Various types of the Missiles (ten missiles per launcher ready (one round to reload three missiles while doing so none can launch) and 100 in ready storage) See missile notes
Spread: 4 (No Nova bombs in launcher)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: six port, six starboard, six ventral, six dorsal, six aft
Firing Arc: port or starboard or ventral or dorsal or aft, but are self-guided
ELS Missile Weapons Control <11>
Missiles Carried: 4400 (600 Offensive Kinetic Kill Missiles, 2200 Defensive Kinetic Kill Missiles, 600 Smart anti-ship Missiles, 400 Strategic Smart Anti-ship Missiles, 400 Strategic Multiple Warhead Kinetic Missiles, 200 Surface Attack Missiles) <440>

Aft Mine Laying: None

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Plasma Armor Shields (Forward, Aft, Port, Starboard) <103 x 4 = 412>
Shield Generator: Class 3 (Protection 600) [60 Power/shield/round]
Shield grid: Type C (50 % increase to 900 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 3 (35 seconds)
Backup Shield Generators: 4 (1 per shield) <11>
Auto-Destruct System <11>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 300 Size worth of ships <600>
Standard Complement: 112 fighters (36 RF-42 Centaur Tactical Fighters, 76 RA-26 Shrike Strike Fighters), 12 assault Shuttles, 28 combat & sensor drones (12 AF/A-29 Phoenix Atmospheric Attack Craft and 16 ES-115 Oracle Heavy Sensor/Attack Drones)
Location(s): two Large fighter Hangers Port/Starbaord, Several small standard shuttle bays port/starboard

Notes: The first Generation of ships constructed by the New Systems Commonwealth does not quite live up to the ships of the Old Systems Commonwealth. The infrastructure is weaker and lacks the durability that the old ships have. One of the old ship's infrastructures failed only moments after launch. Do to they are limited to their weapons the ship has no high yield launchers.

New Systems Commonwealth Siege Perilous class Atmospheric Attack Carrier
Revised: Tuesday, November 18, 2014
Class and Type: Siege Perilous class Atmospheric Attack Carrier
Commissioning Date: 49th century

Hull Systems
Size: 12
Length: 1500 meters
Beams: 920 meters
Height: 920 meters
Decks: 200
Mass: metric tons
SU's Available: 3000 - 4500
SU's Used: 11,099

Hull Outer <48>
Hull Inner <48>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>
Heavy Armor Plating on exterior hull: (+12 resistance) <36>
Ablative/Reactive Armor: 400 <80>
Battle Blades (to armor) +70 (3 rounds to deploy) [10 power/round] <24>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <36>
Backup: Class 5 (Protection 40) <18>
Backup: Class 5 (Protection 40) <18>
Specialized hull: Atmospheric Capability <12>
Planetfall Capability <12>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 3002/2412/36,000
Crew Quarters
Barracks: Houses 1688 crewmembers <28>
Spartan: 1000 <50>
Basic: 2720 <272>
Expanded: 3 <1>
Luxury: 2 <2>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [14 Power/round] <48>
Reserve Life Support [7 Power/round] <24>
Emergency Life Support (72 Emergency shelters) <24>
Gravity [6 Power/round] <12>
Consumable: 2 years worth <24>
Food Replicators [12 Power/round] <12>
Machine Shops [12 power/round of use] <24>
Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 4 [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <12>
Fire Suppression System [1 Power/round when active] <12>
Cargo hold: 700,000 cubic meters <21>
Locations: 50 Cargo Bays
Escape Pods <40>
Number: 780
Capacity: 10 persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard
AG Generators [12 power/round] <30>
Reaction Control System (.025c) [2 Power/ round when in use] <12>

Power Systems
Warp Engine Type: 1 Class 13/S (generates 8000 Power/round) <875>
Locations: Amidship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type E (generates 40 Power/round) <40>
EPS: Standard Power flow, +180 Power transfer/round <78>
Standard Usable Power: 8064

Operations systems
Bridge: Command Deck <60>

Four Computer Cores: [5 Power/round] <24 x 4 = 96>
Uprating: Class Alpha (+2) [1 Power/computer round] <4>
AI processor (+2) [12 power/round] <12>
ODN <36>

Ship wide Integral Holographic Coverage [22 power/round] <22>
AI (See notes)

Navigational Deflector [5 Power/round] <48>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <27> 2510
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <13>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <12>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)

Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 3, Coordination 3 [1 Power/round in use] <12>

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

Inertial Damping Field
Main <96>
Strength: 10 [3 Power/round]
Number: 4
Backup <24>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <12>
Bulkhead doors [1 Power/round] <12>
Science Systems Rating: 2 (+1) [2 Power/round] <22>
Specialized Systems: 2 <10>
Laboratories: 30 <6>

Tactical Systems
24 Point Defense Lasers <13 x 24 = 312>
Type: D
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: six forward, two port, two starboard, two aft
Firing arc: 360 degrees
Firing Modes: Standard
Point Defense Lasers control rooms <12>

(Anti-Proton) AP Cannons <21 x 4 = 84>
Type: 4
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: one port, one starboard
Firing arc: 360 degrees
Firing Modes: Standard
AP Cannons Weapons control room <12>

24 Kinetic Projectile Weapons (Smart Bullets) <10 x 24 = 240>
Type (Equal to a Type V Phaser Array)
Damage: 80 [8 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting Systems: Accuracy
Range: 10/30,000/100,000/300,000
Location: All partial turrets; 6 right/front/left; 6 rear/right/front; 6 rear/left/front; 6 right/rear/left
Firing arc: 90 degrees
Firing Modes: Standard
Ammo: 100 (smart bullets, bursts per gun turret) <24>
Kinetic Projectile Weapons Control room <12>

180 Standard ELS Missile Tubes (Torpedo Launcher) <16 x 180 = 2880>
Standard Load: Various types of the Missiles (ten missiles per launcher ready (one round to reload four missiles) and 100 in storage) See missile notes
Spread: 4 (No Nova bombs in launcher)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: six port, six starboard, six ventral, six dorsal, six aft
Firing Arc: port or starboard or ventral or dorsal or aft, but are self-guided
Missile/Torpedoes carried: 19,800 <1980>
ELS Missile Tubes weapons control room <12>

Aft Mine Laying: None

TA/T/TS: Class Delta [2 Power/round] <15>
Strength: 10
Bonus: +3
Weapon Skill: 4

Plasma Armor Shields (Forward, Aft, Port, Starboard) <126 x 4 = 504>
Shield Generator: Class 4 (Protection 600) [60 Power/shield/round]
Shield grid: Type C (50 % increase to 900 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 3 (35 seconds)
Backup Shield Generators: 4 (1 per shield) <12>
Auto-Destruct System <12>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 1070 Size worth of ships <2140>
Standard Complement: 460 Slipfighters, 150 combat & sensor drones, 16 Lancer regiment drop pods
Location(s): 2 Large fighter Hanger aft Port/Starbaord, two small standard shuttle bays port/starboard

A REVISED Dream VERSION OF THE GENE RODDENBERRY'S ANDROMEDA
Revised: Tuesday, November 18, 2014

Andromeda Ascendant

Class and Type: Glorious Heritage-class Heavy Cruiser
Commissioning Date: CY 9768 (4848 AD – 49th century)

Hull Systems
Size: 11
Length: 1301 meters
Beams: 976 meters
Height: 325 meters
Decks: 63 (50 inhabitable, 13 uninhabitable)
Mass: 8,000,000 metric tons
SU's Available: 4000

SU's Used: 8434

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 20 <27>
Resistance Inner Hull: 20 <27>
Ablative/Reactive Armor: 1500 <300>
Hardened Armor Plating on exterior hull: (+11 resistance) <33>
Battle Blades (to armor and outer hull Resistance) +500 (3 rounds to deploy) [10 power/round of use] <22>

Structural Integrity Field [1 power/10 Protection/round]
Main: Class 7 (Protection 100/150) <41>
Backup: Class 7 (Protection 50) <21>
Backup: Class 7 (Protection 50) <21>
Specialized hull: Atmospheric Capability <11>
Planetfall Capability <11>

Personnel Systems
Crew/Passengers/Evac: 4132/500/30,990
Crew Quarters
Barracks: Houses 695 crewmembers <12>
Spartan: 927 <47>
Basic: 1853 <186>
Expanded: 834 <167>
Luxury: 232 <232>
Unusual: 93 <93>

Environmental Systems
Basic Life Support [13 Power/round] <44>
Reserve Life Support [7 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 4 years worth <44>
Food Replicators [11 Power/round] <11>
Machine Shops [11 power/round of use] <22>
Asteroid Ore Processing and Kinetic Weapons Production (generates one missile or 1 SU of smart bullet per minute) [33 power/round] <33>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 4 (one large recreation deck area, two small recreation deck, large eating facilities, two small lounges) [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 500,000 cubic meters <15>
Locations: 50 Cargo Bays
Escape Pods <40>
Number: 780
Capacity: 10 persons per pod

Propulsion Systems
Slipstream (1,000,000c) [120 power/round per travel time] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard A
AG Generators [11 power/round] <28>
Reaction Control System (.025c) [2 Power/ round when in use] <11>

Power Systems
Warp Engine Type: 1 Class 13/S (generates 6420 Power/round) <717>
Locations: Amidship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <75>
Fuel capacity 60 days (at full power): 5,000,000,000
Standard Usable Power: 6484

Operations Systems
Bridge: Command Deck <55>

Computer
Cores: AI Core [5 Power/round] <22>
Cores: [5 Power/round] <22>
Cores: [5 Power/round] <22>
Cores: [5 Power/round] <22>
Uprating: Class Beta (+2) [2 Power/computer round] <16>
AI processor (+2) [11 power/round] <11>
Ship wide Integral Holographic Coverage AI (See notes) [22 power/round] <21>
ODN <33>

Self-Repair Systems [66 power/round] <44>

Navigational Deflector [5 Power/round] <44>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <109>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 6 Light-years (.5/.6 - 1.0/1.1 - 4.5/4.6 – 6.0)
Low Resolution: 18 Light-years (1/1.1 – 6.5/6.6 – 13.5/13.6 – 18.0)
Strength Package: Class 10 (strength 10)
Gain Package: Class Gamma (+3)
Coverage: An additional 15,000 substances and Phenomena detected

Lateral Sensors [5 Power/round] <77>

Strength Package: Class 10 (strength 10)
Gain Package: Class Gamma (+3)
Coverage: An additional 15,000 substances and Phenomena detected

Navigational Sensors: [5 Power/round] <28>
Strength Package: Class 10 (strength 10)
Gain Package: Class Gamma (+3)

ECM Unit Class 10 (+12 targeting difficulty) [12 power/round of use] <72>

Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <176>
Strength: 10 [3 Power/round]
Number: 8
Backup <44>
Strength: 7 [2 Power/round]
Number: 8
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 10 [2 Power/round] <33>
Strength: 10
Security: -8 security Uprating class Epsilon
Basic Uprating class Beta (+2)
Holocommunications
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 5 <20>
Anti-Intruder System: Yes [1 Power/round] <11>
Bulkhead doors [1 Power/round] <11>
Science Systems Rating: 4 (+3) [5 Power/round] <31>
Specialized Systems: 2 <10>
Hydroponics: 100,000 Cubic meters of [11 power/round] <11>
Botanical Garden [11 power/round] <11>
Laboratories: 30 <6>

Tactical Systems
24 Kinetic Projectile Weapons (Smart Bullets) <23 x 24 = 552>
Type (Equal to a Type V Phaser Array)
Damage: 80 [8 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; 6 right/front/left; 6 rear/right/front; 6 rear/left/front; 6 right/rear/left
Firing arc: 540 degrees
Firing Modes: Standard
Ammo: 500 (smart bullets, bursts per gun turret)
Ammo Storage: 12,000 <12>
Kinetic Projectile Weapons Control <11>

12 Point Defense Laser 50Mw Turrets <27 x 12 = 324>
Type (Equal to a Type V Phaser Array)
Damage: 90 [9 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: All Partial Turrets; 3 right, front, left; 3 front, left, rear; 3 front, right, rear; 3 right, rear, left.
Firing arc: 540 degrees
Firing Modes: Standard
Point Defense Laser Weapons Control <11>

12 AP Cannons <31 x 12 = 372>
Type Equal to a type 6 Disruptor Array
Damage: 130 [13 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: 3 front; 3 right; 3 left; 3 rear
Firing arc: turret bases 540 degrees
Firing Modes: Standard
Anti-Proton Cannons Weapons Control <11>

40 Forward ELS Missile Tubes (High Yield/Torpedo Launcher) <30 x 40 = 1200>
Standard Load: OM-5 Standard Offensive Kinetic Kill Missiles (anti-ship) (170 Damage), DM-5 Standard Defensive Kinetic Kill Missiles (anti-ship) (170 damage), PM-6 Star Arrow Smart Anti-Ship Missiles (150 damage), PM-6L Strategic Star Arrow Smart Anti-Ship Missiles (extended range variant) (150 Damage), PM-6LII Strategic Star Arrow Multiple Independant Kill Vehicle (MIKV) Variant (100 damage (10 multiple warheads 10 damage), SAPM-6III Strike Arrow Surface Attack Variant (160 damage), Nova Bomb (damage special 320 against a ship and can explode a star or planet)
Spread: 12 (only one Nova bomb in launcher at a time)

Range: 90/2,700,000/9,000,000/18,000,000 (maximum range of 27,000,000 km)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Power: [20 + 5 per torpedo fired]
Location: Ten Forward Ventral
Firing Arc: forward, but are self-guided
ELS Missile Weapons Control (High Yield launcher) <11>
Missiles Carried: 4400 (1000 Offensive Kinetic Kill Missiles, 1600 Defensive Kinetic Kill Missiles, 400 Smart anti-ship Missiles, 500 Strategic Smart Anti-ship Missiles, 600 Strategic Multiple Warhead Kinetic Missiles, 260 Surface Attack Missiles, 40 Nova Bomb) <440>

Six Aft Mine Laying <13 x 6 = 78>
Standard Load: Class 2 Mine (100 damage)
Spread: 12
Range: 1
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [5 + 1 mines released]
Location: Aft hull
Firing arc: Aft drift
Mines in storage 1000 <100>

TA/T/TS: Class Epsilon [6 Power/round] <18>
Strength: 11
Bonus: +3
Weapon Skill: 5

Plasma Armor Shields (Forward, Aft, Port, Starboard) <180 x 4 = 720>
Shield Generator: Class 7 (Protection 1200) [120 Power/shield/round]
Shield grid: Type C (50 % increase to 1800 Protection)
Subspace Field Distortion Amplifiers: Class Iota (Threshold 450)
Recharging System: Class 4 (30 seconds)
Backup Shield Generators: 4 (1 per shield) <11>
Auto-Destruct System <11>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 300 Size worth of ships <600>
Standard Complement: 112 fighters (36 RF-42 Centaur Tactical Fighters, 76 RA-26 Shrike Strike Fighters), 12 assault Shuttles, 28 combat & sensor drones (12 AF/A-29 Phoenix Atmospheric Attack Craft and 16 ES-115 Oracle Heavy Sensor/Attack Drones)
Location(s): two Large fighter Hangers Port/Starbaord, Several small standard shuttle bays port/starboard

A revised Dream Version of the Ultimate Version Siege Perilous Atmospheric Attack Carrier - Thursday, November 13, 2014

The Balance of Judgment
Class and Type: Siege Perilous class Atmospheric Attack Carrier
Commissioning Date: 49th century

Hull Systems
Size: 12
Length: 1500 meters
Beams: 920 meters
Height: 920 meters
Decks: 200
Mass: metric tons
SU's Available: 3000 - 4500
SU's Used: 16196

Hull Outer <48>
Hull Inner <48>
Resistance Outer Hull: 20 <27>
Resistance Inner Hull: 20 <27>
Heavy Armor Plating on exterior hull: (+12 resistance) <36>
Ablative/Reactive Armor: 1500 <300>
Battle Blades (to armor) +700 (3 rounds to deploy) [10 power/round of use] <24>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 7 (Protection 100/150) <42>
Backup: Class 7 (Protection 50) <21>
Backup: Class 7 (Protection 50) <21>
Specialized hull: Atmospheric Capability <12>
Planetfall Capability <12>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 4503/3619/36,000
Crew Quarters
Barracks: Houses 3400 crewmembers <57>
Spartan: 2000 <100>
Basic: 2720 <272>
Expanded: 3 <3>
Luxury: 2 <2>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [14 Power/round] <48>
Reserve Life Support [7 Power/round] <24>
Emergency Life Support (72 Emergency shelters) <24>
Gravity [6 Power/round] <12>
Consumable: 2 years worth <24>
Food Replicators [12 Power/round] <12>
Machine Shops [12 power/round of use] <24>
Asteroid Ore Processing and Weapons Production (generates one missile or 1 SU of smart bullet per minute) [34 power/round] <34>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 4 [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <12>

Fire Suppression System [1 Power/round when active] <12>
Cargo hold: 600,000 cubic meters <18>
Locations: 50 Cargo Bays
Escape Pods <40>
Number: 780
Capacity: 10 persons per pod

Propulsion Systems
Slipstream [120 power/round] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard
AG Generators [12 power/round] <30>
Reaction Control System (.025c) [2 Power/ round when in use] <12>

Power Systems
Warp Engine Type: 1 Class 13/S (generates 17,570 Power/round) <1832>
Locations: Amidship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <80>
Standard Usable Power: 17,634

Operations systems
Bridge: Command Deck <60>

Computer
Cores: Primary AI core [5 Power/round] <24>
Cores: [5 Power/round] <24>
Cores: [5 Power/round] <24>
Cores: [5 Power/round] <24>
Uprating: Class Beta (+2) [2 Power/computer round] <4>
AI processor (+2) [12 power/round] <12>
ODN <36>

Ship wide Integral Holographic Coverage [22 power/round] <22>
AI (See notes)

Self-Repair Systems [72 power/round] <48>

Navigational Deflector [5 Power/round] <48>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <109>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 6 Light-years (.5/.6 - 1.0/1.1 - 4.5/4.6 – 6.0)
Low Resolution: 18 Light-years (1/1.1 – 6.5/6.6 – 13.5/13.6 – 18.0)
Strength Package: Class 10 (strength 10)
Gain Package: Class Gamma (+3)
Coverage: An additional 15,000 substances and Phenomena detected

Lateral Sensors [5 Power/round] <77>
Strength Package: Class 10 (strength 10)
Gain Package: Class Gamma (+3)
Coverage: An additional 15,000 substances and Phenomena detected

Navigational Sensors: [5 Power/round] <28>
Strength Package: Class 10 (strength 10)
Gain Package: Class Gamma (+3)

ECM Unit Class 10 (+12 targeting difficulty) [12 power/round of use] <72>
Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <192>
Strength: 10 [3 Power/round]
Number: 8
Backup <48>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 10 [2 Power/round] <33>
Strength: 10
Security: -8 security Uprating class Epsilon
Basic Uprating class Beta (+2)
Holocommunications
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 5 <20>
Anti-Intruder System: Yes [1 Power/round] <12>
Bulkhead doors [1 Power/round] <12>
Science Systems Rating: 4 (+3) [5 Power/round] <32>
Hydroponics: 100,000 Cubic meters of [12 power/round] <12>
Specialized Systems: 2 <10>
Laboratories: 30 <6>

Tactical Systems
24 Point Defense Laser 50Mw Turrets <27 x 24 = 648>
Type (Equal to a Type V Phaser Array)
Damage: 90 [9 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: All Partial Turrets; 3 right, front, left; 3 front, left, rear; 3 front, right, rear; 3 right, rear, left.
Firing arc: 540 degrees
Firing Modes: Standard
Point Defense Lasers control rooms <12>

Four (Anti-Proton) AP Cannons <31 x 4 = 124>
Type Equal to a type 6 Disruptor Array
Damage: 130 [13 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: 1 front; 1 right; 1 left; 1 rear
Firing arc: turret bases 540 degrees
Firing Modes: Standard
AP Cannons Weapons control room <12>

24 Kinetic Projectile Weapons (Smart Bullets) <23 x 24 = 552>
Type (Equal to a Type V Phaser Array)
Damage: 80 [8 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; 6 right/front/left; 6 rear/right/front; 6 rear/left/front; 6 right/rear/left
Firing arc: 540 degrees
Firing Modes: Standard
Ammo: 500 (smart bullets, bursts per gun turret)
Ammo stoarge: 12000 (smart bullets, bursts per gun turret) <12>
Kinetic Projectile Weapons Control room <12>

180 Forward ELS Missile Tubes (High Yield/Torpedo Launcher) <30 x 180 = 5400>
Standard Load: OM-5 Standard Offensive Kinetic Kill Missiles (anti-ship) (170 Damage), DM-5 Standard Defensive Kinetic Kill Missiles (anti-ship) (170 damage), PM-6 Star Arrow Smart Anti-Ship Missiles (150 damage), PM-6L Strategic Star Arrow Smart Anti-Ship Missiles (extended range variant) (150 Damage), PM-6LII Strategic Star Arrow Multiple Independant Kill Vehicle (MIKV) Variant (100 damage (10 multiple warheads 10 damage), SAPM-6III Strike Arrow Surface Attack Variant (160 damage), Nova Bomb (damage special 320 against a ship and can explode a star or planet)
Spread: 12 (only one Nova bomb in launcher at a time)
Range: 90/2,700,000/9,000,000/18,000,000 (maximum range of 27,000,000 km)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Power: [20 + 5 per torpedo fired]
Location: Ten Forward Ventral
Firing Arc: forward, but are self-guided
Missile/Torpedoes carried: 19,800 (3000 Offensive Kinetic Kill Missiles, 5700 Defensive Kinetic Kill Missiles, 3000 Smart anti-ship Missiles, 3000 Strategic Smart Anti-ship Missiles, 3000 Strategic Multiple Warhead Kinetic Missiles, 2000 Surface Attack Missiles, 100 Nova Bomb) <1980>
ELS Missile Tubes weapons control room <12>

Six Aft Mine Laying <13 x 6 = 78>
Standard Load: Class 2 (100 damage)
Spread: 12
Range: 1
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [5 + 1 mines released]
Location: Aft hull
Firing arc: Aft drift
Mines instorage 1000 <100>
Mine Laying weapons control room <12>

TA/T/TS: Class Epsilon [6 Power/round] <18>
Strength: 11
Bonus: +3
Weapon Skill: 5

Plasma Armor Shields (Forward, Aft, Port, Starboard) <196 x 4 = 784>
Shield Generator: Class 7 (Protection 1200) [120 Power/shield/round]
Shield grid: Type C (50 % increase to 1800 Protection)
Subspace Field Distortion Amplifiers: Class Iota (Threshold 450)
Recharging System: Class 4 (30 seconds)
Backup Shield Generators: 4 (1 per shield) <12>
Auto-Destruct System <12>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 1070 Size worth of ships <2140>
Standard Complement: 460 Slipfighters, 150 combat & sensor drones, 16 Lancer regiment drop pods

Location(s): 2 Large fighter Hanger aft Port/Starbaord, two small standard shuttle bays port/starboard

Andromeda Ascendant

The Reconfigured Ultimate Version Andromeda
Tuesday, December 09, 2014
Class and Type: Glorious Heritage-class Heavy Cruiser
Commissioning Date: CY 9768 (4848 AD – 49th century)

Hull Systems
Size: 11
Length: 1301 meters
Beams: 976 meters
Height: 325 meters
Decks: 63 (50 inhabitable, 13 uninhabitable)
Mass: 8,000,000 metric tons
SU's Available: 4000
SU's Used: 7753

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 9 <12>
Resistance Inner Hull: 9 <12>
Heavy Armor Plating on exterior hull: (+11 resistance) <33>
Ablative/Reactive Armor: 1500 <300>
Hardened Armor Plating on exterior hull: (+110 resistance) <165>
Battle Blades (to armor and outer hull Resistance) +500 (3 rounds to deploy) [10 power/round] <22>

Structural Integrity Field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <35>
Backup: Class 5 (Protection 40) <18>
Backup: Class 5 (Protection 40) <18>
Specialized hull: Atmospheric Capability <11>
Planetfall Capability <11>

Personnel Systems
Crew/Passengers/Evac: 4132/500/30,990
Crew Quarters
Barracks: Houses 695 crewmembers <12>
Spartan: 927 <47>
Basic: 1853 <186>
Expanded: 834 <167>
Luxury: 232 <232>
Unusual: 93 <93>

Environmental Systems
Basic Life Support [13 Power/round] <44>
Reserve Life Support [7 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 4 years worth <44>
Food Replicators [11 Power/round] <11>
Machine Shops [11 power/round of use] <22>
Asteroid Ore Processing and Kinetic Weapons Production (generates one missile or 1 SU of smart bullet per minute) [33 power/round] <33>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 4 (one large recreation deck area, two small recreation deck, large eating facilities, two small lounges) [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 500,000 cubic meters <15>
Locations: 50 Cargo Bays
Escape Pods <40>
Number: 780
Capacity: 10 persons per pod

Propulsion Systems
Slipstream (1,000,000c) [120 power/round per travel time] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard A
AG Generators [11 power/round] <28>
Reaction Control System (.025c) [2 Power/ round when in use] <11>

Power Systems
Warp Engine Type: 1 Class 13/S (generates 3000 Power/round) <374>
Locations: Amidship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <75>
Fuel capacity 60 days (at full power): 3,200,000,000
Standard Usable Power: 3064

Operations Systems
Bridge: Command Deck <55>

Computer
Cores: Main AI Core [5 Power/round] <22>
Cores: [5 Power/round] <22>
Cores: [5 Power/round] <22>
Cores: [5 Power/round] <22>
Uprating: Class Beta (+2) [2 Power/computer round] <16>
AI processor [11 power/round] <11>
Ship wide Integral Holographic Coverage AI (See notes) [22 power/round] <21>
ODN <33>

Ships Android Avatar
A computer version of the ships avatar.
Attibutes
Fitness 2 [5]
Strength +3
Vitality +1
Coordination 5
Reaction +1
Intellect 4
Logic +2
Presence 2
Empathy -1
Psi 0

Skills:
Administration (Starship Administration) 2 (3)
Command (Starship Command) 4 (5)
Computer (own systems) 2(4)
(Research) 2 (3)
Culture (Human) 2 (3)
Diplomacy (Intergalactic Law) 4 (5)
Energy Weapon (Force Lance) 2 (3)
First Aid (Human) 1 (2)
History (Commonwealth) 2 (3)
(Human) (3)
Languages
(Commonwealth Standard) 3
Medical Sciences (Psychology) 2 (3)
Propulsion Engineering (Impulse) 1 (2)
(Slip stream Drive) (3)
Persuasion (Debate) 2 (3)
Physical Sciences (Mathematics) 1 (2)
Planetary Tactics (Small Unit) 3 (4)
Planetside Survival (Desert) 1 (2)
Primitive Weaponry (Rapier) 3 (4)
Shipboard Systems (Flight Control),
(Mission Ops)
(Tactical) 1(4)
Starship Tactics (Magog) 4 (6)
(High Guard) (5)
(Nietzschean) (5)
(Than) (5)
(Pyrian) (5)
Space Sciences (Astrogation) 3 (4)
(Astrophysics) (4)
Law (Commonwealth Law) 1 (3)
(High Guard Regulations) (3)
Personal Equipment (Environment Suit) 2 (3)
Shipboard Systems (Flight Control) 1 (2)
(Sensors) (2)
(Weapons Systems) (2)
Space sciences (Astronavigation) 1(3)
Starship Tactics (High Guard) 2(3)
Security (Security Systems) 2 (3)
Social Sciences (Archaeology) 2 (3)
Strategic Operations (Invasion Strategies) 4 (5)
Systems Engineering (Computer Systems) 2 (3)
Unarmed Combat
(Nietzschean Martial Arts) 3
(Brawling) 2 (4)
Vehicle Operation (Shuttlecraft) 2 (3)
World Knowledge
(Commonwealth Worlds) 1(2)

Typical Advantages/ Disadvantages
Ambidexterity +1
Multitasking +2
Eidetic Memory +3
Computer Interface (+3)
Hides Emotions (-2)
Telepathic Resistance +4: Computer Brain (cannot be read by Psi)
Compulsion –2: Follow Programming
Restricted –1: Restricted to ship for recharging power cells
Diminished Social Status –1: Computer Program
Sexy

Self-Repair Systems [66 power/round] <44>

Navigational Deflector [5 Power/round] <44>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)

Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <88>
Strength: 10 [3 Power/round]
Number: 4
Backup <22>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <11>
Bulkhead doors [1 Power/round] <11>
Science Systems Rating: 2 (+1) [2 Power/round] <21>
Specialized Systems: 2 <10>
Hydroponics: 100,000 Cubic meters of [11 power/round] <11>
Botanical Garden [11 power/round] <11>
Laboratories: 30 <6>

Tactical Systems
24 Kinetic Projectile Weapons (Smart Bullets) <12 x 24 = 288>
Type (Equal to a Type V Phaser Array)
Damage: 8 [1 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; two port forward angled 45 degrees off center line dorsal, two starboard forward angled 45 degrees off center line dorsal, two port dorsal, two starboard dorsal, two port aft angled 45 degrees off center line dorsal, two starboard aft angled 45 degrees off center line dorsal, two port forward angled 45 degrees off center line ventral, two starboard forward angled 45 degrees off center line ventral, two port ventral, two starboard ventral, two port aft angled 45 degrees off center line ventral, two starboard aft angled 45 degrees off center line ventral
Firing arc: 540 degrees
Firing Modes: Standard
Ammo: 500 (smart bullets, bursts per gun turret)
Ammo Storage: 12,000 <12>
Kinetic Projectile Weapons Control <11>

12 Point Defense Laser 50Mw Turrets <14 x 12 = 168>
Type (Equal to a Type V Phaser Array)
Damage: 10 [1 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: All Partial Turrets; one port forward angled 45 degrees off center line dorsal, one starboard forward angled 45 degrees off center line dorsal, one port dorsal, one starboard dorsal, one port aft angled 45 degrees off center line dorsal, one starboard aft angled 45 degrees off center line dorsal, one port forward angled 45 degrees off center line ventral, one starboard forward angled 45 degrees off center line ventral, one port ventral, one starboard ventral, one port aft angled 45 degrees off center line ventral, one starboard aft angled 45 degrees off center line ventral
Firing arc: 540 degrees
Firing Modes: Standard
Point Defense Laser Weapons Control <11>

12 AP Cannons <30 x 12 = 360>
Type Equal to a type 6 Disruptor Array
Damage: 140 [14 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: one port forward angled 45 degrees off center line dorsal, one starboard forward angled 45 degrees off center line dorsal, one port dorsal, one starboard dorsal, one port aft angled 45 degrees off center line dorsal, one starboard aft angled 45 degrees off center line dorsal, one port forward angled 45 degrees off center line ventral, one starboard forward angled 45 degrees off center line ventral, one port ventral, one starboard ventral, one port aft angled 45 degrees off center line ventral, one starboard aft angled 45 degrees off center line ventralFiring arc: turret bases 540 degrees
Firing Modes: Standard
Anti-Proton Cannons Weapons Control <11>

56 Standard ELS Missile Tubes (Torpedo Launcher) <16 x 54 = 864>
Standard Load: Various types of the Missiles OM-5 Standard Offensive Kinetic Kill Missiles (anti-ship) (170 Damage), DM-5 Standard Defensive Kinetic Kill Missiles (anti-ship) (170 damage), PM-6 Star Arrow Smart Anti-Ship Missiles (150 damage), PM-6L Strategic Star Arrow Smart Anti-Ship Missiles (extended range variant) (150 Damage), PM-6LII Strategic Star Arrow Multiple Independant Kill Vehicle (MIKV) Variant (100 damage (10

multiple warheads 10 damage), SAPM-6III Strike Arrow Surface Attack Variant (160 damage), Nova Bomb (none) (ten missiles per launcher ready (one round to reload three missiles) and 100 in ready storage) See missile notes
Spread: 4 (No Nova bombs in launcher)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: eight forward central hull port side hull, eight forward central hull starboard side hull, eight angled 45 degrees off port side, eight angled 45 degrees off starboard side, seven port side, seven starboard side, eight aft
Firing Arc: port or starboard or ventral or dorsal or aft, but are self-guided
ELS Missile Weapons Control <11>

Ten Forward ELS Missile Tubes (High Yield/Torpedo Launcher) <23 x 10 = 230>
Standard Load: Various types of the Missiles OM-5 Standard Offensive Kinetic Kill Missiles (anti-ship) (170 Damage), DM-5 Standard Defensive Kinetic Kill Missiles (anti-ship) (170 damage), PM-6 Star Arrow Smart Anti-Ship Missiles (150 damage), PM-6L Strategic Star Arrow Smart Anti-Ship Missiles (extended range variant) (150 Damage), PM-6LII Strategic Star Arrow Multiple Independant Kill Vehicle (MIKV) Variant (100 damage (10 multiple warheads 10 damage), SAPM-6III Strike Arrow Surface Attack Variant (160 damage), Nova Bomb (damage special 320 against a ship and can explode a star or planet) (ten missiles per launcher ready (one round to reload three missiles) and 100 in ready storage) See missile notes (the only launchers that can fire Nova Bombs)
Spread: 4 (only one Nova bomb in launcher at a time)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: ten forward ventral
Firing Arc: forward, but are self-guided
ELS Missile Weapons Control (High Yield launcher) <11>
Missiles Carried: 4400 (800 Offensive Kinetic Kill Missiles, 1000 Defensive Kinetic Kill Missiles, 800 Smart anti-ship Missiles, 700 Strategic Smart Anti-ship Missiles, 800 Strategic Multiple Warhead Kinetic Missiles, 260 Surface Attack Missiles, 40 Nova Bomb) <440>

Six Aft Mine Laying <13 x 6 = 78>
Standard Load: Class 2 Mine (100 damage)
Spread: 12
Range: 1
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [5 + 1 mines released]
Location: Aft hull
Firing arc: Aft drift
Mines in storage 1000 <100>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Plasma Armor Shields (Forward, Aft, Port, Starboard) <103 x 4 = 412>
Shield Generator: Class 3 (Protection 600) [60 Power/shield/round]
Shield grid: Type C (50 % increase to 900 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 3 (35 seconds)
Backup Shield Generators: 4 (1 per shield) <11>
Auto-Destruct System <11>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 332 Size worth of ships <664>
Standard Complement: 112 fighters (36 RF-42 Centaur Tactical Fighters, 76 RA-26 Shrike Strike Fighters or Slip capable fighters), 12 assault Shuttles, 28 combat & sensor drones (12 AF/A-29 Phoenix Atmospheric Attack Craft and 16 ES-115 Oracle Heavy Sensor/Attack Drones), 12 Lancer Drop Pods
Location(s): twenty-two hangers two Large fighter Hangers Port/Starbaord, ten small standard shuttle bays port and starboard

Pride of Kaldera Defense Frigate Thursday, November 27, 2014
Class and Type: Pride of Kaldera Defense Frigate
Commissioning Date: None

Hull Systems
Size: 7
Length: 391 meters
Beams: 293 meters
Height: 98 meters
Decks: 24
Mass: 1,250,000 metric tons
SU's Available: 1300 - 2500
SU's Used: 3866

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>
Heavy Armor Plating on exterior hull: (+7 resistance) <21>
Ablative/Reactive Armor: 500 <100>

Battle Blades (to armor and outer hull Resistance) +500 (3 rounds to deploy) [10 power/round] <14>

Structural Integrity Field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <31>
Backup: Class 5 (Protection 40) <16>
Backup: Class 5 (Protection 40) <16>
Specialized hull: Atmospheric Capability <7>
Planetfall Capability <7>

Personnel Systems
Crew/Passengers/Evac: 341/69/6,000
Crew Quarters
Basic: 205 <21>
Expanded: 143 <29>
Luxury: 41 <41>
Unusual: 21 <21>

Environmental Systems
Basic Life Support [13 Power/round] <28>
Reserve Life Support [7 Power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: 3 years worth <21>
Food Replicators [7 Power/round] <7>
Machine Shops [7 power/round of use] <14>
Asteroid Ore Processing and Kinetic Weapons Production (generates one missile or 1 SU of smart bullet per minute) [21 power/round] <21>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 4 (one large recreation deck area, two small recreation deck, large eating facilities, two small lounges) [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <7>
Fire Suppression System [1 Power/round when active] <7>
Cargo hold: 200,000 cubic meters <6>
Locations: 20 Cargo Bays
Escape Pods <6>
Number: 100
Capacity: 8 persons per pod

Propulsion Systems
Slipstream (1,000,000c) [120 power/round per travel time] <80>
Sub-light Engine Type: 2 Class (.5c/.5c) [5/5 Power/round] <10 x 2 = 20>
Location: aft port, aft starboard A
AG Generators [7 power/round] <18>
Reaction Control System (.025c) [2 Power/round when in use] <7>

Power Systems
Warp Engine Type: 1 Class (generates 2340 Power/round) <309>
Locations: Amidship
Sub-light Engine[s]: 2 Class 2 (generate 16 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>
Fuel capacity 60 days (at full power):
Standard Usable Power:

Operations Systems
Bridge: Command Deck <35>

Computer
Cores: Main AI Core [5 Power/round] <14>
Cores: [5 Power/round] <14>
Cores: [5 Power/round] <14>
Cores: [5 Power/round] <14>
Uprating: Class Beta (+2) [2 Power/computer round] <16>
AI processor [7 power/round] <7>
Ship wide Integral Holographic Coverage AI (See notes) [14 power/round] <17>
ODN <21>

Self-Repair Systems [42 power/round] <28>

Navigational Deflector [5 Power/round] <28>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)

Probes: 70 <7>
Sensor Skill: 4

Flight Control Systems

Autopilot: Shipboard systems (flight control) 3, Coordination 3 [1 Power/round in use] <12>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <56>
Strength: 10 [3 Power/round]
Number: 4
Backup <14>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
6 Emitter: Class Beta [3 Power/Strength used/round] <36>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <7>
Bulkhead doors [1 Power/round] <7>
Science Systems Rating: 2 (+1) [2 Power/round] <17>
Specialized Systems: 1 <5>
Hydroponics: 70,000 Cubic meters of [7 power/round] <7>
Botanical Garden [7 power/round] <7>
Laboratories: 20 <4>

Tactical Systems
12 Kinetic Projectile Weapons (Smart Bullets) <12 x 12 = 144>
Type (Equal to a Type V Phaser Array)
Damage: 8 [1 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; one port forward angled 45 degrees off center line dorsal, one starboard forward angled 45 degrees off center line dorsal, one port dorsal, one starboard dorsal, one port aft angled 45 degrees off center line dorsal, one starboard aft angled 45 degrees off center line dorsal, one port forward angled 45 degrees off center line ventral, one starboard forward angled 45 degrees off center line ventral, one port ventral, one starboard ventral, one port aft angled 45 degrees off center line ventral, one starboard aft angled 45 degrees off center line ventral
Firing arc: 540 degrees
Firing Modes: Standard
Ammo: 500 (smart bullets, bursts per gun turret)
Ammo Storage: 7,000 <7>
Kinetic Projectile Weapons Control <7>

2 Point Defense Laser 50Mw Turrets <14 x 2 = 28>
Type (Equal to a Type V Phaser Array)
Damage: 10 [1 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: All Partial Turrets; one port and one starboard
Firing arc: 540 degrees
Firing Modes: Standard
Point Defense Laser Weapons Control <7>

Three AP Cannons <30 x 3 = 90>
Type Equal to a type 6 Disruptor Array
Damage: 140 [14 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location:
Firing Modes: Standard
Anti-Proton Cannons Weapons Control <7>

40 Standard ELS Missile Tubes (Standard Torpedo Launcher) <16 x 40 = 640>
Standard Load: Various types of the Missiles OM-5 Standard Offensive Kinetic Kill Missiles (anti-ship) (170 Damage), DM-5 Standard Defensive Kinetic Kill Missiles (anti-ship) (170 damage), PM-6 Star Arrow Smart Anti-Ship Missiles (150 damage), PM-6L Strategic Star Arrow Smart Anti-Ship Missiles (extended range variant) (150 Damage), PM-6LII Strategic Star Arrow Multiple Independant Kill Vehicle (MIKV) Variant (100 damage (10 multiple warheads 10 damage), SAPM-6III Strike Arrow Surface Attack Variant (160 damage), Nova Bomb (none) (ten missiles per launcher ready (one round to reload three missiles) and 100 in ready storage) See missile notes
Spread: 4 (No Nova bombs in launcher)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc:
ELS Missile Weapons Control <7>
Missiles Carried: 4400 (800 Offensive Kinetic Kill Missiles, 1000 Defensive Kinetic Kill Missiles, 800 Smart anti-ship Missiles, 700 Strategic Smart Anti-ship Missiles, 800 Strategic Multiple Warhead Kinetic Missiles, 300 Surface Attack Missiles, none Nova Bomb) <440>

four Aft Mine Laying <13 x 4 = 52>

Standard Load: Class 2 Mine (100 damage)
Spread: 12
Range: 1
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [5 + 1 mines released]
Location: Aft hull
Firing arc: Aft drift
Mines in storage 1000 <100>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Plasma Armor Shields (Forward, Aft, Port, Starboard) <67 x 4 = 268>
Shield Generator: Class 3 (Protection 600) [60 Power/shield/round]
Shield grid: Type C (50 % increase to 900 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 3 (35 seconds)
Backup Shield Generators: 4 (1 per shield) <7>
Auto-Destruct System <7>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 200 Size worth of ships <400>
Standard Complement: 72 fighters (a mix of RF-42 Centaur Tactical Fighters and RA-26 Shrike Strike Fighters or Slip capable fighters), 6 assault Shuttles, 16 combat & sensor drones (8 AF/A-29 Phoenix Atmospheric Attack Craft and 8 ES-115 Oracle Heavy Sensor/Attack Drones), 6 Lancer Drop Pods
Location(s): twenty-two hangers two Large fighter Hangers Port/Starbaord, ten small standard shuttle bays port and starboard

Under budget version of the High Guards Glorious Hertage-class Heavy Cruiser (based loosely off a Farscape PDF version) - Sunday, January 04, 2015
Class and Type: Glorious Heritage-class Heavy Cruiser
Commissioning Date: CY 9768 (4848 AD – 49th century)

Hull Systems
Size: 11
Length: 1301 meters
Beams: 976 meters
Height: 325 meters
Decks: 81
Mass: 8,000,000 metric tons
SU's Available: 4000
SU's Used: 4000

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Heavy Armor Plating on exterior hull: (+11 resistance) <33>
Ablative/Reactive Armor: 595 <119>

Structural Integrity Field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <35>
Backup: Class 5 (Protection 40) <18>
Backup: Class 5 (Protection 40) <18>
Specialized hull: Atmospheric Capability <11>
Planetfall Capability <11>

Personnel Systems
Crew/Passengers/Evac: 250/4000/30,000
Crew Quarters
Barracks: Houses 1415 crewmembers <24>
Spartan: 1000 <50>
Basic: 1000 <100>
Expanded: 800 <160>
Luxury: 32 <32>
Unusual: 3 <3>

Environmental Systems
Basic Life Support [13 Power/round] <44>
Reserve Life Support [7 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 3 years worth <33>
Autocheft (Food Replicators) [11 Power/round] <11>
Machine Shops [11 power/round of use] <22>
Asteroid Ore Processing and Kinetic Weapons Production (generates one missile or 1 SU of smart bullet per minute) [33 power/round] <33>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 4 (one large recreation deck area, two small recreation deck, large eating facilities, two small lounges) [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 330,000 cubic meters <10>
Locations: 50 Cargo Bays
Escape Pods <24>
Number: 440
Capacity: 10 persons per pod

Propulsion Systems
Slipstream (10 light-years per round) [120 power/round per travel time] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard aft

AG Generators [11 power/round] <28>
Reaction Control System (.025c) [2 Power/ round when in use] <11>

Power Systems
Warp Engine Type: 1 Class 13/S (generates 1400 Power/round) <215>
Locations: Amidship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <75>
Fuel capacity 60 days (at full power): 3,200,000,000
Standard Usable Power: 1464

Operations Systems
Bridge: Command Deck <55>

Computer
Cores: Main AI Core [5 Power/round] <22>
Cores: [5 Power/round] <22>
Uprating: Class Beta (+2) [2 Power/computer round] <8>
AI processor [11 power/round] <11>
Ship wide Integral Holographic Coverage AI (See notes) [22 power/round] <21>
ODN <33>

Self-Repair Systems [66 power/round] <44>

Navigational Deflector [5 Power/round] <44>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <88>
Strength: 10 [3 Power/round]
Number: 4
Backup <22>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <11>
Bulkhead doors [1 Power/round] <11>
Science Systems Rating: 2 (+1) [2 Power/round] <21>
Specialized Systems: 2 <10>
Hydroponics: 100,000 Cubic meters of [11 power/round] <11>
Botanical Garden [11 power/round] <11>
Laboratories: 30 <6>

Tactical Systems
12 Point Defense Lasers 50Mw Turrets <26 x 12 = 312>
Type (Equal to a Type V Phaser Array)
Damage: 90 [9 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; two port forward angled 45 degrees off center line dorsal, two starboard forward angled 45 degrees off center line dorsal, two port dorsal, two starboard dorsal, two port aft angled 45 degrees off center line dorsal, two starboard aft angled 45 degrees off center

line dorsal, two port forward angled 45 degrees off center line ventral, one starboard forward angled 45 degrees off center line ventral, one port ventral, two starboard ventral, two port aft angled 45 degrees off center line ventral, two starboard aft angled 45 degrees off center line ventral
Firing arc: 540 degrees
Firing Modes: Standard
Ammo: 500 (smart bullets, bursts per gun turret)
Point Defense Lasers 50Mw Turrets Control <11>

12 Anti-Proton Cannons <30 x 12 = 360>
Type (Equal to a Type I Phaser Array)
Damage: 130 [13 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; two port forward angled 45 degrees off center line dorsal, two starboard forward angled 45 degrees off center line dorsal, two port dorsal, two starboard dorsal, two port aft angled 45 degrees off center line dorsal, two starboard aft angled 45 degrees off center line dorsal, two port forward angled 45 degrees off center line ventral, one starboard forward angled 45 degrees off center line ventral, one port ventral, two starboard ventral, two port aft angled 45 degrees off center line ventral, two starboard aft angled 45 degrees off center line ventral
Firing arc: 540 degrees
Firing Modes: Standard
Anti-Proton Cannons Control <11>

Four Forward ELS Missile Tubes (High Yield/Torpedo Launcher) <22 x 4 = 88>
Standard Load: Various types of the Missiles - OM-5 Standard Offensive Kinetic Kill Missiles (anti-ship) (170 Damage), DM-5 Standard Defensive Kinetic Kill Missiles (anti-ship) (170 damage), PM-6 Star Arrow Smart Anti-Ship Missiles (150 damage), PM-6L Strategic Star Arrow Smart Anti-Ship Missiles (extended range variant) (150 Damage), PM-6LII Strategic Star Arrow Multiple Independent Kill Vehicle (MIKV) Variant (100 damage (10 multiple warheads 10 damage), SAPM-6III Strike Arrow Surface Attack Variant (160 damage), Nova Bomb (damage special 320 against a ship and can explode a star or planet) (ten missiles per launcher ready (one round to reload three missiles) and 100 in ready storage) See missile notes (the only launchers that can fire Nova Bombs)
Spread: 5 (only one Nova bomb in launcher at a time)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: ten forward ventral
Firing Arc: forward, but are self-guided
ELS Missile Weapons Control (High Yield launcher) <11>
Missiles Carried: 4400 (800 Offensive Kinetic Kill Missiles, 1000 Defensive Kinetic Kill Missiles, 800 Smart anti-ship Missiles, 700 Strategic Smart Anti-ship Missiles, 800 Strategic Multiple Warhead Kinetic Missiles, 260 Surface Attack Missiles, 40 Nova Bomb) <440>

TA/T/TS: Class Epsilon [6 Power/round] <18>
Strength: 11
Bonus: +3
Weapon Skill: 5

Plasma Armor (Shields) (Forward, Aft, Port, Starboard) <73 x 4 = 290>
Shield Generator: Class 5 (Protection 450) [45 Power/shield/round]
Shield grid: Type B (33% increase to 665 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 150)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <12>
Auto-Destruct System <11>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 172 Size worth of ships <344>
Standard Complement: 18 fighters (36 RF-42 Centaur Tactical Fighters, 76 RA-26 Shrike Strike Fighters or Slip capable fighters), 12 assault Shuttles, 28 combat & sensor drones (12 AF/A-29 Phoenix Atmospheric Attack Craft and 16 ES-115 Oracle Heavy Sensor/Attack Drones), 12 Lancer Drop Pods
Location(s): twenty-two hangers two Large fighter Hangers Port/Starbaord, ten small standard shuttle bays port and starboard

The Super Uprated Version Andromeda Ascendant
Sunday, January 04, 2015
Class and Type: Glorious Heritage-class Heavy Cruiser
Commissioning Date: CY 9768 (4848 AD – 49th century)

Hull Systems
Size: 11
Length: 1301 meters
Beams: 976 meters
Height: 325 meters
Decks: 81
Mass: 8,000,000 metric tons
SU's Available: 4000
SU's Used: 8508

Hull Outer <44>
Hull Inner <44>

Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Heavy Armor Plating on exterior hull: (+11 resistance) <33>
Ablative/Reactive Armor: 1500 <300>
Hardened Armor Plating on exterior hull: (+110 resistance) <165>
Battle Blades (to armor and outer hull Resistance) +500 (3 rounds to deploy) [10 power/round] <22>

Structural Integrity Field [1 power/10 Protection/round]
Main: Class 7 (Protection 100/150) <41>
Backup: Class 7 (Protection 50) <22>
Backup: Class 7 (Protection 50) <22>
Specialized hull: Atmospheric Capability <11>
Planetfall Capability <11>

Personnel Systems
Crew/Passengers/Evac: 4132/500/30,990
Crew Quarters
Barracks: Houses 695 crewmembers <12>
Spartan: 927 <47>
Basic: 1853 <186>
Expanded: 834 <167>
Luxury: 232 <232>
Unusual: 93 <93>

Environmental Systems
Basic Life Support [13 Power/round] <44>
Reserve Life Support [7 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 4 years worth <44>
Food Replicators [11 Power/round] <11>
Machine Shops [11 power/round of use] <22>
Asteroid Ore Processing and Kinetic Weapons Production (generates one missile or 1 SU of smart bullet per minute) [33 power/round] <33>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 4 (one large recreation deck area, two small recreation deck, large eating facilities, two small lounges) [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 500,000 cubic meters <15>
Locations: 50 Cargo Bays
Escape Pods <40>
Number: 780
Capacity: 10 persons per pod

Propulsion Systems
Slipstream (10 light year per round) [120 power/round per travel time] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard A
AG Generators [11 power/round] <28>
Reaction Control System (.025c) [2 Power/ round when in use] <11>

Power Systems
Warp Engine Type: 1 Class 13/S (generates 7700 Power/round) <845>
Locations: Amidship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +500 Power transfer/round <105>
Fuel capacity 60 days (at full power): 12,000,000,000
Standard Usable Power: 7764

Operations Systems
Bridge: Command Deck <55>

Computer
Cores: Main AI Core [5 Power/round] <22>
Cores: [5 Power/round] <22>
Cores: [5 Power/round] <22>
Cores: [5 Power/round] <22>
Uprating: Class Beta (+2) [2 Power/computer round] <16>
AI processor [11 power/round] <11>
Ship wide Integral Holographic Coverage AI (See notes) [22 power/round] <21>
ODN <33>

Ships Android Avatar
A computer version of the ships avatar.
Attibutes
Fitness 2 [5]
Strength +3
Vitality +1
Coordination 5
Reaction +1
Intellect 4
Logic +2
Presence 2
Empathy -1
Psi 0

Skills:
Administration (Starship Administration) 2 (3)
Command (Starship Command) 4 (5)
Computer (own systems) 2(4)
(Research) 2 (3)
Culture (Human) 2 (3)
Diplomacy (Intergalactic Law) 4 (5)
Energy Weapon (Force Lance) 2 (3)

First Aid (Human) 1 (2)
History (Commonwealth) 2 (3)
(Human) (3)
Languages
(Commonwealth Standard) 3
Medical Sciences (Psychology) 2 (3)
Propulsion Engineering (Impulse) 1 (2)
(Slip stream Drive) (3)
Persuasion (Debate) 2 (3)
Physical Sciences (Mathematics) 1 (2)
Planetary Tactics (Small Unit) 3 (4)
Planetside Survival (Desert) 1 (2)
Primitive Weaponry (Rapier) 3 (4)
Shipboard Systems (Flight Control),
(Mission Ops)
(Tactical) 1(4)
Starship Tactics (Magog) 4 (6)
(High Guard) (5)
(Nietzschean) (5)
(Than) (5)
(Pyrian) (5)
Space Sciences (Astrogation) 3 (4)
(Astrophysics) (4)
Law (Commonwealth Law) 1 (3)
(High Guard Regulations) (3)
Personal Equipment (Environment Suit) 2 (3)
Shipboard Systems (Flight Control) 1 (2)
(Sensors) (2)
(Weapons Systems) (2)
Space sciences (Astronavigation) 1(3)
Starship Tactics (High Guard) 2(3)
Security (Security Systems) 2 (3)
Social Sciences (Archaeology) 2 (3)
Strategic Operations (Invasion Strategies) 4 (5)
Systems Engineering (Computer Systems) 2 (3)
Unarmed Combat
(Nietzschean Martial Arts) 3
(Brawling) 2 (4)
Vehicle Operation (Shuttlecraft) 2 (3)
World Knowledge
(Commonwealth Worlds) 1(2)

Typical Advantages/ Disadvantages
Ambidexterity +1
Multitasking +2
Eidetic Memory +3
Computer Interface (+3)
Hides Emotions (-2)
Telepathic Resistance +4: Computer Brain (cannot be read by Psi)
Compulsion –2: Follow Programming
Restricted –1: Restricted to ship for recharging power cells
Diminished Social Status –1: Computer Program
Sexy

Self-Repair Systems [66 power/round] <44>

Navigational Deflector [5 Power/round] <44>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <75>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 Light-years (1/1.1-6.0/6.1-13.0/13.1-17.0)
Strength Package: Class 10 (strength 10)
Gain Package: Class Gamma (+3)
Coverage: +5000 substances and anomalies

Lateral Sensors [5 Power/round] <47>
Strength Package: Class 10 (strength 10)
Gain Package: Class Gamma (+3)
Coverage: +5000 substances and anomalies

Navigational Sensors: [5 Power/round] <28>
Strength Package: Class 10 (strength 10)
Gain Package: Class Gamma (+3)

Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4,
Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <176>
Strength: 10 [3 Power/round]
Number: 8
Backup <44>
Strength: 7 [2 Power/round]
Number: 8
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 10 [2 Power/round] <32>
Strength: 10
Security: -8 class Epsilon
Class Beta (+2)
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>

Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <11>
Bulkhead doors [1 Power/round] <11>
Science Systems Rating: 2 (+1) [2 Power/round] <21>
Specialized Systems: 2 <10>
Hydroponics: 100,000 Cubic meters of [11 power/round] <11>
Botanical Garden [11 power/round] <11>
Laboratories: 30 <6>

Tactical Systems
24 Point Defense Lasers 50Mw Turrets <26 x 24 = 624>
Type (Equal to a Type V Phaser Array)
Damage: 90 [9 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; two port forward angled 45 degrees off center line dorsal, two starboard forward angled 45 degrees off center line dorsal, two port dorsal, two starboard dorsal, two port aft angled 45 degrees off center line dorsal, two starboard aft angled 45 degrees off center line dorsal, two port forward angled 45 degrees off center line ventral, one starboard forward angled 45 degrees off center line ventral, one port ventral, two starboard ventral, two port aft angled 45 degrees off center line ventral, two starboard aft angled 45 degrees off center line ventral
Firing arc: 540 degrees
Firing Modes: Standard
Ammo: 500 (smart bullets, bursts per gun turret)
Point Defense Lasers 50Mw Turrets Control <11>

12 Anti-Proton Cannons <30 x 12 = 360>1793
Type (Equal to a Type I Phaser Array)
Damage: 130 [13 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; two port forward angled 45 degrees off center line dorsal, two starboard forward angled 45 degrees off center line dorsal, two port dorsal, two starboard dorsal, two port aft angled 45 degrees off center line dorsal, two starboard aft angled 45 degrees off center line dorsal, two port forward angled 45 degrees off center line ventral, one starboard forward angled 45 degrees off center line ventral, one port ventral, two starboard ventral, two port aft angled 45 degrees off center line ventral, two starboard aft angled 45 degrees off center line ventral
Firing arc: 540 degrees
Firing Modes: Standard
Anti-Proton Cannons Control <11>

56 Standard ELS Missile Tubes (Torpedo Launcher) <20 x 56 = 1120>
Standard Load: See missile notes - Various types of the Missiles
OM-5 Standard Offensive Kinetic Kill Missiles (anti-ship) (170 Damage)
DM-5 Standard Defensive Kinetic Kill Missiles (anti-ship) (170 Damage)
PM-6 Star Arrow Smart Anti-Ship Missiles (150 damage)
PM-6L Strategic Star Arrow Smart Anti-Ship Missiles (extended range variant) (150 Damage)
PM-6LII Strategic Star Arrow Multiple Independant Kill Vehicle (MIKV) Variant (100 damage (10 multiple warheads 10 damage)
SAPM-6III Strike Arrow Surface Attack Variant (160 damage)
(Ten missiles per launcher ready (one round to reload three missiles) and 100 in ready storage)
(No Nova bombs in launcher)
Spread: 12
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: eight forward central hull port side hull, eight forward central hull starboard side hull, eight angled 45 degrees off port side, eight angled 45 degrees off starboard side, seven port side, seven starboard side, eight aft
Firing Arc: port or starboard or ventral or dorsal or aft, but are self-guided
ELS Missile Weapons Control <11>

Ten Forward ELS Missile Tubes (High Yield/Torpedo Launcher) <31 x 10 = 310>
Standard Load: See missile notes - Various types of the Missiles
OM-5 Standard Offensive Kinetic Kill Missiles (anti-ship) (170 Damage)
DM-5 Standard Defensive Kinetic Kill Missiles (anti-ship) (170 Damage)
PM-6 Star Arrow Smart Anti-Ship Missiles (150 damage)
PM-6L Strategic Star Arrow Smart Anti-Ship Missiles (extended range variant) (150 Damage)
PM-6LII Strategic Star Arrow Multiple Independant Kill Vehicle (MIKV) Variant (100 damage (10 multiple warheads 10 damage)
SAPM-6III Strike Arrow Surface Attack Variant (160 damage)
Nova Bomb (damage special 320 against a ship and can explode a star or planet (instant damage form a planet explosion is number of nova bombs time damage times one hundred and a star is the same except the damage times again by ten thousand moving ten Mu's per round))

(ten missiles per launcher ready (one round to reload three missiles) and 100 in ready storage/the only launchers that can fire Nova Bombs)
Spread: 12 (only one Nova bomb in launcher at a time)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: ten forward ventral
Firing Arc: forward, but are self-guided

ELS Missile Weapons Control (High Yield launcher) <11>

Missiles Carried: 4400 (800 Offensive Kinetic Kill Missiles, 1000 Defensive Kinetic Kill Missiles, 800 Smart anti-ship Missiles, 700 Strategic Smart Anti-ship Missiles, 800 Strategic Multiple Warhead Kinetic Missiles, 260 Surface Attack Missiles, 40 Nova Bomb) <440>

Six Aft Mine Laying <13 x 6 = 78>
Standard Load: Class 2 Mine (100 damage)
Spread: 12
Range: 1
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [5 + 1 mines released]
Location: Aft hull
Firing arc: Aft drift
Mines in storage 1000 <100>
Mine Laying Control <11>

TA/T/TS: Class Epsilon [6 Power/round] <18>
Strength: 11
Bonus: +3
Weapon Skill: 4

Plasma Armor Shields (Forward, Aft, Port, Starboard) <180 x 4 = 720>
Shield Generator: Class 3 (Protection 1400) [140 Power/shield/round]
Shield grid: Type C (50 % increase to 2100 Protection)
Subspace Field Distortion Amplifiers: Class Iota (Threshold 450)
Recharging System: Class 4 (30 seconds)
Backup Shield Generators: 4 (1 per shield) <11>
Auto-Destruct System <11>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 332 Size worth of ships <664>
Standard Complement: 112 fighters (36 RF-42 Centaur Tactical Fighters, 76 RA-26 Shrike Strike Fighters or Slip capable fighters), 12 assault Shuttles, 28 combat & sensor drones (12 AF/A-29 Phoenix Atmospheric Attack Craft and 16 ES-115 Oracle Heavy Sensor/Attack Drones), 12 Lancer Drop Pods
Location(s): twenty-two hangers two Large fighter Hangers Port/Starbaord, ten small standard shuttle bays port and starboard

Triumvir's ship EP 0410 "Machinery of the Mind" (Made equal with the low budged version of the Andromeda)
Sunday, April 19, 2015
Class and Type: Heavy Cruiser
Commissioning Date: 52nd century

Hull Systems
Size: 11
Length: 1300 meters
Beams: 1002.85 meters
Height: 445.7 meters
Decks: 80
Mass: 8,000,000 metric tons
SU's Available: 4000
SU's Used: 3751

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>
Heavy Armor Plating on exterior hull: (+11 resistance) <33>
Ablative/Reactive Armor: 500 <100>

Structural Integrity Field [1 power/10 Protection/round]
Main: Class 4 (Protection 70/110) <32>
Backup: Class 4 (Protection 35) <16>
Backup: Class 4 (Protection 35) <16>
Specialized hull: Atmospheric Capability <11>
Planetfall Capability <11>

Personnel Systems
Crew/Passengers/Evac: 1350/2900/30,000
Crew Quarters
Barracks: Houses 1415 crewmembers <24>
Spartan: 1000 <50>
Basic: 1000 <100>
Expanded: 800 <160>
Luxury: 32 <32>
Unusual: 3 <3>

Environmental Systems
Basic Life Support [13 Power/round] <44>
Reserve Life Support [7 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 3 years worth <33>

Autocheft (Food Replicators) [11 Power/round] <11>
Machine Shops [11 power/round of use] <22>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 4 (one large recreation deck area, two small recreation deck, large eating facilities, two small lounges) [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 300,000 cubic meters <9>
Locations: 50 Cargo Bays
Escape Pods <24>
Number: 440
Capacity: 10 persons per pod

Propulsion Systems
Slipstream (10 light-years per round) [120 power/round per travel time] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard aft
AG Generators [11 power/round] <28>
Reaction Control System (.025c) [2 Power/ round when in use] <11>1155

Power Systems
Warp Engine Type: 1 Class 13/S (generates 1200 Power/round) <195>
Locations: Amidship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <75>
Fuel capacity 60 days (at full power): 3,200,000,000
Standard Usable Power: 1464

Operations Systems
Bridge: Command Deck <55>

Computer
Cores: Main AI Core [5 Power/round] <22>
Cores: [5 Power/round] <22>
Uprating: Class Beta (+2) [2 Power/computer round] <8>
AI processor [11 power/round] <11>
Ship wide Integral Holographic Coverage AI (See notes) [22 power/round] <21>
ODN <33>

Self-Repair Systems [66 power/round] <44>

Navigational Deflector [5 Power/round] <44>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <27>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <13>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <12>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <88>
Strength: 10 [3 Power/round]
Number: 4
Backup <22>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <11>
Bulkhead doors [1 Power/round] <11>

Science Systems Rating: 2 (+1) [2 Power/round] <21>
Specialized Systems: 2 <10>
Hydroponics: 100,000 Cubic meters of [11 power/round] <11>
Botanical Garden [11 power/round] <11>
Laboratories: 30 <6>

Tactical Systems
12 Point Defense Lasers 50Mw Turrets <26 x 10 = 260>
Type (Equal to a Type V Phaser Array)
Damage: 90 [9 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; two port forward angled 45 degrees off center line dorsal, two starboard forward angled 45 degrees off center line dorsal, two port dorsal, two starboard dorsal, two port aft angled 45 degrees off center line dorsal, two starboard aft angled 45 degrees off center line dorsal, two port forward angled 45 degrees off center line ventral, one starboard forward angled 45 degrees off center line ventral, one port ventral, two starboard ventral, one port aft angled 45 degrees off center line ventral, one starboard aft angled 45 degrees off center line ventral
Firing arc: 540 degrees
Firing Modes: Standard
Ammo: 500 (smart bullets, bursts per gun turret)
Point Defense Lasers 50Mw Turrets Control <11>

12 Anti-Proton Cannons <30 x 10 = 300>
Type (Equal to a Type I Phaser Array)
Damage: 130 [13 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; two port forward angled 45 degrees off center line dorsal, two starboard forward angled 45 degrees off center line dorsal, two port dorsal, two starboard dorsal, two port aft angled 45 degrees off center line dorsal, two starboard aft angled 45 degrees off center line dorsal, two port forward angled 45 degrees off center line ventral, one starboard forward angled 45 degrees off center line ventral, one port ventral, one starboard ventral, two port aft angled 45 degrees off center line ventral, one starboard aft angled 45 degrees off center line ventral
Firing arc: 540 degrees
Firing Modes: Standard
Anti-Proton Cannons Control <11>

Four Forward ELS Missile Tubes (High Yield/Torpedo Launcher) <22 x 3 = 66>
Standard Load: Various types of the Missiles - OM-5 Standard Offensive Kinetic Kill Missiles (anti-ship) (170 Damage), DM-5 Standard Defensive Kinetic Kill Missiles (anti-ship) (170 damage), PM-6 Star Arrow Smart Anti-Ship Missiles (150 damage), PM-6L Strategic Star Arrow Smart Anti-Ship Missiles (extended range variant) (150 Damage), PM-6LII Strategic Star Arrow Multiple Independent Kill Vehicle (MIKV) Variant (100 damage (10 multiple warheads 10 damage), SAPM-6III Strike Arrow Surface Attack Variant (160 damage), Nova Bomb (damage special 320 against a ship and can explode a star or planet) (ten missiles per launcher ready (one round to reload three missiles) and 100 in ready storage) See missile notes (the only launchers that can fire Nova Bombs)
Spread: 5 (only one Nova bomb in launcher at a time)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: ten forward ventral
Firing Arc: forward, but are self-guided
ELS Missile Weapons Control (High Yield launcher) <11>
Missiles Carried: 4000 (600 Offensive Kinetic Kill Missiles, 2200 Defensive Kinetic Kill Missiles, 600 Smart anti-ship Missiles, 600 Strategic Smart Anti-ship Missiles) <400>

TA/T/TS: Class Epsilon [6 Power/round] <18>
Strength: 11
Bonus: +3
Weapon Skill: 5

Plasma Armor (Shields) (Forward, Aft, Port, Starboard) <73 x 4 = 290>
Shield Generator: Class 5 (Protection 450) [45 Power/shield/round]
Shield grid: Type B (33% increase to 665 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 150)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <12>
Auto-Destruct System <11>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 122 Size worth of ships <244>
Standard Complement: 60 Slip capable fighters, 12 assault Shuttles, 28 combat & sensor drones (12 AF/A-29 Phoenix Atmospheric Attack Craft and 16 ES-115 Oracle Heavy Sensor/Attack Drones), 12 Lancer Drop Pods
Location(s): twenty-two hangers two Large fighter Hangers Port/Starbaord, ten small standard shuttle bays port and starboard

Triumvir's ship EP 0410 "Machinery of the Mind" - A Heavier version
Sunday, April 19, 2015
Class and Type: Heavy Cruiser
Commissioning Date: 52nd century

Hull Systems
Size: 11
Length: 1300 meters
Beams: 1002.85 meters
Height: 445.7 meters
Decks: 80
Mass: 8,000,000 metric tons
SU's Available: 4000
SU's Used: 3872

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>
Heavy Armor Plating on exterior hull: (+11 resistance) <33>
Ablative/Reactive Armor: 500 <100>

Structural Integrity Field [1 power/10 Protection/round]
Main: Class 4 (Protection 70/110) <32>
Backup: Class 4 (Protection 35) <16>
Backup: Class 4 (Protection 35) <16>
Specialized hull: Atmospheric Capability <11>
Planetfall Capability <11>

Personnel Systems
Crew/Passengers/Evac: 1350/2900/30,000
Crew Quarters
Barracks: Houses 1415 crewmembers <24>
Spartan: 1000 <50>
Basic: 1000 <100>
Expanded: 800 <160>
Luxury: 32 <32>
Unusual: 3 <3>

Environmental Systems
Basic Life Support [13 Power/round] <44>
Reserve Life Support [7 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 3 years worth <33>
Autocheft (Food Replicators) [11 Power/round] <11>
Machine Shops [11 power/round of use] <22>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 4 (one large recreation deck area, two small recreation deck, large eating facilities, two small lounges) [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 300,000 cubic meters <9>
Locations: 50 Cargo Bays
Escape Pods <24>
Number: 440
Capacity: 10 persons per pod

Propulsion Systems
Slipstream (10 light-years per round) [120 power/round per travel time] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard aft
AG Generators [11 power/round] <28>
Reaction Control System (.025c) [2 Power/ round when in use] <11>1155

Power Systems
Warp Engine Type: 1 Class 13/S (generates 1200 Power/round) <195>
Locations: Amidship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <75>
Fuel capacity 60 days (at full power): 3,200,000,000
Standard Usable Power: 1464

Operations Systems
Bridge: Command Deck <55>

Computer
Cores: Main AI Core [5 Power/round] <22>
Cores: [5 Power/round] <22>
Uprating: Class Beta (+2) [2 Power/computer round] <8>
AI processor [11 power/round] <11>
Ship wide Integral Holographic Coverage AI (See notes) [22 power/round] <21>
ODN <33>

Self-Repair Systems [66 power/round] <44>

Navigational Deflector [5 Power/round] <44>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <27>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)

Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <13>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <12>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4,
Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <88>
Strength: 10 [3 Power/round]
Number: 4
Backup <22>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <11>
Bulkhead doors [1 Power/round] <11>
Science Systems Rating: 2 (+1) [2 Power/round] <21>
Specialized Systems: 2 <10>
Hydroponics: 100,000 Cubic meters of [11 power/round] <11>
Botanical Garden [11 power/round] <11>
Laboratories: 30 <6>

Tactical Systems
12 Point Defense Lasers 50Mw Turrets <26 x 10 = 260>
Type (Equal to a Type V Phaser Array)
Damage: 90 [9 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; two port forward angled 45 degrees off center line dorsal, two starboard forward angled 45 degrees off center line dorsal, two port dorsal, two starboard dorsal, two port aft angled 45 degrees off center line dorsal, two starboard aft angled 45 degrees off center line dorsal, two port forward angled 45 degrees off center line ventral, one starboard forward angled 45 degrees off center line ventral, one port ventral, two starboard ventral, one port aft angled 45 degrees off center line ventral, one starboard aft angled 45 degrees off center line ventral
Firing arc: 540 degrees
Firing Modes: Standard
Ammo: 500 (smart bullets, bursts per gun turret)
Point Defense Lasers 50Mw Turrets Control <11>

12 Anti-Proton Cannons <30 x 10 = 300>
Type (Equal to a Type I Phaser Array)
Damage: 130 [13 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; two port forward angled 45 degrees off center line dorsal, two starboard forward angled 45 degrees off center line dorsal, two port dorsal, two starboard dorsal, two port aft angled 45 degrees off center line dorsal, two starboard aft angled 45 degrees off center line dorsal, two port forward angled 45 degrees off center line ventral, one starboard forward angled 45 degrees off center line ventral, one port ventral, one starboard ventral, two port aft angled 45 degrees off center line ventral, one starboard aft angled 45 degrees off center line ventral
Firing arc: 540 degrees
Firing Modes: Standard
Anti-Proton Cannons Control <11>

Four Forward ELS Missile Tubes (High Yield/Torpedo Launcher) <29 x 4 = 116>
Standard Load: Various types of the Missiles - OM-5 Standard Offensive Kinetic Kill Missiles (anti-ship) (170 Damage), DM-5 Standard Defensive Kinetic Kill Missiles (anti-ship) (170 damage), PM-6 Star Arrow Smart Anti-Ship Missiles (150 damage), PM-6L Strategic Star Arrow Smart Anti-Ship Missiles (extended range variant) (150 Damage), PM-6LII Strategic Star Arrow Multiple Independent Kill Vehicle (MIKV) Variant (100 damage (10 multiple warheads 10 damage), SAPM-6III Strike Arrow Surface Attack Variant (160 damage),

Spread: 12 (only one Nova bomb in launcher at a time)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: ten forward ventral
Firing Arc: forward, but are self-guided
ELS Missile Weapons Control (High Yield launcher) <11>

30 Standard ELS Missile Tubes (Torpedo Launcher) <20 x 30 = 60>
Standard Load: See missile notes - Various types of the Missiles
OM-5 Standard Offensive Kinetic Kill Missiles (anti-ship) (170 Damage)
DM-5 Standard Defensive Kinetic Kill Missiles (anti-ship) (170 Damage)
PM-6 Star Arrow Smart Anti-Ship Missiles (150 damage)
PM-6L Strategic Star Arrow Smart Anti-Ship Missiles (extended range variant) (150 Damage)
PM-6LII Strategic Star Arrow Multiple Independant Kill Vehicle (MIKV) Variant (100 damage (10 multiple warheads 10 damage)
SAPM-6III Strike Arrow Surface Attack Variant (160 damage)
(Ten missiles per launcher ready (one round to reload three missiles) and 100 in ready storage)
(No Nova bombs in launcher)
Spread: 12
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: eight forward central hull port side hull, eight forward central hull starboard side hull, eight angled 45 degrees off port side, eight angled 45 degrees off starboard side, seven port side, seven starboard side, eight aft
Firing Arc: port or starboard or ventral or dorsal or aft, but are self-guided
ELS Missile Weapons Control <11>

Missiles Carried: 4000 (600 Offensive Kinetic Kill Missiles, 2200 Defensive Kinetic Kill Missiles, 600 Smart anti-ship Missiles, 600 Strategic Smart Anti-ship Missiles) <400>

TA/T/TS: Class Epsilon [6 Power/round] <18>
Strength: 11
Bonus: +3
Weapon Skill: 5

Plasma Armor (Shields) (Forward, Aft, Port, Starboard) <73 x 4 = 290>
Shield Generator: Class 5 (Protection 450) [45 Power/shield/round]
Shield grid: Type B (33% increase to 665 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 150)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <12>
Auto-Destruct System <11>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 122 Size worth of ships <244>
Standard Complement: 60 Slip capable fighters, 12 assault Shuttles, 28 combat & sensor drones (12 AF/A-29 Phoenix Atmospheric Attack Craft and 16 ES-115 Oracle Heavy Sensor/Attack Drones), 12 Lancer Drop Pods
Location(s): twenty-two hangers two Large fighter Hangers Port/Starbaord, ten small standard shuttle bays port and starboard

High Guard “Righteous Fist of Heaven”
Friday, May 15, 2015
Class and Type: Destroyer
Commissioning Date: 52nd century

Hull Systems
Size: 8
Length: 650 meters
Beams: 576.76 meters
Height: 222.85 meters
Decks: 50
Mass: 4,450,000 metric tons
SU’s Available: 2000 – 3,250
SU’s Used: 2666

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>
Heavy Armor Plating on exterior hull: (+11 resistance) <24>
Ablative/Reactive Armor: 300 <60>

Structural Integrity Field [1 power/10 Protection/round]
Main: Class 4 (Protection 70/110) <29>
Backup: Class 4 (Protection 35) <15>
Backup: Class 4 (Protection 35) <15>
Specialized hull: Atmospheric Capability <8>
Planetfall Capability <8>

Personnel Systems
Crew/Passengers/Evac: 460/747/7,000
Crew Quarters
Barracks: Houses 747 crewmembers <13>
Spartan: 240 <12>
Basic: 140 <14>
Expanded: 50 <10>
Luxury: 23 <23>

Unusual: 7 <7>

Environmental Systems
Basic Life Support [11 Power/round] <32>
Reserve Life Support [6 Power/round] <16>
Emergency Life Support (48 emergency shelters) <16>
Gravity [6 Power/round] <8>
Consumable: 2 years worth <16>
Autocheft (Food Replicators) [8 Power/round] <8>
Machine Shops [8 power/round of use] <16>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 4 (one large recreation deck area, two small recreation deck, large eating facilities, two small lounges) [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <8>
Fire Suppression System [1 Power/round when active] <8>
Cargo hold: 330,000 cubic meters <10>
Locations: 50 Cargo Bays
Escape Pods <9>
Number: 140
Capacity: 10 persons per pod

Propulsion Systems
Slipstream (10 light-years per round) [120 power/round per travel time] <80>
Sub-light Engine Type: 3 Class (.5c/.5c) [5/5 Power/round] <10 x 3 = 30>
Location: aft port, aft starboard aft
AG Generators [8 power/round] <21>
Reaction Control System (.025c) [2 Power/ round when in use] <8>

Power Systems
Warp Engine Type: 1 Class 13/S (generates 1200 Power/round) <195>
Locations: Amidship
Sub-light Engine[s]: 3 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +250 Power transfer/round <65>
Fuel capacity 60 days (at full power): 3,200,000,000
Standard Usable Power:

Operations Systems
Bridge: Command Deck <40>

Computer
Cores: Main AI Core [5 Power/round] <16>
Cores: [5 Power/round] <16>
Uprating: Class Beta (+2) [2 Power/computer round] <8>
AI processor [8 power/round] <8>
Ship wide Integral Holographic Coverage AI (See notes) [16 power/round] <18>
ODN <24>

Self-Repair Systems [48 power/round] <32>

Navigational Deflector [5 Power/round] <32>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <27>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <13>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <12>
Strength Package: Class 5 (strength 5)
Gain Package: Class Alpha (+1)
Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <64>
Strength: 10 [3 Power/round]
Number: 4
Backup <16>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables

10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <8>
Bulkhead doors [1 Power/round] <8>
Science Systems Rating: 2 (+1) [2 Power/round] <18>
Specialized Systems: 2 <10>
Laboratories: 20 <4>

Tactical Systems
8 Point Defense Lasers 50Mw Turrets <26 x 8 = 208>
Type (Equal to a Type V Phaser Array)
Damage: 90 [9 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; one port forward angled 45 degrees off center line dorsal, one starboard forward angled 45 degrees off center line dorsal, one port dorsal, two starboard dorsal, one port aft angled 45 degrees off center line dorsal, one starboard aft angled 45 degrees off center line dorsal, one port forward angled 45 degrees off center line ventral, one starboard forward angled 45 degrees off center line ventral, one port ventral, one starboard ventral,
Firing arc: 540 degrees
Firing Modes: Standard
Ammo: 500 (smart bullets, bursts per gun turret)
Point Defense Lasers 50Mw Turrets Control <8>

7 Anti-Proton Cannons <30 x 7 = 210>
Type (Equal to a Type I Phaser Array)
Damage: 130 [13 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; one port forward angled 45 degrees off center line dorsal, one starboard forward angled 45 degrees off center line dorsal, one port dorsal, two starboard dorsal, one port aft angled 45 degrees off center line dorsal, one starboard aft angled 45 degrees off center line dorsal, one port forward angled 45 degrees off center line ventral, one starboard forward angled 45 degrees off center line ventral,
Firing arc: 540 degrees
Firing Modes: Standard
Anti-Proton Cannons Control <8>

Four Forward ELS Missile Tubes <17 x 6 = 102>
Standard Load: Various types of the Missiles - OM-5 Standard Offensive Kinetic Kill Missiles (anti-ship) (170 Damage), DM-5 Standard Defensive Kinetic Kill Missiles (anti-ship) (170 damage), PM-6 Star Arrow Smart Anti-Ship Missiles (150 damage), PM-6L Strategic Star Arrow Smart Anti-Ship Missiles (extended range variant) (150 Damage), PM-6LII Strategic Star Arrow Multiple Independent Kill Vehicle (MIKV) Variant (100 damage (10 multiple warheads 10 damage), SAPM-6III Strike Arrow Surface Attack Variant (160 damage),
Spread: 8
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: ten forward ventral
Firing Arc: forward, but are self-guided
ELS Missile Weapons Control <8>

Missiles Carried: 2900 (500 Offensive Kinetic Kill Missiles, 1200 Defensive Kinetic Kill Missiles, 500 Smart anti-ship Missiles, 700 Strategic Smart Anti-ship Missiles) <290>

TA/T/TS: Class Epsilon [6 Power/round] <18>
Strength: 11
Bonus: +3
Weapon Skill: 5

Plasma Armor (Shields) (Forward, Aft, Port, Starboard) <39 x 4 = 156>
Shield Generator: Class 2 (Protection 330) [33 Power/shield/round]
Shield grid: Type B (33% increase to 438 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 110)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <8>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 70 Size worth of ships <140>
Standard Complement: 20 Slip capable fighters, 4 assault Shuttles, 10 combat & sensor drones (AF/A-29 Phoenix Atmospheric Attack Craft and ES-115 Oracle Heavy Sensor/Attack Drones), 6 Lancer Drop Pods
Location(s):

The Gun Strong Version Andromeda Ascendant
Saturday, May 23, 2015
Class and Type: Glorious Heritage-class Heavy Cruiser
Commissioning Date: CY 9768 (4848 AD – 49th century)

Hull Systems

Size: 11
Length: 1301 meters
Beams: 976 meters
Height: 325 meters
Decks: 81
Mass: 8,000,000 metric tons
SU's Available: 4000
SU's Used: 5401

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Heavy Armor Plating on exterior hull: (+11 resistance) <33>
Ablative/Reactive Armor: 1500 <300>
Hardened Armor Plating on exterior hull: (+110 resistance) <165>
Battle Blades (to armor and outer hull Resistance) +500 (3 rounds to deploy) [10 power/round] <22>

Structural Integrity Field [1 power/10 Protection/round]
Main: Class 7 (Protection 100/150) <41>
Backup: Class 7 (Protection 50) <22>
Backup: Class 7 (Protection 50) <22>
Specialized hull: Atmospheric Capability <11>
Planetfall Capability <11>

Personnel Systems
Crew/Passengers/Evac: 4132/500/30,990
Crew Quarters
Barracks: Houses 695 crewmembers <12>
Spartan: 927 <47>
Basic: 1853 <186>
Expanded: 834 <167>
Luxury: 232 <232>
Unusual: 93 <93>

Environmental Systems
Basic Life Support [13 Power/round] <44>
Reserve Life Support [7 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 4 years worth <44>
Food Replicators [11 Power/round] <11>
Machine Shops [11 power/round of use] <22>
Asteroid Ore Processing and Kinetic Weapons Production (generates one missile or 1 SU of smart bullet per minute) [33 power/round] <33>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 4 (one large recreation deck area, two small recreation deck, large eating facilities, two small lounges) [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 500,000 cubic meters <15>
Locations: 50 Cargo Bays
Escape Pods <40>
Number: 780
Capacity: 10 persons per pod

Propulsion Systems
Slipstream (10 light year per round) [120 power/round per travel time] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard A
AG Generators [11 power/round] <28>
Reaction Control System (.025c) [2 Power/ round when in use] <11>

Power Systems
Warp Engine Type: 1 Class 13/S (generates 2550 Power/round) <330>
Locations: Amidships
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +500 Power transfer/round <105>
Fuel capacity 60 days (at full power): 12,000,000,000
Standard Usable Power:

Operations Systems
Bridge: Command Deck <55>

Computer
Cores: Main AI Core [5 Power/round] <22>
Cores: [5 Power/round] <22>
Cores: [5 Power/round] <22>
Cores: [5 Power/round] <22>
Uprating: Class Beta (+2) [2 Power/computer round] <16>
AI processor [11 power/round] <11>
Ship wide Integral Holographic Coverage AI (See notes) [22 power/round] <21>
ODN <33>

Ships Android Avatar
A computer version of the ships avatar.
Attibutes
Fitness 2 [5]
Strength +3
Vitality +1
Coordination 5
Reaction +1
Intellect 4
Logic +2
Presence 2

Empathy -1
Psi 0

Skills:
Administration (Starship Administration) 2 (3)
Command (Starship Command) 4 (5)
Computer (own systems) 2(4)
(Research) 2 (3)
Culture (Human) 2 (3)
Diplomacy (Intergalactic Law) 4 (5)
Energy Weapon (Force Lance) 2 (3)
First Aid (Human) 1 (2)
History (Commonwealth) 2 (3)
(Human) (3)
Languages
(Commonwealth Standard) 3
Medical Sciences (Psychology) 2 (3)
Propulsion Engineering (Impulse) 1 (2)
(Slip stream Drive) (3)
Persuasion (Debate) 2 (3)
Physical Sciences (Mathematics) 1 (2)
Planetary Tactics (Small Unit) 3 (4)
Planetside Survival (Desert) 1 (2)
Primitive Weaponry (Rapier) 3 (4)
Shipboard Systems (Flight Control),
(Mission Ops)
(Tactical) 1(4)
Starship Tactics (Magog) 4 (6)
(High Guard) (5)
(Nietzschean) (5)
(Than) (5)
(Pyrian) (5)
Space Sciences (Astrogation) 3 (4)
(Astrophysics) (4)
Law (Commonwealth Law) 1 (3)
(High Guard Regulations) (3)
Personal Equipment (Environment Suit) 2 (3)
Shipboard Systems (Flight Control) 1 (2)
(Sensors) (2)
(Weapons Systems) (2)
Space sciences (Astronavigation) 1(3)
Starship Tactics (High Guard) 2(3)
Security (Security Systems) 2 (3)
Social Sciences (Archaeology) 2 (3)
Strategic Operations (Invasion Strategies) 4 (5)
Systems Engineering (Computer Systems) 2 (3)
Unarmed Combat
(Nietzschean Martial Arts) 3
(Brawling) 2 (4)
Vehicle Operation (Shuttlecraft) 2 (3)
World Knowledge
(Commonwealth Worlds) 1(2)

Typical Advantages/ Disadvantages
Ambidexterity +1
Multitasking +2
Eidetic Memory +3
Computer Interface (+3)
Hides Emotions (-2)
Telepathic Resistance +4: Computer Brain (cannot be read by Psi)
Compulsion –2: Follow Programming
Restricted –1: Restricted to ship for recharging power cells
Diminished Social Status –1: Computer Program
Sexy

Self-Repair Systems [66 power/round] <44>

Navigational Deflector [5 Power/round] <44>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <45>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6-1.0/1.1-3.0/3.0-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 10 (strength 10)
Gain Package: Class Beta (+2)
Coverage: +5000 substances and anomalies

Lateral Sensors [5 Power/round] <41>
Strength Package: Class 10 (strength 10)
Gain Package: Class Beta (+2)
Coverage: +5000 substances and anomalies

Navigational Sensors: [5 Power/round] <24>
Strength Package: Class 10 (strength 10)
Gain Package: Class Beta (+2)

Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <132>
Strength: 10 [3 Power/round]
Number: 6
Backup <33>
Strength: 7 [2 Power/round]
Number: 6
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 10 [2 Power/round] <32>
Strength: 10
Security: -8 class Epsilon
Class Beta (+2)
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <11>
Bulkhead doors [1 Power/round] <11>
Science Systems Rating: 2 (+1) [2 Power/round] <21>
Specialized Systems: 2 <10>
Hydroponics: 100,000 Cubic meters of [11 power/round] <11>
Botanical Garden [11 power/round] <11>
Laboratories: 30 <6>

Tactical Systems
Twenty-four Point Defense Lasers 50Mw Turrets <26 x 24 = 624>
Type (Equal to a Type V Phaser Array)
Damage: 90 [9 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; two port forward angled 45 degrees off center line dorsal, two starboard forward angled 45 degrees off center line dorsal, two port dorsal, two starboard dorsal, two port aft angled 45 degrees off center line dorsal, two starboard aft angled 45 degrees off center line dorsal, two port forward angled 45 degrees off center line ventral, one starboard forward angled 45 degrees off center line ventral, one port ventral, two starboard ventral, two port aft angled 45 degrees off center line ventral, two starboard aft angled 45 degrees off center line ventral
Firing arc: 540 degrees
Firing Modes: Standard
Ammo: 500 (smart bullets, bursts per gun turret)
Point Defense Lasers 50Mw Turrets Control <11>

Twelve Anti-Proton Cannons <30 x 12 = 360>
Type (Equal to a Type I Phaser Array)
Damage: 130 [13 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; two port forward angled 45 degrees off center line dorsal, two starboard forward angled 45 degrees off center line dorsal, two port dorsal, two starboard dorsal, two port aft angled 45 degrees off center line dorsal, two starboard aft angled 45 degrees off center line dorsal, two port forward angled 45 degrees off center line ventral, one starboard forward angled 45 degrees off center line ventral, one port ventral, two starboard ventral, two port aft angled 45 degrees off center line ventral, two starboard aft angled 45 degrees off center line ventral
Firing arc: 540 degrees
Firing Modes: Standard
Anti-Proton Cannons Control <11>

Ten Forward ELS Missile Tubes (High Yield/Torpedo Launcher) <29 x 10 = 290>
Standard Load: See missile notes - Various types of the Missiles
OM-5 Standard Offensive Kinetic Kill Missiles (anti-ship) (170 Damage)
DM-5 Standard Defensive Kinetic Kill Missiles (anti-ship) (170 Damage)
PM-6 Star Arrow Smart Anti-Ship Missiles (150 damage)
PM-6L Strategic Star Arrow Smart Anti-Ship Missiles (extended range variant) (150 Damage)
PM-6LII Strategic Star Arrow Multiple Independent Kill Vehicle (MIKV) Variant (100 damage (10 multiple warheads 10 damage)
SAPM-6III Strike Arrow Surface Attack Variant (160 damage)
Nova Bomb (damage special 320 against a ship and can explode a star or planet (instant damage form a planet explosion is number of nova bombs time damage times one hundred and a star is the same except the damage times again by ten thousand moving ten Mu's per round)) (ten missiles per launcher ready (one round to reload three missiles) and 100 in ready storage/the only launchers that can fire Nova Bombs)
Spread: 10 (only one Nova bomb in launcher at a time)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: ten forward ventral
Firing Arc: forward, but are self-guided

ELS Missile Weapons Control (High Yield launcher) <11>

Missiles Carried: 4400 (800 Offensive Kinetic Kill Missiles, 1000 Defensive Kinetic Kill Missiles, 800 Smart anti-ship Missiles, 700 Strategic Smart Anti-ship Missiles, 800 Strategic Multiple Warhead Kinetic Missiles, 260 Surface Attack Missiles, 40 Nova Bomb) <440>

Six Aft Mine Laying <13 x 6 = 78>
Standard Load: Class 2 Mine (100 damage)
Spread: 12
Range: 1
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [5 + 1 mines released]
Location: Aft hull
Firing arc: Aft drift
Mines in storage 1000 <100>
Mine Laying Control <11>

TA/T/TS: Class Epsilon [6 Power/round] <18>
Strength: 11
Bonus: +3
Weapon Skill: 4

Plasma Armor Shields (Forward, Aft, Port, Starboard) <109 x 4 = 436>
Shield Generator: Class 3 (Protection 600) [60 Power/shield/round]
Shield grid: Type C (50 % increase to 900 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 4 (30 seconds)
Backup Shield Generators: 4 (1 per shield) <11>
Auto-Destruct System <11>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 332 Size worth of ships <664>
Standard Complement: 112 fighters (36 RF-42 Centaur Tactical Fighters, 76 RA-26 Shrike Strike Fighters or Slip capable fighters), 12 assault Shuttles, 28 combat & sensor drones (12 AF/A-29 Phoenix Atmospheric Attack Craft and 16 ES-115 Oracle Heavy Sensor/Attack Drones), 12 Lancer Drop Pods
Location(s): twenty-two hangers two Large fighter Hangers Port/Starbaord, ten small standard shuttle bays port and starboard

Andromeda Ascendant (based loosely off a Farscape PDF version) - Wednesday, June 17, 2015
Class and Type: Glorious Heritage-class Heavy Cruiser
Commissioning Date: CY 9768 (4848 AD – 49th century)

Hull Systems
Size: 11
Length: 1301 meters
Beams: 976 meters
Height: 325 meters
Decks: 81
Mass: 8,000,000 metric tons
SU's Available: 4000
SU's Used: 3676

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 10 + 40 = 50 <12>
Resistance Inner Hull: 10 <12>
Heavy Armor Plating on exterior hull: (+40 resistance) <60>
Ablative/Reactive Armor: 1500 <300>

Structural Integrity Field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <35>
Backup: Class 5 (Protection 40) <18>
Backup: Class 5 (Protection 40) <18>
Specialized hull: Atmospheric Capability <11>
Planetfall Capability <11>

Personnel Systems
Crew/Passengers/Evac: 4000/250/30,000
Crew Quarters
Barracks: Houses 1415 crewmembers <24>
Spartan: 1000 <50>
Basic: 1000 <100>
Expanded: 800 <160>
Luxury: 32 <32>
Unusual: 3 <3>

Environmental Systems
Basic Life Support [13 Power/round] <44>
Reserve Life Support [7 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 3 years worth <33>
Autochef (equal to a 24th century Food Replicators) [11 Power/round] <11>
Machine Shops (can repair 1 SU every five minutes) [11 power/round of use] <22>
Asteroid Ore Processing and Kinetic Weapons Production (generates ten missile or one SU of smart bullet per hour) [33 power/round] <33>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 4 (one large recreation deck area, two small recreation deck, large eating facilities, two small lounges) [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 330,000 cubic meters <10>
Locations: 50 Cargo Bays
Escape Pods <24>
Number: 440
Capacity: 10 persons per pod

Propulsion Systems
Slipstream (10 light-years per round) [120 power/round per travel time] <80>

Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard aft
AG Generators [11 power/round] <28>
Ram Scoop Solar Plasma Collector [6 power/round of use] <22>
Reaction Control System (.025c) [2 Power/ round when in use] <11>

Power Systems
Solar conversion generators: 2 Class 9/O (generates 460 Power/round) <101 x 2 = 202>
Locations: one port one starboard near the Exotic matter core for the slipstream drive
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <75>
Fuel capacity 180 days (at full power): 6,400,000,000 <11>
Standard Usable Power: 1464

Operations Systems
Bridge: Command Deck <55>

Computer
Cores: Main AI Core [5 Power/round] <22>
Cores: [5 Power/round] <22>
Uprating: Class Beta (+2) [2 Power/computer round] <8>
AI processor [11 power/round] <11>
Ship wide Integral Holographic Coverage AI (See notes) [22 power/round] <21>
ODN <33>

Self-Repair Systems [66 power/round] <44>

Navigational Deflector [5 Power/round] <44>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <30>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensors [5 Power/round] <16>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensors: [5 Power/round] <15>
Strength Package: Class 5 (strength 5)
Gain Package: Class Beta (+2)
Probes: 100 <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <88>
Strength: 10 [3 Power/round]
Number: 4
Backup <22>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 2 [2 Power/round] <2>
Strength: 2
Security: -1
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <11>
Bulkhead doors [1 Power/round] <11>
Science Systems Rating: 2 (+1) [2 Power/round] <21>
Specialized Systems: 2 <10>
Hydroponics: 100,000 Cubic meters of [11 power/round] <11>
Botanical Garden [11 power/round] <11>
Laboratories: 30 <6>

Tactical Systems
12 Point Defense Lasers 50Mw Turrets <14 x 12 = 168>
Type (Equal to a Type V Phaser Array)
Damage: 90 [9 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)

Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; two port forward angled 45 degrees off center line dorsal, two starboard forward angled 45 degrees off center line dorsal, two port dorsal, two starboard dorsal, two port aft angled 45 degrees off center line dorsal, two starboard aft angled 45 degrees off center line dorsal, two port forward angled 45 degrees off center line ventral, one starboard forward angled 45 degrees off center line ventral, one port ventral, two starboard ventral, two port aft angled 45 degrees off center line ventral, two starboard aft angled 45 degrees off center line ventral
Firing arc: 540 degrees
Firing Modes: Standard
Ammo: 500 (smart bullets, bursts per gun turret) <5>
Point Defense Lasers 50Mw Turrets Control <11>

12 Anti-Proton Cannons <15 x 12 = 180>
Type (Equal to a Type I Phaser Array)
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; two port forward angled 45 degrees off center line dorsal, two starboard forward angled 45 degrees off center line dorsal, two port dorsal, two starboard dorsal, two port aft angled 45 degrees off center line dorsal, two starboard aft angled 45 degrees off center line dorsal, two port forward angled 45 degrees off center line ventral, one starboard forward angled 45 degrees off center line ventral, one port ventral, two starboard ventral, two port aft angled 45 degrees off center line ventral, two starboard aft angled 45 degrees off center line ventral
Firing arc: 540 degrees
Firing Modes: Standard
Anti-Proton Cannons Control <11>

Four Forward ELS Missile Tubes (High Yield/Torpedo Launcher) <20 x 5 = 100>
Standard Load: Various types of the Missiles - OM-5 Standard Offensive Kinetic Kill Missiles (anti-ship) (85 Damage), DM-5 Standard Defensive Kinetic Kill Missiles (anti-ship) (85 damage), PM-6 Star Arrow Smart Anti-Ship Missiles (75 damage), PM-6L Strategic Star Arrow Smart Anti-Ship Missiles (extended range variant) (75 Damage), PM-6LII Strategic Star Arrow Multiple Independent Kill Vehicle (MIKV) Variant (50 damage (10 multiple warheads 5 damage), SAPM-6III Strike Arrow Surface Attack Variant (80 damage), Nova Bomb (damage special 320 against a ship and can explode a star or planet) (ten missiles per launcher ready (one round to reload three missiles) and 100 in ready storage) See missile notes (the only launchers that can fire Nova Bombs)
Spread: 2 (only one Nova bomb in launcher at a time)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: ten forward ventral
Firing Arc: forward, but are self-guided
ELS Missile Weapons Control (High Yield launcher) <11>
Missiles Carried: 4400 (800 Offensive Kinetic Kill Missiles, 1000 Defensive Kinetic Kill Missiles, 800 Smart anti-ship Missiles, 700 Strategic Smart Anti-ship Missiles, 800 Strategic Multiple Warhead Kinetic Missiles, 260 Surface Attack Missiles, 40 Nova Bomb) <440>

TA/T/TS: Class Epsilon [6 Power/round] <18>
Strength: 11
Bonus: +3
Weapon Skill: 5

(no Shields)
Auto-Destruct System <11>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 172 Size worth of ships <344>
Standard Complement: 18 fighters (36 RF-42 Centaur Tactical Fighters, 76 RA-26 Shrike Strike Fighters or Slip capable fighters), 12 assault Shuttles, 28 combat & sensor drones (12 AF/A-29 Phoenix Atmospheric Attack Craft and 16 ES-115 Oracle Heavy Sensor/Attack Drones), 12 Lancer Drop Pods
Location(s): twenty-two hangers two Large fighter Hangers Port/Starbaord, ten small standard shuttle bays port and starboard

Andromeda Ascendant

The Reconfigured Ultimate Version Andromeda
Wednesday, August 26, 2015
Class and Type: Glorious Heritage-class Heavy Cruiser
Commissioning Date: CY 9768 (4848 AD – 49th century)

Hull Systems
Size: 11
Length: 1301 meters
Beams: 976 meters
Height: 325 meters
Decks: 63 (50 inhabitable, 13 uninhabitable)
Mass: 8,000,000 metric tons
SU's Available: 19,000
SU's Used: 6904

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 20 <27>
Resistance Inner Hull: 20 <27>

Ablative/Reactive Armor: 1500 <300>
Hardened Armor Plating on exterior hull: (+110 resistance) <165>
Battle Blades (to armor and outer hull Resistance) +500 (3 rounds to deploy) [10 power/round] <22>

Structural Integrity Field [1 power/10 Protection/round]
Main: Class 12 (Protection 150/225) <57>
Backup: Class 12 (Protection 75) <29>
Backup: Class 12 (Protection 75) <29>
Specialized hull: Atmospheric Capability <11>
Planetfall Capability <11>

Personnel Systems
Crew/Passengers/Evac: 4132/500/30,990
Crew Quarters
Barracks: Houses 695 crewmembers <12>
Spartan: 927 <47>
Basic: 1853 <186>
Expanded: 834 <167>
Luxury: 232 <232>
Unusual: 93 <93>

Environmental Systems
Basic Life Support [13 Power/round] <44>
Reserve Life Support [7 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 4 years worth <33>
Autocheif (Food Replicators)[11 Power/round] <11>
Machine Shops [11 power/round of use] <22>
Asteroid Ore Processing and Kinetic Weapons Production (generates one missile or 1 SU of smart bullet per minute) [33 power/round] <33>
Medical Facilities: 15 (+5) [15 Power/round] <60>
Recreation Facilities: 4 (one large recreation deck area, two small recreation deck, large eating facilities, two small lounges) [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 500,000 cubic meters <15>
Locations: 50 Cargo Bays
Escape Pods <40>
Number: 780
Capacity: 10 persons per pod

Propulsion Systems
Slipstream (10 light-years per round) [120 power/round per travel time] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard A
AG Generators [11 power/round] <28>
Ram Scoop Solar Plasma Collector [6 power/round of use] <22>
Reaction Control System (.025c) [2 Power/ round when in use] <11>

Power Systems
Solar conversion generators: two Class 13/S (generates 1780 Power/round) <253>
Locations: Amidship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type K (generates 100 Power/round) <100>
EPS: Standard Power flow, +500 Power transfer/round <105>
Fuel capacity: 600,000,000
Standard Usable Power: 1844

Operations Systems
Bridge: Command Deck <55>

Computer
Cores: Main AI Core [5 Power/round] <22>
Cores: [5 Power/round] <22>
Cores: [5 Power/round] <22>
Cores: [5 Power/round] <22>
Uprating: Class Epsilon (+5) [5 Power/computer round] <40>
AI processor [11 power/round] <11>
Computer Automation [10 power/round] <110>
Ship wide Integral Holographic Coverage AI (See notes) [22 power/round] <21>
ODN <33>

Ships Android Avatar
A computer version of the ships avatar.
Attibutes
Fitness 2 [5]
Strength +3
Vitality +1
Coordination 5
Reaction +1
Intellect 4
Logic +2
Presence 2
Empathy -1
Psi 0

Skills:
Administration (Starship Administration) 2 (3)
Command (Starship Command) 4 (5)
Computer (own systems) 2(4)
(Research) 2 (3)
Culture (Human) 2 (3)
Diplomacy (Intergalactic Law) 4 (5)
Energy Weapon (Force Lance) 2 (3)

First Aid (Human) 1 (2)
History (Commonwealth) 2 (3)
(Human) (3)
Languages
(Commonwealth Standard) 3
Medical Sciences (Psychology) 2 (3)
Propulsion Engineering (Impulse) 1 (2)
(Slip stream Drive) (3)
Persuasion (Debate) 2 (3)
Physical Sciences (Mathematics) 1 (2)
Planetary Tactics (Small Unit) 3 (4)
Planetside Survival (Desert) 1 (2)
Primitive Weaponry (Rapier) 3 (4)
Shipboard Systems (Flight Control),
(Mission Ops)
(Tactical) 1(4)
Starship Tactics (Magog) 4 (6)
(High Guard) (5)
(Nietzschean) (5)
(Than) (5)
(Pyrian) (5)
Space Sciences (Astrogation) 3 (4)
(Astrophysics) (4)
Law (Commonwealth Law) 1 (3)
(High Guard Regulations) (3)
Personal Equipment (Environment Suit) 2 (3)
Shipboard Systems (Flight Control) 1 (2)
(Sensors) (2)
(Weapons Systems) (2)
Space sciences (Astronavigation) 1(3)
Starship Tactics (High Guard) 2(3)
Security (Security Systems) 2 (3)
Social Sciences (Archaeology) 2 (3)
Strategic Operations (Invasion Strategies) 4 (5)
Systems Engineering (Computer Systems) 2 (3)
Unarmed Combat
(Nietzschean Martial Arts) 3
(Brawling) 2 (4)
Vehicle Operation (Shuttlecraft) 2 (3)
World Knowledge
(Commonwealth Worlds) 1(2)

Typical Advantages/ Disadvantages
Ambidexterity +1
Multitasking +2
Eidetic Memory +3
Computer Interface (+3)
Hides Emotions (-2)
Telepathic Resistance +4: Computer Brain (cannot be read by Psi)
Compulsion –2: Follow Programming
Restricted –1: Restricted to ship for recharging power cells
Diminished Social Status –1: Computer Program Sexy

Self-Repair Systems [66 power/round] <44>

Navigational Deflector [5 Power/round] <44>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <120>
Range package: Type 15 EX (Accuracy 3/4/7/10)
High Resolution: 11 Light-years (1.0/1.1 – 2.5/2.6 – 7.5/7.6 – 11.0)
Low Resolution: 26 Light-years (1.4/1.5 – 9.0/9.1 – 19.0/19.1 – 26.0)
Strength Package: Class 12 (strength 12)
Gain Package: Class Delta (+4)
Coverage: detects an additional 4000 substances and phenomena

Lateral Sensors [5 Power/round] <60>
Strength Package: Class 12 (strength 12)
Gain Package: Class Delta (+4)
Coverage: detects an additional 4000 substances and phenomena

Navigational Sensors: [5 Power/round] <48>
Strength Package: Class 12 (strength 12)
Gain Package: Class Delta (+4)

ECM Unit Class 10 (+12 targeting difficulty) [12 power/round of use] <72>
Probes: 100 <10>
Sensor Skill: 5

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 5 (+4) [4 Power/round] <8>
Backups: 4 <4>

Inertial Damping Field
Main <176>
Strength: 10 [3 Power/round]
Number: 8
Backup <44>
Strength: 7 [2 Power/round]
Number: 8
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 15 [2 Power/round] <53>
Strength: 20
Security: -13 security uprating Class epsilon Basic uprating class Beta (+2)

Holocommunications
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 5 <20>
Anti-Intruder System: Yes [1 Power/round] <11>
Bulkhead doors [1 Power/round] <11>
Science Systems Rating: 2 (+1) [2 Power/round] <21>
Specialized Systems: 2 <10>
Hydroponics: 100,000 Cubic meters of [11 power/round] <11>
Botanical Garden [11 power/round] <11>
Laboratories: 30 <6>

Tactical Systems
24 Kinetic Projectile Weapons (Smart Bullets) <12 x 24 = 288>
Type (Equal to a Type V Phaser Array)
Damage: 8 [1 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; two port forward angled 45 degrees off center line dorsal, two starboard forward angled 45 degrees off center line dorsal, two port dorsal, two starboard dorsal, two port aft angled 45 degrees off center line dorsal, two starboard aft angled 45 degrees off center line dorsal, two port forward angled 45 degrees off center line ventral, two starboard forward angled 45 degrees off center line ventral, two port ventral, two starboard ventral, two port aft angled 45 degrees off center line ventral, two starboard aft angled 45 degrees off center line ventral
Firing arc: 540 degrees
Firing Modes: Standard
Ammo: 500 (smart bullets, bursts per gun turret)
Ammo Storage: 12,000 <12>
Kinetic Projectile Weapons Control <11>

12 Point Defense Laser 50Mw Turrets <14 x 12 = 168>
Type (Equal to a Type V Phaser Array)
Damage: 10 [1 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: All Partial Turrets; one port forward angled 45 degrees off center line dorsal, one starboard forward angled 45 degrees off center line dorsal, one port dorsal, one starboard dorsal, one port aft angled 45 degrees off center line dorsal, one starboard aft angled 45 degrees off center line dorsal, one port forward angled 45 degrees off center line ventral, one starboard forward angled 45 degrees off center line ventral, one port ventral, one starboard ventral, one port aft angled 45 degrees off center line ventral, one starboard aft angled 45 degrees off center line ventral
Firing arc: 540 degrees
Firing Modes: Standard
Point Defense Laser Weapons Control <11>

12 AP Cannons <30 x 12 = 360>
Type Equal to a type 6 Disruptor Array
Damage: 140 [14 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: one port forward angled 45 degrees off center line dorsal, one starboard forward angled 45 degrees off center line dorsal, one port dorsal, one starboard dorsal, one port aft angled 45 degrees off center line dorsal, one starboard aft angled 45 degrees off center line dorsal, one port forward angled 45 degrees off center line ventral, one starboard forward angled 45 degrees off center line ventral, one port ventral, one starboard ventral, one port aft angled 45 degrees off center line ventral, one starboard aft angled 45 degrees off center line ventralFiring arc: turret bases 540 degrees
Firing Modes: Standard
Anti-Proton Cannons Weapons Control <11>

Four Forward ELS Missile Tubes (High Yield/Torpedo Launcher) <28 x 4 = 112>
Standard Load: Various types of the Missiles OM-5 Standard Offensive Kinetic Kill Missiles (anti-ship) (170 Damage), DM-5 Standard Defensive Kinetic Kill Missiles (anti-ship) (170 damage), PM-6 Star Arrow Smart Anti-Ship Missiles (150 damage), PM-6L Strategic Star Arrow Smart Anti-Ship Missiles (extended range variant) (150 Damage), PM-6LII Strategic Star Arrow Multiple Independant Kill Vehicle (MIKV) Variant (100 damage (10 multiple warheads 10 damage), SAPM-6III Strike Arrow Surface Attack Variant (160 damage), Nova Bomb (damage special 320 against a ship and can explode a star or planet) (ten missiles per launcher ready (one round to reload three missiles) and 100 in ready storage) See missile notes (the only launchers that can fire Nova Bombs)
Spread: 10 (only one Nova bomb in launcher at a time)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: ten forward ventral
Firing Arc: forward, but are self-guided
ELS Missile Weapons Control (High Yield launcher) <11>
Missiles Carried: 4400 (800 Offensive Kinetic Kill Missiles, 1000 Defensive Kinetic Kill Missiles, 800 Smart anti-ship

Missiles, 700 Strategic Smart Anti-ship Missiles, 800 Strategic Multiple Warhead Kinetic Missiles, 260 Surface Attack Missiles, 40 Nova Bomb) <440>

Six Aft Mine Laying <13 x 6 = 78>
Standard Load: Class 2 Mine (100 damage)
Spread: 12
Range: 1
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [5 + 1 mines released]
Location: Aft hull
Firing arc: Aft drift
Six Aft Mine Laying control room <11>
Mines in storage 1000 <100>

TA/T/TS: Class Iota [10 Power/round] <30>
Strength: 15
Bonus: +5
Weapon Skill: 5

Plasma Armor Shields (Forward, Aft, Port, Starboard) <241 x 4 = 964>
Shield Generator: Class 10 (Protection 2000) [200 Power/shield/round]
Shield grid: Type C (50 % increase to 3000 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 666)
Recharging System: Class 4 (30 seconds)
Backup Shield Generators: 4 (1 per shield) <11>
Auto-Destruct System <11>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 332 Size worth of ships <664>
Standard Complement: 112 fighters (36 RF-42 Centaur Tactical Fighters, 76 RA-26 Shrike Strike Fighters or Slip capable fighters), 12 assault Shuttles, 28 combat & sensor drones (12 AF/A-29 Phoenix Atmospheric Attack Craft and 16 ES-115 Oracle Heavy Sensor/Attack Drones), 12 Lancer Drop Pods
Location(s): twenty-two hangers two Large fighter Hangers Port/Starbaord, ten small standard shuttle bays port and starboard

A Revised Extreme Dream Version of the Ultimate Version Siege Perilous Atmospheric Attack Carrier - Monday, August 31, 2015

The Balance of Judgment
Class and Type: Siege Perilous class Atmospheric Attack Carrier
Commissioning Date: 49th century

Hull Systems
Size: 12
Length: 1500 meters
Beams: 920 meters
Height: 920 meters
Decks: 200
Mass: metric tons
SU's Available: 21,375
SU's Used: 11116

Hull Outer <48>
Hull Inner <48>
Resistance Outer Hull: 20 <27>
Resistance Inner Hull: 20 <27>
Heavy Armor Plating on exterior hull: (+12 resistance) <36>
Ablative/Reactive Armor: 1500 <300>
Battle Blades (to armor) +700 (3 rounds to deploy) [10 power/round of use] <24>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 12 (Protection 150/225) <58>
Backup: Class 12 (Protection 75) <29>
Backup: Class 12 (Protection 75) <29>
Specialized hull: Atmospheric Capability <12>
Planetfall Capability <12>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 4503/3619/36,000
Crew Quarters
Barracks: Houses 3400 crewmembers <57>
Spartan: 2000 <100>
Basic: 2720 <272>
Expanded: 3 <3>
Luxury: 2 <2>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [14 Power/round] <48>
Reserve Life Support [7 Power/round] <24>
Emergency Life Support (72 Emergency shelters) <24>
Gravity [6 Power/round] <12>
Consumable: 2 years worth <24>
Autochef (Food Replicators)[12 Power/round] <12>
Machine Shops [12 power/round of use] <24>
Asteroid Ore Processing and Weapons Production (generates one missile or 1 SU of smart bullet per minute) [34 power/round] <34>
Medical Facilities: 15 (+5) [15 Power/round] <60>
Recreation Facilities: 4 [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <12>
Fire Suppression System [1 Power/round when active] <12>
Cargo hold: 600,000 cubic meters <18>
Locations: 50 Cargo Bays
Escape Pods <40>
Number: 780

Capacity: 10 persons per pod

Propulsion Systems
Slipstream (10 light-years per round) [120 power/round per travel time] <80>
Sub-light Engine Type: 4 Class (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard
AG Generators [12 power/round] <30>
Ram Scoop Solar Plasma Collector [6 power/round of use] <24>
Reaction Control System (.025c) [2 Power/ round when in use] <12>

Power Systems
Warp Engine Type: 2 Class 13/S (generates 2370 Power/round) <312 x 2 = 624>
Locations: Amidship
Sub-light Engine[s]: 4 Class 2 (generate 16 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type K (generates 100 Power/round) <100>
EPS: Standard Power flow, +500 Power transfer/round <105>
Fuel capacity 60 days (at full power): 3,400,000,000
Standard Usable Power: 4676

Operations systems
Bridge: Command Deck <60>

Computer
Cores: Primary AI core [5 Power/round] <24>
Cores: [5 Power/round] <24>
Cores: [5 Power/round] <24>
Cores: [5 Power/round] <24>
Uprating: Class Epsilon (+5) [5 Power/computer round] <40>
Computer Automation [10 power/round] <120>
AI processor (+2) [12 power/round] <12>
ODN <36>

Ship wide Integral Holographic Coverage [22 power/round] <22>
AI (See notes)

Self-Repair Systems [72 power/round] <48>

Navigational Deflector [5 Power/round] <48>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <120>
Range package: Type 15 EX (Accuracy 3/4/7/10)
High Resolution: 11 Light-years (1.0/1.1 – 2.5/2.6 – 7.5/7.6 – 11.0)
Low Resolution: 26 Light-years (1.4/1.5 – 9.0/9.1 – 19.0/19.1 – 26.0)
Strength Package: Class 12 (strength 12)
Gain Package: Class Delta (+4)
Coverage: detects an additional 4000 substances and phenomena

Lateral Sensors [5 Power/round] <60>
Strength Package: Class 12 (strength 12)
Gain Package: Class Delta (+4)
Coverage: detects an additional 4000 substances and phenomena

Navigational Sensors: [5 Power/round] <48>
Strength Package: Class 12 (strength 12)
Gain Package: Class Delta (+4)

ECM Unit Class 10 (+12 targeting difficulty) [12 power/round of use] <72>
Probes: 100 <10>
Sensor Skill: 5

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 5 (+4) [4 Power/round] <8>
Backups: 4 <4>

Inertial Damping Field
Main <192>
Strength: 10 [3 Power/round]
Number: 8
Backup <48>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 15 [2 Power/round] <53>
Strength: 20
Security: -13 security uprating Class epsilon
Basic uprating class Beta (+2)
Holocommunications
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 5 <20>
Anti-Intruder System: Yes [1 Power/round] <12>
Bulkhead doors [1 Power/round] <12>
Science Systems Rating: 4 (+3) [5 Power/round] <32>
Hydroponics: 100,000 Cubic meters of [12 power/round] <12>
Botanical Garden [12 power/round] <12>
Specialized Systems: 2 <10>
Laboratories: 30 <6>

Tactical Systems
24 Point Defense Laser 50Mw Turrets <27 x 24 = 648>
Type (Equal to a Type V Phaser Array)
Damage: 90 [9 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: All Partial Turrets; 3 right, front, left; 3 front, left, rear; 3 front, right, rear; 3 right, rear, left.
Firing arc: 540 degrees
Firing Modes: Standard
Point Defense Lasers control rooms <12>

Four (Anti-Proton) AP Cannons <31 x 4 = 124>
Type Equal to a type 6 Disruptor Array
Damage: 130 [13 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: 1 front; 1 right; 1 left; 1 rear
Firing arc: turret bases 540 degrees
Firing Modes: Standard
AP Cannons Weapons control room <12>

24 Kinetic Projectile Weapons (Smart Bullets) <23 x 24 = 552>
Type (Equal to a Type V Phaser Array)
Damage: 80 [8 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; 6 right/front/left; 6 rear/right/front; 6 rear/left/front; 6 right/rear/left
Firing arc: 540 degrees
Firing Modes: Standard
Ammo: 500 (smart bullets, bursts per gun turret)
Ammo stoarge: 12000 (smart bullets, bursts per gun turret) <12>
Kinetic Projectile Weapons Control room <12>

ELS Missile Tubes (High Yield/Torpedo Launcher) <30 x 15 = 450>
Standard Load: OM-5 Standard Offensive Kinetic Kill Missiles (anti-ship) (170 Damage), DM-5 Standard Defensive Kinetic Kill Missiles (anti-ship) (170 damage), PM-6 Star Arrow Smart Anti-Ship Missiles (150 damage), PM-6L Strategic Star Arrow Smart Anti-Ship Missiles (extended range variant) (150 Damage), PM-6LII Strategic Star Arrow Multiple Independant Kill Vehicle (MIKV) Variant (100 damage (10 multiple warheads 10 damage), SAPM-6III Strike Arrow Surface Attack Variant (160 damage), Nova Bomb (damage special 320 against a ship and can explode a star or planet)
Spread: 12 (only one Nova bomb in launcher at a time)
Range: 90/2,700,000/9,000,000/18,000,000 (maximum range of 27,000,000 km)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Power: [20 + 5 per torpedo fired]
Location: Ten Forward Ventral
Firing Arc: forward, but are self-guided
Missile/Torpedoes carried: 19,800 (3000 Offensive Kinetic Kill Missiles, 5700 Defensive Kinetic Kill Missiles, 3000 Smart anti-ship Missiles, 3000 Strategic Smart Anti-ship Missiles, 3000 Strategic Multiple Warhead Kinetic Missiles, 2000 Surface Attack Missiles, 100 Nova Bomb) <1980>
ELS Missile Tubes weapons control room <12>

Six Aft Mine Laying <13 x 6 = 78>
Standard Load: Class 2 (100 damage)
Spread: 12
Range: 1
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [5 + 1 mines released]
Location: Aft hull
Firing arc: Aft drift
Mines instorage 1000 <100>
Mine Laying weapons control room <12>

TA/T/TS: Class Iota [10 Power/round] <30>
Strength: 15
Bonus: +5
Weapon Skill: 5

Plasma Armor Shields (Forward, Aft, Port, Starboard) <280 x 4 = 1120>
Shield Generator: Class 7 (Protection 2200) [220 Power/shield/round]
Shield grid: Type C (50 % increase to 3300 Protection)
Subspace Field Distortion Amplifiers: Class Pi (Threshold 733)
Recharging System: Class 4 (30 seconds)
Backup Shield Generators: 4 (1 per shield) <12>
Auto-Destruct System <12>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 1070 Size worth of ships <2140>
Standard Complement: 460 Slipfighters, 150 combat & sensor drones, 16 Lancer regiment drop pods

Location(s): 2 Large fighter Hanger aft Port/Starbaord, two small standard shuttle bays port/starboard

Andromeda Ascendant
(TV version of Updated starship)
Sunday, September 13, 2015

Class and Type: Glorious Heritage-class Heavy Cruiser
Commissioning Date: CY 9768 (4848 AD – 49th century)

Hull Systems
Size: 11
Length: 1301 meters
Beams: 976 meters
Height: 325 meters
Decks: 72
Mass: 8,000,000 metric tons
SU's Available: 19,000
SU's Used: 12,318

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 30 + 110 = 140 <42>
Resistance Inner Hull: 30 <42>
Ablative Armor: 1500 (resistance 10) <300>
Reactive Armor: 1500 (resistance 30) <330>
Hardened Armor Plating on exterior hull: (+110 resistance) <165>
Battle Blades (to armor and outer hull Resistance) +500 (3 rounds to deploy) [10 power/round] <22>

Structural Integrity Field [1 power/10 Protection/round]
Main: Class 12 (Protection 150/225) <57>
Backup: Class 12 (Protection 75) <29>
Backup: Class 12 (Protection 75) <29>
Specialized hull: Atmospheric Capability <11>
Planetfall Capability <11>
Aquatic Capability <22>

Personnel Systems
Crew/Passengers/Evac: 4132/500/32,000
Crew Quarters
Basic: 3058 <306>
Expanded: 973 <195>
Luxury: 372 <372>
Unusual: 232 <232>

Environmental Systems
Basic Life Support [13 Power/round] <44>
Reserve Life Support [7 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 4 years worth (25% more efficient) <33>
Manufacturing Systems
Autochef (similar to Food Replicators) [11 Power/round] <11>
Matter Synthesizers Systems (similar to standard Replicators)
Type: Network of Matter Synthesizers Systems [11 power/round] <11>
Type: 12 large Matter Synthesizers Units [2 power/round] <36>
Machine Shops small workshops [11 power/round of use] <22>
Machine Shops 4 large shops [2 power/round of use] <12>
Asteroid Ore Processing and Kinetic Weapons Production (generates one missile or 1 SU of smart bullet or mine or countermeasures per minute) [33 power/round] <33>
Medical Facilities: 15 (+5) [15 Power/round] <60>
Emergency Medical Hologram Program: Mark X [20 power/round] <50>
Cryogenic-suspension chambers 5000 units [500 power/round of use] <500>
Recreation Facilities: 10 (three main recreation decks; pleasant eating facilities; three large lounges; four gyms; five small lounges; three arboretums) [10 Power/round] <60>
Personal Transport: Jefferies tubes [0 Power/round] <11>
Fire Suppression System [1 Power/round when active] <11>
Cargo hold: 1,000,000 cubic meters <30>
Locations: 100 Cargo Bays
Escape Pods <41>
Number: 780
Capacity: 10 persons per pod

Propulsion Systems
Slipstream (50 light-years per round (between galaxies 25 times faster (see notes on slipstream))) [120 power/round per travel time] <80>
Sub-light Engine Type: 4 modified Class 2 (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard Aft
Acceleration Uprating Class Gamma 100% [4 power/round] <14 x 4 = 56>
AG Generators [11 power/round] <28>
Solar Plasma Ram Scoop Collector (one port and one starboard lower outrigger (collects 1,000,000 fuel points round per collector)) [6 power/round of use] <22 x 2 = 44>
Reaction Control System (.025c) [2 Power/ round when in use] <11>

Power Systems
Solar conversion generators: Class 13/S (generates 3750 Power/round) <450 x 2 = 900>
Locations: Amidships
Sub-light Engine[s]: 4 modified Class 2 (generate 25 power/engine/round)

Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type K (generates 100 Power/round) <100>
EPS: Standard Power flow, +500 Power transfer/round <105>
Fuel capacity: 600,000,000 (three months at standard use) (see notes) <33>
Standard Usable Power: 7600

Operations Systems
Command Deck: (a.k.a. bridge) well protected in main hull <55>
Auxiliary Command Deck: Slipstream Core <33>

Computer (Quantum Computer Cores)
Cores: Main AI Core [10 Power/round] <44>
Cores: [10 Power/round] <44>
Cores: [10 Power/round] <44>
Cores: [10 Power/round] <44>
Uprating: Class Epsilon (+5) [5 Power/computer round] <40>
AI processor [11 power/round] <11>
Computer Automation [10 power/round] <110>
Ship wide Integral Holographic Coverage AI (See notes) [22 power/round] <21>
ODN <33>

Ships Android Avatar
A computer version of the ships avatar.
Attributes
Fitness 2 [5]
Strength +3 (Android only)
Vitality +1
Coordination 5
Reaction +1
Intellect 4
Logic +2
Presence 2
Empathy -1
Psi 0

Skills:
Administration (Starship Administration) 2 (3)
Command (Starship Command) 4 (5)
Computer (own systems) 2(4)
(Research) 2 (3)
Culture (Human) 2 (3)
Diplomacy (Intergalactic Law) 4 (5)
Energy Weapon (Force Lance) 2 (3) (Android only)
First Aid (Human) 1 (2) (Android only)
History (Commonwealth) 2 (3)
(Human) (3)
Languages
(Commonwealth Standard) 3
Medical Sciences (Psychology) 2 (3)
Propulsion Engineering (Impulse) 1 (2)
(Slip stream Drive) (3)
Persuasion (Debate) 2 (3)
Physical Sciences (Mathematics) 1 (2)
Planetary Tactics (Small Unit) 3 (4)
Planetside Survival (Desert) 1 (2) (Android only)
Primitive Weaponry (Rapier) 3 (4)
Shipboard Systems (Flight Control),
(Mission Ops)
(Tactical) 1(4)
Starship Tactics (Magog) 4 (6)
(High Guard) (5)
(Nietzschean) (5)
(Than) (5)
(Pyrian) (5)
Space Sciences (Astrogation) 3 (4)
(Astrophysics) (4)
Law (Commonwealth Law) 1 (3)
(High Guard Regulations) (3)
Personal Equipment (Environment Suit) 2 (3)
Shipboard Systems (Flight Control) 1 (2)
(Sensors) (2)
(Weapons Systems) (2)
Space sciences (Astronavigation) 1(3)
Starship Tactics (High Guard) 2(3)
Security (Security Systems) 2 (3)
Social Sciences (Archaeology) 2 (3)
Strategic Operations (Invasion Strategies) 4 (5)
Systems Engineering (Computer Systems) 2 (3)
Unarmed Combat
(Nietzschean Martial Arts) 3
(Brawling) 2 (4)
Vehicle Operation (Starship) 2 (3) (Android only)
(Slipfighter) 2 (3) (Android only)
World Knowledge
(Commonwealth Worlds) 1(2)

Typical Advantages/ Disadvantages
Ambidexterity +1
Multitasking +2
Eidetic Memory +3
Computer Interface (+3)
Hides Emotions (-2)
Telepathic Resistance +4: Computer Brain (cannot be read by Psi)
Compulsion –2: Follow Programming
Restricted –1: Restricted to ship for recharging power cells
Diminished Social Status –1: Computer Program
Sexy

Self-Repair Systems (repairs one SU per rounds) [10 power/round] <120>

Navigational Deflector [5 Power/round] <44>
Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <120>
Range package: Type 15 EX (Accuracy 3/4/7/10)
High Resolution: 11 Light-years (1.0/1.1 – 2.5/2.6 – 7.5/7.6 – 11.0)
Low Resolution: 26 Light-years (1.4/1.5 – 9.0/9.1 – 19.0/19.1 – 26.0)
Strength Package: Class 12 (strength 12)
Gain Package: Class Delta (+4)
Coverage: detects an additional 4000 substances and phenomena

Lateral Sensors [5 Power/round] <60>
Strength Package: Class 12 (strength 12)
Gain Package: Class Delta (+4)
Coverage: detects an additional 4000 substances and phenomena

Navigational Sensors: [5 Power/round] <48>
Strength Package: Class 12 (strength 12)
Gain Package: Class Delta (+4)

ECM Unit Class 10 (+12 targeting difficulty) [12 power/round of use] <72>
Probes: 300 <30>
Sensor Skill: 5

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 5 (+4) [4 Power/round] <8>
Backups: 4 <4>

Inertial Damping Field
Main <176>
Strength: 10 [3 Power/round]
Number: 8
Backup <44>
Strength: 7 [2 Power/round]
Number: 8
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 15 [2 Power/round] <53>
Strength: 20
Security: -13 security uprating Class epsilon
Basic uprating class Beta (+2)
Holocommunications
Emergency Communications: [2 Power/round] <1>

Bucking Cables
Twelve Emitter: Class Beta (strength 10 and 1 km range) [3 Power/Strength used/round] <6 x 12 = 72>
Accuracy 5/6/8/11
Location: six aft and six forward

Security Systems Rating: 5 <20>
Anti-Intruder System: Yes [1 Power/round] <11>
Bulkhead doors [1 Power/round] <11>
Science Systems Rating: 4 (+3) [5 Power/round] <31>
Specialized Systems: 2 <10>
Hydroponics: 100,000 Cubic meters of [11 power/round] <11>
Botanical Garden [11 power/round] <11>
Laboratories: 30 <6>

Tactical Systems
Twenty-four Kinetic Projectile Weapons (Smart Bullets) <13 x 24 = 312>
Type (Equal to a Type V Phaser Array)
Damage: 10 [1 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets: one port forward angled 45 degrees off center line dorsal outriggers, one starboard forward angled 45 degrees off center line dorsal outriggers, one port dorsal, one starboard dorsal outriggers, one port aft angled 45 degrees off center line dorsal outriggers, one starboard aft angled 45 degrees off center line dorsal outriggers, one port forward angled 45 degrees off center line ventral outriggers, one starboard forward angled 45 degrees off center line ventral outriggers, one port ventral, one starboard ventral outriggers, one port aft angled 45 degrees off center line ventral outriggers, one starboard aft angled 45 degrees off center line ventral outriggers, eight locate forward main hull four port and four starboard, four aft located on the main hull, one located dorsal main hull, one located ventral main hull (multiple overlapping fields of fire with the turrets)
Firing arc: 540 degrees
Firing Modes: Standard
Ammo Storage: (500 smart bullets, bursts per gun turret) 12,000 in storage ready to use <12>
Kinetic Projectile Weapons Control <11>

Twelve Point Defense Lasers 50Mw Turrets <29 x 12 = 348>
Type (Equal to a Type V Phaser Array)
Damage: 80 [8 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)

Location: All turrets; one port forward angled 45 degrees off center line dorsal outrigger, one starboard forward angled 45 degrees off center line dorsal outrigger, one port dorsal, one starboard dorsal outrigger, one port aft angled 45 degrees off center line dorsal outrigger, one starboard aft angled 45 degrees off center line dorsal outrigger, one port forward angled 45 degrees off center line ventral outrigger, one starboard forward angled 45 degrees off center line ventral outrigger, one port ventral, one starboard ventral outrigger, one port aft angled 45 degrees off center line ventral outrigger, one starboard aft angled 45 degrees off center line ventral outrigger, two forward main hull (one port and one starboard)
Firing arc: 540 degrees
Firing Modes: Standard
Ammo: 500 (smart bullets, bursts per gun turret)
Point Defense Lasers 50Mw Turrets Control <11>

Twelve Anti-Proton Cannons <24 x 12 = 288>
Type (Equal to a Type I Phaser Array)
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; one port forward angled 45 degrees off center line dorsal outrigger, one starboard forward angled 45 degrees off center line dorsal outrigger, one port dorsal, one starboard dorsal outrigger, one port aft angled 45 degrees off center line dorsal outrigger, one starboard aft angled 45 degrees off center line dorsal outrigger, one port forward angled 45 degrees off center line ventral outrigger, one starboard forward angled 45 degrees off center line ventral outrigger, one port ventral, one starboard ventral outrigger, one port aft angled 45 degrees off center line ventral outrigger, one starboard aft angled 45 degrees off center line ventral outrigger, two forward main hull (one port and one starboard)
Firing arc: 540 degrees
Firing Modes: Standard
Anti-Proton Cannons Control <11>

56 Standard ELS Missile Tubes (Torpedo Launcher) <20 x 54 = 1080>
Standard Load: Various types of the Missiles OM-5 Standard Offensive Kinetic Kill Missiles (anti-ship) (170 Damage), DM-5 Standard Defensive Kinetic Kill Missiles (anti-ship) (170 damage), PM-6 Star Arrow Smart Anti-Ship Missiles (150 damage), PM-6L Strategic Star Arrow Smart Anti-Ship Missiles (extended range variant) (150 Damage), PM-6LII Strategic Star Arrow Multiple Independent Kill Vehicle (MIKV) Variant (100 damage (5 warheads 20 damage each), SAPM-6III Strike Arrow Surface Attack Variant (160 damage), Nova Bomb (none) (ten missiles per launcher ready (one round to reload three missiles) and 100 in ready storage) See missile notes
Spread: 12 (No Nova bombs in launcher)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: eight forward main hull port side hull, eight forward main hull starboard side hull, eight angled 45 degrees off port side, eight angled 45 degrees off starboard side, eight port side, eight starboard side, eight aft
Firing Arc: port or starboard or ventral or dorsal or aft, but are self-guided
ELS Missile Weapons Control <11>

Ten Forward ELS Missile Tubes (High Yield/Torpedo Launcher) <30 x 10 = 300>
Standard Load: Various types of the Missiles OM-5 Standard Offensive Kinetic Kill Missiles (anti-ship) (170 Damage), DM-5 Standard Defensive Kinetic Kill Missiles (anti-ship) (170 damage), PM-6 Star Arrow Smart Anti-Ship Missiles (150 damage), PM-6L Strategic Star Arrow Smart Anti-Ship Missiles (extended range variant) (150 Damage), PM-6LII Strategic Star Arrow Multiple Independent Kill Vehicle (MIKV) Variant (100 damage (10 multiple warheads 10 damage), SAPM-6III Strike Arrow Surface Attack Variant (160 damage), Nova Bomb (damage special 320 against a ship and can explode a star or planet) (ten missiles per launcher ready (one round to reload three missiles) and 100 in ready storage) See missile notes (the only High Yield launchers that can fire Nova Bombs) (Optional projectile missiles (requires High Yield launchers): Negative Polarity Bomb (see notes), Modified Federation Type I Photon Torpedoes (Damage 160), Modified Federation Type II Photon Torpedoes (Damage 200), Modified Federation Mark I Quantum Torpedoes (Damage 400))
Spread: 12 (only one Nova bomb in launcher at a time)
Range: See notes
Targeting Systems: See notes
Power: [20 + 5 per torpedo fired]
Location: ten forward ventral
Firing Arc: forward, but are self-guided
ELS Missile Weapons Control (High Yield launcher) <11>

Missiles Carried: 5000 (1000 Offensive Kinetic Kill Missiles, 1000 Defensive Kinetic Kill Missiles, 800 Smart anti-ship Missiles, 700 Strategic Smart Anti-ship Missiles, 600 Strategic Multiple Warhead Kinetic Missiles, 860 Surface Attack Missiles, 40 Nova Bomb) <500>

Six Aft Mine Laying <13 x 12 = 156>
Standard Load: Class 2 Mine (100 damage)
Spread: 12
Range: 1
Targeting System: Class Beta (Accuracy 4/5/7/10)

Power: [5 + 1 mines released]
Location: Aft hull
Firing arc: Aft drift
Mine Laying control room <11>
Mines in storage 5000 <500>

Countermeasure Launcher <22 x 6 = 132>
Standard load: standard EM Countermeasure, Chaff, Flare
Spread: 6
Range Point blank
Power: 10 +2 per counter measure launched
Location: six located aft (three port (one aft dorsal port, one mid level aft port, one aft port ventral port) three starboard (one aft dorsal starboard, one mid level aft starboard, one aft port ventral starboard)
Countermeasure Launcher control room <11>
Counter measures Carried: 500 (300 EM countermeasure devices; 150 Chaff, 50 flares) <50>

TA/T/TS: Class Iota [10 Power/round] <30>
Strength: 15
Bonus: +5
Weapon Skill: 5

Plasma Armor Shields (Forward, Aft, Port, Starboard) (with Metaphasic Shields properties) <285 x 4 = 1140>
Shield Generator: Class 10 (Protection 2000 (6000 Metaphasic Shields)) [200 Power/shield/round]
Shield grid: Type C (50 % increase to 3000 Protection (9000 Metaphasic Shields))
Subspace Field Distortion Amplifiers: Class Delta (Threshold 666 (1998 Metaphasic Shields))
Regenerative force fields: Class 4 (50 points/round) [1 power/per point/round]
Backup Shield Generators: 4 (1 per shield) <11>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 400 Size worth of ships <800>
Standard Complement: 112 fighters (36 RF-42 Centaur Tactical Fighters, 76 RA-26 Shrike Strike Fighters or Slip capable fighters), 12 assault Shuttles, 28 combat & sensor drones (12 AF/A-29 Phoenix Atmospheric Attack Craft and 16 ES-115 Oracle Heavy Sensor/Attack Drones), 12 Lancer Drop Pods (112 Space for 56 other ships or up to size three starships)
Location(s): twenty-two hangers two Large fighter Hangers Port/Starboard, ten small standard shuttle bays port and starboard

Notes: Fuel can last at least a year or longer depending on the everyday use at standard none combat levels nevertheless at full power combat levels the fuel capacity last only thirty-eight days.

A Revised Extreme Dream Version of the Ultimate Version Siege Perilous Atmospheric Attack Carrier - Tuesday, September 15, 2015

The Balance of Judgment
Class and Type: Siege Perilous class Atmospheric Attack Carrier
Commissioning Date: 49th century

Hull Systems
Size: 12
Length: 1500 meters
Beams: 920 meters
Height: 920 meters
Decks: 200
Mass: metric tons
SU's Available: 21,375
SU's Used: 16,158

Hull Outer <48>
Hull Inner <48>
Resistance Outer Hull: 140 <27>
Resistance Inner Hull: 20 <27>
Heavy Armor Plating on exterior hull: (+120 resistance) <180>
Reactive Armor: 1500 (resistance 10) <300>
Ablative Armor: 1500 (resistance 30) <330>
Battle Blades (to armor) +700 (3 rounds to deploy) [10 power/round of use] <24>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 12 (Protection 150/225) <58>
Backup: Class 12 (Protection 75) <29>
Backup: Class 12 (Protection 75) <29>
specialized hull: Atmospheric Capability <12>
Planetfall Capability <12>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 4503/3619/36,000
Crew Quarters
Barracks: Houses 3400 crewmembers <57>
Spartan: 2000 <100>
Basic: 2720 <272>
Expanded: 3 <3>
Luxury: 2 <2>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [14 Power/round] <48>
Reserve Life Support [7 Power/round] <24>
Emergency Life Support (72 Emergency shelters) <24>
Gravity [6 Power/round] <12>
Consumable: 2 years worth <24>
Autochef (Food Replicators)[12 Power/round] <12>

Matter Synthesizers Systems (similar to standard Replicators)
Type: Network of Matter Synthesizers Systems [12 power/round] <12>
Type: 12 large Matter Synthesizers Units [2 power/round] <36>
Machine Shops [12 power/round of use] <24>
Asteroid Ore Processing and Weapons Production (generates one missile or 1 SU of smart bullet per minute) [34 power/round] <34>
Medical Facilities: 15 (+5) [15 Power/round] <60>
Recreation Facilities: 4 [8 Power/round] <32>
Personal Transport: Jefferies tubes [0 Power/round] <12>
Fire Suppression System [1 Power/round when active] <12>
Cargo hold: 600,000 cubic meters <18>
Locations: 50 Cargo Bays
Escape Pods <40>
Number: 780
Capacity: 10 persons per pod

Propulsion Systems
Slipstream (50 light-years per round (25 times faster between galaxies)) [120 power/round per travel time] <80>
Sub-light Engine Type: 4 modified Class 2 (.5c/.5c) [5/5 Power/round] <10 x 4 = 40>
Location: aft port, aft starboard
AG Generators [12 power/round] <30>
Ram Scoop Solar Plasma Collector [6 power/round of use] <24>
Reaction Control System (.025c) [2 Power/ round when in use] <12>

Power Systems
Warp Engine Type: 2 Class 13/S (generates 2600 Power/round) <335 x 2 = 670>
Locations: Amidship
Sub-light Engine[s]: 4 modified Class 2 (generate 25 power/engine/round)
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type K (generates 100 Power/round) <100>
EPS: Standard Power flow, +500 Power transfer/round <105>
Fuel capacity 60 days (at full power): 3,400,000,000
Standard Usable Power: 4676

Operations systems
Bridge: Command Deck <60>

Computer (Quantum)
Cores: Primary AI core [10 Power/round] <48>
Cores: [10 Power/round] <48>
Cores: [10 Power/round] <48>
Cores: [10 Power/round] <48>
Uprating: Class Epsilon (+5) [5 Power/computer round] <40>
Computer Automation [10 power/round] <120>
AI processor (+2) [12 power/round] <12>
ODN <36>

Ship wide Integral Holographic Coverage [24 power/round] <24>
AI (See notes)

Self-Repair Systems [72 power/round] <48>

Navigational Deflector [5 Power/round] <48>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward

Sensor Systems
Long-range Sensors [5 Power/round] <120>
Range package: Type 15 EX (Accuracy 3/4/7/10)
High Resolution: 11 Light-years (1.0/1.1 – 2.5/2.6 – 7.5/7.6 – 11.0)
Low Resolution: 26 Light-years (1.4/1.5 – 9.0/9.1 – 19.0/19.1 – 26.0)
Strength Package: Class 12 (strength 12)
Gain Package: Class Delta (+4)
Coverage: detects an additional 4000 substances and phenomena

Lateral Sensors [5 Power/round] <60>
Strength Package: Class 12 (strength 12)
Gain Package: Class Delta (+4)
Coverage: detects an additional 4000 substances and phenomena

Navigational Sensors: [5 Power/round] <48>
Strength Package: Class 12 (strength 12)
Gain Package: Class Delta (+4)

ECM Unit Class 10 (+12 targeting difficulty) [12 power/round of use] <72>
Probes: 100 <10>
Sensor Skill: 5

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 5 (+4) [4 Power/round] <8>
Backups: 4 <4>

Inertial Damping Field
Main <192>
Strength: 10 [3 Power/round]

Number: 8
Backup <48>
Strength: 7 [2 Power/round]
Number: 4
Attitude Control [3 Power/round] <3>

Communications Systems
Type: Class 15 [2 Power/round] <53>
Strength: 20
Security: -13 security uprating Class epsilon
Basic uprating class Beta (+2)
Holocommunications
Emergency Communications: [2 Power/round] <1>

Bucking Cables
10 Emitter: Class Beta [3 Power/Strength used/round] <60>
Accuracy 5/6/8/11
Location: 6 aft and 4 forward

Security Systems Rating: 5 <20>
Anti-Intruder System: Yes [1 Power/round] <12>
Bulkhead doors [1 Power/round] <12>
Science Systems Rating: 4 (+3) [5 Power/round] <32>
Hydroponics: 100,000 Cubic meters of [12 power/round] <12>
Botanical Garden [12 power/round] <12>
Specialized Systems: 2 <10>
Laboratories: 30 <6>

Tactical Systems
24 Point Defense Laser 50Mw Turrets <27 x 24 = 648>
Type (Equal to a Type V Phaser Array)
Damage: 90 [9 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: All Partial Turrets; 3 right, front, left; 3 front, left, rear; 3 front, right, rear; 3 right, rear, left.
Firing arc: 540 degrees
Firing Modes: Standard
Point Defense Lasers control rooms <12>

Four (Anti-Proton) AP Cannons <31 x 4 = 124>
Type Equal to a type 6 Disruptor Array
Damage: 130 [13 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 10/30,000/100,000/300,000
Location: 1 dorsal; 1 port; 1 starboard; 1 ventral
Firing arc: turret bases 540 degrees
Firing Modes: Standard
AP Cannons Weapons control room <12>

24 Kinetic Projectile Weapons (Smart Bullets) <23 x 24 = 552>
Type (Equal to a Type V Phaser Array)
Damage: 80 [8 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Range: 30,000/90,000/360,000/720,000 (any distance beyond this the weapon losses accuracy and the damage drops damage effectiveness by half)
Location: All turrets; 6 right/front/left; 6 rear/right/front; 6 rear/left/front; 6 right/rear/left
Firing arc: 540 degrees
Firing Modes: Standard
Ammo: 500 (smart bullets, bursts per gun turret)
Ammo stoarge: 12000 (smart bullets, bursts per gun turret) <12>
Kinetic Projectile Weapons Control room <12>

180 ELS Missile Tubes (High Yield/Torpedo Launcher) <23 x 180 = 4140>
Standard Load: OM-5 Standard Offensive Kinetic Kill Missiles (anti-ship) (170 Damage), DM-5 Standard Defensive Kinetic Kill Missiles (anti-ship) (170 damage), PM-6 Star Arrow Smart Anti-Ship Missiles (150 damage), PM-6L Strategic Star Arrow Smart Anti-Ship Missiles (extended range variant) (150 Damage), PM-6LII Strategic Star Arrow Multiple Independant Kill Vehicle (MIKV) Variant (100 damage (5 multiple warheads 20 damage), SAPM-6III Strike Arrow Surface Attack Variant (160 damage), Nova Bomb (damage special 320 against a ship and can explode a star or planet)
Spread: 5 (only one Nova bomb in launcher at a time)
Range: 90/2,700,000/9,000,000/18,000,000 (maximum range of 27,000,000 km)
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)
Power: [20 + 5 per torpedo fired]
Location: Ten Forward Ventral
Firing Arc: forward, but are self-guided
Missile/Torpedoes carried: 19,800 (3000 Offensive Kinetic Kill Missiles, 5700 Defensive Kinetic Kill Missiles, 3000 Smart anti-ship Missiles, 3000 Strategic Smart Anti-ship Missiles, 3000 Strategic Multiple Warhead Kinetic Missiles, 2000 Surface Attack Missiles, 100 Nova Bomb) <1980>
ELS Missile Tubes weapons control room <12>

Six Aft Mine Laying <13 x 6 = 78>
Standard Load: Class 2 (100 damage)
Spread: 12
Range: 1
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [5 + 1 mines released]
Location: Aft hull
Firing arc: Aft drift
Mines instorage 1000 <100>
Mine Laying weapons control room <12>

Countermeasure Launcher <22 x 6 = 132>

Standard load: standard EM Countermeasure, Chaff, Flare
Spread: 6
Range Point blank
Power: 10 +2 per counter measure launched
Location: six located aft (three port (one aft dorsal port, one mid level aft port, one aft port ventral port) three starboard (one aft dorsal starboard, one mid level aft starboard, one aft port ventral starboard)
Countermeasure Launcher control room <12>
Counter measures Carried: 500 (300 EM countermeasure devices; 150 Chaff, 50 flares) <50>

TA/T/TS: Class Iota [10 Power/round] <30>
Strength: 15
Bonus: +5
Weapon Skill: 5

Plasma Armor Shields (Forward, Aft, Port, Starboard) <328 x 4 = 1312>
Shield Generator: Class 7 (Protection 2200) [220 Power/shield/round]
Shield grid: Type C (50 % increase to 3300 Protection)
Subspace Field Distortion Amplifiers: Class Pi (Threshold 733)
Regenerative force fields: Class 4 (50 points/round) [1 power/per point/round]
Backup Shield Generators: 4 (1 per shield) <12>
Auto-Destruct System <12>

Auxiliary Spacecraft systems
Standard Shuttlebay(s): Capacity for 1070 Size worth of ships <2140>
Standard Complement: 460 Slipfighters, 150 combat & sensor drones, 16 Lancer regiment drop pods
Location(s): 2 Large fighter Hanger aft Port/Starbaord, two small standard shuttle bays port/starboard

COMBAT VERSION OF THE WORK BEE THE KILLER-BEE
Type: Killer-Bee one man attack-craft Phaser version (Wasp) & Torpedo version (Hornet)
Commissioning Date: 2270's

HULL SYSTEMS
Size: 1
Length: 4. meters
Beam: 1.3 meters
Draft: 2.2 meters (1 deck)
Mass: 4 MT
SU's Available: 200
SU's Used: 140 (torpedo Version 143)

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 power/10 protection/round]
Main: Class A (Protection 5/5) <3>
Backup: Class A (Protection 3) <2>

PERSONNEL SYSTEMS
Crew/Pass/Evacuation: 1/0/0

Environmental Systems
Basic Life Support [1 power/round] <4>
Reserve Life Support [1 power/round] <2>
Fire Suppression System [1 power/round use] <1>

PROPULSION SYSTEMS
Impulse Engine Type: Type 2 (.25c/.5c) [2/5 Power/round] <5>
Location:
Reaction Control System (0.025c) [2 power/round use] <1>

POWER SYSTEMS
Warp Engine Type: Mark II (generates 70 Power/round) <32>
Location: Aft
Impulse Engine[s]: 1 type 1 (generates 8 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <10>
Standard Usable Power: 79

OPERATIONS SYSTEMS
Cockpit <4>
Computer Systems Core 1: [5 power/round] <2>
ODN <3>

Sensor Systems
Lateral Sensors [5 power/round] <1>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard
Coverage: Standard (+0)

Navigational Sensors [5 power/round] <1>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Sensors Skill: 2

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 1,
Coordination 1 [1 Power/round in use] <4>

Navigational Computers
Main: Class 1 (+0) [0 power/round]

Inertial Stabilizers
Main: <2>
Strength: 1 [3 power/round]
Number: 1
Backup <1>
Strength 1 [2 power/round]
Number: 1
Attitude Control [1 power/round] <1>

Communications Systems Type: Type I [3 power/round use] <1>
Strength: 1
Security: -0

Tactical systems
Phaser Array <4>
Type: IV
Damage: 80 [8 Power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Zero (Accuracy: 6/7/9/12)
Range: 10/30,000/100,000/300,000
Location: mounted on the port side of the shuttle
Firing Arc: 60 degrees
Firing Modes: Standard

Torpedo Module <6>
Standard Load: Type I photon torpedo (160 Damage)
Spread: 1
Range: 15/100,000/400,000/750,000
Targeting System: Class Zero (Accuracy: 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: 1 photon torpedo mounted port
Firing Arc: Forward, but are self-guided
Torpedoes Carried: 1 <1>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <4 (x 4 = 16)>
Shield Generator: Class 1 (Protection 100) [10 Power/shield/round]
Shield grid: Type 0 (0% increase to 100 Protection)
Subspace Field Distortion Amplifiers: Class Alpha (Threshold 34)
Backup Shield Generators: None
Auto-Destruct System <1>

AUXILIARY SPACECRAFT SYSTEM
None

Notes: This version is generated out of the book I have sitting here by the computer called Starfleet Dynamics 25th Anniversary Edition and a Modification to the Work bee created by "redwood973". With a little here and there to make it combat worthy.

Talon Two-man attack craft
Type: Talon Two-man attack craft
Commissioning Date: 2270's

HULL SYSTEMS
Size: 1
Length: 4.5 meters
Beam: 3.1 meters
Draft: 3 meters (1 deck)
Mass: 4 MT
SU's Available: 200
SU's Used: 149

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 power/10 protection/round]
Main: Class A (Protection 5/5) <3>
Backup: Class A (Protection 3) <2>

PERSONNEL SYSTEMS
Crew/Pass/Evacuation: 2/0/0

Environmental Systems
Basic Life Support [1 power/round] <4>
Reserve Life Support [1 power/round] <2>
Fire Suppression System [1 power/round use] <1>

PROPULSION SYSTEMS
Impulse Engine Type: Type 2 (.25c/.5c) [2/5 Power/round] <5>
Location:
Reaction Control System (0.025c) [2 power/round use] <1>

POWER SYSTEMS
Warp Engine Type: Mark II (generates 90 Power/round) <34>
Location: Aft
Impulse Engine[s]: 1 type 1 (generates 8 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <10>
Standard Usable Power: 79

OPERATIONS SYSTEMS
Cockpit <4>

Computer Systems Core 1: [5 power/round] <2>
ODN <3>

Sensor Systems
Lateral Sensors [5 power/round] <1>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard
Coverage: Standard (+0)

Navigational Sensors [5 power/round] <1>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Sensors Skill: 2

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 1,
Coordination 1 [1 Power/round in use] <4>

Navigational Computers
Main: Class 1 (+0) [0 power/round]

Inertial Stabilizers
Main: <2>
Strength: 1 [3 power/round]
Number: 1
Backup <1>
Strength 1 [2 power/round]
Number: 1
Attitude Control [1 power/round] <1>

Communications Systems Type: Type I [3 power/round use] <1>
Strength: 1
Security: -0

Tactical systems
Phaser Array <4>
Type: IV
Damage: 80 [8 Power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Class Zero (Accuracy: 6/7/9/12)
Range: 10/30,000/100,000/300,000
Location: mounted on the port side of the shuttle
Firing Arc: 60 degrees
Firing Modes: Standard

Torpedo Module <6>
Standard Load: Type I photon torpedo (160 Damage)
Spread: 1
Range: 15/100,000/400,000/750,000
Targeting System: Class Zero (Accuracy: 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: 1 photon torpedo mounted port
Firing Arc: Forward, but are self-guided
Torpedoes Carried: 1 <1>

TA/T/TS: Class Zero [0 Power/round] <3>
Strength: 6

Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <4 (x 4 = 16)>
Shield Generator: Class 1 (Protection 100) [10 Power/shield/round]
Shield grid: Type 0 (0% increase to 100 Protection)
Subspace Field Distortion Amplifiers: Class Alpha (Threshold 34)
Backup Shield Generators: None
Auto-Destruct System <1>

AUXILIARY SPACECRAFT SYSTEM
None

Notes: These versions is generated out of the book I have sitting here by the computer called Starfleet Dynamics 25th Anniversary Edition and a Modification to the Work bee created by "redwood973". With a little here and there to make it combat worthy.

Ferengi Pod 2016
Class and Type: Ferengi Pod
Commissioning Date: twenty-fourth century

Hull Systems
Size: 2
Length: 6 meters
Beams: 4 meters
Height: 2 meters
Decks: 1
Mass: 12 metric tons
SUs Available: 326 - 625
SUs Used: 431

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup: Class 1 (Protection 20) <7>
Backup: Class 1 (Protection 20) <7>
Specialized hull: Atmospheric Capability <2>
Planetfall Capability <2>

Personnel Systems
Crew/Passengers/Evac: 2/8/10
Crew Quarters
Barracks: Houses 4 crewmembers <1>

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 Power/round] <4>
Emergency Life Support (none emergency shelters) <0>
Gravity [1 Power/round] <2>
Consumable: one weeks worth <2>
Food Replicators [2 Power/round] <2>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <2>
Medical Facilities: Medkits [0 Power/round] <5>
Recreation Facilities: None
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: four cubic meters <1>
Locations: aft
Escape Pods: None

Propulsion Systems
Warp Drive Nacelles: Type 3 <20>
Speed: 3.0/6.0/7.0 [1 Power/.2 warp speed]
PIS: Type A (1 hours of Maximum warp) <2>
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] <18>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Class 2/B (generates 130 Power/round) <34>
Locations:
Impulse Engine[s]: Class 3A (generate 28 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 <12>
Standard Usable Power:

Operations systems
Bridge: <10>

Computers
Core: [5 Power/round] <4>
ODN <6>

Navigational Deflector [5 Power/round] <10>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <14>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (0.4/0.5 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 5 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Probes: none
Sensor 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: 1 <0>

Inertial Damping Field
Main <8>
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: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/12
Lactation: aft

Transporters
Type: Personnel [2 Power/use] <9>
Pads: 2
Emitter/Receiver Array: Personnel Type 3 (25,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Cargo [2 Power/round] <8>
Pads: 100 kg
Emitter/Receiver Array: Cargo Type 2 (10,00 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Field [1 Power/3 Strength] <2>
Science Systems Rating: 1 (+0) [1 Power/round] <7>
Specialized Systems: none
Laboratories: none

Tactical Systems
Type IV Disruptors <15>
Type Equal to a type IV Phaser Array
Damage: 80 [8 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: forward
Firing arc: 360 degrees
Firing Modes: standard, pulse

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <17 x 4 = 68>
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 67)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System <2>

Auxiliary Spacecraft systems
Shuttlebay(s): none

Ferengi Shuttle 2016
Class and Type: Ferengi Shuttle
Commissioning Date: twenty-fourth century

Hull Systems
Size: 2
Length: 18 meters
Beams: 12 meters
Height: 6 meters
Decks: 1
Mass: 24 metric tons
SUs Available: 326 - 625
SUs Used: 713

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 2 (Protection 50/80) <17>
Backup: Class 2 (Protection 25) <9>
Backup: Class 2 (Protection 25) <9>
Specialized hull: Atmospheric Capability <2>
Planetfall Capability <2>

Personnel Systems
Crew/Passengers/Evac: 2/8/14
Crew Quarters
Barracks: Houses 4 crewmembers <1>
Spartan: 1 <1>

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 Power/round] <4>
Emergency Life Support (none emergency shelters) <0>
Gravity [1 Power/round] <2>
Consumable: one weeks worth <2>
Food Replicators [2 Power/round] <2>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <2>
Medical Facilities: Medkits [0 Power/round] <5>
Recreation Facilities: None
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: ten cubic meters <1>
Locations: aft
Escape Pods: None

Propulsion Systems
Warp Drive Nacelles: Type 3 <20>
Speed: 3.0/6.0/7.0 [1 Power/.2 warp speed]
PIS: Type A (1 hours of Maximum warp) <2>
Impulse Engine Type: two Class 3A (.5c/.75c) [5/7 Power/round] <18 x 2 = 36>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Class 4/G (generates 220 Power/round) <52>
Locations:
Impulse Engine[s]: two Class 3A (generate 28 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 <12>
Standard Usable Power: 276

Operations systems
Bridge: <10>

Computers
Core: [5 Power/round] <4>
ODN <6>

Navigational Deflector [5 Power/round] <10>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <14>
Range package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-years (0.4/0.5 – 1.0/1.1 – 3.0/3.1 – 4.0)
Low Resolution: 5 Light-years (1.0/1.1 – 3.0/3.1 – 7.0/7.1 – 10.0)
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensors [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: Standard (+0)
Probes: none
Sensor 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: 1 <0>

Inertial Damping Field
Main <8>
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: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/12
Lactation: aft

Transporters
Type: Personnel [2 Power/use] <9>
Pads: 2
Emitter/Receiver Array: Personnel Type 3 (25,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Cargo [2 Power/round] <8>
Pads: 100 kg
Emitter/Receiver Array: Cargo Type 2 (10,00 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Field [1 Power/3 Strength] <2>
Science Systems Rating: 1 (+0) [1 Power/round] <7>
Specialized Systems: none
Laboratories: none

Tactical Systems
Type VI Disruptors <20 x 2 = 40>
Type Equal to a type VI Phaser Array
Damage: 120 [12 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: forward and aft
Firing arc: 360 degrees
Firing Modes: standard, pulse

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <15 x 4 = 60>
Shield Generator: Class 2 (protection 400) [40 Power/shield/round]
Shield grid: Type C (50% increase to 600 Protection)
Subspace field Distortion Amplifiers: Class gamma (Threshold 133)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System <2>

Auxiliary Spacecraft systems
Shuttlebay(s): none

Barbarella's Custom Starship
Class and Type: Alphie-class Fast Transport
Commissioning Date:

Hull Systems
Size: 2
Length: 6 meters
Beams: 3.6 meters
Height: 3.3 meters
Decks: 2
Mass: 17 metric tons
SUs Available: 600
SUs Used: 506

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity field [1 power/10 Protection/round]
Main: Class B (Protection 50/80) <17>
Backup: Class B (Protection 25) <9>
Backup: Class B (Protection 25) <9>
Specialized hull: Atmospheric Capability <2>
Planetfall Capability <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/6/10
Crew Quarters
Luxury: 1 <1>

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 Power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 1 year's worth <2>
Food Replicators [2 Power/round] <2>
Industrial Replicators Type: network of small Replicators [2 Power/round] <2>
Medical Facilities: Medkit <5>
Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 2 cubic meters <1>
Locations:
Escape Pods None

Propulsion Systems
Warp Drive Nacelles: Type 6D92 <109>
Speed: 6.0/9.2/9.92 [1 Power/.2 warp speed]
PIS: Type J (48 hours of Maximum warp) <20>
Special configuration: Embedded Nacelles <8>
Impulse Engine Type: 1 Class 4B (.65c/.85c) [6/8 Power/round] <23>
Location: port and starboard aft
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Class 2/B (generates 140 Power/round) <34>
Locations:
Impulse Engine[s]: Class 4B (generate 38 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:

Operations systems
Bridge: <10>

Computers Core: [5 Power/round] <4>
Upating Class Beta [2 power/round] <4>
ODN <6>

Navigational Deflector [5 Power/round] <10>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <11>
Range Package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 4 Light-year (.5/.6-1.0/1.1-3.0/3.1-4.0)
Low Resolution: Light-Years (1.0/1.1-3.0/3.1-7.0/7.1-10.0)
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Lateral Sensor [5 Power/round] <7>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Coverage: Standard

Navigational Sensor [5 Power/round] <6>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Probes: None
Sensors Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 4, Coordination 3 [1 Power/round in use] <15>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 1 <1>

Inertial Damping Field
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: Class 4 [2 Power/round] <9>
Strength: 4
Security: -4 (Class Delta uprating)
Basic Uprating: Class Alpha (+1)
Emergency Communications: [2 Power/round] <1>

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Field [1 Power/3 Strength] <2>
Science Systems Rating: 1 (+0) [1 Power/round] <7>

Shields (Forward, Aft, Port, Starboard) <13 x 4 = 52>
Shield Generator: Class 2 (protection 300) [30 Power/shield/round]
Shield grid: Type C (50% increase to Protection 450)
Subspace field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

Auxiliary Spacecraft systems
Shuttlebay(s): none

Hirogen hunter ship
Class and Type:
Commissioning Date:

Hull Systems
Size: 5
Length: 150 meters
Beams: 83.33 meters
Height: 50 meters
Decks:
Mass: 325,000 metric tons
SU's Available: 900 - 1900
SU's Used: 1104

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <23>
Primary Backup: Class 3 (Protection 30) <12>
Secondary Backup: Class 3 (Protection 30) <12>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 10/20/250
Crew Quarters
Basic: 20 <1>
Expanded: 10 <2>

Environmental Systems
Basic Life Support [6 Power/round] <20>
Reserve Life Support [3 Power/round] <10>
Emergency Life Support none
Gravity [3 Power/round] <5>
Consumable: two years worth <10>
Food Replicators [5 Power/round] <5>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <5>
Type: 1 Large unit [2 Power/replicator/round] <3>
Medical Facilities: None
Recreation Facilities: none
Personal Transport: Turbolift, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 100,000 cubic meters <3>
Locations:
Escape Pods: none

Propulsion Systems
Warp Drive Nacelles: Type 6D8 <107>
Speed: 6.2/9.2/9.8 [1 Power/.2 warp speed]
Uprating Package 2 (+0.2 appield to standard) <4>
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: one Class 8 (.75c/.95c) [7/9 Power/round] <40>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Class 7/M (generates 350 Power/round) <80>
Locations:
Impulse Engine[s]: One Class 8 (generate 64 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: 414

Operations systems
Bridge: <25>

Computers
Cores: [5 Power/round] <10>
Cores: [5 Power/round] <10>
Uprating: Class Alpha (+1) [1 Power/computer round] <4>
ODN <15>

Navigational Deflector [5 Power/round] <20>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <42>
Range package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 14 Light-years (1.0/1.1 – 3.5/3.6 – 10.0/10.1 – 14.0)
Strength Package: Class 7 (strength 7)
Gain Package: Class Gamma (+3)
Coverage: Standard

Lateral Sensors [5 Power/round] <23>
Strength Package: Class 7 (strength 7)
Gain Package: Class Gamma (+3)
Coverage: Standard

Navigational Sensors: [5 Power/round] <18>
Strength Package: Class 7 (strength 7)
Gain Package: Class Beta (+2)
Probes: 20 <2>
Sensor Skill: 5

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

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

Inertial Damping Field
Main <20>
Strength: 9 [3 Power/round]
Number: 2
Backup <5>
Strength: 5 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 7 [2 Power/round] <14>
Strength: 7
Security: -3
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Gamma [3 Power/Strength used/round] <9 x 6 = 54>
Accuracy: 4/5/7/10
Lactation: three forward and three aft

Transporters
Type: Personnel [3 Power/use] <12>
Pads: 3
Emitter/Receiver Array: Personnel Type 3 (25,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Cargo [2 Power/round] <10>
Pads: 200 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Field [1 Power/3 Strength] <5>
Science Systems Rating:1 (+0) [1 Power/round] <10>
Specialized Systems: none
Laboratories: none

Tactical Systems
Disruptors <40 x 2 = 80>
Type 8
Damage: 180 [18 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: one foreword, one aft
Firing arc: 540 degrees
Firing Modes: Standard, pulse

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <39 x 4 = 156>
Shield Generator: Class 3 (protection 600) [60 Power/shield/round]
Shield grid: Type B (33% increase to 798 Protection)
Subspace field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): None

Herogen Venatis class
Class and Type:
Commissioning Date:

Hull Systems
Size: 8
Length: 600 meters
Beams: 274.28 meters
Height: 308 meters
Decks: 58
Mass: 4,000,000 metric tons
SU's Available: 2000 - 3250
SU's Used: 2167

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <32>
Primary Backup: Class 5 (Protection 40) <16>
Secondary Backup: Class 5 (Protection 40) <16>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 500/100/9000
Crew Quarters
Basic: 400 <20>
Expanded: 200 <40>

Environmental Systems
Basic Life Support [12 Power/round] <32>
Reserve Life Support [6 Power/round] <16>
Emergency Life Support none
Gravity [4 Power/round] <8>
Consumable: three years worth <24>
Food Replicators [8 Power/round] <8>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <8>
Type: 3 Large unit [2 Power/replicator/round] <9>
Medical Facilities: none
Recreation Facilities: none
Personal Transport: turbolift, Jefferies tubes [2 Power/round] <24>
Fire Suppression System [1 Power/round when active] <8>
Cargo hold: 400,000 cubic meters <12>
Locations:
Escape Pods none

Propulsion Systems
Warp Drive Nacelles: Type 6C5 <102>
Speed: 6.2/9.0/9.5 [1 Power/.2 warp speed]
Uprating Package 2 (+0.2 appield to standard) <4>
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: three Class 6 (.75c/.9c) [7/9 Power/round] <30 x 3 = 90>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <8>

Power Systems
Warp Engine Type: Class 9/O (generates 480 Power/round) <103>
Locations:
Impulse Engine[s]: three Class 6 (generate 48 power/engine/round)
Auxiliary Power: 6 reactors (generate 5 Power/reactor/round) <18>
Emergency Power: Type E (generates 45 Power/round) <45>
EPS: Standard Power flow, +300 Power transfer/round <70>
Standard Usable Power: 624

Operations systems
Bridge: <40>

Computers
Cores: [5 Power/round] <16>
Cores: [5 Power/round] <16>
Uprating: Class Alpha (+1) [1 Power/computer round] <4>
ODN <24>

Navigational Deflector [5 Power/round] <32>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <42>
Range package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 14 Light-years (1.0/1.1 – 3.5/3.6 – 10.0/10.1 – 14.0)
Strength Package: Class 7 (strength 7)
Gain Package: Class Gamma (+3)
Coverage: Standard

Lateral Sensors [5 Power/round] <23>
Strength Package: Class 7 (strength 7)
Gain Package: Class Gamma (+3)
Coverage: Standard

Navigational Sensors: [5 Power/round] <18>
Strength Package: Class 7 (strength 7)
Gain Package: Class Beta (+2)
Probes: 120 <12>
Sensor Skill: 5

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

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

Inertial Damping Field
Main <96>
Strength: 9 [3 Power/round]
Number: 6
Backup <24>
Strength: 5 [2 Power/round]
Number: 6
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 7 [2 Power/round] <14>
Strength: 7
Security: -3
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Gamma [3 Power/Strength used/round] <9 x 6 = 54>
Accuracy: 4/5/7/10
Lactation: three forward and three aft

Transporters
Type: Personnel [3 Power/use] <12 x 8 = 96>
Pads: 3
Emitter/Receiver Array: Personnel Type 3 (25,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Cargo [3 Power/round] <11 x 6 = 66>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: [1 Power/round] <8>
Internal Force Field: [1 Power/3 Strength] <8>
Science Systems Rating: 1 (+0) [1 Power/round] <13>
Specialized Systems: none
Laboratories: none

Tactical Systems
Disruptors <40 x 8 = 320>
Type 8
Damage: 180 [18 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 540 degrees
Firing Modes: Standard, pulse

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <82 x 4 = 328>
Shield Generator: Class 5 (protection 900) [90 Power/shield/round]
Shield grid: Type B (33% increase to 1197 Protection)
Subspace field Distortion Amplifiers: Class Zeta (Threshold 300)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <8>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 24 Size worth of ships <48>
Standard Complement: twelve shuttlecraft
Location(s):

Hirogen light cruiser
Class and Type:
Commissioning Date:

Hull Systems
Size: 5
Length: 200 meters
Beams: 60.87 meters
Height: 60.86 meters
Decks: 12
Mass: 350,000 metric tons
SU's Available: 900 – 1,900
SU's Used: 1197

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <23>
Primary Backup: Class 3 (Protection 30) <12>
Secondary Backup: Class 3 (Protection 30) <12>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 225/25/1800
Crew Quarters
Basic: 138 <7>
Expanded: 83 <9>
Luxury: 25 <25>

Unusual: 5 <5>

Environmental Systems
Basic Life Support [9 Power/round] <20>
Reserve Life Support [5Power/round] <10>
Emergency Life Support (30 emergency-shelters) <10>
Gravity [3 Power/round] <5>
Consumable: three years worth <15>
Food Replicators [5 Power/round] <5>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <5>
Type: 1 Large unit [2 Power/replicator/round] <3>
Medical Facilities: none
Recreation Facilities: 1 (spartan mess; exercise room) [2 Power/round] <8>
Shipwide Integral Holographic Coverage [10 power/round] <10>
Personal Transport: turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 45,000 cubic meters <2>
Locations:
Escape Pods: None

Propulsion Systems
Warp Drive Nacelles: type 4.92 <31>
Speed: 4.3/6.3/9.2 [1 Power/.2 warp speed]
Uprating: package 4 (+0.4 standard and sustained) <16>
PIS: Type C (6 hours of Maximum warp) <6>
Special configuration: embedded nacelles <20>
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] <18>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Class 6/K (generates 340 Power/round) <74>
Locations:
Impulse Engine[s]: Class 3A (generate 28 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, +150 Power transfer/round <40>
Standard Usable Power:

Operations systems
Bridge: <25>

Computers
Cores: [5 Power/round] <10>
Cores: [5 Power/round] <10>
Uprating: Class Alpha (+1) [1 Power/computer round] <4>
ODN <15>

Navigational Deflector [5 Power/round] <20>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <37>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: standard

Lateral Sensors [5 Power/round] <17>
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: standard

Navigational Sensors: [5 Power/round] <16>
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Probes: 10 <1>
Sensor Skill: 4

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

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

Inertial Damping Field
Main <60>
Strength: 9 [3 Power/round]
Number: 6
Backup <15>
Strength: 5 [2 Power/round]
Number: 6
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 7 [2 Power/round] <21>
Strength: 7
Security: -5 Security Class Delta Uprating
Basic Uprating: Class Alpha (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Gamma [3 Power/Strength used/round] <9 x 2 = 18>
Accuracy: 4/5/7/10
Lactation: aft and forward

Emitter: Class alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: hanger bay

Transporters
Type: Personnel [4 Power/use] <13 x 3 = 39>
Pads: 5
Emitter/Receiver Array: Personnel Type 3 (25,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Cargo [2 Power/round] <10 x 2 = 20>
Pads: 200 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Security Systems Rating: 3 <12>
Anti-Intruder System: none
Internal Force Field [1 Power/3 Strength] <5>
Science Systems Rating: 2 (+1) [2 Power/round] <15>
Specialized Systems: none
Laboratories: 3 <2>

Tactical Systems
Herogen Weapons systesm <23 x 5 = 115>
Type equal to Type VIII phaser array
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: forward, one dorsal mid ship, one ventral mid ship, one port mid ship, one starboard mid ship
Firing arc: 360 degrees
Firing Modes: Standard, pulse

TA/T/TS: Class gamma [2 Power/round] <12>
Strength: 10
Bonus: +2
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <37 x 4 = 148>
Shield Generator: Class 3 (protection 480 (+100 embedded nacelles)) [Power/shield/round]
Shield grid: Type B (33% increase to 638 Protection)
Subspace field Distortion Amplifiers: Class Delta (Threshold 160 (+10 embedded nacelles))
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>

Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 8 Size worth of ships <16>
Standard Complement: four shuttlecraft
Location(s): ventral

Krenim Warship
Class and Type:
Commissioning Date:

Hull Systems
Size: 7
Length: 500 meters
Beams: 394.74 meters
Height: 120 meters
Decks: 24
Mass: 3,000,000 metric tons
SU's Available: 1500 - 2750
SU's Used: 2077

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <31>
Primary Backup: Class 5 (Protection 40) <16>
Secondary Backup: Class 5 (Protection 40) <16>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 450/230/5000
Crew Quarters
Basic: 374 <38>
Expanded: 225 <45>
Luxury: 68 <68>
Unusual: 14 <14>

Environmental Systems
Basic Life Support [11 Power/round] <28>
Reserve Life Support [6 Power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: three years worth <21>
Food Replicators [7 Power/round] <7>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <7>
Type:2 Large unit [2 Power/replicator/round] <6>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 7 (three main holodecks; fifteen holodecks; large, pleasant eating facilities; one large lounge; three small lounges) [14 Power/round] <56>
Personal Transport: turbolift, Jefferies tubes [2 Power/round] <21>
Fire Suppression System [1 Power/round when active] <7>
Cargo hold: 200,000 cubic meters <6>
Locations:
Escape Pods <9>
Number: 180
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 5c2 <66>
Speed: 5.0/8.0/9.2 [1 Power/.2 warp speed]
PIS: Type G (10 hours of Maximum warp) <14>
Impulse Engine Type: two Class 4B (.65c/.85c) [6/8 Power/round] <23 x 2 = 46>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <7>

Power Systems
Warp Engine Type: Class 9/O (generates 470 Power/round) <103>
Locations:
Impulse Engine[s]: two Class 4B (generate 38 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, +350 Power transfer/round <70>
Standard Usable Power:

Operations systems
Bridge: <35>

Computers
Cores: [5 Power/round] <14>
Cores: [5 Power/round] <14>
Uprating: Class Alpha (+1) [1 Power/computer round] <4>
ODN <12>

Navigational Deflector [5 Power/round] <16>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:

Sensor Systems
Long-range Sensors [5 Power/round] <37>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 -3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <17>
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] <16>
Strength Package: Class 7 (strength 7)

Gain Package: Class Alpha (+1)
Probes: 30 <3>
Sensor Skill: 5

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

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

Inertial Damping Field
Main <56>
Strength: 9 [3 Power/round]
Number: 4
Backup <14>
Strength: 6 [2 Power/round]
Number: 4
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 7 [2 Power/round] <21>
Strength: 7
Security: -4 Security Class Delta Uprating
Basic Uprating: Class Alpha (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 x 2 = 24>
Accuracy: 4/5/7/10
Lactation: one forward, one aft

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

Transporters
Type: Personnel [5 Power/use] <17 x 4 = 68>
Pads: 5
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location:

Type: Emergency [6 Power/round] <15 x 4 = 60>
Pads: 20
Emitter/Receiver Array: Emergency Type 2 (10,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location:

Type: Cargo [5 Power/round] <14 x 4 = 56>
Pads: 600 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location:

Security Systems Rating: 3 <12>
Anti-Intruder System: [1 Power/round] <7>
Internal Force Field: [1 Power/3 Strength] <7>
Science Systems Rating: 3 (+2) [3 Power/round] <22>
Specialized Systems: none
Laboratories: 18 <4>

Tactical Systems
Pulse plasma Disruptors <42>
Type 9
Damage: 200 [20 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Forward
Firing arc: 360
Firing Modes: Standard, Pulse

Secondary Pulse Plasma weapons <34 x 5 = 170>
Type 7
Damage: 160 [16 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 360 degrees
Firing Modes: Standard, Pulse

Torpedo Launcher <17 x 3 = 51>
Standard Load: Chronotron torpedo (300 damage)
Spread: 8
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: forward and aft, but are self-guided
Torpedoes carried: 120 <12>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <63 x 4 = 252>
Shield Generator: Class 4 (protection 750) [75 Power/shield/round]
Shield grid: Type B (33% increase to 997 Protection)
Subspace field Distortion Amplifiers: Class Epsilon (Threshold 250)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <7>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 40 Size worth of ships <80>
Standard Complement: 20 shuttlecraft
Location(s):

Krenim Patrol ship
Class and Type:
Commissioning Date:

Hull Systems
Size: 5
Length: 260 meters
Beams: 121.33 meters
Height: 121.32 meters
Decks: 24
Mass: 300,000 metric tons
SU's Available: 900 - 1900
SU's Used: 934

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <23>
Primary Backup: Class 3 (Protection 30) <12>
Secondary Backup: Class 3 (Protection 30) <12>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 114/23/700
Crew Quarters
Spartan: 77 <4>
Basic: 40 <4>
Expanded: 14 <3>
Luxury: 6 <6>
Unusual: 0 <0>

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>
Consumable: one years worth <5>
Food Replicators [5 Power/round] <5>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <5>
Type: 1 Large unit [2 Power/replicator/round] <3>
Medical Facilities: 4 (+1) [4 Power/round] <20>
Recreation Facilities: 2 (one personal holodeck; one small lounge) [4 Power/round] <16>
Personal Transport: turbolift, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 60,000 cubic meters <2>
Locations:
Escape Pods <2>
Number: 40
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 4A <35>
Speed: 3.9/6.9/7.7 [1 Power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) <6>
Special configuration: Embedded Nacelles <16>
Impulse Engine Type: one Class 3 (.5c/.7c) [5/7 Power/round] <15>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Class 4/G (generates 225 Power/round) <53>
Locations:
Impulse Engine[s]: one Class 3 (generate 24 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, +150 Power transfer/round <40>
Standard Usable Power:

Operations systems
Bridge: <25>

Computers
Cores: [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:

Sensor Systems
Long-range Sensors [5 Power/round] <20>
Range package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.5/3.6 – 5.0)
Low Resolution: 12 Light-years (1.0/1.1 – 3.0/3.1 – 8.0/8.1 – 12.0)
Strength Package: Class 6 (strength 6)
Gain Package: Standard (+0)
Coverage: standard

Lateral Sensors [5 Power/round] <12>
Strength Package: Class 6 (strength 6)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 Power/round] <12>
Strength Package: Class 6 (strength 6)
Gain Package: Standard (+0)

Probes: 10 <1>
Sensor 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: 2 <0>

Inertial Damping Field
Main <20>
Strength: 8 [3 Power/round]
Number: 2
Backup <5>
Strength: 5 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 4 [2 Power/round] <10>
Strength: 4
Security: -3 Security Class gamma Uprating
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Lactation: Aft

Transporters
Type: Personnel [4 Power/use] <11 x 4 = 44>
Pads: 5
Emitter/Receiver Array: Personnel Type 3 (25,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Emergency [6 Power/round] <11 x 2 = 22>
Pads: 20
Emitter/Receiver Array: Emergency Type 1 (5000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Type: Cargo [2 Power/round] <8 x 2 = 16>
Pads: 200 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition Coils: Class E (strength 5)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: [1 Power/round] <5>
Internal Force Field: [1 Power/3 Strength] <5>
Science Systems Rating: 2 (+1) [2 Power/round] <15>
Specialized Systems: none
Laboratories: 6 <2>

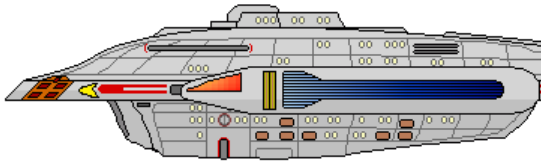
Tactical Systems
Pulse Disruptors <23 x 6 = 138>
Type 4
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 360 degrees
Firing Modes: Standard, Pulse

Torpedo Launcher <12>
Standard Load: Chronotron torpedo (300 damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: forward, but are self-guided
Torpedoes carried: 20 <2>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <22 x 4 = 88>
Shield Generator: Class 2 (protection 300 (+100 embedded nacelles)) [30Power/shield/round]
Shield grid: Type A (25% increase to 375 Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 100 (+10 embedded nacelles))
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): None



MANTARAY CLASS NCC-71400

With and image to let you know what it looks like. I do not remember where I got the image as it was in my photo file on my computer.

Class and Type: Manta-ray Class Scout Ship
Commissioning Date: 24th Century

Hull Systems
Size: 5
Length: 205.76 meters
Beams: 102.88 meters
Height: 36 meters
Decks: 8
Mass: 250,000 metric tons
SU's Available: 900 – 1,900
SU's Used: 1343

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 4 (Protection 70/110) <26>
Primary Backup: Class 4 (Protection 35) <13>
Secondary Backup: Class 4 (Protection 35) <13>
Specialized hull: Atmospheric Capability <5>
Planetfall Capability <5>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 81/16/700
Crew Quarters
Spartan: 52 <3>
Basic: 30 <3>
Expanded: 10 <2>
Luxury: 4 <4>
Unusual: 1 <1>

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>
Consumable: one years worth <5>
Food Replicators [5 Power/round] <5>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <5>
Type: one Large unit [Power/replicator/round] <3>
Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 5 (one main holodeck; five personal; pleasant eating facilities; two small lounges) [10 Power/round] <40>
Personal Transport: Turbolift, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 100,000 cubic meters <3>
Locations:
Escape Pods <2>
Number: 40
Capacity: 3 persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 6A <90>
Speed: 6.0/8.0/9.0 [1 Power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) <6>
Impulse Engine Type: Class 4A (.6c/.85c) [6/8 Power/round] <22>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <5>

Power Systems
Warp Engine Type: Class 7/M (generates 350 Power/round) <80>
Locations:
Impulse Engine[s]: Class 4A (generate 35 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, +200 Power transfer/round <75>
Standard Usable Power:

Operations systems
Bridge: <25>

Computers
Cores: [7 Power/round] <15>
Cores: [7 Power/round] <15>
Uprating: Class alpha (+1) [1 Power/computer round] <4>
ODN <15>

Navigational Deflector [5 Power/round] <20>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location:
Auxiliary Deflector: <5>

Sensor Systems
Long-range Sensors [5 Power/round] <59>
Range package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (0.5/0.6 – 1.0/1.1 – 3.8/3.9 – 5.0)
Low Resolution: 17 Light-years (1.0/1.1 – 6.0/6.1 – 13.0/13.1 – 17.0)
Strength Package: Class 8 (strength 8)
Gain Package: Class Beta (+2)
Coverage: Detects an additional 3,000 substances

Lateral Sensors [5 Power/round] <31>
Strength Package: Class 8 (strength 8)
Gain Package: Class Beta (+2)
Coverage: Detects an additional 3,000 substances

Navigational Sensors: [5 Power/round] <20>
Strength Package: Class 8 (strength 8)
Gain Package: Class Beta (+2)
Probes: 20 <2>
Sensor Skill: 5

Flight Control Systems
Autopilot: Shipboard systems (flight control) 3, Coordination 3 [1 Power/round in use] <12>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>

Inertial Damping Field
Main <40>
Strength: 9 [3 Power/round]
Number: 4
Backup <5>
Strength: 6 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <2>

Communications Systems
Type: Class 8 [2 Power/round] <24>
Strength: 8
Security: -4 (Security Class Gamma Uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Lactation: Ventral Engineering hull, below navigational deflector

Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Main shuttlebay

Transporters
Type: Personnel [5 Power/use] <17>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location:

Type: Emergency [4 Power/round] <15>
Pads: 16
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location:

Type: Cargo [4 Power/round] <13 x 2 = 26>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location:

Security Systems Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Field [1 Power/3 Strength] <5>
Science Systems Rating: 3 (+2) [3 Power/round] <20>
Specialized Systems: Astrometric and planetary analysis <10>
Laboratories: 15 <4>

Tactical Systems
Two Type VIII dorsal forward Phaser Array (port and starboard) <27 x 2 = 54>
Type VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 360 degrees
Firing Modes: Standard, pulse, continuous, wide-beam

One Type VIII Ventral Forward Phaser Array <29>
Type VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 540 degrees
Firing Modes: Standard, pulse, continuous, wide-beam

Two Type VIII dorsal forward Phaser Array (port and starboard) <27 x 2 = 54>
Type VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)

Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 360 degrees
Firing Modes: Standard, pulse, continuous, wide-beam

Torpedo Launcher <15 x 2 = 30>
Standard Load: Type II Photon torpedo (200 damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting Systems: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Forward and aft, but are self-guided
Torpedoes carried: 20 <2>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <38 x 4 = 152>
Shield Generator: Class 3 (protection 540) [54 Power/shield/round]
Shield grid: Type B (33% increase to 718 Protection)
Subspace field Distortion Amplifiers: Class Delta (Threshold 180)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 6 Size worth of ships <12>
Standard Complement: 2 Shuttlepods and 2 shuttlecraft
Location(s):

Primitive Warp Capable Alien Species

While I was planning the next Adventure where the NX-Class Discovery will be playing cat and mouse with a Romulan warship encounter a new species that gets caught in the fight. I pulled out a long nearly forgotten ship of a primitive species that I generated some time ago.

So here is a warp capable ship that is as primitive as they come. Put up against any 23rd or 24th century starship is just a nagging fly buzzing around. Though only a little larger than a Federation Runabout shuttlecraft it makes an impressive attack vessel when put up against ships of its own type and size. Noted as a fighter it is a heavy warship as the species goes for in its level of development. The nice thing about this ship it is more than reusable than any other ship that I have ever generated, with a few changes here and there it is stronger or weaker than it is. With a few more changes it is a orbital defense ship for the Federation with type VIII Phasers and Photon Torpedoes or some ship as such. I like making these kind of ships as they are fun little ships that are very combat capable and have multi uses over the life of a game.

I generated this ship as a threat (I know what threat as it is a weak namby-pamby ship) against the USS Discovery Nebula-class series we ran long ago. The major point of this ship it is mostly Original Series in design but has Next Generation warp nacelles as it was a Next Generation Era story. Later on it was used in a Klingon Next Generation Series that we ran where it was a primitive species defending its home world against the Klingon Empires expansion and they won by ramming the Klingon ships with loads of volatile Nuclear Warheads in their hold. The one ship that survived was a Klingon B'rel Class Bird-of-Prey that cloaked itself during the battle and the rest of the Klingon Fleet was lost (two Vor'cha class Cruisers and four B'rel-class Birds-of-Prey)

lysian-pod

These were inspired by the small ships that were in an episode that I cannot recall the name of in the third or fourth season of the Next generation that were small fast ships that attacked the Enterprise as it was making for its central command. Each ship was toast after one good phaser hit and I wanted these ships to appear to be the same as they were in that episode. With changes it makes a lovely Federation Planetary Defense Ship but it is just that a small fighter at its scale. I can see it getting long use in future encounters as I have dusted it off for an upcoming adventure that will have an Enterprise Era Starship encountering it and it will be more of a pest to the NX-class than any other it has been put up against in the past. The adventure takes place during the Romulan/Earth Alliance War and I have to strip the Warp Nacelles down to a bare minimum level.

Primitive Warp Capable Alien Species
Class and Type: Heavy Fighter
Commissioning Date: 24th century

Hull Systems
Size: 2
Length: 25 meters
Beams: 10 meters
Height: 5 meters
Decks: 2
Mass: 30 metric tons
SUs Available: 326-625
SUs Used: 260

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class E (Protection 20/30) <8>
Backup: Class E (Protection 10) <4>
Backup: none
Specialized hull: Atmospheric Capability <2>
Planetary Capability <2>

Personnel Systems
Crew/Passengers/Evac: 5/2/15
Crew Quarters
Barracks: Houses 5 crewmembers <1>
Spartan: 2 <1>

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 Power/round] <4>
Emergency Life Support (none) <4>
Gravity [1 Power/round] <2>
Consumable: six months worth <2>
Food storage only [0 Power/round] <2>
Industrial Replicators or Industrial Fabrication Unites: none
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: none

Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 12 cubic meters <1>
Locations:
Escape Pods: none

Propulsion Systems
Warp Drive Nacelles: (Next Generation Era) Type 1A <8>
Speed: 1.2/2.0/3.0 [1 Power/.2 warp speed]
PIS: Type A (4 hours of Maximum warp) <2>
Impulse Engine Type: Type 2 (.1c/.2c) [1/2 Power/round] <2>
Location:
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Mark II (generates 99 Power/round) <34>
Locations:
Impulse Engine[s]: one Type 1 (generate 3 power/engine/round)
Auxiliary Power: 1 reactors (generate 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <15>
Standard Usable Power: 102

Operations systems
Bridge: <10>

Computers (Pre-Duotronic)
Core: [1 Power/round] <1>
ODN <6>

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

Sensor Systems
Long-range Sensors [5 Power/round] <6>
Range package: Mark 1 (Accuracy 4/5/8/11)
High Resolution: 2 Light-years (0.3/0.4 – 0.8/0.9 – 1.5/1.6 – 2.0)
Low Resolution: 5 Light-years (0.5/0.6 – 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
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1, Coordination 0 [1 Power/round in use] <3>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 1 <0>

Inertial stabilizers
Main <4>
Strength: 3 [3 Power/round]
Number: 1
Backup <1>
Strength: 2 [2 Power/round]
Number: 1
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Type III [3 Power/round] <3>
Strength: 3
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams: None
Transporters: None

Security Systems Rating: 1 <2>
Anti-Intruder System: none
Internal Force Field: None
Science Systems Rating: 1 (+0) [1 Power/round] <7>
Specialized Systems: none
Laboratories: 1 <2>

Tactical Systems
Linked Type Brenkai Lasers <4>
Type Brenkai lasers
Damage: 40 [4 Power]
Number of Emitters: (up to 1 shot per round)
Targeting Systems: Class zero (Accuracy 6/7/9/12)
Range: 5.12,000/36,000/125,000
Location: one port and one starboard warp nacelle
Firing arc: 180 degrees
Firing Modes: Standard only

Missile Launchers <11>
Standard Load: Merculite Missile (60 damage), Mark I Nuclear missile (120 damage)

Spread: 2
Range: 15/50,000/100,000/300,000
Targeting Systems: Class zero (Accuracy 6/7/9/12)
Power: [20 + 5 per torpedo fired]
Location: forward
Firing Arc: Forward, but are self-guided
Torpedoes carried: eight Merculite Missile and two Mark I Nuclear missiles <1>

TA/T/TS: Class zero [0 Power/round] <5>
Strength: 6
Bonus: +0
Weapon Skill: 3

Anti-Laser Shields (susceptible to Laser Energy Weapons run like they Lasers are Phasers or Disruptors weapons) (Forward, Aft, Port, Starboard) <5 x 4 = 20>
Shield Generator: Class 1 (protection 100) [10 Power/shield/round]
Shield grid: Type 0 (0% increase to 100 Protection)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 33)
Recharging System: Class zero (60 seconds)
Backup Shield Generators: none
Auto-Destruct System <2>

Auxiliary Spacecraft systems
Shuttlebay(s): none

Verteron Mine

This mine is three meters in length and two in diameter and appears as a signal buoy. The mines are programmed to emit massive Verteron pulse. The Verteron pulse affects all subspace fields (sensors, warp drive, communications, tractor beams and shields are vulnerable).

The ship requires SUs (sensors, warp drive, communications, tractor beams and shields added up) x 18 rounds to re initialize the systems and then ten times that to rebalance the systems to maximum efficiency.

Example: So then a galaxy class with the subspace systems taking up 671 SUs and it will take 12,078 rounds to reinitialize their systems 16.8 hours.

Such a device can be dangerous to the ship and crew as it disables the ships systems and leaves it vulnerable to attack. Utilized as a weapon the device can be used against warships disabling them.

20th Century Single Missile Launch Facility
Class and Type: Single Ballistic Missile Launch Facility
Commissioning Date: mid to the late 20th century

Hull Systems
Size: 1 (4)
Length: 100 meters
Beams: 45 meters
Height: 30 meters
Decks: 3
Mass: 100,000 metric tons
SUs Available: 800 - 1300
SUs Used: 295

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 1 <0>
Resistance Inner Hull: 1 <0>

Structural Integrity field: None

Personnel Systems
Crew/Inhabitants/Capacity: 10/0/24
Crew Quarters
Spartan: 10 <1>

Environmental Systems
Basic Life Support [3 Power/round] <16>
Reserve Life Support [2 Power/round] <8>
Emergency Life Support (24 emergency shelters) <8>
Gravity none
Consumable: 5 years worth <40>
Food Stores Galley [0 Power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 (gym, spartan mess) [1 power/round] <6>
Mercantile Facilities: none
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <4>
Fire Suppression System [1 Power/round when active] <4>
Cargo hold: 5,000 cubic meters <1>
Locations: Two lower storage rooms
Escape Pods: none

PROPULSION SYSTEMS: None

POWER SYSTEMS
Gas generator (generates 40 Power/round) <80>
Locations:
Auxiliary Power: none
Emergency Power: Type 0 (generates 20 Power/round) <20>
EPS: Standard Power flow, +0 Power transfer/round <20>
Standard Usable Power: 40

Operations systems
Operations (OPS): Missile launch control room <4>

Computers
Core: [1 Power/round] <2>
ODN <12>

Sensor Systems
Lateral Sensors [5 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Coverage: Standard
Probes: None
Sensor Skill: 3

Communications Systems
Type: Type I Interplanetary Radio [3 power/round of use] <1>
Strength: 1
Security: -0
Emergency Communications: [2 Power/round] <1>

Tractor Beams: None
Transporters: None

Security Systems rating: 3 <12>
Anti-Intruder System: none
Internal Force Field: none
Science Systems Rating: none
Specialized Systems: none
Laboratories: None

Tactical Systems
Torpedo Launcher <6>
Standard Load: Mark III Nuclear rockets (150 damage)
Spread: 1
Range: 6/300/2500/8000
Targeting System: Class Zero (Accuracy 5/6/8/11)
Power: [5 per missile fired]
Location:
Firing Arc: Vertical, but are self-guided
Missile carried: 1 <1>
Missile Control Room <4>

TA/T/TS: Class Zero [0 power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 3

Shields: None
Auto-Destruct System: None
Auxiliary Spacecraft systems: None
Docking bays: None

Notes: There is very little above ground to the facility except the personnel entrances and the heavily fortified

cover to the launcher. Much of the above ground facility is disguised as something ordinary. The cover to the launcher should be able to take a near hit from a nuclear weapon there is 100 SU's with 1 resistance to Energy weapons and Photon Torpedoes.

Late third of the 20th Century Underground Missile Launch Facility
Class and Type: Underground Ballistic Missile Launch Facility
Commissioning Date: late mid to the late 20th century into the 21st century

Hull Systems
Size: 1 (4)
Length: 145 meters
Beams: 45 meters
Height: 30 meters
Decks: 3
Mass: 100,000 metric tons
SUs Available: 800 - 1300
SUs Used: 459

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 1 <0>
Resistance Inner Hull: 1 <0>

Personnel Systems
Crew/Inhabitants/Capacity: 10/0/24
Crew Quarters
Spartan: 10 <1>

Environmental Systems
Basic Life Support [3 Power/round] <16>
Reserve Life Support [2 Power/round] <8>
Emergency Life Support (24 emergency shelters) <8>
Gravity none
Consumable: 20 years worth <80>
Food Stores Galley [0 Power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 (gym, spartan mess) [1 power/round] <6>
Mercantile Facilities: none
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <4>
Fire Suppression System [1 Power/round when active] <4>
Cargo hold: 5,000 cubic meters <1>
Locations: five lower storage rooms
Escape Pods: none

Power Systems (There is an exterior power feed providing all power needed)
Gas generator (generates 70 Power/round) <140>
Locations:
Auxiliary Power: none
Emergency Power: Type 0 (generates 20 Power/round) <20>
EPS: Standard Power flow, +0 Power transfer/round <20>
Standard Usable Power: 40

Operations systems
Operations (OPS): Missile Launch Control Room <4>

Computers
Core: [1 Power/round] <2>
ODN <12>

Sensor Systems
Lateral Sensors [5 Power/round] <1>
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Coverage: Standard
Probes: None
Sensor Skill: 3

Communications Systems
Type: Type I Interplanetary Radio [3 power/round of use] <1>
Strength: 1
Security: - 0
Emergency Communications: [2 Power/round] <1>

Security Systems rating: 3 <12>
Anti - Intruder System: none
Internal Force Field: none
Science Systems Rating: none
Specialized Systems: none
Laboratories: None

Tactical Systems
Twelve Single Nuclear Missile Launcher <6 x 12 = 72>
Standard Load: Mark I or II or III Nuclear rockets (with six war heads each doing 120 or 135 or 150 damage each)
Spread: 1
Range: 12/600/5000/16,000
Targeting System: Class Zero (Accuracy 5/6/8/11)
Power: [20 + 5 per torpedo fired]
Location:
Firing Arc: Vertical, but are self - guided
Missile Control Room <4>

TA/T/TS: Class Zero [0 power/round] <3>
Strength: 6
Bonus: +0
Weapon Skill: 3

Notes: There is very little above ground to the facility except the personnel entrances and the heavily fortified silo covers to the launchers. Much of the above ground facility is disguised as something ordinary such as a farm house or an old barn. Each launcher is in a circle and within a couple hundred meters of the launch control the silo cover to the launcher should be able to take a near hit from a nuclear weapon there is 100 SUs with 2 resistance to Energy weapons and Photon Torpedoes. Being that much of the facility is underground the facility is covered

with 500 SUs of earth soil and rocks with zero resistance with the exception of the silo covers.

I remember that my dad when I was just a small boy took me into the silo that he was working on. There was no missile in the launch silo and much of the equipment was not installed as it was just concrete walls and some walkways and not much to see. There was an elevator and a security for already station. Back then it was in the early seventies and the world was different and that kind of thing was allowed no days I don't think that it would be allowed to happen.

This is a version that can be used in a game and it can be used to target a starship in orbit or parked somewhere on the ground.

As for the missiles I gave them six warheads that separate from the missile as it re - enters using an arc of 16000 kilometers with the highest point in the arc being at 8000 kilometers range in the missiles controlled flight and an uncontrolled re - entry to target this is what took man to the moon and back, only with bigger rockets. The war heads are released at 100 to 170 kilometer with a two percent dispersal pattern from the target to impact several targets that are rater close together or they can be kept together and be detonated on impact at a destructive damage of 720 or 810 or 900 to target. This is the only way of making the nuclear missiles do the damage that is equal to what is real. Radiation fall out does as the corebook dictates unless protected with either a radiation suit or Federations 24th century anti - radiation medicine. The initial blast still kills instantly as it is hot enough to melt metals. Note all ships 22nd century and beyond have superior radiation shielding whether it is an armor or a shield, however even these have a threshold that can be over ridden.

All ships 22nd century and beyond are hardened against the EMP (Electromagnetic pulse) that disrupts electronics. This can be something that can throw a crew into turmoil in a game if the ship is vulnerable. I have also seen used the main deflector to simulate the EM pulse that does the same to the ships in games at a cost of twice the power to the navigational and long range sensors to facilitate.

Give each missile a speed of 40 to 43 kilometers per round (28,800 to 30,960 kph) that would give the missiles a travel time of 33 to 31 minutes to arrive at a 16000 kilometer trip, half that if targeting a ship in orbit at 8000 kilometers. These figures are well within launch parameter that 8.6 kilometer per second (30,960 kph) to reach escape velocity. Much of this is basic artillery mechanics than is really no different other than distance and size and a simplistic understanding of it. To achieve orbit is all depends on trajectory.

I used a difficulty of +1 to simulate a phaser or photon taking out a missile traveling at these slow speeds. The missile is not going to explode when attacked as it is not armed until the last five minutes of flight. I have included the spacedock stats for a missile that would be in flight below.

- - - -

Power systems
Batteries: produces a steady current for one hour (generates 62 power/round) <1>
Standard usable power: 62

Operations system
computer core: (pre - duotronic computers) [1 power/round] <1>
ODN <3>

Sensor systems
navigational sensor [5 power/round] <1>
Strength package: class 0 (strength 0)
Gain package: standard
Sensors skill: 1

Flight control systems
Autopilot: shipboard systems (flight control) 1, coordination 1 [2 power/round in use] <4>

Navigational computer
Main: class 1 (+0) [0 power/round] <0>
Backup: 0 <0>
Attitude control [1 power/round] <1>

Communications systems
Type: type 1 [3 power/round] <1>
Strength: 1
Security: - 0

Security systems rating: 1 <4>

Tactical systems
Multi - reentry warheads <6>
Standard load: nuclear warheads MK I (120 damage), nuke MK II (135 damage), or nuke MK III (150 damage)
Spread: 6
Range: 100 km
Targeting system: class zero accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: nose cone
Firing arc: free fall release, but are self - guided

TA/A/TS: class zero [0 power/round] <3>
Strength: 6
Bonus: +0
Weapon skill: 1

Auto - destruct system <1>

Notes: some of these missiles may have avoidance computers that prevent ships such as shuttle from catching up to them and destroying them.

Planetary Self Contained Pressure Dome
Class and Type: Oases-Class Planetary Self Contained Pressure Dome
Commissioning Date: 24th century

Hull Systems
Size: 3 (11)
Diameters: 1000 meters
Height: 400 meters (200 meters above surface and 200 below surface)
Decks: 150 (100 above surface and 20 subsurface)
Mass: 8,750,000 metric tons
SUs Available: 2,750 – 4,000
SUs Used: 3881

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: above surface 4 <2> subsurface 10 <12>
Resistance Inner Hull: above surface 4 <2> subsurface 10 <12>
120 meters of Surface material above the subsurface section is equal to 1000 SUs with a resistance of 12 natural bedrock strata

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <29>
Backup: Class 3 (Protection 30) <15>
Backup: Class 3 (Protection 30) <15>

Personnel Systems
Crew/Inhabitants/Capacity: 120/14420/220,000
Crew Quarters
Basic: 11,000 <1100>
Expanded: 3,300 <660>
Luxury: 200 <200>
Unusual: 40 <40>

Environmental Systems
Basic Life Support [16 Power/round] <44>
Reserve Life Support [8 Power/round] <22>
Emergency Life Support (66 emergency shelters) <22>
Gravity (Optional) [6 Power/round] <11>
Consumable: Three years worth <33>
Food Replicators [11 Power/round] <11>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <11>
Type: four Large unit [2 Power/replicator/round] <12>
Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 8 (four main holodecks; twenty personal holodecks; Large, pleasant eating facilities; two large lounges; four small lounges) [16 Power/round] <64>
Mercantile Facilities: 5 (15 establishments) [10 Power/round] <40>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <33>
Fire Suppression System [1 Power/round when active] <11>
Manufacturing Facilities [35 power/round] <35>
Cargo hold: 1,000,000 cubic meters <30>
Locations: Lower Cargo Bays
Escape Pods - none

Propulsion Systems: None

Power Systems
Fusion Reactor: two type 22 (generates 220 Power/round) <110 x 2 = 220>
Locations:
Auxiliary Power: 6 reactors (generate 5 Power/reactor/round) <18>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +250 Power transfer/round <80>
Standard Usable Power: 400

Operations systems
Operations (OPS): <15>

Computers
Core 1: [5 Power/round] <22>
Core 2: [5 Power/round] <22>
Uprating: Class Alpha (+1) [1 power/round] <4>
ODN <33>

Sensor Systems
-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 light-years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard
Probes: None
Sensor Skill: 3

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2
Emergency Communications: [2 Power/round] <1>

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

Location: Hanger bay

Transporters
Type: Personnel [3 Power/use] <13>
Pads: 2
Emitter/Receiver Array: Personnel Type 5 (35,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Personnel [5 Power/use] <15 x 4 = 60>
Pads: 6
Emitter/Receiver Array: Personnel Type 5 (35,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Cargo [3 Power/round] <11 x 4 = 44>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type (40,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Security Systems rating: 2 <8>
Anti-Intruder System: [1 Power/round] <11>
Internal Force Field [1 power/3 Strength] <11>
Science Systems Rating: 2 (+1) [2 Power/round] <21>
Specialized Systems: botanical Studies <5>
Laboratories: 20 <4>

Tactical Systems
Six Phaser Arrays <27 x 4 = 108>
Type VIII Phaser Array
Damage: 160 [16 power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: four location around the parameter
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

TA/T/TS: Class Beta [1 power/round] <9>
Strength: 8
Bonus: +1
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <96 x 4 = 384>
Shield Generator: Class 3 (protection 500) [50 power/shield/round]
Shield grid: Type C (50% increase to 750 Protection)
Subspace field Distortion Amplifiers: Class Delta (Threshold 166)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 4 (1 per shield) <12>
Auto-Destruct System <11>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 40 Size worth of ships <80>
Standard Complement: 20 shuttlecraft
Location(s): Main Shuttlebay

Docking bays: None

Notes: The Dome is like many other domes all inter connected above and below the surface. Each dome has a full crew compliment and its own operations facility yet one is designated as the primary dome. Although each of these domes are similar but most are individualized to one another. Some may not have any manufacturing facilities and more residence.

Planetary Facility - Davos II Ketracel-White Manufacturing Plant
Type: Military manufacturing
Commissioning Date: 2375

Hull Systems
Size: 5 (20)
Length: 12000 meters
Beams: 8000 meters
Height: 3000 meters
Decks: 500
Mass: 35,000,000 metric tons
SUs Available: 17,000 – 24,000
SUs Used: 4330

Hull Outer <80>
Hull Inner <80>
Resistance Outer Hull: 14 <18>
Resistance Inner Hull: 14 <18>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 5 (Protection 80/120) <44>
Backup: Class 5 (Protection 40) <22>
Backup: Class 5 (Protection 40) <22>

Personnel Systems
Crew/Inhabitants/Capacity: 30/0/560
Crew Quarters
Spartan: None
Basic: 16 <2>
Expanded: 9 <2>
Luxury: 3 <3>
Unusual: 2 <2>

Environmental Systems
Basic Life Support [8 Power/round] <80>
Reserve Life Support [4 Power/round] <40>
Emergency Life Support (120 emergency shelters) <40>
Gravity: none
Consumable: three years worth <60>
Food Replicators [20 Power/round] <20>
Industrial Replicators
Type: network of small Replicators [2 Power/round] <20>
Type: three Large unit [3 Power/replicator/round] <9>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 2 (one personal holodecks; one small lounge) [4 Power/round] <16>
Mercantile Facilities: none
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <60>
Fire Suppression System [1 Power/round when active] <20>
Manufacturing Systems (Ketracel-White only) [44 power/round] <44>
Cargo hold: 10,000,000 cubic meters <300>
Locations: Lower Cargo Bays

Escape Pods: None

Propulsion Systems: None

Power Systems
Fusion Reactor: 6 type 28 (generates 280 Power/round) <140 x 6 = 840>
Locations:
Auxiliary Power: 8 reactors (generate 5 Power/reactor/round) <24>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +200 Power transfer/round <120>
Standard Usable Power:

Operations systems
Operations (OPS): <25>

Computers
Core 1: [5 Power/round] <40>
Core 2: [5 Power/round] <40>
Core 3: [5 Power/round] <40>
Uprating Class alpha (+1) [1 power/round] <6>
ODN <60>

Sensor Systems
Long-range Sensors [5 Power/round] <37>
Range package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6 – 1.0/1.1 – 3.7/3.8 – 5.0)
Low Resolution: 15 Light-years (1.0/1.1 – 4.0/4.1 – 12.0/12.1 – 15.0)
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <17>
Strength Package: Class 7 (strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard
Probes: None
Sensor Skill: 4

Communications Systems
Type: Class 7 [2 power/round] <19>
Strength: 7
Security: -4 (Class Gamma Uprating)
Basic Uprating: Class Alpha (+1)
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11
Location: hanger bay

Transporters
Type: Personnel [5 Power/use] <14>
Pads: 6
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Cargo [2 Power/round] <10>
Pads: 200 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Type: Cargo [6 Power/round] <14>
Pads: 1000 kg
Emitter/Receiver Array: Cargo Type 2 (20,000 km range)
Energizing/Transition Coils: Class G (strength 7)
Number and location:

Security Systems rating: 5 <20>
Anti-Intruder System: [1 Power/round] <20>
Internal Force Field [1 power/3 Strength] <20>
Science Systems Rating: 3 (+2) [3 Power/round] <35>
Specialized Systems: Production Analysis <5>
Laboratories: 5 <2>

Tactical Systems
Phased Polaron Beam Cannons <43 x 6 = 258>
Type Equal to a type 9 disruptor
Damage: 250 [25 power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location:
Firing arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Torpedo Launcher <18 x 5 = 90>
Standard Load: Type II photon torpedo (200 damage)
Spread: 10
Range: 15/300,000/1,000,000/3,000,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: five locations
Firing Arc: vertical, but are self-guided
Torpedoes carried: 1000 <100>

TA/T/TS: Class Gamma [2 power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) <324 x 4 = 1296>
Shield Generator: Class 7 (protection 1400) [140 power/shield/round]
Shield grid: Type C (50% increase to 2100 Protection)
Subspace field Distortion Amplifiers: Class Iota (Threshold 450)
Recharging System: Class 4 (30 seconds)
Backup Shield Generators: 8 (1 per shield) <20>
Auto-Destruct System <20>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 10 Size worth of ships <20>
Standard Complement: five shuttlecraft
Location(s): Main Shuttlebay

Starfleet Weapons (House Rules)
These are some of the missile and torpedo weapons that the Federation has employed as weapons. There have been some modifications to the weapons here and the damage that they can produce. Note all weapons are stored as they are noted here cost .5 SUs per 5 torpedoes to store unless noted differently.

Spatial Torpedoes a.k.a. spatial missile (used by the NX-class in the 22nd century)
Range: 5/1000/5000/20000 km
Accuracy: Class zero
Damage 90
Notes: not atmospheric or high-yield but if the ship is within 5 kilometers it can be uses in the atmosphere

Primitive Torpedoes (used by the NX-class in the 22nd century)
Range: 10/10000/50000/200000 km
Accuracy: usually the Class zero
Damage 120 to 140 (never could decide on one or the other)
Notes: not atmospheric or high-yield but if the ship is within 10 kilometers it can be uses in the atmosphere

Type I Photon Torpedoes (used by the Federation in the 23rd century (2215))
Range: 15/100,000/400,000/750,000 km
Accuracy: usually the Class zero or alpha
Damage 160
Notes: not atmospheric or high-yield but if the ship is within 15 kilometers it can be uses in the atmosphere

Type II Photon Torpedoes (used by the Federation in the late 23rd century (2271))
Range: 15/300,000/1,000,000/3,500,000 km
Accuracy: usually the Class zero or alpha and Beta when it becomes available
Damage 200
Notes: not atmospheric or high-yield but if the ship is within 200 kilometers it can be uses in the atmosphere

Type II Pulse Wave Photon Torpedoes (used by the Federation in the 24th century (2351))
Range: 15/300,000/1,000,000/3,500,000 km
Accuracy: usually the Class alpha or Beta when it becomes available
Damage 180
Notes: not atmospheric or high-yield

Type III Photon Torpedoes (used by the Federation in the 24th century (2330))
Range: 15/300,000/1,000,000/3,500,000 km
Accuracy: usually the Class zero or alpha and Beta when it becomes available
Damage 230
Notes: not atmospheric or high-yield but if the ship is within 15 kilometers it can be uses in the atmosphere

Type VI Photon Torpedoes (used by the Federation in the 24th century (2340))
Range: 15/300,000/1,000,000/3,500,000 km
Accuracy: usually the Class alpha and Beta or Gamma when it becomes available
Damage 500
Notes: this is a high yield weapon and has good atmospheric capabilities.

Type VII Photon Torpedoes (used by the Federation in the 24th century (2350))
Range: 15/300,000/1,000,000/3,500,000 km
Accuracy: usually the Class Alpha and Beta or Gamma when it becomes available
Damage 350
Notes: not atmospheric or but is high-yield

Type VIII Photon Torpedoes (used by the Federation in the 24th century (2360))
Range: 15/300,000/1,000,000/3,500,000 km
Accuracy: usually the Class alpha and Beta or Gamma when it becomes available
Damage 300
Notes: not atmospheric or high-yield but if the ship is within 15 kilometers it can be uses in the atmosphere

Type IX Photon Torpedoes (used by the Federation in the 24th century (2363))
Range: 15/300,000/1,000,000/3,500,000 km
Accuracy: usually the Class alpha or Beta or Gamma
Damage 200
Notes: not atmospheric or high-yield but if the ship is within 15 kilometers it can be uses in the atmosphere

Type X Photon Torpedoes (used by the Federation in the 24th century (2368))
Range: 15/300,000/1,000,000/3,500,000 km
Accuracy: usually the Class alpha or Beta or gamma
Damage 400
Notes: this is a high-yield weapon with atmospheric capabilities

Mark I Quantum Torpedoes (used by the Federation in the 24th century (2365 not deployed in any ship till 2370's))
Range: 15/350,000/1,050,000/4,050,000 km
Accuracy: usually the Class Beta or gamma
Damage 400
Notes: this is not a high-yield weapon with atmospheric capabilities

Mark II Quantum Torpedoes (used by the Federation in the 24th century (2368))
Range: 15/350,000/1,050,000/4,050,000 km

Accuracy: usually the Class Beta or gamma
Damage 450
Notes: this is a high-yield weapon with atmospheric capabilities

Mark III Quantum Torpedoes (used by the Federation in the 24th century (2375))
Range: 15/350,000/1,050,000/4,050,000 km
Accuracy: usually the Class Beta or gamma
Damage 500
Notes: this is a high-yield weapon with atmospheric capabilities

Mark IV Quantum Torpedoes (used by the Federation in the 24th century (2378))
Range: 15/350,000/1,050,000/4,050,000 km
Accuracy: usually the Class Beta or gamma
Damage 600
Notes: this is a high-yield weapon with no atmospheric capabilities

Mark V Quantum Torpedoes (used by the Federation in the 24th century (2388))
Range: 15/350,000/1,050,000/4,050,000 km
Accuracy: usually the Class Beta or gamma
Damage 600
Notes: this is a high-yield weapon with no atmospheric capabilities

Stratospheric Torpedoes (used by the Federation in the 24th century (2351))
Range: 15/300,000/1,000,000/3,500,000 km
Accuracy: usually the Class alpha or Beta when it becomes available
Damage: see notes
Notes: not a high-yield weapon but is designed to carry a biogenic or Chemical of some similar element into the atmosphere

Gravimetric Torpedoes (used by the Federation in the 24th century (2351))
Range: 15/300,000/1,000,000/3,500,000 km
Accuracy: usually the Class alpha or Beta
Damage: 200
Notes: creates an intense gravity field that reduces shield protection in half

Chroniton Torpedoes (used by the Federation in the 24th century (2351))
Range: 15/300,000/1,000,000/3,500,000 km
Accuracy: usually the Class alpha or Beta or Gamma when it becomes available
Damage: 400
Notes: being that the Chroniton torpedoes are in a state of Temporal Flux they pass though the shields and inflict the maximum damage to the ship.

Microtorpedoes
Range: 1/100/500/2000 km
Accuracy: usually the Class Alpha or Beta or gamma
Damage 50
Notes: small missile projectile 100 microtorpedoes can be stores into .5 SUs. Note that there are some torpedoes that use these as secondary missiles that can be launched at a greater range causing independent damage.

Multiple warhead Torpedoes (can be used by the Federation in the 24th century (2390) as seen in Star Trek XI used by a Romulan Warship)
Range: 15/300,000/1,000,000/3,500,000 km
Accuracy: usually the Class alpha and Beta or Gamma when it becomes available
Damage: use ten microtorpedoes that are deployed at less than one hundred kilometers and independently target different section of the ship's hull 50 damage per microtorpedoes
Notes: this is a high yield weapon and has good atmospheric capabilities.

Antimatter Container
Though not really a missile or torpedo an Antimatter container can be deployed from the ship and detonated in proximity of the trailing ship with the use of a Photon torpedo. The container breaches and the resulting explosion is 2d6x100 damage for all the ships in the MU and drops off by half for the next and then half for the next and so on buy the time it reaches the fourth MU the damage is too low to cause any real damage.

A ship has as many as the ships size. So a size five starship would have five each with the maximum explosive yield of above. So if a ships anti mater taked are full the maximum yield would be 6000 damage. This can be used in place of a self destruct system in game terms.

Tricobalt Device
Range: 5/350,000/1,050,000/4,050,000 km
Accuracy: usually the Class Beta or gamma
Damage 750
Notes: though like the anti matter container it is not a weapon but can be utilized as one. Storage for such a device cost 2 SUs per device and requires a high yield launcher to fire. Note that these are highly volatile devices and can be detonated early in battle if there is direct hit.

Antimatter Mines
The mine that is equal to that of a Type II Photon Torpedo with a detonator that will detonate it when it comes in contact with shields or the hull. It remains in place with the thrusters.

Klingon Cloaked Mines
It uses a Class 10 Claoking device and does 1000 damage. They remain inactive untile they recive a coded signal.

Gravimetic Mines
They operate like those of the gravimetric torpedoes

Self-Replicating
Consisting of duranium cargo containers and off the shelf photon torpedo parts and replication technology.

Spatial and subspace charges
They are deployed to an area as the ship passed thought the area and they work like other mines. The nine does 120 damage. A ship can store up to 30 charges per 1 SU.

Automated Unmanned Subspace Antenna Space station
Class and Type: Sato-class Automated Unmanned Subspace Antenna
Commissioning Date: 24th century

Hull Systems
Size: 2
Length: 18.69 meters
Beams: 10 meters
Height: 3 meters
Decks: none
Mass: 20 metric tons
SUs Available: 625
SUs Used: 204

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>

Environmental Systems
Consumable: 3 years worth <6>
Personal Transport: Jefferies tubes [0 Power/round] <2>

Propulsion Systems
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Fusion Reactor: type 10 (generates 100 Power/round) <50>
Locations:
Solar Power: one collector panels (generate 10 Power/reactor/round) <2>
EPS: Standard Power flow, +0 Power transfer/round <10>
Standard Usable Power:

Operations systems
Operations (OPS): none

Computers
Core: [5 Power/round] <4>
Uparting Class Alpha (+1) [1 power/round] <2>
ODN <6>

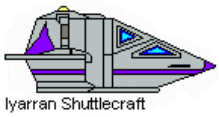
Sensor Systems
Long-range Sensors - none

Lateral Sensors [5 Power/round] <10>
Strength Package: Class 5 (strength 5)
Gain Package: standard (+0)
Coverage: standard
Probes: none
Sensor Skill: 3

Communications Systems
Type: Class 8 [2 power/round of use] <26>
Strength: 8
Security: -5 (Class delta Uprating)
Basic Uprating: Class Alpha (+1)

Security Systems rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Field [1 power/3 Strength] <2>

Shields (Forward, Aft, Port, Starboard) <11 x 4 = 44>
Shield Generator: Class 1 (protection 150) [15 power/shield/round]
Shield grid: Type C (50% increase to 225 Protection)
Subspace field Distortion Amplifiers: Class Alpha (Threshold 50)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System <2>



Lyarran Type Shuttlecraft
Class and Type: Lyarran type Shuttlecrafts
Commissioning Date: mid 24th Century

Hull Systems
Size: 2
Length: 7 meters
Beams: 3.5 meters
Height: 2.5 meters
Decks: 1
Mass: 7 metric tons
SUs Available: 625
SUs Used: 398

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Primary Backup: Class 1 (Protection 20) <7>
Secondary Backup: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability <2>
Planetfall Capability <2>

Personnel Systems
Class/Passengers/Evac: 1/4/8
Crew Quarters
Baracks: Houses 4 crewmembers <1>

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Emergency Life Support (no emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 1 month's worth <2>
Food Replicators: [1 Power/round] <1>
Medical Facilities: Med kits <5>
Personnel Transport: Jefferies Tubes <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: one cubic meters <1>
Locations:
Escape Pods: none

Propulsion Systems
Warp drive Nacelles: Type 4.86 <29>
Speed: 4.4/6.0/8.6 [1 power/.2 warp speed]
Uprating package four (+0.4 to standard) <8>
PIS: Type J (up to 48 hours of Maximum warp) <20>

Impulse Engine Type: Class 1 (.25c/.5c) [2/5 Power/round] <5>
Location: Varies in position; typically aft
Reaction Control System (.025c) [2 Power/round when in use] <2>

Power Systems
Warp Engine Type: Class 2/B (generates 130 Power/round) <33>
Location: aft
Impulse Engine[s]: 1 class 1 (generates 8 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 138

Operations System
Bridge: Forward <10>

Computers Core 1: Amidship [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: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 light-years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard(+0)
Sensor Skill: 2

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

Navigational Computer

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

Inertial Damping Field
Main <8>
Strength: 8 [3 Power/round]
Number: 2
Backup <2>
Strength: 5 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2

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

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

Transporters
Type: Personnel [3 Power/use] <10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: none <0>
Anti-Intruder System: none
Internal Force Fields [1 Power/3 Strength] <2>
Science Systems Rating 1 (+0) [1 Power/round] <7>
Specialized Systems: None
Laboratories: None

Tactical Systems
Two Plasma Disruptor <5 x 2 = 10>
Type 1
Damage: 40 [4 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: one forward and one aft
Firing arc: 90 degrees
Firing Modes: Standard, pulse

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <11 x 4 = 44>
Shield Generator: Class 1 (Protection 150) [15 Power/shield/round]
Shield grid: Type B (33% increase to 199 Protection)
Subspace Field Distortion Amplifiers: Class alpha (Threshold 50)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System <2>

Auxiliary Spacecraft System: None

Description notes
Fleet Data: The Lyanne shuttles can be found across the galaxy as they are a cheap but are usually of good quality as they are fast and capable of traveling across sectors with a small crew and passengers. Lightly armed and defended the shuttle can easily be uprated with more powerful weapons and better shields as needed. Along with the weapons the warp drive can be uprated no more than 20 SU's.

Lyarran Type Shuttlecraft modified and uprated
Class and Type: Lyarran type Shuttlecrafts
Commissioning Date: mid 24th Century

Hull Systems
Size: 2
Length: 7 meters
Beams: 3.5 meters
Height: 2.5 meters
Decks: 1
Mass: 7 metric tons
SUs Available: 625
SUs Used: 479

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 50/80) <17>
Primary Backup: Class 2 (Protection 25) <9>
Secondary Backup: Class 2 (Protection 25) <9>
Specialized Hull: Atmospheric Capability <2>
Planetfall Capability <2>

Personnel Systems
Class/Passengers/Evac: 1 - 2/4/8
Crew Quarters
Baracks: Houses 4 crewmembers <1>

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Emergency Life Support (no emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 1 month's worth <2>
Food Replicators: [1 Power/round] <1>
Medical Facilities: Med kits <5>
Personnel Transport: Jefferies Tubes <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: one cubic meters <1>
Locations:
Escape Pods: none

Propulsion Systems
Warp drive Nacelles: Type 4D <49>
Speed: 4.6/6.5/8.0 [1 power/.2 warp speed]
Uprating package four (+0.4 to standard) <8>
PIS: Type J (up to 48 hours of Maximum warp) <20>
Impulse Engine Type: Class 1 (.25c/.5c) [2/5 Power/round] <5>
Location: typically aft
Reaction Control System (.025c) [2 Power/round when in use] <2>

Power Systems
Warp Engine Type: Class 2/B (generates 149 Power/round) <35>
Location: aft
Impulse Engine[s]: 1 class 1 (generates 8 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 157

Operations System
Bridge: Forward <10>

Computers Core 1: Amidship [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: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 light-years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard(+0)
Sensor Skill: 2

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 1 <0>

Inertial Damping Field
Main <8>
Strength: 8 [3 Power/round]
Number: 2
Backup <2>
Strength: 5 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2

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

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

Transporters
Type: Personnel [3 Power/use] <10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: none <0>

Anti-Intruder System: none
Internal Force Fields [1 Power/3 Strength] <2>
Science Systems Rating 1 (+0) [1 Power/round] <7>
Specialized Systems: None
Laboratories: None

Tactical Systems
Two Plasma Disruptor <9 x 2 = 18>
Type 2
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: one forward and one aft
Firing arc: 90 degrees
Firing Modes: Standard, pulse

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <14 x 4 = 56>
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 67)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: none
Auto-Destruct System <2>

Auxiliary Spacecraft System: None

Description notes
Fleet Data: The Lyanne shuttles can be found across the galaxy as they are a cheap but are usually of good quality as they are fast and capable of traveling across sectors with a small crew and passengers. Lightly armed and defended the shuttle can easily be uprated with more powerful weapons and better shields as needed. Along with the weapons the warp drive can be uprated no more than 20 SU's.

Lyarran Long-range Shuttlecraft
Class and Type: Long-range Shuttlecrafts
Commissioning Date: Varies

Hull Systems
Size: 2
Length: 7 m
Beam: 4 m
Height: 2.5 m
Deck: 1
Mass: 4.5 MT
SUs Available: 500
SUs Used: 423

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup 1: Class 1 (Protection 20) <7>
Backup 2: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability <2>
Planetfall Capability <2>

Personnel Systems
Class/Passengers/Evac: 2/6/10
Crew Quarters None

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Emergency Life Support (no emergency shelters) <4>
Gravity [1 Power/round] <2>
Consumable: 2 month's worth <2>
Food Replicators: [1 Power/round] <1>
Medical Facilities: Medical first Aid kits <5>
Personnel Transport: Jefferies Tubes <2>
Fire Suppression System [1 Power/round when active] <2>

Propulsion systems
Warp drive Nacelles: Type 4.8 <28>
Speeds: 4.0/6.0/8.0 [1 power/.2 warp speed]
Impulse Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: Varies in position; typically aft
Reaction Control System (.025c) [2 Power/round when in use] <2>

Power Systems
Warp Engine Type: Class 4/G (generates 215 Power/round) <52>
Location: aft
Impulse Engine[s]: 1 class 2 (generates 16 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 165

Operations System

Bridge: Forward <10>

Computers
Core 1: Amidship [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: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 light-year (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 light-years (1.0/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Sensor 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>
Backup: 1 <0>

Inertial Damping Field
Main <8>
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: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Forward
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft

Transporters
Type: Emergency [2 Power/use] <7>
Pads: 2
Emitter/Receiver Array: Emergency Type 1 (5,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems Rating: <0>
Anti-Intruder System: None
Internal Force Fields [1 Power/3 Strength] <2>
Science Systems Rating 1 (+0) [1 Power/round] <7>
Specialized Systems: None
Laboratories: None

Tactical Systems
Plasma Energy Weapons Arrays <13 x 2 = 26>
Type IV
Damage: 100 [10 Power]
Number of Emitters: 120 (up to 1 shots per round)
Targeting Systems: Accuracy 5/6/8/11
range 10/30,000/100,000/300,000
Location: one forward, a one aft
Firing arc: forward 360 degrees
Firing Modes: Standard, Pulse

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <13 x 4 = 52>
Shield Generator: Class 2 (Protection 300) [30 Power/shield/round]
Shield grid: Type C (50% increase to 450 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: None
Auto-Destruct System <2>

Auxiliary Spacecraft System
None

Description notes:
Fleet Data:

I thought that these could come in handy and generated each of these, years ago when we were running a series of time travel adventures. We needed something to keep the ships from bumping into and have something that would do a little damage to ship when they would have a collision. With a time traveling starship and the collision could cause enough damage to prevent the ship from returning to their own time depending on where the damage was had. These collisions are handled just like if it was a ramming for coming out of time travel. Shields can easily take the impact but a ship just coming out of a time vortex or time warp would not have those shields deployed and the deflectors would not be able guide it out of the way in time. The example would be a Galaxy class comes out of a time warp in orbit and collides with a communication satellite while traveling at .1c would cause the Galaxy class 80 damage with this collision. It works just as well as a basic collision but does little damage (7 damage) to the hull resistance for a starship is usually with a hull resistance of 8 or better. Nevertheless a shuttlecraft could be in real trouble with a collision.

Other than that the ships usually can see them before they run into them and fly around them in orbit.

20th Communications Satellite

Hull Systems
Size: 1 (2)
Length: 15 meters
Diameters: 4.5 meters
Decks: n/a
Mass: 2.1 metric tons
SUs Available: 36
SUs Used: 29

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 1 <0>
Resistance Inner Hull: 1 <0>

Environmental Systems
Personal Transport: Jefferies tubes [0 Power/round] <2>

Power Systems
Solar Power Systems: (generates 10 Power/round) <3>
Standard Usable Power: 10

Operations systems
Computers
Core 1: [1 Power/round] <1>
ODN <6>

Communications Systems
Type: Type I Planetary Radio [3 power/round of use] <1>
Strength: 1
Security: - 0

20th Weather Satellite

Hull Systems
Size: 1 (2)
Length: 15 meters
Diameters: 4.5 meters
Decks: n/a
Mass: 2.1 metric tons
SUs Available: 36
SUs Used: 30

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 1 <0>
Resistance Inner Hull: 1 <0>

Environmental Systems
Personal Transport: Jefferies tubes [0 Power/round] <2>

Power Systems
Solar Power Systems: (generates 10 Power/round) <3>
Standard Usable Power: 10

Operations systems
Operations (OPS): None

Computers
Core 1: [1 Power/round] <1>
ODN <6>

Sensor Systems
Scientific Interments [1 power/round] <1>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Coverage: Standard

Sensor Skill: 2

Communications Systems
Type: Type I Planetary Radio [3 power/round of use] <1>
Strength: 1
Security: - 0

20th Spy Satellite

Hull Systems
Size: 1 (2)
Length: 15 meters

Diameters: 4.5 meters
Decks: n/a
Mass: 2.1 metric tons
SUs Available: 36
SUs Used: 25

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 1 <0>
Resistance Inner Hull: 1 <0>

Structural Integrity field: None

Environmental Systems
Personal Transport: Jefferies tubes [0 Power/round] <2>

Power Systems
Solar Power Systems: (generates 10 Power/round) <3>
Standard Usable Power: 10

Operations systems
Computers
Core 1: [1 Power/round] <1>
ODN <6>

Sensor Systems
Spying Interments [1 power/round] <1>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Interments [1 power/round] <1>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)

Sensor Skill: 2

Communications Systems
Type: Type I Planetary Radio [3 power/round of use] <1>
Strength: 1
Security: - 0

20th Hubble Style Satellite

Hull Systems
Size: 1 (2)
Length: 15 meters
Diameters: 4.5 meters
Decks: n/a
Mass: 2.1 metric tons
SUs Available: 36
SUs Used: 31

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 1 <0>
Resistance Inner Hull: 1 <0>

Environmental Systems
Personal Transport: Jefferies tubes [0 Power/round] <2>

Power Systems
Solar Power Systems: (generates 10 Power/round) <3>
Standard Usable Power: 10

Operations systems
Computers
Core 1: [1 Power/round] <1>
ODN <6>

Sensor Systems
Scientific Interments [1 power/round] <1>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Interments [1 power/round] <1>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Sensor Skill: 2

Communications Systems
Type: Type I Planetary Radio [3 power/round of use] <1>
Strength: 1
Security: - 0

Intersystem Space Probe

Hull Systems
Size: 2
Length: 15 meters
Diameter: 5 meters
Decks: n/a
Mass: 4 metric tons
SU's Available: 50
SU's Used: 40

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 1 <0>
Resistance Inner Hull: 1 <0>

Environmental Systems
Personal Transport: Jefferies tubes [0 Power/round] <2>

Propulsion Systems
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Solar Power Systems: (generates 20 Power/round) <6>
Standard Usable Power: 10

Operations systems
Computers
Cores: [1 Power/round] <1>
ODN <6>

Sensor Systems
Scientific Interments [1 power/round] <1>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Interments [1 power/round] <1>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)

Probes: 2 (see notes) <1>
Sensor Skill: 2

Flight Control Systems
Autopilot: Shipboard systems (flight control) 1,
Coordination 0 [1 Power/round in use] <3>

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>

Communications Systems
Type: Type I Planetary Radio [3 power/round of use] <1>
Strength: 1
Security: - 0

Notes: the Probes are the size of a basketball that produces as much data as the lateral sensors would and the data is communicated back to the satellite itself. The probe would have no more than 5 SU's of structure and is fired off the base of the mobile satellite.

Just a classic something.

Sputnik
Commissioning Date: 1957

Hull Systems
Size: 1
Length: 57.9 centimeters
Width: 68.43 centimeters
Height: 68.43 centimeters
Deck: 0
Mass 73.6
SU's available: 20
SU's used: 13

Hull Outer: <4>
Hull Inner: <4>
Resistance Outer Hull: 1 <0>
Resistance Inner Hull: 0 <0>

SIF (Structural Integrity is held together by the metal and a prayer).

Power Systems
Chemical batteries (generate 4 power/round) <1>

Operation System
Pre-deutronic Computer [1 power/round] <1>
ODN (Computer networking) <3>

Sensor Systems
Scientific Interments [1 power/round] <1>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Interments [1 power/round] <1>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Sensor Skill: 2

Communications Systems [1 power/round] <1>
Strength: 1
Bonus: -0

Notes: The noted Russian Satellite launched in 1957 and set the world on edge.