

Iltharanos

## Bajoran Assault Ship

Armored Transport; Commissioned 2370



### HULL DATA

Structure: 20 [51 space] [2 space remaining]  
Size/Decks: 4/14  
Length/Beam/Height: 140.72/221.76/51.76 meters  
Complement: 12 + 300 troops

### TACTICAL DATA

Phasers: Type IV (x3/B) [-9 space]  
Penetration: 4/3/3/0/0  
Deflector Shields: PFF 2a (B) [-6 space]  
Protection/Threshold: 13/1

### PROPULSION DATA

Ion System: ITU-2 (.3c) (B) [-4 space]

### OPERATIONAL DATA

Atmosphere Capable: Yes [-2 space]  
Cargo Units: 60 [-20 space]  
Cloaking Device: No [0 space]  
Life Support: Class 1 (B) [-3 space]  
Operations System: Class 1 (B) [-3 space]  
Sensor System: Class 2 (+2/+1/0/0/0/C) [-2 space]  
Separation System: No [0 space]  
Shuttlebay: No [0 space]  
Shuttlecraft: None  
Tractor Beams: 1 a [0 space]  
Transporters: 2 standard, 2 emergency [0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +0C, +1H, +0T  
Traits: None [0 space]





iltharanos

## Klingon D4-class

Heavy Scout; Commissioned 2125

### HULL DATA

Structure: 20 [51 space] [0 space remaining]

Size/Decks: 4/3

Length/Beam/Height: 100/80/24

Complement: 18

### TACTICAL DATA

Disruptors: K-GDM-1 (x2/B) [-6 space]

Penetration: 3/2/2/0/0

Torpedo Launchers: KT-X (x1/B) [-6 space]

Photon Penetration: 2/2/2/2/0

Deflector Shields: PFF 1 (A) [-14 space]

Protection/Threshold: 12/1

### PROPULSION DATA

Impulse System: K-HEU-1 (.4c) (A) [-4 space]

Warp System: STN-3 (3/4/6) (C) [-17 space]

### OPERATIONAL DATA

Atmosphere Capable: Yes [-2 space]

Cargo Units: 40

Life Support: Class 1 (B) [-3 space]

Operations System: Class 1 (B) [-3 space]

Sensor System: Class 1 (+1/B) [-1 space]

Separation System: No

Shuttlebay: No [0 space]

Shuttlecraft: None

Tractor Beams: 1 av [0 space]

Transporters: 1 standard [0 space]

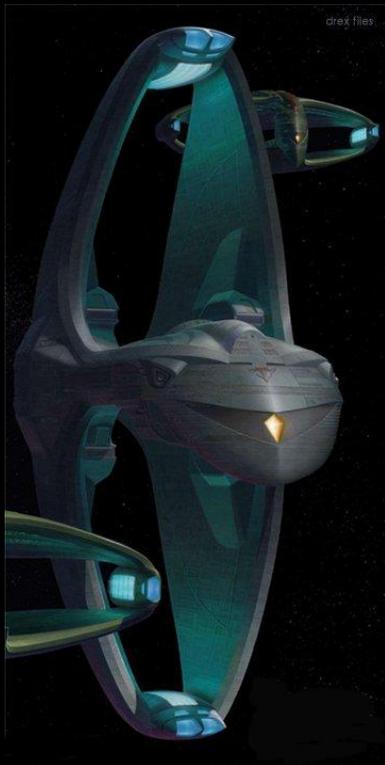
### MISCELLANEOUS DATA

Maneuver Modifiers: 0C, +1H, 0T

Traits: Vulnerable System (Sensors) [+5 space]

drex files





## Romulan Algeron-class

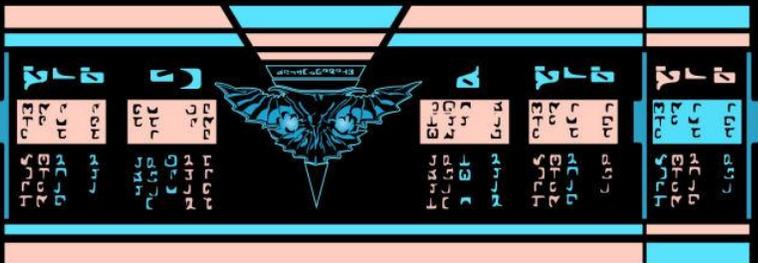
Battleship; Commissioned: 2312

### Hull Data

Structure: 55 [191 space][1 space remains]  
 Size/Decks: 11/150  
 Length/Height/Beam: 1,000/750/275 m  
 Complement: 3,000 + 6,000 soldiers

### Tactical Data

Disruptors: RPF3-3 (x3/D) [-15]  
 Penetration: 6/4/4/0/0  
 Torpedo Launchers:  
 RPT-3 Plasma (x2/D) [-20]  
 Mk 60 DF (x2/D) [-10]  
 Plasma Penetration: 7/6/5/4/3  
 Photon Penetration: 4/4/4/4/4  
 Deflector Shield: CIDSS-3 (C) [-9]  
 Protection/Threshold: 16/3



### Propulsion Data

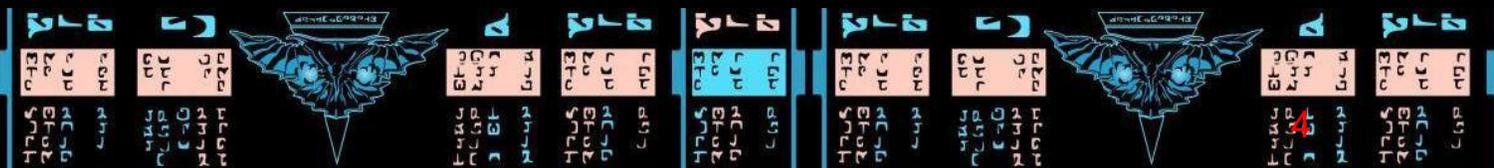
Impulse System: Class 2 (.9c) (C) [-20]  
 Warp System: Type 4C (6/7/8.5 MCU) (D) [-36]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 110 [0]  
 Cloaking Device: Class 3 (Rating 20) [-26]  
 Life Support: Class 3 (D) [-8]  
 Operations System: Class 3 (D) [-8]  
 Sensor System: Class 3 (+3/+2/+1/0/0/D) [-3]  
 Separation System: No [0]  
 Shuttlebay: 1 p, 1 s [-4]  
 Shuttlecraft: 22 size worth  
 Tractor Beams: 1 fd, 1 fv, 1 a [-2]  
 Transporters: 10 standard, 10 emergency, 10 cargo [-15]

### Miscellaneous Data

Maneuver Modifiers: +3C, +1H, +3T  
 Traits: Enhanced System (Beam) [-5]  
 Hardened System (Cloak) [-5]  
 Prototype (+1 Beam) [-2]  
 Prototype (+1 Protection) [-2]



## Mission

The Algeron-class (colloquially known as the A-Type) was the primary warship of the Romulan Star Empire in the early 24<sup>th</sup> century, its mission to expand the borders of the Star Empire.



## Background

The Algeron would come to represent the design philosophies of the Star Empire for the next 100 years. Intentionally designed to be as massive as their technology would allow, the Algeron

is as much a psychological weapon as an actual one. Perhaps if the Algeron had been of a more traditional design it would not have led the Star Empire into a 30-year war with the Taurhau Unity.

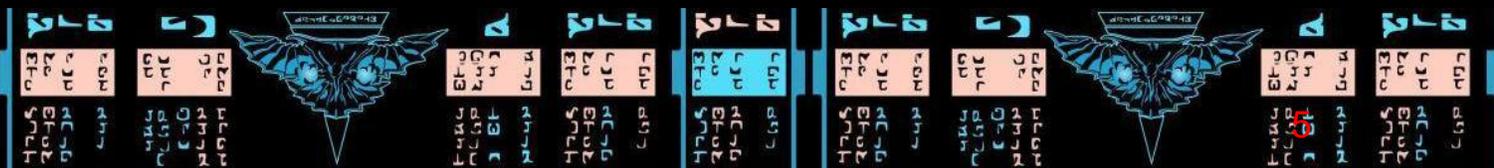
## Features

The Algeron is equipped with the Star Empire's prototype top-of-the-line disruptor banks, allowing for devastating close-range firepower. Similarly, the ship's plasma torpedo complement along with those same disruptor banks ensures a deadly combination of beam and missile damage at close range. For planetary bombardment at maximum range, the Algeron is also equipped with powerful Mk 60 DF photon torpedo launchers. The ship's prototype deflector shields are more powerful than anything in the Federation or Klingon fleets.

Like all Romulan starship designs, the Algeron comes equipped with a powerful cloaking device, made more so due to the system's durability.

## Ships in Service

Name	Registry	Notes
Algeron	I.R.W. 1750	Prototype and lead ship of the line (2312).
Tal'vahn	I.R.W. 1751	Made first contact with the Taurhai Unity and was the first to destroy a Taurhai starship (2317).



### Appearance

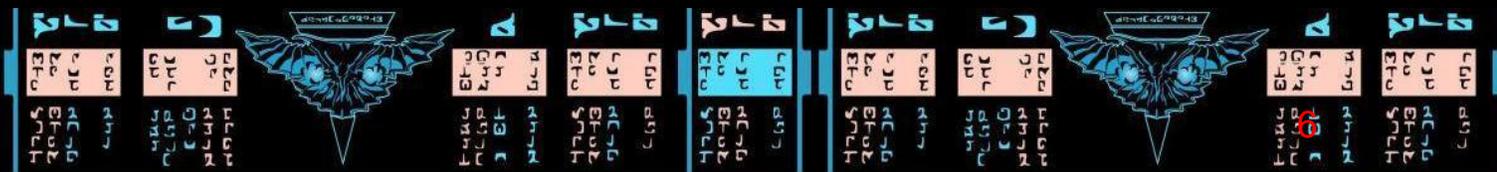
Series

N/A

Media

Calendar "Ships of the Line 2011"

Tullus, site of first contact with the Taurhau Unity.









## Romulan Bird-of-Prey

Cruiser; Commissioned: 2150

### Hull Data

Structure: 20 [65 space][-5 space remains]  
 Size/Decks: 5/19  
 Length/Height/Beam: 250 /60/273 m  
 Complement: 100

### Tactical Data

Disruptors: RPF-1 (x1/B) [-11]  
 Penetration: 2/2/0/0/0  
 Nuclear Fusion Missiles: RNF-1 (x2/B) [-4]  
 SBM Penetration: 4/4/0/0/0  
 Hull Polarization: HPG Mk 3 (C) [-8]  
 Protection/Threshold: 11/0

### Propulsion Data

Impulse System: RIB (.5c) (A) [-18]  
 Warp System:  
 WE-2c (1/1.4/1.8 OCU) (A) [-10]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 50 [0]  
 Cloaking Device: Class 1 (Rating 16) [-15]  
 Life Support: Class 1 (B) [-3]  
 Operations System: Class 1 (B) [-3]  
 Sensor System: Class 1 (+1/0/0/0/0/B) [-1]  
 Separation System: No [0]  
 Shuttlebay: 1 a [-2]  
 Shuttlecraft: 5 size worth  
 Tractor Beams: 1 av [0]  
 Transporters: 2 standard [0]

### Miscellaneous Data

Maneuver Modifiers: +2C, 0H, +2T  
 Traits: Design Defect (Cloak) [+5]

## Mission

The Bird-of-Prey's stated mission goal is the security of the Romulan Star Empire. It's unspoken but understood goal is the expansion of the Empire.



## Background

The Bird-of-Prey was built with conquest in mind, and since its introduction, has helped conquer multiple technologically-primitive species bordering the expanding Romulan Star Empire. The Romulans are at the verge of acquiring significantly faster warp drives, and if so, the expansion of their empire will take a decided upswing in pace.

## Features

The Bird-of-Prey comes equipped with a single disruptor bank and multiple nuclear missile launchers. Defensively, the ship is equipped with a hull polarization grid. *Vis-à-vis* other capital starships of the 22<sup>nd</sup> century, this makes the Bird-of-Prey a bit weak. However, the ship comes equipped with a powerful cloaking device that gives it a significant advantage over virtually all other nearby species.

Romulan warp technology is still in its infancy in the 22<sup>nd</sup> century, and so the Bird-of-Prey, while capable of interstellar journeys, takes a significant amount of time to cross even one sector of space (over three and a half years).

## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
Valdore	I.R.W. 007	Defeated and escorted intruding human starship (Enterprise NX-01) from Romulan space (2152).
Dereus	I.R.W. 092	Conducted nuclear attack on Har'thelen homeworld (2153).

## Appearance

Series

Episode

Enterprise

Minefield

Intruding alien ship, prior to its defeat and withdrawal







# **Cuirass Class Warbird**

## Production Data

Origin: Romulan Star Empire  
 Class and Type: *Cuirass Class Fast Frigate*  
 Year Launched: 2377

## Hull Data

Size: 6, 8 decks  
 Structure: 30  
 Length: 310m  
 Crew: 250

## Operational Data

Transporters: 3 ea stand., emer., cargo	Atmospheric Capable: Yes
Cargo Capacity: 60	Shuttlebays: 1 aft
Shuttlecraft: 6 size worth	Tractor Beams: 1a
Sensor Systems <u>Class 4 (+4/E)</u>	Operations Systems <u>Class 3 (D)</u>
Life Support: <u>Class 3 (D)</u>	Cloaking Device: <u>Class 3 (Rating:20)</u>

## Propulsion Data

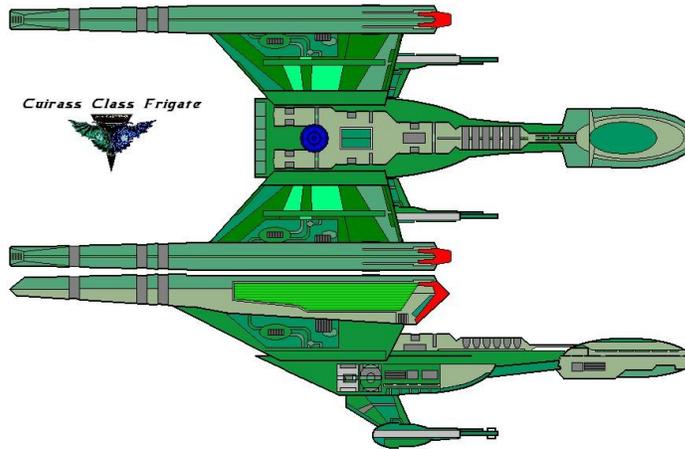
Impulse Engines: RIB-3 (.75c) (D)	Warp Drive: RF-50 Mod A (Warp 9 / 9.5 / 9.99) (E)
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## Tactical

<u>Disruptor Banks</u> 4 x RPFD-3 (C)	<u>Photon Torpedoes</u> 2 x MK 80 RDF (C)
Penetration 5 / 5 / 4 / 0 / 0	Penetration 5 / 5 / 5 / 5 / 5
<u>Plasma Torpedoes</u> 1 x RPT-1 (C)	<u>Deflector Shields</u> RSQ (D)
Penetration 4 / 3 / 2 / 1 / 0	Protection/Threshold 17 / 2

## Miscellaneous

Maneuver Modifiers +0 C, +2 H, +2 T      Traits: Enhanced System (Sensors +2)

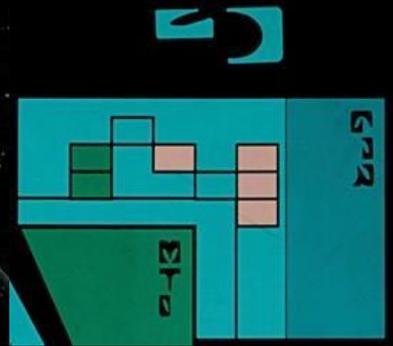


The *Cuirass Class* heavy frigate is one of the first in the next generation of Romulan starships. Inspired largely by the Federation's *Intrepid Class* (and some say built with stolen Federation technology), the *Cuirass* is designed to reach trouble spots quickly, with enough firepower to resolve most problems.

Although Romulan design philosophy of the last several decades called for larger and more powerful vessels, the *Cuirass Class* is a compact, powerful ship with a relatively small crew. Additionally, her corridors and compartments are wide and far more spacious than is the norm for a Romulan vessel.

Despite their heavy weapons fit, the *Cuirass class* also has a respectable science contingent, securing their classification as multi-purpose starships.

As a Flight IIa modification, the *Talus* has been fitted with an additional bank of plasma torpedoes on an experimental basis.



## Romulan Drone Ship

Fast Attack Ship; Commissioned: 2154

### Propulsion Data

Impulse System: SBC (.5c) (B) [-3]  
 Warp System: WE-5 (3/4/5 OCU) (B) [-7]

### Hull Data

Structure: 10 [29 space][2 space remains]  
 Size/Decks: 2/5  
 Length/Height/Beam: 35/15/10 m  
 Complement: see below

### Operational Data

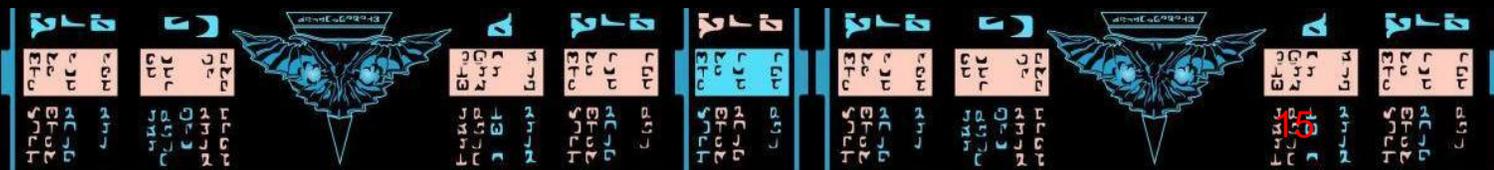
Atmosphere Capable: No [0]  
 Cargo Units: 2 [0]  
 Cloaking Device: No [0]  
 Life Support: Basic (A) [0]  
 Operations System: Class 1 (B) [-2]  
 Sensor System: Class 1 (+1/0/0/0/0/B) [-1]  
 Separation System: No [0]  
 Shuttlebay: No [0]  
 Shuttlecraft: N/A  
 Tractor Beams: 1 av [0]  
 Transporters: 1 standard [0]

### Tactical Data

Disruptors: RPF0-0 (x3/B) [-9]  
 Penetration: 3/3/2/0/0  
 Hull Polarization: HPG Mk 2 (B) [-5]  
 Protection/Threshold: 10/1

### Miscellaneous Data

Maneuver Modifiers: -2C, +3H, +1T  
 Traits: Auto-Repair [-5]  
 Multispectral Emitter [-5]  
 Telepresence [-5]  
 Intricate System (Auto-Repair, Telepresence x2) [+15]



## Mission

The Drone Ship's mission is to destabilize any alliance between the Humans, Vulcans, Andorians, and Tellarites.



## Background

The Romulans have always employed stealth and misdirection to further their interests, and there is no finer example of that than 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.

## Features

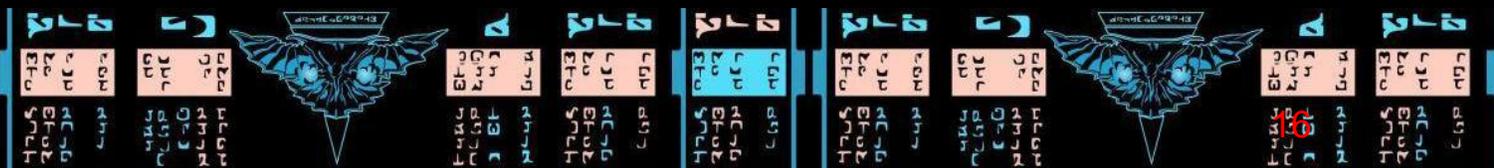
The Drone is equipped with a pair of powerful disruptors that give it the strike capability of a capital ship. The most interesting features of the Drone are also its most unique. The ship's auto-repair functionality, allows it to repair during combat. The Drone Ship's multispectral emitters allow it 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.

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.

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.

## Ships in Service

Name	Registry	Notes
Drone 01	N/A	Attempted to sabotage the formation of the Coalition of Planets, but was destroyed by Drone 02 (2154).
Drone 02	N/A	Destroyed by Drone 01 (2154).





## New Systems

### Alien Beam Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
<i>Romulan Disruptors</i>				
RPFD-0 <sup>1</sup>	3	3	2	2154

*Note:* Use this table to supplement Table 1.21 in the *Starships* supplement.  
 1: Use Table 1.17 in the *Starships* supplement to determine penetration values.

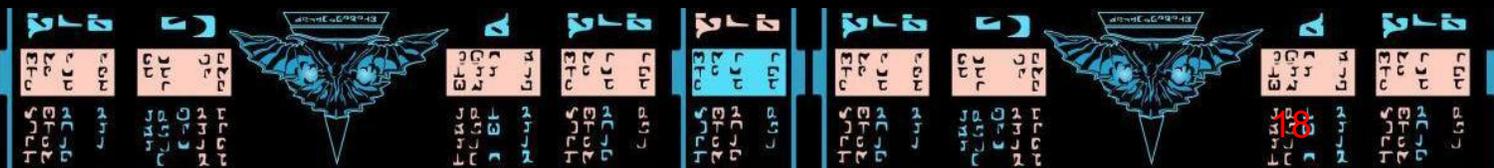
### Starship Traits

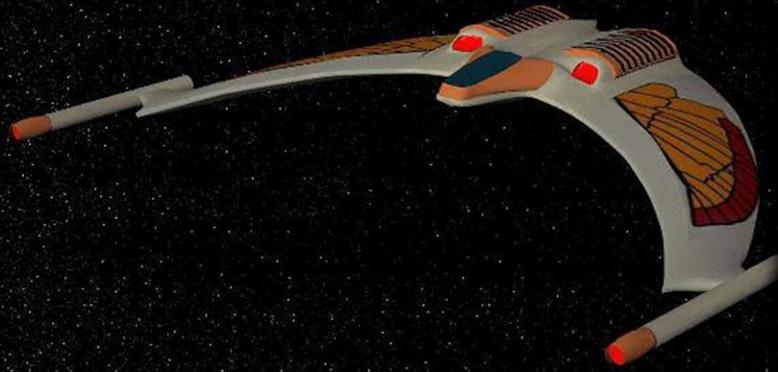
Edge	Prerequisite	Effect
Auto-Repair	-	The ship has limited self-repair abilities. Following the rules for system repair ( <i>Narrator's Guide p. 122</i> ) and emergency repair ( <i>Narrator's Guide p. 123</i> ), the ship may repair any damage with a TN of 15 or less. The ship's total skill bonus for this test is +7.
Multispectral Emitter	-	The ship may disguise itself visually as virtually any other ship (up to its size +6). An appropriate TN 12 System Operation (Sensors) test will reveal the ship's true power signature.
Telepresence	Telepathic pilot	The ship may be remotely piloted up to two sectors distant. The TN for the telepathy test varies as indicated in the grid below.

*Note:* When including these edges, use the rules found on page 142 of the *Star Trek RPG Narrator's Guide*.

### Telepresence TN

	1 ship controlled	2 ships controlled
Same sector	10	15
1 sector distant	15	20
2 sectors distant	20	25





## Romulan Fighter

Fighter; Commissioned: 2150

### Hull Data

Structure: 10 [29 space][3 space remains]

Size/Decks: 2/1

Length/Height/Beam: 20/5/30 m

Complement: 1

### Tactical Data

Nuclear Fusion Missiles: RNF-0 (x2/A) [-4]

SBM Penetration: 3/3/0/0/0

Hull Polarization: HPG Mk 2 (B) [-5]

Protection/Threshold: 10/1

### Propulsion Data

Impulse System: SBD (.6c) (B) [-5]

Warp System: No [0]

### Operational Data

Atmosphere Capable: Yes [-1]

Cargo Units: 2 [0]

Cloaking Device: No [0]

Life Support: Class 1 (B) [-2]

Operations System: Class 1 (B) [-2]

Sensor System: Class 2 (+2/+1/0/0/0/C) [-4]

Separation System: No [0]

Shuttlebay: No [0]

Shuttlecraft: N/A

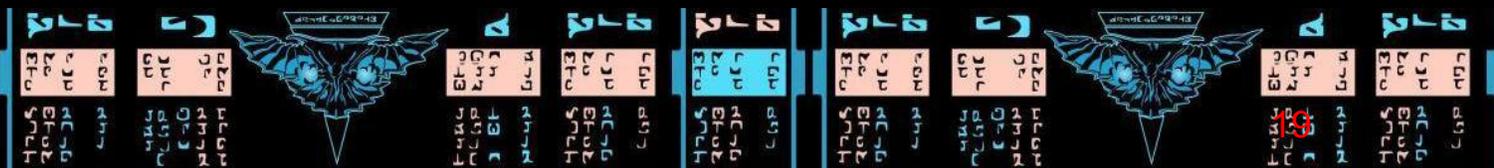
Tractor Beams: No [0]

Transporters: No [0]

### Miscellaneous Data

Maneuver Modifiers: -2C, +5H, +1T

Traits: Nimble [-5]



## Mission

The Romulan Fighter is designed to penetrate behind enemy lines, so that it may devastate planetary targets with multiple nuclear strikes.



## Background

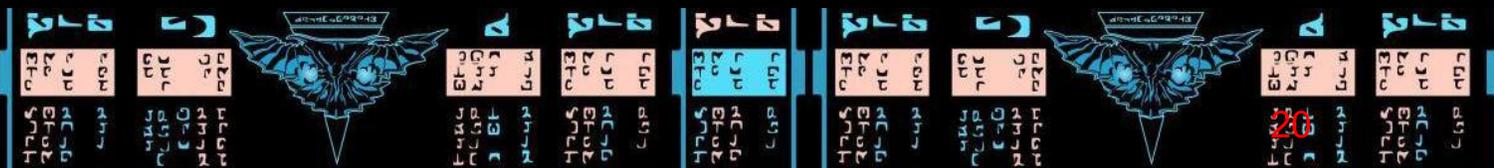
The Romulan fighter is an instrument of an Empire that is exceedingly utilitarian about its resources, both personal and material. While its pilots might indeed be better protected on board a full-sized starship, economically, it makes much more sense to risk the lives of a handful of pilots and cheap-to-build fighters for a very good chance at a multi-nuclear strike on enemy planets.

## Features

The Fighter is equipped with a pair of nuclear missile launchers, devastating enough to make this small combatant a threat to capital starships. Due to its compact frame, the Fighter is faster at sublight speeds than any other starship in the Romulan navy, not to mention much more maneuverable.

## Ships in Service

Name	Registry	Notes
Fighter 0245	Unknown	Destroyed in the first Battle of Altair VI (2155).
Fighter 0290	Unknown	Destroyed in the second Battle of Altair VI (2156).
Fighter 0433	Unknown	Attacked the <i>Endeavour NX-06</i> in the second Battle of Altair VI (2156).



## Appearance

Series

ENT

Media

Novel "Beneath the Raptor's Wing"

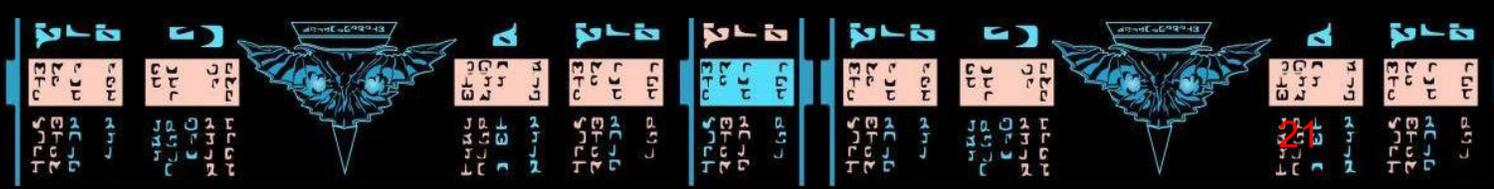
## New Systems

## Alien Missile Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
<i>Romulan Nuclear Fusion Missiles</i>				
RNF-0 <sup>1</sup>	2	3	2	2124

*Note:* Use this table to supplement Table 1.22 in the *Starships* supplement.

1: Use Table 1.17 in the *Starships* supplement to determine penetration values.







## Hunter Class Frigate

### Production Data

Origin: Romulan Empire  
 Class and Type: *Hunter Class Light Frigate*  
 Year Launched: 2356

### Hull Data

Structure: 25  
 Size/Decks: 5/ 8 decks  
 Length/Height/Beam: 185 x 250 x 60 meters  
 Complement: 150

### Operational Data

Atmospheric Capable: No  
 Transporters: 2 Stand./2 Cargo/2 Emerg.  
 Cargo Units: 45  
 Shuttlebay: 1  
 Shuttlecraft: 5 size worth  
 Tractor Beams: 2  
 Separation System: None  
 Operations System: Class 3 (D)  
 Life Support: Class 3 (D)  
 Sensors: Class 4 (+4/E)  
 Cloaking Device: Class 3  
 Cloak Rating: 20



### Propulsion Data

Impulse System RIB-2 (BB) .7c      Warp System Type 5C5 wf 5 / 8 /9.2 (CC)

### Tactical Data

<p><u>Phaser Arrays</u>      2x RPF3-3 (B)          (Penetration) 4/4/4/0/0</p> <p><u>Deflector Shield</u>    CIDSS-4 (BB)          (Protection/Threshold) 16/4</p>	<p><u>Plasma Torpedoes</u>    1x RPT-1 (B)          (Penetration) 4/3/2/1/0</p>
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### Miscellaneous Data

Maneuver Modifiers: +1C, +2 H, +2 T  
 Traits: None

The *Hunter Class* light frigate is a small combatant design which answers the Romulan need for a small, general-purpose starship for patrol, protection of shipping, and light research missions.

Fitted with a good mix of weapons for its size, a (comparatively) small crew complement, and good speed, the *Hunter Class* are roughly comparable in size and function to the Federation's *Miranda* class.



# **Maratha Class Battlecruiser**

## Production Data

Origin Romulan Star Empire  
 Class and Type: *Maratha* Class  
 Battlecruiser  
 Year Launched 2380

## Hull Data

Structure: 40  
 Size/Decks: 7/25  
 Dimensions: 350 x 480 x 80m  
 Complement: 520

## Operational Data

Atmosphere Capable: No  
 Transporters: 3 ea Stand, emer, cargo  
 Cargo Units: 70  
 Shuttlebay: 1a  
 Shuttlecraft: 7 Size worth  
 Tractor Beams: 1ad, 1fv  
 Separation System: No  
 Sensor System: Class 3(+3/D)  
 Operations System: Class 3(D)  
 Life Support: Class 3(D)  
 Cloaking Device: Class 3  
 Cloak Rating: 20

## Propulsion Data

Impulse System RIB-2 (.7c)(BB)  
 Warp System Type 5C5 (wf 5/8/9.2)(CC)

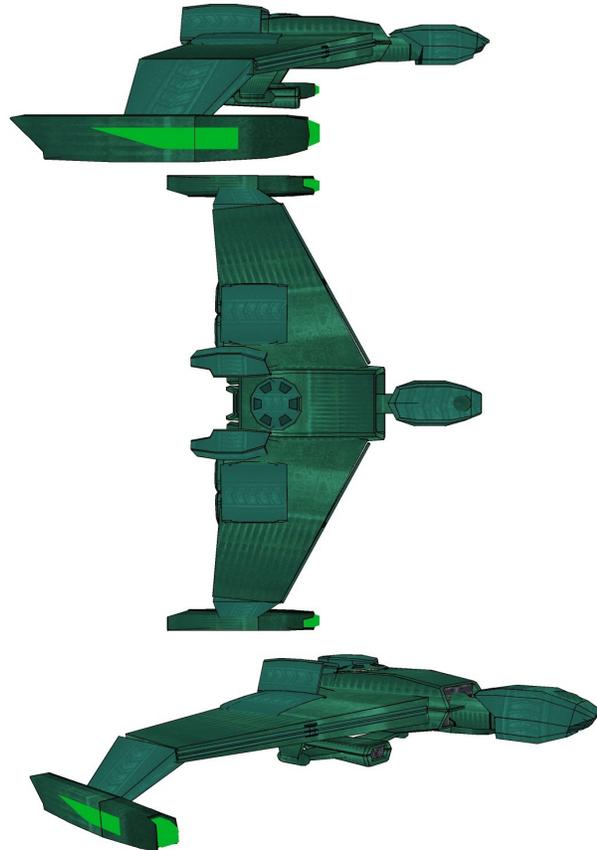
## Tactical Data

Disruptor Arrays RPF3-3 (x4/C)  
 Penetration 5/5/4/0/0  
Deflector Shield FSR-2 (BB)  
 Protection/Threshold 17/5

Torpedoes RPT-3 (x2/C)  
 Penetration 7/6/5/4/3

## Miscellaneous Data

Maneuver Modifiers +1C/+2H/+2T      **Traits** None



## **Notes:**

At the close of the Dominion War, the Romulan Empire was faced with the need to both replace the ships and crews lost and to do so in a timely and cost-effective fashion. While the standard *D'Deridex* class warbird was the Romulan standard in both size and firepower, the class proved to be extremely costly in both resources and time-to-build, as well as having been constructed with technology that was now a generation out of date.

For their own purposes, the Romulans turned to smaller, new-technology vessels such as the *Valdore/Mogai* class cruisers. For their second-line forces (such as the Remans), the Romulan went a different route.

The *Marath* class cruisers were designed and built as a low-cost, (comparatively) low-tech alternative to the new generation cruisers. The ships are heavily armed and armored, but are built with the same level technology used in the 2360's- ostensibly to ease lifetime maintenance costs and reduce construction costs. Others suspect that the Remans were being armed with "second string" vessels in order to make them easier to control.

To make the vessels easier to modify, they were designed with a "switchable" weapons pod similar to that used on the Federation's *Nebula* class cruiser. Despite that modularity, no known variants exist.

# MOGAI CLASS BATTLE CRUISER

# ROMULAN

Battle Cruiser – Commissioned, 2375



## HULL DATA

Structure	40
Size / Decks	8 / 20
Length / Height / Beam	603 / 80.7 / 893
Compliment	580

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## PROPULSION DATA

Impulse System	Class 4 (.95) (C)
Warp System	Type 5C7 (6 / 9 / 9.7) (D)

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## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	8 standard, 5 emergency
Cargo Units	70
Shuttlebay	2a
Shuttlecraft	18 size worth
Tractor Beams	1fv, 1ad, 1av
Separation System	NO
Cloaking Device	Class 4 (Rating 24)
Sensor System	Class 4 (+4 / E)
Operations System	Class 4 (E)
Life Support	Class 3R (DD)

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## TACTICAL DATA

Phaser Arrays	RPF-5 (x4 / B)
Penetration	4 / 3 / 3 / 0 / 0
Torpedoes	RPT-5 Plasma (x2 / E)
Penetration	7 / 6 / 5 / 4 / 3
Deflector Shield	FSQ (D)
Protection / Threshold	17 / 4

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## MISCELLANEOUS DATA

Maneuver Modifiers	+2 C, +3 H, +3 T
Traits	Nimble

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**STAR TREK ROLE PLAYING GAME**

iltharanos

## Romulan Narada

Battleship; Refit 2387



### HULL DATA

Structure: 100 [471 space] [3 space remaining]  
Size/Decks: 19/520  
Length/Beam/Height: 9,369/3,123/3,123 meters  
Complement: 520

### TACTICAL DATA

Torpedo Launchers: Borg Photonic Missiles (x6/E) [-36 space]  
Photonic Penetration: 11/11/11/11/11  
Deflector Shields: FSS-3 (F) [-17 space]  
Protection/Threshold: 18/7

### PROPULSION DATA

Impulse System: Class 5 (.95c) (E) [-64 space]  
Warp System: Type 5C6 (5/8/9.99) (D) [-80 space]

### OPERATIONAL DATA

Atmosphere Capable: No [0 space]  
Cargo Units: 350 [-160 space]  
Cloaking Device: Class 5 (Rating 25) [-15 space]  
Life Support: Class 5 (F) [-14 space]  
Operations System: Class 5 (F) [-14 space]  
Sensor System: Class 5a (+5/+4/+3/+2/+1/F) [-6 space]  
Separation System: No [0 space]  
Shuttlebay: 2 F [-4 space]  
Shuttlecraft: 38 size worth  
Tractor Beams: 4 F, 4 A [-7 space]  
Transporters: 9 standard, 9 emergency [0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +4C, +1H, +4T  
Traits: Hardened System (All systems), Enhanced System (Shield Grid) [-46 space]  
Enhanced System (Warp, +.2), Prototype (+2 warp, +1 cloak)  
Blind Luck (Cloaking Device, can fire while cloaked)



## BACKGROUND

The Narada began its life as a mining vessel, but following the destruction of Romulus was quickly modified by a top-secret Romulan Tal Shiar research facility into a battleship, augmented by reverse-engineered Borg missile weapons, regenerative shields, and regenerative hull. With its new capabilities, the Narada went on to devastate an armada of 24<sup>th</sup> century Klingon starships before travelling via an “electrical storm” in space into the mid-23<sup>rd</sup> century, where it destroyed the *U.S.S. Kelvin* and initiated the formation of an alternate timeline where a fleet of 23<sup>rd</sup> century Klingon starships, a small Federation task force, and the planet Vulcan were all destroyed. Through the actions of that alternate timeline's Kirk and *Enterprise*, the Narada was destroyed.

So far as is known, the Narada was the only vessel of its type, a most fortunate thing for the enemies of the Romulan Star Empire, in whatever universe.









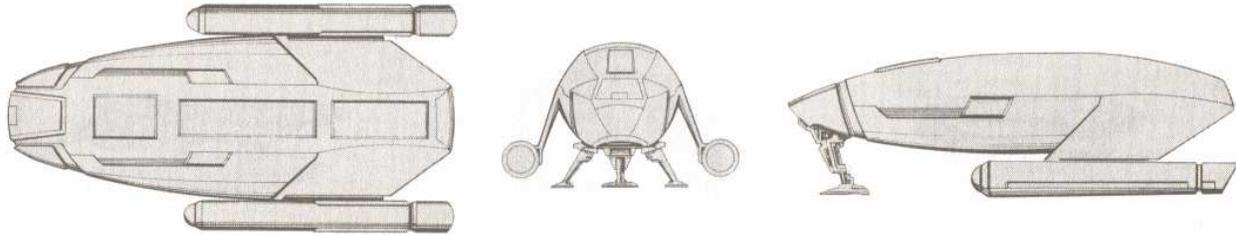








## H-5 (Ras Lovah) Class I Warpshuttle



### Production Data

**Origin:** Romulan Star Empire

**Class & Type:** *Ras Lovah*-class shuttlecraft, warp

**Year Launched:** 2265

### Miscellaneous Data

**Maneuver modifiers:** +0 C, +2 H, +0 T

**Traits:**

**Space remaining:** 5

**Build rules:** S

### Hull Data

**Structure:** 10

**Size/Decks:** 2/2

**Length/Height/Beam:** 38/12/20 m

**Complement:** 2 crew + 14 passengers

### Operational Data

**Transporters:** 1 standard, 1 cargo

**Cargo Units:** 2

**Atmosphere Capable:** Yes

**Separation System:** None

**Cloaking System:** None

**Tractor Beams:** 1 aft

**Sensor System:** Class 2 +2/+1/0/0/0 (C)

**Operations System:** Class 3 (D)

**Life Support:** Class 3 (D)

### Propulsion Data

**Impulse System:** RIB-1 .5c (B)

**Warp System:** RWC-1 6/7/8 (B)

### Tactical Data

**Deflector Shield:** PFF 2 (A)

**Protection/Threshold:** 12/2

### Structure



### Shields





# STAR TREK

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## ROLEPLAYING GAME

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### ROMULAN TAL SHAIA-CLASS BATTLECRUISER

WRITTEN & EDITED BY: Patrick Goodman

SHIP ILLUSTRATION BY: Neale Davidson

ROMULAN LOGO BY: Tobias Weimann

LAYOUT & DESIGN: Patrick Goodman, based on basic designs by Decipher Inc.

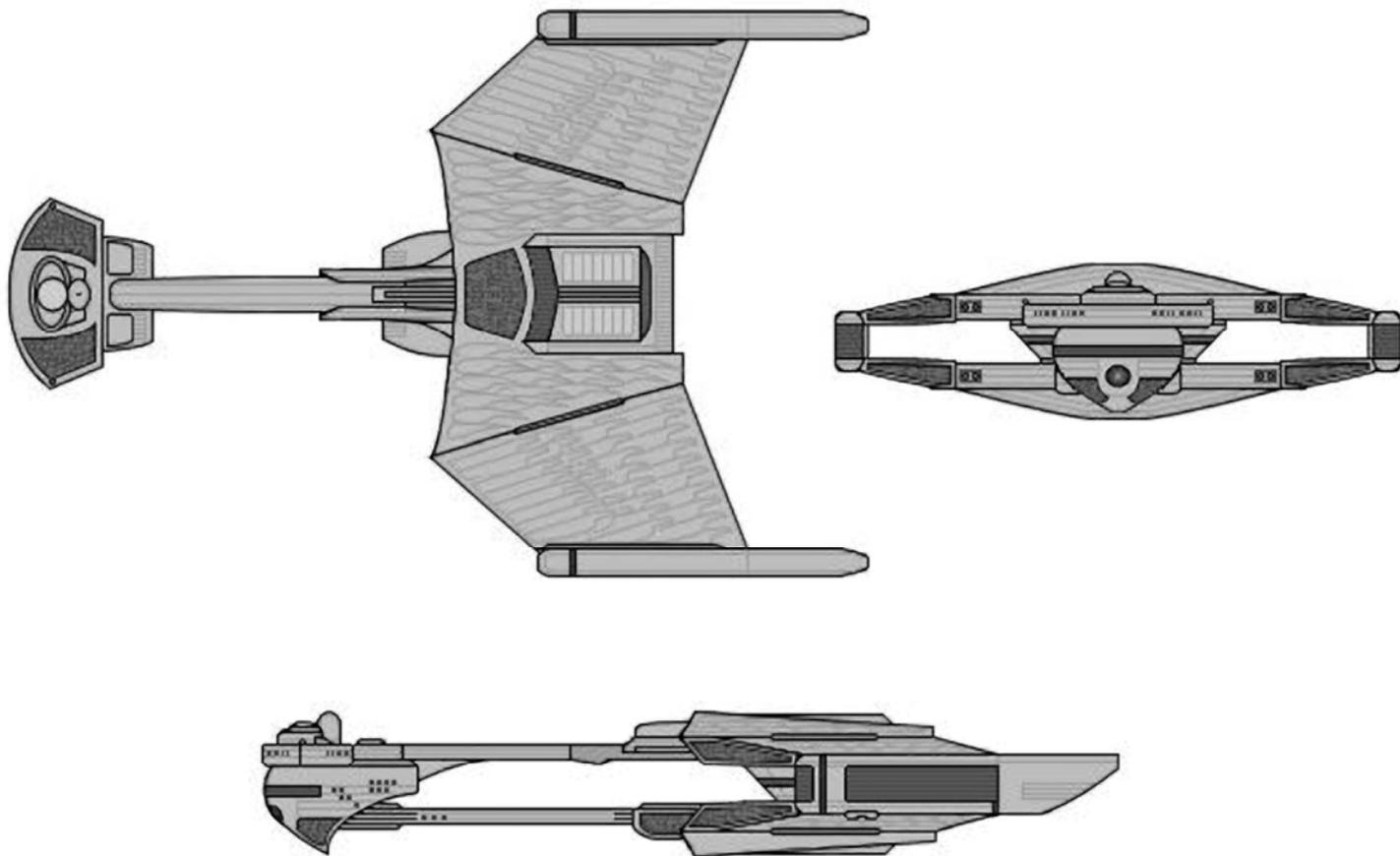
SPECIAL THANKS: Neale, who took requests.

<http://www.startrek.com>  
<http://forum.trek-rpg.net>  
<http://strpg.patrickgoodman.org>  
<http://www.pixelsagas.com>  
<http://www.lcars-interface.de>

Version 1.1 — 02 March 2009

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The short-lived Klingon-Romulan treaty of 2268 gave the Romulans a chance to better some of their weapons and ship technologies, while it offered the Klingons access to the schematics for the cloaking device. While in many ways, the Romulans got the short end of the stick on that deal, their spies were able to get far more technology than the Klingons had originally intended for the Romulans to have.

The deal helped bootstrap Romulan research and development efforts in both warp and impulse drives, as well as weapons research. It also left the Romulans with a not-inconsiderable number of old Klingon D7 battlecruisers. While some of these ships were put into the field immediately in an effort to bolster their depleted fleet, they were not popular postings. The Senate also didn't much like the thought of loyal Romulans serving on ships that had, until recently, been the hallmark vessel of a mortal enemy. A program was launched almost immediately to "Romulanize" the D7 vessels.

The result was the *Tal Shaia*-class battlecruiser, a vessel that would become an eerie precursor to the *D'Deridex*-class battleship put into service nearly a century later. The vessel was

largely gutted, with many of the ship's original systems replaced altogether by superior Romulan versions. Pragmatism won out over pride in several instances, with the designers grudgingly admitting that some Klingon systems were superior to their own, and so they remained with only minor modifications. A plasma torpedo system was mounted in place of the original photon torpedo launcher, and a cloaking device installed (as had been done on the conventional D7s). The ship's structure was reinforced, and additional superstructure added. The result was a deceptively powerful ship with menacing lines.

It was still too much a Klingon ship, however, and the design never quite caught the fancy of the Romulan people. All the existing D7 cruisers in the Romulan inventory were eventually upgraded to this design, but new vessels were never constructed. Several of these ships were destroyed in the Tomed Incident; the remaining ships of the class were finally retired in the early 2330s.





## GAME STATISTICS

### PRODUCTION DATA

ORIGIN: ROMULAN STAR EMPIRE  
 CLASS AND TYPE: TAL SHAIJA-CLASS BATTLECRUISER  
 YEAR LAUNCHED: 2272  
 YEAR RETIRED: 2334



### HULL DATA

STRUCTURE: 35  
 SIZE/DECKS: 6/12 DECKS  
 LENGTH/HEIGHT/BEAM: 209/55/147 METERS  
 COMPLEMENT: 320 OFFICERS AND CREW

### OPERATIONAL DATA

TRANSPORTERS: 6 STANDARD, 6 EMERGENCY, 6 CARGO  
 CARGO UNITS: 60  
 CLOAKING DEVICE: CLASS 2 (RATING 18)  
 SEPARATION SYSTEM: No  
 SHUTTLEBAY: Yes (AFT)  
 SHUTTLECRAFT: 6 SIZE WORTH  
 TRACTOR BEAMS: 1 FV, 1 AV  
 SENSOR SYSTEM: CLASS 3 (+ 3/D)  
 OPERATIONS SYSTEM: CLASS 3 (D)  
 LIFE SUPPORT: CLASS 3 (D)

### PROPULSION DATA

IMPULSE SYSTEM: K-HEU-4 (.6) (C)  
 WARP SYSTEM: RWC-2 (6/8/9 OCU) (C)

### TACTICAL DATA

DISRUPTOR BANKS: K-GDM-4 (x5/C)  
 PENETRATION: 5/5/4/0/0  
 PLASMA TORPEDOS: RPT-1 (x1/C)  
 PENETRATION: 4/3/2/1/0  
 DEFLECTOR SHIELD: PFF 2A (B)  
 PROTECTION/THRESHOLD: 13/3

### MISCELLANEOUS DATA

MANEUVER MODIFIERS: +1 C, +0 H, +3 T

















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## Klingon D5-class

Cruiser; Commissioned 2120

### HULL DATA

Structure: 25 [65 space] [0 space remaining]

Size/Decks: 5/8

Length/Beam/Height: 257/205/58

Complement: 20

### TACTICAL DATA

Disruptors: K-GDM-2 (x2/B) [-18 space]

Penetration: 3/3/3/0/0

Torpedo Launchers: KT-X (x1/B) [-5 space]

Photon Penetration: 2/2/2/2/0

Deflector Shields: PFF 1 (A) [-16 space]

Protection/Threshold: 13/1

### PROPULSION DATA

Impulse System: K-HEU-1 (.4c) (A) [-4 space]

Warp System: STN-3 (3/4/6) (C) [-21 space]

### OPERATIONAL DATA

Atmosphere Capable: No [0 space]

Cargo Units: 50

Life Support: Class 1 (B) [-3 space]

Operations System: Class 1 (B) [-3 space]

Sensor System: Class 1 (+1/B) [-1 space]

Separation System: No

Shuttlebay: 1a [-2 space]

Shuttlecraft: 5 size worth

Tractor Beams: 1 av [0 space]

Transporters: 1 standard [0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +1C, 0H, +3T

Traits: Vulnerable System (Sensors, Propulsion),  
Prototype (+1 Protection) [+8 space]



# Klingon D5 Tanker

Tanker; Commissioned 2130

## HULL DATA

Structure: 25 [65 space] [2 space remaining]

Size/Decks: 5/8

Length/Beam/Height: 257/205/58

Complement: 20

## TACTICAL DATA

Disruptors: K-GDM-2 (x1/A) [-7 space]

Penetration: 2/2/2/0/0

Deflector Shields: PFF 1 (A) [-14 space]

Protection/Threshold: 12/1

## PROPULSION DATA

Impulse System: K-HEU-1 (.4c) (A) [-4 space]

Warp System: STN-3 (3/4/6) (C) [-19 space]

## OPERATIONAL DATA

Atmosphere Capable: No [0 space]

Cargo Units: 70 [-20 space]

Life Support: Class 1 (B) [-3 space]

Operations System: Class 1 (B) [-3 space]

Sensor System: Class 1 (+1/B) [-1 space]

Separation System: No

Shuttlebay: 1a [-2 space]

Shuttlecraft: 5 size worth

Tractor Beams: 1 av [0 space]

Transporters: 1 standard [0 space]

## MISCELLANEOUS DATA

Maneuver Modifiers: +1C, +1H, 0T

Traits: Vulnerable System (Sensors, Propulsion), [+10 space]



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## Klingon D4-class

Heavy Scout; Commissioned 2125

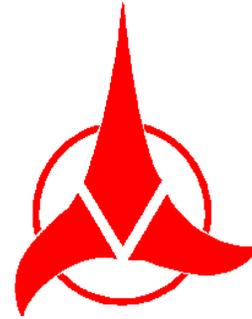
### HULL DATA

Structure: 20 [51 space] [0 space remaining]

Size/Decks: 4/3

Length/Beam/Height: 100/80/24

Complement: 18



### TACTICAL DATA

Disruptors: K-GDM-1 (x2/B) [-6 space]

Penetration: 3/2/2/0/0

Torpedo Launchers: KT-X (x1/B) [-6 space]

Photon Penetration: 2/2/2/2/0

Deflector Shields: PFF 1 (A) [-14 space]

Protection/Threshold: 12/1

### PROPULSION DATA

Impulse System: K-HEU-1 (.4c) (A) [-4 space]

Warp System: STN-3 (3/4/6) (C) [-17 space]

### OPERATIONAL DATA

Atmosphere Capable: Yes [-2 space]

Cargo Units: 40

Life Support: Class 1 (B) [-3 space]

Operations System: Class 1 (B) [-3 space]

Sensor System: Class 1 (+1/B) [-1 space]

Separation System: No

Shuttlebay: No [0 space]

Shuttlecraft: None

Tractor Beams: 1 av [0 space]

Transporters: 1 standard [0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: 0C, +1H, 0T

Traits: Vulnerable System (Sensors) [+5 space]

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### Propulsion Data

#### Klingon D5-class

Cruiser; Commissioned: 2120

Impulse System: K-HEU-1 (.4c) (A) [-4]  
 Warp System: STN-3 (3/4/6 OCU) (C) [-21]

### Hull Data

Structure: 25 [65 space][0 space remains]  
 Size/Decks: 5/8  
 Length/Height/Beam: 257/58/205 m  
 Complement: 20

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 50 [0]  
 Cloaking Device: No [0]  
 Life Support: Class 1 (B) [-3]  
 Operations System: Class 1 (B) [-3]  
 Sensor System: Class 1 (+1/0/0/0/0/B) [-1]  
 Separation System: No [0]  
 Shuttlebay: 1 a [-2]  
 Shuttlecraft: 5 size worth  
 Tractor Beams: 1 av [0]  
 Transporters: 1 standard [0]

### Tactical Data

Disruptors: K-GDM-2 (x2/B) [-18]  
 Penetration: 3/3/3/0/0  
 Torpedo Launchers: KT-X (x1/B) [-5]  
 Photon Penetration: 2/2/2/2/0  
 Deflector Shield: PFF 1 (A) [-16]  
 Protection/Threshold: 13/1

### Miscellaneous Data

Maneuver Modifiers: +1C, 0H, +3T  
 Traits: Vulnerable System (Sensors, Propulsion) [+10]  
 Prototype (+1 Protection) [-2]

## Mission

The D5's mission parameters involve conquest of new worlds for the empire, and subsequent patrol of those new territories, in addition to maintaining the territorial integrity of preexisting Klingon space.



## Background

The D5 is characteristic of almost all Klingon designs, focusing on sheer firepower over all other considerations, sometimes to the detriment of other key systems. The design of the D5 was rugged enough, that it continued to be used even into the 23<sup>rd</sup> century, albeit in more of a support role.

## Features

The D5 bristles with multiple disruptor mounts, photon torpedoes, and an augmented deflector shield grid. Its STN-3 warp drive allows the D5 incredible speed and range, multiplying the force application of the Klingon Imperial Fleet.

The D5 lacks in the sensors department, and as is true for most warships, the class has difficulty maintaining its sensors and propulsion.

## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
IKS Bortas	I.K.C. 253	Under the command of Duras, son of Toral, the ship was disabled by <i>Enterprise NX-01</i> in the rings of a gas giant planet in the Raatooras system (2152).
IKS Klothos	I.K.C. 735	Under the command of Kor, participated in the battle of Caleb IV (2260).



## Appearances

Series

ENT

Media

T.V. "Marauders"; T.V. "Judgment"; T.V. "The Augments"; T.V. "Divergence"



A D5 firing photon torpedoes



iltharanos

## Klingon D5 Tanker

Tanker; Commissioned 2130

### HULL DATA

Structure: 25 [65 space] [2 space remaining]

Size/Decks: 5/8

Length/Beam/Height: 257/205/58

Complement: 20



### TACTICAL DATA

Disruptors: K-GDM-2 (x1/A)

[-7 space]

Penetration: 2/2/2/0/0

Deflector Shields: PFF 1 (A)

[-14 space]

Protection/Threshold: 12/1

### PROPULSION DATA

Impulse System: K-HEU-1 (.4c) (A)

[-4 space]

Warp System: STN-3 (3/4/6) (C)

[-19 space]

### OPERATIONAL DATA

Atmosphere Capable: No

[0 space]

Cargo Units: 70

[-20 space]

Life Support: Class 1 (B)

[-3 space]

Operations System: Class 1 (B)

[-3 space]

Sensor System: Class 1 (+1/B)

[-1 space]

Separation System: No

Shuttlebay: 1a

[-2 space]

Shuttlecraft: 5 size worth

Tractor Beams: 1 av

[0 space]

Transporters: 1 standard

[0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +1C, +1H, 0T

Traits: Vulnerable System (Sensors, Propulsion),

[+10 space]



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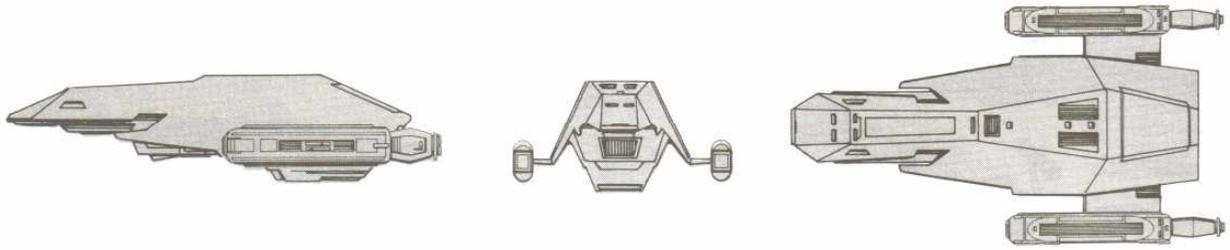








## K-4 (Enforcer) Class II Gunboat



### Production Data

**Origin:** Klingon Empire  
**Class and Type:** *kl'xenova*-class Fast Attack  
**Year Launched:** 2251

### Hull Data

**Structure:** 15  
**Size/Decks:** 3/3  
**Length/Height/Beam:** 56/14/28 m  
**Complement:** 12

### Operational Data

**Transporters:** 1 standard  
**Cargo Units:** 30  
**Shuttlebay:** none  
**Atmosphere Capable:** yes  
**Separation System:** none  
**Tractor Beams:** 1 aft  
**Sensor System:** Class 3 +3/+2/+1/0/0 (D)  
**Operations System:** Class 2a (CC)  
**Life Support:** Class 2a (CC)

### Propulsion Data

**Impulse System:** K-HEU-3 .4c (BB)  
**Warp System:** STN4 5/6/7 (C)

### Tactical Data

**Disruptors:** K-GDM-4 (x2) (B)  
**Penetration:** 5/3/3/0/0  
**Disruptors:** K-GDM-3 (B)  
**Penetration:** 3/2/2/0/0  
**Deflector Shield:** PFF 2 (A)  
**Protection/Threshold:** 12/1

### Miscellaneous Data

**Maneuver modifiers:** +0 C, +2 H, +1 T  
**Traits:** Enhanced System (Beam Weapon)  
**Space remaining:** 2  
**Build rules:** S

### Structure



### Shields





### KLINGON K-2 BIRD OF PREY

first sighted by Starfleet November 2154; (refit: 2200); (refit: 2230); (refit: 2250)

#### HULL DATA

structure: 15  
size/decks: 3/3  
L/B/H: 73/117/19  
complement: 10

#### TACTICAL DATA

disruptors: K-GDM-1 (x2/B); (K-GDM-1 (x2/B))  
penetration: 3/2/2/0/0; (3/3/2/0/0)  
torpedo launchers: KP-X (B); (KP-2A (B))  
penetration: 2/2/2/2/0; (2/2/2/2/0)  
defensive system: HPG-3 (B); (PFF-1 (A))  
protection/threshold: 10/1; (12/1)

#### PROPULSION DATA

impulse system: K-HEU-1 (.5c) (A); (K-HEU-4 (.6c) (C))  
warp system: STN-2 (2.4/3.6/49) (BB); (STN-4 (5/6/7) (C))

#### OPERATIONAL DATA

atmosphere capable: yes  
cargo units: 15; (20); (25)  
life support: Class 1 (B); (Class 2 (C))  
operations system: Class 1 (B); (Class 2 (C))  
sensor system: Class 2 (+2/+1/0/0/0) (C)  
tractor beam: 1 av  
transporters: 1 standard

#### MISCELLANEOUS DATA

maneuver modifiers: +0 C, +1 H, +0 T  
traits: Enhanced System (Warp x2; reflected above), Enhanced System (Impulse;

reflected above). Enhanced System (Missile; reflected above)

Refit 2200: **Upgrade** KP-X to KP-2A, **Remove** Enhanced System (Missile), **Replace** HPG-1 with PFF-1

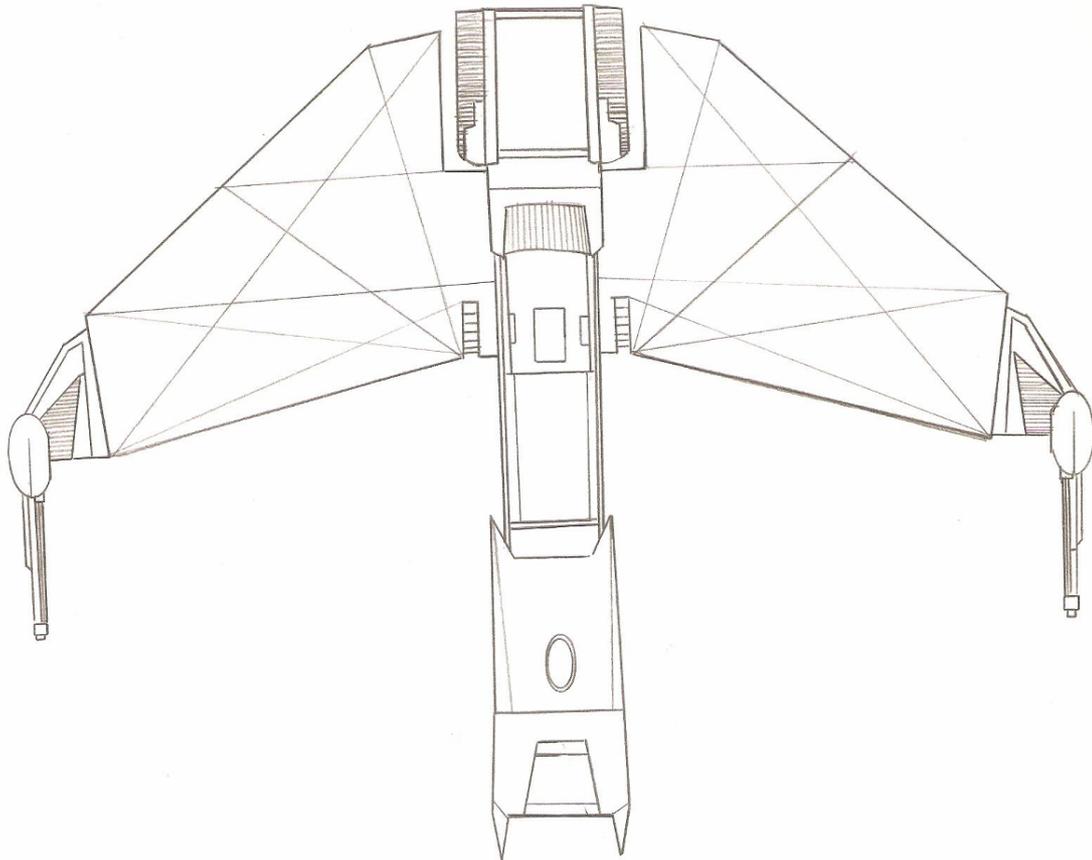
Refit 2230: **Upgrade** STN-2 to STN-4, **Remove:** Enhanced System (Warp x2), **Upgrade** life support: Class 1 to Class 2, **Upgrade** operations system Class 1 to Class 2, **Increase** cargo units to 20

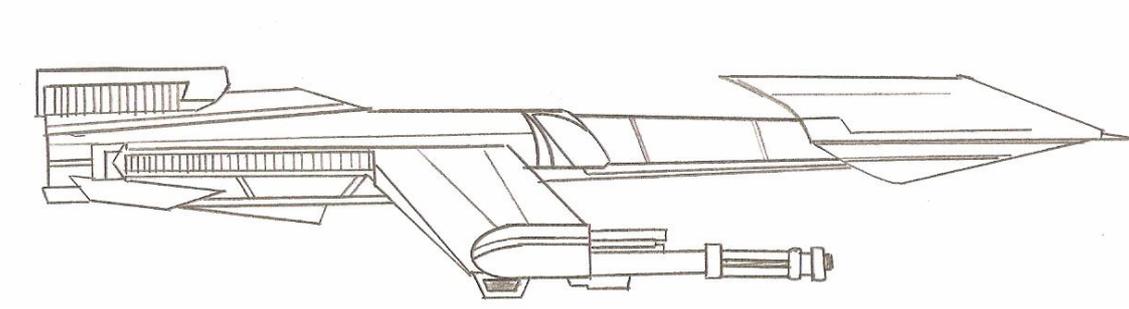
Refit 2250: **Upgrade** disruptors to K-GDM-3, **Upgrade** impulse to K-HEU-4, **Remove** Enhanced System (Impulse), **Increase** cargo units to 25

The K-2 Bird of Prey replaced the D-2/D-4 Bird of Prey by 2200 and the Raptor class by 2251.

This ship uses variable-position wing assembly that is kept flat for cruising ,raised to serve as airfoils in a planetary atmosphere or to attack.

Possessing atmosphere landing capability. This allows the ship to transport expeditionary forces as a base of operations during planetfall operations. This ship will be replaced by the maQmlgh-class Bird of Prey by 2255.





## K-3 (Kalath) Class II Gunboat



### Production Data

**Origin:** Klingon Empire  
**Class and Type:** *Kalath*-class Fast Attack  
**Year Launched:** 2242

### Hull Data

**Structure:** 15  
**Size/Decks:** 3/2  
**Length/Height/Beam:** 53/9/23 m  
**Complement:** 10

### Operational Data

**Transporters:** 1 standard  
**Cargo Units:** 30  
**Shuttlebay:** none  
**Atmosphere Capable:** yes  
**Separation System:** none  
**Tractor Beams:** 1 aft  
**Sensor System:** Class 2 +2/+1/0/0/0 (C)  
**Operations System:** Class 3 (D)  
**Life Support:** Class 3 (D)

### Propulsion Data

**Impulse System:** Type III .6c (B)  
**Warp System:** Type V 5/6/7 (C)

### Tactical Data

**Disruptors:** Type IV (x2) (A)  
**Penetration:** 3/3/2/0/0  
**Deflector Shield:** Class 2 (A)  
**Protection/Threshold:** 12/1

### Miscellaneous Data

**Maneuver modifiers:** +0 C, +2 H, +2 T  
**Traits:** Battle-tested  
**Space remaining:** 6  
**Build rules:** NG

### Structure



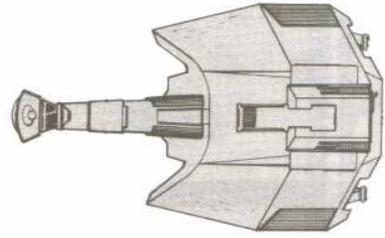
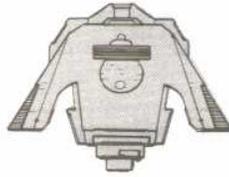
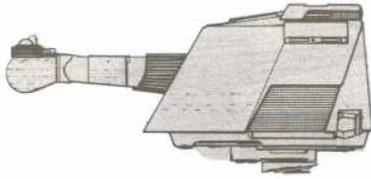
### Shields







## L-13 (Fat Man) Class IX Battleship



### Production Data

**Origin:** Klingon Empire  
**Class & Type:** *k'el ri'anda*-class battle cruiser  
**Year Launched:** 2271

### Hull Data

**Structure:** 40  
**Size/Decks:** 6/36  
**Length/Height/Beam:** 242/110/147 m  
**Complement:** 1048

### Operational Data

**Transporters:** 8 standard, 3 emergency, 3 cargo  
**Cargo Units:** 60  
**Shuttlebay:** 2 aft  
**Shuttlecraft:** 12 size worth  
**Atmosphere Capable:** No  
**Separation System:** None  
**Cloaking System:** None  
**Tractor Beams:** 1 aft  
**Sensor System:** Class 1 +1/0/0/0/0 (B)  
**Operations System:** Class 2 (C)  
**Life Support:** Class 2 (C)

### Propulsion Data

**Impulse System:** K-HEU-4 .6c (B)  
**Warp System:** KWC 7/7.5/8 (BB)

### Tactical Data

**Disruptor banks:** K-GDM-4 (X5) (D)  
**Penetration:** 5/5/4/0/0  
**Photon Torpedoes:** KP-6 (X2) (D)  
**Penetration:** 5/5/5/5/5  
**Deflector Shield:** PFF 3 (B)  
**Protection/Threshold:** 14/3

### Miscellaneous Data

**Maneuver modifiers:** +1 C, +0 H, +3 T  
**Traits:**  
**Space remaining:** 1  
**Build rules:** S

### Structure


### Shields

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Iltharanos

## Klingon Qang-class

Battle Cruiser; Commissioned 2375

### HULL DATA

Structure: 35 [99 space] [0 space remaining]  
Size/Decks: 7/22  
Length/Beam/Height: 479.40/364.44/105.24 meters  
Complement: 2,725

### TACTICAL DATA

Disruptors: K-GDM-4 (x6/D), K-GDC-1 (primary x1/D) [-40 space]  
Penetration: 6/6/6/0/0 (standard), 4/3/3/0/0 (primary) [-6 space]  
Torpedo Launchers: KP-8 (x1/B) [-19 space]  
Quantum Penetration: 5/5/5/5/5  
Deflector Shields: FSQ (D) Hull Plating: Type III  
Protection/Threshold: 17/3 9/-

### PROPULSION DATA

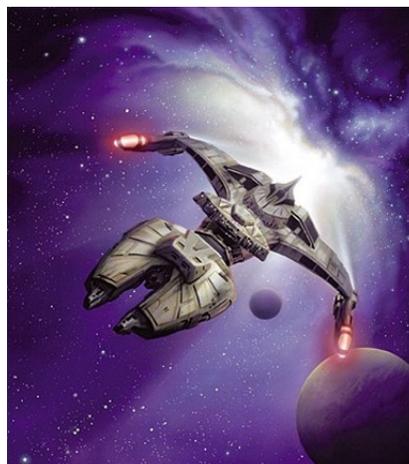
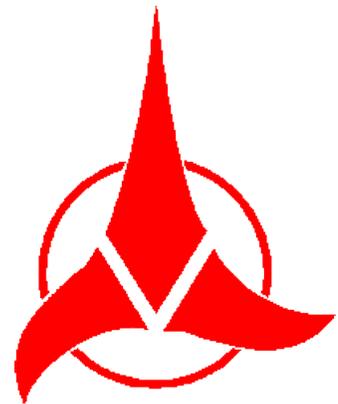
Impulse System: K-HEU-5 (.8c) (C) [-10 space]  
Warp System: STN8A (6/9.2/9.8) (D) [-7 space]

### OPERATIONAL DATA

Atmosphere Capable: No [0 space]  
Cargo Units: 70 [0 space]  
Cloaking Device: Class 3 (Rating 20) [-9 space]  
Life Support: Class 4 (E) [-7 space]  
Operations System: Class 4 (E) [-7 space]  
Sensor System: Class 3a (+3/+2/+1/0/0/CC) [-4 space]  
Separation System: Yes (emergency) [-1 space]  
Shuttlebay: None [0 space]  
Shuttlecraft: None  
Tractor Beams: 1 FV [0 space]  
Transporters: 12 standard, 3 emergency [-9 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +3C, -1H, +4T  
Traits: Battle Tested, Intricate System (Propulsion x3, Sensors x2) [+20 space]



## BACKGROUND

The Qang-class battle cruiser is the next generation of Vor'cha-class warships. The design is substantially similar to the Vor'cha-class but with a different upper hull construction. The Qang-class features upgraded weapons, propulsion, sensors, and shields. Although its improved warp drive makes it among the fastest designs in the Klingon Defense Force, the system is temperamental and difficult to repair should it take damage. The Qang-class sensor systems are a marked improvement over the Vor'cha class sensor systems, but that improvement does not come without a price, as the system is difficult to repair when damaged.

The class also features an emergency separation of the primary hull from the secondary hull, with the primary hull housing the large disruptor cannon and able to function at impulse speeds. The Qang-class is also among the first Klingon warships to feature a holodeck as part of the standard design, the better to keep warriors sharp and honed in the time between battles.

## SHIPS IN SERVICE

Name	Registry	Notes
I.K.S. Azetbur	I.K.C. 12007	Destroyed in battle with the Elabrej Hegemony (2376).
I.K.S. Ditagh	I.K.C. 12009	Dispatched to Federation Outpost 22 to take charge of Reman refugees seeking political asylum in the Federation (2380).
I.K.S. Gorkon	I.K.C. 12001	Commanding officer Klag, assigned to explore the Kavrot sector. Brought the world of San-Tarah into the Empire and engaged with forces from the Elabrej Hegemony.
I.K.S. Gowron	I.K.C. 12003	Named for former Chancellor Gowron.
I.K.S. Kaarg	I.K.C. 12004	Named for former Chancellor Kaarg.
I.K.S. Kesh	I.K.C. 12005	Participated in the subjugation of the Elabrej Hegemony (2376).
I.K.S. K'mpec	I.K.C. 12006	Named for former Chancellor K'mpec.
I.K.S. Kravokh	I.K.C. 12002	Destroyed in battle with Elabrej forces (2376).
I.K.S. Qang	I.K.C. 12000	Prototype and lead ship of the line (2375).
I.K.S. Sturka	I.K.C. 12008	Fought the Borg at Morska, suffering severe damage as a result (2381).

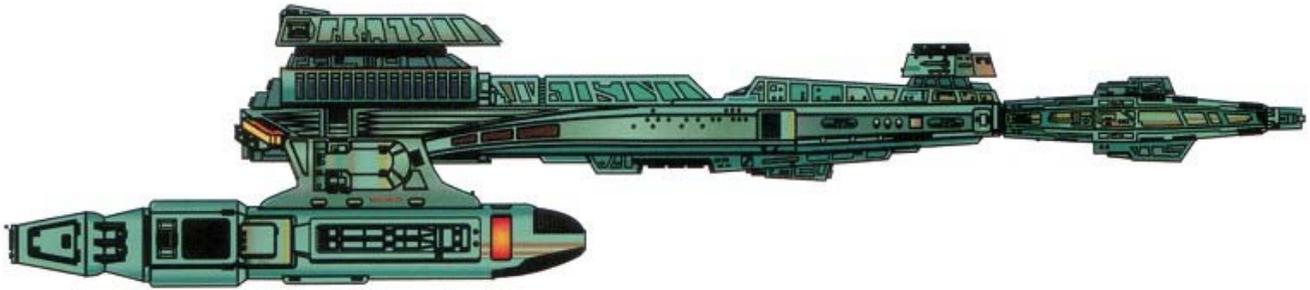




# VOR'CHA-CLASS BATTLE CRUISER

# KLINGON

**Battle Cruiser, Commissioned: 2362**



## HULL DATA

STRUCTURE: **40**  
 SIZE/DECKS: **7/22**  
 LENGTH/HEIGHT/BEAM: **481/106/341**  
 COMPLEMENT: **2000**

## OPERATIONAL DATA

ATMOSPHERE CAPABLE: **NO**  
 TRANSPORTERS: **3 STANDARD, 3 EMERGENCY, 3 CARGO**  
 CARGO UNITS: **70**  
 SHUTTLEBAY: **NONE**  
 CLOAKING DEVICE: **CLASS 3 (RATING 20)**  
 TRACTOR BEAMS: **1AV**  
 SEPARATION SYSTEM: **NO**  
 SENSOR SYSTEM: **CLASS 3 (+3/2/1)(D)**  
 OPERATIONS SYSTEM: **CLASS 3 (D)**  
 LIFE SUPPORT: **CLASS 3 (D)**

## PROPULSION DATA

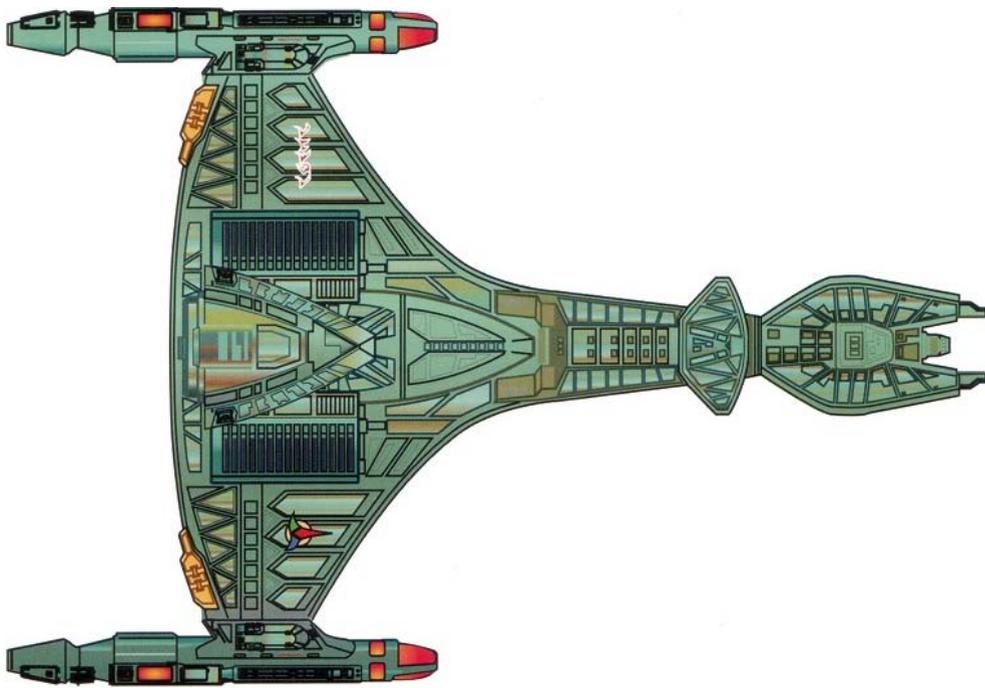
IMPULSE SYSTEM: **K-HEU-5 (.8C) (C)**  
 WARP SYSTEM: **STN-7 (WF 6/8/8) (C)**

## TACTICAL DATA

DISRUPTORS: **K-GDM-4 (X6); K-GDM-5 (X1)(D)**  
 PENETRATION: **6/6/6/0/0**  
 TORPEDOES: **KP-6 (X2/D)**  
 PENETRATION: **5/5/5/5/5**  
 DEFLECTOR SHIELD: **CIDSS-4 (BB)**  
 PROTECTION/THRESHOLD: **16/3**

## MISCELLANEOUS DATA

MANEUVER MODIFIERS: **+3C -1H +4T**



## BACKGROUND

The As of 2375 the Vor'cha class Battle-cruiser was the main warship of the IKDF and most of the Klingon noble houses. Like most Klingon starships it features a broad body and warp pylons with a command pod on an extended boom in front of the main vessel. A good combination of disruptors and torpedo launchers makes these vessels formidable in battle. Adding re-enforced structure and strong shields enables these vessels to stay in a battle for extended periods of time.

## SHIPS IN SERVICE

Name	Registry	Notes
IKS Vor'cha	IKC-11500	
IKS Kohma	IKC-11676	
IKS Bortas	IKC-11546	
IKS Drovna	IKC-11563	
IKS K'elest	IKC-11673	reported missing in the aea of the Talos system
IKS Key'vong	IKC-11233	
IKS Mahk'tar	IKC-11452	lost in orbit over Mino stardate 45648.0
IKS Maht-H'a	IKC-11574	
IKS Neng-ta	IKC-11684	
IKS Qu'Vat	IKC-11591	
IKS R'kang	IKC-11478	
IKS T'Kora	IKC-11274	lost in quantum flux
IKS Toh'Kaht	IKC-11515	
IKS Vornak	IKC-11544	
IKS Yavang	IKC-11553	







## K-5 (Watcher) Class III Gunboat



### Production Data

**Origin:** Klingon Empire  
**Class and Type:** *v's'talo*-class Fast Attack  
**Year Launched:** 2252

### Hull Data

**Structure:** 15  
**Size/Decks:** 3/2  
**Length/Height/Beam:** 96/20/38 m  
**Complement:** 18

### Operational Data

**Transporters:** 1 standard  
**Cargo Units:** 30  
**Shuttlebay:** none  
**Atmosphere Capable:** yes  
**Separation System:** none  
**Tractor Beams:** 1 aft  
**Sensor System:** Class 2 +2/+1/0/0/0 (C)  
**Operations System:** Class 3 (D)  
**Life Support:** Class 3 (D)

### Propulsion Data

**Impulse System:** Type III .6c (B)  
**Warp System:** Type IV 4/5/6 (C)

### Tactical Data

**Disruptors:** Type III (x2) (A)  
**Penetration:** 3/3/2/0/0  
**Deflector Shield:** Class 2  
**Protection/Threshold:** 12/1

### Miscellaneous Data

**Maneuver modifiers:** +0 C, +2 H, +2 T  
**Traits:** Battle-tested  
**Space remaining:** 10  
**Build rules:** NG

### Structure



### Shields









iltharanos

## Klingon-Cardassian Regency-class

Battleship; Commissioned 2371

### HULL DATA

Structure: 100 [315 space] [18 space remaining]

Size/Decks: 15/210

Length/Beam/Height: 4,500/3,180/1,185

Complement: 4,200

### TACTICAL DATA

Disruptors: K-GDM-4 (x12/F), K-GDC-1 (x2/F) [-64 space]

Penetration: 8/8/8/0/0

Torpedo Launchers: KP-10 (x4/F) [-32 space]

Photon Penetration: 8/8/8/8/8

Deflector Shields: FSR-2 (E) [-17 space]

Protection/Threshold: 17/5

### PROPULSION DATA

Impulse System: K-HEU-7 (.95c) (DD) [-42 space]

Warp System: STN9 (7/9.2/9.6) (E) [-48 space]

### OPERATIONAL DATA

Atmosphere Capable: No [0 space]

Cargo Units: 150

Life Support: Class 5 (F) [-12 space]

Operations System: Class 5 (F) [-12 space]

Sensor System: Class 4 (+4/+3/+2/+1/0/E) [-4 space]

Separation System: No

Shuttlebay: None [0 space]

Shuttlecraft: None

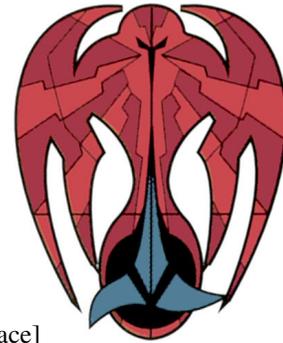
Tractor Beams: 1 ad, 1 fv [-1 space]

Transporters: 7 standard, 7 emergency [0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +4C, +1H, +4T

Traits: Hardened System (All systems), Monotanium Plating, Spiral Wave Upgrade [-40 space]





### Segh Vo'Heghpu Class Specifications

#### Production Data:

Origin:	Mastocal shipyards
Class and Type:	Segh Vo'Heghpu penal transport ship
Year Launched:	2142

#### Hull Data:

Structure:	25
Size/Decks:	5/5
Length/Height/Beam:	250/25/60 Meters

#### Complement:

Crew:	20
Passengers:	40

#### Operational Data:

Transporters:	1 Standard
Cargo Units:	40
Shuttlebay:	1 A
Shuttlecraft:	5 size worth
Tractor Beams:	1 FV, 1A
Separation System:	None
Sensor System:	Class 2 [+2/C]

Operations System:	Class 3 [0]
Life Support:	Class 3 [0]
Propulsion System:	
Impulse Engines:	K-HEU-1 [.4c] [C]
Warp Drive:	STN-3 [Warp, 3/4/6]

#### Tactical Data:

Disruptor banks:	KD-10a [X4/B]
Penetration:	4/3/3/0/0
Photon Torpedoes:	FST mk III [X2/B]
Penetration:	4/4/4/4/4
Deflector Shield:	PFF 2a [B]
Protection Threshold:	13 1/3

#### Miscellaneous Data:

Manoeuvre Modifiers:	+1C, +3H, +1T
Traits:	Flaw Outdated. Edge Battle tested

#### History:

The Segh Vo'Heghpu class which literally means Barge of the Dead was a older style transport used by smaller houses for cargo runs and prison transports. For klingons of a lower house or no house at all serving on a Segh Vo'Heghpu represented the only opportunity to gain a sliver of honour. The Captains of these vessels maintained contacts outside of the Klingon sphere of influence and would use these to bring persons of interest to the empire for judgement. The Segh Vo'Heghpu was not a military ship built by smaller houses and sometimes used for system defence.



Klingon small transport  
Specifications

#### Production Data:

Origin: Klingon Empire

Class and Type: Klingon Small transport

Year Launched: 2142

#### Hull Data:

Atmospheric Capable: Yes

Structure: 25

Size/Decks: 3/2

Length/Height/Beam: 55/25/20 Meters

Complement:

Crew: 2

Passengers: 53

#### Operational Data:

Transporters: 4 Standard, 4  
Emergency

Cargo Units: 40

Shuttlebay: 1 A

Shuttlecraft: 5 size worth

Tractor Beams: 1 FV, 1A

Separation System: None

Sensor System: Class 2 [+2/C]

Operations System: Class 3 [0]

Life Support: Class 3 [0]

#### Propulsion System:

Impulse Engines: K-HEU-1 [.4c] [A]

Warp Drive: STN2 [Warp, 2/3/4.5]

#### Tactical Data:

Deflector Shield: PFF 1 [A]

Protection Threshold: 12 1/1

#### Miscellaneous Data:

Manoeuvre Modifiers: -1C, +2H, -1T

Traits: Flaw Jury Rigged  
[propulsion]

#### History:

These small transport vessels tended to be 'granted' to protectorates of the empire. In exchange for protection and 'trade' the various races who found themselves under Klingon protection had to supply a set amount as tribute to the empire. This tribute could vary depending on the house which was responsible for the region in which the 'protectorate' fell. Some houses took this position seriously and acted in a rough grandfatherly way others exploited the natural resources of these worlds and lost interest in them once they were exhausted of anything useful. One such vessel was used by a group of refugees whose world had been stripped of nearly everything.



Klingon Large Cargo ship  
Specifications

#### Production Data:

Origin:	Klingon Empire
Class and Type:	Large Cargo Ship
Year Launched:	2365

#### Hull Data:

Structure:	35
Size/Decks:	7/8
Length/Height/Beam:	500/200/80 Meters
Complement:	20

#### Operational Data:

Transporters:	4 Standard, 4 Emergency
Cargo Units:	Bulk: 70 Dry: 40 Liquid: 20
Shuttlebay:	1 A
Shuttlecraft:	7 size worth
Tractor Beams:	1 FV, 1A
Separation System:	None
Sensor System:	Class 2 [+2/C]
Operations System:	Class 3 [0]

Life Support: Class 3 [0]

#### Propulsion System:

Impulse Engines: K-HEU-5 [.8c] [C]  
Warp Drive: STN7 [Warp, 6/8/9]

#### Tactical Data:

Deflector Shield: FSQ 7 [D]  
Protection Threshold: 17 2/4

#### Miscellaneous Data:

Manoeuvre Modifiers: +3C, +0H, +0T  
Traits: Hardened System  
[Deflector Shield]

#### History:

The Large Bulk freighter is a military transport. It is nearly the size of a Galaxy class and dedicated entirely to running cargo. These vessels are designed with redundant armour and are sluggish. They lack defensive weaponry relying entirely on an escort.

#### Notable Ships:

IKS Partok Attacked by Dominion forces took part in a relief convoy escorted by the IKS Rotarran



### G2 Survey ship Specifications

#### Production Data:

Origin:	Klingon Empire
Class and Type:	G2 Class Survey ship
Year Launched:	2152

#### Hull Data:

Structure:	15
Size/Decks:	3/2
Length/Height/Beam:	70/25/20 Meters
Complement:	12

#### Operational Data:

Atmospheric Capable:	yes
Transporters:	1 Standard, 1 Emergency
Cargo Units:	30
Shuttlebay:	1 A
Shuttlecraft:	1 size 1 worth
Tractor Beams:	1 FV, 1A
Separation System:	None
Sensor System:	Class 2 [+2/C]

Operations System:	Class 3 [0]
Life Support:	Class 3 [0]
Propulsion System:	
Impulse Engines:	K-HEU-2 [.5c] [B]
Warp Drive:	STN 2 [BB] [Warp, 2/3/4.5]

#### Tactical Data:

Disruptor Cannon:	KC 30 [X2/B]
Penetration:	3/2/2/0/0
Deflector Shield:	PFF 2a [B]
Protection Threshold:	13 1/3

#### Miscellaneous Data:

Manoeuvre Modifiers:	+2C, +0H, +2T
Traits:	Hardened System [Deflector Shield]

#### History:

The G2 was a 12 man Klingon survey vessel used for exploration and location of resources for exploitation. In fleet actions they are used to gather tactical data and harassment. One such vessel was stolen by human 'augments' and eventually destroyed by Enterprise. These vessels continued to serve well beyond their lifespan with one being used to supply arms to a Capellan tribe. Montgomery Scott of the USS Enterprise played cat and mouse with one whilst the captain and first officer were off ship.

Iltharanos

## BACKGROUND

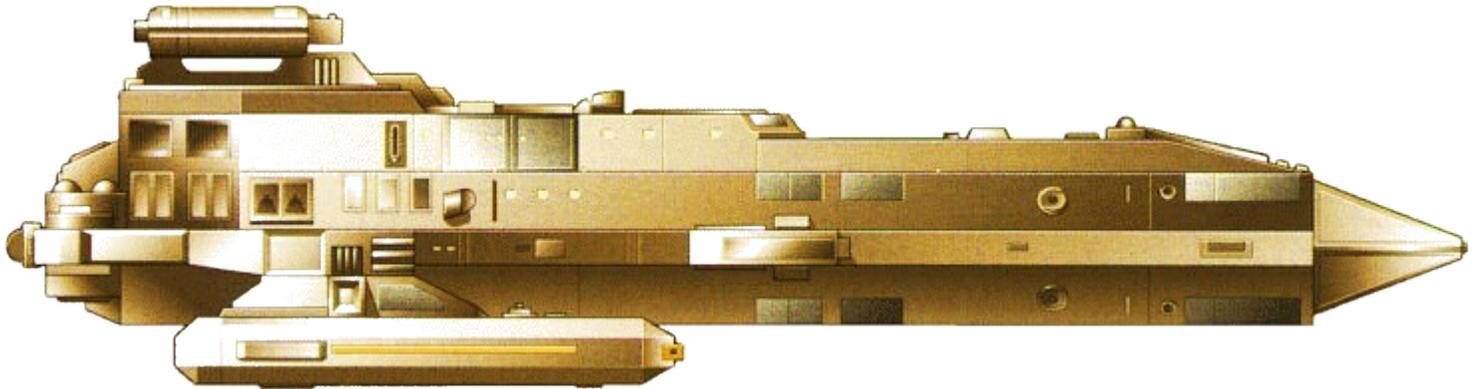
The Bajoran Assault Ship was one of the first built by the Bajoran Provisional Government after gaining their independence from the Cardassian Union, and reflects the limited resources available to the Bajorans at that time. The Assault Ship is intended for in-system use only, and as such possesses no warp drive and limited weaponry and defenses. As an armored transport ship it possesses considerable room for troops and supplies.

# BAJORAN CLASS-I TRANSPORT

BAJORAN

Armed Transport / Cargo Carrier – Commissioned, c. 2312

*(Cardassian design/construct – modified by Bajoran Resistance)*



## HULL DATA

Structure	25
Size / Decks	5 / 5
Length / Height / Beam	260 / 57 / 81
Compliment	25

---

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	4 standard
Cargo Units	120
Shuttlebay	1a
Shuttlecraft	2 size worth
Tractor Beams	1av, 1fv
Separation System	NO
Cloaking Device	NO
Sensor System	Class-2a (+2 / BB)
Operations System	Class-2 (C)
Life Support	Class-2 (C)

---

## PROPULSION DATA

Impulse System	C-HEU-3 (.4c / BB)
Warp System	Type-1 DC (3 / 4 / 5) (AA)

---

## TACTICAL DATA

Phaser Arrays	C-GDM-4 (x4 / A)
Penetration	3 / 3 / 2 / 0 / 0
Torpedoes	NONE
Penetration	N/A
Deflector Shield	PFF-3 (B)
Protection / Threshold	13 / 3

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## MISCELLANEOUS DATA

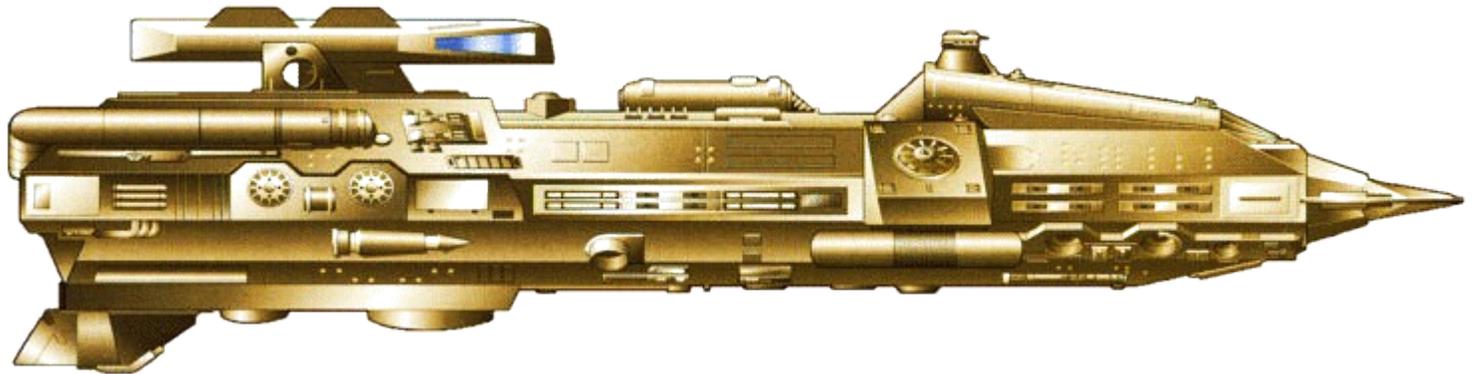
Maneuver Modifiers	+1 C, 0 H, +1 T
Traits	Battle Tested, Enhanced System (Warp Drive)

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# BAJORAN CLASS-V TRANSPORT

BAJORAN

Armed Transport / Cargo Carrier – Commissioned, c. 2337  
(Cardassian design/construct – modified by Bajoran Resistance)



## HULL DATA

Structure	25
Size / Decks	5 / 12
Length / Height / Beam	250 / 63 / 79.4
Compliment	32

## PROPULSION DATA

Impulse System	C-HEU-4 (.6c / C)
Warp System	Type-3 DC (5 / 6 / 8) (CC)

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	3 standard, 2 emergency
Cargo Units	100
Shuttlebay	1a
Shuttlecraft	2 size worth
Tractor Beams	1av, 1fv, 1fd
Separation System	NO
Cloaking Device	NO
Sensor System	Class-3a (CC)
Operations System	Class-2R (CC)
Life Support	Class-2R (CC)

## TACTICAL DATA

Phaser Arrays	C-GDM-4 (x4 / A)
Penetration	3 / 3 / 2 / 0 / 0
Torpedoes	NONE
Penetration	N/A
Deflector Shield	CIDSS-1 (AA)
Protection / Threshold	13 / 4

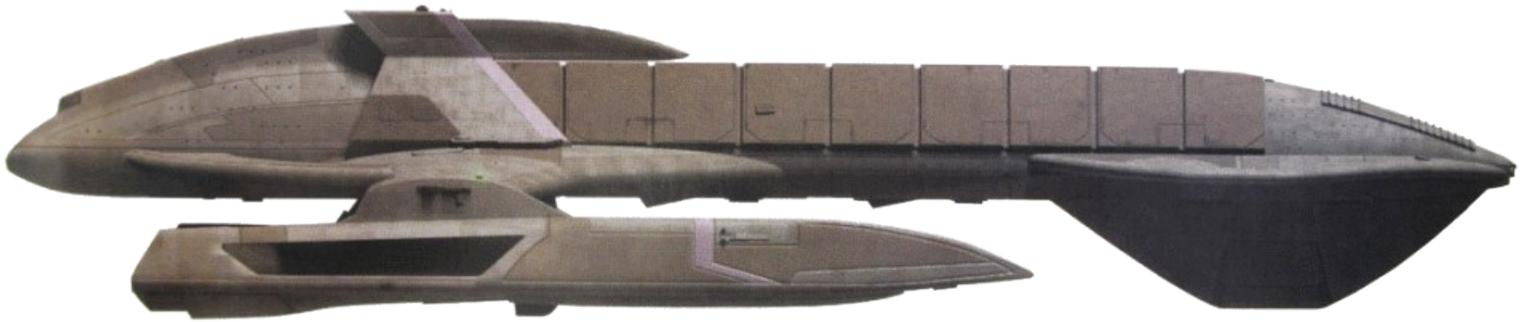
## MISCELLANEOUS DATA

Maneuver Modifiers	+1 C, 0 H, +1 T
Traits	Battle Tested, Enhanced System (Warp Drive, Beam Weapons)

# BAJORAN CLASS-VII FREIGHTER

BAJORAN

Sublight Freighter – Commissioned, c. 2371



## HULL DATA

Structure	30
Size / Decks	6 / 11
Length / Height / Beam	378 / 76 / 129.7
Compliment	30 (crew) 20 (passengers)

## PROPULSION DATA

Impulse System	C-HEU-5 (.8c / C)
Warp System	NONE

## OPERATIONAL DATA

Atmosphere Capable	YES
Transporters	3 standard, 2 emergency
Cargo Units	220
Shuttlebay	1a
Shuttlecraft	3 size worth
Tractor Beams	1av, 1fv
Separation System	NO
Cloaking Device	NO
Sensor System	Class-2a (+2 / BB)
Operations System	Class-3R (DD)
Life Support	Class-2R (CC)

## TACTICAL DATA

Phaser Arrays	C-GDM-4 (x2 / A)
Penetration	3 / 3 / 2 / 0 / 0
Torpedoes	Mk12 IF (x2 / A)
Penetration	2 / 2 / 2 / 2 / 0
Deflector Shield	CIDSS-3 (C)
Protection / Threshold	15 / 3

## MISCELLANEOUS DATA

Maneuver Modifiers	0 C, +1 H, -2 T
Traits	None

STAR TREK ROLE PLAYING GAME



## Borg Diamond

Heavy Explorer; Commissioned: 2374

### Hull Data

Structure: 55 [191 space][2 space remains]  
 Size/Decks: 11/330  
 Length/Height/Beam: 1,000 /1,000/1,000 m  
 Complement: 8,250

### Tactical Data

Energy Drain: (x1) [-14]  
 Particle Beams: (x4/E) [-20]  
 Penetration: 6/6/6/0/0  
 Photonic Missiles: (x3/E) [-18]  
 Penetration: 8/8/8/8/8  
 Deflector Shield: FSS-3 (F) [-14]  
 Protection/Threshold: 18/3

### Propulsion Data

Impulse System:  
 Borg Impulse Coil (.9c) (EE) [-11]  
 Warp System:  
 Borg Warp Coil (9.4/9.6/9.99 MCU) (EE) [-11]  
 Borg Transwarp Coil (9.9999 MCU) (F) [-11]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 135 [-25]  
 Life Support: Class 4R (EE) [-11]  
 Operations System: Class 4R (EE) [-11]  
 Sensor System:  
 Class 5a (+5/+4/+3/+2/+1/EE) [-6]  
 Separation System: No [0]  
 Shuttlebay: No [0]  
 Shuttlecraft: n/a  
 Tractor Beams: 3 fv, 3 fd, 3 av, 3 ad [-11]  
 Transporters:  
 12 standard, 12 emergency, 12 cargo [-21]

### Miscellaneous Data

Maneuver Modifiers: +6C, -1H, +4T  
 Traits: Blind Luck (Transporters) [-5]  
 Battle Scarred (Transporters) [+5]  
 Flagship [-5]

## Mission

The Borg Diamond's primary mission is that of all Borg vessels: Assimilation of biological and technological entities. The secondary mission of the Borg Diamond is to convey Borg Queens throughout Borg space and beyond.



## Background

The Borg Diamond appears to be rare, if not unique, as they have only ever been encountered when a tactical situation requires the direct intervention of the Borg Queen. The Queen usually directs engagements from within this, her personal sanctum, ensuring assimilation of worthwhile species and proving that resistance to the Borg is truly futile.

## Features

The Borg Diamond is heavily-armed and heavily-shielded, and is capable of taking on multiple capital starships of less advanced societies. With the Diamond's transwarp coil, there are few species in the galaxy that can escape its reach.

## Ships in Service

Name	Registry	Notes
Designation 00616	Designation 00616	Coordinated the assimilation of the homeworld of species 10026 (2375).

## Appearances

<u>Series</u>	<u>Episode</u>
Voyager	Dark Frontier

Interior



Iltharanos

# Borg Probe

Destroyer; Commissioned: 2374



## HULL DATA

Structure: 30 [81 space] [0 space remaining]  
Size/Decks: 6/19  
Length/Beam/Height: 360/100/60 meters  
Complement: 190

## TACTICAL DATA

Particle Beams: (x2/B) [-12]  
Penetration: 4/4/4/0/0  
Deflector Shield: FSS (E) [-15]  
Protection/Threshold: 17/2

## MISCELLANEOUS DATA

Maneuver Modifiers: +1C, +3H, +1T  
Traits:  
Blind Luck (Impulse System) [-5]  
Blind Luck (Transporters) [-5]  
Battle Scarred (Transporters) [+5]

## PROPULSION DATA

Impulse System: Borg Impulse Coil (.9c) (EE) [-5]  
Warp System:  
Borg Warp Coil (9.4/9.6/9.99 MCU) (EE) [-6]  
Borg Transwarp Coil (9.9999 MCU) (F) [-6]

## OPERATIONAL DATA

Atmosphere Capable: No [0]  
Cargo Units: 60 [0]  
Cloaking Device: No [0]  
Life Support: Class 3R (DD) [-8]  
Operations System: Class 3R (DD) [-8]  
Sensor System: Class 5a (+5/+4/+3/+2/+1/EE) [-6]  
Separation System: No [0]  
Shuttlebay: None [0]  
Shuttlecraft: n/a  
Tractor Beams: 2 fv, 2 fd, 2 av, 2 ad [-7]  
Transporters: 4 standard, 4 emergency, 4 cargo [-3]



## BACKGROUND

The Borg Probe is utilized by the Borg Collective to scout out suitable civilizations for assimilation. Considered lightly-armed by Borg standards, the probe is sufficiently powerful to assimilate most space faring civilizations' capital ships. If faced with a sufficiently formidable threat, the probe is fast and agile enough to outrun pursuit while it calls for incoming aid from nearby Borg Spheres or Borg Cubes.

## SHIPS IN SERVICE

Name	Registry	Notes
Designation 09167	Designation 09167	Assimilated scout vessel and located homeworld of species 10026 (2374).
Designation 10035	Designation 10035	Assimilated three fleeing transport vessels of species 10026 in grid 21515 (2374).
Designation 11045	Designation 11045	Destroyed by Federation starship <i>Voyager</i> (2375).



## Borg Transwarp Prototype

Dreadnought; Commissioned: 2369

### Hull Data

Structure: 75 [315 space][26 space remains]  
 Size/Decks: 15/350  
 Length/Height/Beam: 1,200/1,400/4,500 m  
 Complement: 7,000

### Tactical Data

Particle Beams: (x5/D) [-30]  
 Penetration: 7/7/6/0/0  
 Deflector Shield: FSS-3 (F) [-17]  
 Protection/Threshold: 18/6

### Propulsion Data

Impulse System: Borg Impulse Coil (.9c) (EE) [-15]  
 Warp System:  
 Borg Warp Coil (9.4/9.6/9.99 MCU) (EE) [-15]  
 Borg Transwarp Coil (9.9999985 MCU) (F) [-15]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 400 [-50]  
 Cloaking Device: No [0]  
 Life Support: Class 4R (EE) [-13]  
 Operations System: Class 4R (EE) [-13]  
 Sensor System: Class 5a (+5/+4/+3/+2/+1/EE) [-6]  
 Separation System: No [0]  
 Shuttlebay: No [0]  
 Shuttlecraft: N/A  
 Tractor Beams: 5 fv, 5 fd, 5 av, 5 ad [-19]  
 Transporters: 30 standard, 30 emergency, 30 cargo [-69]

### Miscellaneous Data

Maneuver Modifiers: +4C, +1H, +4T  
 Traits: Enhanced System (Transwarp x5) [-25]  
 Prototype (Transwarp) [-2]  
 Blind Luck (Transporters) [-5]  
 Battle Scarred (Transporters) [+5]



## Mission

The Borg Transwarp Prototype's primary mission is that of all Borg vessels: Assimilation of biological and technological entities. The secondary mission of the Borg Transwarp Prototype is to field test the assimilation of a new and improved transwarp drive.



## Background

The Borg Collective assimilated transwarp technology from an unknown species (some Federation scientists believe it may have been the Voth) and incorporated the system into a prototype designed specifically to test the feasibility of the drive. Fortunately for the rest of the galaxy, the drones manning the prototype were disconnected from the Collective and the ship was destroyed before its workings could be disseminated to the rest of the Borg hive mind.

## Features

The Borg Transwarp Prototype is equipped with standard Borg particle beam weaponry and regenerative shield grid. This makes the Prototype significantly more powerful than the largest warships of most species of the late 24<sup>th</sup> century.

The Prototype features an experimental transwarp drive that allows the ship to achieve speeds in excess of 240,000,000 c, allowing the ship to cross 60 light-years in as little as 8 seconds.

## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
Transwarp Prototype 001	Transwarp Prototype 001	Disconnected from Borg hive mind and destroyed by solar flare (2370).



## Appearances

Series

TNG

Media

Descent

The Borg Transwarp Prototype engages the *Enterprise-D*.





## Cardassian ATR-4107

Fast Attack Ship; Commissioned: 2370

### Hull Data

Structure: 20 [51 space][1 space remains]  
 Size/Decks: 4/5  
 Length/Height/Beam: 100/20/25 m  
 Complement: 0

### Tactical Data

Spiral Wave Disruptors: C-GDM-3 (x2/C) [-6]  
 Penetration: 3/3/2/0/0  
 Torpedo Launchers: Mk 75 DF (x1/C) [-6]  
 Quantum Penetration: 4/4/4/4/4  
 Other Weapon: Plasma Wave (x1/C) [-8]  
 Penetration: 4/0/0/0/0  
 Deflector Shield: FSQ-7 (CC) [-12]  
 Protection/Threshold: 17/2

### Propulsion Data

Impulse System: C-HEU-6 (.9c) (D) [-6]  
 Warp System: Type 4 DC (5/7/9.2 MCU) (CC) [-5]

### Operational Data

Atmosphere Capable: Yes [-2]  
 Cargo Units: 40 [0]  
 Life Support: Basic (A) [0]  
 Operations System: Class 3 (D) [-5]  
 Sensor System: Class 5 (+5/+4/+3/+2/+1/F) [-5]  
 Separation System: No [0]  
 Shuttlebay: No [0]  
 Shuttlecraft: None  
 Tractor Beams: 1 f [0]  
 Transporters: None [0]

### Miscellaneous Data

Maneuver Modifiers: +2C, -1H, +2T  
 Traits: Monotanium Plating [-5]  
 Spiral Wave Upgrade [-5]  
 Vulnerable System (Operations) [+5]  
 Intricate System (Operations x2) [+10]

## Mission

The ATR-4107 is a self-guided missile designed to penetrate enemy territory sufficient to detonate its payload of 1,000 kg of matter and 1,000 kg of antimatter, enough to destroy a small moon.



## Background

The Cardassians designed and deployed this missile to counter the Maquis insurgency in the Demilitarized Zone. Unfortunately, the serious flaw in the ship's computer operations resulted in the ATR-4107 failing to detonate upon arriving at its intended target, allowing the missile to fall into Maquis hands.

At this point the Cardassian Union deemed the design a failure, and would continue to rely on its Galor-class starships and Obsidian Order intelligence agency to achieve its goals in the Demilitarized Zone.

## Features

The ATR-4107 is equipped, as all Cardassian ships are, with monotonium plating and spiral wave disruptors. Unlike most Cardassian designs, the ATR-4107 also has a small payload of quantum torpedoes and a plasma wave generator to deal with fighters.

Due to size constraints, the ATR-4107 lacks the necessary architecture for fully-functional operations, and this system is a serious flaw in its design.



## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
Dreadnought	ATR-4107	Launched at Maquis Planetoid Alpha 441 in the Demilitarized Zone and failed to detonate. Ship subsequently commandeered by Maquis forces and re-targeted at the Cardassian fuel station at Aschelan V, but was abducted by the Caretaker and brought to the Delta Quadrant.

## Appearances

Series  
VOY

Episode  
Dreadnought

Dreadnought employing its plasma wave.



## New Systems

### Alien Beam Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
Plasma Wave	8	12	4	2320

*Note:* Use this table to supplement Table 1.21 in the *Starships* supplement.

### Plasma Wave

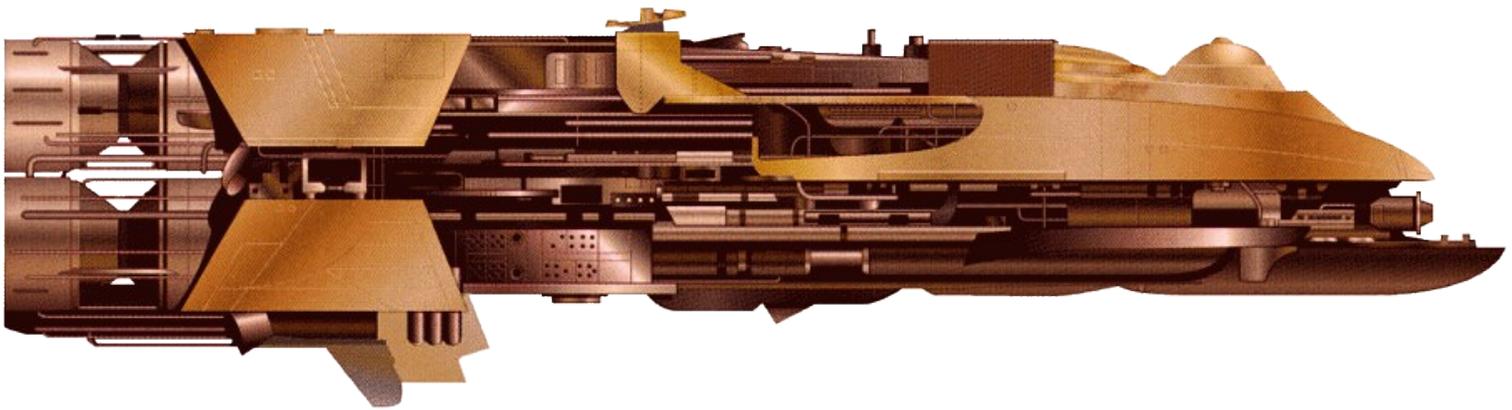
The plasma wave deals devastating damage (calculate penetration values as normal) to all targets in range, but this range is limited to Point Blank. This weapon is primarily intended against lightly armored fighters.



# BOK'NOR CLASS FREIGHTER

Freighter / Cargo Carrier – Commissioned, 2375

CARDASSIAN



## HULL DATA

Structure	30
Size / Decks	6 / 3
Length / Height / Beam	235 / 110 / 72
Compliment	78 (crew), 200 (passengers)

---

## PROPULSION DATA

Impulse System	C-HEU-2 (.5c / B)
Warp System	Type-1 DC (3 / 4 / 5) (AA)

---

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	4 standard
Cargo Units	460
Shuttlebay	1fd
Shuttlecraft	2 size worth
Tractor Beams	1fv, 2av
Separation System	NO
Cloaking Device	NO
Sensor System	Class-1a (AA)
Operations System	Class-2 (C)
Life Support	Class-3 (D)

---

## TACTICAL DATA

Phaser Arrays	C-GDM-3 (x2 / A)
Penetration	2 / 2 / 0 / 0 / 0
Torpedoes	NONE
Penetration	N/A
Deflector Shield	PFF 2 (A)
Protection / Threshold	12 / 2

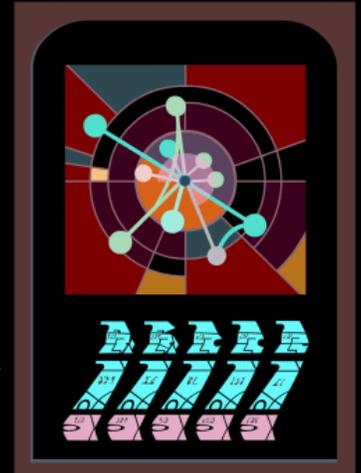
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## MISCELLANEOUS DATA

Maneuver Modifiers	-2 C, -3 H, -2 T
Traits	None

---

STAR TREK ROLE PLAYING GAME



## Cardassian Galor-class (Type 3)

Battle Cruiser; Commissioned: 2367

### Hull Data

Structure: 30 [81 space][0 space remains]  
 Size/Decks: 6/12  
 Length/Height/Beam: 371.88/59/192.23 m  
 Complement: 300

### Tactical Data

Spiral Wave Disruptors:  
 C-GDM-3: (x4/C), C-GDM-5: (x1/C) [-18]  
 Penetration: 5/5/4/0/0  
 Torpedo Launchers: Mk 50 DF (x2/C) [-6]  
 Photon Penetration: 4/4/4/4/4  
 Deflector Shield: CIDSS-2 (C) [-12]  
 Protection/Threshold: 14/4

### Propulsion Data

Impulse System: C-HEU-6 (.9c) (D) [-6]  
 Warp System: Type 5 DC (5/9.5/9.7 MCU) (DD) [-7]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 60 [0]  
 Life Support: Class 3 (D) [-6]  
 Operations System: Class 3 (D) [-6]  
 Sensor System: Class 4a (+4/+3/+2/+1/0/DD) [-5]  
 Separation System: No [0]  
 Shuttlebay: 1 av [-2]  
 Shuttlecraft: 6 size worth  
 Tractor Beams: 1 av [0]  
 Transporters: 6 standard, 3 emergency, 3 cargo [-3]

### Miscellaneous Data

Maneuver Modifiers: +3C, -1H, +2T  
 Traits: Monotanium Plating [-5]  
 Spiral Wave Upgrade [-5]

## Mission

The Type 3 Galor is the pinnacle of Cardassian starship design prior to their joining the Dominion. Its primary purpose is frontline battle and is not well-suited to scientific missions.



## Background

The Cardassians have always been a resource-poor polity, and the Type 3 exemplifies that in many ways. Though a sturdy design, especially with the addition of torpedo launchers, the Type 3 is still subpar to the cruiser designs of other powers in the Alpha Quadrant, namely the Federation, Klingons, and Romulans. Coupled with the near-chronic material shortage in the Cardassian Union, adequately arming the torpedoes on the Type 3 ships produced so far has proved unfeasible, and the Central Command has had to resort to using the standard torpedo-less Galor-class as its mainstay.

## Features

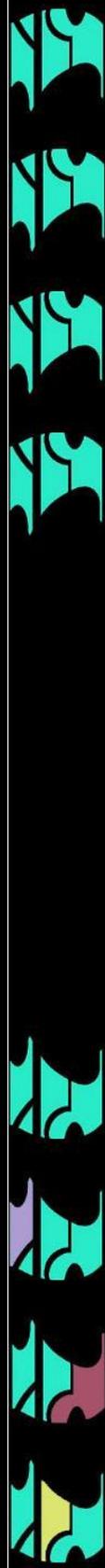
Having been made painfully aware of their lack of long-range offensive firepower when a standard Galor-class was easily destroyed by the Federation Starship *Phoenix*, the Cardassians installed their best photon torpedo launchers aboard their existing Galor-class design, dubbing the new starship the Type 3.

Like all Cardassian starship designs, the Type 3 features monotonium plating and spiral-wave disruptors.



## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
Derenok	CUW-8800	Under the command of Gul Dolak, monitored the <i>Enterprise-D</i> escorting a Bajoran Antares-class carrier to Valo III (2368).



## Appearances

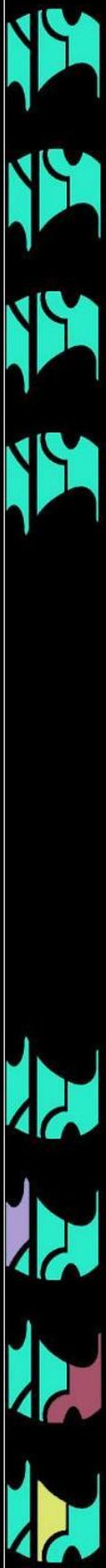
Series

TNG

Media

T.V. "Ensign Ro"

*Derenok firing a torpedo.*





## Cardassian Hideki-class

Escort; Commissioned: 2345

### Hull Data

Structure: 15 [39 space][0 space remains]  
 Size/Decks: 3/3  
 Length/Height/Beam: 86 /60/12 m  
 Complement: 30

### Tactical Data

Disruptors: C-GDM-3 (x2/B) [-6]  
 Penetration: 3/3/2/0/0  
 Deflector Shield: CIDSS-1 (AA) [-8]  
 Protection/Threshold: 13/1

### Propulsion Data

Impulse System: C-HEU-5 (.8c) (C) [-4]  
 Warp System: Type 4 DC (5/7/9.2 MCU) (B) [-6]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 30 [0]  
 Life Support: Class 2 (C) [-3]  
 Operations System: Class 2 (C) [-3]  
 Sensor System: Class 2 (+2/+1/0/0/0/C) [-2]  
 Separation System: No [0]  
 Shuttlebay: 1 a [-2]  
 Shuttlecraft: 3 size worth  
 Tractor Beams: 1 av [0]  
 Transporters: 1 standard, emergency [0]

### Miscellaneous Data

Maneuver Modifiers: +1C, +2H, +1T  
 Traits: Vulnerable System (Propulsion) [+5]  
 Monotanium Plating [-5]  
 Spiral Wave Upgrade [-5]

## Mission

The Hideki was originally designed as a system patrol craft, and later modified as an escort to the larger Galor-class and Keldon-class starships of the Cardassian fleet.

## Features

The Hideki features reasonably powerful disruptors for its size, with moderate shielding, average sub-light speeds and adequate warp velocities. Like all Cardassian ships, it features spiral-wave upgrades and monotonium hull plating. Its greatest design flaw is its propulsion system, which is subject to malfunction.



## Background

The Hideki-class design is a product of the limited resources of the Cardassian Union. Lacking the resources of its more prosperous neighbors, the Federation and even the Klingons, the Cardassians had to make do with what assets they had, and the result was an in-system patrol craft modified as an interstellar escort vessel. The large number of destroyed Hideki-class

starships in the Dominion War attests to the merits of that design decision.

## Ships in Service

Name	Registry	Notes
Escort 0022	C.U.S. 241	Participated in the attack on Deep Space 9 (2373).

iltharanos

## Cardassian Hutet-class

Battleship; Commissioned 2372

### HULL DATA

Structure: 60 [219 space] [4 space remaining]

Size/Decks: 12/172

Length/Beam/Height: 1,640/1,397/522

Complement: 2,600

### TACTICAL DATA

Disruptors: C-GDC-1 (x1/D), C-GDM-5 (x5/D) [-38 space]

Penetration: 7/7/7/0/0

Deflector Shields: FSR-2 (E) [-15 space]

Protection/Threshold: 17/5

### PROPULSION DATA

Impulse System: C-HEU-7 (.95c) (DD) [-21 space]

Warp System: Type 5 DC (5/9.5/9.7) (DD) [-35 space]

### OPERATIONAL DATA

Atmosphere Capable: No [0 space]

Cargo Units: 150 [-30 space]

Life Support: Class 4 (E) [-10 space]

Operations System: Class 4 (E) [-10 space]

Sensor System: Class 5 (+2/C) [-5 space]

Separation System: No

Shuttlebay: 3 aft [-6 space]

Shuttlecraft: 36 size worth

Tractor Beams: 2 a, 2 fv [-3 space]

Transporters: 12 standard, 12 emergency [-12 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +4C, -1H, +4T

Traits: Monotanium Plating, Spiral Wave Upgrade, [-30 space]

Hardened System (Sensors, Weapons, Shields),

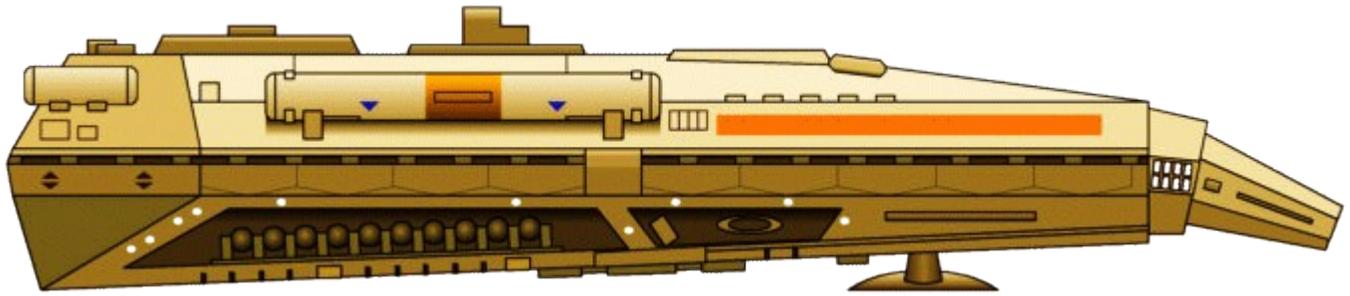
Enhanced System (Beam Weapon)



# MALDALOR CLASS TRANSPORT

Cargo Carrier / Supply Ship – Commissioned, c. 2360

CARDASSIAN



## HULL DATA

Structure	25
Size / Decks	5 / 3
Length / Height / Beam	212 / 64.3 / 53.4
Compliment	20

## PROPULSION DATA

Impulse System	C-HEU-6 (.9c / C)
Warp System	Type-2 DC (4 / 6 / 7.5) (BB)

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	3 standard
Cargo Units	120
Shuttlebay	NONE
Shuttlecraft	N/A
Tractor Beams	1av, 1fv
Separation System	NO
Cloaking Device	NO
Sensor System	Class-3 (+3 / D)
Operations System	Class-3 (D)
Life Support	Class-3 (D)

## TACTICAL DATA

Phaser Arrays	C-GDM-3 (x2 / B)
Penetration	4 / 3 / 3 / 0 / 0
Torpedoes	NONE
Penetration	N/A
Deflector Shield	PFF 2a (B)
Protection / Threshold	13 / 2

## MISCELLANEOUS DATA

Maneuver Modifiers	0 C, -1 H, -1 T
Traits	Monotanium Plating, Spiral Wave Upgrade

STAR TREK ROLE PLAYING GAME



## Cardassian Repair Facility

Heavy Spacedock; Commissioned: 2355

### Hull Data

Structure: 65 [191 space][0 space remains]  
 Size/Decks: 11/135  
 Height/Diameter: 407/1,400 m  
 Complement: 6,750

### Tactical Data

Spiral Wave Disruptors: C-GDM-5 (x3/C) [-18]  
 Penetration: 5/5/4/0/0  
 Deflector Shield: FSQ (D) [-12]  
 Protection/Threshold: 17/2

### Docking Data

Docking Bays: 5 [-10]  
 Shuttlecraft: 55 size worth (Size 3 max.)  
 Docking Ports: 10 [-20]  
 Docked Starships: 30 size worth (Size 5 max.)  
 Docking Pylons/Berths: 5 [-25]  
 Docked Starships: 25 size worth (Size 11 max.)

### Operational Data

Cargo Units: 165 [-11]  
 Life Support: Class 3 (D) [-8]  
 Operations System: Class 3 (D) [-8]  
 Sensor System: Class S3a (0/0/+1/+2/+3/CC) [-8]  
 Power System: Class 4 (E) [-14]  
 Sublight Drive: No [0]  
 Orbital Correctors: ST-A (0) [-12]  
 Engineering Facilities: Class 5 (+6) [-10]  
 Separation System: No [0]  
 Tractor Beams: 2 u, 1 m, 2 d [-4]  
 Transporters: 7 standard, 7 emergency, 7 cargo [-6]

### Miscellaneous Data

Maneuver Modifiers: OC, -8H, OT  
 Traits: Enhanced System (Engineering) [-5]  
 Hangarbay [-5]  
 Hardened System (Operations) [-5]

## Mission

The Cardassian Repair Facility is used to create and repair new starships.

## Features

The Repair Facility is lightly armed and protected for a station of its size, roughly comparable to a Galor-class starship.

The true strength of the Repair Facility is its extensive docking, accommodating multiple Hideki-class starships (and later Jem'Hadar Attack Ships), as well as construction and repair facilities for several Galor or Keldon-class ships.



## Background

The Cardassian Union, throughout the 24<sup>th</sup> century, lacked the technological sophistication of the Federation and Romulans. To compensate for this lack, the Cardassians produced a large number of less-sophisticated, but easier to maintain and build starships. The numerous repair facilities scattered throughout Cardassian space were critical to this endeavor.

## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
Repair 1	N/A	Prototype and lead station, constructed in orbit of Cardassia Prime (2355).
Repair 12	N/A	Destroyed by Federation Alliance fleet in the Battle of Cardassia (2375).
Repair 32	N/A	Destroyed by solar flare triggered by the <i>Rotarran</i> (2375).
Repair 43	N/A	Destroyed by solar flare triggered by the <i>Rotarran</i> (2375).
Repair 67	N/A	Constructed Obsidian Order Keldon-class warships retrofitted with Romulan cloaking devices (2371).

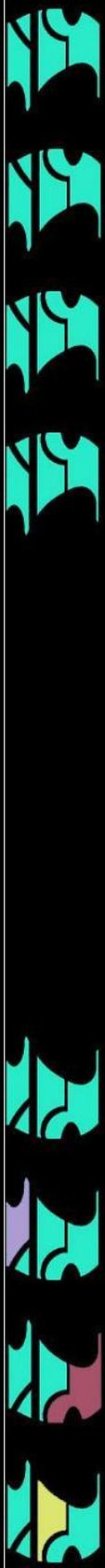


## Appearances

Series  
DS9

Media  
T.V. "Shadows and Symbols", "Tacking Into the Wind", "What You Leave Behind"

The Monac Shipyards just prior to their destruction



Iltharanos

## Devore Warship

Battleship; Commissioned 2365

### HULL DATA

Structure: 50 [165 space] [5 space remaining]  
Size/Decks: 10/50  
Length/Beam/Height: 800/503/153 meters  
Complement: 1,000

### TACTICAL DATA

Phasers: Type XI (x6/E) [-36 space]  
Penetration: 7/7/6/0/0  
Torpedo Launchers: Mk 90 DF (x3/E) [-21 space]  
Photon Penetration: 6/6/6/6/6  
Deflector Shields: FSQ (D) [-11 space]  
Protection/Threshold: 17/5

### PROPULSION DATA

Impulse System: FIG-7 (.95c) (E) [-7 space]  
Warp System: LF-44 (6/9.5/9.7) (C) [-6 space]

### OPERATIONAL DATA

Atmosphere Capable: No [0 space]  
Cargo Units: 110 [-10 space]  
Cloaking Device: Refractive Shielding<sup>1</sup> (Rating 16) [-10 space]  
Life Support: Class 3 (D) [-8 space]  
Operations System: Class 3 (D) [-8 space]  
Sensor System: Class 4 (+4/+3/+2/+1/0/E) [-4 space]  
Separation System: No [0 space]  
Shuttlebay: 2 f, 1 a [-6 space]  
Shuttlecraft: 30 size worth  
Tractor Beams: 1 fv, 1 fd, 1 ad, 1 av [-3 space]  
Transporters: 10 standard, 10 emergency [-10 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +4C, -2H, +4T  
Traits: Enhanced System (Shield, Cloak), Hardened System (Shields, Weapons)[-20 space]



drex files

<sup>1</sup> Treat as mono-refracting plating.

## **BACKGROUND**

The Devore Warship is the primary capital ship of the authoritarian Devore Imperium. Although the Imperium's territory is relatively small, their warships more than ensure that what territory the Imperium does possess remains in their possession. The warship itself has standard armament, though a considerable amount of said armament. What makes this vessel stand out is its use of refractive shielding, which at sensor ranges makes the warship difficult to detect. The warship also features redundant systems for its weapons and shields, making the vessel difficult to disable in combat. The Imperium's standard practice is for these ships to operate in pairs, thus ensuring very few single ships would survive any hostilities initiated.







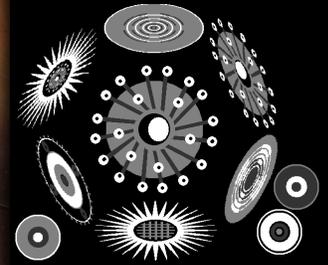












## Hirogen Destroyer

Heavy Destroyer; Commissioned: 2355

### Hull Data

Structure: 25 [65 space][0 space remains]  
 Size/Decks: 5/5  
 Length/Height/Beam: 200/55/55 m  
 Complement: 12

### Tactical Data

Disruptors: GDM-4 (x3/C) [-9]  
 Penetration: 4/4/4/0/0  
 Torpedo Launchers: Mk 90 DF (x2/C) [-10]  
 Photon Penetration: 5/5/5/5/5  
 Other Weapon: Subnucleonic Beam [-5]  
 Penetration: Special  
 Deflector Shield: FSQ (D) [-11]  
 Protection/Threshold: 17/2

### Propulsion Data

Impulse System: FIG (.9c) (C) [-2]  
 Warp System: LF-20 (6/7/9.2 MCU) (C) [-5]

### Operational Data

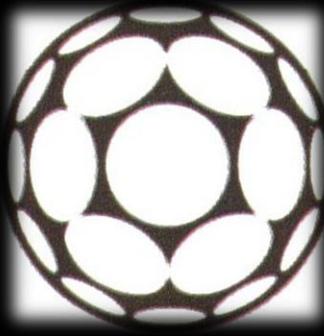
Atmosphere Capable: No [0]  
 Cargo Units: 50 [0]  
 Masking Device: Mono-Refracting Plating (Rating 14) [-5]  
 Life Support: Class 2R (CC) [-6]  
 Operations System: Class 2R (CC) [-6]  
 Sensor System: Class 4a (+4/+3/+2/+1/0/DD) [-5]  
 Separation System: No [0]  
 Shuttlebay: No [0]  
 Shuttlecraft: None  
 Tractor Beams: 1 fv [0]  
 Transporters: 3 standard, 2 emergency, 2 cargo [-1]

### Miscellaneous Data

Maneuver Modifiers: +1C, +1H, +3T  
 Traits: Intricate System (Masking Device) [+5]  
 Monotanium Plating [-5]

## Mission

The Destroyer's only mission is to seek out prey for the hunt.



## Background

The Destroyer follows the shipbuilding philosophy of the Hirogen, emphasizing a combination of stealth and killing power. The Destroyer is an overall superior vessel to the older Hunter-class, possessing improved firepower, defenses, speed, and maneuverability.

## Features

The Hunter is equipped with several disruptor arrays, providing good close-range firepower. Where the Destroyer truly shines is in its long-range firepower, for its Mk 90 DF photon torpedo launchers deal superior damage for a ship of its size. Unlike the smaller Hunter-class, the Destroyer has a more powerful shield grid, the equivalent to a Starfleet FSQ shield generator. When on the hunt for relics, the Destroyer, like other Hirogen vessels, relies on its subnucleonic beam, a weapon capable of simultaneously scanning and disabling a prey's critical ship systems.

The Destroyer, like all Hirogen vessels, comes equipped with special hull plating that makes the ship difficult to detect with sensors, as well as making it difficult for enemy starships to lock onto.

Interior of the Destroyer



## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
Iden's Ship	N/A	Captured by the holographic prey, Iden, and used to attack and liberate other Hirogen space stations of their holographic prey (2377).

## Appearances

<u>Series</u>	<u>Media</u>
VOY	T.V. "Flesh and Blood"

## Availability

The Hirogen are a species native to the Delta Quadrant. More than 1,000 years ago they possessed a highly advanced and technological civilization. In the intervening years, their society has come to focus so much on the hunt that they are entirely nomadic and have no concept of a homeworld.

Group	Sensors	Operations	Propulsion	Weapons	Shields
Hirogen	+5	+20	-10	+20	+10

*Note:* Use this table to supplement Table 1.1 in the *Starships* supplement.

## Alien Beam Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
<i>Other Weapons</i>				
Subnucleonic Beam	Size	See below	5	2300

*Note:* Use this table to supplement Table 1.21 in the *Starships* supplement.

## Subnucleonic Beam

The Subnucleonic Beam performs a rapid scan on the target that simultaneously disables several key systems.

**Prerequisite:** Class 3a or greater sensor system

**Effect:** A target ship's protection is increased by 5 for purposes of defending against this attack. If the target ship is hit, it is treated as though its status had just been analyzed by sensors (see the *Star Trek RPG Narrator's Guide* p. 102) and several systems (propulsion, operations, and weapons) must make a TN 12 reliability test or be rendered inoperable. Crew may attempt to bring inoperable systems back online using the rules on pp. 122 – 123 of the *Star Trek RPG Narrator's Guide*.

Iden's Ship alongside the Delta Flyer.



# Jem'Hadar Battleship

Battleship; Commissioned 2374

## HULL DATA

Structure: 70 [191 space] [20 space remaining]  
Size/Decks: 11/98  
Length/Beam/Height: 1282/1048/324  
Complement: 1,200 + 20,000 troops

## TACTICAL DATA

Phased Polaron Beams: DPB-3 (x1), DPB-2 (x10/E) [-56 space]  
Penetration: 8/8/8/0/0  
Deflector Shield: FSR-2 (E) [-15 space]  
Protection/Threshold: 17/5

## PROPULSION DATA

Impulse System: DIIU-3 (.9c) (E) [-10 space]  
Warp System: DIPU-6 (5/9.4/9.7) (E) [-12 space]

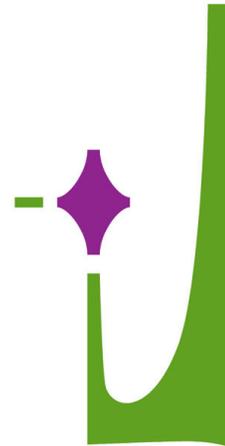
## OPERATIONAL DATA

Atmosphere Capable: No  
Cargo Units: 120 [-10 space]  
Life Support: Class 5 (F) [-10 space]  
Operations System: Class 5 (F) [-10 space]  
Sensor System: Class 5 (+5/F) [-5 space]  
Separation System: No  
Shuttlebay: 1 fd, 2 ad [-6 space]  
Shuttlecraft: 33 size worth  
Tractor Beams: 2 av, 1 fv [-2 space]  
Transporters: 10 standard, 10 emergency [-10 space]

## MISCELLANEOUS DATA

Maneuver Modifiers: +4C, -1H, +4T  
Traits: [-10 space]

- Enhanced System (Sensors - +5 to System Operation (Sensor) tests made when detecting cloaked ships);
- Enhanced System (Shields - treat size as 8 when targeted by tractor beams)



LCARS 03-4800

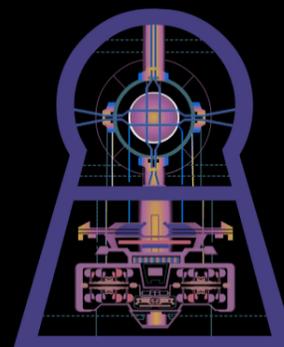
00-23892

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03-29093

09-38988

07-38948



## Jem'Hadar Trelka-class

Heavy Defense Station; Commissioned: 2374

### Hull Data

Structure: 60 [219 space][3 space remains]  
 Size/Decks: 12/125  
 Height/Diameter: 375/1,500 m  
 Complement: 10,000

### Tactical Data

Phased Polaron Beams: DPB-5 (x8/E) [-56]  
 Penetration: 9/9/9/0/0  
 Deflector Shield: FSR-3 (E) [-22]  
 Protection/Threshold: 17/6

### Docking Data

Docking Bays: 6 [-12]  
 Shuttlecraft: 72 size worth  
 Docking Ports: No [0]  
 Docked Starships: N/A  
 Docking Pylons/Berths: 6 [-36]  
 Docked Starships: 36 size worth (Size 12 max.)

### Operational Data

Cargo Units: 120 [0]  
 Life Support: Class 3R (DD) [-11]  
 Operations System: Class 3R (DD) [-11]  
 Sensor System: Class S5 (+1/+2/+3/+4/+5/F) [-10]  
 Power System: Class 4 (E) [-15]  
 Sublight Drive: No [0]  
 Orbital Correctors: No [0]  
 Engineering Facilities: Class 4 (+4) [-11]  
 Separation System: No [0]  
 Tractor Beams: 1 u [0]  
 Transporters: 6 standard, 6 emergency, 6 cargo [0]

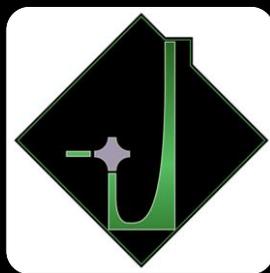
### Miscellaneous Data

Maneuver Modifiers: +5C, N/A, +7T  
 Traits: Hangarbay [-5]  
 Hardened System (All) [-25]  
 Prototype (+1 Beam) [-2]

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## Mission

The primary mission of the Trelka station is to provide a resupply site for Jem'Hadar fighters. Secondly, the Trelka is a tactical station designed to defend Dominion-controlled planets from enemy attacks.



## Background

The Dominion designed the Trelka specifically for its conquest of the Alpha Quadrant. The base's reliance on the small and fast atmospherically-capable Jem'Hadar fighter plus its large complement of ground troops made it ideal for pacifying recalcitrant subjugated worlds in the Alpha Quadrant.

## Features

The Trelka, like all Jem'Hadar tactical facilities, is equipped with phased polaron beam weapons. Defensively, the Trelka relies on its FSR-3 shield grid to protect it from incoming fire.

Though the Trelka is a planetary facility, and is thus a sitting target, it is far from defenseless. Each station carries three dozen Jem'Hadar fighters as part of its standard complement. In addition to its Vorta overseers, the Trelka has the facilities for a garrison of 10,000 Jem'Hadar soldiers.

## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
Trelka 1	N/A	Established on the planet Trelka V, attacked by Klingon sneak attack and suffered minor damage (2375).
Trelka 2	N/A	Destroyed by Romulan fleet, but only after destroying 6 Romulan warbirds (2375).
Trelka 3	N/A	Lost all power after Section 31 sabotage. Technical schematics for the station were accessed prior to power loss (2374).

## Appearances

LCARS 03-4900

Series

Media

00-23892

DS9

T.V. "Once More Unto the Breach"

Trelka 1 fires at a retreating Klingon Bird-of-Prey



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LCARS 03-4800

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## Jem'Hadar V-class

Battle Cruiser; Commissioned: 2351

### Hull Data

Structure: 40 [119 space][1 space remains]  
 Size/Decks: 8/40  
 Length/Height/Beam: 639.75/204.97/568.44 m  
 Complement: 2,500

### Tactical Data

Phased Polaron Beams: DPB-3 (x6/E) [-36]  
 Penetration: 7/7/6/0/0  
 Torpedo Launchers: Mk 90 DF (x2/E) [-12]  
 Photon Penetration: 6/6/6/6/6  
 Deflector Shield: CIDSS-4 (C) [-12]  
 Protection/Threshold: 16/3

### Propulsion Data

Impulse System: DIU-2 (.92c) (D) [-4]  
 Warp System: DIPU-6 (5/9.4/9.7 MCU) (E) [-6]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 80 [0]  
 Life Support: Class 4R (EE) [-10]  
 Operations System: Class 4R (EE) [-10]  
 Sensor System: Class 4 (+4/+3/+2/+1/0/E) [-4]  
 Separation System: No [0]  
 Shuttlebay: 1 ad, 1 fd [-4]  
 Shuttlecraft: 16 size worth  
 Tractor Beams: 2 ad, 1 fd [-2]  
 Transporters: 6 standard, 6 emergency, 4 cargo [-4]

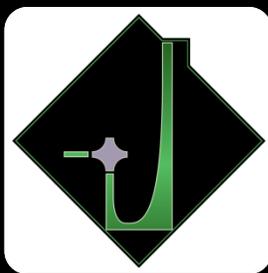
### Miscellaneous Data

Maneuver Modifiers: +3C, -2H, +4T  
 Traits: Enhanced System (Sensors) [see features] [-5]  
 Enhanced System (Shields) [see features] [-5]  
 Prototype (+1 missile) [-2]  
 Prototype (+1 shield reliability) [-2]

LCARS 03-4800  
00-23892

## Mission

The primary mission of the V-class is the subjugation and control of new worlds for the Dominion.



## Background

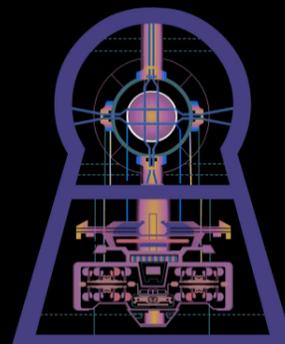
The Dominion employed the V-class in numerous conquests throughout the Gamma Quadrant. Several dozen of these vessels were transferred to the Alpha Quadrant in preparation for the subjugation of the chaotic species found there. Later Dominion designs called for increased shielding and less emphasis on long-range firepower, and future battle cruisers designed in the Alpha Quadrant would rely on the newer U-class battle cruisers.

05-30902  
03-29093  
09-38988

## Features

The V-class, like all Jem'Hadar starships, is equipped with phased polaron beam weapons. Unlike many other Jem'Hadar designs, the V-class also features powerful photon torpedo launchers, giving it excellent long-range offensive punch. Defensively, the V-class relies on an older shield design equivalent to a Starfleet CIDSS-4 deflector grid, that provides good protection, but not the best protection. Overall the V-class is tactically superior to the standard Federation Galaxy-class starship.

The V-class has enhanced sensors, granting a +5 bonus to System Operation (Sensor) tests made when detecting cloaked ships. The V-class is also more difficult to lock onto with a tractor beam, it is treated as size 6 when so targeted.



07-38948

## Ships in Service

03-29093  
09-38988  
07-38948

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
V 1	N/A	Prototype and lead ship of the line (2351).
V 6	N/A	Destroyed 16 major cities on the Grelan homeworld prior to the deployment of 2,000 Jem'Hadar soldiers to its capital city.
V 73	N/A	Participated in the Second Battle of Deep Space Nine (2373).

## Appearances

LCARS 03-4900

Series

Media

00-23892

DS9

T.V. "In Purgatory's Shadow", "By Inferno's Light", "Call to Arms"

V 73 fires a phased polaron beam at the cloaking *Defiant*



V 73 fires its forward torpedo launcher at *Deep Space Nine*



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# Jyn Faisha City Ship *Erain*

## Production Data

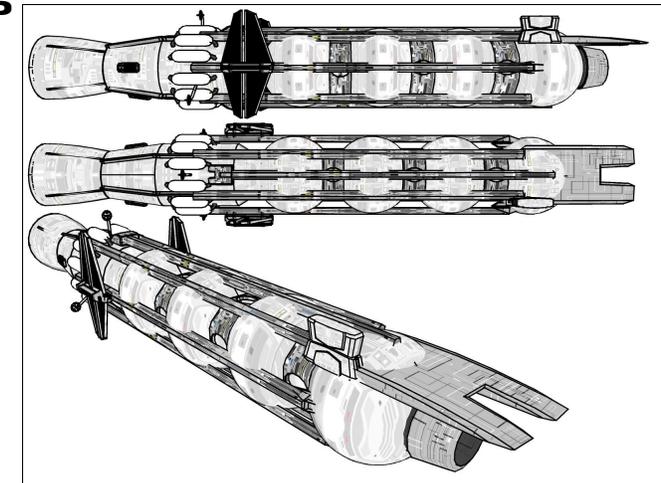
Origin: Jyn Faisha  
 Class and Type: City Ship  
 Year Launched: Unknown

## Hull Data

Size: 4225 meters, 188 decks  
 Structure: 80  
 Crew: 19,102  
 Atmospheric Capable: No

## Operational Data

Transporters: 10 ea, standard, emergency, cargo  
 Cargo Capacity: 750  
 Tractor Beams: 1av, 1 fd  
 Sensor Systems: Class 4 (+4/E)



Life Support: Class 4 (E)  
 Operations Systems: Class 3 (D)

## Propulsion Data

Impulse Engines: FIG-5 (.92c)(C)

Warp Drive: LF-6 Mod (Warp 3 / 4 / 5)(D)

## Tactical

Phaser Array: Type II Phasers (x20/D)

Penetration 7 / 7 / 6 / 0 / 0

Photon Torpedoes Mk40 DF (x10/D)

Penetration 9 / 9 / 9 / 9 / 9

Deflector Shields FSR-2 (B)

Protection/Threshold 17/5

## Miscellaneous

Maneuver Modifiers +4 C, -1 H, +4 T

### Traits

**Ablative Armor:** *Erain* is fitted with a Jyn-produced ablative armor, granting her a +5 bonus to her Structure.

A nomadic, relatively peaceful people, the Jyn Faisha are a species of traders and merchants who wander the starlanes in search of goods and opportunities.

The Jyn Faisha have no home planet of their own, save in ancient myth. In modern times, they wander the vast expanses of the galaxy, carrying their people in massive, (generally ancient) warp-capable city ships. Each of these space-going leviathans is unique; even-near sisters have been customized by their inhabitants to suit their own needs. Jyn city ships are capable of speeds in excess of Warp Four, and carry tens of thousands of people, and are (for the most part) self-contained, with extensive manufacturing and repair capabilities.

Defending such massive vessels is a challenge, even for people born to space, and so the Jyn maintain a vast support fleet of small runabout-style starcraft and fighters. The city-ships in themselves boast a staggering variety and number of defensive armaments.

*Erain* is a custom-built Jyn Faisha city ship of indeterminate age. One of the smaller city-ships, *Erain* is home to 19,000 people, and the seat of Clan Erain. As of 2389, she was known to be operating in the Thelonis Sector.

Like other city-ships, *Erain* is the centerpiece of a clan convoy, and is nearly always surrounded by a small fleet of allied vessels. This fact, coupled with the ship's formidable defensive weaponry, ablative armor, and excellent shielding, making *Erain* a very difficult target.

## **Jyn Faisha Courier/Fighter**

### **Production Data**

Origin: Jyn Faisha  
 Class and Type: Series 6 Courier  
 Year Launched: 2385

### **Hull Data**

Size: 2, 1 decks  
 Dimensions: 18 x 22 x 3.65 meters  
 Structure: 10  
 Crew: 2  
 Atmospheric Capable: Yes

### **Operational Data**

Transporters: 1 ea standard, emerg., and cargo  
 Cargo Capacity: 4  
 Tractor Beams: 1av  
 Sensor Systems Class 4 (+4/E)  
 Operations Systems Class 1 (B)  
 Life Support Class 1 (B)

### **Propulsion Data**

Impulse Engines: FIG-2 (.85c)(E)  
Warp Drive: LF-12 (Warp 5 / 7 / 9) (D)

### **Tactical**

Phaser Array Type VI (x1/B)  
 Penetration 3 / 3 / 2 / 0 / 0  
Photon Torpedo Mk 50 DF (x1/B)  
 Penetration 3 / 3 / 3 / 3 / 3  
Deflector Shields FSR-2 (B)  
 Protection/Threshold 13/3

### **Miscellaneous**

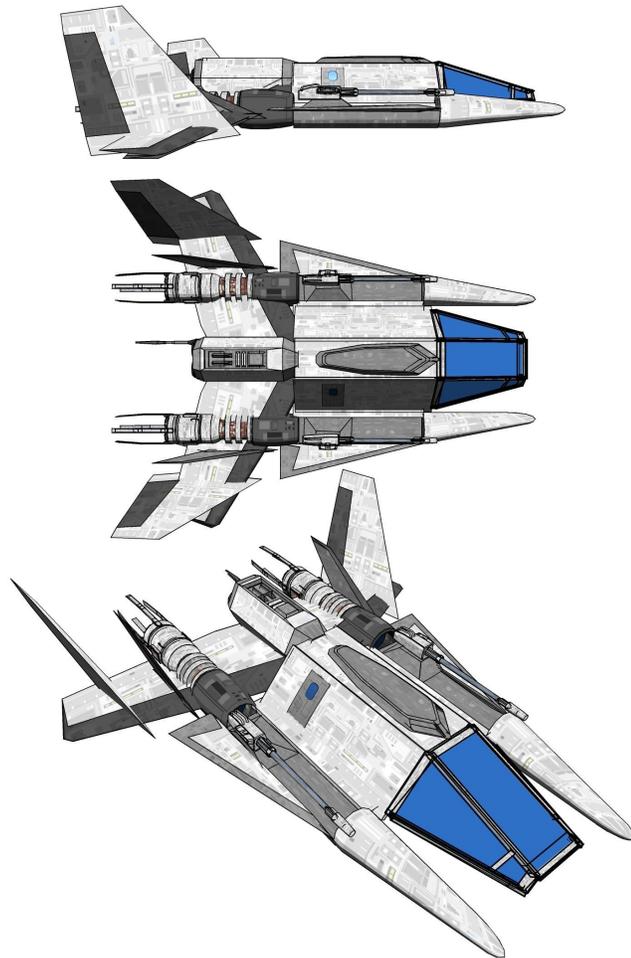
Maneuver Modifiers -2 C, +3 H, +1 T

### **Traits**

Vulnerable System (Impulse)- The impulse engines on the Series 6 courier are vulnerable and prone to damage. For every point of damage they sustain in combat, mark off two boxes on the damage track.

The Jyn Faisha Series 6 courier is a small, robust vessel designed to serve as a combination small transport, fighter, and scout and can be found moving small cargoes and personnel throughout the Jyn Faisha's area of influence (essentially, anywhere in the Alpha and much of the Beta Quadrant). Nimble and forgiving, the Series 6 is easy to maintain and to modify, and is well-armed for its size- but is also cramped and austere. Individual owners/operators frequently customize their vessels in an attempt to improve habitability.

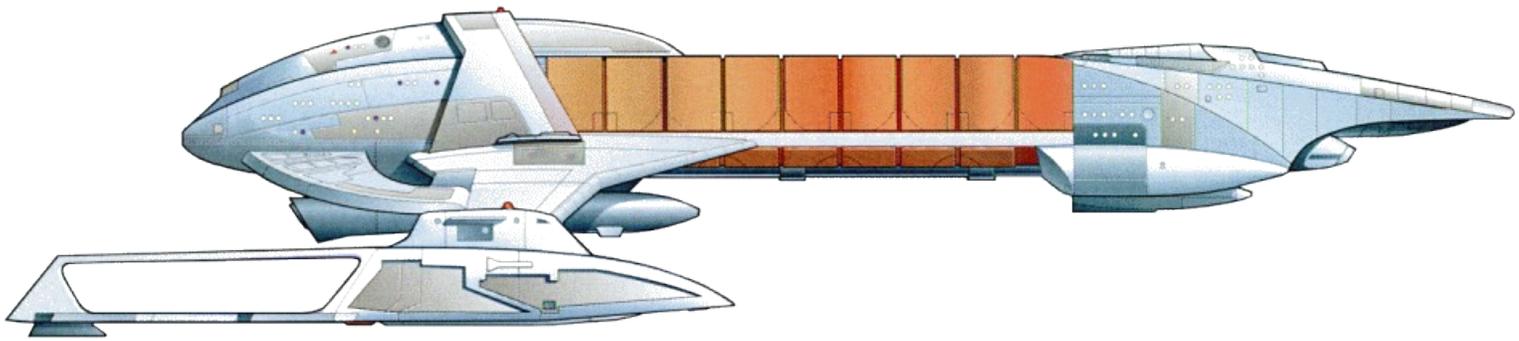
*Satra* is a Jyn Faisha Series 6 courier belonging to the Jyn Erain, and serves double duty as a small transport, fighter, and scout.



# KAREMMA TRANSPORT

Light Freighter— Commissioned, c. 2364

# KAREMMA



## HULL DATA

Structure	30
Size / Decks	6 / 11
Length / Height / Beam	380 / 74.3 / 113.3
Compliment	24

---

## PROPULSION DATA

Impulse System	DIU-1 (.75c / C)
Warp System	DIPU-2 (5 / 7 / 8) (C)

---

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	3 standard, 1 emergency
Cargo Units	260
Shuttlebay	1av
Shuttlecraft	2 size worth
Tractor Beams	1av, 1fv
Separation System	NO
Cloaking Device	NO
Sensor System	Class-4 (+4 / E)
Operations System	Class-3 (D)
Life Support	Class-3 (D)

---

## TACTICAL DATA

Phaser Arrays	DPB-1 (x2 / A)
Penetration	3 / 3 / 2 / 0 / 0
Torpedoes	NONE
Penetration	N/A
Deflector Shield	CIDSS-2 (C)
Protection / Threshold	14 / 4

---

## MISCELLANEOUS DATA

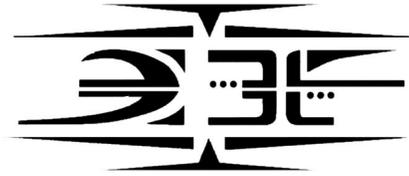
Maneuver Modifiers	0 C, +1 H, -2 T
Traits	Vulnerable System (Beam Weapons, Warp Drive)

---

**STAR TREK ROLE PLAYING GAME**

## Kazon Predator-class

Battleship; Commissioned 2320



### HULL DATA

Structure: 60 [219 space] [33 space remaining]  
Size/Decks: 12/195  
Length/Beam/Height: 1,920/350/590  
Complement: 1,500

### TACTICAL DATA

Phasers: Type VIII (x6/D) [-30 space]  
Penetration: 6/6/6/0/0  
Torpedo Launchers: Mk 50 DF (x3/D) [-12 space]  
Photon Penetration: 5/5/5/5/5  
Deflector Shields: CIDSS-2 (E) [-10 space]  
Protection/Threshold: 14/4

### PROPULSION DATA

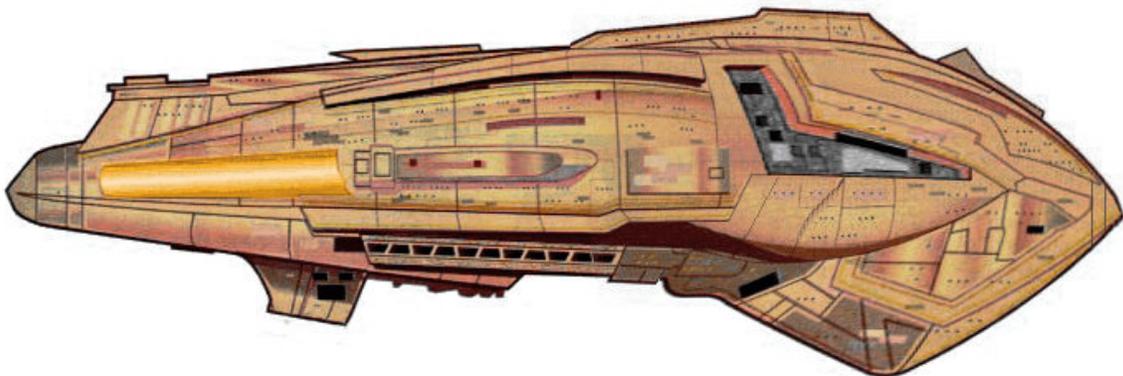
Impulse System: RSM (.75c) (C) [-18 space]  
Warp System: LF-7X2 (4/6/8.3) (A) [-14 space]

### OPERATIONAL DATA

Atmosphere Capable: No [0 space]  
Cargo Units: 200 [-80 space]  
Life Support: Class 3 (C) [-9 space]  
Operations System: Class 3 (C) [-9 space]  
Sensor System: Class 3a (+3/+2/+1/C) [-4 space]  
Separation System: No  
Shuttlebay: 4 v [-8 space]  
Shuttlecraft: 48 size worth  
Tractor Beams: 4 a, 4 f [-7 space]  
Transporters: None [0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +4C, -1H, +5T  
Traits: Jury Rigged (Propulsion, Life Support, Operations, Sensors), [+20 space]  
Battle Tested



## BACKGROUND

Like all Kazon starships, the Predator-class was originally a Trabe design, used primarily as a massive freighter. Upon inheriting these ships from the Trabe, the Kazon went about upgrading the ships to battleship specifications. Kazon scientists are somewhat of a misnomer, so the upgrade process was anything but efficient. Given the sheer size of the Predator-class, it is woefully undergunned. The class is simultaneously plagued with numerous systemic problems with many critical systems, such as propulsion, due to lack of Kazon know-how and upkeep. The few systems maintained well are combat-oriented systems, such as weapons and shields.

Predator-class ships serve as carrier vessels for the much more numerous Kazon shuttles, and are typically the command and control ships of the Maje of a Kazon sect.



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 73 52858  
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 190 63762693  
 224 435226764  
 573 573711679096  
 781 848899422  
 36 118032157882

## Krenim Warship

Cruiser; Commissioned: 2352

### Hull Data

Structure: 25 [65 space][0 space remains]  
 Size/Decks: 5/14  
 Length/Height/Beam: 250/41/129 m  
 Complement: 280

### Tactical Data

Torpedo Launchers: C-A (x2/B) [-24]  
 Chroniton Penetration: 4/4/4/4/4  
 Deflector Shield: CIDSS-4 (BB) [-11]  
 Protection/Threshold: 16/2

### Propulsion Data

Impulse System: FIG-4 (.9c) (D) [-5]  
 Warp System: LF-35 (6/9.2/9.8 MCU) (D) [-8]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 50 [0]  
 Cloaking Device: No [0]  
 Life Support: Class 3 (D) [-5]  
 Operations System: Class 3 (D) [-5]  
 Sensor System: Class 4 (+4/+3/+2/+1/0/E) [-4]  
 Separation System: No [0]  
 Shuttlebay: 1 a [-2]  
 Shuttlecraft: 5 size worth  
 Tractor Beams: 1 ad, 1 fv [-1]  
 Transporters: 2 standard, 2 emergency, 2 cargo [0]

### Miscellaneous Data

Maneuver Modifiers: +2C, 0H, +2T  
 Traits: None

## Mission

The Krenim Warship's goal is maintaining the territorial integrity of the Imperium, protecting it from all threats, foreign and domestic.



The Krenim Warship is the primary capital ship of the Krenim Imperium and is a common sight in and around its territory. With its chroniton torpedoes, this ship has a decisive advantage against starships lacking temporal shielding, as its torpedoes are capable of completely bypassing

## Features

The Krenim Warship's primary feature of note is its armament of chroniton torpedoes. This single feature has allowed the Imperium to dominate its local stellar neighborhood, for no other local species has an adequate defense against it. Otherwise, the only other noteworthy feature of the Krenim Warship is its advanced warp drive, faster than that of other local powers, such as the Zahl and Nihydron.

non-temporal shields. The warship itself is not particularly well-armed or defended, assuming one has temporal shielding. This detail was proved rather decisively when in an alternate timeline the Intrepid-class starship *Voyager* was capable of holding off multiple Krenim warships, even without temporal shielding. The Krenim warship is still in use in the Imperium today, as no other foes within the local region have developed sufficient countermeasures against Krenim temporal technology.

## Background

### Ships in Service

Name	Registry	Notes
Zoraxa	K.I.W. 3445	Encountered alien starship <i>Voyager</i> and warned them to avoid Imperium space (2374).

BCM AUXILLARY 1409

<b>LCARS</b>	524241425	4	24235	453	5647574356	4532	35624		
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<b>165-771</b>	45325235	435324	6	432465263	4322	4326453264	2	436245234562346
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<b>PHMG-53</b>	32472634	435662378	5	43536456435	3456	4357435345345	8	435634757348534
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	45243	9836434	7	43564365437	4563	435634753	4	43594567345
	4325743	32463245	8	43563475	4356	345634	8	345345
	8905847	46324562	8	43534	3456	435647567345	7	435734857345345
	435647454	4325623452	9	435634645233	8946	4356437534	5	43574853543

## Appearances

Series

VOY

Media

T.V. "Before and After"; T.V. "Year of Hell"

The Zoraxa fires its chroniton torpedoes





## Orion Interceptor

Fast Attack Ship; Commissioned: 2139

### Propulsion Data

Impulse System: SBD (.6c) (B) [-5]  
 Warp System: WE-5 (3/4/5.2 OCU) (B) [-11]

### Hull Data

Structure: 20 [51 space][0 space remains]  
 Size/Decks: 4/4  
 Length/Height/Beam: 120 /25/150 m  
 Complement: 4 + 36 slaves

### Tactical Data

Disruptors: K-GDM-1 (x2/B) [-8]  
 Penetration: 3/2/2/0/0  
 Polarizing Generators: HPG Mk 2 (B) [-7]  
 Protection/Threshold: 10/1

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 40 [0]  
 Life Support: Class 1 (B) [-3]  
 Operations System: Class 1 (B) [-3]  
 Sensor System: Class 2 (+2/+1/0/0/0/C) [-2]  
 Separation System: No [0]  
 Shuttlebay: 1 a [-2]  
 Shuttlecraft: 4 size worth  
 Tractor Beams: 1 av [0]  
 Transporters: 2 standard [0]

### Miscellaneous Data

Maneuver Modifiers: +2C, +1H, +2T  
 Traits: Nimble [-5]  
 Enhanced System (Warp) [-5]

## Mission

The Orion Interceptor's primary goal is to acquire new property for sale for the Orion Syndicate, by whatever means necessary.



## Background

The Orion Syndicate is a criminal organization that like all such entities emphasizes speed and stealth over sheer power and durability. This overarching policy is exemplified in its Interceptor design.

## Features

The Orion Interceptor features technology from its nearest stellar neighbors, evident from its Klingon disruptors to its Romulan avian-inspired hull geometry. The Interceptor is a moderately armed ship for its era, and with its enhanced warp drive is faster than anything fielded by Earth's Starfleet. Due to its relatively small and compact design, the Interceptor is quite nimble and maneuverable.

## Ships in Service

Name	Registry	Notes
Mar'nesh	N/A	Kidnapped 9 crew members from the <i>Enterprise NX-01</i> , then transferred that cargo to a processing station on Verex III (2154).









# MONDOR CLASS FREIGHTER

**PAKLED**

Freighter— Commissioned, c. 2358



## HULL DATA

Structure	25
Size / Decks	5 / 2
Length / Height / Beam	241 / 101 / 65.7
Compliment	25

---

## PROPULSION DATA

Impulse System	HEU-3 (.4 / BB)
Warp System	STN6 (5 / 6 / 8) (B)

---

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	2 standard
Cargo Units	190
Shuttlebay	1a
Shuttlecraft	2 size worth
Tractor Beams	1av, 1fv
Separation System	NO
Cloaking Device	NO
Sensor System	Class-3a (+3 / C)
Operations System	Class-2 (C)
Life Support	Class-2 (C)

---

## TACTICAL DATA

Phaser Arrays	GDM-4 (x2 / A)
Penetration	3 / 3 / 2 / 0 / 0
Torpedoes	MK25 micro (x1 / A)
Penetration	2 / 2 / 2 / 2 / 0
Deflector Shield	PFF-2 (A)
Protection / Threshold	12 / 2

---

## MISCELLANEOUS DATA

Maneuver Modifiers	0 C, -1 H, -1 T
Traits	Jury-Rigged (Sensors), Vulnerable System (Warp Drive)

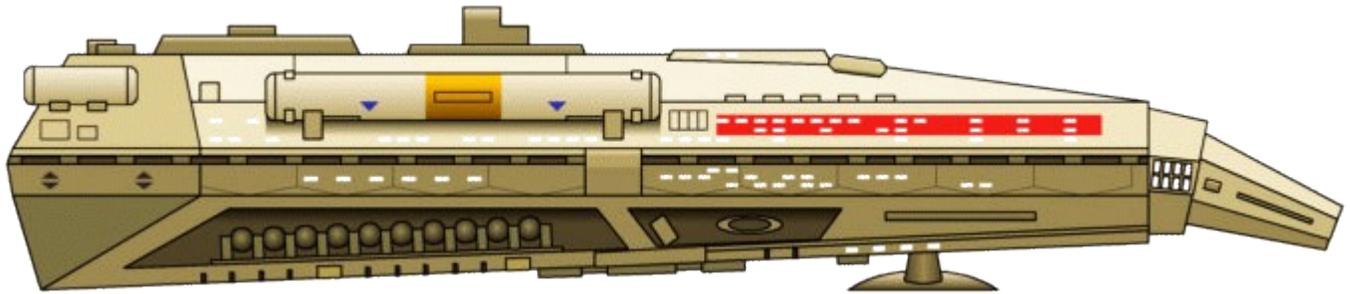
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**STAR TREK ROLE PLAYING GAME**

# RIGELIAN CLASS-9 FREIGHTER

RIGELIAN

Freighter— Commissioned, c. 2360



## HULL DATA

Structure	25
Size / Decks	5 / 2
Length / Height / Beam	241 / 98.7 / 64.3
Compliment	4 (crew) 20 (passengers)

## PROPULSION DATA

Impulse System	FIE-2 (.85 / E)
Warp System	LF-6 (3 / 4 / 5) (A)

## OPERATIONAL DATA

Atmosphere Capable	YES
Transporters	2 standard
Cargo Units	240
Shuttlebay	1a
Shuttlecraft	1 size worth
Tractor Beams	1 fv
Separation System	NO
Cloaking Device	NO
Sensor System	Class-1a (+1 / AA)
Operations System	Class-2 (C)
Life Support	Class-3 (AA)

## TACTICAL DATA

Phaser Arrays	GDM-4 (x2 / A)
Penetration	3 / 3 / 2 / 0 / 0
Torpedoes	NONE
Penetration	N/A
Deflector Shield	PFF 2a (B)
Protection / Threshold	13 / 3

## MISCELLANEOUS DATA

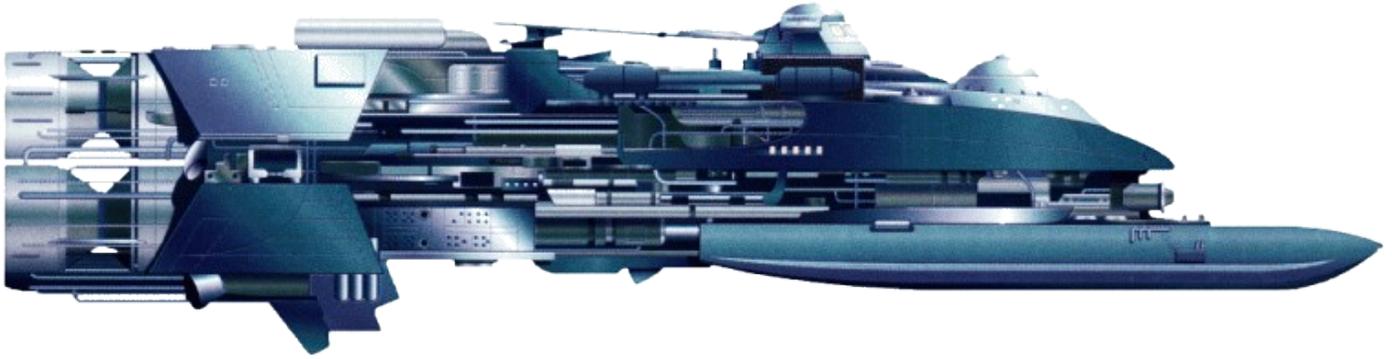
Maneuver Modifiers	0 C, -1 H, -1 T
Traits	None

*STAR TREK ROLE PLAYING GAME*

# CORPORATE COLONY SHIP

# SHELIAK

Armed Personnel Frigate— Commissioned, c. 2343



## HULL DATA

Structure	35
Size / Decks	7 / 21
Length / Height / Beam	431 / 215.5 / 84
Compliment	97 crew + 430 passengers

---

## PROPULSION DATA

Impulse System	SKHEU-6 (.9c / D)
Warp System	SK Type-4 DC (5 / 7 / 9.3) (CC)

---

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	4 standard, 2 emergency
Cargo Units	400
Shuttlebay	2 fv
Shuttlecraft	8 size worth
Tractor Beams	1fv, 1fd
Separation System	NONE
Cloaking Device	NONE
Sensor System	Class-4 (+4 / E)
Operations System	Class-3 (D)
Life Support	Class-3 (D)

---

## TACTICAL DATA

Phaser Arrays	SKGDM-5 (x5 / B)
Penetration	4 / 3 / 3 / 0 / 0
Torpedoes	SKP-10 (x2 / B)
Penetration	4 / 4 / 4 / 4 / 4
Deflector Shield	CIDSS-4 (BB)
Protection / Threshold	16 / 3

---

## MISCELLANEOUS DATA

Maneuver Modifiers	+2 C, -1 H, +2 T
Traits	Battle-hardened. Vulnerable System (Impulse drive)

---

**STAR TREK ROLE PLAYING GAME**

Iltharanos

## Suliban Cell Ship

Fighter; Commissioned 2151

### HULL DATA

Structure: 5 [21 space] [1 space remaining]  
Size/Decks: 1/1  
Length/Beam/Height: 3.25/3.25/3.5 meters  
Complement: 1; 4 passengers

### TACTICAL DATA

Phase Cannons: PC-10a (x1/A) [-4 space]  
Penetration: 2/1/0/0/0  
Deflector Shields: PFF 1 (A) [-2 space]  
Protection/Threshold: 12/1

### PROPULSION DATA

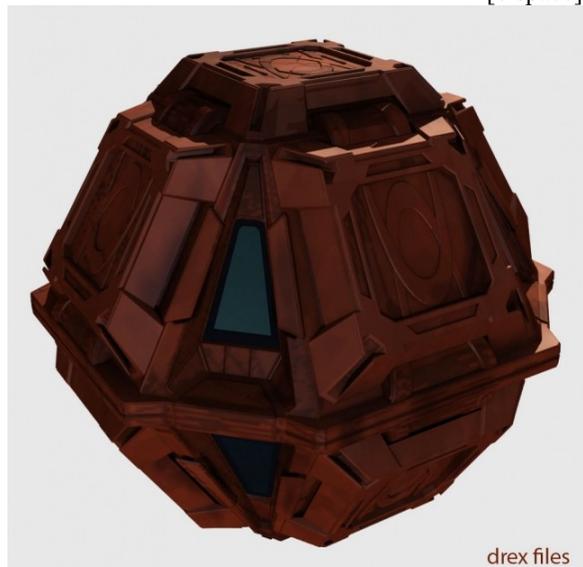
Impulse System: SBD (.6c) (B) [-3 space]  
Warp System: PB-4 (3/4/6) (B) [-6 space]

### OPERATIONAL DATA

Atmosphere Capable: Yes [0 space]  
Cargo Units: 1 [0 space]  
Cloaking Device: Class 1 (Rating 16) [-1 space]  
Life Support: Class 1 (B) [-1 space]  
Operations System: Class 1 (B) [-1 space]  
Sensor System: Class 2 (+2/+1/0/0/0/C) [-2 space]  
Separation System: No [0 space]  
Shuttlebay: No [0 space]  
Shuttlecraft: None  
Tractor Beams: 1 f [0 space]  
Transporters: None [0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: -2C, +3H, +1T  
Traits: None [0 space]



Iltharanos

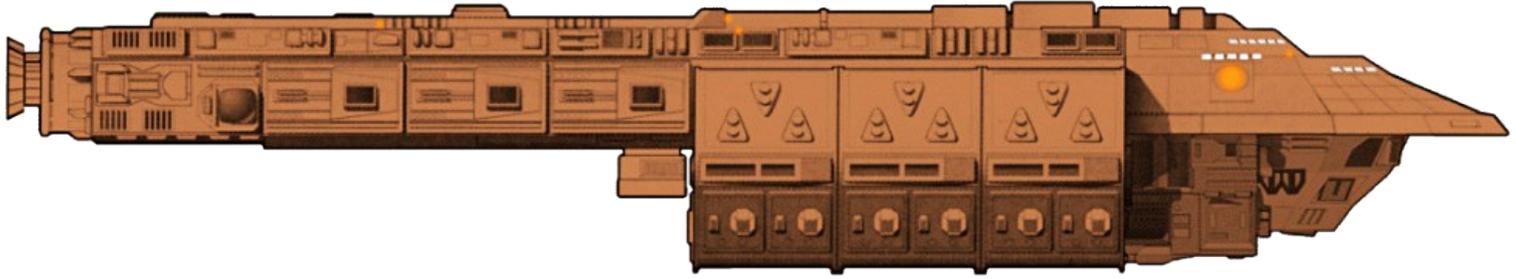
## BACKGROUND

The Suliban Cell Ship is quite advanced for its time period, and for good reason. The Suliban have benefitted greatly from their unseen benefactor from the future, for this mysterious figure has been sharing technology with the Suliban that would normally be unrealized for decades. The Suliban Cell Ship's shields, warp drive, and cloaking device are all decades beyond the Sulibans' technological capability, making this small ship much more formidable than its size would otherwise indicate. Given all of its technological superiority, the cell ship is still woefully outgunned by most capital ships of the mid 22<sup>nd</sup> century, a primary reason why the cell ship operates in large numbers.

# BATRIS CLASS FREIGHTER

TALARIAN

Freighter / Cargo Carrier— Commissioned, 2327



## HULL DATA

Structure	20
Size / Decks	4 / 3
Length / Height / Beam	148.6 / 23 / 37.6
Compliment	12

## PROPULSION DATA

Impulse System	SBE (.5c / B)
Warp System	PB-1 Mod (2 / 4 / 5) (B)

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	2 standard, 2 cargo
Cargo Units	250
Shuttlebay	NO
Shuttlecraft	N/A
Tractor Beams	1a
Separation System	NO
Cloaking Device	NO
Sensor System	Class-1a (+1 / B)
Operations System	Class-2 (C)
Life Support	Class-1R (BB)

## TACTICAL DATA

Phaser Arrays	NONE
Penetration	N/A
Torpedoes	Mercurite Rockets (x2 / A)
Penetration	1 / 1 / 1 / 0 / 0
Deflector Shield	PFF 1 (A)
Protection / Threshold	12 / 1

## MISCELLANEOUS DATA

Maneuver Modifiers	-1 C, -2 H, -3 T
Traits	None

STAR TREK ROLE PLAYING GAME

LCARS 23295

01-23564



02-24158

## Talarian Warship

Battle Cruiser; Commissioned: 2355

### Hull Data

Structure: 25 [65 space][1 space remains]  
 Size/Decks: 5/8  
 Length/Height/Beam: 200 /113/80 m  
 Complement: 80

### Tactical Data

Particle Cannons: Type VII (x3/B) [-15]  
 Penetration: 4/4/4/0/0  
 Torpedo Launchers: Mk 10 IF (x1/B) [-1]  
 Mercurite Penetration: 3/3/3/3/0  
 Deflector Shield: PFF 2a (B) [-7]  
 Protection/Threshold: 13/2

### Propulsion Data

Impulse System: RSM (.75c) (D) [-6]  
 Warp System: LF-10 (5/6/8 MCU) (C) [-4]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 50 [0]  
 Cloaking Device: No [0]  
 Life Support: Class 4 (E) [-6]  
 Operations System: Class 4 (E) [-6]  
 Sensor System: Class 3a (+3/+2/+1/0/0/CC) [-4]  
 Separation System: No [0]  
 Shuttlebay: 1 a [-2]  
 Shuttlecraft: 5 size worth  
 Tractor Beams: 1 f, 1 a [-1]  
 Transporters: 2 standard, 2 emergency, 2 cargo [0]

### Miscellaneous Data

Maneuver Modifiers: +3C, -2H, +3T  
 Traits: Hardened System (Weapons, Shields) [-10]  
 Prototype (+1 Missile) [-2]

## Mission

The Talarian Warship's primary duty is the protection of the Talarian Republic's sovereign space.

## Features

The Talarian Warship fields particle cannons, mercurite rockets, and the PFF 2a deflector shield grid. By all measures, it is an inferior design of the 24<sup>th</sup> century, outclassed by virtually all other nearby spacefaring powers.

While its systems are antiquated, the Talarian Warship makes up for this with very durable systems, and hit-and-run tactics that take advantage of the technology they do possess.

## Ships in Service

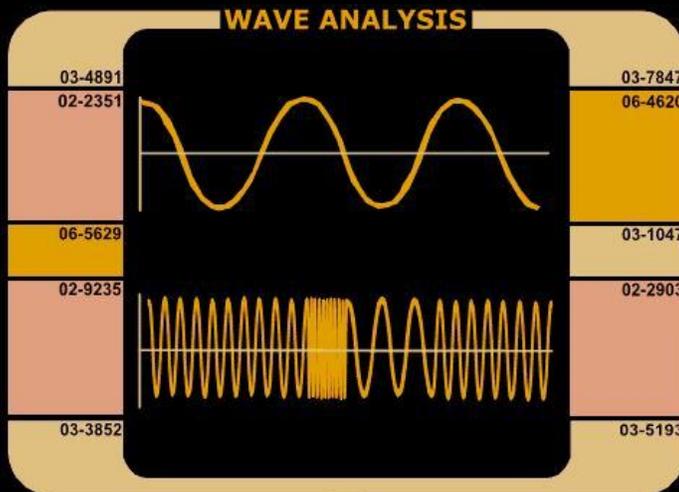
<u>Name</u>	<u>Registry</u>	<u>Notes</u>
Q'Maire	T.R.W. 221	Under the command of Captain Endar, convinced the crew of the <i>Enterprise-D</i> in returning his adoptive son (2367).



## Background

The Talarian Warship is by every conceivable measure vastly inferior to Federation designs half a century older. Despite this lack of technological parity, the Talarian Warship, when used creatively, did result in some 219 Federation casualties during the Galen border conflicts.

Standard tactics employed by the Talarian Warship is the triangular envelopment, designed to attack single Federation starships that alone are roughly equal to three Talarian ships-of-the-line. Talarian forces were limited to hit-and-run guerrilla style attacks against their more powerful Federation opponents, and while a solid design, the Talarian Warship suffered massive material losses against Starfleet before the minor conflict was resolved (Starfleet's superior targeting systems allowed Federation ships to disable many Talarian Warships rather than simply destroy them).



## Appearances

Series

TNG

Media

T.V. "Suddenly Human"

The Q'Maire confronts the Enterprise-D



LCARS 23295

01-23564

02-24158

03-41248

04-14702

05-32456

# BAXIAL CLASS FREIGHTER

Armed Shuttlecraft – Commissioned, c. 2369

# TALAXIAN



## HULL DATA

Structure	25
Size / Decks	2 / 1
Length / Height / Beam	21 / 4 / 6.5
Compliment	

## PROPULSION DATA

Impulse System	FIG-2 (.9 / C)
Warp System	TaiW-2a (1.2 / 3.5 / 4) (B)

## OPERATIONAL DATA

Atmosphere Capable	YES
Transporters	1 (2-person)
Cargo Units	2
Shuttlebay	N/A
Shuttlecraft	N/A
Tractor Beams	1fv
Separation System	N/A
Cloaking Device	None
Sensor System	Class 3a (+3 / C)
Operations System	Class 2R (C)
Life Support	Class 2R (C)

## TACTICAL DATA

Phaser Arrays	Type II (x2 / B)
Penetration	3 / 3 / 3 / 0 / 0
Torpedoes	None
Penetration	N/A
Deflector Shield	CIDSS-1 (A)
Protection / Threshold	13 / 1

## MISCELLANEOUS DATA

Maneuver Modifiers	-1 C, +3 H, +1 T
Traits	Jury-rigged (Warp drive, Tractor Beam, Transporters, Weapons), Nimble



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 573 573711679096  
 781 848899422  
 36 118032157882

## Tamarian Darmok-class

Battleship; Commissioned: 2366

### Hull Data

Structure: 45 [141 space][15 space remains]  
 Size/Decks: 9/31  
 Length/Height/Beam: 700/94/476 m  
 Complement: 1,410

### Tactical Data

Phasers: Type XI (x8/D) [-48]  
 Penetration: 9/7/7/0/0  
 Deflector Shield: FSQ-7 (CC) [-12]  
 Protection/Threshold: 18/5

### Propulsion Data

Impulse System: FIG-4 (.9c) (D) [-5]  
 Warp System: LF-44 (6/9.5/9.7 MCU) (D) [-6]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 90 [0]  
 Cloaking Device: No [0]  
 Life Support: Class 5 (F) [-9]  
 Operations System: Class 5 (F) [-9]  
 Sensor System: Class 4a (+4/+3/+2/+1/0/DD) [-5]  
 Separation System: No [0]  
 Shuttlebay: 2 a [-4]  
 Shuttlecraft: 18 size worth  
 Tractor Beams: 1 av, 1 fv [-1]  
 Transporters: 6 standard, 6 emergency, 6 cargo [-6]

### Miscellaneous Data

Maneuver Modifiers: +4C, -2H, +4T  
 Traits: Hardened System (Weapons, Shields) [-10]  
 Enhanced System (Shields) [-5]  
 Prototype (+1 warp reliability) [-2]  
 Prototype (+1 beam, +1 protection) [-4]

## Mission

The Darmok-class is the mainstay of the Tamarian fleet, and is charged with patrolling Tamarian space and making peaceful contact with new alien species.

## Background

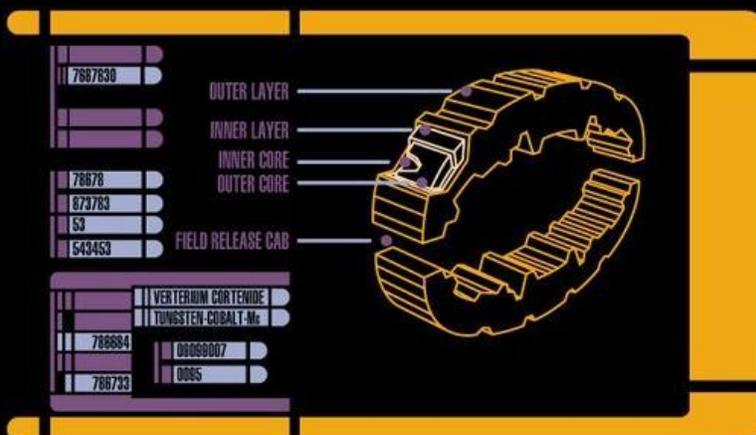
The Tamarian Darmok-class battleship was designed purely for defensive purposes. Due to the unique manner of verbal communication employed by the Tamarians, misunderstandings abounded with many of their first-contact situations, often resulting in violence or outright war.

## Features

The Darmok-class is equipped with multiple enhanced beam weaponry superior to Federation Type XI phasers. Its deflector shield grid is similarly impressive, far superior to that of the standard Federation Galaxy-class starship. The Darmok is an extremely durable design, with multiple redundancies in its tactical systems, making those systems especially resistance to battle damage.

## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
Tama	T.S.S. 1975	Under the command of Captain Dathon, met with the crew of the <i>Enterprise-D</i> at El-Adrel IV, eventually establishing a dialog between the Tamarians and the Federation, though it cost him his life (2368).

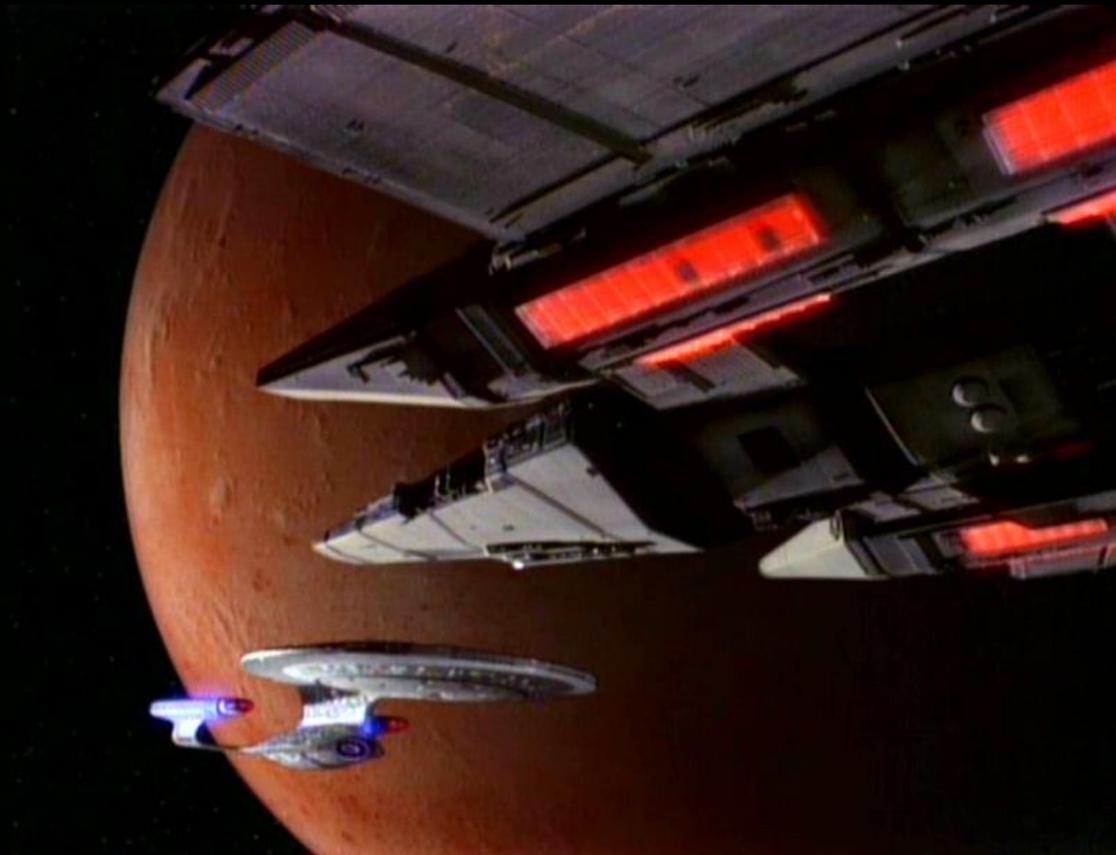


## Appearances

Series  
TNG

Media  
T.V. "Darmok"

The Tama and the Enterprise-D above El-Adrel IV





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 573 573711679096  
 781 848899422  
 36 118032157882

## Tholian Warship

Fighter; Commissioned: 2142

### Hull Data

Structure: 10 [29 space][1 space remains]  
 Size/Decks: 2/1  
 Length/Height/Beam: 15/5/5 m  
 Complement: 1

### Tactical Data

Disruptors: T-GDM-1 (x2/A) [-6]  
 Penetration: 2/2/2/0/0  
 Other Weapon:  
 Tholian Energy Dampener Mk 1 [-2]  
 Penetration: Special  
 Other Weapon: Tholian Web Mk 1 [-4]  
 Penetration: Special  
 Deflector Shield: PFF 1 (A) [-10]  
 Protection/Threshold: 12/1

### Propulsion Data

Impulse System: SBB (.5c) (A) [-2]  
 Warp System: T-WD-1 (2/3/5 OCU) (B) [-2]

### Operational Data

Atmosphere Capable: Yes [-1]  
 Cargo Units: 2 [0]  
 Life Support: Class 1 (B) [-2]  
 Operations System: Class 1 (B) [-2]  
 Sensor System: Class 1a (+1/0/0/0/0/AA) [-2]  
 Separation System: No [0]  
 Shuttlebay: No [0]  
 Shuttlecraft: N/A  
 Tractor Beams: 1 f [0]  
 Transporters: 1 standard [0]

### Miscellaneous Data

Maneuver Modifiers: -2C, +3H, +1T  
 Traits: Vulnerable System (Life Support) [+5]

## Mission

The Tholian Warship's primary purpose is the advancement of the Tholian Assembly, whether that means system patrol, invasion, or scouting.



## Background

Little is known of the background or origin of the Tholian Warship, as the Tholians are extremely xenophobic and rarely, if ever, part with information concerning them.

## Features

The Tholian Warship is equipped with standard disruptor beams and deflector shields. Its most noteworthy systems are its energy dampener and web generators, the latter being utterly unique to the Tholians.

## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
Les'vz Tholis	Unknown	Under the command of Drexene, disabled the Earth Starship <i>Enterprise NX-01</i> (2152).

## Appearances

<u>Series</u>	<u>Media</u>
ENT	T.V. "Future Tense"; T.V. "In a Mirror Darkly"

## New Systems

### FTL Propulsion System Costs

System	Space	Speed	Maximum Size	Reliability	Availability
T-WD-1	Size	2/3.5/5 (OCU)	2	B	2132
T-WD-3	Size	5/6/7 (OCU)	2	C	2232

*Note:* Use this table to supplement Table 1.11 in the *Starships* supplement.

### Alien Beam Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
<i>Disruptors</i>				
T-GDM-1 <sup>1</sup>	3	3	2	2122
<i>Other Weapons</i>				
Tholian Energy Dampener Mk 1	Size	See below	2	2100
Tholian Energy Dampener Mk 2	Size	See below	2	2200
Tholian Web Mk 1	4	See below	2	2100
Tholian Web Mk 2	3	See below	2	2200

*Note:* Use this table to supplement Table 1.21 in the *Starships* supplement.

1: Use Table 1.17 in the *Starships* supplement to determine penetration values.

### Alien Missile Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
<i>Tholian Plasma Torpedoes</i>				
TPT-1 <sup>2</sup>	6	10	2	2249

*Note:* Use this table to supplement Table 1.22 in the *Starships* supplement.

2: Use Table 1.23 in the *Starships* supplement to determine penetration values.

## Tholian Energy Dampener

The Tholian Energy Dampener drains energy from enemy targets and disables systems, leaving it vulnerable to subsequent attacks.

**Effect:** A target ship's protection is increased by 5 for purposes of defending against this attack. If the target ship is hit, every system must make a TN 10 (TN 12 for the Mk 2) reliability test or be rendered inoperable. Crew may attempt to bring inoperable systems back online using the rules on pp. 122 – 123 of the *Star Trek RPG Narrator's Guide*.

A Tholian Energy Dampener



### Tholian Web

The Tholian Web, also known as a tractor field, is an energy net that is “spun” or “cast” by starships.

**Effect:** The Tholian Web requires at least two ships equipped with the Web to be in Short range of the target vessel. The more ships participating in the creation of the Web, the faster it is created (see below for Web creation times).

Once created, the Web is self-sustaining and can absorb an amount of damage indicated below, which varies on whether the Web is two-dimensional, or three-dimensional. Ships outside the Web (or the other side of it if the Web is two-dimensional) gain a bonus to their Protection against attacks from ships within the Web, this bonus applies while the Web is being “spun” or “cast”. After 5 rounds of existence, the Web can be made to collapse, dealing damage (see below) to the trapped ship each round until the trapped ship is destroyed.

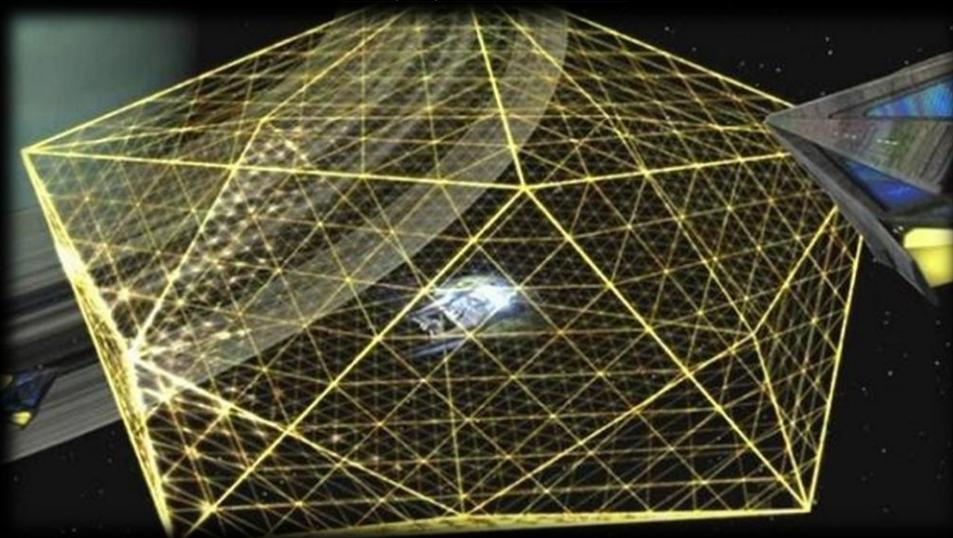
The three-dimensional Web also functions as a high-power immobilization field/tractor beam. Ships within the Web must succeed at a TN 15 (TN 20 for the Mk 2) Propulsion Engineering test to activate the ship’s sublight engines.

It is possible for small (Size 1) starships to pass through the minute gaps in the Web, but successfully doing so requires a TN 20 System Operation (Flight Control) test.

Number of starships	Rounds to complete 2-d Web	Rounds to complete 3-d Web
2-5	3	5
6-11	2	4
12+	1	3

Tholian Web	Damage absorbed (2-d)	Damage absorbed (3-d)	Protection bonus	Collapsing damage
Mk 1	100	150	3	5
Mk 2	150	225	5	10

A deployed Tholian Web





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 573 573711679096  
 781 848899422  
 36 118032157882

## Tholian Warship

Fighter; Commissioned: 2242

### Hull Data

Structure: 10 [29 space][3 space remains]  
 Size/Decks: 2/1  
 Length/Height/Beam: 15/5/5 m  
 Complement: 1

### Tactical Data

Torpedo Launchers: TPT-1 (x1/B) [-6]  
 Penetration: 4/3/2/1/0  
 Other Weapon: Tholian Web Mk 2 [-3]  
 Penetration: Special  
 Deflector Shield: PFF 2 (A) [-5]  
 Protection/Threshold: 12/2

### Propulsion Data

Impulse System: SBE (.5c) (D) [-5]  
 Warp System: T-WD-3 (5/6/7 OCU) (C) [-2]

### Operational Data

Atmosphere Capable: Yes [-1]  
 Cargo Units: 2 [0]  
 Life Support: Class 2 (C) [-3]  
 Operations System: Class 2 (C) [-3]  
 Sensor System: Class 3 (+3/+2/+1/0/0/D) [-3]  
 Separation System: No [0]  
 Shuttlebay: No [0]  
 Shuttlecraft: N/A  
 Tractor Beams: 1 f [0]  
 Transporters: 1 standard [0]

### Miscellaneous Data

Maneuver Modifiers: -2C, +3H, +1T  
 Traits: Vulnerable System (Life Support) [+5]

## Mission

The Tholian Warship's primary purpose is the advancement of the Tholian Assembly, whether that means system patrol, invasion, or scouting.



## Background

Little is known of the background or origin of the Tholian Warship, as the Tholians are extremely xenophobic and rarely, if ever, part with information concerning them.

## Features

The Tholian Warship is equipped with a powerful plasma torpedo launcher and an adequate deflector shield grid. Its most powerful weapon system, however, is its web generator.

## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
Ras'y Tholis	Unknown	Under the command of Loskene, encountered the Federation Starship <i>Enterprise NCC 1701 (2268)</i> .

## Appearances

<u>Series</u>	<u>Media</u>
TOS	T.V. "The Tholian Web"

## New Systems

### FTL Propulsion System Costs

System	Space	Speed	Maximum Size	Reliability	Availability
T-WD-1	Size	2/3.5/5 (OCU)	2	B	2132
T-WD-3	Size	5/6/7 (OCU)	2	C	2232

*Note:* Use this table to supplement Table 1.11 in the *Starships* supplement.

### Alien Beam Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
<i>Disruptors</i>				
T-GDM-1 <sup>1</sup>	3	3	2	2122
<i>Other Weapons</i>				
Tholian Energy Dampener Mk 1	Size	See below	2	2100
Tholian Energy Dampener Mk 2	Size	See below	2	2200
Tholian Web Mk 1	4	See below	2	2100
Tholian Web Mk 2	3	See below	2	2200

*Note:* Use this table to supplement Table 1.21 in the *Starships* supplement.

1: Use Table 1.17 in the *Starships* supplement to determine penetration values.

### Alien Missile Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
<i>Tholian Plasma Torpedoes</i>				
TPT-1 <sup>2</sup>	6	10	2	2249

*Note:* Use this table to supplement Table 1.22 in the *Starships* supplement.

2: Use Table 1.23 in the *Starships* supplement to determine penetration values.

## Tholian Energy Dampener

The Tholian Energy Dampener drains energy from enemy targets and disables systems, leaving it vulnerable to subsequent attacks.

**Effect:** A target ship's protection is increased by 5 for purposes of defending against this attack. If the target ship is hit, every system must make a TN 10 (TN 12 for the Mk 2) reliability test or be rendered inoperable. Crew may attempt to bring inoperable systems back online using the rules on pp. 122 – 123 of the *Star Trek RPG Narrator's Guide*.

A Tholian Energy Dampener



### Tholian Web

The Tholian Web, also known as a tractor field, is an energy net that is “spun” or “cast” by starships.

**Effect:** The Tholian Web requires at least two ships equipped with the Web to be in Short range of the target vessel. The more ships participating in the creation of the Web, the faster it is created (see below for Web creation times).

Once created, the Web is self-sustaining and can absorb an amount of damage indicated below, which varies on whether the Web is two-dimensional, or three-dimensional. Ships outside the Web (or the other side of it if the Web is two-dimensional) gain a bonus to their Protection against attacks from ships within the Web, this bonus applies while the Web is being “spun” or “cast”. After 5 rounds of existence, the Web can be made to collapse, dealing damage (see below) to the trapped ship each round until the trapped ship is destroyed.

The three-dimensional Web also functions as a high-power immobilization field/tractor beam. Ships within the Web must succeed at a TN 15 (TN 20 for the Mk 2) Propulsion Engineering test to activate the ship’s sublight engines.

It is possible for small (Size 1) starships to pass through the minute gaps in the Web, but successfully doing so requires a TN 20 System Operation (Flight Control) test.

Number of starships	Rounds to complete 2-d Web	Rounds to complete 3-d Web
2-5	3	5
6-11	2	4
12+	1	3

Tholian Web	Damage absorbed (2-d)	Damage absorbed (3-d)	Protection bonus	Collapsing damage
Mk 1	100	150	3	5
Mk 2	150	225	5	10

A Tholian Web being “spun”





## Planet Killer

Battleship; Commissioned: ~30,000 B.C.E.

### Propulsion Data

Impulse System: RSM (.75c) (D) [-24]  
 Warp System: PB-1 (1/2/4) (A) [-72]

### Hull Data

Structure: 65 [249 space][4 space remains]  
 Size/Decks: 13/None  
 Length/Height/Beam: 2,772 /607/607 m  
 Complement: None

### Tactical Data

Pure Antiproton Beam: (x1/F) [-60]  
 Penetration: 9/9/8/0/0  
 Neutronium Hull: (FF) [-27]  
 Protection/Threshold: 25/9

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 130 [0]  
 Life Support: Class 5 (F) [-11]  
 Operations System: Class 5 (F) [-11]  
 Sensor System:  
 Class 5a (+5/+4/+3/+2/+1/F) [-5]  
 Separation System: No [0]  
 Shuttlebay: No [0]  
 Shuttlecraft: n/a  
 Tractor Beams: 1 f [0]  
 Transporters: None [0]

### Miscellaneous Data

Maneuver Modifiers: +4C, +1H, +4T  
 Traits: Hardened System (All) [-30]  
 Dampening Field [-5]

## Mission

The Planet Killer's mission is unknown. It is an automated device that consumes entire planets for fuel.

## Features

The Planet Killer has a single offensive weapon, a pure antiproton beam capable of devastating amounts of damage, easily able to slice entire planets apart. Defensively, the Planet Killer is protected by a solid neutronium hull, making it effectively impenetrable to damage from its exterior. Due to the nature of the ship's systems, the Planet Killer emits a dampening field that makes communications difficult when in near proximity, while simultaneously shutting down enemy propulsion systems.

## Background

Little is known of the Planet Killer's origins, save that based on analyses of its trajectory, it is believed to have originated outside the Milky Way galaxy.

## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
Unknown	N/A	Disabled by Captain James T. Kirk aboard the <i>Constellation</i> (2267).

## Appearances

<u>Series</u>	<u>Episode</u>
TOS	The Doomsday Machine

Damaged Constitution-class starship *Constellation*.



## New Systems

### Alien Beam Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
Pure Antiproton Beam	60	120	13	-

*Note:* Use this table to supplement Table 1.21 in the *Starships* supplement.

### Defensive System Costs

Type	Space	Protection Rating	Min./Max. Threshold	Reliability	Availability
Neutronium Hull	Size x2	25	6/9	FF	-

*Note:* Use this table to supplement Table 1.19 in the *Starships* supplement.

### Starship Traits

Edge	Prerequisite	Effect
Dampening Field	-	Enemy ships have +5 TN to all subspace communications when within Medium range or closer. Enemy propulsion systems suffer 1 point of damage per round of combat within Point Blank range.

*Note:* When including these edges, use the rules found on page 142 of the *Star Trek RPG Narrator's Guide*



LCARS

47 |  
087 |  
194 |  
853 |  
219 |  
030 |  
007 |

## Xindi-Aquatic Warship

Battleship; Commissioned: 2148

### Hull Data

Structure: 65 [249 space][22 space remains]  
 Size/Decks: 13/69  
 Length/Height/Beam: 2,000/210/1,750 m  
 Complement: 250

### Tactical Data

Disruptors: GDM-2 (x9/AA) [-63]  
 Penetration: 5/4/4/0/0  
 Torpedo Launchers: FST Mk III (x6/AA) [-24]  
 Spatial Penetration: 3/3/3/0/0  
 Deflector Shield: PFF 1 (A) [-10]  
 Protection/Threshold: 12/2

### Propulsion Data

Impulse System: SBC (.5c) (B) [-24]  
 Warp System: Subspace Vortex (B) [-13]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 200 [-14]  
 Life Support: Class 3R (DD) [-11]  
 Operations System: Class 3R (DD) [-11]  
 Sensor System: Class 2 (+2/+1/0/0/0/C) [-2]  
 Separation System: No [0]  
 Shuttlebay: 1 fv [-2]  
 Shuttlecraft: 13 size worth  
 Tractor Beams: 1 fv, 1 fd, 1 av, 1 ad [-3]  
 Transporters: 6 standard [0]

### Miscellaneous Data

Maneuver Modifiers: +4C, 0H, +4T  
 Traits: Hardened System (All) [-30]  
 Enhanced System (Shields) [-5]  
 Hangarbay (x3) [-15]

## Mission

The Aquatic Warship's primary role is the defense of Xindi territory, which it accomplishes by serving as a carrier for the Aquatic Scout ships.



## Background

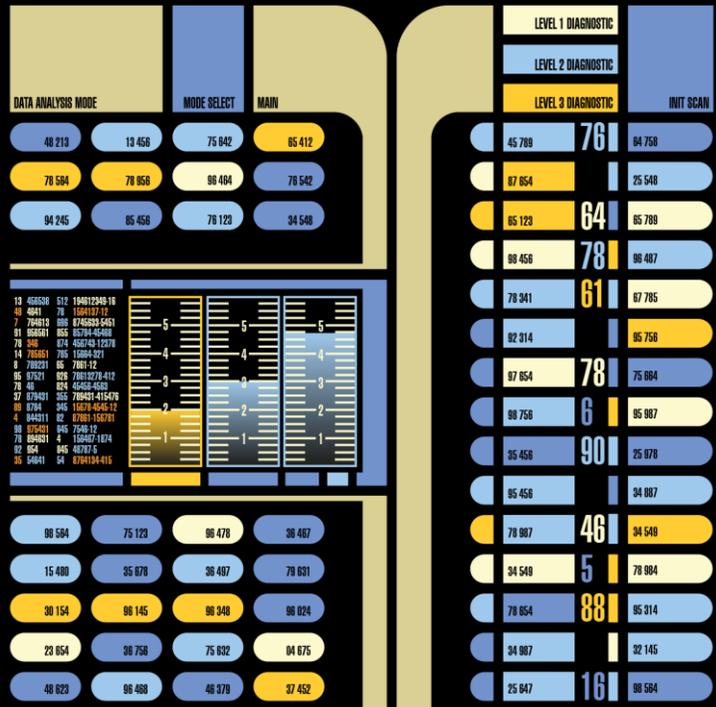
The Xindi-Aquatic Warship is a singularly powerful combatant. The arrival of even one Aquatic Warship in a battle is enough to turn the tide easily. The only recorded instance of such a warship being destroyed was due to subspace distortions from a Sphere Builder's attack.

## Features

The Aquatic Warship, though it serves primarily as a carrier, is a formidable combatant on its own, with multiple disruptor banks and torpedoes, as well as an enhanced shield grid capable of sustaining significant amounts of punishment before failing. The warship has all major systems hardened against damage, thereby increasing the ship's durability even further.

Unique among many starships of its era, the Aquatic Warship possesses a hangarbay capable of holding capital-size vessels.

Like all Xindi designs, the warship also features a subspace vortex drive. A unique aspect of the Aquatic Warship was its almost entirely water-filled interior.



## Ships in Service

Name	Registry	Notes
Mmr'Mrr	X.A.W. 07	Transported the <i>Enterprise NX-01</i> back to Earth (2154).

## Appearances

Series	Media
ENT	T.V. "Damage"; T.V. "Countdown"; T.V. "Zero Hour"

## FTL Propulsion System Costs

System	Space	Speed (MCU)	Maximum Size	Reliability	Availability
Subspace Vortex	Size	9.99	13	B	-

*Note:* Use this table to supplement Table 1.11 in the *Starships* supplement.

### Subspace Vortex

The subspace vortex provides rapid travel, but is difficult to maintain. The use of a subspace vortex is treated as 'pushing the engines' as indicated on p. 99 of the Narrator's Guide, save that initiating the subspace vortex requires a propulsion engineering test against TN 12 + the ship's maximum speed and a reliability check (TN 12 + speed) is required for every hour spent in the subspace vortex.

### Starship Traits

Edge	Prerequisite	Effect
Hangarbay	Size 5 or larger	Ship may have more shuttlebays than half its size, rounded down. The ship's shuttlebays may also accommodate vessels of size 3 or less. This edge may be taken multiple times, each additional time it is taken increases the size prerequisite and size of vessel accommodated by 1.

*Note:* When including these edges, use the rules found on page 142 of the *Star Trek RPG Narrator's Guide*



## Xindi-Insectoid Warship

Cruiser; Commissioned: 2142

### Hull Data

Structure: 25 [65 space][1 space remains]  
 Size/Decks: 5/5  
 Length/Height/Beam: 120 /70/86 m  
 Complement: 60

### Tactical Data

Disruptors: GDM-1 (x3/B) [-12]  
 Penetration: 3/3/3/0/0  
 Torpedo Launchers: FST Mk II (x4/B) [-8]  
 Spatial Penetration: 2/2/2/0/0  
 Deflector Shield: PFF 1 (A) [-10]  
 Protection/Threshold: 12/1

### Propulsion Data

Impulse System: SBC (.5c) (B) [-3]  
 Warp System: Subspace Vortex (B) [-5]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 50 [0]  
 Life Support: Class 3 (D) [-5]  
 Operations System: Class 3 (D) [-5]  
 Sensor System: Class 2 (+2/+1/0/0/0/C) [-2]  
 Separation System: No [0]  
 Shuttlebay: 1 a [-2]  
 Shuttlecraft: 5 size worth  
 Tractor Beams: 1 f [0]  
 Transporters: 2 standard [0]

### Miscellaneous Data

Maneuver Modifiers: +2C, 0H, +2T  
 Traits: Hardened System (Life Support) [-5]  
 Hardened System (Operations) [-5]

## Mission

The Insectoid Warship's primary purpose is conducting the defense of Xindi territory.



## Background

The Xindi-Insectoid Warship participated in multiple combat engagements against the human starship *Enterprise NX-01*, where it required multiple Insectoid Warships to defeat the invading human vessel.

## Features

The Insectoid Warship is equipped with multiple disruptor banks and spatial torpedo launchers, as well as deflector shields. Vis-à-vis the Reptilian Warship, it is somewhat inferior in combat capability. However, the Insectoid Warship has a decentralized internal layout, allowing its operations and life support to continue functioning even when sustaining heavy damage. Like all Xindi starships of the era, the warship comes equipped with a subspace vortex FTL drive.

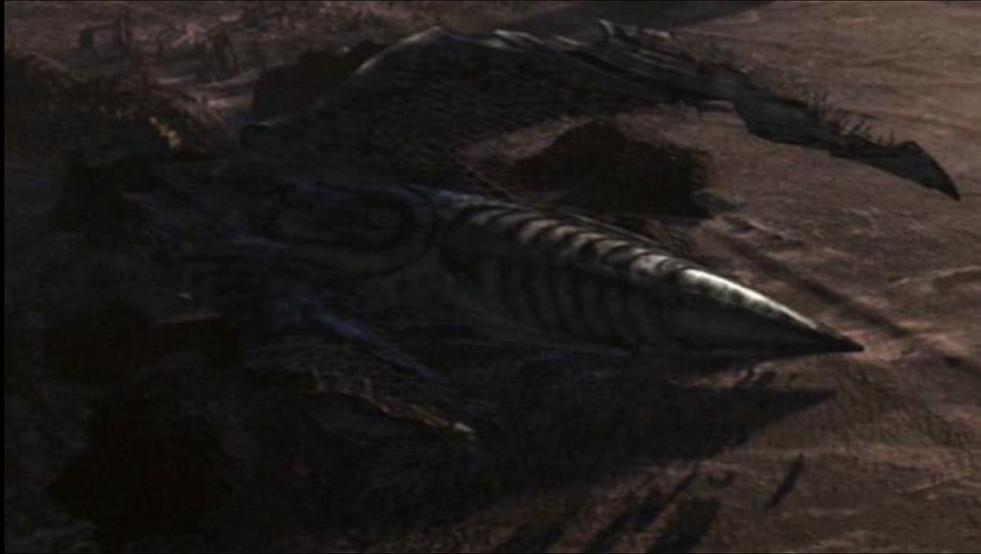
## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
X'kr'tlk	X.I.W. 051	Crash landed on unknown planet, where its remains were discovered by the <i>Enterprise NX-01</i> (2154).

## Appearances

<u>Series</u>	<u>Media</u>
ENT	T.V. "Twilight"; T.V. "Hatchery"; T.V. "Azati Prime"; T.V. "Damage"; T.V. "The Council"; T.V. "Countdown"

Shipwreck of the X'kr'tlk



**FTL Propulsion System Costs**

System	Space	Speed (MCU)	Maximum Size	Reliability	Availability
Subspace Vortex	Size	9.99	13	B	-

*Note:* Use this table to supplement Table 1.11 in the *Starships* supplement.

**Subspace Vortex**

The subspace vortex provides rapid travel, but is difficult to maintain. The use of a subspace vortex is treated as 'pushing the engines' as indicated on p. 99 of the Narrator's Guide, save that initiating the subspace vortex requires a propulsion engineering test against TN 12 + the ship's maximum speed and a reliability check (TN 12 + speed) is required for every hour spent in the subspace vortex.

iltharanos

## Xindi Reptilian Warship

Battle Cruiser; Commissioned 2145



### HULL DATA

Structure: 25 [65 space] [4 space remaining]

Size/Decks: 5/5

Length/Beam/Height: 180/40/20

Complement: 22

### TACTICAL DATA

Disruptors: GDM-1 (x4/AA) [-16 space]

Penetration: 4/3/3/0/0

Torpedo Launchers: FST Mk II (x4/AA) [-12 space]

Spatial Penetration: 2/2/2/0/0

Deflector Shields: PFF 1 (A) [-11 space]

Protection/Threshold: 12/1

Hull Plating: Type III [-5 space]

Protection/Threshold: 9/-

### PROPULSION DATA

Impulse System: SBC (.5c) (B) [-3 space]

Warp System: Subspace Vortex<sup>1</sup> (9.4/9.6/9.99) (B) [-5 space]

### OPERATIONAL DATA

Atmosphere Capable: No [0 space]

Cargo Units: 50

Life Support: Class 3 (D) [-5 space]

Operations System: Class 3 (D) [-5 space]

Sensor System: Class 2 (+2/C) [-2 space]

Separation System: No

Shuttlebay: 1 a [-2 space]

Shuttlecraft: 5 size worth

Tractor Beams: 1 f [0 space]

Transporters: 2 standard [0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +2C, 0H, +2T

Traits: Vulnerable System (Operations) [+5 space]



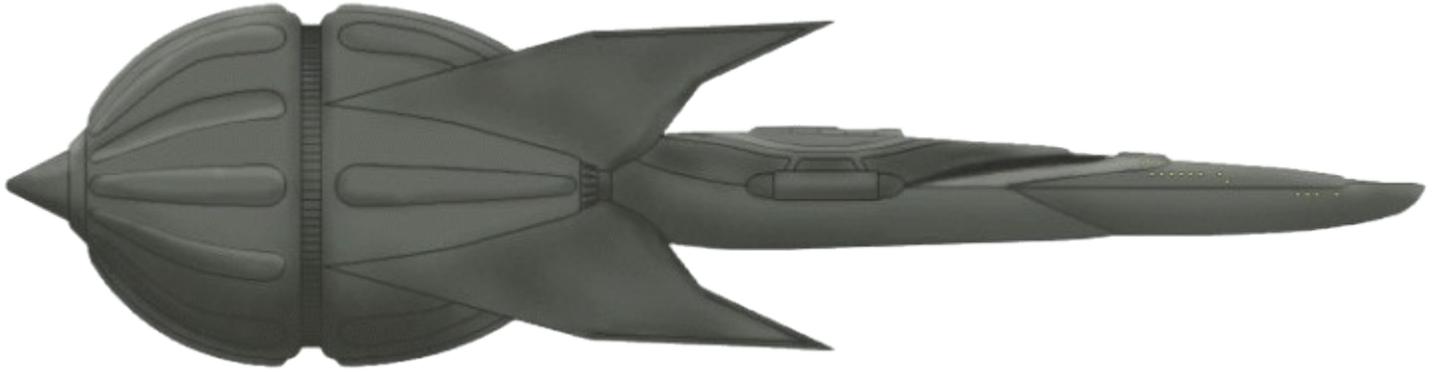
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<sup>1</sup> Limited to distances of 15 light-years or less.

# YRIDIAN DESTROYER

YRIDIAN

Heavy Cruiser / Battleship – Commissioned, c.2363



## HULL DATA

Structure	25
Size / Decks	6 / 17
Length / Height / Beam	387 / 142 / 61.3
Compliment	240

---

## PROPULSION DATA

Impulse System	YRID-2 (.78c / B)
Warp System	Type YR3 (6 / 7.5 / 9) (D)

---

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	4 standard, 2 emergency
Cargo Units	65
Shuttlebay	1d, 1v
Shuttlecraft	6 size worth
Tractor Beams	1a, 1f, 1p, 1s
Separation System	NONE
Cloaking Device	NONE
Sensor System	Class-4 (+4 / E)
Operations System	Class-3 (D)
Life Support	Class-2 (C)

---

## TACTICAL DATA

Phaser Arrays	YRFD Disruptors (x4 / A)
Penetration	3 / 3 / 2 / 0 / 0
Torpedoes	YRPT-plasma (x2 / B)
Penetration	4 / 3 / 2 / 1 / 0
Deflector Shield	CIDSS-4
Protection / Threshold	16 / 3

---

## MISCELLANEOUS DATA

Maneuver Modifiers	+1 C, -1 H, +1 T
Traits	Enhanced System (Tractor Beam)

---

STAR TREK ROLE PLAYING GAME



732 62900017689  
 110 145963  
 668 99400148592146  
 73 52858  
 748 57311663  
 652 1400583873446  
 909  
 190 63762693  
 224 435226764  
 573 573711679096  
 781 848899422  
 36 118032157882

## Zalkonian Warship

Dreadnought; Commissioned: 2360

### Hull Data

Structure: 35 [99 space][3 space remains]  
 Size/Decks: 7/30  
 Length/Height/Beam: 500 /90/180 m  
 Complement: 600 + 1,800 soldiers

### Tactical Data

Phasers: Type X (x4/C) [-20]  
 Penetration: 6/5/5/0/0  
 Other Weapon: Suffocation Beam [-20]  
 Penetration: Special  
 Deflector Shield: FSQ (D) [-11]  
 Protection/Threshold: 17/4

### Propulsion Data

Impulse System: FIG-4 (.9c) (D) [-5]  
 Warp System: LF-44 (6/9.5/9.7 MCU) (C) [-8]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 70 [0]  
 Life Support: Class 3 (D) [-6]  
 Operations System: Class 3 (D) [-6]  
 Sensor System: Class 3a (+3/+2/+1/0/0/CC) [-4]  
 Separation System: No [0]  
 Shuttlebay: 2v [-4]  
 Shuttlecraft: 14 size worth  
 Tractor Beams: 1 f, 1 a [-1]  
 Transporters: 5 standard, 5 emergency, 5 cargo [-6]

### Miscellaneous Data

Maneuver Modifiers: +4C, -3H, +4T  
 Traits: ACB Jacketing [-5]

## Mission

The Zalkonian Warship is the top-of-the-line starship in the Zalkonian Space Navy, designed to safeguard the handful of systems controlled by Zalkonia.

## Features

The Zalkonian Warship is equipped with powerful Type X phaser arrays, an equally powerful deflector shield grid, and features a fast impulse drive and a warp drive that can achieve speeds in excess of warp 9.7. With its standard systems, the warship nearly equals the Federation's Galaxy-class starship.

The Zalkonian Warship does feature one weapons system unknown to the Federation, its suffocation beam, which proved devastating in its first use against a Federation starship.

## Background

The Zalkonians keep to themselves, and have colonized only a handful of star systems. What they do have, they guard fiercely with the help of the Zalkonian Warship. Most aggressor species near their territory find it too much trouble to impinge upon Zalkonian space as a result.

## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
Zunwon	Z.W. 0406	Under the command of Sunad, disabled the crew of the <i>Enterprise-D</i> (2366).

## Appearances

<u>Series</u>	<u>Episode</u>
TNG	Transfigurations Zunwon confronting the <i>Enterprise-D</i> .



## New Systems

### Alien Beam Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
Suffocation Beam	20	See below	7	-

*Note:* Use this table to supplement Table 1.21 in the *Starships* supplement.

### Suffocation Beam

The suffocation beam causes all living, breathing targets within the ship targeted to make a stamina test against TN 20, with failure indicating asphyxiation as indicated on p. 228 of the Narrator's Guide. Due to the power requirements involved, use of the suffocation beam during a round precludes the use of all other weapon systems. The beam has a maximum range of Short.

Prior to the *Enterprise-D's* encounter in 2366 with this weapon, Starfleet ships are considered to be without shields against its attacks. A TN 20 Systems Engineering (Deflector Systems) test can determine the nature of the limitation while an extended test of the same kind with a total TN of 80 is required to implement the solution (every attempt represents six hours).

By 2367, all Federation shields have compensated for the suffocation beam, and function as normal.



iltharanos

## Vulcan D'Kyr-class

Battle Cruiser; Commissioned 2145

### HULL DATA

Structure: 40 [119 space] [0 space remaining]

Size/Decks: 8/41

Length/Beam/Height: 600/180/180

Complement: 147

### TACTICAL DATA

Phase Cannons: PC-25 (x4/AA) [-28 space]

Penetration: 4/3/3/0/0

Torpedo Launchers: Mk I IF (x3/AA) [-15 space]

Photon Penetration: 3/3/3/3/0

Deflector Shields: PFF 1 (A) [-10 space]

Protection/Threshold: 12/2

### PROPULSION DATA

Impulse System: SBD (.7c) (B) [-12 space]

Warp System: PB-16 (5/6/7) (C) [-32 space]

### OPERATIONAL DATA

Atmosphere Capable: No [0 space]

Cargo Units: 80

Life Support: Class 3 (D) [-7 space]

Operations System: Class 3 (D) [-7 space]

Sensor System: Class 2 (+2/C) [-2 space]

Separation System: No

Shuttlebay: 1 aft [-2 space]

Shuttlecraft: 8 size worth

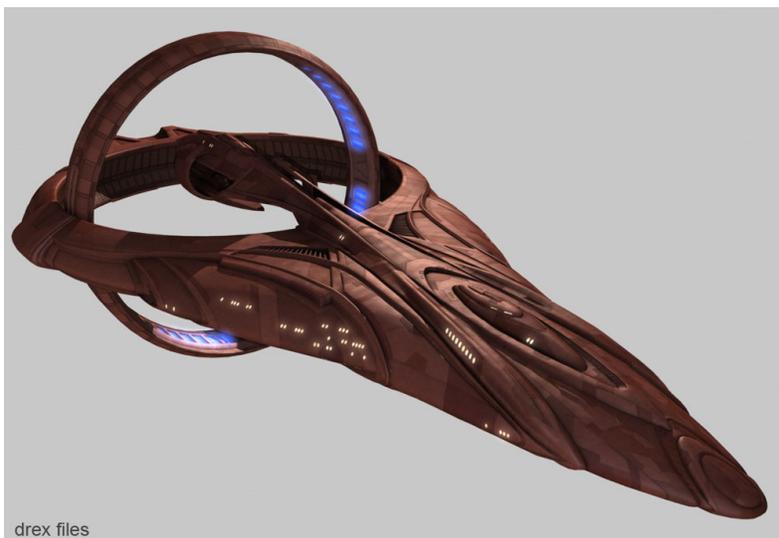
Tractor Beams: 1 av [0 space]

Transporters: 4 standard [0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +3C, -1H, +3T

Traits: Prototype (+1 Threshold, +.1c) [-4 space]



drex files

## Vulcan Sh'ran-class

Battle Cruiser; Commissioned 2145

### HULL DATA

Structure: 40 [119 space] [2 space remaining]

Size/Decks: 8/41

Length/Beam/Height: 600/276/276

Complement: 420

### TACTICAL DATA

Phase Cannons: PC-25 (x4/AA) [-28 space]

Penetration: 4/3/3/0/0

Torpedo Launchers: Mk I IF (x3/AA) [-15 space]

Photon Penetration: 3/3/3/3/0

Deflector Shields: PFF 1 (A) [-10 space]

Protection/Threshold: 12/2

### PROPULSION DATA

Impulse System: SBD (.6c) (B) [-12 space]

Warp System: PB-16 (5/6/7) (C) [-32 space]

### OPERATIONAL DATA

Atmosphere Capable: No [0 space]

Cargo Units: 80

Life Support: Class 3 (D) [-7 space]

Operations System: Class 3 (D) [-7 space]

Sensor System: Class 2 (+2/C) [-2 space]

Separation System: No

Shuttlebay: 1 aft [-2 space]

Shuttlecraft: 8 size worth

Tractor Beams: 1 av [0 space]

Transporters: 4 standard [0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +2C, 0H, +3T

Traits: Prototype (+1 Threshold) [-2 space]



drex files

iltharanos

## Vulcan Surak-class

Exploratory Cruiser; Commissioned 2134

### HULL DATA

Structure: 25 [81 space] [3 space remaining]  
Size/Decks: 6/18  
Length/Beam/Height: 309/72/72  
Complement: 175

### TACTICAL DATA

Phase Cannons: PC-10a (x2/B) [-16 space]  
Penetration: 2/2/2/0/0  
Torpedo Launchers: Mk I IF (x2/B) [-14 space]  
Photon Penetration: 2/2/2/2/0  
Deflector Shields: PFF 1 (A) [-12 space]  
Protection/Threshold: 12/1

### PROPULSION DATA

Impulse System: SBD (.6c) (B) [-10 space]  
Warp System: WE-6 (3/4.5/6) (B) [-18 space]

### OPERATIONAL DATA

Atmosphere Capable: No [0 space]  
Cargo Units: 60  
Life Support: Class 3 (D) [-6 space]  
Operations System: Class 3 (D) [-6 space]  
Sensor System: Class 2 (+2/C) [-4 space]  
Separation System: No  
Shuttlebay: 1 aft [-2 space]  
Shuttlecraft: 6 size worth  
Tractor Beams: 1 av [0 space]  
Transporters: 3 standard [0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +2C, 0H, +2T  
Traits: Vulnerable System (Operations) [+5 space]



## Vulcan Vahklas-class

Frigate; Commissioned 2055

### HULL DATA

Structure: 15 [51 space] [1 space remaining]  
Size/Decks: 4/5  
Length/Beam/Height: 110/17/25  
Complement: 10

### TACTICAL DATA

Laser Cannons: LCS-42c (x1/A) [-12 space]  
Penetration: 2/0/0/0/0  
Torpedo Launchers: FST Mk I (x1/A) [-14 space]  
Spatial Penetration: 1/1/1/0/0  
Hull Polarization: HPG Mk 1 (AA) [-15 space]  
Protection/Threshold: 10/0

### PROPULSION DATA

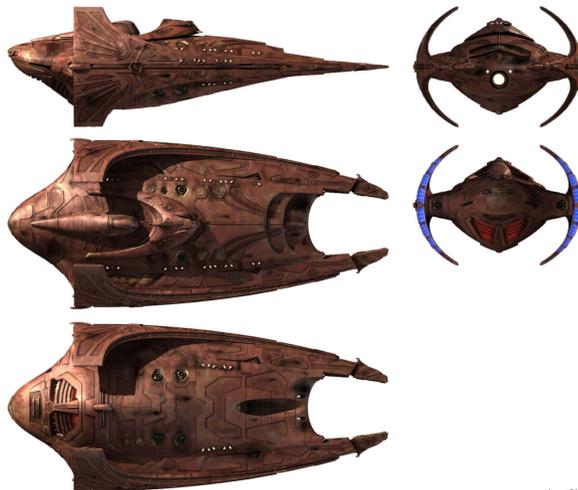
Impulse System: ITU-2 (.3c) (B) [-10 space]  
Warp System: WE-5 (3/4/5) (B) [-27 space]

### OPERATIONAL DATA

Atmosphere Capable: No [0 space]  
Cargo Units: 40  
Life Support: Basic (A) [0 space]  
Operations System: Basic (A) [0 space]  
Sensor System: Basic (A) [0 space]  
Separation System: No  
Shuttlebay: 1 aft [-2 space]  
Shuttlecraft: 4 size worth  
Tractor Beams: 1 av [0 space]  
Transporters: None [0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +1C, +1H, +1T  
Traits: Vulnerable System (Propulsion, Shields) [+25 space]  
Outdated (+2 TN Command, Helm, Tactical)



drex files



## Andorian Kumari-class

Battle Cruiser; Commissioned: 2141

### Propulsion Data

Impulse System: SBD (.6c) (B) [-15]  
 Warp System: WE-6 (3/4.5/6 OCU) (B) [-20]

### Hull Data

Structure: 40 [99 space][9 space remains]  
 Size/Decks: 7/22  
 Length/Height/Beam: 400 /120/68 m  
 Complement: 86

### Tactical Data

Disruptors: GDM-1 (x3/B) [-12]  
 Penetration: 3/3/3/0/0  
 Torpedo Launchers: Mk 1 IF (x2/B) [-10]  
 Photon Penetration: 2/2/2/2/0  
 Deflector Shield: PFF 1 (A) [-10]  
 Protection/Threshold: 12/1

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 70 [0]  
 Life Support: Class 3 (D) [-6]  
 Operations System: Class 3 (D) [-6]  
 Sensor System: Class 2 (+2/+1/0/0/0/C) [-4]  
 Separation System: No [0]  
 Shuttlebay: 1 a [-2]  
 Shuttlecraft: 7 size worth  
 Tractor Beams: 1 av [0]  
 Transporters: 3 standard [0]

### Miscellaneous Data

Maneuver Modifiers: +3C, -1H, +3T  
 Traits: None

## Mission

The Kumari-class is the latest warship design fielded by the Andorian Empire, designed to go head-to-head with the top-of-the-line Vulcan starships of its era. While not quite the equal of the Vulcan D'Kyr or even Sh'ran, the Kumari is a capable vessel on its own merits.



## Background

The Kumari was designed as a counter to Vulcan aggression, both perceived and actual, though non-Andorians will point out it is much more likely the former than the latter. The ship's name originates with the first ice cutter to circumnavigate Andoria.

## Features

The Kumari features multiple disruptor banks and the relatively new photon torpedo missile system. Combined with its shield generators, far superior to the old hull polarization grids, and its rugged hull design, the Kumari can simultaneously deal out and sustain a great deal of punishment.

## Ships in Service

Name	Registry	Notes
Kumari	I.G.V. 001	Lead ship of the line. Under the command of Commander Thy'lek Shran (2142).

## Lifeboats (CODA)

### Common Lifeboat Characteristics

Structure: 5

Size/Decks: 1/1

Duration/Consumables\*: 10 days per 4 persons(ENT to TAS ); 2 weeks per person( Movie); 2 months per person(TNG)

### Equipment Common to Lifeboats

Rations: TYPE 1 Lifeboat=one month per 4 persons; TYPE 2 Lifeboat=two months per 4 persons; TYPE

3= three months per 4 persons.

All lifeboats have a locator beacon with a five light year range with a duration equal to lifeboat type in years. (TYPE 1=1 year, TYPE 2=2 years, TYPE 3=3 years).

Onboard Equipment:

- 1 medical pouch per person
- 2 Mylar blankets per person
- 1 knife per 4 persons
- 3 one-liter water bottles per person
- hot and cold weather suits. one each per person
- 1 survival manual per 4 persons
- 1 scanner or tricorder\*\* per 4 persons
- 1 pistol type energy weapon\*\*\* per 4 persons
- 1 communicator per person\*\*\*\*

### Performance by Era

Star Trek Enterprise to TAS: 300 kmh; Movie to TNG: 400 kmh

### General Shape by Type

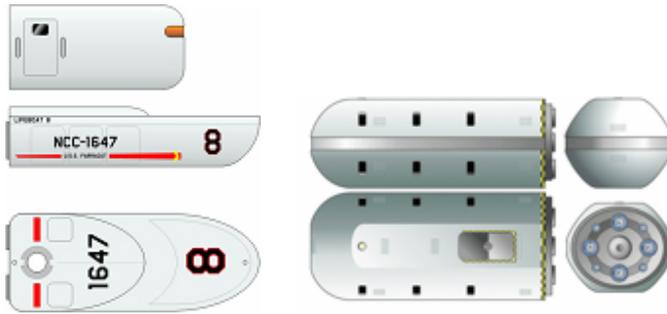


#### TYPE 1

Shape: Cube, Trapezodial, "Bullet"

Dimensions: Length(m) 3-4; Beam(m) 3-4; Height(m) 2-4

Complement: minimum 1 to 8 maximum; 4 average

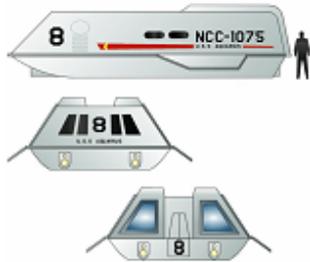


### TYPE 2

Shape: Solid Rectangle

Dimensions: Length(m)\* 3-4; Beam(m) 3-3.8; Height(m) 2-3 \**longest dimension*

Complement: minimum 1 to 12 maximum; 6 average



### TYPE 3

Shape: "Shuttlepod" (without warp nacelles)

Dimensions: Length(m) Any, but not to exceed 5 meters\*; Beam(m) Any, but not to exceed 4 meters; Height(m) Any, but not to exceed 4 meters \**Longest dimension*

Complement: minimum 12 to maximum 20; 14 average

---

\* Duration/Consumables is for heat, light and air.

\*\*Scanner or Tricorder by era

\*\*\*Pistol Type Energy Weapon by era and species

\*\*\*\*prior to TNG era.

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### EXAMPLES



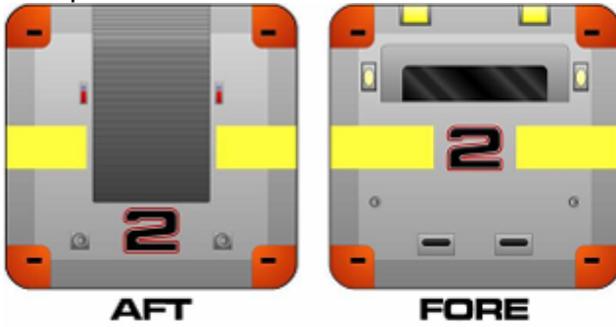
Star Trek Enterprise

TYPE 1

Shape: Cube

Dimensions: 3.6/3.4/2.1

Complement: 4



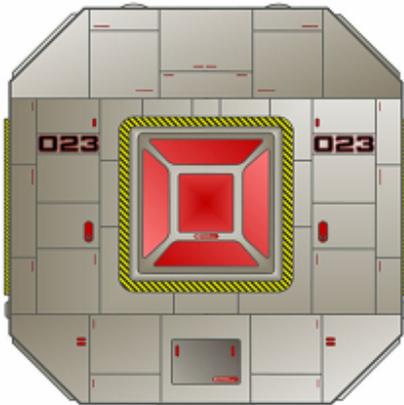
Movie(Constitution-class(refit))

TYPE 1

Shape: Cube

Dimensions: 3.8/3.8/3.8

Complement: 1



TNG (Enterprise D)

TYPE 1

Shape: Cube

Dimensions: 3/3/3

Complement: 6

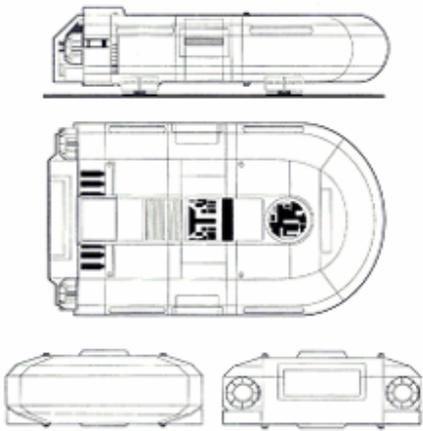


DS-9/Voy  
TYPE 1  
Shape: Cube  
Dimensions: 3.4/3.5/3.6  
Complement: 8

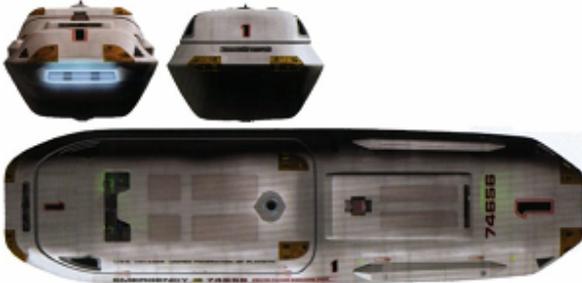


Enterprise E  
TYPE 1  
Shape: Trapezodial  
Dimensions: 4.6/4.6/2.6  
Complement: 8

---

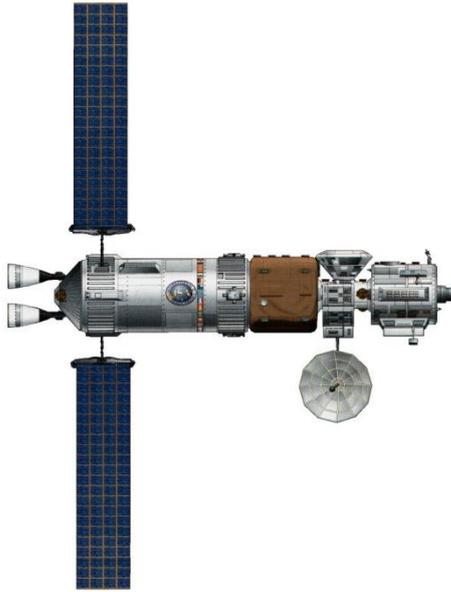


TNG (Enterprise D)  
TYPE 2  
Shape : Solid Rectangle  
Dimensions: 4/3.1/2  
Complement: 12



Voy (Delta Flyer)  
TYPE 2  
Shape: Solid Rectangle  
Dimensions: 3/2/2  
Complement: 1

---



Ares Class Specifications

Production Data:

Origin: International Space Agency  
 Class and Type: Ares Class Survey ship  
 Year Launched: 2032

Hull Data:

Structure: 15  
 Size/Decks: 3/1  
 Length/Height/Beam: 46/8/61.4 Meters  
 Complement: 6

Operational Data:

Cargo Units: 40  
 Shuttlebay: 1 D  
 Shuttlecraft: 5 size worth  
 Separation System: Command Module and Re-entry module  
 Sensor System: Class 2 [+2/C]  
 Operations System: Class 3 [0]

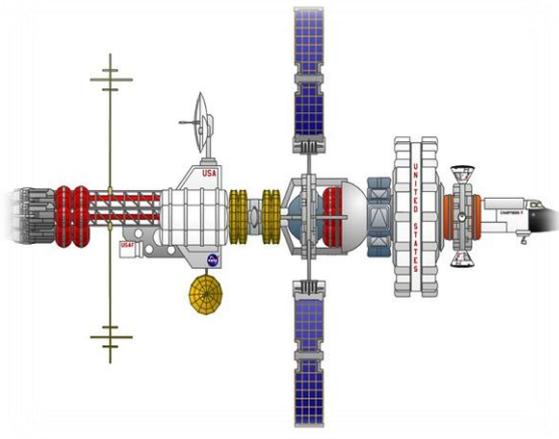
Life Support: Class 3 [0]  
 Propulsion System:  
 Impulse Engines: type II [.5c] [0]  
 Tactical Data:  
 Phaser Arrays: NA  
 Penetration: NA  
 Photon Torpedoes: NA  
 Penetration: NA  
 Deflector Shield: NA  
 Protection Threshold: NA

Miscellaneous Data:

Manoeuvre Modifiers: +1C, +3H, +0T  
 Traits:

History:

The Ares Class was used for exploring the solar system after the mission which was exploring Mars was lost the project faced an uncertain future. These vessels whilst equipped with sub light engines participated in the exploration of the solar system. It is interesting that the engine shares a strong similarity with the impulse drive.



BBI Deepspace Explorer Class Specifications

**Production Data:**

**Origin:** Earth, United States of America, NASA

**Class and Type:** BBI series deepspace Surveyor

**Year Launched:** 2037

**Hull Data:**

**Structure:** 20

**Size/Decks:** 4/3

**Length/Height/Beam:** 136/15/20 Meters

**Complement:** 15

**Operational Data:**

**Transporters:** NA

**Cargo Units:** 40

**Shuttlebay:** 2 external

**Shuttlecraft:** 2 Orion modules

**Tractor Beams:** 1 FV, 1A

**Separation System:** None

**Sensor System:** Class 1 [+1/B]

**Operations System:** Class 3 [0]

**Life Support:** Class 3 [0]

**Propulsion System:**

**Ion Drive Engines:** ITU-1 [.2c] [A]

**Warp Drive:** NA

**Tactical Data:**

**Laser Cannon:** NA

**Penetration:** NA

**Photon Torpedoes:** NA

**Penetration:**

**Hull Plating:** Type III [B]

**Protection Threshold:** 9/3

**Miscellaneous Data:**

**Manoeuvre Modifiers:** +2C, +0H, +2T

**Traits:** Prototype engines

**History:** The third manned mission to leave the solar system was the ESS Charybdis captained by Colonel Stephen Richey. Shortly after leaving the safety of the solar system the vessel suffered from an unknown malfunction which caused system control to lose her telemetry. The ESS Charybdis was eventually found in orbit of Theta 116 in 2365

The mission profile for these vessels was the study of Deep Extrasolar environment at a distance of 100AU's. Secondary objectives included interaction with solar magnetic fields at Heliopause.



Orion CEV Specifications

**Production Data:**

Origin: Earth, United States of America, NASA

Class and Type: Orion CEV

Year Launched: 2087

**Hull Data:**

Structure: 5

Size/Decks: 1/1

Length/Height/Beam: 3.3/5/5 Meters

Complement: 15

**Operational Data:**

Transporters: NA

Cargo Units: 40

Shuttlebay: NA

Shuttlecraft: NA

Tractor Beams: 1 FV, 1A

Separation System: None

Sensor System: Class 2 [+2/C]

Operations System: Class 3 [0]

Life Support: Class 3 [0]

**Propulsion System:**

Impulse Engines: type IV [.5c] [0]

Warp Drive: NA

**Tactical Data:**

Phaser Arrays: NA

Penetration: NA

Photon Torpedoes: NA

Penetration: NA

Deflector Shield: NA

Protection Threshold: 6

**Miscellaneous Data:**

Manoeuvre Modifiers: +2C, +0H, +2T

Traits:

**History:** The Orion CEV is used by ESA and NASA as a Lifeboat and orbital re-entry craft for many of their vessels BBI class can have up to four such vessels.



03-227  
MODE SELECT

04-927  
DISPLAY CONFIG

05-451  
LOAD FILE

07-756  
CALIBRATE

08-102  
SUBSYS SEL

09-483  
AUX MODE

10-936  
SECONDARY

11-672  
AUTO CONFIG

13-487  
NAV CON

14-175  
PHASE COMP

15-282  
COMM SYS

16-853  
COMMAND SYS

17-986  
SEN SCAN

19-946  
SEC SCAN

20-873  
BIO SCAN

21-723  
RESET

22-472  
POWER DIS

23-254  
ABORT MODE

## United Earth Daedalus-Class

Light Cruiser; Commissioned: 2141;  
Refit: 2156\*

### Hull Data

Structure: 20  
[51 space][2; 1 space remains]  
Size/Decks: 4/7  
Length/Height/Beam: 105/40/25 m  
Complement: 105

### Tactical Data

Phase Cannons: PC-10a (x2/B) [-12]  
Penetration: 2/2/2/0/0; 3/2/2/0/0  
Torpedo Launchers:  
FST Mk II (x3/B) [-6]  
Mk 1 IF (x2/B) [-6]  
Penetration: 1/1/1/0/0; 2/2/2/2/0  
Hull Polarization:  
HPG Mk 2 (B) [-5]  
HPG Mk 3 (C) [-7]  
Protection/Threshold: 10/1; 11/1

### Propulsion Data

Impulse System: SBC (.5c) (B) [-3]  
Warp System: WE-2c (1/1.4/2.2 OCU) (A) [-7]  
WE-5 (3/4/5 OCU) (B) [-9]

### Operational Data

Atmosphere Capable: No [0]  
Cargo Units: 40 [0]  
Life Support: Class 2 (C) [-4]  
Operations System: Class 1 (B) [-3]  
Sensor System: Class 1a (+1/0/0/0/AA) [-2]  
Class 2 (+2/+1/0/0/0/C) [-2]  
Separation System: No [0]  
Shuttlebay: 1 a [-2]  
Shuttlecraft: 4 size worth  
Grapplers: 1 av [0]  
Transporters: None [0]

### Miscellaneous Data

Maneuver Modifiers: +1C, 0H, +1T  
Traits: Enhanced System (Warp x2) [-10]  
Vulnerable System (Propulsion) [+5]  
Prototype (+1 beam) [-2]

\*Refit data printed in blue type

03-227  
MODE SELECT

## Mission

The Daedalus-class was humanity's first true interstellar starship. Though officially designated a light cruiser, like future Starfleet cruisers, its true mission is one of exploration.



## Background

United Earth designed the Daedalus-class as its first explorer, seeking out new life and new civilizations, to boldly go where no man has gone before. By the mid-2150s, most of the Daedaluses were retired in favor of the more advanced NX and Intrepids. The advent of the Earth-Romulan War brought new life to the class, as developments in the NX-program allowed the Daedalus to be refitted and

04-927  
DISPLAY CONFIG

05-451  
LOAD FILE

07-756  
CALIBRATE

## Features

The Daedalus-class, like many Earth vessels of its era, is fitted with phase cannons and spatial torpedoes, with polarized hull plating as its primary defensive measure. It was the first Earth-built vessel fitted with an experimental Warp 2.2 engine, making the Daedalus-class twice as fast as its predecessors, the Neptune-class starships.

hastily built to combat the Romulan threat. The production of both the Intrepid and the NX were discontinued in favor of the Daedalus, as three Daedalus-class starships could be built in the same time as two Intrepid-class or one NX-class.

08-102  
SUBSYS SEL

09-483  
AUX MODE

10-936  
SECONDARY

11-672  
AUTO CONFIG

## Ships in Service

Name	Registry	Notes
U.S.S. A.G. Robinson	N.U. 032	Participated in the Battle of Cheron (2160).
U.S.S. Carolina	N.U. 013	Part of the fleet commanded by Captain Jonathan Archer that retook Berengaria VII from the Romulans (2156).
U.S.S. Nez Perce	N.U. 065	Destroyed in the Battle of Gamma Hydra (2157).
U.S.S. Okuda	N.U. 117	Destroyed in the Battle of Gamma Hydra (2157).

13-487  
NAV CON

14-175  
PHASE COMP

## Appearances

15-282  
COMM SYS

Series	Media
ENT	Novel "Beneath the Raptor's Wing"; Novel "To Brave the Storm"

16-853  
COMMAND SYS

17-986  
SEN SCAN



### Emmett Class Specifications

#### Production Data:

Origin:	United Earth
Government:	
Class and Type:	Emmett Class Starship
Year Launched:	2140

#### Hull Data:

Structure:	15
Size/Decks:	3/2
Length/Height/Beam:	37/56/20 Meters
Complement:	20

#### Operational Data:

Transporters:	NA
Cargo Units:	40
Shuttlebay:	NA
Shuttlecraft:	NA
Atmospheric Capable:	yes
Grappler System:	1 A
Separation System:	None
Sensor System:	Class 2 [+2/C]

Operations System:	Class 3 [0]
Life Support:	Class 3 [0]
Propulsion System:	
Chemical Drive:	RCS 24 [.15c] [0/B]
Warp Drive:	WE-2c [Warp, 1/1.4/1.8]

#### Tactical Data:

Plasma Weapons:	TDM-28 [X2/B]
Penetration:	2/2/2/0/0
Phase Cannon:	PC-10a [X2/B] [refit 2153]
Penetration:	3/3/2/0/0
Hull Polarization:	HPG mk 2 [B]
Protection Threshold:	10/1

#### Miscellaneous Data:

Manoeuvre Modifiers: +2C, +0H, +2T

#### Traits:

Flaws: Weak Power Grid

#### History:

The Emmett Class was one of the first warp capable starships made for the fledgling Starfleet. What is unusual about this ship is that it never left the solar system and was equipped with an Ion drive just in case the warp drive proved to be a disaster. When the humans were satisfied that warp was a viable means of travel they quickly mothballed the hull design. After the Xindi assault on Earth the ships were dug out of retirement and given several emergency refits. These included the addition of phase cannons, plasma cannon and hull plating.

### [Ships of the Line:](#)

**USS Emmett:** First hull laid down succeeded in travelling to the edge of the solar system in under 2 minutes at maximum warp.

**USS Louis & Clark: Lost:** First ship to depart the solar system failed to return from a routine patrol. N.B. the Romulans found this vessel adrift at the edge of their solar system with no crew onboard and the computer banks destroyed beyond repair. The Romulans reversed engineered the ship.

### [Alternate History;](#)

In the Mirror Universe these vessels are used as a bombing platform. During the short lived Lunar uprising Emmett classes participated in the bombing of the Bio Domes.

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MODE SELECT

04-927  
DISPLAY CONFIG

05-451  
LOAD FILE

07-756  
CALIBRATE

08-102  
SUBSYS SEL

09-483  
AUX MODE

10-936  
SECONDARY

11-672  
AUTO CONFIG

13-487  
NAV CON

14-175  
PHASE COMP

15-282  
COMM SYS

16-853  
COMMAND SYS

17-986  
SEN SCAN



## United Earth Intrepid-Class

Light Cruiser; Commissioned: 2152

### Hull Data

Structure: 25 [65 space][0 space remains]  
 Size/Decks: 5/5  
 Length/Height/Beam: 187/37/169 m  
 Complement: 47

### Tactical Data

Phase Cannons: PC-25 (x2/B) [-14]  
 Penetration: 3/2/2/0/0  
 Torpedo Launchers: FST Mk III (x3/B) [-9]  
 Penetration: 2/2/2/0/0  
 Hull Polarization: HPG Mk 3 (C) [-7]  
 Protection/Threshold: 11/1

### Propulsion Data

Impulse System: SBD (.6c) (B) [-3]  
 Warp System: WE-5 (3/4/5 OCU) (B) [-10]

### Operational Data

Atmosphere Capable: Yes [-2]  
 Cargo Units: 50 [0]  
 Life Support: Class 3 (D) [-5]  
 Operations System: Class 3 (D) [-5]  
 Sensor System: Class 2 (+2/+1/0/0/0/C) [-2]  
 Separation System: No [0]  
 Shuttlebay: 1 a [-2]  
 Shuttlecraft: 5 size worth  
 Grapplers: 2 fv [-1]  
 Transporters: 2 standard [0]

### Miscellaneous Data

Maneuver Modifiers: +2C, 0H, +2T  
 Traits: Hardened System (Hull Polarization) [-5]

03-227  
MODE SELECT

## Mission

The Intrepid-class is a designated light cruiser, its primary purpose to support the actions of cruiser designs such as the NX-class.



## Background

United Earth very quickly learned that the Vulcans were correct, humanity was not entirely prepared for the dangers of interstellar travel. One result of these hard lessons is the Intrepid-class design, a smaller and yet nearly as powerful starship as the NX-class, allowing Earth to more adequately defend itself with less of a strain on its shipbuilding resources.

04-927  
DISPLAY CONFIG

05-451  
LOAD FILE

## Features

The Intrepid-class features all the systems pioneered by the NX-class, with several newer and more powerful systems, such as its PC-25 phase cannons, which while it has fewer emplacements than the NX-class, gives the Intrepid nearly as much firepower.

Lessons learned from the NX-class Enterprise's encounters have led to a more durable hull polarization grid, able to take a significant beating before succumbing to failure.

07-756  
CALIBRATE

08-102  
SUBSYS SEL

09-483  
AUX MODE

10-936  
SECONDARY

11-672  
AUTO CONFIG

## Ships in Service

Name	Registry	Notes
Intrepid	N.V. 11	Under the command of Captain Carlos Ramirez, defended the <i>Enterprise NX-01</i> against an attacking Klingon D4 Bird-of-Prey.
Talwar	N.V. 21	Destroyed in the Battle of Cheron (2160).

13-487  
NAV CON

14-175  
PHASE COMP

## Appearances

Series  
ENT

Media  
T.V. "The Expanse"; T.V. "Twilight"; T.V. "Storm Front";  
Novel "Beneath the Raptor's Wing"; Novel "To Brave the Storm"

15-282  
COMM SYS

16-853  
COMMAND SYS

17-986  
SEN SCAN

03-227  
MODE SELECT

04-927  
DISPLAY CONFIG

05-451  
LOAD FILE

07-756  
CALIBRATE

08-102  
SUBSYS SEL

09-483  
AUX MODE

10-936  
SECONDARY

11-672  
AUTO CONFIG

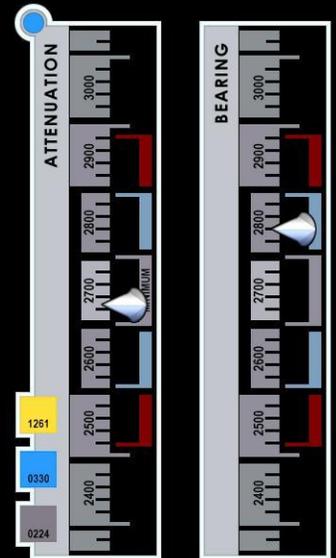
13-487  
NAV CON

14-175  
PHASE COMP

15-282  
COMM SYS

16-853  
COMMAND SYS

17-986  
SEN SCAN



## United Earth NC-Class

Transport; Commissioned: 2141;  
Refit: 2151\*

### Hull Data

Structure: 25  
[65 space][10; 6 space remains]  
Size/Decks: 5/7  
Length/Height/Beam: 200/50/50 m  
Complement: 21 + 250 passengers

### Tactical Data

Plasma Weapons: TDM-28 (x1/A) [-5]  
Penetration: 2/1/0/0/0  
Hull Polarization:  
HPG Mk 2 (B) [-4]  
HPG Mk 3 (C) [-7]  
Protection/Threshold: 10/0; 11/1

### Propulsion Data

Impulse System: SBC (.5c) (B) [-3]  
Warp System: WE-2c (1/1.4/1.8 OCU) (A) [-10]  
WE-5 (3/4/5 OCU) (B) [-11]

### Operational Data

Atmosphere Capable: Yes [-2]  
Cargo Units: 280 [-23]  
Life Support: Class 2 (C) [-4]  
Operations System: Class 1 (B) [-3]  
Sensor System: Class 1 (+1/0/0/0/0/B) [-1]  
Separation System: No [0]  
Shuttlebay: None [0]  
Shuttlecraft: N/A [0]  
Grapplers: 1 a [0]  
Transporters: None [0]

### Miscellaneous Data

Maneuver Modifiers: -1C, +3H, 0T  
Traits: None [0]

\*Refit data printed in blue type

03-227  
MODE SELECT

## Mission

The NC-class is a passenger transport, ferrying colonists and their supplies to United Earth's furthest colonies.



## Background

United Earth designed the NC-class to be a cheap, easily-constructed transport ship to aid in the expansion of its colonial territory. The class received a refit in 2151 to take advantage of the new warp 5 engine and hull polarization grids, greatly increasing the NC-class's range and durability.

04-927  
DISPLAY CONFIG

05-451  
LOAD FILE

## Features

The NC-class is lightly armed and armored, equipped with a single plasma weapon bank and moderate hull polarization grid. The ship does have the capability to land on a planetary surface, as it lacks transporters or even shuttlecraft.

07-756  
CALIBRATE

08-102  
SUBSYS SEL

09-483  
AUX MODE

## Ships in Service

10-936  
SECONDARY

Name	Registry
Sarajevo	N.C. 27

Notes
Rendezvoused with <i>Enterprise NX-01</i> to transport Danica and Emory Erickson to Earth (2154).

11-672  
AUTO CONFIG

## Appearances

Series	Episode
ENT	Daedalus, Storm Front

Sarajevo rendezvousing with *Enterprise NX-01*

13-487  
NAV CON

14-175  
PHASE COMP

15-282  
COMM SYS

16-853  
COMMAND SYS

17-986  
SEN SCAN





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MODE SELECT

04-927  
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05-451  
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07-756  
CALIBRATE

08-102  
SUBSYS SEL

09-483  
AUX MODE

10-936  
SECONDARY

11-672  
AUTO CONFIG

13-487  
NAV CON

14-175  
PHASE COMP

15-282  
COMM SYS

16-853  
COMMAND SYS

17-986  
SEN SCAN

19-946  
SEC SCAN

20-873  
BIO SCAN

21-723  
RESET

22-472  
POWER DIS

23-254  
ABORT MODE

## United Earth Neptune-Class

Escort; Commissioned: 2132

### Hull Data

Structure: 20 [51 space][0 space remains]  
 Size/Decks: 4/4  
 Length/Height/Beam: 127/18/115 m  
 Complement: 35

### Tactical Data

Phase Cannons: PC-10a (x2/B) [-16]  
 Penetration: 2/2/2/0/0  
 Torpedo Launchers: FST Mk II (x2/B) [-6]  
 Spatial Penetration: 1/1/1/0/0  
 Hull Polarization: HPG Mk 2 (B) [-7]  
 Protection/Threshold: 10/1

### Propulsion Data

Impulse System: SBB (.5c) (A) [-1]  
 Warp System: WE-2c (1/1.4/1.8 OCU) (A) [-10]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 40 [0]  
 Life Support: Class 2 (C) [-4]  
 Operations System: Class 1 (B) [-3]  
 Sensor System: Class 1a (+1/0/0/0/0/C) [-2]  
 Separation System: No [0]  
 Shuttlebay: 1 d [-2]  
 Shuttlecraft: 4 size worth  
 Grapplers: 1 av [0]  
 Transporters: None [0]

### Miscellaneous Data

Maneuver Modifiers: +1C, +2H, +1T  
 Traits: None [0]

03-227  
MODE SELECT

## Mission

The Neptune-class is an intra-system defense vessel. Although the Neptune is warp-capable, that warp drive is only rarely used, and even then to transfer Neptunes to a system for permanent defense.



## Background

United Earth, once it began exploring beyond the confines of the Sol system, began encountering belligerent if not outright hostile alien species. The United Earth Starfleet responded by fielding one of its first true starship designs, the Neptune. Though lacking the firepower of many alien starship designs, it made up for this through sheer numbers.

04-927  
DISPLAY CONFIG

05-451  
LOAD FILE

07-756  
CALIBRATE

## Features

The Neptune-class is armed with low-yield phase cannons and spatial torpedoes, standard armament for early 22<sup>nd</sup> century Earth starships. Its hull polarization grid allows the ship significantly better protection than the hull armor of prior eras, though it is nothing compared to a true shield grid.

08-102  
SUBSYS SEL

09-483  
AUX MODE

10-936  
SECONDARY

11-672  
AUTO CONFIG

## Ships in Service

Name	Registry	Notes
Neptune	NN-001	Prototype and lead ship of the line (2132).
Triton	NN-002	Assigned patrol duty in the Vega system (2140).
Nereid	NN-014	Lost and presumed destroyed while en route from Sol system to Proxima colony (2137).

13-487  
NAV CON

14-175  
PHASE COMP

15-282  
COMM SYS

16-853  
COMMAND SYS

17-986  
SEN SCAN

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MODE SELECT

# Appearances

Series  
ENT

Media

T.V. "The Expanse"; T.V. "Twilight"; T.V. "Storm Front, Part II";  
T.V. "In a Mirror Darkly"

04-927  
DISPLAY CONFIG

05-451  
LOAD FILE

Aft view of the Neptune-class



07-756  
CALIBRATE

08-102  
SUBSYS SEL

09-483  
AUX MODE

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SECONDARY

11-672  
AUTO CONFIG

13-487  
NAV CON

14-175  
PHASE COMP

15-282  
COMM SYS

16-853  
COMMAND SYS

17-986  
SEN SCAN

## Starfleet NX-class refit

Cruiser; Refit 2153



### HULL DATA

Structure: 25 [65 space] [1 space remaining]  
Size/Decks: 5/7  
Length/Beam/Height: 225/136/29  
Complement: 82

### TACTICAL DATA

Phase Cannons: PC-10a (x4/AA) [-16 space]  
Penetration: 3/3/3/0/0  
Torpedo Launchers: Mk I IF (x3/AA) [-9 space]  
Photon Penetration: 3/3/3/3/0  
Hull Polarization: HPG Mk 3 (C) [-7 space]  
Protection/Threshold: 12/1

### PROPULSION DATA

Impulse System: SBD (.6c) (B) [-3 space]  
Warp System: WE-5 (3/4/5) (B) [-11 space]

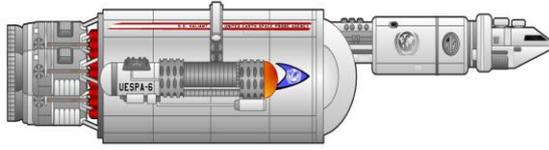
### OPERATIONAL DATA

Atmosphere Capable: Yes [-2 space]  
Cargo Units: 50  
Life Support: Class 3 (D) [-5 space]  
Operations System: Class 2 (C) [-4 space]  
Sensor System: Class 2 (+2/C) [-2 space]  
Separation System: No  
Shuttlebay: 1 av [-2 space]  
Shuttlecraft: 5 size worth  
Grapplers: 2 fv [-1 space]  
Transporters: 1 standard [0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +2C, 0H, +2T  
Traits: Prototype (+1 Protection) [-2 space]





## Valiant Class Specifications

### Production Data:

**Origin:** United Federation of Planets

**Class and Type:** Valiant Class Survey ship

**Year Launched:** 2065

### Hull Data:

**Structure:** 15

**Size/Decks:** 3/3

**Length/Height/Beam:** 97/19/38 Meters

**Complement:** 75

### Operational Data:

**Transporters:** 1 Standard, 1 Emergency

**Cargo Units:** 40

**Shuttlebay:** 1 A

**Shuttlecraft:** 5 size worth

**Tractor Beams:** 1 FV, 1A

**Separation System:** None

**Sensor System:** Class 2 [+2/C]

**Operations System:** Class 3 [0]

**Life Support:** Class 2 [0]

### Propulsion System:

**Impulse Engines:** type II [.5c] [0]

**Warp Drive:** Type II [Warp, 2/4/5]

### Tactical Data:

**Laser Cannon:** Type I [X2/B]

**Penetration:** 2/2/2/0/0

**Photon Torpedoes:** Type I [X2/B]

**Penetration:** 3/3/3/3/0

**Deflector shield:** Class 2 [B]

**Protection Threshold:** 12/2

### Miscellaneous Data:

**Manoeuvre Modifiers:** +2C, +1H, +2T

**Traits:** Monotanium Hull Plating

**Vulnerable system:** deflector shields.

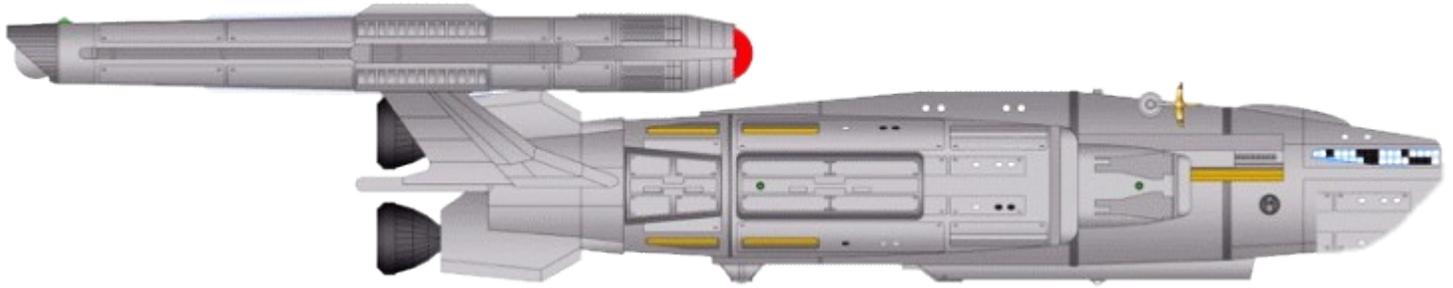
### History:

The Valiant class was built to help fulfil the exploration role within the burgeoning Starfleet. The Valiant as well as the Daedalus class hulls were easier to mass produce than the NX Classes. Her impulse system was far more primitive than those found on the NX class however they had the advantage of a prototype shield grid. With the loss of the USS Valiant production was halted as attentions shifted towards the Daedalus class and her ilk. Only 14 out of the anticipated 50 were ever built two were lost within a short period of time namely the Valiant and the Endeavour.

# DUNKIRK CLASS LIGHT FRIGATE

Frigate / Warp-capable transport – Commissioned, 2238

# FEDERATION



## HULL DATA

Structure	15
Size / Decks	3 / 5
Length / Height / Beam	96 / 22.3 / 18
Compliment	6 - 10

## PROPULSION DATA

Impulse System	SBD (.6c / B)
Warp System	PB-4 (3 / 4 / 6 <b>OCU</b> ) (B)

## OPERATIONAL DATA

Atmosphere Capable	YES
Transporters	1 standard, 1 emergency
Cargo Units	160
Shuttlebay	1fv
Shuttlecraft	2 size worth
Tractor Beams	1av
Separation System	NO
Cloaking Device	NONE
Sensor System	Class-2 (+2 / C)
Operations System	Class-2 (C)
Life Support	Class-2 (C)

## TACTICAL DATA

Phaser Arrays	Type-I (x2 / A) PC-54 Phase Cannon (x3 / B)
Penetration	2 / 2 / 2 / 2 / 0 3 / 2 / 2 / 0 / 0
Torpedoes	Mk3 IF (x2 / A)
Penetration	2 / 2 / 2 / 2 / 0
Deflector Shield	PFF 2 (A) - shields HPG Mk 3 (C) - hull plating
Protection / Threshold	12 / 2 11 / 1

## MISCELLANEOUS DATA

Maneuver Modifiers	-1 C, +/- 0 H, -2 T
Traits	Nimble, Outdated (Helm, Tactical)

**STAR TREK ROLE PLAYING GAME**

# HARBINGER CLASS BLOCKADE RUNNER

# FEDERATION

Armed Freighter – Commissioned, 2351



## HULL DATA

Structure	35
Size / Decks	5 / 3
Length / Height / Beam	107 / 20 / 41
Compliment	15

---

## PROPULSION DATA

Impulse System	FIG-2 (.9c) (C)
Warp System	LF-12 (5 / 7 / 9) (D)

---

## OPERATIONAL DATA

Atmosphere Capable	YES
Transporters	1 standard, 1 cargo
Cargo Units	30
Shuttlebay	1fv
Shuttlecraft	1 size worth
Tractor Beams	1av
Separation System	NO
Cloaking Device	NO
Sensor System	Class 4 (+4 / E)
Operations System	Class 3 (D)
Life Support	Class 3 (D)

---

## TACTICAL DATA

Phaser Arrays	Type VIII (x2 / A)
Penetration	3 / 3 / 2 / 0 / 0
Torpedoes	Mk60 DF (x1 / A)
Penetration	3 / 3 / 3 / 3 / 3
Deflector Shield	CIDSS-4 (BB)
Protection / Threshold	16 / 3

---

## MISCELLANEOUS DATA

Maneuver Modifiers	0 C, +5 H, +1 T
Traits	Battle Tested, Nimble

---

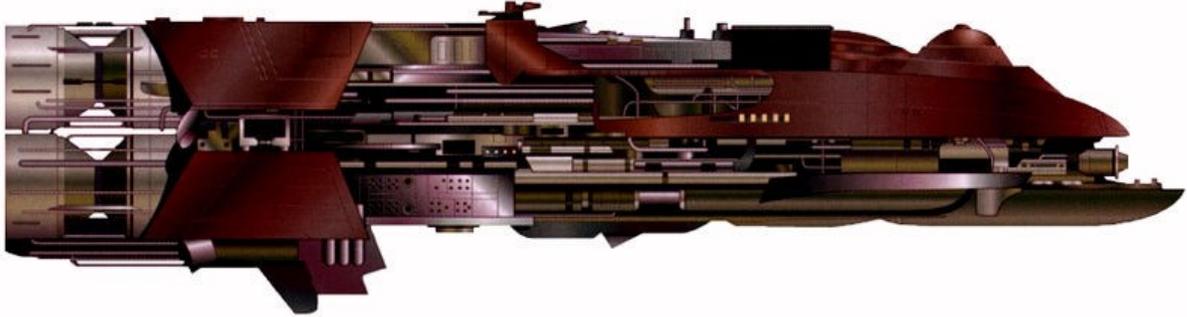
**STAR TREK ROLE PLAYING GAME**

# UFP CLASS III TANKER (REFIT)

# FEDERATION

Tanker/Freighter – Commissioned, 2240

Redesigned/Refit – 2308 & 2375



## HULL DATA

Structure	30
Size / Decks	6 / 3
Length / Height / Beam	233 / 111 / 70
Compliment	11 (crew) 370 (passengers)

---

## PROPULSION DATA

Impulse System	FIG (.9c) (CC)
Warp System	LF-45 (6 / 9.6 / 9.9) (C)

---

## OPERATIONAL DATA

Atmosphere Capable	YES (modification)
Transporters	2 standard, 2 cargo
Cargo Units	47
Shuttlebay	1fd
Shuttlecraft	2 size worth
Tractor Beams	1fv, 1av
Separation System	NO
Cloaking Device	NO
Sensor System	Class 4a (+4 / DD)
Operations System	Class 1 (B)
Life Support	Class 1 (B)

## TACTICAL DATA

Phaser Arrays	Type II (x2 / A)
Penetration	2 / 2 / 2 / 0 / 0
Torpedoes	Mk22 (x1 / A)
Penetration	2 / 2 / 2 / 2 / 0
Deflector Shield	CIDSS-3 (C)
Protection / Threshold	15 / 3

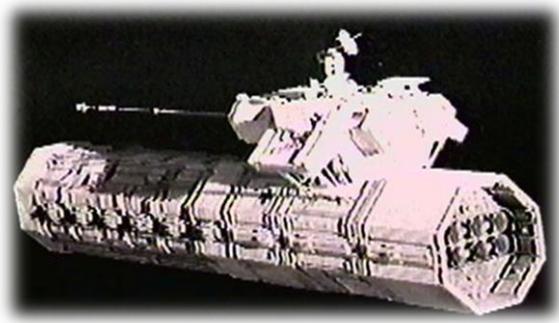
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## MISCELLANEOUS DATA

Maneuver Modifiers	-1 C, 0 H, -2 T
Traits	Blind Luck, Enhanced Systems (Atmospheric Capability, Weapons), Battle Scarred (Warp Drive), Jury-rigged (Weapons)

---

*Various Modifications made by private owners  
FAMOUS SHIPS: FMS Gold Coast (Renown 12)*



Dengchung / Patton  
Specifications

**Production Data:**

Origin: Earth  
 Class and Type: Tactical Platform  
 Year Launched: 2031/2053

**Hull Data:**

Structure: 15  
 Size/Decks: 3/3  
 Length/Height/Beam: 99 /25/10 Meters  
 Complement: none/15

**Operational Data:**

Transporters: na  
 Cargo Units: 30  
 Separation System: emergency  
 Sensor System: basic (a)  
 Operations System: class 1 (b)  
 Life Support: basic  
 Power System: basic (a)  
 Sublight Drive: na  
 Orbital correctors: RCS-B-115  
 Engineering Facilities: na

**Tactical Data:**

Phaser Arrays:  
 Penetration:  
 Nuclear Missiles: SBM 16/4 (6) (b)  
 Penetration: 4/4/0/0/0  
 Hull Plating: Type 1  
 Protection Threshold: 7

**Docking Data:**

Docking Bay: na  
 Shuttlebay: na  
 Shuttlecraft: na  
 Docking Ports: 1  
 Docked ships: 1 size 1's worth  
 Pylons/Berths: na  
 Docked ships: na  
 Tractor Beams: na

**Miscellaneous Data:**

Manoeuvre Modifiers: +C, +H, +T  
 Traits: Disruptor vulnerability

**History:** As World War three grew to new heights every nation involved sought to gain mastery of the space above their domains. Germany, Russia, America and China all established unmanned orbital weapons platforms. The primary weapon consisted of multiple nuclear warheads.

**Mission:**

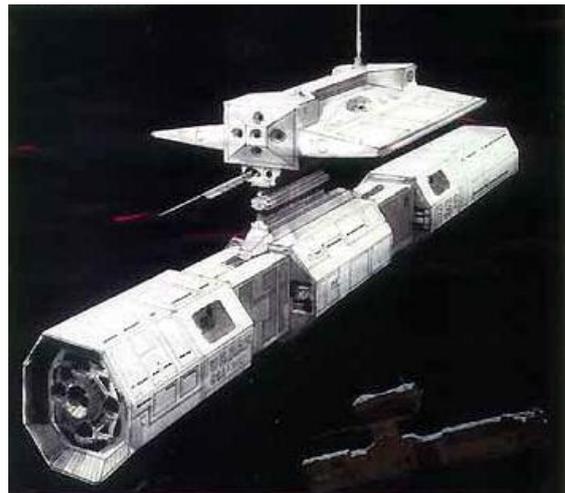
The mission of the Patton and Dengchung platforms was orbital interdiction and planetary bombardment. As the war saw more and more weapons of mass destruction being used several Patton's were retrofitted with Cryonic sleeper tanks to preserve a select few individuals as well as genetic samples of most plant life.

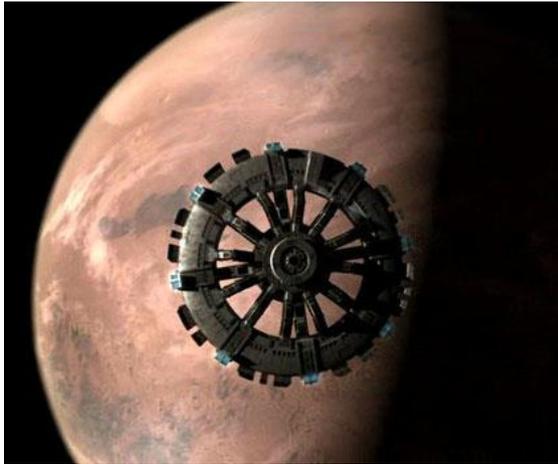
**Features:**

Each platform carried a significant arsenal of nuclear and fusion warheads. Towards the end of WW3 these platforms began to be crewed as well as being equipped with cryogenic modules.

**Facilities in Service:**

None of importance





Orpheus Mining Complex Specifications

**Production Data:**

Origin: Paxton snr  
 Class and Type: Orpheus Mining Complex /Outpost  
 Year Launched: 2090

**Hull Data:**

Atmospheric capable: yes  
 Structure: 20  
 Size/Decks: 4/4  
 Length/Height/Beam: 150/40/ Meters  
 Complement: 80

**Operational Data:**

Transporters: 2  
 Cargo Units: 40  
 Separation System: na  
 Sensor System:  
 Operations System: Class 1 (b)  
 Life Support: Class 1 (b)  
 Power System: Class 1 (b)

Sublight Drive: ISB-1 (.05c)  
 Warp Drive: WE2 1/1.2/1.5 (A)  
 Orbital correctors: TTSa  
 Engineering Facilities: 1 Class 1  
**Tactical Data:**  
 Phaser Arrays: na  
 Penetration: na  
 Photon Torpedoes: na  
 Penetration: na  
 Hull Plating: HPG mk2  
 Protection Threshold: 10 – 0/1 (c)

**Docking Data:**

Docking Bay: na  
 Shuttlebay: 1v  
 Shuttlecraft: 3 size worth 1  
 Docking Ports: na  
 Docked ships: na  
 Pylons/Berths: na  
 Docked ships: na  
 Tractor Beams: na

**Miscellaneous Data:**

Manoeuvre Modifiers: +C, -4H, +T  
 Traits: prototype Warp drive

**History:** Mining facility used by Terra Prime as their base of operations. Henry Paxton travelled to Mars from the Moon where he hooked the station to the Verteron array.

**Mission:** The Orpheus Mining complex was designed to seek out valuable resources deep within a planet's surface and tap them for exploitation. Several shake and bake colonies



were started by the presence of the complex in a given area. One of the primary resources it harvested on the moon was Helium 3 which when combined with Hydrogen molecules could be used to make Deuterium.

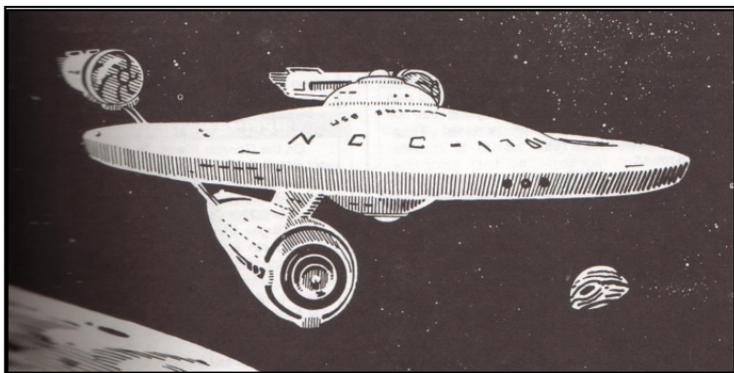
**Features:** The Orpheus complex was unusual in that it could move from site to site and even between planets. Such transport however was limited to the solar system. The facility lacks artificial gravity and each worker is required to take daily shots to prevent their bones and musculature from atrophying. Henry Paxton equipped the facility with a limited warp drive as part of his xenophobic campaign.

**Facilities in Service:**

Orpheus Complex

# SHIPS OF THE STARFLEET

2245 – 2293



A FASA to CODA STARSHIPS SOURCEBOOK

By

David Jones

## Ships of the Starfleet 2245-2293

An overview of information regarding several particularly important and noteworthy vessels which served as part of the United Starfleet between 2245 and 2293.

A supplement to be used with the **Star Trek Roleplaying** Game published by Decipher inc.

Material compiled by David Jones  
Pamphlet Layout by Eric Rush  
Published April/2003

All ships within this manual originally appeared as part of the Star Trek Movie series, Star Trek: The Next Generation TV series and/or as part of the original FASA published Star Trek Role Playing Game (Principally in the supplements: Federation Starship Recognition Manual and Star Trek: The Next Generation Officers Manual.) All ship statistics were made using the Star Trek Roleplaying Game Book 2: Narrators Guide and Book 4: Starships published by Decipher Inc. And originally appeared on the TrekRPG.net web site.

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This pamphlet has been produced as a service for members of the FASA to CODA E-group located on the internet at:

<http://groups.yahoo.com/group/FASAtoCODA/?yguid=47650994>

### **Authors Note**

Well, it took me all of 9 days from purchase [of the Starship supplement] to finish converting all of my ships from Narrators Guide to Starships. Yes, I know, it's a sickness. I'll be posting 11 different threads, based on government and era (with one thread being my "miscellaneous" file). Of course, I will preface everything with the statement that these are only my views of the various vessels, and I do not intend to step on anyone's toes. I'm just a gear-head who likes making things.

And this stuff is just too much fun...

Sea Tyger (David Jones)  
4/20/2003

# Ships of the Starfleet 2245-2293

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Nelson Class Scout  
Loknar Class Frigate  
Larson Class Destroyer

## Preface

For those of your unfamiliar with Dave Jones aka, Sea Tyger, he has been one of the more prolific ship designers on the TrekRPG forum boards specializing in converting material for use with the CODA game system. This has mainly focused on converting those ships found in the old FASA SRMs and Spacedock SRMs as while as coming up with a few original designs of his own in the past year. He was also one of a few designers I had rounded up just about a year ago to put together a full FASA to CODA SRM which will eventually grow out of the effort you now see before you.

While he and I differ in some regards to interpretation at times we both have a passion to keep these fine ships “in play” as part of the Star Trek Roleplaying game experience and in fandom in general. There is in the end something very traditional about most of these ship designs. From the Loknar to the Larson we can see these vessels very clearly in the minds eye as they fly along side the Enterprise in some unfiled episode of the original series. One can not help but to think that the Original Series era would be a cold and barren place without these game additions and that of the countless fans efforts, who starting with Franz Josef in the early 70’s, brought forth equally uncounted new ships so our intrepid Starfleet (or civilian) Explorers can “boldly go”.

Eric Rush  
Moderator, FASA to CODA E-group

# **Andor-class Starship**

## **Production Data**

*Origin:* United Federation of Planets

*Class and Type:* Andor-class "Missile" Cruiser

*Year Launched:* 2274

## **Hull Data**

Structure: 35

Size/Decks: 6/16 decks

Length/Beam/Height: 260/130/60 meters

Complement: 240

## **Operational Data**

Transporters: 6 standard, 6 emergency, 6 cargo

Cargo Units: 65

Shuttlebay: 2 stardrive aft

Shuttlecraft: 12 size worth

Tractor Beams: 1F, 1AV

Separation System: No

Sensor System: Class 3 (+3/D)

Operations System: Class 3 (D)

Life Support: Class 3 (D)

## **Propulsion Data**

Impulse System: RSM (.75c) (D)

Warp System: PB-32 Mod 3 (warp 6/7/8) (D)

## **Tactical Data**

Phaser Banks: Type VII (B)

Penetration: 3/3/2/0/0

Photon Torpedoes: Mod 6 DF (x4/B)

Penetration: 5/5/5/5/5

Deflector Shield: PFF 3 (B)

Protection/Threshold: 14/4

## **Miscellaneous Data**

Maneuvering: +1C -1H +4T

Traits: Enhanced System (shields)

Hardened System (Propulsion)

## **Notes:**

The Andor-class cruiser is a rarity of the 23rd-Century Starfleet; it is a purely military vessel, with little of the traditional multi-mission capabilities that most cruisers include. Designed in the wake of the Federation's belief that the Organians had **231**

interest in continuing their interdiction against Federation-Klingon conflict, the Andor-class was built to support fleet actions.

Using a withering volley of torpedo fire to decimate enemy formations from a distance, the Andor can hang back from the skirmish lines and pick off ships while the front-line combatants slug it out at close range.

The Andor is one of three Andorian designs in Starfleet service and all are named for Andorian military leaders. Most of these cruisers are almost entirely crewed by Andorians, and form the core of what is affectionately termed the "Blue Fleet."

### **2369 update**

Only 47 of these vessels were produced in its 16-year run, and most were transferred to the Andorian Defense Force by 2300. Four Andors were still in ADF service in 2369.

# **Anton-class Starship**

## **Production Data**

Origin: United Federation of Planets  
Class and Type: Anton-class Light Cruiser  
Year Launched: 2245  
Refit: 2268

## **Hull Data**

Structure: 35  
Refit: 40  
Size/Decks: 5/15 decks  
Length/Beam/Height: 224/145/51 meters  
Complement: 240

## **Operational Data**

Transporters: 4 standard, 4 emergency, 4 cargo  
Cargo Units: 50  
Shuttlebay: 2 aft  
Shuttlecraft: 10 size worth  
Tractor Beams: 1FV, 1A  
Separation System: No  
Sensor System: Class 2a (+2/BB)  
Operations System: Class 2R (CC)  
Life Support: Class 2 (C)

## **Propulsion Data**

Impulse System: SBE (.5c) (D)  
Warp System: PB-8 (wf 4/5/6) (C)  
Refit: {PB-32 Mod 3 (wf 6/7/8) (D)}

## **Tactical Data**

Phaser Banks: Type III (x2/B)  
Penetration: 3/3/2/0/0  
Photon Torpedoes: Mk 10 IF (x2/B)  
Refit: Mk 6 DF (x2/B)  
Penetration: 2/2/2/2/0  
Refit: 3/3/3/3/3  
Deflector Shield: PFF 2a (B)  
Protection/Threshold: 13/3

## **Miscellaneous Data**

Maneuvering: +3C +0H +1T  
Traits: Enhanced System (sensors) (+4 to sensor tests)  
{Design Defect (warp system)}

**Notes:**

The predecessor to the successful Miranda-class cruiser, the Anton was at the forefront of the Federation expansion effort in the 2240s and 50s. A short-range exploration vessel, the light cruiser performed the more mundane exploratory missions from many of the new starbases that were being built along the frontier.

The venerable class underwent a refit in 2268 to upgrade the aging torpedo system and warp drive. However, engineers underestimated the frailty of the Anton's reinforced space frame, and the nacelles had a tendency to literally shear themselves off the struts under high-speed and high-stress maneuvers. These defects prompted Starfleet to completely redesign the vessel, resulting in the larger Miranda-class cruiser.

# **Constellation-class Starship**

## **Production Data**

Origin: United Federation of Planets  
Class and Type: Constellation-class Exploratory Cruiser  
Year Launched: 2284  
Refit: 2345

## **Hull Data**

Structure: 35  
Refit: 40  
Size/Decks: 6/16 decks  
Length/Beam/Height: 303/157/78 meters  
Complement: 350

## **Operational Data**

Transporters: 3 standard, 3 emergency, 3 cargo  
Cargo Units: 60  
Shuttlebay: 2 saucer forward  
Shuttlecraft: 12 size worth  
Tractor Beams: 1AV  
Separation System: No  
Sensor System: Class 3a (+3/CC) {Class 4 (+4/E)}  
Operations System: Class 4 (E)  
Life Support: Class 4 (E)

## **Propulsion Data**

Impulse System: RSV (.7c) (D)  
Refit: FIG-2 (.9c) (C)}  
Warp System: LN-64 Mod 3 (wf 7/9/12) (D)  
Refit: {LF-20 (wf 6/7/9.2 MCU) (C)}

## **Tactical Data**

Phaser Banks: Type VIII (x3/C)  
Penetration: 4/4/4/0/0  
Photon Torpedoes: Mk 22 DF (x2/C)  
Refit: Mk 60 DF (x2/C)  
Penetration: 3/3/3/3/3  
Refit: 4/4/4/4/4  
Deflector Shield: CIDSS-2 (C)  
Refit: CIDSS-4 (BB)  
Protection/Threshold: 14/4  
Refit: 16/3

## **Miscellaneous Data**

Maneuvering: +1C +2H +1T

Traits: None

Refit: Battle Tested

**Notes:**

Developed parallel to the Excelsior-class program, the venerable Constellation-class exploratory cruiser was the product of lessons learned from the Constitution-class. This four-nacelled cruiser was vital to Starfleet's early-24th Century deep-space exploration efforts, and remained an integral part of the fleet well after its production life ended.

# **Miranda-class Starship**

## **Production Data**

Origin: United Federation of Planets  
Class and Type: Miranda-class Cruiser  
Year Launched: 2274  
Refit: 2345  
Refit: 2379

## **Hull Data**

Structure: 30  
Refit: 25  
Size/Decks: 5/16 decks  
Length/Beam/Height: 278/174/65 meters  
Complement: 330

## **Operational Data**

Transporters: 4 standard, 4 emergency, 4 cargo  
Cargo Units: 50  
Shuttlebay: 2 aft  
Shuttlecraft: 10 size worth  
Tractor Beams: 1FD, 1AV  
Separation System: No  
Sensor System: Class 3 (+3/D)  
Refit: Class 4 (+4/E)  
Operations System: Class 3 (D)  
Life Support: Class 3R (DD)

## **Propulsion Data**

Impulse System: SBE (.5c) (D)  
Refit: FIE-2 (.85c) (E)  
Warp System: LN-64 Mod 3 (wf 7/9/12) (D)  
Refit {LF-20 (wf 6/7/9.2 MCU) (C)}

## **Tactical Data**

Phaser Banks: Type VII (x2/B) {(C)}  
Penetration: 4/3/3/0/0  
Refit: 5/2/2/0/0  
Photon Torpedoes: Mk 6 DF (x2/B)  
Refit: Mk 60 DF (x2/C)  
Penetration: 3/3/3/3/3  
Refit: 4/4/4/4/4  
Deflector Shield: PFF 3 (B)  
Protection/Threshold: 14/3

## **Miscellaneous Data**

Maneuvering: +2C +0H +2T  
Traits: Refit: Pulse Upgrade

**Notes:**

The Miranda was initially designed in response to a less-than-successful refit of the Anton-class light cruiser. Relatively cheap and simple to build, the Miranda was produced at amazing rates, with many different variations -- some of which were so radically different that they could have been considered classes of their own. The above statistics represent the "average" Miranda.

**2378 update**

Serving well beyond its production life, the Miranda received a refit that extended its service life to the late 23rd-Century. Upgrades included sensors, propulsion, torpedoes, and the addition of a third shuttlebay to support the cruiser's continued exploration mission.

In the wake of Wolf 359, the Miranda also added a pulse phaser upgrade to augment its offensive capability, an addition that proved extremely beneficial in both the Dominion War and the second Borg attack against Sector 001.

Due to Starfleet losses in the war, the surviving Mirandas are expected to serve for another quarter century. Engineers are already planning another refit for the cruiser around 2382.

# **Baker-class Starships**

## **Production Data**

Origin: United Federation of Planets  
Class and Type: Baker-class Heavy Destroyer  
Year Launched: 2272

## **Hull Data**

Structure: 40  
Size/Decks: 6/25 decks  
Length/Beam/Height: 301/148/77 meters  
Complement: 250

## **Operational Data**

Transporters: 3 standard, 3 emergency, 3 cargo  
Cargo Units: 60  
Shuttlebay: 1 aft  
Shuttlecraft: 6 size worth  
Tractor Beams: 1FV, 1A  
Separation System: No  
Sensor System: Class 2a (+2/BB)  
Operations System: Class 2R (CC)  
Life Support: Class 2 (C)

## **Propulsion Data**

Impulse System: RSM (.85c) (D)  
Warp System: PB-32 Mod 3 (warp 6/7/8) (D)

## **Tactical Data**

Phaser Banks: Type VII (x3/C)  
Penetration: 4/4/4/0/0  
Photon Torpedoes: Mk 6 DF (x2/C)  
Penetration: 3/3/3/3/3  
Deflector Shield: PFF 2a (B)  
Protection/Threshold: 13/3

## **Miscellaneous Data**

Maneuvering: +1C +3H +1T  
Traits: Hardened System (shields)  
Enhanced System (impulse systems) (+.1c, reflected above)

## **Notes:**

The Baker-class heavy destroyer was initially designed as a cruiser, but a shortage of military vessels in the early 2270s prompted Starfleet to redesignate the class. A quick redesign was ordered, and the first Bakers left spacedock in ~~2270~~ **2279**

The design incorporates powerful impulse engines that make it faster in sub-light than any other vessel in production. This superior maneuverability in combat makes up for the destroyer's lack of firepower at long range. As such, Baker captains prefer to close quickly and pummel the enemy with its Type VII phasers. With a dual-walled internal structure that provides extra protection against explosive decompression during battle, the Baker has proven extremely hardy in combat.

The Baker's annual production rate was reduced to three following the signing of the Khitomer Accords, and Starfleet expects to stop production all together by the end of the decade.

# **Wilkerson-class Starship**

## **Production Data**

Origin: United Federation of Planets  
Class and Type: Wilkerson-class Destroyer  
Year Launched: 2274

## **Hull Data**

Structure: 25  
Size/Decks: 5/20 decks  
Length/Beam/Height: 240/105/60 meters  
Complement: 200

## **Operational Data**

Transporters: 2 standard, 2 emergency, 2 cargo  
Cargo Units: 50  
Shuttlebay: 1 aft  
Shuttlecraft: 5 size worth  
Tractor Beams: 2F  
Separation System: No  
Sensor System: Class 3 (+3/D)  
Operations System: Class 3R (DD)  
Life Support: Class 2R (CC)

## **Propulsion Data**

Impulse System: RSM (.75c) (D)  
Warp System: LN-64 Mod 3 (wf 7/9/12) (D)

## **Tactical Data**

Phaser Banks: Type VII (x2/B)  
Penetration: 4/3/3/0/0  
Photon Torpedoes: Mk 6 DF (x2/B)  
Penetration: 3/3/3/3/3  
Deflector Shield: PFF 3 (B)  
Protection/Threshold: 14/3

## **Miscellaneous Data**

Maneuvering: +0C +3H +2T  
Traits: ACB Jacketing

## **Notes:**

The second Starfleet vessel to mount the new LN-64 Mod 3 warp engine after the Thufir's successful test, the Wilkerson-class destroyer mirrors the Baker's speed and combat capability. Designed more as a troubleshooter, the Wilkerson is able to reach hot-spots quickly to support Federation interests.

The Wilkerson also suffers from a lack of firepower at range, but again proves extremely capable in close combat. The destroyer has gained such a reputation against the enemy that Starfleet crews often refer to the ship's tactics as "The Wilkerson Charge."

Starfleet has opted to stop production of the Wilkerson following the Khitomer Accords, in favor of the larger and more powerful Baker.

# **Thufir-class Starship**

## **Production Data**

Origin: United Federation of Planets  
Class and Type: Thufir-class Destroyer  
Year Launched: 2268

## **Hull Data**

Structure: 25  
Size/Decks: 5/13 decks  
Length/Beam/Height: 280/130/40 meters  
Complement: 200

## **Operational Data**

Transporters: 2 standard, 2 emergency, 2 cargo  
Cargo Units: 50  
Shuttlebay: 1 star-drive forward  
Shuttlecraft: 5 size worth  
Tractor Beams: 1FV, 1AP, 1AS  
Separation System: No  
Sensor System: Class 2 (+2/C)  
Operations System: Class 3 (D)  
Life Support: Class 2 (C)

## **Propulsion Data**

Impulse System: SBE (.5c) (D)  
Warp System: LN-64 Mod 3 (wf 7/9/12) (D)

## **Tactical Data**

Phaser Banks: Type VI (x3/C)  
Penetration: 4/4/4/0/0  
Photon Torpedoes: Mk 6 DF (x2/C)  
Penetration: 3/3/3/3/3  
Deflector Shield: PFF 2a (B)  
Protection/Threshold: 13/3

## **Miscellaneous Data**

Maneuvering: +1C +2H +2T  
Traits: Hardened System (propulsion)

## **Notes:**

When Starfleet needed a testbed for the new LN-64 Mod 3 warp drive, they found a ship that the Andorians were designing for use in the ADF. The destroyer was rechristened the Thufir-class, and six vessels went into production. All launched in 2268 with Andorian crews, and tested the new warp drive to and beyond its

limits.

USS L'heru was lost when its warp field inverted due to a previously unknown interstellar phenomenon, vaporizing the mysterious phenomenon and the ship in a spectacular explosion. The remaining five test ships, however, proved the LN-64 an outstanding success.

Thirty-three more Thufirs were built for Starfleet between 2270 and 2272. The destroyer is still produced for the ADF in small numbers.

# Remora-class Starship

## Production Data

Origin: United Federation of Planets  
Class and Type: Remora-class Heavy Escort  
Year Launched: 2262  
Refit: 2274

## Hull Data

Structure: 40  
Size/Decks: 6/16 decks  
Length/Beam/Height: 210/170/60 meters  
Complement: 162

## Operational Data

Transporters: 3 standard, 3 emergency, 3 cargo  
Cargo Units: 70  
Shuttlebay: 1 aft  
Shuttlecraft: 6 size worth  
Tractor Beams: 1FV, 1AV  
Separation System: No  
Sensor System: Class 2 (+2/C)  
Operations System: Class 3 (D)  
Life Support: Class 3 (D)

## Propulsion Data

Impulse System: SBD-a (.6c) (C)  
Refit: RSM (.75c) (D)  
Warp System: PB-16 (wf 5/6/7) (C)

## Tactical Data

Phaser Banks: Type VI (x4/B) {(C)}  
Penetration: 4/4/4/0/0  
Photon Torpedoes: none  
Refit: Mk 6 DF (x2/C)  
Penetration: n/a  
Refit: 3/3/3/3/3  
Deflector Shield: PFF 2a (B)  
Protection/Threshold: 13/3

## Miscellaneous Data

Maneuvering: +0C +2H +3T  
Traits: Enhanced System (sensors, +2)

## Notes:

The Remora-class escort is a quick vessel that favors offensive

punch over defensive capability. Lacking many amenities that other Starfleet vessels enjoy, the Remora is designed for short missions from a supporting starbase or station.

Originally launched in 2262, the Remora received a refit in 2274 that included the addition of a Mk 6 DF torpedo system. The ship's production schedule ended after the Khitomer Accords, although Starfleet has no plans to replace the vessel in the near future.

# Chandley-class Starship

## Production Data

Origin: United Federation of Planets  
Class and Type: Chandley-class Heavy Frigate  
Year Launched: 2272  
Refit: 2290

## Hull Data

Structure: 45  
Size/Decks: 7/26 decks  
Length/Beam/Height: 315/262/90 meters  
Complement: 363

## Operational Data

Transporters: 9 standard, 9 emergency, 9 cargo  
Cargo Units: 70  
Shuttlebay: 2 aft  
Shuttlecraft: 14 size worth  
Tractor Beams: 1FV, 2AD  
Separation System: No  
Sensor System: Class 2 (+2/C)  
Operations System: Class 3R (DD)  
Life Support: Class 3 (D)

## Propulsion Data

Impulse System: RSM (.75c) (D)  
Warp System: PB-32 (x2) (warp 6/7/8) (D)  
{LN-64 Mod 3 (wf 7/9/12) (D)}

## Tactical Data

Phaser Banks: Type VII (x3/C)  
Refit: Type VIII (x3/D)  
Penetration: 4/4/4/0/0  
Refit: 4/4/4/0/0  
Photon Torpedoes: Mk 6 DF (x4/C)  
Refit: Mk 40 DF (x4/D)  
Penetration: 5/5/5/5/5  
Refit: 5/5/5/5/5  
Deflector Shield: PFF 3 (B)  
Protection/Threshold: 14/3

## Miscellaneous Data

Maneuvering: +2C +1H +2T  
Traits: Hardened System (operations)

**Notes:**

The Chandley's design sequence essentially began on the heels of the Axanari Rebellion, resulting in Starfleet's largest and most capable warship prior to 2284.

Starfleet conducted an extensive review of its actions and capabilities during the Rebellion, and determined that it most lacked a "troop moving" capability. It was under this initial premise that the Chandley program began, but Starfleet's move away from the idea of a Marine Corps-style ground force prompted designers to shelve the design for the time being.

But when conflict with the Klingons flared up again in the 2260s, the design was revived, updated, then shelved briefly again when the Organian Treaty was enacted. Skirmishes with the Klingons began to take place again in 2270, and the need for a heavy combat vessel was once-again readily apparent. The Chandley was revisited, altered, and approved for production.

The frigate included Type VII phasers and a hardened operations system. The Chandley also departed from the traditional elegant Starfleet designs for a massive, almost-threatening look.

The Chandley ceased production in 2286, but received an upgrade to its weapons and warp drive in 2290.

# **Northampton-class Starship**

## **Production Data**

Origin: United Federation of Planets  
Class and Type: Northampton-class Heavy Frigate  
Year Launched: 2275  
Refit: 2284

## **Hull Data**

Structure: 35  
Refit: 30  
Size/Decks: 6/20 decks  
Length/Beam/Height: 300/150/75 meters  
Complement: 325

## **Operational Data**

Transporters: 6 standard, 6 emergency, 6 cargo  
Cargo Units: 60  
Shuttlebay: 1 star drive aft  
Shuttlecraft: 6 size worth  
Tractor Beams: 1FV, 1AD  
Separation System: No  
Sensor System: Class 3 (+3/D)  
Operations System: Class 3 (D)  
Life Support: Class 3 (D)

## **Propulsion Data**

Impulse System: RSM (.75c) (D)  
Warp System: LN-64 Mod 3 (wf 7/9/12) (D)

## **Tactical Data**

Phaser Banks: Type VII (x3/C)  
Refit: Type VIII (x4/C)  
Penetration: 4/4/4/0/0  
Refit: 5/5/4/0/0  
Photon Torpedoes: Mk 22 DF (x3/C)  
Penetration: 4/4/4/4/4  
Deflector Shield: PFF 3 (B)  
Refit: CIDSS-2 (C)  
Protection/Threshold: 14/3  
Refit: 14/4

## **Miscellaneous Data**

Maneuvering: +1C, +1H, +2T  
Traits: Hardened System (Warp)

**Notes:**

Before the popularity of "imbedded warp nacelles" designs of the 2370s, the Northampton-class heavy frigate was one of Starfleet's initial forays into placing the nacelles under the protective armor of the ship's hull. Initially launched in 2275, the Northampton incorporated many lessons learned from the Constitution refit of 2273 and the Andorian-designed Andor-class missile cruiser and Thufir-class destroyer.

The 2284 refit upgraded the ship's phasers to Type VIIIs, allowing for greater penetration and point-blank and short range. Extra structure was removed in favor of the more reliable CIDSS-2 deflector shield.

One hundred nine Northamptons were built between 2275 and 2283, and 110 were built from 2284-2293. Starfleet discontinued production following the Khitomer Accords, although Northamptons expect to serve well into the second decade of the next century.

# Kiev-class Starship

## Production Data

Origin: United Federation of Planets  
Class and Type: Kiev-class Fast Frigate  
Year Launched: 2271

## Hull Data

Structure: 25  
Size/Decks: 5/15 decks  
Length/Beam/Height: 280/140/50 meters  
Complement: 300

## Operational Data

Transporters: 4 standard, 4 emergency, 4 cargo  
Cargo Units: 50  
Shuttlebay: 1 star drive aft  
Shuttlecraft: 5 size worth  
Tractor Beams: 1FV  
Separation System: No  
Sensor System: Class 2 (+3/C)  
Operations System: Class 3 (D)  
Life Support: Class 3 (D)

## Propulsion Data

Impulse System: SBE (.5c) (D)  
Warp System: LN-64 Mod 3 (wf 7/9/12) (D)

## Tactical Data

Phaser Banks: Type VI (x3/C)  
Penetration: 4/4/4/0/0  
Photon Torpedoes: Mk 6 DF (x2/C)  
Penetration: 3/3/3/3/3  
Deflector Shield: PFF 3 (B)  
Protection/Threshold: 14/3

## Miscellaneous Data

Maneuvering: +0C, +4H, +2T  
Traits: Nimble (+2H, included above)

## Notes:

The Kiev-class fast frigate was Starfleet's first platform to carry the newly-tested LN-64 Mod 3 warp system. Fast and nimble, the Kiev immediately assumed border patrol duties along both the Klingon and Romulan neutral zones, in squadrons of three and four ships. These "wolf packs" quickly proved their

effectiveness in stopping blockade-runners and rogue elements of the Klingon and Romulan navies.

By the time of the Khitomer Accords, Starfleet had already stopped production on the class (the 211th, and last, Kiev left the Salazaar Shipyard in 2289) and had begun phasing the ships out in favor of the more powerful Northampton refit. The last Kiev expects to the fleet in 2302.

# **Nelson-class Starship**

## **Production Data**

Origin: United Federation of Planets  
Class and Type: Nelson-class "Scout" (Light Cruiser)  
Year Launched: 2245  
Refit: 2260

## **Hull Data**

Structure: 40  
Size/Decks: 6/13 decks  
Length/Beam/Height: 263/127/61 meters  
Refit: 270/127/61 meters  
Complement: 195

## **Operational Data**

Transporters: 3 standard, 3 emergency, 3 cargo  
Cargo Units: 75  
Shuttlebay: 1 forward  
Shuttlecraft: 6 size worth  
Tractor Beams: 1FV  
Separation System: No  
Sensor System: Class 3 (+4/D)  
Operations System: Class 2 (C)  
Life Support: Class 2 (C)

## **Propulsion Data**

Impulse System: SBC (.5c) (B)  
Refit: SDB (.6c) (B)  
Warp System: PB-4 (wf 3/4/6) (B)  
Refit PB-16 (wf 5/6/7) (C)

## **Tactical Data**

Phaser Banks: Type IV (x2/A) {(B)}  
Penetration: 3/3/2/0/0  
Photon Torpedoes: None  
Refit: Mk 12 IF (x2/B)  
Penetration: n/a  
Refit: 3/3/3/3/3  
Deflector Shield: PFF 2 (A)  
Refit: PFF 2a (B)  
Protection/Threshold: 12/2  
Refit: 13/3

## **Miscellaneous Data**

Maneuvering: +1C, +0H, +2T

Traits: Enhanced Sensors (+4 to sensor tests)  
Hardened System (sensors)  
Prototype (sensors, +1 rating, reflected above)

**Notes:**

The Nelson-class scout was at the forefront of the Federation's expansion efforts of the 2240s. Dozens of these long-range vessels scattered to the far reaches of the frontier, cataloging stars and planets, observing new life forms and civilizations, and occasionally making first contact.

Unlike most of their contemporaries, the Nelson was not spacious, instead filling all available hull space with sensor enhancements and protection. This allowed the scout to scan larger areas of space faster than any other vessel previously could.

The Nelson performed its job so well that Starfleet felt no need for a new class of scouts until the mid-2260s, when it was apparent that the Nelson didn't have the longevity of the other 2245-era vessels, despite a 2260 refit. Many experts believed that the original "single-down" nacelle strut design was flawed, reducing the hull's prospective lifespan.

The Nelson was phased out in the mid 2270s, leaving Starfleet without a dedicated scout craft for the remainder of the century.

# Loknar-class Starship

## Production Data

Origin: United Federation of Planets  
Class and Type: Loknar-class Heavy Frigate  
Year Launched: 2245  
Refit: 2253  
Refit: 2269

## Hull Data

Structure: 40 {{35}}  
Size/Decks: 6/12 decks  
Length/Beam/Height: 290/127/56 meters  
Complement: 120

## Operational Data

Transporters: 3 standard, 3 emergency, 3 cargo  
Cargo Units: 60  
Shuttlebay: 1 saucer aft  
Shuttlecraft: 6 size worth  
Tractor Beams: 1FV  
Separation System: No  
Sensor System: Class 3 (+3/D)  
Operations System: Class 2R (CC)  
Life Support: Class 3 (D)

## Propulsion Data

Impulse System: SBD-a (.6c) (C)  
Warp System: PB-16 (wf 5/6/7) (C)  
Refit: PB-32 Mod 3 (wf 6/7/8) (D)

## Tactical Data

Phaser Banks: Type IV (x3/B)  
Refit: Type VII (x3/C)  
Penetration: 4/3/3/0/0  
Refit: 4/4/4/0/0}}  
Photon Torpedoes: None  
Refit: Mk 12 IF (x4/B)  
Refit: Mk 6 DF (x4/C)  
Penetration: n/a  
Refit: 4/4/4/4/4  
Refit: 5/5/5/5/5  
Deflector Shield: PFF 2a (B)  
Protection/Threshold: 13/3

## Miscellaneous Data

Maneuvering: +1C +1H +2T  
Traits: Hardened System (propulsion)

Notes:

The Loknar-class frigate was the third of four major classes of vessels produced during the Federation expansion period of the mid-2240s, thanks to Andorian arguments that the new Federation frontier needed warships in case of another disastrous first contact (like the Romulans and Klingons in decades and centuries past). As such, the Loknar is the first popular "Andorian" design, and its lengthy service is a tribute to the quality of Andorian engineering.

The frigate proved its value during the Axanar rebellion, although Starfleet realized the need to add photon torpedoes to the ship (which it did in a 2253 refit). One ship, the former USS Morgan City (NCC-2704), was captured by Klingon Admiral Kamato in 2255 and later used in an failed attempted coup of the chancellorship. Kamato later used the frigate, now called the IKSV Staav'eMara, to prey on shipping within the Triangle sector. The ship was last seen in 2278, but intelligence reports indicate it is still in active Klingon service.

The Loknar received a second refit in 2269, upgrading phasers, torpedoes and warp drive. Despite being superceded by the Chandley-class, dozens of Loknars remain in service as late as 2293, but the class expects to be phased out by 2310.

# Larson-class Starship

## Production Data

Origin: United Federation of Planets  
Class and Type: Larson-class Destroyer  
Year Launched: 2245  
Refit: 2259  
Refit: 2270

## Hull Data

Structure: 40  
Size/Decks: 6/20 decks  
Length/Beam/Height: 269/134/62 meters  
Complement: 195

## Operational Data

Transporters: 3 standard, 3 emergency, 3 cargo  
Cargo Units: 60  
Shuttlebay: 1 aft  
Shuttlecraft: 6 size worth  
Tractor Beams: 1FV, 1 AV  
Separation System: No  
Sensor System: Class 2a (+2/BB)  
Operations System: Class 4 (E)  
Life Support: Class 4 (E)

## Propulsion Data

Impulse System: SBE (.6c) (D)  
Refit: RSM (.85c) (D)  
Warp System: PB-16 (wf 5/6/7) (C)

## Tactical Data

Phaser Banks: Type IV (x3/B)  
Refit: Type VI (x3/C)  
Penetration: 4/3/3/0/0  
Refit: 4/4/4/0/0  
Photon Torpedoes: Mk 10 IF (x2/B)  
Refit: Mk 6 DF (x2/C)  
Penetration: 2/2/2/2/0  
Refit: 3/3/3/3/3  
Deflector Shield: PFF 2 (A)  
Refit: PFF 2a (B)  
Protection/Threshold: 12/2  
Refit: 13/3

## Miscellaneous Data

Maneuvering: +1C +2H +2T

Traits: Enhanced System (impulse systems) (+.1c, reflected above)

**Notes:**

The Larson-class destroyer was part of the Federation's expansion of the 2240s. An efficient patrol vessel that carried a surprisingly capable science department, the Larson often operated independently in peacetime, performing many of the same functions as the Constitution and Anton-class cruisers.

The class saw heavy action in the Axanar Rebellion, performing well above expectations. However, Starfleet found flaws within the destroyer's shield grid, and corrected the problem with a 2259 refit that upgraded to PFF 2a shields.

The Larson was further modernized in 2270, with upgrades to weapons and impulse systems, making it one of the fastest ships in the fleet at sub-light. But the advent of the faster and more modern Baker and Wilkerson-class destroyers in the early-to-mid 70s prompted Starfleet to phase the Larson out by 2283.





# ACHILLES-CLASS HEAVY CRUISER

# FEDERATION

Heavy Cruiser, Commissioned: 2374



## HULL DATA

STRUCTURE: 45(5 ABLATIVE)  
 SIZE/DECKS: 8/16  
 LENGTH/HEIGHT/BEAM: 612/100/416  
 COMPLEMENT: 340

## OPERATIONAL DATA

ATMOSPHERE CAPABLE: NO  
 TRANSPORTERS: 4 STANDARD, 4 EMERGENCY  
 CARGO UNITS: 80  
 SHUTTLEBAY: 1 A  
 SHUTTLECRAFT: 8 SIZE WORTH  
 TRACTOR BEAMS: 1 FV  
 SEPARATION SYSTEM: NO  
 CLOAKING DEVICE: NONE  
 SENSOR SYSTEM: CLASS 4 (+4/E)  
 OPERATIONS SYSTEM: CLASS 3 (D)  
 LIFE SUPPORT: CLASS 3 (D)

## PROPULSION DATA

IMPULSE SYSTEM: FIG-2 (.9C) (C)  
 WARP SYSTEM: LF-50 Mod 1 (9/9.5/9.99) (C)

## TACTICAL DATA

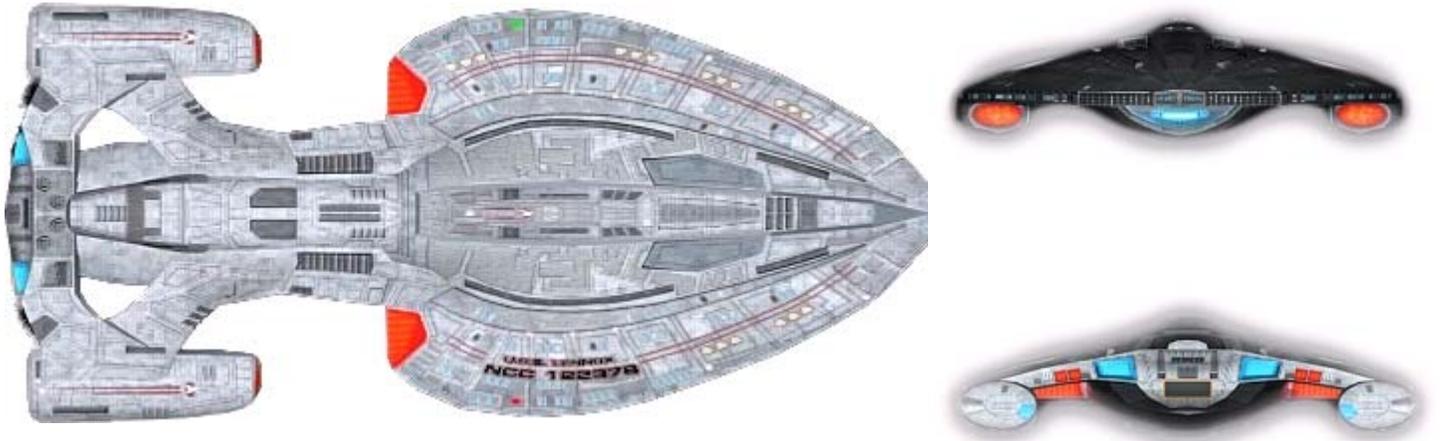
PHASER ARRAYS: TYPE XI (X7/E)  
 PENETRATION: 9/6/6/0/0  
 TORPEDOES: MK 95 DF (X2/E), MK 25 Micro – Quantum (x5/E)  
 PENETRATION: QUANTUM 7/7/7/7/7  
 DEFLECTOR SHIELD: FSS-3 (regen) (F)  
 PROTECTION/THRESHOLD: 18/5

## MISCELLANEOUS DATA

MANEUVER MODIFIERS: +1C, +1H, +3T  
 TRAITS: ABLATIVE ARMOR, MONOTANIUM PLATING, ENHANCED FIRE RATE (Micro torpedoes), PULSE WEAPON UPGRADE, INTRICATE SYSTEM (Missile Weapons).

## ERAHARD

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### Mission

The *Achilles* class was fielded 6 months before the end of the Dominion war after a realization that what would be required to shut down the Dominion war machine was the destruction of the Ketracel-white creation facilities in the Alpha Quadrant. It was realized, however, that the Federation and its allies lacked many ships heavy enough for such a mission, limited to *Galaxy*-class ships and Klingon *Negh'Var* class warships. A new ship class would be required to exploit this "achilles heel" from which the ship's name was derived.

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### Features

Slightly smaller than a *Galaxy*-class, the *Achilles* was a far cry from the size of the Dominion heavy ships, but was of a sleeker design, and armed with the advanced weapons used for the *Defiant*-class starships for fighting the Borg. It held a total of eight pulse-phaser cannons, two torpedo tubes for quantum torpedoes and eight new mini quantum torpedo tubes arranged in a special "phalanx" position to cause massive destruction.

By adapting current anti-Borg designs to the new threat a ship with revolutionary features that would enable the Achilles to fulfill the role as long-range cruiser with firepower equal to a Sovereign Class cruiser. This was accomplished with the new micro-torpedoes arranged in a 'phalanx' array allows an astoundingly high rate of fire that will cripple any Dominion ship. With the 'broadside' arrangement of the 'phalanx' the Achilles can defend itself against Strike fighters defending the Ketracel-White facilities while it maintains its focus on destroying the target. Redundant warp and impulse nacelles were designed so the Achilles can sustain heavy damage, and still maneuver. Quad rapid-fire Quantum torpedoes and enhanced Pulse Phasers enables the Achilles sufficient firepower to destroy most large fixed targets in one pass. The new retro-thrusters enable the Achilles to maneuver as ships of lesser size. And finally, the Achilles has an unsupported, self-serviceable range equal to the Galaxy Class exploration vessels that is required to operate effectively behind the Dominion defensive perimeter.

## Ships in service

Name	Registry	Notes
USS <i>Achilles</i>	NCC-22376	Prototype, destroyed 3 Ketracel-white production facilities during the Dominion War.
USS <i>Gruganu</i>	NCC-73241	Destroyed two Jem´Hadar Battle Cruisers during the Battle of Cardassia (2375).
USS <i>Harbinger</i>	NCC-73247	Disappeared during the Dominion War in mysterious circumstances (2375).
USS <i>Imperius</i>	NCC-73248	Crippled or destroyed 7 Jem´Hadar Attack fighters during the liberation of Betazed (2375).
USS <i>Katini</i>	NCC-73252	Conducted reconnaissance of Cardassian space (2374-2375).
USS <i>Kelwyn</i>	NCC-73277	Member of the task force sent to the Typhon Expanse during the "Sunseed Project" mission (2377).
USS <i>Royal Knight</i>	NCC-73292	Successfully rescued Senator Lorraka from Orion pirates (2378).
USS <i>Wuuf</i>	NCC-73308	Destroyed during incursion in Cardassian space(2375).
USS <i>Regulator</i>	NCC-73337	Assigned to patrol the Neutral Zone (2376- present).

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## Starfleet Akula-class

Destroyer; Commissioned 2275



### HULL DATA

Structure: 25 [65 space] [1 space remaining]  
Size/Decks: 5/13  
Length/Beam/Height: 229/127/72 meters  
Complement: 80

### TACTICAL DATA

Phasers: Type VII (x3/C) [-15 space]  
Penetration: 4/4/4/0/0  
Torpedo Launchers: Mk 22 DF (x2/C) [-6 space]  
Photon Penetration: 3/3/3/3/3  
Deflector Shields: CIDSS-1 (AA) [-9 space]  
Protection/Threshold: 13/2

### PROPULSION DATA

Impulse System: RSM (.85c) (D) [-5 space]  
Warp System: LN-64 Mod 3 (7/9/12 OCU) (B) [-7 space]

### OPERATIONAL DATA

Atmosphere Capable: No [0 space]  
Cargo Units: 50 [0 space]  
Cloaking Device: No [0 space]  
Life Support: Class 2R (CC) [-6 space]  
Operations System: Class 2R (CC) [-6 space]  
Sensor System: Class 2a (+2/+1/0/0/BB) [-3 space]  
Separation System: No [0 space]  
Shuttlebay: 1 a [-2 space]  
Shuttlecraft: 5 size worth  
Tractor Beams: 1 fv [0 space]  
Transporters: 2 standard, 2 emergency, 2 cargo [0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +1C, +3H, +1T  
Traits: Enhanced System (Impulse) [-5 space]



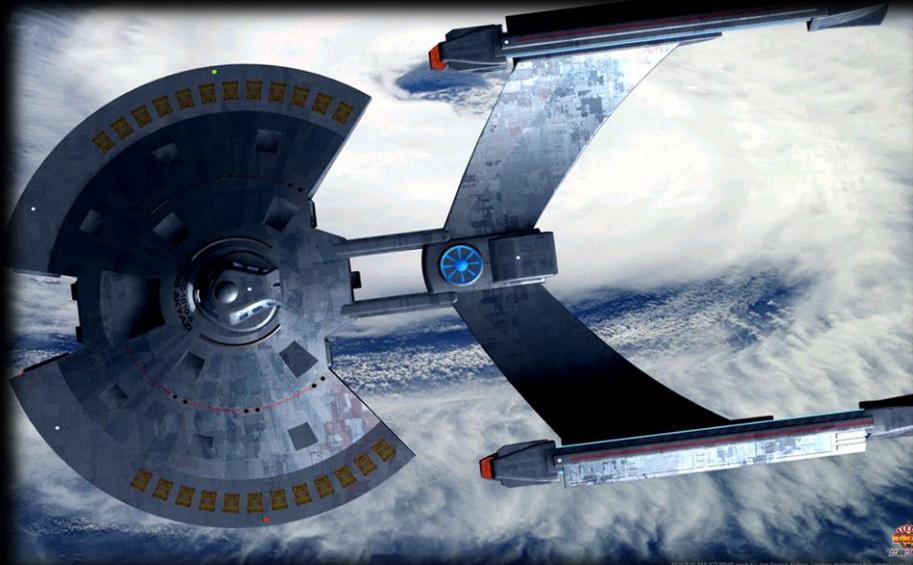
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## BACKGROUND

The Akula-class starship was the replacement for the venerable Saladin-class destroyers, filling in a gap in Starfleet's arsenal that had been ever widening due to the increasingly outdated Saladin-class starships still in operation. Such a gap was made glaringly obvious when Saladin-class starships proved inadequate against the new Klingon K'tinga-class battle cruisers, even with two-to-one odds. The Akula-class more than made up for its antiquated predecessor, successfully engaging K'tinga-class battle cruisers even in one-on-one engagements, owing mainly to its speed and maneuverability combined with impressive firepower for a ship its size.

## SHIPS IN SERVICE

Name	Registry	Notes
U.S.S. Akula	N.C.C. 278-A	Prototype and lead ship of the line. (2275).



LCARS 03-4900

00-23892

05-30902

03-29093

09-38988

07-38948

## Starfleet Akyazi-Class

Light Cruiser; Commissioned: 2286

### Hull Data

Structure: 25 [65 space][0 space remains]  
 Size/Decks: 5/9  
 Length/Height/Beam: 216.1/27.5/120.2 m  
 Complement: 84

### Tactical Data

Phasers: Type VIII (x4/C) [-20]  
 Penetration: 5/5/4/0/0  
 Torpedo Launchers: Mk 22 DF (x2/C) [-4]  
 Photon Penetration: 3/3/3/3/3  
 Deflector Shield: CIDSS-2 (C) [-10]  
 Protection/Threshold: 14/2

### Propulsion Data

Impulse System: RSV (.7c) (D) [-4]  
 Warp System: LN-64 Mod 3 (7/9/12.2 OCU) (D) [-6]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 50 [0]  
 Life Support: Class 2R (CC) [-6]  
 Operations System: Class 2R (CC) [-6]  
 Sensor System: Class 2 (+2/+1/0/0/0/C) [-2]  
 Separation System: No [0]  
 Shuttlebay: 1 ad [-2]  
 Shuttlecraft: 5 size worth  
 Tractor Beams: 1 v [0]  
 Transporters: 2 standard, 2 emergency, 2 cargo [0]

### Miscellaneous Data

Maneuver Modifiers: +2C, 0H, +2T  
 Traits: Enhanced System (Warp) [-5]

## Mission

The Akyazi-class is a Perimeter action ship. Perimeter action ships were minimally-crewed (no more than about 50), short-mission vessels purpose built for high-warp military engagements. They harken back to certain aspects of 20<sup>th</sup> and 21<sup>st</sup> century submarines, PT boats, and airborne strike fighters.



## Background

The Akyazi-class light cruiser is a perimeter action vessel, used in the late 23<sup>rd</sup> century to patrol the rapidly expanding frontier of the Federation. As such, the vessel often operated far from the core worlds and was designed to hold off belligerent starships until heavier vessels came to its aid. The Akyazi was quite fast for its time, and its speed rivaled that of the Excelsior-class starships. By the mid-24<sup>th</sup> century, the Akzayi-class had been retired from Starfleet and several ships of its class had entered into service with the Federation Merchant Service.

## Features

The Akyazi is armed with the same type VIII phaser banks, Mk 22 DF photon torpedo launchers, and CIDSS-2 deflector shield grid as the Excelsior-class starships, though not nearly as numerous. As a Perimeter action ship, the Akyazi has an enhanced warp drive, making it extremely fast for its size, with speeds well beyond 1,800 c.

## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
U.S.S. Akyazi	N.C.C. 1010-A	Prototype and lead ship of the line (2286).
U.S.S. Arauca	N.C.C. 1029	Destroyed by unknown threat force later determined to be Cardassian (2289).

## Appearances

<u>Series</u>	<u>Media</u>
TOS	Manual "Ships of the Star Fleet, Vol. 2"





# **Allegiance Class Explorer**

## Production Data

Origin: United Federation of Planets  
Year Launched: 2381

Class and Type: *Allegiance* Class Explorer

## Hull Data

Size: 7, 32 decks  
Structure: 35

Size: 560/280/158 meters  
Crew: 450 (variable by mission up to 850)

## Operational Data

Transporters: 6 ea stand., emer., cargo  
Cargo Capacity: 60  
Shuttlebays: 1 aft  
Shuttlecraft: 7 size worth  
Operations Systems Class 4 (E)  
Sensor Systems Class 5 (+5/F)

Atmospheric Capable: No  
Separation Systems: Standard  
Tractor Beams: 1a

Life Support: Class 3 (E)

## Propulsion Data

Impulse Engines: FIG-5 (.92c) (D)

Warp Drive: LF-45 Mod 3 (Warp 9/ 9.6/ 9.885) (E)

## Tactical

Phaser Banks 4 x Type XII (D)

Penetration 5 / 5 / 4 / 0 / 0

Deflector Shields FSS-3 (D)

Protection/Threshold 18 / 6

Photon Torpedoes 2 x MK 95 DF (D)

Penetration 5 / 5 / 5 / 5 / 5

Penetration 6 / 6 / 6 / 6 / 6

## Miscellaneous

Maneuver Modifiers +0 C, +2 H, +2 T

Traits: Intricate System (Phasers, Shields)



Notes: The *Allegiance* class, and starships *Odyssey* and *Agincourt* first appeared in the Hidden Frontier fan series.

Notable Vessels in Class:

USS <i>Allegiance</i> NCC-73500	First of Class
USS <i>Odyssey</i> NCC-81302	Named for <i>Galaxy</i> Class starship destroyed by Jem'Hadar in 2374. Declared Missing in Action while on a classified mission in 2384
USS <i>Agincourt</i> NCC-82129	Flagship, 23 <sup>rd</sup> Tactical Support Wing
USS <i>Vikramaditya</i> NCC-82320	Named for a legendary emperor of India and for an aircraft carrier which saw service with the Indian navy in the 21 <sup>st</sup> century.

As the Federation entered the 2370's and the *Galaxy* class design began its second decade of service, Starfleet began a serious review of the capabilities- and liabilities of its premier explorer and flagship. The results were a mixed bag- on one hand, vessels of the class had confronted some of the Federation's most terrifying foes and emerged triumphant. On the other, three of the original six starships of the class had been lost- two with all hands. *Enterprise* had been lost to a thirty-year-old surplus Klingon *Bird of Prey* (though her crew was recovered). Clearly, changes were needed.

As the Perimeter Defense Initiative yielded new defensive vessels for Starfleet (the *Akira*, *Steamrunner*, *Saber*, and *Sovereign* classes among others), the surviving *Galaxy* class vessels were refit and updated- but it was clear that Starfleet needed a new explorer- one that combined the strengths of the *Galaxy* class without the enormous costs in material and manpower. Although they were swift and sturdy, the new *Intrepid* class were considered too small for the long-range, deep-space exploration for which the *Galaxy* class had been originally designed.

The "compromise" design was the new *Allegiance* class starship. Roughly 60% of the size of the *Galaxy* class, the *Allegiance* class has a crew complement three times the size of the *Intrepids* and a far greater endurance.

The *Allegiance* class is a compromise on a number of levels. The design retains a number of hull fittings and design elements from the *Galaxy* class, but is also fitted with the heaviest phaser armament possible and a regenerative shield grid. Because these systems were added relatively late in the design process, they are somewhat poorly sited (one engineer described them as "size twelve feet in size ten shoes") and are thus comparatively difficult to service and maintain.

# ALPHA FLYER – SHUTTLE CRAFT

## UFP Shuttlecraft (Prototype)

# FEDERATION



### HULL DATA

Structure	20 (5 ablative)
Size / Decks	3 / 1
Length / Height / Beam	21 / 5.3 / 12.2
Compliment	1 pilot + 6 passengers/crew

---

### PROPULSION DATA

Impulse System	FIB-3 (.75) (BB)
Warp System	LF-9X4 updated (3 / 4 / 6) (BB)

---

### OPERATIONAL DATA

Atmosphere Capable	YES
Transporters	1 (2 person standard)
Cargo Units	5
Shuttlebay	NO
Shuttlecraft	NONE
Tractor Beams	1av
Separation System	NO
Cloaking Device	NO
Sensor System	Class 3 (+3 / D)
Operations System	Class 2 (C)
Life Support	Class 3 (D)

---

### TACTICAL DATA

Phaser Arrays	Type V (x3 / B) – Type IV pulse (x1 / A)
Penetration	4 / 4 / 4 / 0 / 0 – 3 / 1 / 1 / 0 / 0
Torpedoes	Mk 25 DF (A)
Penetration	2 / 2 / 2 / 2 / 0
Deflector Shield	FSQ-2 updated (CC)
Protection / Threshold	14 / 4

---

### MISCELLANEOUS DATA

Maneuver Modifiers	+0 C, +5 H, +1 T
Traits	Nimble, Prototype (Warp +1, Shields +1), Ablative Generator, Intricate System (Shields)

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732 62900017689  
 110 145983  
 668 99400148592146  
 73 52858  
 748 57311663  
 652 1400583873446  
 909  
 190 63762693  
 224 435226764  
 573 573711679096  
 781 848899422  
 36 118032157882

**Starfleet Ambassador-class  
 [Yamaguchi Refit]**

Heavy Cruiser; Refit: 2350

**Propulsion Data**

Impulse System: FIG-2 (.9c) (C) [-4]  
 Warp System: LF-17 (5/7/9 MCU) (B) [-10]

**Hull Data**

Structure: 40 [119 space][3 space remains]  
 Size/Decks: 8/36  
 Length/Height/Beam: 520/125/320 m  
 Complement: 900

**Operational Data**

Atmosphere Capable: No [0]  
 Cargo Units: 80 [0]  
 Life Support: Class 2R (CC) [-8]  
 Operations System: Class 2R (CC) [-8]  
 Sensor System: Class 3 (+3/+2/+1/0/0/D) [-3]  
 Separation System: No [0]  
 Shuttlebay: 2 a [-4]  
 Shuttlecraft: 16 size worth  
 Tractor Beams: 1 av, 1 fv [-1]  
 Transporters: 8 standard, 8 emergency, 8 cargo [-12]

**Tactical Data**

Phasers: Type IX (x5/E) [-25]  
 Penetration: 6/6/6/0/0  
 Torpedo Launchers: Mk 60 DF (x5/E) [-20]  
 Photon Penetration: 7/7/7/7/7  
 Deflector Shield: CIDSS-3 (C) [-11]  
 Protection/Threshold: 15/3

**Miscellaneous Data**

Maneuver Modifiers: +2C, +2H, +1T  
 Traits: Hardened System (Weapons, Life Support) [-10]

## Mission

Like previous heavy cruiser designs, the Yamaguchi, like its base class the Ambassador, has its primary mission as the exploration of unknown space, the contact of new life and new civilizations, to go where no one has gone before.



## Background

The Yamaguchi subtype of the Ambassador-class had several upgrades compared to the original class specifications. Improvements included an additional shuttlebay, improved sensors, faster impulse engines, and enhanced life support. These modifications proved so successful that from 2350 onwards, all Ambassador-class starships would be built to the specifications of the Yamaguchi subtype.

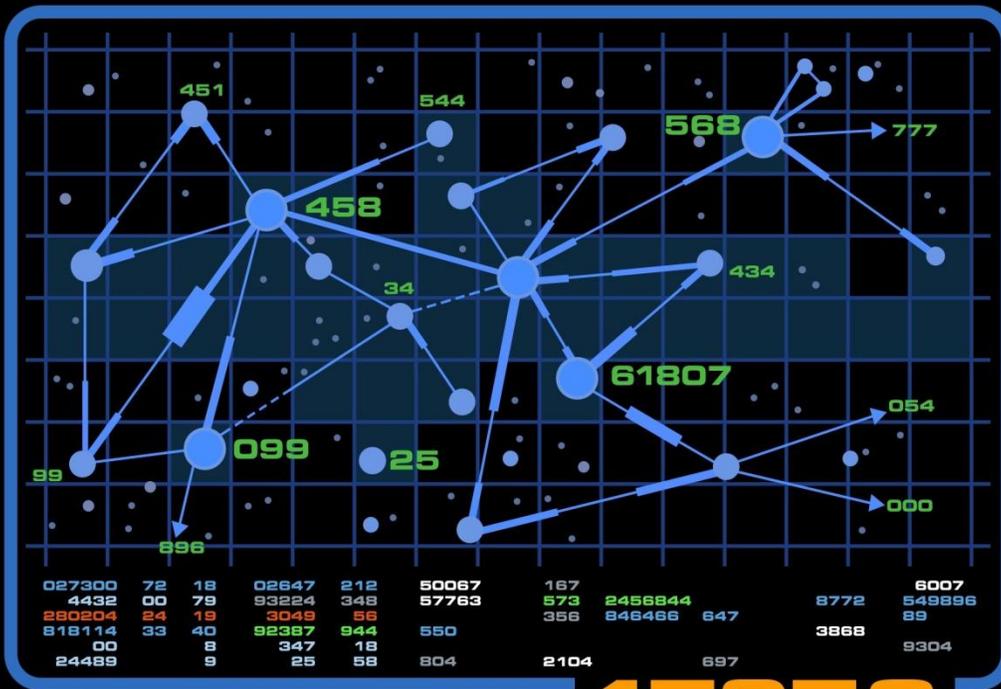
## Features

The Yamaguchi has an additional shuttlebay, better sensors, and faster sublight speeds than the original Ambassador-class design specifications. An attempt was made to refit the warp drives, but the latest warp drives proved unwieldy on the Ambassador frame. The last upgrade to the design was redundant backups to the ship's life support system, providing yet further protection to the crew in case of environmental breakdown.



## Ships in Service

Name	Registry	Notes
U.S.S. Yamaguchi	N.C.C. 26510	Destroyed by a Borg Cube at the Battle of Wolf 359 (2367).
U.S.S. Exeter	N.C.C. 26513	Assigned to the Ninth Fleet near Bajor during the Dominion War (2374).
U.S.S. Excalibur	N.C.C. 26517	Participated in the Starfleet blockade of the Klingon-Romulan border during the Klingon civil war (2368).
U.S.S. Ghandi	N.C.C. 26632	Assigned to the Lagana sector on a terraforming mission (2369).
U.S.S. Adelphi	N.C.C. 26849	Under the command of Captain Darson, participated in the Ghorusda Disaster.



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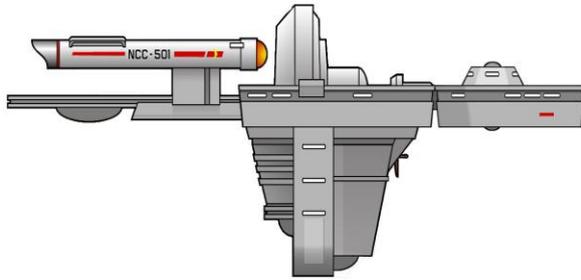
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## Appearances

Series	Media
TNG	T.V. "Conspiracy"; T.V. "Yesterday's Enterprise"; T.V. "Data's Day"; T.V. "Redemption II"
DS9	T.V. "Emissary";
ENT	T.V. "Future Tense"







### Antares Class Specifications

#### Production Data:

**Origin:** United Federation of Planets

**Class and Type:** Antares Class Survey ship

**Year Launched:** 2242

#### Hull Data:

**Structure:** 15

**Size/Decks:** 5/7

**Length/Height/Beam:** 56/25/20 Meters

**Complement:** 20

#### Operational Data:

**Transporters:** 4 Standard, 4 Emergency

**Cargo Units:** 40

**Shuttlebay:** 1 A

**Shuttlecraft:** 5 size worth

**Tractor Beams:** 1 FV, 1A

**Separation System:** Command Module

**Sensor System:** Class 2 [+2/C]

**Operations System:** Class 3 [0]

**Life Support:** Class 3 [0]

#### Propulsion System:

**Impulse Engines:** type III [.5c] [0]

**Warp Drive:** Type IIIa [Warp, 3/6/6.5]

#### Tactical Data:

**Phaser Arrays:** Type III [X3/B]

**Penetration:** 3/3/2/0/0

**Deflector Shield:** Class 2A [B]

**Protection Threshold:** 13/3

**Structure:** 15

#### Miscellaneous Data:

**Manoeuvre Modifiers:** +2C, +0H, +2T

**Traits:** Hardened System [Life Support]

Enhanced system [Sensors]

#### History:

The Antares Class was designed to operate within the wider sphere of the Federation. The Antares Class proved to be a competent survey vessel and also served as a cargo vessel throughout the Triangle. The ship has a lot in common with the Wodan class as they are based around the same hull the Antares however has a crew module. The ship was meant to be a Jack of All Trades and can be seen operating near most of the major starbases.

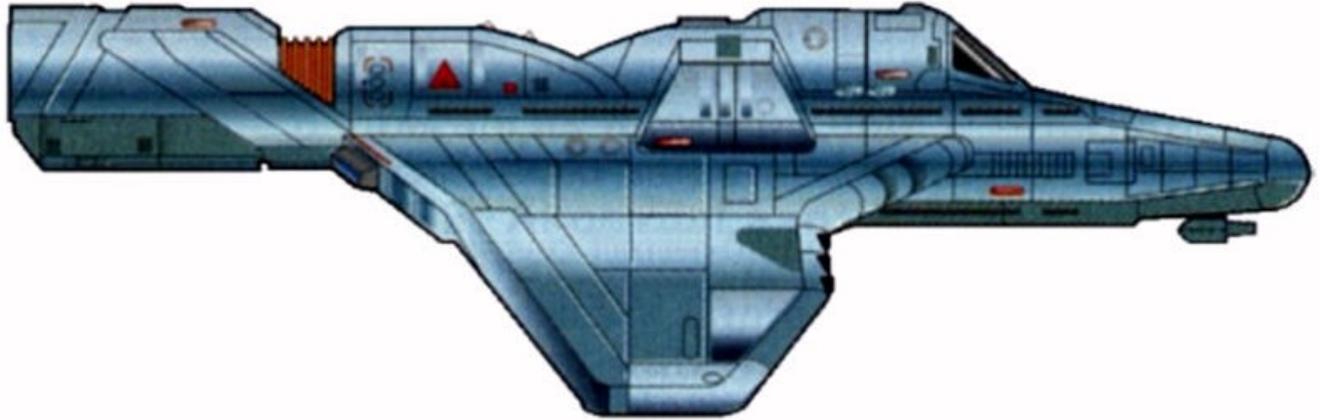




# STARFLEET ATTACK FIGHTER

# FEDERATION

SF11/Peregrine (2365) – SA20D/Hawk (2369)



## HULL DATA

Structure	10
Size / Decks	2 / 1
Length / Height / Beam	12.18 / 3.16 / 8.13
Compliment	1 (pilot)

---

## PROPULSION DATA

Impulse System	FIE (.8c) (BB)
Warp System	LF-2 (1.2 / 3.5 / 4) (B)

---

## OPERATIONAL DATA

Atmosphere Capable	YES
Transporters	NO
Cargo Units	2
Shuttlebay	NO
Shuttlecraft	NONE
Tractor Beams	1ad
Separation System	NO
Cloaking Device	NO
Sensor System	Class 5 (+5 / F)
Operations System	Class 3 (D)
Life Support	Class 2 (C)

---

## TACTICAL DATA

Phaser Arrays	Type VI (X2 / A)
Penetration	3 / 3 / 2 / 0 / 0
Torpedoes	Mk25 DF (A)
Penetration	2 / 2 / 2 / 2 / 0
Deflector Shield	FSQ-2 (CC)
Protection / Threshold	14 / 1

---

## MISCELLANEOUS DATA

Maneuver Modifiers	-1 C, +3 H, +1 T
Traits	Nimble, Battle Tested

---

Iltharanos

## Starfleet Avenger-class

Light Explorer; Commissioned 2401



### HULL DATA

Structure: 40 (5 ablative) [99 space] [0 space remaining]  
Size/Decks: 7/24  
Length/Beam/Height: 572/254/75 meters  
Complement: 240

### TACTICAL DATA

Phasers: Type XII (x4/BB) [-28 space]  
Penetration: 8/7/7/0/0  
Torpedo Launchers: Mk 105 DF (x2/BB) [-16 space]  
Quantum Penetration: 8/8/8/8/8  
Deflector Shields: FSS-2 (F) [-20 space]  
Protection/Threshold: 20/7

### PROPULSION DATA

Impulse System: FII (.9c) (DD) [-8 space]  
Warp System: LF-50 Mod 1 (9/9.5/9.994) (E) [-8 space]

### OPERATIONAL DATA

Atmosphere Capable: No [0 space]  
Cargo Units: 70 [0 space]  
Cloaking Device: No [0 space]  
Life Support: Class 5 (F) [-8 space]  
Operations System: Class 5 (F) [-8 space]  
Sensor System: Class 5a (+5/+4/+3/+2/+1/EE) [-6 space]  
Separation System: No [0 space]  
Shuttlebay: 1 ad, 1 av [-4 space]  
Shuttlecraft: 14 size worth  
Tractor Beams: 1 fv, 1 ad, 1 av [-2 space]  
Transporters: 3 standard, 3 emergency [0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +2C, 0H, +3T  
Traits: Enhanced System (Warp, +.2), Prototype (+2 warp) [+9 space]  
Ablative Armor, Intricate System (Propulsion)



## BACKGROUND

The Avenger-class light explorer continues the design philosophy of Starfleet in the last three decades, a continued emphasis on exploratory ships that are both fast and more than capable of defending themselves. As is standard with most Starfleet vessels of its time period, the Avenger-class is equipped with ablative armor, bioneural circuitry, and a full payload of quantum torpedoes. The class comes standard with the extremely powerful type XII phaser array, deemed a necessity by the Advanced Starship Design Bureau, to keep Starfleet on par with emerging hostile powers such as the Taurhai Unity which has overrun large portions of the former Romulan Star Empire. The Avenger-class is also the first starship to feature the Type 24 shuttle and Battosai-class fighter.

Originally the Avenger-class was to feature Starfleet's first domestically-produced and reliable quantum slipstream drive, but difficulties with the technology resulted in the FTL specs for the class being modified to include a more standard warp drive. Starfleet engineers instead equipped the Avenger-class with an experimental warp drive prototype capable of FTL speeds in excess of 9700c, a speed nearly five times the maximum rated speed of the old Sovereign-class starships. The warp drive is temperamental, however, and is difficult to repair once damaged.

The first Avenger-class starship left drydock at the Antares ship yards in 2401, and within the first two years nearly a dozen other ships of the class have been fielded, with an additional two dozen more estimated to be complete by the end of the decade.

## SHIPS IN SERVICE

Name	Registry	Notes
U.S.S. Avenger	N.C.C. 81000	Prototype, destroyed two Taurhai Celestial Dragon-class starships in the first battle of Canopus (2401).
U.S.S. Retaliator	N.C.C. 81001	Participated in the reclamation of the Taurhai-occupied Romulan system Tigelis (2402).
U.S.S. Protector	N.C.C. 81012	Self-destructed to avoid capture by Taurhai invasion forces in the Markomen sector (2404).
U.S.S. Isamu	N.C.C. 81019	Disabled and captured Taurhai starbase in Markomen sector (2404).
U.S.S. Takeru	N.C.C. 81020	Defended captured Taurhai starbase, designated Starbase Taurhai 01, from Taurhai Invasion Fleet Epsilon (2405).
U.S.S. Warrior	N.C.C. 81025	Captained by Klingon officer K'tang, successfully destroyed four Taurhai starships in the Azure nebula (2407); lost with all hands aboard in the third battle of Canopus (2409).







## Starfleet Bonaventure-class

Cruiser; Commissioned: 2187

### Propulsion Data

Impulse System: SBD (.6c) (B) [-3]  
 Warp System: PB-16 (5/6/7.2 OCU) (C) [-16]

### Hull Data

Structure: 25 [65 space][0 space remains]  
 Size/Decks: 5/7  
 Length/Height/Beam: 225 /30/140 m  
 Complement: 100

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 50 [0]  
 Life Support: Class 2 (C) [-4]  
 Operations System: Class 2 (C) [-4]  
 Sensor System: Class 2a (+2/+1/0/0/0/BB) [-3]  
 Separation System: No [0]  
 Shuttlebay: 1 a [-2]  
 Shuttlecraft: 5 size worth  
 Tractor Beams: 1 ad [0]  
 Transporters: 2 standard, 2 emergency, 2 cargo [0]

### Tactical Data

Phase Cannons: PC-50b (x2/AA) [-14]  
 Penetration: 3/3/3/0/0  
 Torpedo Launchers: Mk 3 IF (x2/AA) [-8]  
 Photon Penetration: 4/3/3/3/0  
 Deflector Shield: PFF 1 (A) [-2]  
 Protection/Threshold: 12/2

### Miscellaneous Data

Maneuver Modifiers: +2C, 0H, +2T  
 Traits: Prototype (+1 Threshold) [-2]  
 Prototype (+1 missile) [-2]  
 Enhanced System (Warp) [-5]

## Mission

The Bonaventure-class is designated as a cruiser, but like the cruisers of its era, it is designed with exploration in mind.



## Background

The Bonaventure is a cooperatively designed starship, a promise of the benefits of multiple species pooling their technological know-how to produce a starship that a single species alone would find impossible. With its revolutionary design, the Bonaventure leads the first few decades of Federation exploration, and would not be supplanted until the advent of the Constitution-class in the mid 23<sup>rd</sup> century.

## Features

The Bonaventure is one of the first Federation designs that utilize the technology of several species in a harmonious whole. The space frame is of human design, the shields are Vulcan, and the prototype photon torpedo launchers are a human and Andorian cooperatively designed weapon system that deals devastating amounts of damage in close range. Originally of Vulcan design, the warp engines have been enhanced through knowledge gained by humanity from the member species of the Federation, making the Bonaventure faster than even Vulcan starships.

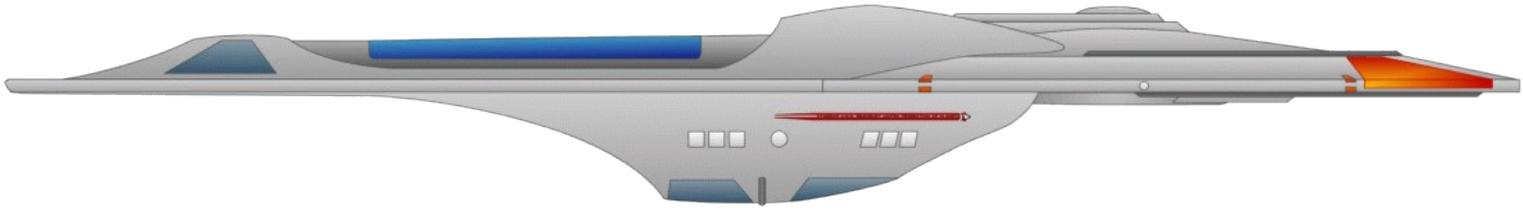
## Ships in Service

Name	Registry	Notes
U.S.S. Bonaventure	N.C.C. 1000	Lead ship of the line. Under the command of Captain Noah Thomas Cordova IV, was responsible for making first contact with 10 alien species (2187).
U.S.S. Assisi	N.C.C. 1001	Engaged and destroyed 3 Orion pirate vessels in the Risa system (2190).

# BRADBURY CLASS CRUISER

Heavy Cruiser – Commissioned, 2362

# FEDERATION



## HULL DATA

Structure	40
Size / Decks	8 / 20
Length / Height / Beam	600 / 84 / 210
Compliment	450

---

## PROPULSION DATA

Impulse System	FIG-5 (.92 / D)
Warp System	LF-44 (6 / 9.5 / 9.7) (C)

---

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	4 standard, 3 emergency
Cargo Units	90
Shuttlebay	2 av
Shuttlecraft	16 size worth
Tractor Beams	2 av, 1fv
Separation System	NO
Cloaking Device	NO
Sensor System	Class 4a (+4 / DD)
Operations System	Class 4R (EE)
Life Support	Class 4R (EE)

---

## TACTICAL DATA

Phaser Arrays	Type X (x12 / B)
Penetration	4 / 3 / 3 / 0 / 0
Torpedoes	Mk90 DF (x3 / A)
Penetration	4 / 4 / 4 / 4 / 4
Deflector Shield	FSQ-2 (CC)
Protection / Threshold	14 / 1

---

## MISCELLANEOUS DATA

Maneuver Modifiers	0 C, +1 H, 0 T
Traits	Enhanced System (Missile Weapons), Hardened System (Warp Drive)

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**STAR TREK ROLE PLAYING GAME**

# CANTELL-CLASS FRIGATE

# FEDERATION

Frigate, Commissioned: 2381



## HULL DATA

STRUCTURE: 35 (5 ABLATIVE)  
 SIZE/DECKS: 6/9  
 LENGTH/HEIGHT/BEAM: 260/50/100  
 COMPLEMENT: 90

## OPERATIONAL DATA

ATMOSPHERE CAPABLE: NO  
 TRANSPORTERS: 3 STANDARD, 3 EMERGENCY  
 CARGO UNITS: 60  
 SHUTTLEBAY: 1 A  
 SHUTTLECRAFT: 6 SIZE WORTH  
 TRACTOR BEAMS: 1 FV  
 SEPARATION SYSTEM: NO  
 CLOAKING DEVICE: NONE  
 SENSOR SYSTEM: CLASS 4 (+4/E)  
 OPERATIONS SYSTEM: CLASS 3 (D)  
 LIFE SUPPORT: CLASS 3 (D)

## PROPULSION DATA

IMPULSE SYSTEM: FIG-4 (.9C) (C)  
 WARP SYSTEM: LF-44 (6/9.5/9.7) (C)

## TACTICAL DATA

PHASER ARRAYS: TYPE XIV (X3/D)  
 PENETRATION: 6/5/5/0/0  
 TORPEDOES: MK 105 DF (X2/D)  
 PENETRATION: QUANTUM 6/6/6/6/6  
 DEFLECTOR SHIELD: FSQ 7 (CC)  
 PROTECTION/THRESHOLD: 17/3

## MISCELLANEOUS DATA

MANEUVER MODIFIERS: +2C, +1H, +1T  
 TRAITS: ABLATIVE ARMOR



## Mission

The *Cantell* class is an attempt to leverage the excellent design and technologies of the *Intrepid* class into a vessel roughly twenty-five percent smaller in size and forty percent cheaper to produce. Star Fleet knew they had a winner on their hands with the *Intrepid*, however they began to worry that vessels of this class would spend more time patrolling than exploring with the deteriorating relations with the Dominion. Star Fleet's most modern frigate, the *Norway* class, had been designed for exploration over patrol, and they were outclassed by their Jem'Hadar counterparts. Star Fleet knew they needed to enhance their force structure quickly and inexpensively, and the *Cantell* class looked tailor-made for the role.

## Features

The *Cantell* class was heavily influenced by the *Intrepid* class in her design. The *Cantell* uses the LF-44 warp drive system from Leeding Energies, though in a nacelle similar to the Cochrane Warp Dynamics LF-45 found in the *Sovereign* and *Prometheus* class cruisers. The nacelle design provides additional performance without the extreme cost of the LF-45 variable-geometry system found on the *Intrepid*.

The *Cantell* is equipped with the M-16 Isolinear III computer system. Her weapons mix reflects that on *Intrepid*, with three Type XIV phasers and two Mk. 105 quantum torpedo launchers, making her much more powerful than the *Norway* class.

Frigates are normally not the most luxurious of Star Fleet vessels, however the *Cantell* uses the same interior fittings of the *Intrepid*, which puts her a cut above her peers in the *New Orleans* and *Norway* classes. The *Cantell* has been equipped with part of the sensor suite found on the *Intrepid* class, as space considerations prevent the entire suite from being placed.

## Ships in service

Name	Registry	Notes
USS <i>Cantell</i>	NCC-84455	Prototype, destroyed by Borg cube while defending Risa (2381).
USS <i>Grayson</i>	NCC-84456	Assigned to patrol Son'a border (2383 — present).
USS <i>Sacrament</i>	NCC-84462	Intervened several illegal weapons shipments along Orion space (2382).
USS <i>Shannara</i>	NCC-84472	
USS <i>Red Cloud</i>	NCC-84475	
USS <i>Seaker</i>	NCC-84481	Stopped Reman attack with biological weapons on Romulus (2383).
USS <i>Hobbes</i>	NCC-84485	Destroyed by Borg invasion fleet near Toronis system (2381).
USS <i>Restoration</i>	NCC-84489	
USS <i>Baxter</i>	NCC-84492	Member of Task Force 7 sent to patrol the Tholian border during the Typhoon pact crisis (2382).
USS <i>Vindicator</i>	NCC-84497	
USS <i>Rising Sun</i>	NCC-84499	Destroyed by Tholian strike force near the Saskacoidan system (2384).
USS <i>Repulse</i>	NCC-84208	

Iltharanos

## Starfleet Challenger-class

Light Cruiser; Commissioned 2350



### HULL DATA

Structure: 30 [81 space] [0 space remaining]  
Size/Decks: 6/10  
Length/Beam/Height: 394/264/115 meters  
Complement: 225

### TACTICAL DATA

Phasers: Type VIII (x2/C) [-10 space]  
Penetration: 4/4/4/0/0  
Torpedo Launchers: Mk 75 DF (x2/C) [-10 space]  
Photon Penetration: 5/5/5/5/5  
Deflector Shields: CIDSS-3 (C) [-11 space]  
Protection/Threshold: 15/3

### PROPULSION DATA

Impulse System: FIG-4 (.9c) (D) [-5 space]  
Warp System: LF-7X2 (4/6/8.9) (B) [-1 space]

### OPERATIONAL DATA

Atmosphere Capable: No [0 space]  
Cargo Units: 60 [0 space]  
Cloaking Device: No [0 space]  
Life Support: Class 4 (E) [-7 space]  
Operations System: Class 4 (E) [-7 space]  
Sensor System: Class 4 (+4/+3/+2/+1/0/E) [-4 space]  
Separation System: No [0 space]  
Shuttlebay: 1 ad [-2 space]  
Shuttlecraft: 6 size worth  
Tractor Beams: 1 fv, 1 fd, 1 ad, 1 av [-3 space]  
Transporters: 6 standard, 6 emergency [-6 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +1C, +1H, +2T  
Traits: Enhanced System (Warp +.6) [-15 space]



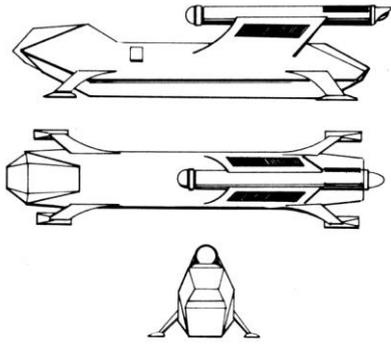
Iltharanos

## **BACKGROUND**

The Challenger-class light cruiser was designed to explore the benefits of the vertical stack arrangement of warp nacelles. While the ship proved adequate in all respects, the unusual warp configuration did not confer any significant advantages over the more standard configurations of the time and Starfleet did not pursue the the design avenue further.

## **SHIPS IN SERVICE**

Name	Registry	Notes
U.S.S. Armstrong	N.C.C. 57537	Ambushed by Klingon forces during the Federation-Klingon War and was severely damaged before escaping to Deep Space 9 (2373).
U.S.S. Kearsarge	N.C.C. 57566	Forced to delay a rendezvous with the U.S.S. Enterprise-D (2370).
U.S.S. Buran	N.C.C. 57580	Destroyed fighting the Borg at the battle of Wolf 359 (2367).



### Chameleon Class Specifications

#### Production Data:

**Origin:** United Federation of Planets

**Class and Type:** Chameleon Class  
Survey ship

**Year Launched:** 2242

#### Hull Data:

**Structure:** 15

**Size/Decks:** 3/2

**Length/Height/Beam:** 32/10/10 Meters

**Complement:** 2

#### Operational Data:

**Transporters:** 1 Standard, 1  
Emergency

**Cargo Units:** 40

**Shuttlebay:** NA

**Shuttlecraft:** NA

**Tractor Beams:** 1 FV, 1A

**Separation System:** None

**Sensor System:** Class 3 [+2/D]

**Operations System:** Class 3 [0]

**Life Support:** Class 3 [0]

#### Propulsion System:

**Impulse Engines:** SBE [.5c] [0D]

**Warp Drive:** PB8 [Warp, 4/5/6]

#### Tactical Data:

**Phaser Arrays:** Type III [X2/B]

**Penetration:** 2/2/2/0/0 [A]

**Deflector Shield:** Class 2A [B]

**Protection Threshold:** 13/3

#### Miscellaneous Data:

**Manoeuvre Modifiers:** +1C, +3H, +2T

**Traits:** Hardened System  
[Deflector Shield]

Atmospheric capable

#### History:

The Chameleon Class survey ship was designed for planetary survey missions. Starfleet's strategy tended to be to drop dozens of these vessels to scan every inch of the planet surface. The Chameleon was produced in such numbers that it was inevitable that they would find their way into the civilian market. Her one warp nacelle generates a stable enough warp field allowing for fast travel. Whilst the initial releases had no weaponry many smaller companies released after market garage kits allowing the ship to be armed with an array of phasers.





# STAR TREK

## ROLEPLAYING GAME

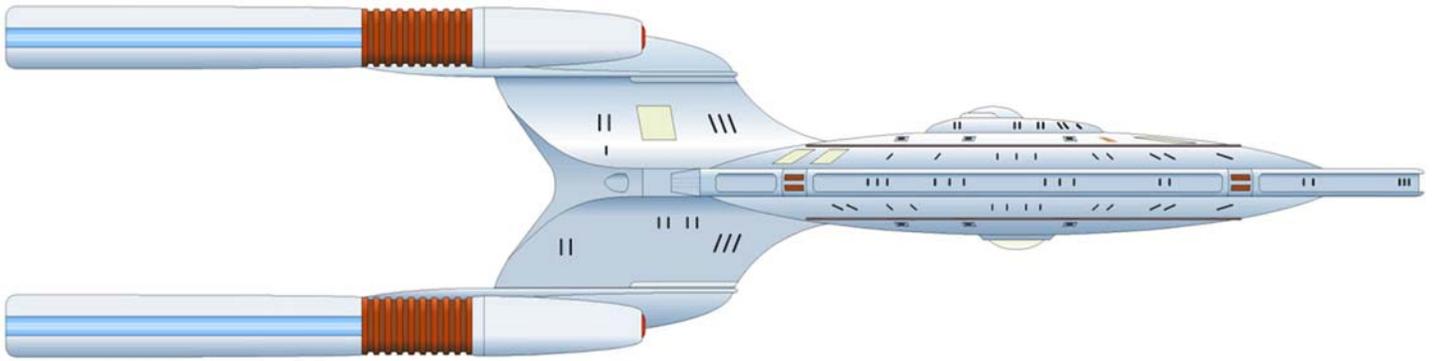
### CHEYENNE-CLASS HEAVY DESTROYER

Game Statistics by Sonny Smith (aka TheAndorian or CypherWest)

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<http://www.startrek.com>  
<http://forum.trek-rpg.net>  
<http://strpg.patrickgoodman.org>



## Cheyenne-Class

### Production Data

Origin United Federation of Planets  
Class and Type Cheyenne-Class Heavy Destroyer  
Year Launched 2363

### Hull Data

Structure 35  
Size/Decks 6/17  
Length/Height/Beam 362/57.8/278  
Complement 340

### Operational Data

Atmosphere Capable No  
Transporters 3 Standard, 3 Emergency  
Cargo Units 60  
Shuttlebay 1a  
Shuttlecraft 6 Size worth  
Tractor Beams 1ad, 1fv  
Separation System No  
Cloaking Device N/A  
Sensor System Class 3(+3/D)  
Operations System Class 3(D)  
Life Support Class 3(D)

### Propulsion Data

Impulse System FIG-2 (.9c)(C)  
Warp System LF-44 (6/9.5/9.7)(C)

### Tactical Data

Phaser Arrays Type X (x3/D)  
    Penetration 5/5/4/0/0  
Torpedoes Mk 50 DF (x4/D)  
    Penetration 5/5/5/5/5  
Deflector Shield CIDSS-4 (BB)  
    Protection/Threshold 16/3

### Miscellaneous Data

Maneuver Modifiers +2C/+1H/+2T  
Traits Hardened System (Propulsion)





Posted by Jesse Heinig on Decipher's forums:

*While I would normally post a weblog on a Friday at the end of the week, in this case I was pretty busy so Saturday is it. The last week has seen a lot of work on the web adventures. Pending approval from Paramount, we should have a few ready to go live once the new web site is done. That'll be a nice treat, and we'll continue to post 'em as they're done. Some of them are older LUG convention adventures converted over, but the majority are new ones submitted by people here and developed for the web.*

*With the web adventures out of the way, it's back to the usual book schedule. That means I've been starting on some new material, like the rules for hologram and android characters and the outline of a possible book on psionic powers. Plus, there's the usual back-and-forth to see if we can fit everything. Production (i.e. Kieran) is working on the Star Trek: The Next Generation sourcebook, and some playtesters have seen a few chapters already. One of the neat things is that we have room in there to include material that didn't fit into earlier books or didn't make it for some reason, like the Constellation-class ship, which was supposed to be in **Starships** but didn't make it at the last minute when we didn't have the art for it. So, to show you guys I'm not sitting on my hands, here's the text for it, written by the most excellent Don Mappin!*

## **STARFLEET CONSTELLATION-CLASS**

Exploratory Cruiser; Commissioned: 2285

### **Hull Data**

Structure: 30

Size/Decks: 6/16

Length/Height/Beam: 302/78/157

Complement: 350

### **Propulsion Data**

Impulse System: RSV-2 (.5c) (CC)

Warp System: LN-64 Mod 3 x2 (8/9/12) (CC)

### **Operational Data**

Atmosphere Capable: No

Cargo Units: 60

Life Support: Class 2 (C)

Operations System: Class 3 (D)

Sensor System: Class 3a (+3/CC)

Separation System: No

Shuttlebay: 2a

Shuttlecraft: 12 Size worth

Tractor Beams: 1 fv, 1 ad, 1 av

Transporters: 6 standard, 6 emergency

### **Tactical Data**

Phasers: Type VIII (x4/D)

Penetration: 5/5/4/0/0

Torpedo Launchers: Mk 22 DF (x4/D)

Photon Penetration: 5/5/5/5/5

Deflector Shield: CIDSS-1 (AA)

Protection/Threshold: 13/4

### **Miscellaneous Data**

Maneuver Modifiers: +2 C, +0 H, +2 T

Traits: None

### **Mission**

The Constellation-class was initially designed as an exploratory cruiser intended for exploration and scientific missions coreward of the Milky Way Galaxy and along the frontier of the Federation. Despite its commissioning profile, limitations forced its use closer to Federation starbases and outposts. Nevertheless, the class serves as an all-around excellent surveyor and scientific vessel, capable of delivering a number of dedicated scientific personnel to a specific location.

### **Features**

The Constellation-class is the first Starfleet design to use a multi-layered warp field through the use of a quad-nacelle design. The LN-64 Mod 3 warp engines generate an overlapping warp field perpendicular from the centerline, as opposed to along the centerline. The intent was to mimic some of the theoretical speeds promised by the transwarp engine, but ultimately the gains were minimal.

A number of other enhancements are built into the Constellation-class for her role as an explorer, including the uprated Class 3a sensor suite and dual shuttlebays similar to those found on the Miranda-class. The bulk of the Constellation's internal space is made

up of scientific laboratories and lateral sensor pallets. This space comes at something of a cost, as living accommodations on board the cruiser are cramped.

As with most Starfleet cruiser designs, the Constellation-class is well-armed and able to defend herself as necessary. Equipped with the latest Type VIII phaser arrays, this cruiser can project a respectable amount of firepower. Unfortunately, the profile of her warp nacelles provides several blind spots aft of the vessel. The Mk 22 direct fire photon torpedo launchers extend her range capabilities.

The CIDSS-1 shield grid, the first of its kind, provides adequate protection and enhanced particle dispersal—ships of the class can withstand a number of strikes with minimal penetration. Unfortunately the CIDSS-1 grid is also underpowered and relatively easy to overload and knock out in a sustained conflict. Thus, the Constellation-class is not advised to take part in sustained engagements.

The two shuttlebays allow the vessel to fill a limited support role, but because of space limitations her cargo and personnel carrying capacity are restricted. As such, the Constellation-class is ill-suited for diplomatic or courier missions beyond first contact situations.

Starfleet's Corps of Engineers lists the Constellation's standard mission duration at three years, although in the last twenty years that has been lowered to a more reasonable two years to account for both the class' deficiencies and wear and tear on older systems.

The class was designed to last for at least 15 years between system overhauls, and there have been no significant refits during that time. The replacement of her linear warp drive engines was at one time attempted, but proved to be too time-consuming to rollout fleetwide.

## **Background**

The late 23rd century was one of exploration for Starfleet—not only within the Federation but also on the drawing boards of starship designers. After the failure of the transwarp experiments of the Excelsior-class, Starfleet engineers turned their attention to different methods of increasing the warp travel speeds. While multi-nacelle designs had always been considered, maintaining the stability of the subspace warp fields necessary for faster-than-light travel had proven too difficult a hurdle to overcome. New duotronic computer models in the late 2290s allowed for real-time warp field monitoring and adjustment, allowing the first fully realized quad-nacelle starship: the Constellation-class. Originally it was theorized that by overlaying multiple symmetrical warp fields the then-current warp envelope (still expressed in Original Cochrane Units) could be pushed even further.

Prototypes of the Constellation-class achieved warp field stability with little difficulty; the gains that had been hoped for were simply not realized. Instead the class gained only a modest cruising speed upgrade. Too far along in the design process to begin anew, and with Starfleet eager to have a deep-space exploration cruiser to replace the aging Constitution-class, the Constellation cruiser was commissioned on 2292.

Her speed aside, the Constellation-class performed as expected, and better, at the task of exploration and research. Constellation-class cruisers surveyed a number of stellar anomalies over the years, including the first extensive review of a particle fountain. Never intended as front-line combatants, ships of this class nevertheless saw action in the Cardassian and Tholian wars, and even limited duty during the Dominion War. Long since out of production, any vessels currently in service continue to remain active throughout the duration of their operational lifetime and are then retired.

## **Ships in Service**

Name Registry Notes

U.S.S. Antietam NCC-2874 Lost in unknown circumstances along the Tholian border (2335)

U.S.S. Constellation NX-1974 Lead ship of the class, scrapped after extensive fire while in Spacedock (2309); (R2)

U.S.S. Fading Sun NCC-2902 Commanded by Captain Andrew Greenberg; heralded as one of Starfleet's finest tacticians during the Pale Wolf Conflict (2322)

U.S.S. Gettysburg NCC-3890 Commanded by Captain Mark Jameson; resolved hostage situation on Mordan IV by arming both sides of the conflict

U.S.S. Hathaway NCC-2593 Abandoned and later recovered for use during wargame simulations against the Enterprise-D (2365)

U.S.S. Magellan NCC-3069 Commanded by Captain Conklin; participated in the G'oun Cluster Mapping and Exploration Initiative

U.S.S. Stargazer NCC-2893 Commanded by Captain Jean-Luc Picard (2355); presumed lost at the "Battle of Maxia;" recovered by Ferengi and returned to Starfleet (2364)

U.S.S. Vespucci NCC-3864 Commanded by Captain Tara Oltitavano; attached to the Tenth Fleet; performed with distinction during the Dominion War (2375); (R6)

U.S.S. Victory NCC-9754 Commanded by Captain Zimbata; responsible for halting Orion smuggling operations in Riley System (2362)



# STAR TREK

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## ROLEPLAYING GAME

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### FEDERATION CONSTELLATION-CLASS EXPLORATORY CRUISER

WRITTEN & DESIGNED BY: Don Mappin

EDITED BY: Patrick Goodman

SHIP ILLUSTRATION BY: Robert Saint John (based on a neutralzone.de schematic)

FEDERATION AND STARFLEET LOGOS BY: Tobias Weimann

LAYOUT & DESIGN: Patrick Goodman, based on basic designs by Decipher Inc.

SPECIAL THANKS: Jesse Heinig, for posting this on the Decipher boards in the first place.

<http://www.startrek.com>  
<http://forum.trek-rpg.net>  
<http://neutralzone.de>  
<http://strpg.patrickgoodman.org>  
<http://www.lcars-interface.de>

Version 1.0 — 17 August 2009

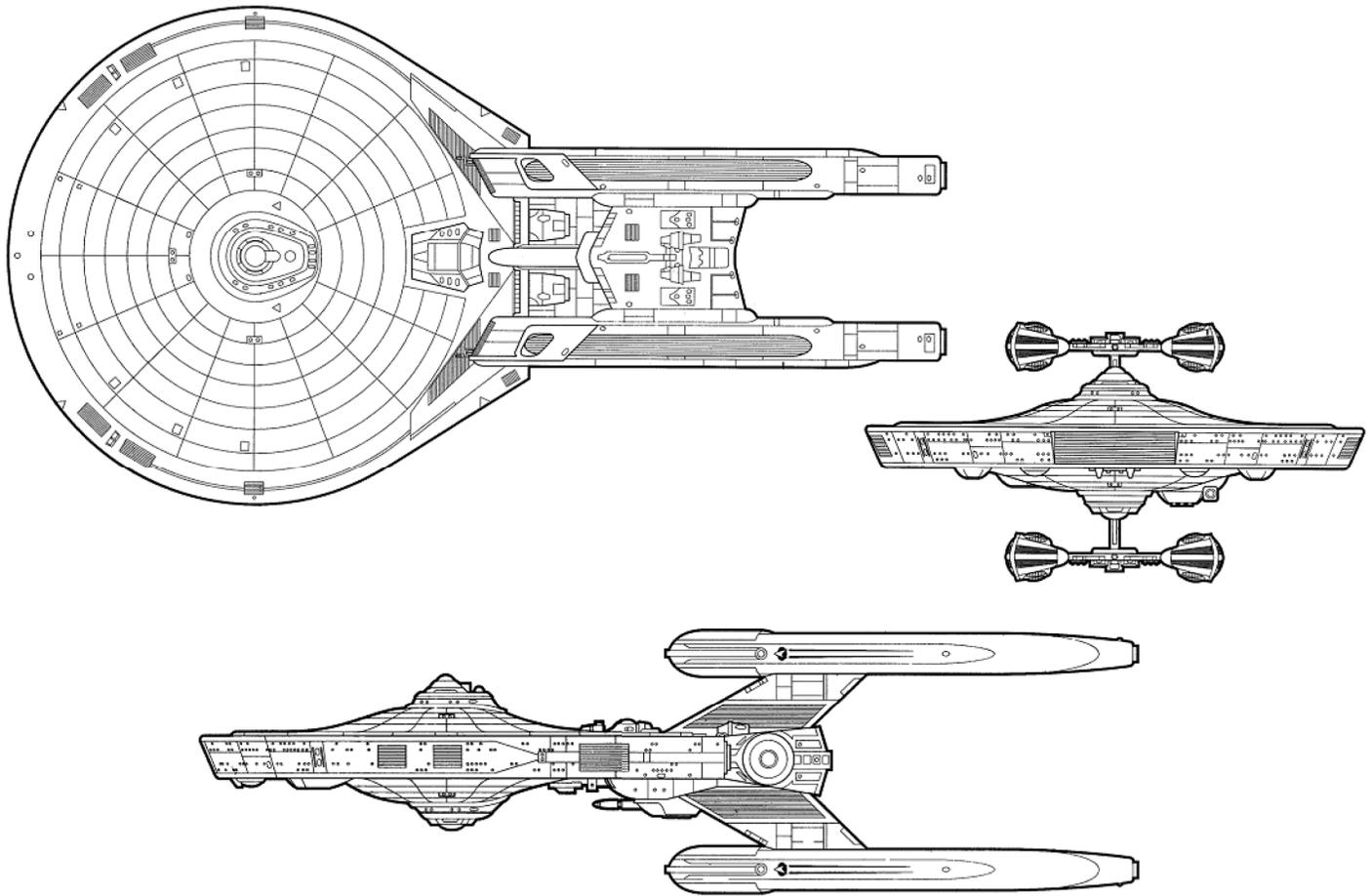
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# CONSTELLATION CLASS

UFP STARFLEET EXPLORATORY CRUISER

LAUNCH DATE: 2285



CONSTELLATION-CLASS

## GAME STATISTICS

### HULL DATA

*Structure:* 30  
*Size/Decks:* 6/16  
*Length/Height/Beam:* 302/78/157 meters  
*Complement:* 350 officers and crew

### OPERATIONAL DATA

*Atmosphere Capable:* No  
*Cargo Units:* 60  
*Life Support:* Class 2 (C)  
*Operations System:* Class 3 (D)  
*Sensor System:* Class 3a (+3/CC)  
*Separation System:* No  
*Shuttlebays:* 2a  
*Shuttles:* 12 Size worth  
*Tractor Beams:* 1 fv, 1 ad, 1 av  
*Transporters:* 6 standard, 6 emergency

### PROPULSION DATA

*Impulse System:* RSV-2 (.5c) (CC)  
*Warp System:* LN-64 Mod 3 [x2] (Warp 8/9/12 OCU) (CC)

### TACTICAL DATA

*Phasers:* Type VIII (x4/D)  
*Phaser Penetration:* 5/5/4/0/0  
*Torpedo Launchers:* Mk 22 DF (x4/D)  
*Photon Torpedo Penetration:* 5/5/5/5/5  
*Deflector Shields:* CIDSS-1 (AA)  
*Protection/Threshold:* 13/4

### MISCELLANEOUS DATA

*Maneuver Modifiers:* +2 C, +0 H, +2 T

2



## MISSION

The *Constellation*-class was initially designed as an exploratory cruiser intended for exploration and scientific missions coreward of the Milky Way Galaxy and along the frontier of the Federation. Despite its commissioning profile, limitations forced its use closer to Federation starbases and outposts. Nevertheless, the class serves as an excellent all-around survey and scientific vessel, capable of delivering a number of dedicated scientific personnel to a specific location.

## FEATURES

The *Constellation*-class is the first Starfleet design to use a multi-layered warp field through the use of a quad-nacelle design. The LN-64 Mod 3 warp engines generate an overlapping warp field perpendicular to the centerline, as opposed to parallel to the centerline. The intent was to mimic some of the theoretical speeds promised by the transwarp engine, but ultimately the gains were minimal.

A number of other enhancements are built into the *Constellation*-class for her role as an explorer, including the uprated class 3a sensor suite and dual shuttlebays similar to those found on the *Miranda*-class. The bulk of the *Constellation*'s internal space is made up of scientific laboratories and lateral sensor pallets. This space comes at something of a cost, as living accommodations on board the cruiser are cramped.

As with most Starfleet cruiser designs, the *Constellation*-class is well-armed and able to defend herself as necessary. Equipped with the latest Type VIII phaser arrays, this cruiser can project a respectable amount of firepower. Unfortunately, the profile of her warp nacelles provides several blind spots aft of the vessel. The Mk 22 direct fire photon torpedo launchers extend her range capabilities. The CIDSS-1 shield grid, the first of its kind, provides adequate protection and enhanced particle dispersal—ships of the class can withstand a number of strikes with minimal penetration. Unfortunately the CIDSS-1 grid is also underpowered and relatively easy to overload and knock out in a sustained conflict. Thus, the *Constellation*-class is not advised to take part in sustained engagements.

The two shuttlebays allow the vessel to fill a limited support role, but because of space limitations her cargo and personnel carrying capacity are restricted. As such, the *Constellation*-class is ill-suited for diplomatic or courier missions beyond first contact situations. Starfleet's Corps of Engineers lists the

*Constellation*'s standard mission duration at three years, although in the last twenty years that has been lowered to a more reasonable two years to account for both the class' deficiencies and wear and tear on older systems. The class was designed to last for at least 15 years between system overhauls, and there have been no significant refits during that time. The replacement of her linear warp drive engines was at one time attempted, but proved to be too time-consuming to rollout fleet-wide.

## BACKGROUND

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Too far along in the design process to begin anew, and with Starfleet eager to have a deep-space exploration cruiser to replace the aging *Constitution*-class, the *Constellation* cruiser was officially commissioned in 2292. Her speed aside, the *Constellation*-class performed as expected, and better, at the task of exploration and research. *Constellation*-class cruisers surveyed a number of stellar anomalies over the years, including the first extensive review of a particle fountain. Never intended as front-line combatants, ships of this class nevertheless saw action in the Cardassian and Tholian wars, and even limited duty during the Dominion War. Long since out of production, any vessels currently in service continue to remain active throughout the duration of their operational lifetime and are then retired.

## SHIPS IN SERVICE

<u>NAME</u>	<u>REGISTRY</u>	<u>NOTES</u>
Antietam	NCC-2874	Lost in unknown circumstances along the Tholian border (2335)
Constellation	NX-1974	Lead ship of the class, scrapped after extensive fire while in Spacedock (2309); (R2)
Fading Sun	NCC-2902	Commanded by Captain Andrew Greenberg; heralded as one of Starfleet's finest tacticians during the Pale Wolf Conflict (2322)
Gettysburg	NCC-3890	Commanded by Captain Mark Jameson; resolved hostage situation on Mordan IV by arming both sides of the conflict
Hathaway	NCC-2593	Abandoned and later recovered for use during wargame simulations against the <i>Enterprise-D</i> (2365)
Magellan	NCC-3069	Commanded by Captain Conklin; participated in the G'oun Cluster Mapping and Exploration Initiative
Stargazer	NCC-2893	Commanded by Captain Jean-Luc Picard (2355); presumed lost at the Battle of Maxia; later recovered by Ferengi and returned to Starfleet (2364)
Vespucci	NCC-3864	Commanded by Captain Tara Oltitaviano; attached to the Tenth Fleet; performed with distinction during the Dominion War (2375); (R6)
Victory	NCC-9754	Commanded by Captain Zimbata; responsible for halting Orion smuggling operations in Riley System (2362)

## Starfleet Constitution-class (alternate)

Explorer; Commissioned 2258



### HULL DATA

Structure: 45 [141 space] [3 space remaining]  
Size/Decks: 9/61  
Length/Beam/Height: 762/335/190  
Complement: 1,100

### TACTICAL DATA

Phasers: Type VII (x6/D) [-42 space]  
Penetration: 7/5/5/0/0  
Torpedo Launchers: Mk 22 DF (x3/D) [-21 space]  
Photon Penetration: 4/4/4/4/4  
Deflector Shields: CIDSS-2 (C) [-10 space]  
Protection/Threshold: 14/4

### PROPULSION DATA

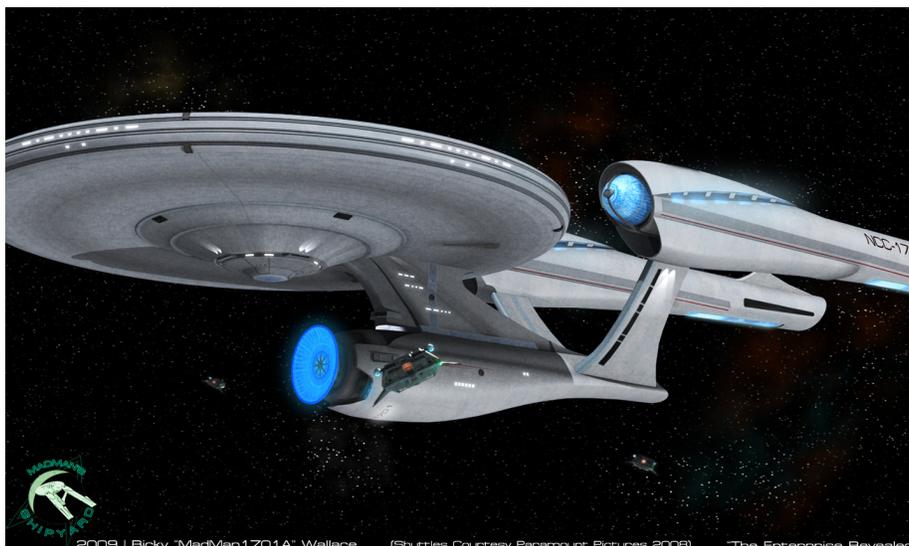
Impulse System: RSM (.75c) (D) [-10 space]  
Warp System: PB-32 Mod 3 (6/7/8) (D) [-32 space]

### OPERATIONAL DATA

Atmosphere Capable: No [0 space]  
Cargo Units: 90  
Life Support: Class 3 (D) [-6 space]  
Operations System: Class 3 (D) [-6 space]  
Sensor System: Class 3 (+3/C) [-3 space]  
Separation System: No  
Shuttlebay: 1 a [-2 space]  
Shuttlecraft: 9 size worth  
Tractor Beams: 1 fv, 1 av [-1 space]  
Transporters: 4 standard, 4 emergency [0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +4C, -2H, +4T  
Traits: Enhanced System (Beam Weapon) [-5 space]







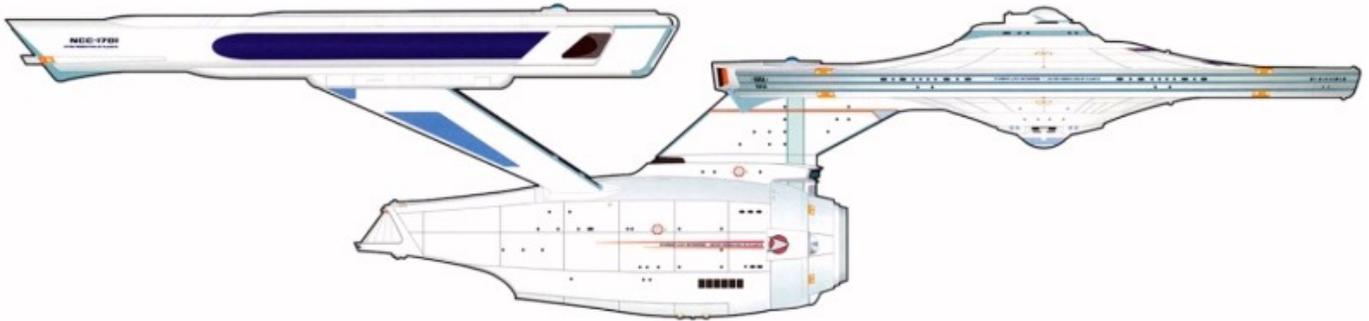




# CONSTITUTION CLASS

# FEDERATION

Heavy Cruiser – (Preliminary Refit, 2269)



## HULL DATA

Structure	40
Size / Decks	6 / 23
Length / Height / Beam	288 / 72 / 127
Compliment	430

## PROPULSION DATA

Impulse System	RSM (.75c) (D)
Warp System	LN64 Mod 3 (7 / 9 / 12) (D)

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	6 standard, 6 emergency
Cargo Units	70
Shuttlebay	1a
Shuttlecraft	6 size worth
Tractor Beams	1fv, 1a
Separation System	YES (emergency)
Cloaking Device	NO
Sensor System	Class 3 (+3 / D)
Operations System	Class 4 (E)
Life Support	Class 4 (E)

## TACTICAL DATA

Phaser Arrays	RIM-12c (Type V) (x4 / C)
Penetration	5 / 5 / 4 / 0 / 0
Torpedoes	Mk6 DF (x2 / C)
Penetration	4 / 4 / 4 / 4 / 4
Deflector Shield	PFF 3 (B)
Protection / Threshold	14 / 3

## MISCELLANEOUS DATA

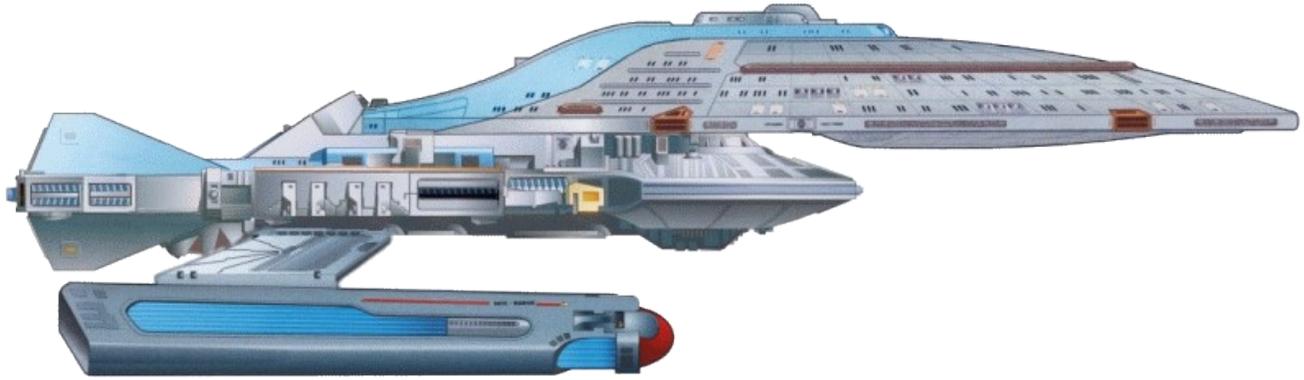
Maneuver Modifiers	+2 C, +0 H, +3 T
Traits	Hardened System (Life Support), Battle Tested, Prototype (+1 Missile, +2 Warp)

**STAR TREK ROLE PLAYING GAME**

# CULPER CLASS SPY-SHIP

Survey & Observation Frigate— Commissioned, 2384

# FEDERATION



## HULL DATA

Structure	30 (5 ablative)
Size / Decks	6 / 17
Length / Height / Beam	347 / 71 / 145
Compliment	178

## PROPULSION DATA

Impulse System	FIG-5 (.92c / D)
Warp System	LF-35 (6 / 9.2 / 9.8) (D)

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	6 standard, 4 emergency
Cargo Units	61
Shuttlebay	1a
Shuttlecraft	6 size worth
Tractor Beams	1fv, 1av
Separation System	NO
Cloaking Device	Class-4 (22)
Sensor System	Class-5 (+5 / F)
Operations System	Class-3 (D)
Life Support	Class-3 (D)

## TACTICAL DATA

Phaser Arrays	Type-X (x4 / D) Type-X pulse (x2 / D)
Penetration	5 / 5 / 4 / 0 / 0 6 / 5 / 4 / 0 / 0
Torpedoes	Mk 80 quantum (x4 / D)
Penetration	8 / 8 / 8 / 8 / 8
Deflector Shield	FSQ-7 (CC)
Protection / Threshold	17 / 4

## MISCELLANEOUS DATA

Maneuver Modifiers	+3 C, +2 H, +3 T
Traits	Ablative Armor, Nimble, Unique System (Cloaking Device), Enhanced System (Sensors), Pulse Weapon Upgrade

## MISSIONS

The Culper Class is officially documented as a Surveyor, and Explorer, and sometimes listed as a “long range explorer”. But Culper class ships' true missions are of surveillance and covert operations. Culper class ships are “spy ships”, commissioned for and commanded by officers of Starfleet Intelligence. Some of the crew of a Culper may be regular fleet reassigned for the purposes of filling out a needed crew compliment. But most officers aboard a Culper will be officers assigned to Starfleet Intelligence.

## FEATURES

The Culper Class starship has several features of an Intrepid as well as an Akira class vessel. The basic external spaceframe is an update of the Intrepid and much of the internal circuitry and operational systems of the Culper are “borrowed” from Intrepid schematics.

To facilitate the Culper class' role as an Espionage vessel, or “Spy Ship”, the Culper has been retrofitted with an upgraded sensor array and life support and general operations systems have been downgraded to make up for the additional systems needed to run the enhanced weaponry, and sensor systems of the Culper class.

The Culper class has also been fitted with an experimental Cloaking Device designed by Starfleet R&D at Utopia Planetia under strict security and secrecy, reporting only to the Starfleet Admiralty, as well as higher ranking officers of Starfleet Intelligence. Several treaties honored by the Federation prohibit the development of a Cloaking Device by Federation scientists and starship designers, as well the use of such a device onboard Federation vessels without informing the other parties involved in said treaties.

The Culper design seeks to work around these restrictions, and using a cloaking device, develop a vessel capable of the same type of stealth that a cloaked Romulan ship is capable of. And the Federation cloaking device seems to work quite well (TN 22 to detect), yet the Culper is unable to fire while cloaked as per cloaked Klingon and Romulan ships.

The Culper also features ablative armor, as well as enhanced shielding and weaponry not normally found on a ship of this size. The Culper is equipped with Quantum Torpedoes, and half of its Phaser compliment has been upgraded from the standard of an Akira class vessel to the Pulse Phaser Cannons featured in the Defiant class.

Due to the layout of the spaceframe the Culper is extremely maneuverable. The low-slung nacelles make it easy for the Culper to execute difficult maneuvers in space but the ship is not capable of flight or successful maneuverability in a planetary atmosphere.

## BACKGROUND

Named for the famous ring of spies in active duty during the American Revolution on Earth, c.1780. The Culper Class spy-ship, or advanced surveillance vessel, was the brainchild of Starfleet Intelligence. Certainly high ranking operatives including the agency's director felt that a ship capable of operating undetected could have had a profound effect on the outcome of the Federation / Dominion war and even served to shorten the War's duration.

The first drafts of plans for the Culper class were submitted to Utopia Planetia R&D in the early months of 2376, and used a spaceframe very similar to a Galaxy class. When this was determined to be too large a design for what the SI Directors had in mind, the design was scaled down closer to an Akira, or an Intrepid class design. The cloaking device, in development since the 2360s, was first installed on the prototype USS Culper in 2378. The Culper was officially commissioned with the registry NCC-01007 in 2383, five years after the Cloaking Device was first installed into the prototype. This registry was changed to SI-007 when the vessel was officially commissioned under the command of an Intel Officer.

At that point, all Culper class ships commissioned were authorized to carry the “SI” prefix, however to offer a more covert method of identification, Culper class ships were given an alternate identification with the standard NCC prefix, followed by 01, followed by the vessels normal registry number (007 in the case of the USS Culper – which would then become NCC-01007).

Of the few Culper class ships commissioned only one has been lost in the line of duty, the USS Tallmadge, named for one of the leaders of the original Culper Spy Ring. The Tallmadge was lost with all hands on February 12, 2385, in battle with an unknown vessel presumed to be of Romulan or Reman design due to sensor scans taken by the Tallmadge and transmitted to the USS Stetko during the battle.

## SHIPS IN SERVICE

<b>Name</b>	<b>Registry</b>	<b>Notes</b>
<i>USS Culper</i>	<i>SI-007</i>	<i>Currently on active duty, assigned to patrol duty within Romulan Space</i>
<i>USS Tallmadge</i>	<i>SI-2120</i>	<i>Lost, with all hands, Stardate 62117.63</i>
<i>USS Hale</i>	<i>SI-416</i>	<i>Assigned to patrol, and observation duties near Cardassia Prime</i>
<i>USS Stetko</i>	<i>SI-355</i>	<i>Commanded by Captain Juliet Baxter</i>

LCARS 03-4800

00-23892

05-30902

03-29093

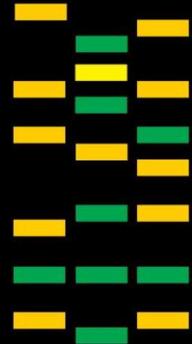
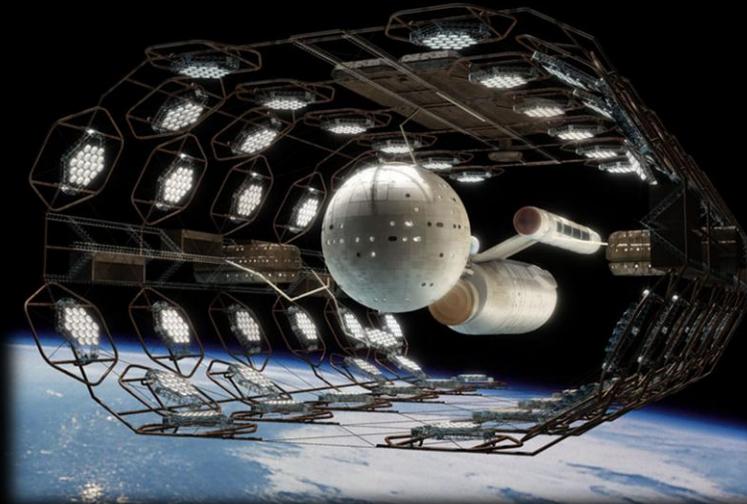
09-38988

07-38948

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09-38988

07-38948



## Starfleet Daedalus-Class

Light Cruiser; Refit: 2161

### Hull Data

Structure: 20 [51 space][ 0 space remains]  
 Size/Decks: 4/7  
 Length/Height/Beam: 105/40/25 m  
 Complement: 229

### Tactical Data

Phase Cannons: PC-25 (x2/B) [-10]  
 Penetration: 3/2/2/0/0  
 Torpedo Launchers: Mk 1 IF (x2/B) [-2]  
 Photon Penetration: 2/2/2/2/0  
 Deflector Shield: PFF 1 (A) [-6]  
 Protection/Threshold: 12/1

### Propulsion Data

Impulse System: SBD (.6c) (B) [-3]  
 Warp System: PB-16 (5/6/7 OCU) (C) [-19]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 40 [0]  
 Life Support: Class 2 (C) [-4]  
 Operations System: Class 1 (B) [-3]  
 Sensor System: Class 2 (+2/+1/0/0/0/C) [-2]  
 Separation System: No [0]  
 Shuttlebay: 1 a [-2]  
 Shuttlecraft: 4 size worth  
 Tractor Beams: 1 av [0]  
 Transporters: 2 standard, 2 emergency, 2 cargo [0]

### Miscellaneous Data

Maneuver Modifiers: +1C, 0H, +1T  
 Traits: None [0]

## Mission

The Daedalus-class was humanity's first true interstellar starship. Though officially designated a light cruiser, like future Starfleet cruisers, its true mission is one of exploration. After humanity helped create the Federation, its most numerous starship, the Daedalus-class, would be refitted for the same purpose, this time on behalf of the entire Federation and not just Earth.



## Background

The Daedalus-class starships, since they were produced in such large numbers by Earth during the Romulan War, were the perfect fleet for the fledgling Federation. Though Earth bore the brunt of the attacks during the war and suffered the most casualties, it unhesitatingly turned over the

bulk of its Daedalus-class fleet to the Federation to be refitted with advanced systems from all its member worlds, so that the Federation might begin its exploration of the galaxy in grand style.

## Features

The Daedalus-class, though an older design, was refitted with the latest technology available to the newly-formed Federation. The Daedalus was refit with Earth's PC-25 Phase Cannons, Vulcan's photon torpedo launcher, tractor beams, and warp drive, and Andoria's deflector shield grid.

## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
U.S.S. Essex	N.C.C. 173	Commanded by Captain Bryce Shumar and operating out of Starbase 12 (2167).
U.S.S. Horizon	N.C.C. 176	Under the command of Captain Alonis Cobaryn, visited the planet Sigma Iotia II (2168).

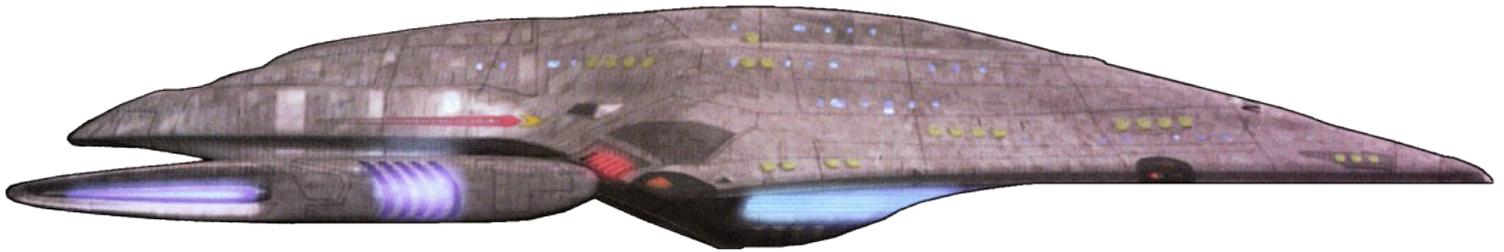
## Appearances

<u>Series</u>	<u>Media</u>
DS9	various T.V. episodes

# DAUNTLESS CLASS FAST CRUISER

Fast Cruiser— Commissioned, 2380

# FEDERATION



## HULL DATA

Structure	25
Size / Decks	5 / 7
Length / Height / Beam	150 / 30 / 60
Compliment	38

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## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	2 standard, 2 cargo
Cargo Units	50
Shuttlebay	1 aft
Shuttlecraft	5 size worth
Tractor Beams	1 fv, 1 av
Separation System	None
Cloaking Device	None
Sensor System	Class-5 (+5 / F)
Operations System	Class-4 (E)
Life Support	Class-4 (E)

---

## PROPULSION DATA

Impulse System	FIG-7 (.95c / E)
Warp System	LF-50 Mod 1 (9 / 9.5 / 9.99) (E)

---

## TACTICAL DATA

Phaser Arrays	Type XII (x2 / C)
Penetration	4 / 4 / 4 / 0 / 0
Torpedoes	Mk95 DF (C)
Penetration	4 / 4 / 4 / 4 / 4
Deflector Shield	FSS (E)
Protection / Threshold	17 / 5

---

## MISCELLANEOUS DATA

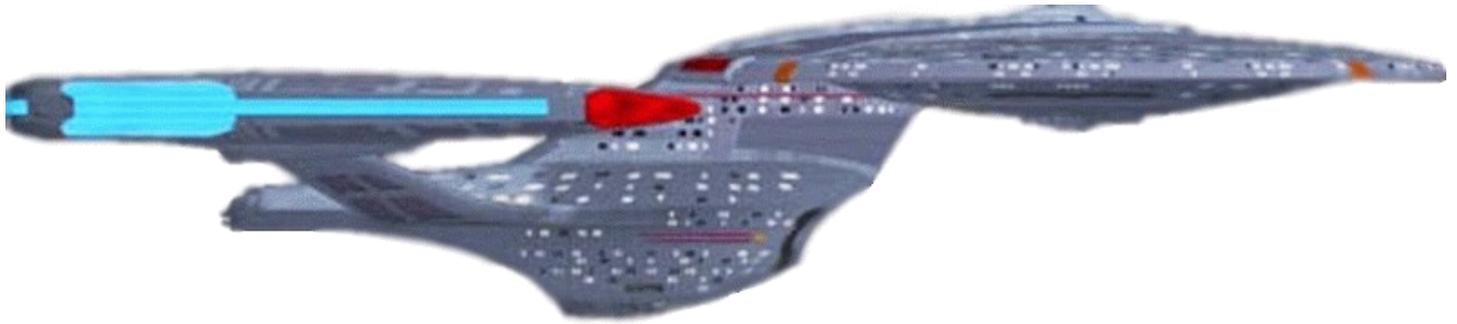
Maneuver Modifiers	+1C, +2H, +1T
Traits	Intricate System (Propulsion), Prototype (Beam – 1/x2)

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# DAWNSTAR CLASS HEAVY CRUISER

# FEDERATION

Heavy Cruiser / Long-range explorer – Commissioned, 2385



## HULL DATA

Structure	40
Size / Decks	8 / 42
Length / Height / Beam	575 / 325 / 142
Compliment	450

## PROPULSION DATA

Impulse System	FIG-5 (.92c / D) (saucer & stardrive)
Warp System	LF-50 mod 2 (7.5 / 9.6 / 9.9) (C) (stardrive only)

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	4 standard, 6 emergency
Cargo Units	100
Shuttlebay	2a (stardrive section), 1a (saucer)
Shuttlecraft	12 size worth
Tractor Beams	1fv, 1av, 1ad
Separation System	YES (Standard)
Cloaking Device	NONE
Sensor System	Class-5 (+5 / F)
Operations System	Class-4 (E)
Life Support	Class-4 (E)

## TACTICAL DATA

Phaser Arrays	Type-X (x6 – 2, saucer; 4 stardrive / B)
Penetration	4 / 4 / 4 / 0 / 0 (stardrive) 5 / 4 / 4 / 0 / 0 (saucer)
Torpedoes	MK80 DF (stardrive x2 / A)
Penetration	5 / 5 / 5 / 5 / 5
Deflector Shield	FSR-2 (E)
Protection / Threshold	17 / 5

## MISCELLANEOUS DATA

Maneuver Modifiers	+/- 0 C, +/-0 H, +1 T
Traits	Enhanced System (Warp Drive, Beam Weapons), Nimble (saucer only)

**STAR TREK ROLE PLAYING GAME**

# Decker Class Destroyer

## Production Data

Origin United Federation of Planets  
Class and Type: *Decker* Class Escort  
Year Launched 2338  
Refit: 2365

## Hull Data

Structure 25  
Size/Decks 5/22  
Length/Height/Beam 295/135/55  
Complement 368

## Operational Data

Atmosphere Capable: No  
Transporters 2 Standard, 2 Emergency  
Cargo Units: 50  
Shuttlebay: 1a  
Shuttlecraft: 5 Size worth  
Tractor Beams: 1ad, 1fv  
Separation System: No  
Sensor System: Class 3(+3/D)  
Operations System: Class 3(D)  
Life Support: Class 3(D)

## Propulsion Data

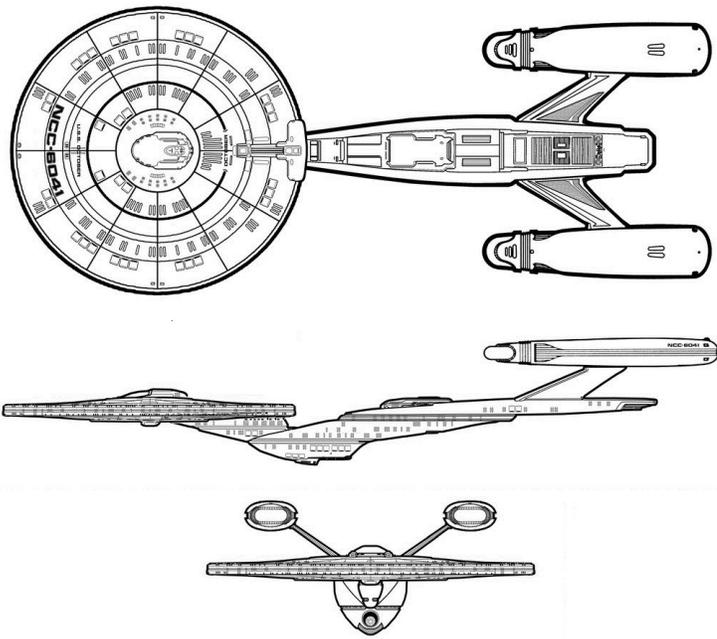
Impulse System FIG-2 (.9c)(C)

## Tactical Data

Phaser Arrays Type VIII (x3/C) (as built)  
Penetration 4/4/4/0/0  
Torpedoes Mk 60 DF (x2/C)  
Penetration 5/5/5/5/5

## Miscellaneous Data

Maneuver Modifiers +0C/+2H/+2T



Warp System LF-12 (5/7/9)(D)

Phaser Arrays Type X (x3/C) (2365 Refit)

Penetration 5/5/4/0/0

Deflector Shield CIDSS-4 (BB)

Protection/Threshold 16/3

**Traits** Prototype (Warp Reliability)

## Notes:

As the *Excelsior* Class became the standard explorer in Starfleet, the need for a smaller multipurpose vessel arose. The *Decker* Class (name in honor of Commodore Matthew Decker and his son, Captain Willard Decker) was designed to fill the need for an armed combat vessel to carry out various escort, patrol, and deep space tasks.

The design initially suffered a number of teething pains involving her warp geometry and the final design modifications left the design with an almost organic hull form- a wasp-waist secondary hull and high mounted warp nacelles.

In service, the *Decker* classes long range and high speed often allowed it to arrive at a volatile area at critical moments, and their formidable armament often calmed a dangerous situation without firing a shot.

A refit in the 2250's brought new equipment and armament designs- including the installation of the phaser collimator ring and improved fire control.

Although not built in great numbers, the "*Damn Fine Decker*" is considered a successful design, and saw extensive service against the Cardassians during their "brush wars" with the Federation before being relegated to second-line service.

As newer and more modern vessels are produced in accordance with the Perimeter Defense Directive, the *Decker* classes are being slowly phased out of service and retired.

Original artwork by calvinboygenius and modified by Roger Taylor.

[http://www.tacticalstarshipcombat.com/FASA/sds/federation\\_decker.htm](http://www.tacticalstarshipcombat.com/FASA/sds/federation_decker.htm)

# DEFIANT PATHFINDER CLASS

Frigate / Escort Vessel – Commissioned, 2381

# FEDERATION



## HULL DATA

Structure	30 (5 ablative)
Size / Decks	6 / 17
Length / Height / Beam	345 / 67 / 141
Compliment	212

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## OPERATIONAL DATA

Atmosphere Capable	YES
Transporters	5 standard, 4 emergency
Cargo Units	60
Shuttlebay	1av, 1ad
Shuttlecraft	8 size worth
Tractor Beams	1fv, 1av
Separation System	NO
Cloaking Device	NONE
Sensor System	Class-4 (+4 / E)
Operations System	Class-4 (E)
Life Support	Class-3 (D)

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## PROPULSION DATA

Impulse System	FIG-4 (.9 / C)
Warp System	LF-45 (6 / 9.6 / 9.975)

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## TACTICAL DATA

Phaser Arrays	Type-X (x4 / D) Type-X pulse (x2 / D)
Penetration	6 / 5 / 5 / 0 / 0 7 / 4 / 4 / 0 / 0
Torpedoes	Mk75 (x2 / C)
Penetration	6 / 6 / 6 / 6 / 6 (quantum)
Deflector Shield	FSQ (D)
Protection / Threshold	17 / 4

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## MISCELLANEOUS DATA

Maneuver Modifiers	+2 C, +/- 0 H, +2 T
Traits	Ablative Armor, Pulse Weapon Upgrade

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**STAR TREK ROLE PLAYING GAME**







## Starfleet Detroyat-class

Heavy Destroyer; Commissioned: 2225

### Hull Data

Structure: 25 [65 space][13 space remains]

Size/Decks: 5/16

Length/Height/Beam: 258.75/55/174.38 m

Complement: 316

### Tactical Data

Phasers: Type I (x5/A) [-5]

Penetration: 3/3/2/0/0

Deflector Shield: PFF 2 (A) [-5]

Protection/Threshold: 12/2

### Propulsion Data

Impulse System: SBD-a (.7c) (C) [-3]

Warp System: PB-32 Mod 3 (6/7/10 OCU) (D) [-10]

### Operational Data

Atmosphere Capable: No [0]

Cargo Units: 50 [0]

Life Support: Class 2 (C) [-4]

Operations System: Class 2 (C) [-4]

Sensor System: Class 3 (+3/+2/+1/0/0/D) [-3]

Separation System: No [0]

Shuttlebay: No [0]

Shuttlecraft: N/A

Tractor Beams: 1 v [0]

Transporters: 6 standard, 2 emergency, 2 cargo [-4]

### Miscellaneous Data

Maneuver Modifiers: +2C, +5H, 0T

Traits: Prototype (+2 Warp) [-4]

Nimble [-5]

Enhanced System (Impulse, +.1c) [-5]

## Mission

The Detroyat was designed as an expensive-to-build starship whose costs were justified in its sheer speed at both sublight and FTL.



## Background

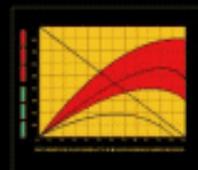
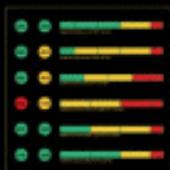
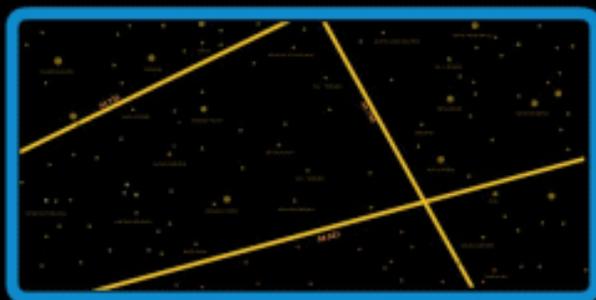
The Detroyat-class heavy destroyer is an exceptionally fast ship for its time, designed for speed and maneuverability more so than fighting capability. The ship's design intentionally leaves a lot of empty internal space to accommodate as-needed

## Features

The Detroyat is equipped with multiple phaser banks, giving it adequate firepower at close range. The class lacks torpedo launchers, but it more than makes up for this with its sheer speed and maneuverability.

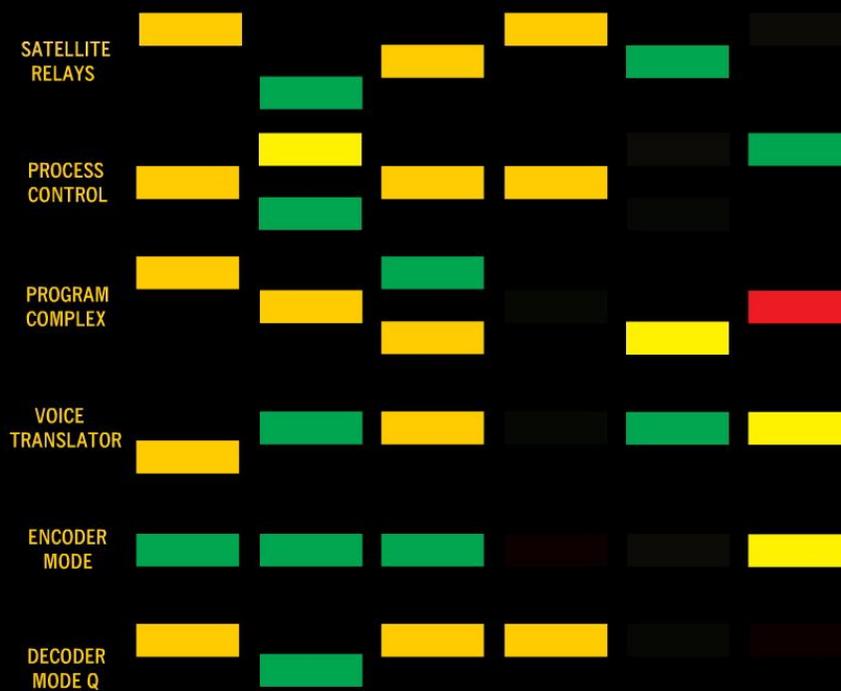
modifications, allowing for a great deal of versatility from ship to ship in this class. Though lacking in long-range offensive capabilities, the ship's fantastic maneuverability allows it to perform rapid and effective strikes on the much-less maneuverable ships of its era.

Of note is the Detroyat-class's lack of a shuttlebay. It was decided early on that the class would focus on rapid scouting and incursion, and that shuttles would detract from this mission priority. As a result, the Detroyat, while lacking shuttles, has an overabundance of transports to compensate.



## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
U.S.S. Detroyat	N.C.C. 1100	Prototype and lead ship of the line (2225).
U.S.S. Resolution	N.C.C. 1101	Reassigned to permanent duty at Starbase 6 (2229).
U.S.S. Niantic	N.C.C. 1105	Destroyed by unknown starship during coreward survey mission (2225).
U.S.S. Donar	N.C.C. 1109	Classified mission into Klingon space (2235).



## Appearances

<u>Series</u>	<u>Media</u>
TOS	Fan creation (source: <a href="http://www.cygnus-x1.net/links/lcars/uss-destroyat-ncc-1100.php">http://www.cygnus-x1.net/links/lcars/uss-destroyat-ncc-1100.php</a> )

# DISCOVERY-CLASS CRUISER

# FEDERATION

Exploratory Cruiser, Commissioned: 2381



## HULL DATA

STRUCTURE: 40(5 ABLATIVE)  
 SIZE/DECKS: 7/22  
 LENGTH/HEIGHT/BEAM: 535/135/310  
 COMPLEMENT: 510

## OPERATIONAL DATA

ATMOSPHERE CAPABLE: NO  
 TRANSPORTERS: 3 STANDARD, 3 EMERGENCY  
 CARGO UNITS: 70  
 SHUTTLEBAY: 1 A  
 SHUTTLECRAFT: 7 SIZE WORTH  
 TRACTOR BEAMS: 1 AD, 1 FV  
 SEPARATION SYSTEM: NO  
 CLOAKING DEVICE: NONE  
 SENSOR SYSTEM: CLASS 6 (+ 6/EE)  
 OPERATIONS SYSTEM: CLASS 4 (E)  
 LIFE SUPPORT: CLASS 4 (E)

## PROPULSION DATA

IMPULSE SYSTEM: FIG-5 (.92C) (C)  
 WARP SYSTEM: LF-44 (6/9.5/9.7) (C)  
 SPECIAL DRIVE: QUANTUM SLIPSTREAM DRIVE Mk I (9.999) (B)

## TACTICAL DATA

PHASER ARRAYS: TYPE XIII (X4/D)  
 PENETRATION: 6/6/6/0/0  
 TORPEDOES: MK 105 DF (D)  
 PENETRATION: 5/5/5/5/5  
 DEFLECTOR SHIELD: FSS (regen) (E)  
 PROTECTION/THRESHOLD: 17/2

## MISCELLANEOUS DATA

MANEUVER MODIFIERS: +3C, -1H, +3T  
 TRAITS: ABLATIVE ARMOR, ADVANCED ASTROMETRICAL LAB,  
 IMPRECISE QUANTUM SLIPSTREAM, DESIGN DEFECT (SPECIAL DRIVE).

# ERAHARD

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## Mission

The *Discovery* is a long-term explorer designed for deep space mission to the Gamma and Delta quadrants. Its state of the art sensor suite and its recreational facilities make this vessel an ideal candidate to renew Starfleet's original purpose, exploration.

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## Features

With the end of the Dominion War and the return of USS *Voyager*, Star Fleet wished to launch missions towards the Delta and Gamma Quadrants to explore and collect intelligence. Incredibly high-speeds are necessary for such trips, and the slipstream drive technology *Voyager* brought back was immediately pounced upon. Teams at the Starfleet Advanced Research Projects Agency had working prototypes by early 2380 and the drive was mounted on the *Galaxy (II)* class starship U.S.S. *Bright Star*, which made the first successful slipstream jump on January 15, 2381. Drive retrofitting was nightmarish, however, and it was decided to place the drive to the *Discovery* class.

*Discovery* is similar in form to the *Ambassador* and her dimensions are almost identical. However, she takes advantage of the almost half-century advancement in ship's systems since the *Ambassador* first entered service. In addition, *Discovery* is has been equipped with the absolute latest in warp drive, computer, and tactical systems, as well as also being the first class to be equipped with a variant of the quantum slipstream drive. The Koëller Uti HAN-210 Mk I drive allows a Warp equivalent of Warp 9.999.

One of the striking things of the *Discovery* is the arboretum located at the back of the primary saucer. Why such a thing on a Class One Starship? Just as studies with the *Galaxy* class showed having families aboard helped reduce stress on long-duration missions, having real trees, as opposed to simulations in a holodeck, were found to have a relaxing effect on crews. Whether such a thing becomes standard equipment on other starships is unknown.

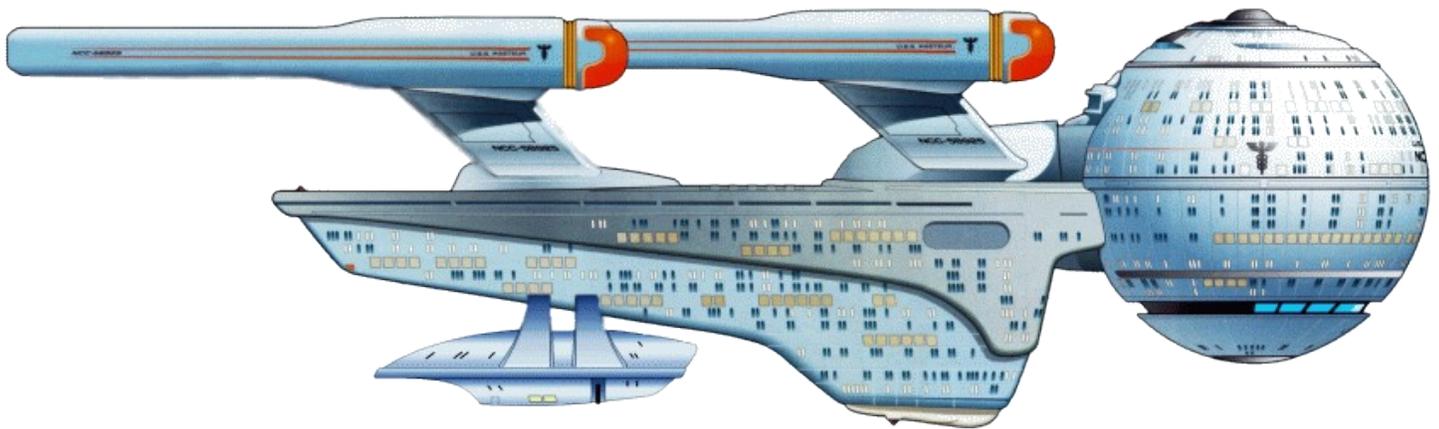
## **Ships in service**

<b>Name</b>	<b>Registry</b>	<b>Notes</b>
<b>USS <i>Discovery</i></b>	<b>NCC-84111</b>	<b>Prototype, assigned to explore the Typhon Expanse (2381).</b>
<b>USS <i>Turek</i></b>	<b>NCC-84112</b>	<b>Participated in evacuation of Andor during the Borg invasion (2381).</b>
<b>USS <i>Mythos</i></b>	<b>NCC-84113</b>	<b>Tasked to explore the farthest reaches of the Orion arm in 5 year mission (2382 — present).</b>
<b>USS <i>Sun Chaser</i></b>	<b>NCC-84114</b>	<b>Member of the second fleet sent to the Delta quadrant (2385 — present).</b>
<b>USS <i>Sky Eye</i></b>	<b>NCC-84115</b>	<b>Assigned to study and catalog the "Luminara" dense star cluster (2381 — present).</b>
<b>USS <i>Quasar</i></b>	<b>NCC-84118</b>	<b>Lost under mysterious circumstances near the Selevia Patch.</b>

# ELIGIUS CLASS RESCUE SHIP

Emergency Response Vessel— Commissioned, 2384

# FEDERATION



## HULL DATA

Structure	50
Size / Decks	10 / 71
Length / Height / Beam	978 / 212 / 114.4
Compliment	1,240 (3,000 evac. limit)

## PROPULSION DATA

Impulse System	FIE (.8c / C)
Warp System	LF-44 (6 / 9.5 / 9.7) (C)

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	6 standard, 10 emergency
Cargo Units	100
Shuttlebay	2 ad, 1av, 1 rescue pod, v
Shuttlecraft	24 size worth
Tractor Beams	1ad, 1av, 1fv
Separation System	YES (emergency)
Cloaking Device	NONE
Sensor System	Class-4a (+4 / DD)
Operations System	Class-4 (E)
Life Support	Class-4 (E)

## TACTICAL DATA

Phaser Arrays	Type-X (x4 / B)
Penetration	4 / 3 / 3 / 0 / 0
Torpedoes	Mk60 DF (x3 / A)
Penetration	(quantum) 4 / 4 / 4 / 4 / 4
Deflector Shield	FSQ-7 (CC)
Protection / Threshold	17 / 4

## MISCELLANEOUS DATA

Maneuver Modifiers	+/- 0 C, -1 H, -3 T
Traits	Prototype (Rescue pod / module), Hardened System (Warp drive), Enhanced System (Torpedoes)

Iltharanos

## Starfleet Emissary-class

Exploratory Cruiser; Commissioned: 2405



### HULL DATA

Structure: 50 (5 ablative) [141 space] [1 space remaining]  
Size/Decks: 9/29  
Length/Beam/Height: 724/255/90 meters  
Complement: 1,000

### TACTICAL DATA

Phasers: Type XVI (x3/CC) [-27]  
Penetration: 9/7/7/0/0  
Torpedo Launchers: Mk 195 DF (x3/CC) [-18]  
Quantum Penetration: 10/10/10/10/10  
Deflector Shields: FSS-2 (F) [-20]  
Protection/Threshold: 20/7

### MISCELLANEOUS DATA

Maneuver Modifiers: +5C, -1H, +4T  
Traits:  
Flagship [-5]  
Ablative Armor [-5]  
Redundant Power Grid [-5]  
Prototype (+1 Beam Weapon) [-2]  
Prototype (+2 Warp) [-4]  
Enhanced System (Warp, +.4) [-10]

### PROPULSION DATA

Impulse System: FIJ (.92c) (EE) [-8]  
Warp System: LF-50 Mod 1 (9/9.5/9.996) (E) [-8]

### OPERATIONAL DATA

Atmosphere Capable: No [0]  
Cargo Units: 90 [0]  
Cloaking Device: No [0]  
Life Support: Class 4R (EE) [-10]  
Operations System: Class 4R (EE) [-10]  
Sensor System: Class 5 (+5/+4/+3/+2/+1/F) [-5]  
Separation System: No [0]  
Shuttlebay: 1 ad [-2]  
Shuttlecraft: 9 size worth  
Tractor Beams: 1 fv, 1 ad [-1]  
Transporters: 4 standard, 4 emergency, 4 cargo [0]



## BACKGROUND

The Emissary-class starship, named for Benjamin Sisko the Emissary of the Bajoran Prophets, is the product of a renewed time of conflict for the Federation. The Emissary has multiple redundant systems, allowing it to operate even after having sustained severe damage to its systems. Its power grid is so efficient that emergency rerouting of power is effortless and routine, rather than dangerous and difficult. With the Klingons having withdrawn from the Khitomer Accords, the Emissary has been fielded as a ship capable of anchoring entire sector fleets and though its formidable offensive and defensive systems are more than capable of allowing it to operate on its own, it is nearly always accompanied by a fleet of supporting starships, usually no less than two Vigilant-class heavy escorts, two Defiant-class heavy escorts, and an Avenger-class light explorer. If necessary, the ship can use its powerful warp engines to depart from insurmountable threats at speeds approaching 12,000c.

## SHIPS IN SERVICE

Name	Registry	Notes
U.S.S. Emissary	N.C.C. 95789	Prototype and lead ship of the line (2405).

iltharanos

## Starfleet Excalibur-class

Heavy Explorer; Commissioned 2382



### HULL DATA

Structure: 70 (5 ablative) [249 space] [0 space remaining]

Size/Decks: 13/78

Length/Beam/Height: 2,100/863/295

Complement: 1,650

### TACTICAL DATA

Phasers: Type XV (x8/F)

[-64 space]

Penetration: 10/8/7/0/0

Torpedo Launchers: Mk 105 DF (x4/F)

[-32 space]

Quantum Penetration: 9/9/9/9/9

Deflector Shield: FSS-2 (F)

[-20 space]

Protection/Threshold: 21/9

### PROPULSION DATA

Impulse System: FIHa (.9c) (F)

[-7 space]

Warp System: Quantum Slipstream Drive (9.99999) (C)

[-70 space]

### OPERATIONAL DATA

Atmosphere Capable: No

[0 space]

Cargo Units: 130

Life Support: Class 5 (F)

[-11 space]

Operations System: Class 5 (F)

[-11 space]

Sensor System: Class 5a (+5/EE)

[-6 space]

Separation System: No

Shuttlebay: 3 a

[-6 space]

Shuttlecraft: 39 size worth

Tractor Beams: 1 av, 1 fv

[-1 space]

Transporters: 6 standard, 6 emergency

[0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +4C, +1H, +4T

Traits: Ablative Armor, Pulse Weapon Upgrade

[-16 space]

Prototype (+1 missile, +1 protection, +1 threshold),

Enhanced System (Shield Grid)







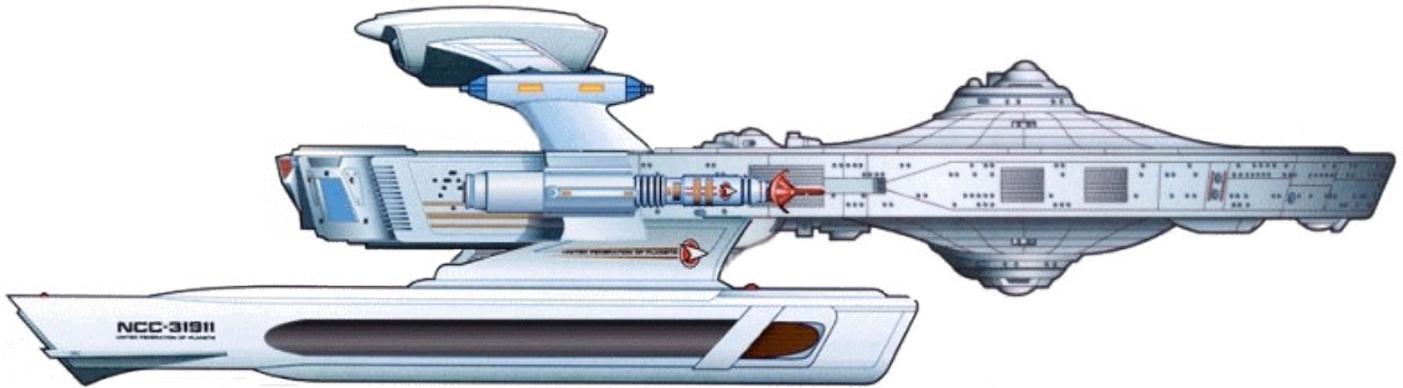




# EXCURSION CLASS CRUISER

Cruiser / Explorer— Commissioned, 2268

# FEDERATION



## HULL DATA

Structure	25
Size / Decks	5 / 17
Length / Height / Beam	147.4 / 46.9 / 85.7
Compliment	320

## PROPULSION DATA

Impulse System	SBE (.5c / D)
Warp System	PB-32 Mod3 (6 / 7 / 8 <b>OCU</b> ) (D)

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	4 personal, 3 emergency
Cargo Units	60
Shuttlebay	2av
Shuttlecraft	8 size worth
Tractor Beams	1ad, 1fv
Separation System	NONE
Cloaking Device	NONE
Sensor System	Class-3 (+3 / D)
Operations System	Class-2 (C)
Life Support	Class-2 (C)

## TACTICAL DATA

Phaser Arrays	Type-VII (x4 / A) Type-I Phaser Cannon (x2 / B)
Penetration	3 / 3 / 2 / 0 / 0 4 / 3 / 3 / 0 / 0
Torpedoes	Mk6 DF (x8 / A)
Penetration	4 / 4 / 4 / 4 / 4
Deflector Shield	PFF 2a (B)
Protection / Threshold	13 / 3

## MISCELLANEOUS DATA

Maneuver Modifiers	+1 C, +/- 0 H, +1 T
Traits	Prototype (Phaser Cannon), Enhanced Systems (Missiles)

# EXIMIUS-CLASS HEAVY CRUISER

# FEDERATION

Heavy Cruiser, Commissioned: 2384



## HULL DATA

STRUCTURE: 40(5 ABLATIVE)  
 SIZE/DECKS: 7/15  
 LENGTH/HEIGHT/BEAM: 492/94/186  
 COMPLEMENT: 400

## OPERATIONAL DATA

ATMOSPHERE CAPABLE: NO  
 TRANSPORTERS: 3 STANDARD, 3 EMERGENCY  
 CARGO UNITS: 70  
 SHUTTLEBAY: 1 A  
 SHUTTLECRAFT: 7 SIZE WORTH  
 TRACTOR BEAMS: 1 AD, 1 FV  
 SEPARATION SYSTEM: NO  
 CLOAKING DEVICE: NONE  
 SENSOR SYSTEM: CLASS 5 (+ 5/F)  
 OPERATIONS SYSTEM: CLASS 3 (D)  
 LIFE SUPPORT: CLASS 3 (D)

## PROPULSION DATA

IMPULSE SYSTEM: FIG-5 (.92C) (D)  
 WARP SYSTEM: LF-50 Mod 1 (9/9.5/9.99) (D)

## TACTICAL DATA

PHASER ARRAYS: TYPE XIV (X4/E)  
 PENETRATION: 7/5/5/0/0  
 TORPEDOES: MK 110 DF (X2/E)  
 PENETRATION: QUANTUM 6/6/6/6/6  
 DEFLECTOR SHIELD: FSS-3 (regen) (F)  
 PROTECTION/THRESHOLD: 18/6

## MISCELLANEOUS DATA

MANEUVER MODIFIERS: +2C, +0H, +3T  
 TRAITS: ABLATIVE ARMOR, PULSE WEAPON UPGRADE, INTRICATE SYSTEM (WARP).



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## Mission

The *Eximius* class starship is a relatively small, multi-platform starship designed to function as a patrol combatant that utilizes the current state-of-the-art technologies, and is short on construction time and costs. Its design makes this class a perfect candidate for escort and scout missions.

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## Features

The *Eximius* class highlights the more angular design introduced into Star Fleet service starting with the *Prometheus* and now appearing in civilian vessels such as *Starblade*. The angled design helps deflect sensor sweeps as well as energy weapons fire, allowing the shield system to be more effective at the same power dissipation rate.

The vessel is quite large, over five percent bigger than an *Excelsior* class heavy cruiser. She is also extremely well-armed, with Type XII phasers, pulse phasers, and quantum torpedo launchers. Like most post-Dominion War combat vessels, she is equipped with the FSS -3 regenerative shield system. These systems require the M-16 computer system.

The class is designed to travel very quickly to a trouble spot and also to patrol large areas of space. Therefore, though some 30% smaller, the *Eximius* uses the same LF-50 Mod 1 warp drive system allowing extremely high sustained warp speeds.

As a heavy cruiser, crew comfort is not her primary concern. Unlike most Star Fleet vessels, the crew quarters are somewhat spartan, to prevent objects from turning into weapons during combat. The cabins are also better protected against damage and are actually part of the ship's general structure, rather than just being units attached to the structural skeleton.

The vessel has a small crew compliment, but excellent recreation facilities have been provided as these vessels undergo six-month patrols on a regular basis. There is extensive space available for transport of troops and their cargo.

# ERAHARD

## Ships in service

Name	Registry	Notes
USS <i>Eximius</i>	NCC-87223	Prototype, assigned to patrol Breen border (2384 - present).
USS <i>Retribution</i>	NCC-87226	Destroyed D' Deridex warbird "Seskara" during "Operation Ascension" (2385).
USS <i>Deliverance</i>	NCC-87228	Fought several Orion pirate ships to eliminate slave trade (2384 - 2387).
USS <i>Bucarest</i>	NCC-87232	Destroyed while trying to rescue freighter "Jelime ´rte" from unidentified space anomaly (2385).
USS <i>Temperance</i>	NCC-87235	
USS <i>Wayland</i>	NCC-87237	
USS <i>Hunter</i>	NCC-87239	
USS <i>Redemption</i>	NCC-87241	Assigned to patrol Cardassian badlands (2385 — present).
USS <i>Kobe</i>	NCC-87243	
USS <i>Xin</i>	NCC-87244	
USS <i>Strike Hawk</i>	NCC-87247	Participated in field testing of the new Micro torpedo launchers Mk 100b (2385).
USS <i>Xeles</i>	NCC-87255	

# EXPEDITION CLASS – HEAVY CRUISER

Heavy Cruiser/Explorer – Commissioned, 2380

# FEDERATION



## HULL DATA

Structure	45 (5 ablative)
Size / Decks	9 / 42
Length / Height / Beam	685 / 137 / 467
Compliment	1,024

## PROPULSION DATA

Impulse System	FIG-5 (.92c) (D)
Warp System	LF-45 (6 / 9.6 / 9.975) (C)

## OPERATIONAL DATA

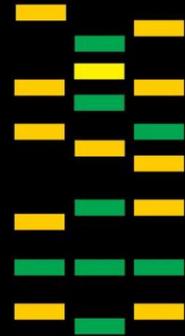
Atmosphere Capable	NO
Transporters	8 standard, 6 emergency
Cargo Units	100
Shuttlebay	1 (saucer/ a) 2 (stardrive/ a) 1 fighter bay
Shuttlecraft	24 size worth (12 size worth, fighters)
Tractor Beams	1av, 1fv
Separation System	YES (3 sections)
Cloaking Device	NO
Sensor System	Class 5 (+5 / F)
Operations System	Class 4 (E)
Life Support	Class 4 (E)

## TACTICAL DATA

Phaser Array	Type XII (x6 / E) – Type XII pulse (x2 / C)
Penetration	7 / 7 / 6 / 0 / 0 – 5 / 3 / 3 / 0 / 0
Torpedoes	Mk 95 DF (x3 / E)
Penetration	7 / 7 / 7 / 7 / 7
Deflector Shield	FSS-3 (F)
Protection / Threshold	18 / 6

## MISCELLANEOUS DATA

Maneuver Modifiers	+4 C, +1 H, +3 T
Traits	Ablative Armor, Enhanced System (Dual Warp Core)



## Starfleet Federation-class

Dreadnought; Commissioned: 2260

### Hull Data

Structure: 45 [99 space][9 space remains]

Size/Decks: 7/28

Length/Height/Beam: 320/87/140 m

Complement: 500

### Tactical Data

Phasers: Type V (x5/C) [-20]

Penetration: 5/5/4/0/0

Torpedo Launchers: Mk 12 IF (x4/C) [-8]

Photon Penetration: 4/4/4/4/4

Deflector Shield: PFF 2a (B) [-6]

Protection/Threshold: 13/4

### Propulsion Data

Impulse System: SBE (.5c) (D) [-5]

Warp System: PB-32 Mod 3 (6/7/10 OCU) (D) [-7]

### Operational Data

Atmosphere Capable: No [0]

Cargo Units: 70 [0]

Life Support: Class 3 (D) [-6]

Operations System: Class 3 (D) [-6]

Sensor System: Class 3 (+3/+2/+1/0/0/D) [-3]

Separation System: No [0]

Shuttlebay: 1 fv [-2]

Shuttlecraft: 7 size worth

Tractor Beams: 1 fv, 1 ad [-1]

Transporters: 3 standard, 3 emergency, 3 cargo [0]

### Miscellaneous Data

Maneuver Modifiers: +3C, -1H, +3T

Traits: Hardened System (Life Support, Shields) [-10]

Prototype (+2 Warp, +1 Threshold) [-6]

## Mission

The Federation-class was designed as a direct result of hostile enemy powers fielding dreadnoughts significantly more powerful than those enemy powers' heavy cruiser designs. The Federation-class was intended as a counter to the tactical threat posed by enemy, particularly Klingon, dreadnought designs.

## Features

The Federation is armed with type V phasers, a newer and more powerful phaser bank than the Constitution-class's type IV phasers. The dreadnought sports the same Mk 12 IF photon torpedo launcher as the Constitution-class, but possesses double the number of launchers. The deflector shield grid has been significantly enhanced and reinforced over that of the Constitution-class, allowing the ship to sustain fire significantly longer before shield collapse. The Federation's hull structure has been reinforced, in much the same way as the Constitution's, to absorb excess damage.

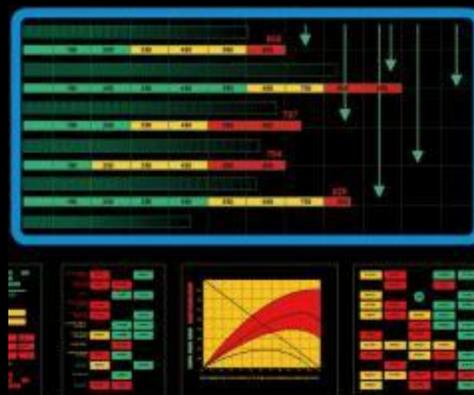
The final significant improvement over that of the Constitution-class heavy cruiser is the Federation's warp 10 engine, made possible by its three nacelle design, allowing the ship to achieve FTL speeds nearly double that of its predecessor.

U.S.S. Star Empire



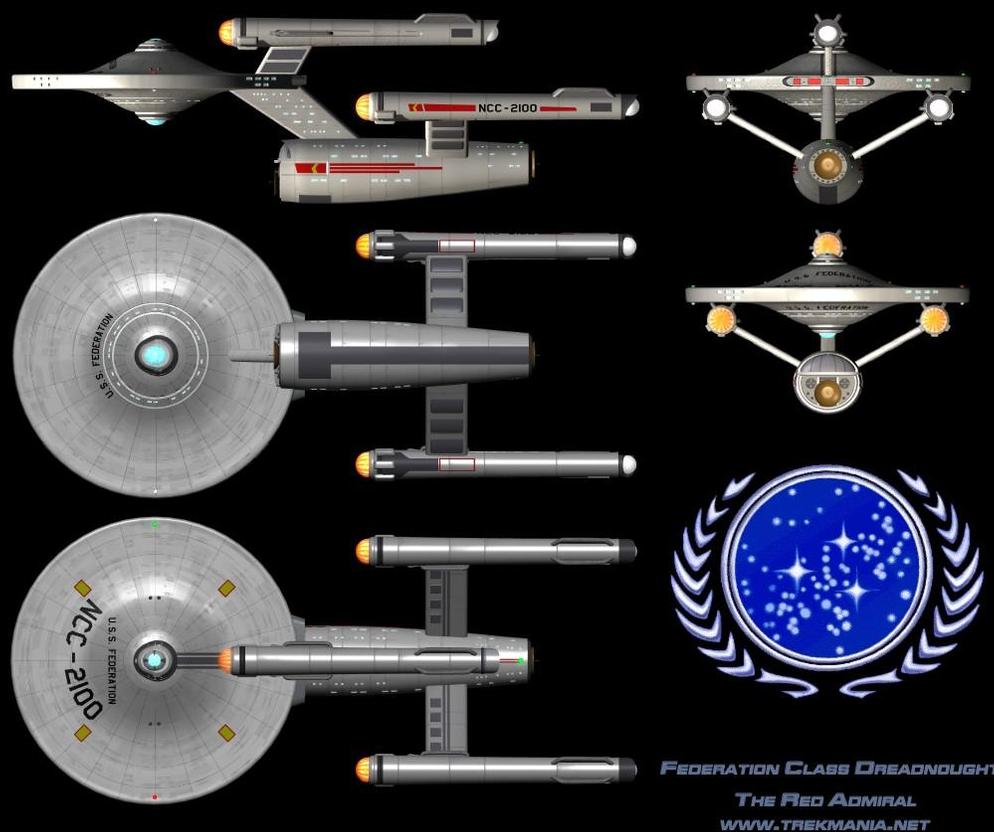
## Background

Starfleet, in retrospect, perhaps overcompensated for its tactical gap vis-à-vis Klingon dreadnought designs. The Federation was, by far, the most militaristic design created by Starfleet to that point. Once the ship began deployment, many in the Federation argued that the very nature of the class, coupled with its unfortunate choice in name, was sending the wrong message to the rest of the Alpha Quadrant. Thus, the Federation-class, though tactically sound, was never deployed in the numbers originally intended. Later developments in Federation technology, culminating in the Excelsior-class, largely made the creation of Federation dreadnoughts redundant.



## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
U.S.S. Federation	N.C.C. 2100	Prototype and lead ship of the line (2260).
U.S.S. Alliance	N.C.C. 2113	Repulsed Klingon attack in the Archanis sector, destroying one D7, and damaging another (2266).
U.S.S. Star Empire	N.C.C. 2116	Equipped with a <b>holographic image projector</b> (see below), stolen on her maiden voyage by a group of suspected terrorists led by one of her designers, Paul Burch (2270).
U.S.S. Entente	N.C.C. 2120	Information relayed to ship via communications station Epsilon IX (2273).



## Appearances

<u>Series</u>	<u>Media</u>
TOS	Movie "Star Trek: The Motion Picture"
TOS	Novel "Dreadnought!"

## New Systems

### Starship Traits

Edge	Prerequisite	Effect
Holographic Image Projector	-	Can project holographic images of other starships (including another Federation-class) to other ships' sensors within one sector of the projecting starship. See below for the TN required in a system operation (sensors) test to both project and discern the true nature of this image.

*Note: When including these edges, use the rules found on page 142 of the Star Trek RPG Narrator's Guide.*

### Sensors TN

Size of ship image projected	1 ship projected	2 ships projected	3 ships projected
Size 1 - 4	5	10	15
Size 5	10	15	20
Size 6	15	20	25

Iltharanos

## Starfleet Freedom-class

Heavy destroyer; Commissioned: 2335; Refit: 2365<sup>1</sup>



### HULL DATA

Structure: 35 [99 space] [3 space remaining][0 space remaining]  
Size/Decks: 7/31  
Length/Beam/Height: 453/232/119 meters  
Complement: 370

### TACTICAL DATA

Phasers: Type VIII (x4/D) [-16 space]  
Penetration: 5/5/4/0/0  
Torpedo Launchers: Mk 60 DF (x2/D) [-10 space]  
Photon Penetration: 4/4/4/4/4  
Deflector Shields: CIDSS-3 (C) [-11 space]  
Protection/Threshold: 15/3

### PROPULSION DATA

Impulse System: FIE-3 (.85c) (D) [-3 space]  
Warp System: LF-17 (5/7/9) (B) LF-41 (6/9.2/9.6) (D) [-7 space][-5 space]

### OPERATIONAL DATA

Atmosphere Capable: No [0 space]  
Cargo Units: 70 [0 space]  
Cloaking Device: No [0 space]  
Life Support: Class 3R (DD) [-8 space]  
Operations System: Class 3R (DD) [-8 space]  
Sensor System: Class 3a (+3/+2/+1/0/0/CC) [-4 space]  
Separation System: No [0 space]  
Shuttlebay: 1 ad [-2 space]  
Shuttlecraft: 7 size worth  
Tractor Beams: 1 fv, 1 fd, 1 ad, 1 av [-3 space]  
Transporters: 5 standard, 5 emergency [-4 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +2C, +2H, +2T  
Traits: Hardened system (Life Support, Operations, Sensors, Propulsion) [-15 space]  
Hardened system (Weapons) [-5 space]



<sup>1</sup> Refit data printed in red type.

## BACKGROUND

The Freedom-class was designed as a smaller shorter-ranged counterpart to the Niagara-class, and with its single-nacelle design the class's overall cruising speed is significantly reduced limiting its deployment primarily within Federation borders. This limitation in the design was corrected when its warp nacelle was reconfigured using a Galaxy-class nacelle, increasing the design's speeds to more acceptable levels. The ship features numerous redundant systems, and while not the fastest or possessing the most firepower, it is certainly one of the more difficult ships to disable.

Prior to its refit, this class saw extensive use in the Federation-Cardassian Border Wars, and its tough nature led to its reliance by Starfleet to maintain the security of numerous border worlds, where the Freedom-class performed quite well. After its later refit the class saw extensive use in the Dominion War, where it suffered extensive losses, not so much because the ship was outclassed, but rather because it was frequently outnumbered by Jem'Hadar forces.

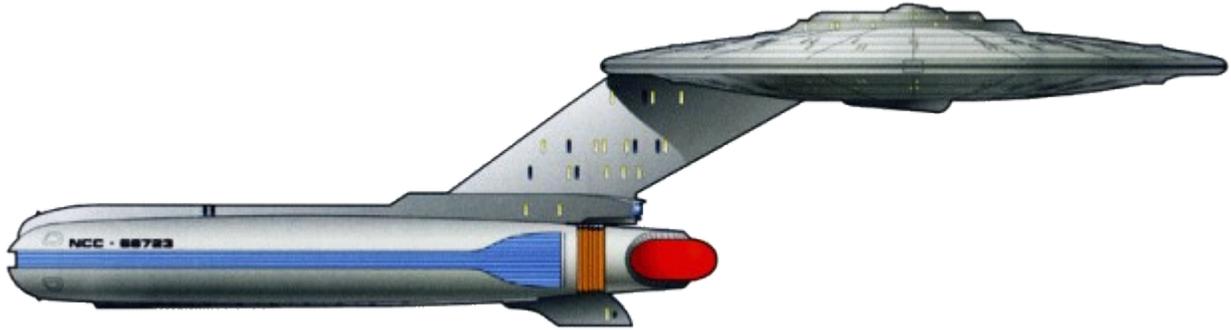
## SHIPS IN SERVICE

Name	Registry	Notes
U.S.S. Concord	N.C.C. 68711	Stationed near the Romulan Neutral Zone. In the anti-time present, joined the U.S.S. Enterprise-D along with the U.S.S. Bozeman (2370).
U.S.S. Firebrand	N.C.C. 68723	Destroyed at the Battle of Wolf 359 (2367).

# FREEDOM CLASS DESTROYER

Light Explorer/Destroyer – Commissioned, 2362

# FEDERATION



## HULL DATA

Structure	35
Size / Decks	7 / 24
Length / Height / Beam	453 / 119 / 231.8
Compliment	350

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## PROPULSION DATA

Impulse System	FIG-5 (.92c / D)
Warp System	LF-20 (6 / 7 / 9.2) (C)

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## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	3 standard, 3 emergency
Cargo Units	50
Shuttlebay	1ad
Shuttlecraft	4 size worth
Tractor Beams	1fv, 1ad
Separation System	None
Cloaking Device	None
Sensor System	Class-4 (+4 / E)
Operations System	Class-3R (DD)
Life Support	Class-3 (D)

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## TACTICAL DATA

Phaser Arrays	Type-IX (x7 / A)
Penetration	3 / 3 / 2 / 0 / 0
Torpedoes	Mk 90 DF (x2 / A)
Penetration	3 / 3 / 3 / 3 / 3
Deflector Shield	FSQ-2 (CC)
Protection / Threshold	14 / 1

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## MISCELLANEOUS DATA

Maneuver Modifiers	+1 C, -1 H, +/- 0 T
Traits	Battle-tested, Design Flaw (Warp Drive)

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**STAR TREK ROLE PLAYING GAME**

# Frontier Class Tactical Cruiser

## Production Data

Origin: United Federation of Planets  
 Year Launched: 2380

Class and Type: Frontier Class Tactical  
 (Fast/Command) Cruiser

## Hull Data

Size: 8\*, 31 decks  
 Structure: 40

Size: 870 / 355 / 125 meters  
 Crew: 450 (variable by mission up to 1500)

## Operational Data

Transporters: 8 ea stand., emer., cargo  
 Cargo Capacity: 90  
 Shuttlebays: 1 aft  
 Shuttlecraft: 8 size worth  
 Operations Systems Class 4 (E)  
 Sensor Systems Class 5 (+5/F)

Atmospheric Capable: No  
 Separation Systems: Emergency Only  
 Tractor Beams: 1fd, 1av

Life Support: Class 4 (E)

## Propulsion Data

Impulse Engines: FIG-5 (.92c) (D)

Warp Drive: LF-45 Mod 2 (Warp 9/ 9.6/ 9.9) (E)

## Tactical

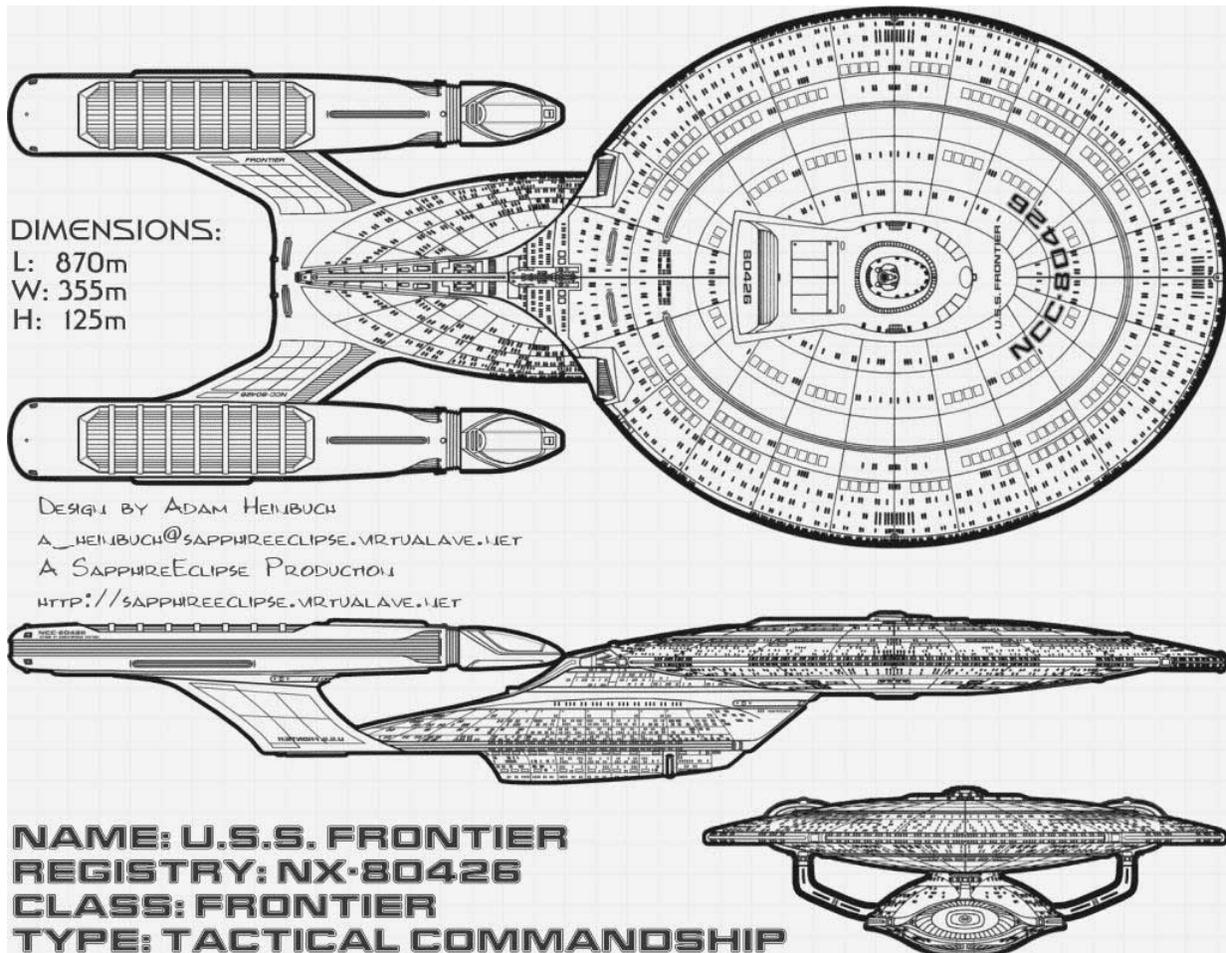
Phaser Banks 5 x Type XII (D)  
 Penetration 6 / 6 / 6 / 0 / 0  
 Deflector Shields FSS-3 (D)  
 Protection/Threshold 18 / 6

Photon Torpedoes 2 x Mk 95 (D)  
 Penetration 5 / 5 / 5 / 5 / 5  
 Penetration 6 / 6 / 6 / 6 / 6

## Miscellaneous

Maneuver Modifiers +6 C, -2 H, +3 T

Traits: Flagship



Notes: \* Based on her length alone, the *Frontier* class should qualify as size 10, but a comparison of the vessels' block volume indicates a vessel roughly the same size as a *Galaxy* Class cruiser, and roughly 1 1/2 times the size of the *Allegiance* Class.

Notable Vessels in Class:

USS <i>Frontier</i> NCC-80426	First of Class
USS <i>Belleau Wood</i> NCC-81312	
USS <i>Horizon</i> NCC-82203	

Developed concurrently with the *Allegiance* class starship, the *Frontier* class uses a similar warp geometry and comparable technology despite being nearly a third larger than its sister design.

The *Frontier* class is designed as a “tactical command ship”- a heavily armed vessel designed to participate in and coordinate combat at the fleet level. While retaining the basic capability for scientific research required by Federation starships, the *Frontier* class focuses on combat and command and control functions.

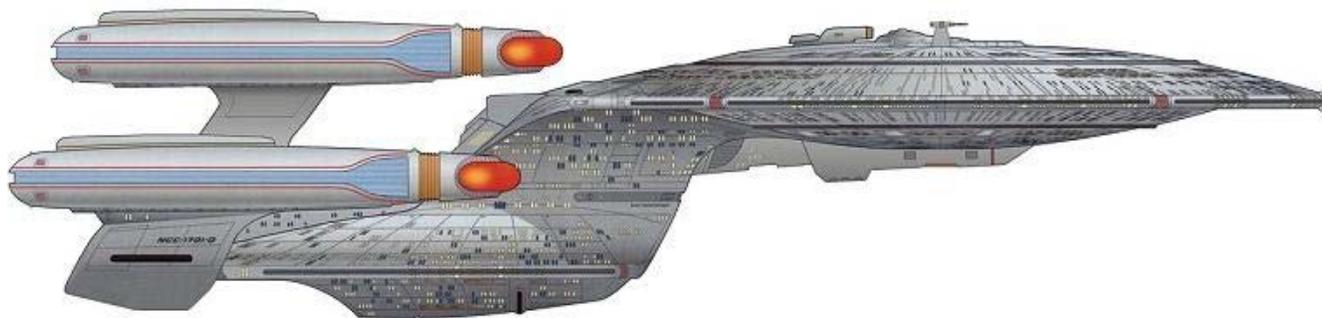
In addition to quarters for the fleet commander and his staff, the *Frontier* class can also carry a large complement of MACO's or a battalion of Starfleet Marines. Coupled with the ship's innate combat capability, this “troop” capacity allows the *Frontier* class a greater combat mission flexibility.

The *Frontier* class retains a number of basic elements and hull designs from the older *Galaxy* class, but in an overall smaller, more streamlined format. Although both classes are nearly identical in overall volume, the *Frontier* design presents a smaller target-aspect to incoming weapons fire. Finally, unlike the *Galaxy* class, the primary hull is not “routine-detachable”, but rather integrated into the overall spaceframe. While emergency separation is possible, reconnecting the primary and secondary hull requires dockyard assistance.

# GALAXY-CLASS REFIT

Heavy Explorer, Commissioned: 2373

# FEDERATION



## HULL DATA

STRUCTURE: 40

SIZE/DECKS: 8/42

LENGTH/HEIGHT/BEAM: 641/137/467

COMPLIMENT: 1,053

## HULL DATA

ATMOSPHERE CAPABLE: No

TRANSPORTERS: 8 Standard, 8 Emergency

CARGO UNITS: 100

SHUTTLEBAY: 2 Stardrive, 1 Saucer

SHUTTLECRAFT: 24 Size worth

TRACTOR BEAMS: 1 fv, 1av

SEPARATION SYSTEM: Yes (Emergency Only)

SENSOR SYSTEM: Class 4A (+4/DD)

OPERATION SYSTEM: Class 4R (EE)

LIFE SUPPORT: Class 4 (E)

## PROPULSION DATA

IMPULSE SYSTEM: FIG-5 (.92C) (D)

WARP SYSTEM: LF-41 (Warp 6/9.2/9.6)

## TACTICAL DATA

PHASER LANCE: Type XV Phaser Lance (V. Saucer/E)

PENETRATION: 7/7/6/0/0

PHASER ARRAYS: Type X (Saucer x2, Stardrive x3/E)

PENETRATION: 4/4/4/0/0 (Saucer) 6/5/5/0/0 (Stardrive)

TORPEDOES: Mk 80 DF (stardrive x2, Saucer x2/E)

PENETRATION: Type X (Saucer x2, Stardrive x3)

DEFLECTOR SHIELD: FSR (E)

PROTECTION/THRESHOLD: 17/4

## MISCELLANEOUS DATA

MANEUVER MODIFIERS: Command +2, Helm -4, Tactical +4

TRAITS: Vulnerable (Phaser Lance)

**Design Notes:** The Galaxy-refit was designed as a Size 9 starship. Size 8 did not offer the space required. Tried several times to have a Size 8 refit, could never make it work, so I took the easy cheat out. Sorry.

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## MISSION

The *Galaxy-class* Mk III refit, or as it has become to be known, the *Galaxy Dreadnaught*, was conceived in the weeks following the first contact with the Borg in 2365. Due to the interference of Q, Starfleet became aware of the Borg threat, and raced to design a series of counter measures. The Mk III refit was to combine the best features of the *Galaxy-class* with best tactical and defensive technologies available in the Federation.

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## FEATURES

The *Galaxy-class* spaceframe was chosen due to the high degree of reliability, and familiarity with engineering and theoretical staff. In addition, several existing spaceframes of the *Galaxy-class* had been completed, and placed in secured storage and would allow for a rapid prototype to be assembled, cutting years off the design and construction process.

The most dramatic difference between the *Galaxy*, and the refit is the addition of a third-nacelle. The third nacelle offered extended the range of the starship at high-warp speeds, and provides for a more efficient transition from impulse to warp velocities.

The addition of a phaser cannon mounted along the ventral surface of the saucer, is the next most dramatic change. Intended to provide the refit with a devastating first strike, the phaser cannon, or phaser lance as it has become called by the design team, suffered various technical challenges in its creation. Several of the most system critical problems were solved before the cannon was gamma-welded to the saucer, but despite the best efforts of the fleet yard, the phaser lance is susceptible to damage and requires high maintenance in the field.

The *Galaxy-refit* also contains an extensive Command and Control facility. This facility gives commanders in the field real-time analysis of the battle, and allows them to meet the needs of the 3-D battlefield. The Command Center was further refined after experiences in the Dominion War and has proven popular with flag officers.

The refit is still capable of separating the saucer from the stardrive, but unlike the conventional *Galaxy-class*, this is intended as an emergency life boat, and is not capable of extensive maneuvers or extended endurance.



*U.S.S. Bonaventure* arrives at Starbase 39 Sierra with elements from the 22nd, and 5th Fleets. The *Boanaventure* participated in the *Battle of the Three Suns* and served as the personal flagship of Admiral David Bowman for the duration of the Dominion War.

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## BACKGROUND

With the encounter with the Borg represented a threat never before encountered by the Federation. Recognizing that Starfleet had no accurate timetable to predict the Borg's arrival, a decision was made to investigate and modify existing technologies to meet the threat. Taking lessons learned from the *Galaxy-class* design, and incorporating some of the new design work from the Perimeter Defense Directive, the dreadnaught was born.

Two *Galaxy-class* Dreadnaughts served during the Dominion War, *U.S.S. Excelsior*, *U.S.S. Bonaventure*, with an additional four space frames under construction. The third vessel, *U.S.S. Vimy Ridge*, has been assigned to peacekeeping duties inside the former Cardassian Empire.

Despite facing a considerable amount of critics during their construction, the *Galaxy-class* refit, served with distinction during the Dominion War, and is proving as adaptable as her explorer based sibling. With the changing state of the Alpha Quadrant, continued uncertainties in the Gamma Quadrant, the *Galaxy-class refit* is becoming a more common sight along the Federation frontiers.

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## SHIPS IN SERVICE

Name	Registry	Notes
<i>U.S.S. Excelsior</i>	NCC-77426	Assigned to Starbase 12 (prototype), Flagship (+ 5 Command)
<i>U.S.S. Bonaventure</i>	NCC-81845	Participated in Battle of the Three Suns (R4, Battle Tested (+ 5 Tactical))
<i>U.S.S. Vimy Ridge</i>	NCC-71917	Constructed in 2376, participating in peacekeeping operations in Cardassian Space.
<i>U.S.S. Challenger</i>	NCC-51712	Served with distinction as Flagship of the 11th Fleet during the Dominion War (R4, Battle Tested (+ 5 Tactical)).





# HAMMERHEAD CLASS STARFIGHTER

# FEDERATION

Starfleet Attack Fighter – Commissioned, 2379



## HULL DATA

Structure	10
Size / Decks	2 / 1
Length / Height / Beam	11.5 / 1.7 / 12.5
Compliment	1

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## PROPULSION DATA

Impulse System	FIA (.5 / CC)
Warp System	LF-6 (3 / 4 / 5) (A)

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## OPERATIONAL DATA

Atmosphere Capable	YES
Transporters	None
Cargo Units	2
Shuttlebay	N/A
Shuttlecraft	N/A
Tractor Beams	None
Separation System	None
Cloaking Device	None
Sensor System	Class-5 (+5 / F)
Operations System	Class-3 (D)
Life Support	Class-3 (D)

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## TACTICAL DATA

Phaser Arrays	Type IV (x3 / A) – 2 wing mount, 1 nose mount
Penetration	2 / 2 / 2 / 0 / 0
Torpedoes	Mk 25 DF Micro (x1 / A)
Penetration	2 / 2 / 2 / 2 / 0
Deflector Shield	FSQ-1A (BB)
Protection / Threshold	12 / 1

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## MISCELLANEOUS DATA

Maneuver Modifiers	0 C, +4 H, +3 T
Traits	Nimble, Battle-tested

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**STAR TREK ROLE PLAYING GAME**





## Hokule'a-Class

### Production Data

Origin United Federation of Planets  
Class and Type Hokule'a-Class Heavy Destroyer  
Year Launched 2334

### Hull Data

Structure 30  
Size/Decks 6/15  
Length/Height/Beam 388/106/242  
Complement 387

### Operational Data

Atmosphere Capable No  
Transporters 6 Standard, 6 Emergency  
Cargo Units 60  
Shuttlebay 1ad  
Shuttlecraft 6 Sizeworth  
Tractor Beams 1fv, 1ad  
Separation System No  
Cloaking Device N/A  
Sensor System Class 3a (+3/CC)  
Operations System Class 4(E)  
Life Support Class 4(E)

### Propulsion Data

Impulse System FIB-3 (.75c)(C)  
Warp System LF-12 (5/7/9)(D)

### Tactical Data

Phaser Arrays Type IX (x5/D)  
    Penetration 7/6/6/0/0  
Torpedoes Mk 40 DF (x3/D)  
    Penetration 5/5/5/5/5  
Deflector Shield CIDSS-3 (C)  
    Protection/Threshold 15/3

### Miscellaneous Data

Maneuver Modifiers +2C/+1H/+2T  
Traits Enhanced System (Beam Weapon)

iltharanos

## Starfleet Insignia-class

Heavy Cruiser; Commissioned 2381

### HULL DATA

Structure: 40 (5 ablative) [99 space] [0 space remaining]

Size/Decks: 7/21

Length/Beam/Height: 550/349/73

Complement: 550



### TACTICAL DATA

Phasers: Type XII (x5/E)

[-30 space]

Penetration: 6/6/6/0/0

Torpedo Launchers: Mk 95 DF (x2/E)

[-12 space]

Quantum Penetration: 6/6/6/6/6

Deflector Shield: FSS (E)

[-18 space]

Protection/Threshold: 17/5

### PROPULSION DATA

Impulse System: FIG-7 (.95c) (E)

[-7 space]

Warp System: LF-50 Mod 1 (9/9.5/9.99) (E)

[-8 space]

### OPERATIONAL DATA

Atmosphere Capable: No

Cargo Units: 70

[0 space]

Life Support: Class 4 (E)

[-7 space]

Operations System: Class 4 (E)

[-7 space]

Sensor System: Class 5 (+5/+4/+3/+2/+1/F)

[-5 space]

Separation System: No

Shuttlebay: 2 a

[-4 space]

Shuttlecraft: 14 size worth

Tractor Beams: 1 av, 1 fv

[-1 space]

Transporters: 3 standard, 3 emergency

[0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +3C, -1H, +3T

Traits: Ablative Armor, Intricate System (Warp)

[0 space]



# KATANA-CLASS FRIGATE

Heavy Frigate, Commissioned: 2382

# FEDERATION



## HULL DATA

STRUCTURE: 30(5 ABLATIVE)  
 SIZE/DECKS: 6/9  
 LENGTH/HEIGHT/BEAM: 313/60/103  
 COMPLEMENT: 115

## OPERATIONAL DATA

ATMOSPHERE CAPABLE: NO  
 TRANSPORTERS: 3 STANDARD, 3 EMERGENCY  
 CARGO UNITS: 60  
 SHUTTLEBAY: 1 A  
 SHUTTLECRAFT: 6 SIZE WORTH  
 TRACTOR BEAMS: 1 FV  
 SEPARATION SYSTEM: NO  
 CLOAKING DEVICE: NONE  
 SENSOR SYSTEM: CLASS 4 (+4/E)  
 OPERATIONS SYSTEM: CLASS 3 (D)  
 LIFE SUPPORT: CLASS 3R (DD)

## PROPULSION DATA

IMPULSE SYSTEM: FIG-4 (.9C) (D)  
 WARP SYSTEM: LF-35 (6/9.2/9.8) (D)

## TACTICAL DATA

PHASER ARRAYS: TYPE XIV (X4/D)  
 PENETRATION: 6/6/6/0/0  
 TORPEDOES: MK 105 DF (D)  
 PENETRATION: QUANTUM 5/5/5/5/5  
 DEFLECTOR SHIELD: FSQ-7 (CC)  
 PROTECTION/THRESHOLD: 17/4

## MISCELLANEOUS DATA

MANEUVER MODIFIERS: +2C, +0H, +2T  
 TRAITS: ABLATIVE ARMOR



---

## Mission

The *Katana* class is the result of applying the best aspects of the *Intrepid* class design to a pure combat frame. With its Type XIV phaser strips and MK. 105 torpedo launchers, the *Katana* can inflict serious damage to bigger ships. According to its weaponry, such a vessel should be classified as a “cruiser” but the decision was made to classify it as a Heavy Frigate as it is a less-advanced design than the *Intrepid*.

---

## Features

In addition to the *Cantell* class, Star Fleet also looked into a simpler design of similar dimensions to the *Intrepid*. This design would also omit the variable-geometry warp nacelles, but would maintain the excellent accommodation and sensor platforms of the *Intrepid*. It would be both cheaper and quicker to produce than an *Intrepid*, with cost and production time savings of roughly 25%.

Like the *Cantell*, the *Katana* class was heavily influenced by the *Intrepid* class in her design. The *Katana* actually shares more of a visual influence with the *Intrepid* than the *Cantell*, however its greater mass and less advanced drive system make it a slower vessel than the *Cantell*.

The *Katana* uses the LF-35 series of warp drive, which offers excellent performance and economy. Its weaponry is impressive, with four Type X phaser strips and a Mk. 105 quantum torpedo launcher. The M-15 Isolinear III computer system was equipped due to lower space requirements and cost.

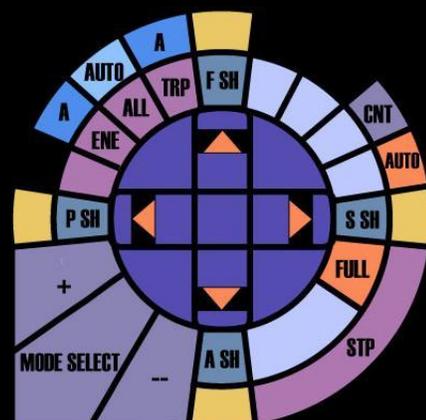
With her larger size, the *Katana* includes the same interior fittings of the *Intrepid* without sacrificing as much space as the *Cantell*. The *Katana* uses the same sensor suite and science facilities of the *Intrepid* which, along with the larger crew, make it a more effective, though pricier, platform than the *Cantell*.

## Ships in service

Name	Registry	Notes
USS <i>Katana</i>	NCC-85903	Prototype, destroyed by Tholian strike force near the Saskacoidan system (2384).
USS <i>Daisho</i>	NCC-85907	Participated in the " Sacred Ground " rebellious movement. Captured with all hands by Starfleet (2385).
USS <i>Wakizashi</i>	NCC-85912	Fought the Norexan class warbird " Hakare " near the Paulson Nebula (2382).
USS <i>Tachi</i>	NCC-85915	
USS <i>Ono</i>	NCC-85918	
USS <i>Tatsubo</i>	NCC-85921	Escorted key personnel from Mastia II back to Earth after secession from the Federation (2385).
USS <i>Naginata</i>	NCC-85923	
USS <i>Kama</i>	NCC-85926	Destroyed three independent Jem ´ Hadar attack cruisers and was itself crippled (2383).
USS <i>Jitte</i>	NCC-85929	
USS <i>Tessen</i>	NCC-85930	Member of Task Force 7 sent to patrol Tholian border during the Typhoon pact crisis (2382)
USS <i>Nage-Yari</i>	NCC-85933	Assisted the USS. <i>Cassini</i> which was drifting after a warp core ejection (2384).
USS <i>Aiguchi</i>	NCC-85936	

LCARS 23295

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02-24158

## Starfleet K-class

Medium Outpost; Commissioned: 2233

### Hull Data

Structure: 30 [81 space][0 space remains]  
 Size/Decks: 6/50  
 Height/Diameter: 200/815 m  
 Complement: 250 + 800 temporary visitors

### Tactical Data

Phasers: Type II (x5/B) [-15]  
 Penetration: 4/3/3/0/0  
 Deflector Shield: PFF 2 (B) [-3]  
 Protection/Threshold: 12/2

### Docking Data

Docking Bays: 2 [-4]  
 Shuttlecraft: 12 size worth  
 Docking Ports: No [0]  
 Docked Starships: N/A  
 Docking Pylons/Berths: 3 [-9]  
 Docked Starships: 9 size worth (Size 6 max.)

### Operational Data

Cargo Units: 100 [-8]  
 Life Support: Class 3 (D) [-6]  
 Operations System: Class 3 (D) [-6]  
 Sensor System: Class S3 (0/0/+1/+2/+3/D) [-6]  
 Power System: Class 2 (C) [-8]  
 Sublight Drive: No [0]  
 Orbital Correctors: SBT-1 (-2) [-5]  
 Engineering Facilities: Class 3 (+3) [-7]  
 Separation System: No [0]  
 Tractor Beams: 1 u, 1 m, 1 d [-2]  
 Transporters: 4 standard, 3 emergency, 4 cargo [0]

### Miscellaneous Data

Maneuver Modifiers: +2C, -6H, +1T  
 Traits: None

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 03-41248  
 04-14702  
 05-32456

## Mission

The K-class outpost is designed as a frontier base for both Starfleet and Federation civilians seeking adventure and opportunity on the frontiers of Federation space.



## Background

The K-class is a rugged, no-nonsense design. While the outpost is by no means a battle station, it has a well-deserved reputation as a tough outpost with a powerful offensive punch. Due to the placement of these outposts, most of the temporary residents are those either seeking adventure, or merely a place far from the authorities in the core Federation worlds, or both.

## Features

The K-class possesses multiple phaser banks, equivalent to a Constitution-class starship, allowing the outpost more-than-adequate firepower to defend itself against dedicated pirate raids and the occasional hostile alien warship. While its PFF 2 deflector shields are not top-of-the-line, they are a solid defense when coupled with the outpost's powerful beam weapons.

The interior of the station's docking pylons consists mainly of storage and industrial fabrication facilities. Recreational and guest quarters were located in the central hub.

## Stations in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
Deep Space Station K-7	K-7	Located 3.26 light-years from the nearest Klingon outpost, site of the tribble incident involving poisoned grain intended for Sherman's Planet (2268).

## Appearances

<u>Series</u>	<u>Media</u>
TOS	T.V. "The Trouble with Tribbles"
DS9	T.V. "Trials and Tribble-ations"
TLE	Novel "The Art of the Impossible"

K-class shuttlebay with Class F shuttlecraft and Cyrano Jones' vessel, the *Spacematic*



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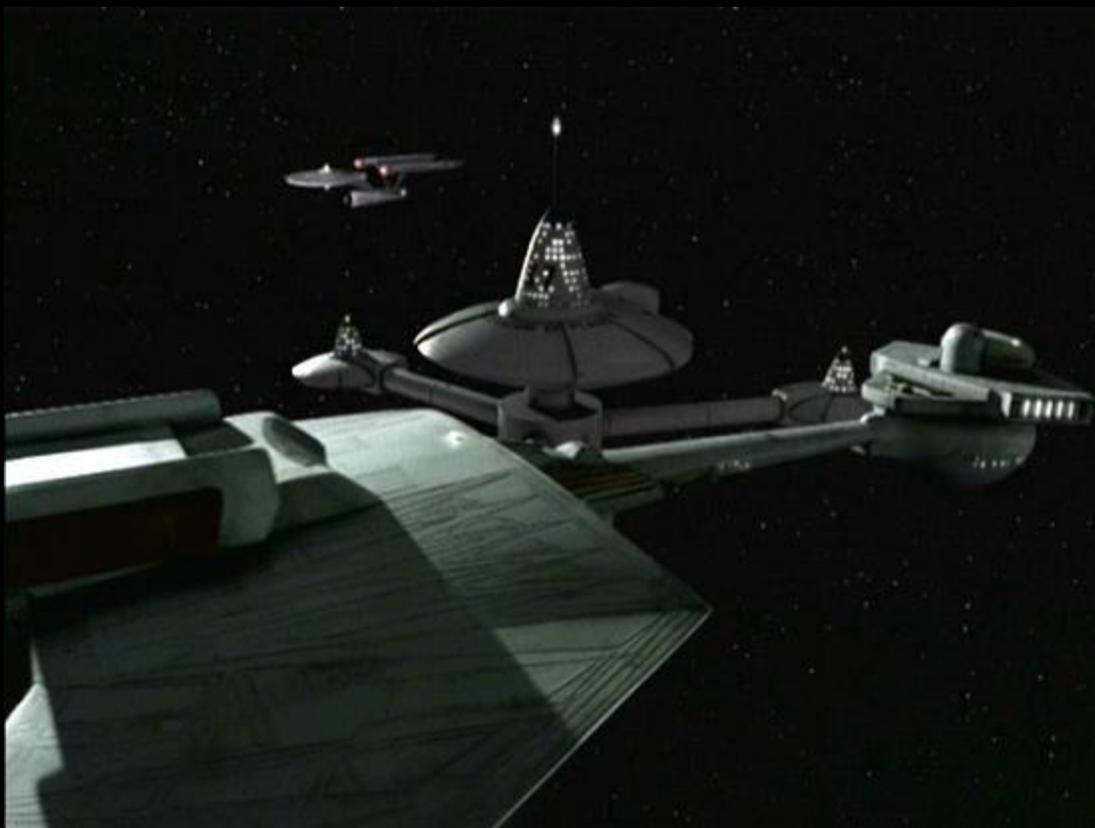
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U.S.S. Enterprise and I.K.S. Gr'oth at Deep Space Station K-7



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01-23564

02-24158

03-41248

04-14702

05-32456



## Starfleet Kelvin-class

Deep Space Surveyor; Commissioned: 2200

### Hull Data

Structure: 35 [99 space][4 space remains]  
 Size/Decks: 7/28  
 Length/Height/Beam: 450 /233/107 m  
 Complement: 800

### Tactical Data

Phasers: Type I (x5/A) [-25]  
 Penetration: 4/3/2/0/0  
 Deflector Shield: PFF 2 (A) [-9]  
 Protection/Threshold: 12/2

### Propulsion Data

Impulse System: SBD-a (.6c) (C) [-8]  
 Warp System: PB-32 Mod 3 (6/7/8 OCU) (D) [-22]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 70 [0]  
 Life Support: Class 3 (D) [-6]  
 Operations System: Class 3 (D) [-6]  
 Sensor System: Class 3 (+3/+2/+1/0/0/C) [-7]  
 Separation System: No [0]  
 Shuttlebay: 5 a [-10]  
 Shuttlecraft: 35 size worth  
 Tractor Beams: 1 fv [0]  
 Transporters: 3 standard, 3 emergency, 3 cargo [0]

### Miscellaneous Data

Maneuver Modifiers: +1C, +2H, 0T  
 Traits: Prototype (+1 beam) [-2]

## Mission

The Kelvin-class starship's primary purpose is deep space exploration beyond the frontiers of the Federation.



## Background

The Kelvin-class was a natural development following the Bonaventure-class starship. The success of the Bonaventure-class expanded the borders of the Federation at an unprecedented rate, necessitating a new class of starship to boldly go beyond those borders. While capable of defending itself, the Kelvin was designed primarily to evade conflict, doubtless due to heavy influence from the Vulcan Confederation of the late 22<sup>nd</sup>/early 23<sup>rd</sup> centuries.

## Features

The Kelvin features multiple phaser banks, providing it with a modest amount of firepower, particularly at close range. Equipped with the latest deflector shield grid, the Kelvin can withstand attacks from even a Klingon battle cruiser. As a dedicated exploration vessel, the Kelvin possesses a powerful warp drive and some of the best sensors available to Starfleet. Similarly, the ship is equipped with a large number of shuttlecraft to assist in planetary survey missions where transporters would be either unfeasible or impractical.

## Ships in Service

Name	Registry	Notes
U.S.S. Kelvin	N.C.C. 0514	Lead ship of the line. Under the command of Captain Richard Robau, returned to Earth after a successful deep space survey mission of 9 months (2233).
U.S.S. Iowa	N.C.C. 1142	Completed covert scans of Archanis IV without detection from local Klingon forces (2243).
U.S.S. Covington	N.C.C. 1224	Lost in the former Delphic Expanse (2245).

# KELVIN CLASS CRUISER

FEDERATION

Deep Space Explorer / Cruiser – Commissioned, 2370



## HULL DATA

Structure	40 (5 ablative)
Size / Decks	7 / 26
Length / Height / Beam	464.4 / 87.4 / 316.7
Compliment	500

---

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	4 personal, 4 cargo, 4 emergency
Cargo Units	70
Shuttlebay	1a
Shuttlecraft	6 size worth
Tractor Beams	1ad, 1rd, 1fv
Separation System	NO
Cloaking Device	NO
Sensor System	Class 4 (+4 / E)
Operations System	Class 3 (D)
Life Support	Class 4 (E)

---

## PROPULSION DATA

Impulse System	FIG-4 (.9) (C)
Warp System	LF-45 (6 / 9.6 / 9.75) (C)

---

## TACTICAL DATA

Phaser Arrays	Type X (x4 / D)
Penetration	6 / 5 / 5 / 0 / 0
Torpedoes	Mk95 DF (x2 / D)
Penetration	5 / 5 / 5 / 5 / 5
Deflector Shield	FSQ (D)
Protection / Threshold	17 / 4

---

## MISCELLANEOUS DATA

Maneuver Modifiers	+2 C, +1 H, +2 T
Traits	Ablative Armor, Battle Tested

---

**STAR TREK ROLE PLAYING GAME**



## Starfleet Excelsior-class

### [Lakota refit]

Battle Cruiser; Refit: 2372

## Propulsion Data

Impulse System: FIB-3 (.75c) (D) [-2]  
 Warp System: LF-35 (6/9.2/9.8) (D) [-5]

## Hull Data

Structure: 35 [99 space][0 space remains]  
 Size/Decks: 7/28  
 Length/Height/Beam: 467/185/100 meters  
 Complement: 790; 8,000 evacuation limit

## Tactical Data

Phasers: Type IX (x5/E) [-30]  
 Penetration: 6/6/6/0/0  
 Torpedo Launchers: Mk 75 DF (x5/E) [-25]  
 Quantum Penetration: 8/8/8/8/8  
 Deflector Shield: CIDSS-4 (BB) [-12]  
 Protection/Threshold: 16/3

## Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 70 [0]  
 Life Support: Class 3 (D) [-6]  
 Operations System: Class 4 (E) [-7]  
 Sensor System: Class 2 (+2/+1/0/0/0/C) [-2]  
 Separation System: No [0]  
 Shuttlebay: 1 aft [-2]  
 Shuttlecraft: 7 size worth  
 Tractor Beams: 1 ad, 1fv [-1]  
 Transporters: 4 standard, 4 emergency [0]

## Miscellaneous Data

Maneuver Modifiers: +1C, +2H, +3T  
 Traits: Battle Tested [-5]

## Mission

The Lakota refit is just the latest set of refits to the venerable Excelsior-class starships, with the purpose of providing as much firepower as possible onto the Excelsior frame.



## Background

The Lakota is a direct response to the threat of the Dominion. It is far easier for Starfleet to refit a proven space design than to conduct research and development into a new class or classes of starship to combat the Dominion.

## Features

The Lakota features type IX phasers, increased shield capacity, and a full payload of quantum torpedoes. The ship is heavily armed and is fully capable of outgunning similar and even larger starships from threat species. If there is a weakness in the Lakota, it is that it lacks somewhat in the sensors department.

## Ships in Service

Name	Registry	Notes
U.S.S. Lakota	N.C.C. 42768	Commanded by Erika Benteen; participated in Admiral Leyton's abortive coup (2372).





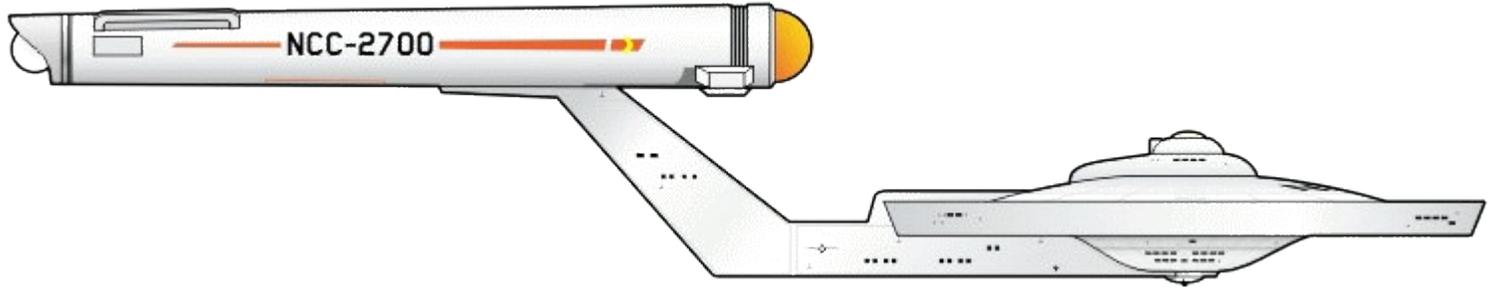




# LOKNAR CLASS FRIGATE

Class VII Heavy Frigate – Commissioned, 2258

# FEDERATION



## HULL DATA

Structure	30
Size / Decks	6 / 10
Length / Height / Beam	290 / 56 / 127
Compliment	84

---

## PROPULSION DATA

Impulse System	SBE (.5c / D)
Warp System	PB-32 Mod3 (6 / 7 / 8 <b>OCU</b> ) (D)

---

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	6 standard, 6 emergency
Cargo Units	70
Shuttlebay	1 aft
Shuttlecraft	6 size worth
Tractor Beams	1 aft
Separation System	NONE
Cloaking Device	NONE
Sensor System	Class-3 (+3 / D)
Operations System	Class-4 (E)
Life Support	Class-4 (E)

---

## TACTICAL DATA

Phaser Arrays	Type-IV (x4 / B)
Penetration	4 / 4 / 4 / 0 / 0
Torpedoes	Mk12 IF (x2 / B)
Penetration	3 / 3 / 3 / 3 / 3
Deflector Shield	PFF2a (B)
Protection / Threshold	13 / 3

---

## MISCELLANEOUS DATA

Maneuver Modifiers	+1C, +2H, +1T
Traits	Hardened System (Shields)

---

**STAR TREK ROLE PLAYING GAME**







## Starfleet London-class

Transport; Commissioned: 2350

### Hull Data

Structure: 25 [65 space][7 space remains]  
 Size/Decks: 5/5  
 Length/Height/Beam: 175 /25/50 m  
 Complement: 5 + 1,000 troops

### Tactical Data

Phasers: Type VII (x1/A) [-5]  
 Penetration: 3/3/2/0/0  
 Deflector Shield: PFF 3 (B) [-9]  
 Protection/Threshold: 14/2

### Propulsion Data

Impulse System: RSM (.75c) (D) [-6]  
 Warp System: LF-12 (5/7/9) (D) [-4]

### Operational Data

Atmosphere Capable: Yes [-2]  
 Cargo Units: 200 [-15]  
 Life Support: Class 2 (C) [-4]  
 Operations System: Class 2 (C) [-4]  
 Sensor System:  
 Class 3 (+3/+2/+1/0/0/D) [-3]  
 Separation System: No [0]  
 Shuttlebay: No [0]  
 Shuttlecraft: None  
 Tractor Beams: 1 f [0]  
 Transporters:  
 5 standard, 2 emergency, 5 cargo [-6]

### Miscellaneous Data

Maneuver Modifiers: -1C, +3H, 0T  
 Traits: None

## Mission

The original design parameters for the London-class were as personnel and cargo transport, primarily for the establishment of new colonies. Due to the many conflicts of the late 24<sup>th</sup> century, the ship's focus was modified to that of war material and troop transport.



## Background

The London-class transport succeeds admirably at its original mission. Sadly, the class finds itself at a severe disadvantage in the Dominion War, where Jem'Hadar ships made it a priority target at all opportunities.

## Features

The London-class has limited weapons and shields, and so requires escort ships to accomplish its mission. The ship has multiple personnel and cargo transporters, allowing it to disembark its cargo with maximum efficiency. Similarly, the London-class has an effective impulse and warp propulsion system, allowing it to deploy its cargo within a reasonable amount of time.

Its extensive cargo bay, which doubles as personnel container, the London-class can deliver over 1,000 troops and their assorted gear. The ship's designers equipped the London with the ability to land on planetary surfaces, in case the ship encountered phenomena inimical to transporter technology.

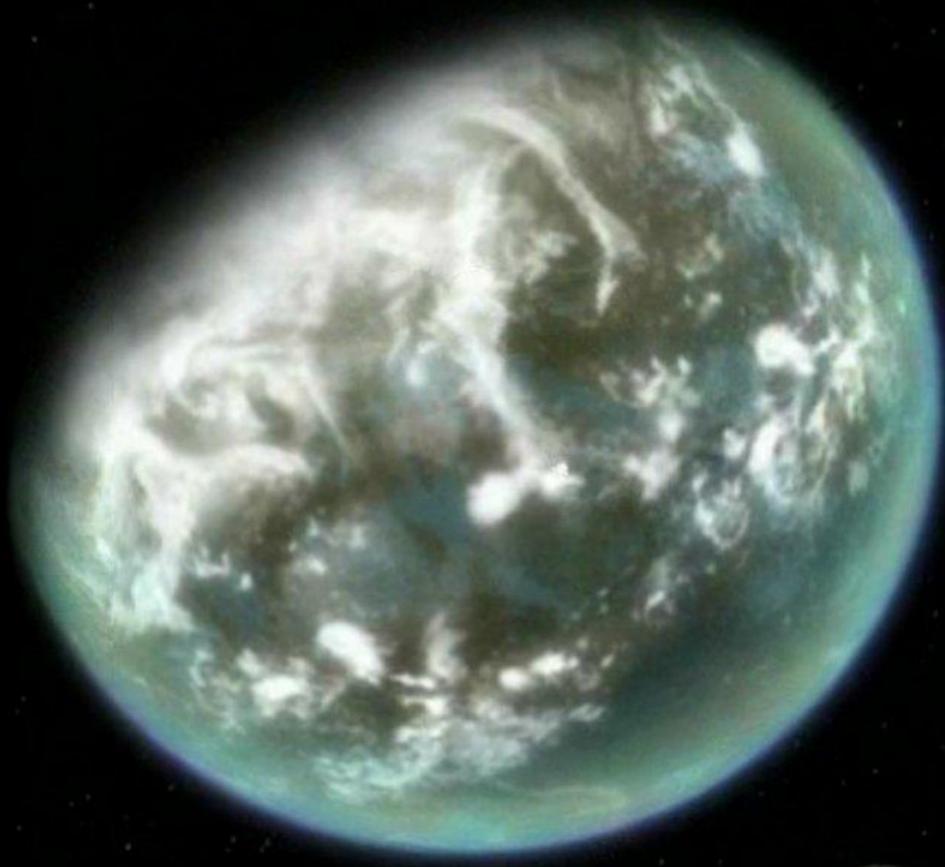
## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
U.S.S. London	N.C.C. 50000	Lead ship of the line, ferried colonists to the perpetually rainy Beta Argolis VI (2350).
U.S.S. Capetown	N.C.C. 50007	Deployed Starfleet marines in the retaking of Galen IV and ferried Talarian POWs to Starbase 375 (2357).
U.S.S. Washington	N.C.C. 50076	Disembarked Federation and Klingon ground forces in the Chin'toka system (2374).

## Appearances

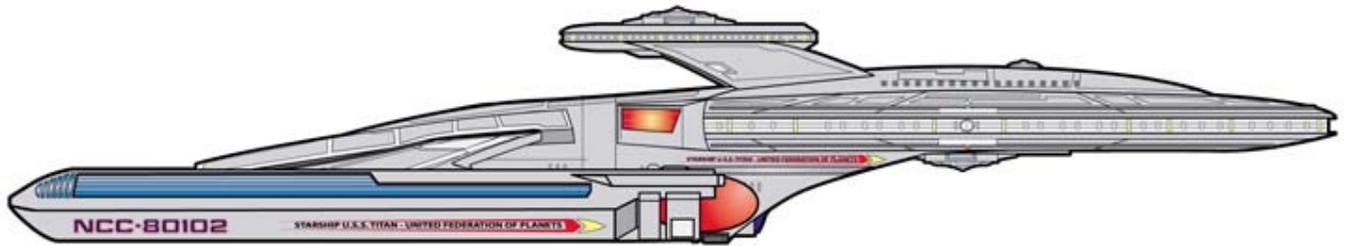
<u>Series</u>	<u>Game</u>	<u>Notes</u>
TNG	Birth of the Federation	Released 30 April 1999 for the PC.

Deployment target of the U.S.S. Washington









## Luna-Class Explorer

**Affiliation:** United Federation of Planets  
**Commissioned:** 2378

Size: 7  
Length: 450 meters  
Beam: 225 meters  
Height: 103,5 meters  
Decks: 20  
Crew: 350

Space: 89  
**Structure: 35**

## OPERATIONAL SYSTEMS

Operations Systems  
Class 3  
Reliability D

Life Support Systems  
Class 4  
Reliability E

Sensors Systems:  
Class 5  
Sensor Bonuses: (+5/+4/+3/+2/+1)  
Reliability F

Transporters: 3

Shuttlebays: 1 [7 size worth]

Tractor beams: 2

## PROPULSION SYSTEMS

Impulse Drive:  
FIG-5 [Rating .92]  
Reliability D

Warp Drive:  
LF-41  
Warp: (6 / 9.2 / 9.6)  
Reliability D

**Offensive Capabilities:**

Reliability D

**Beam Weapons:**Type XI Phaser (X4)  
(OV 11)

Beam Penetration: 6 / 5 / 5 / 0 / 0

**Missile Weapons:**Multifunction Torpedo Launchers  
Mk 95 df X2  
(OV 10)

Photon Penetration: 5 / 5 / 5 / 5 / 5

Quantum Penetration: 6 / 6 / 6 / 6 / 6

**Defensive Systems:**

FSS\*

Defense/Threshold: 17 / 5

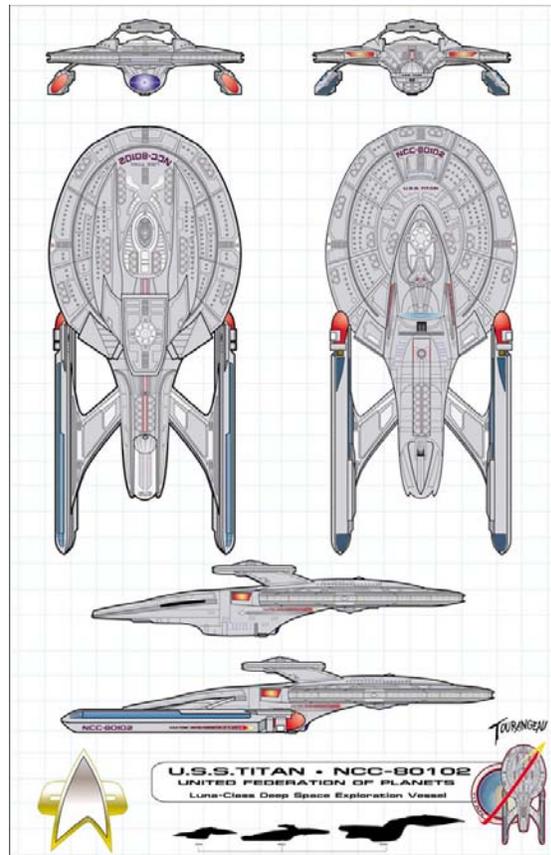
Reliability E

**Maneuver Modifiers:**

Command: + 2

Helm: +/- 0

Tactical: + 3

**DESIGN NOTES:**

The *Luna*-class was designed by Dr. Xin Ra-Havreii, of Utopia Planitia Starfleet Yards on Mars, and initially conceived for scientific exploration of the Gamma Quadrant following the discovery of the Bajoran Wormhole. The project was sidelined by the impending threat from the Dominion, then restarted following the end of the Dominion War. The prototype, USS *Luna* was launched for a shakedown cruise in 2377 but she was destroyed by a warp core breach. In 2380, after the launch of the USS *Titan*, and the USS *Europa*, a second USS *Luna* was launched.

The *Luna*-class shuttlebays were reminiscent of the old *Constitution*-class shuttlebays, having a more rounded opening door. They also featured a longer "runway" for shuttles as they entered and exited the ship.

All *Luna*-class starships were named after moons.

The first production lot was named after moons in the Sol system.

**NOTABLE SHIPS:**

U.S.S. Titan - NCC – 80102



## Starfleet Mars-class

Fighter; Commissioned: 2366

### Hull Data

Structure: 10 [29 space][1 space remains]  
 Size/Decks: 2/1  
 Length/Height/Beam: 32 /8/4 m  
 Complement: 0

### Tactical Data

Phasers: Type VI (x2/B) [-10]  
 Penetration: 4/3/3/0/0  
 Deflector Shield: FSQ-2 (CC) [-2]  
 Protection/Threshold: 14/2

### Propulsion Data

Impulse System: FIE (.8c) (C) [-2]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 2 [0]  
 Life Support: Basic (A) [0]  
 Operations System: Class 1 (B) [-2]  
 Sensor System: Class 2 (+2/+1/0/0/0/C) [-2]  
 Separation System: No [0]  
 Shuttlebay: No [0]  
 Shuttlecraft: None [0]  
 Tractor Beams: 1 f [0]  
 Transporters: None [0]

### Miscellaneous Data

Maneuver Modifiers: -2C, +4H, +2T  
 Traits: Enhanced System (Shields) [-5]  
 Nimble [-5]

## Mission

The Mars-class is part of the automated defense system protecting Earth's inner solar system.



## Background

The Mars-class fighter was conceived as one part of a multifaceted defense against the

Borg threat. Starfleet was quite alarmed at a potential Borg strike on their headquarters at Earth, but yet wanted to minimize any casualties should such an event transpire. Starfleet R&D's solution was a defensive perimeter at the Martian orbit, spear-headed by swarms of automated fighters.

Sadly, the fighters proved ineffective against not one but two Borg incursions into the Sol system. The defense perimeter proved similarly lacking during the Dominion War when a Breen raiding force demolished the perimeter on its way to strike Starfleet headquarters.

## Features

The Mars-class is a bare-bones affair, little more than a mobile and automated weapons platform. With its Type VI phasers and its FSQ-2 deflector shield grid, the fighter is comparable to a Danube-class runabout, though lacking the latter class' long-range offensive capability. The FIE impulse system makes the Mars-class faster than many other ships of its size, and partly due to its automation is considerably more maneuverable.

# STAR TREK

## ROLEPLAYING GAME

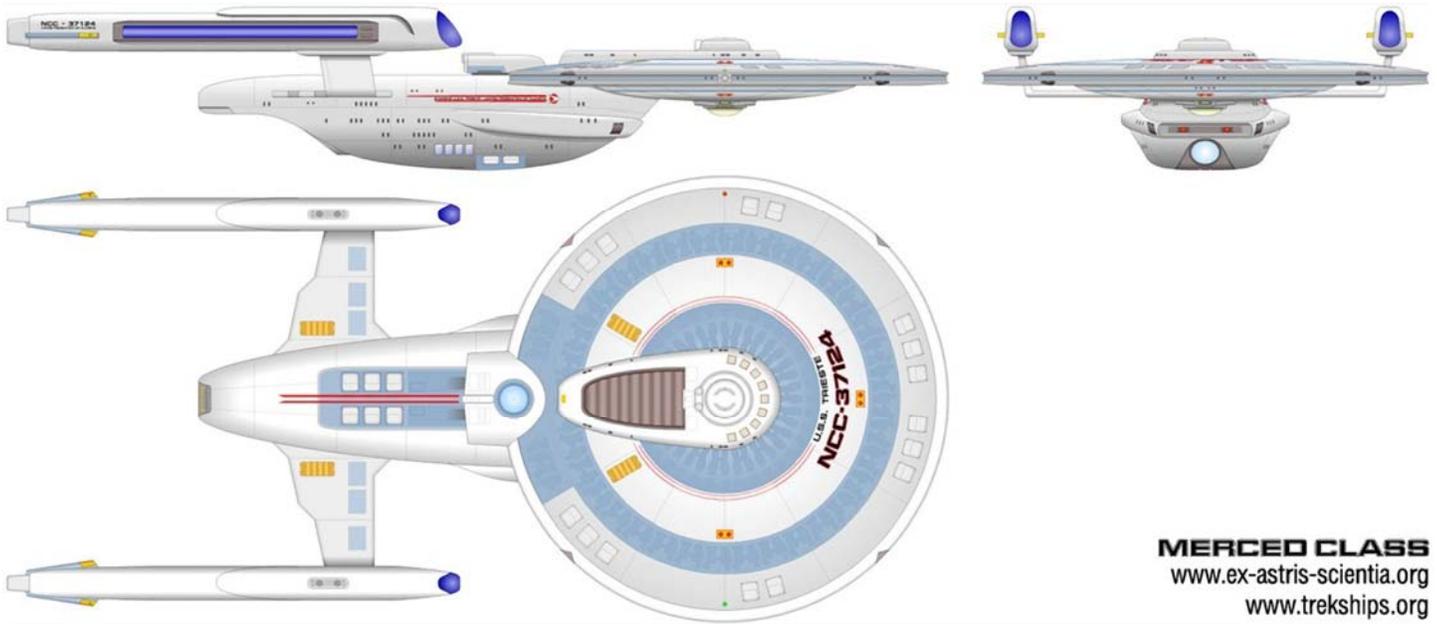
### MERCEDES-CLASS ESCORT

Game Statistics by Sonny Smith (aka TheAndorian or CypherWest)

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<http://www.startrek.com>  
<http://forum.trek-rpg.net>  
<http://strpg.patrickgoodman.org>



## Merced-Class

### Production Data

Origin United Federation of Planets  
 Class and Type Merced-Class Escort  
 Year Launched 2322

### Hull Data

Structure 30  
 Size/Decks 5/9  
 Length/Height/Beam 187/34/87  
 Complement 50

### Operational Data

Atmosphere Capable No  
 Transporters 3 Standard, 3 Emergency  
 Cargo Units 40  
 Shuttlebay 1a  
 Shuttlecraft 5 Size worth  
 Tractor Beams 1ad, 1fv  
 Separation System No

Cloaking Device N/A

Sensor System Class 3(+3/D)  
 Operations System Class 2(C)  
 Life Support Class 2(C)

### Propulsion Data

Impulse System FIE-2 (.85c)(C)  
 Warp System LF-7X2c (4/6/8.3)(C)

### Tactical Data

Phaser Arrays Type VII (x4/C)  
 Penetration 5/5/4/0/0  
 Torpedoes Mk 50 DF (x2/C)  
 Penetration 4/4/4/4/4  
 Deflector Shield CIDSS-3 (C)  
 Protection/Threshold 15/3

### Miscellaneous Data

Maneuver Modifiers +0C/+2H/+3T  
 Traits Prototype (Warp Reliability)

# MIDWAY CLASS CRUISER

Heavy Cruiser / Carrier—Commissioned, 2376

# FEDERATION



## HULL DATA

Structure	40 (5 ablative)
Size / Decks	7 / 28
Length / Height / Beam	490 / 84.3 / 321
Compliment	700

---

## PROPULSION DATA

Impulse System	FIG-5 (.92c / D)
Warp System	LF-45 (6 / 9.6 / 9.9) (C)

---

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	4 standard, 4 emergency
Cargo Units	75
Shuttlebay	1f, 2a, 2 fighterbays (a)
Shuttlecraft	12 size worth + 16 size worth, starfighters
Tractor Beams	1ad, 1fd
Separation System	NO
Cloaking Device	NONE
Sensor System	Class-4 (+4 / E)
Operations System	Class-4 (E)
Life Support	Class-4 (E)

---

## TACTICAL DATA

Phaser Arrays	Type-XII (x7 / B)
Penetration	4 / 3 / 3 / 0 / 0
Torpedoes	Mk90 DF (x6 / A)
Penetration	Photon – 3 / 3 / 3 / 3 / 3 Quantum – 4 / 4 / 4 / 4 / 4 Tricobalt – 10 / 9 / 0 / 0 / 0
Deflector Shield	FSR-2 (E)
Protection / Threshold	17 / 5

---

## MISCELLANEOUS DATA

Maneuver Modifiers	+2 C, +1 H, +3 T
Traits	Ablative Armor, Battle Tested, Enhanced System (Torpedoes)

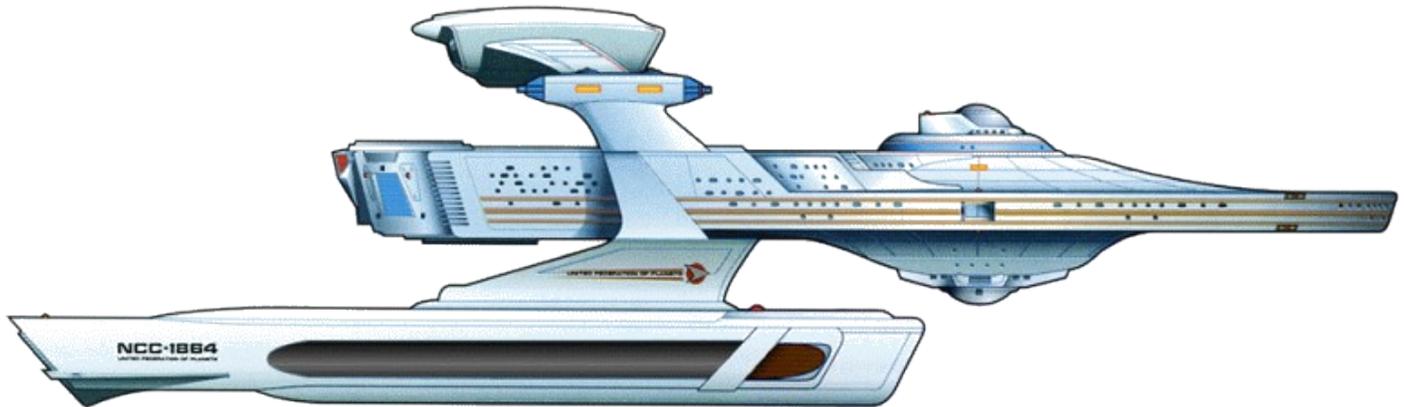
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**STAR TREK ROLE PLAYING GAME**

# MIRANDA CLASS CRUISER

Cruiser / Explorer – Commissioned, 2274

# FEDERATION



## HULL DATA

Structure	30
Size / Decks	6 / 11
Length / Height / Beam	237.6 / 58 / 142
Compliment	360

## PROPULSION DATA

Impulse System	RSM (.75c / D)
Warp System	LN64-Mod3 (7 / 9 / 12 <b>OCU</b> ) (D)

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	3 standard, 3 emergency
Cargo Units	60
Shuttlebay	2av
Shuttlecraft	12 size worth
Tractor Beams	1ad, 1fv
Separation System	NONE
Cloaking Device	NONE
Sensor System	Class-3 (D)
Operations System	Class-1 (B)
Life Support	Class-1 (B)

## TACTICAL DATA

Phaser Arrays	Type-VII (x5 / A)
Penetration	3 / 3 / 2 / 0 / 0
Torpedoes	Mk6 DF (x4 / A)
Penetration	2 / 2 / 2 / 2 / 0
Deflector Shield	CIDSS-1 (AA)
Protection / Threshold	13 / 4

## MISCELLANEOUS DATA

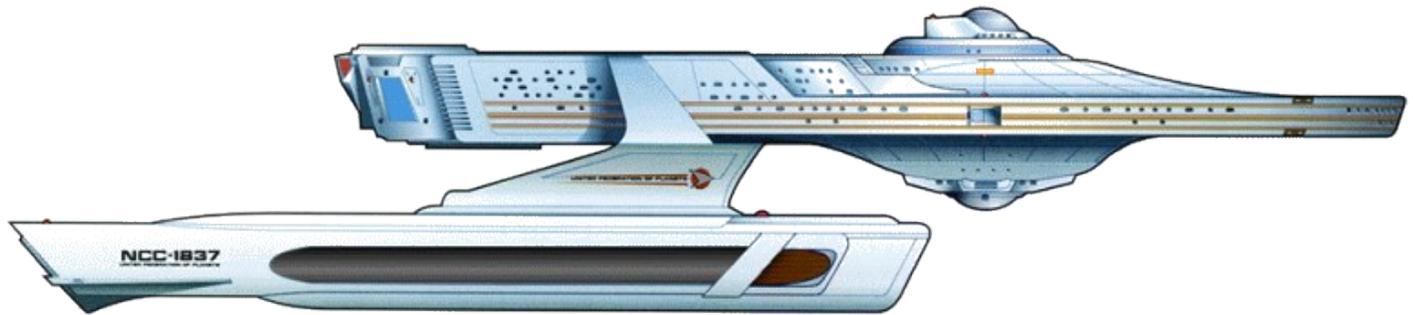
Maneuver Modifiers	+/- 0 C, -1 H, -1 T
Traits	Enhanced System (Torpedoes)

**STAR TREK ROLE PLAYING GAME**

# MIRANDA CLASS-II CRUISER

# FEDERATION

Cruiser / Explorer – Commissioned, 2331 (preliminary refit)



## HULL DATA

Structure	30
Size / Decks	6 / 11
Length / Height / Beam	237.6 / 58 / 142
Compliment	360

## PROPULSION DATA

Impulse System	FIE-3 (.85c / D)
Warp System	LF-10 (5 / 6 / 8) (C)

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	3 standard, 3 emergency
Cargo Units	60
Shuttlebay	2av
Shuttlecraft	12 size worth
Tractor Beams	1ad, 1fv
Separation System	NONE
Cloaking Device	NONE
Sensor System	Class-3a (+3 / )
Operations System	Class-2R (CC)
Life Support	Class-2R (CC)

## TACTICAL DATA

Phaser Arrays	Type-VII (x5 / A)
Penetration	4 / 3 / 3 / 0 / 0
Torpedoes	Mk 60 DF (x4 / A)
Penetration	5 / 5 / 5 / 5 / 5
Deflector Shield	CIDSS-3
Protection / Threshold	16 / 3

## MISCELLANEOUS DATA

Maneuver Modifiers	+1 C, +/-0 H, +1 T
Traits	Enhanced Systems (Operations, Life Support), Enhanced Weapons (Torpedoes)

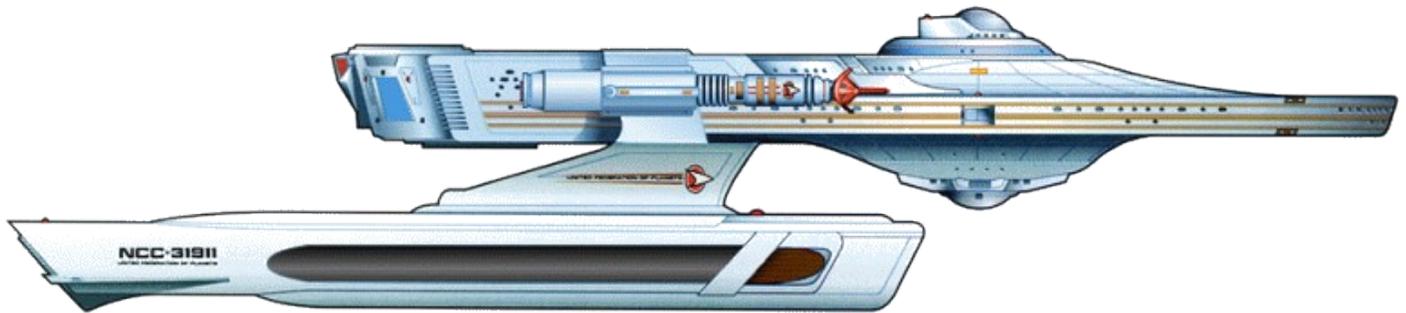
**STAR TREK ROLE PLAYING GAME**

# MIRANDA CLASS-III CRUISER

# FEDERATION

Cruiser / Explorer— Commissioned, 2370 (second refit)

*(with optional system upgrades)*



## HULL DATA

Structure	30
Size / Decks	6 / 11
Length / Height / Beam	237.6 / 58 / 142
Compliment	360

## PROPULSION DATA

Impulse System	FIG (.9c / C)
Warp System	LF-45 (6 / 9.6 / 9.9) (C)

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	3 standard, 3 emergency
Cargo Units	60
Shuttlebay	2av
Shuttlecraft	12 size worth
Tractor Beams	1ad, 1fv
Separation System	NONE
Cloaking Device	NONE
Sensor System	Class-5 (+5 / F)
Operations System	Class-4 (E)
Life Support	Class-4 (E)

## TACTICAL DATA

Phaser Arrays	Type-VIII (x5 / A) <i>Type-III Phaser Cannon (x2 / B) - optional</i>
Penetration	4 / 3 / 3 / 0 / 0 5 / 4 / 4 / 3 / 0
Torpedoes	Mk 95 DF (x4 (x8) / B)
Penetration	7 / 7 / 7 / 7 / 7
Deflector Shield	FSR-2 (E)
Protection / Threshold	17 / 5

## MISCELLANEOUS DATA

Maneuver Modifiers	+1 C, +1 H, +2 T
Traits	<i>Unique System (Phaser Cannon – Warp Engines must be offline to fire), 359 Refit, Enhanced System (Torpedoes)</i>



### Mission

The Miranda was designed as a cheaper to build and less capable sister to the Constitution-class. Despite this, its primary mission is still one of exploration.



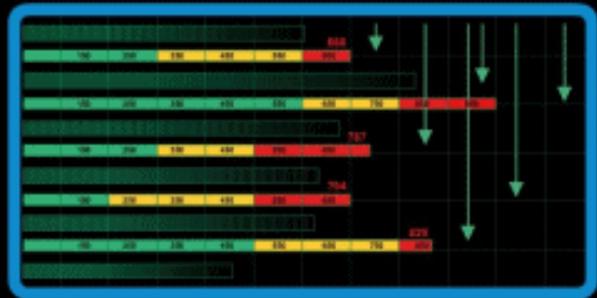
### Background

The Miranda-class while designed in counterpart to the Constitution-class would prove durable beyond the wildest imagination of its creators. Not only would the Miranda outlast its sister class the Constitution, it would still be in use well into the late 24<sup>th</sup> century. The simplicity and ruggedness of its design no doubt accounts for its popularity and utility to Starfleet and the Federation.

### Features

The Miranda features a powerful set of Mk 12 IF photon torpedo launchers, equivalent in power to the Constitution-class's torpedo strength. While its shields and phasers are not quite as powerful as its sister ship, they are still more than capable of accomplishing their intended design goals.

Part of the strength of the Miranda-class is its large volume of relatively unused space. This extra space was utilized to increase the bulkhead thickness throughout the ship, particularly the exterior bulkheads, thus increasing the overall hull strength of the class, with yet some room for future upgrades.



## Ships in Service

LCARS 03-4900	<u>Name</u>	<u>Registry</u>	<u>Notes</u>
00-23892	U.S.S. Miranda	N.C.C. 1800	Lead ship of the line (2243).
	U.S.S. Bombay	N.C.C. 1806	Attacked and destroyed by 6 Tholian warships above Ravenar IV, but not before destroying 4 of the attacking Tholian starships (2265).

05-30902



03-29093

09-38989

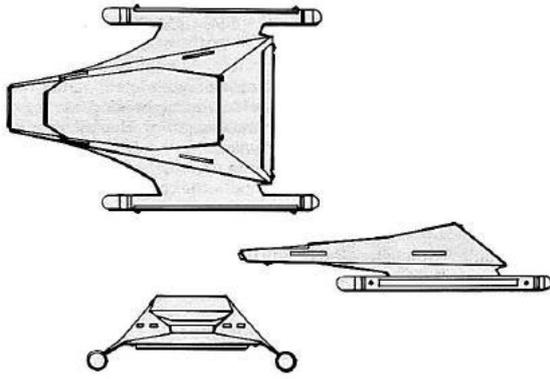
07-38948

## Appearances

<u>Series</u>	<u>Media</u>
03-29093 TOS	VAN Novel "Harbinger"

## Credits

07-38948 TOS Miranda model by Prologic9.



### Mission Class Specifications

#### Production Data:

**Origin:** United Federation of Planets

**Class and Type:** Mission Class Courier

**Year Launched:** 2262

#### Hull Data:

**Structure:** 10

**Size/Decks:** 2/3

**Length/Height/Beam:** 32/13/25 Meters

**Complement:** 9/14

#### Operational Data:

**Transporters:** 1 Standard, 1 Emergency

**Cargo Units:** 40

**Shuttlebay:** NA

**Shuttlecraft:** NA

**Tractor Beams:** 1A

**Separation System:** None

**Sensor System:** Class 2 [+2/C]

**Operations System:** Class 3 [0]

**Life Support:** Class 3 [0]

#### Propulsion System:

**Impulse Engines:** type II [.5c] [0]

**Warp Drive:** Type IIa [Warp, 3/6/6.5]

#### Tactical Data:

**Phaser Arrays:** Type II [X2/B]

**Penetration:** 2/2/2/0/0

**Photon Torpedoes:** Type II [X2/B]

**Penetration:** 3/3/3/3/0

**Deflector Shield:** Class 2A [B]

**Protection Threshold:** 13/3

#### Miscellaneous Data:

**Manoeuvre Modifiers:** +2C, +3H, +2T

**Traits:** Hardened System [Deflector Shield]

#### History:

The Mission Class Courier has served with distinction within the confines of the Federation and outer regions. The vessel has been released for civilian use through the "Trade Winds" agreement. The plan was to increase the numbers of civilian operatives. The version shown here is the "X" variant which is used by Starfleet intelligence as well as the marines. Several "X's" have found their way into the hands of some unscrupulous types.





# NEW ORLEANS-CLASS HEAVY FRIGATE

Heavy Frigate, Commissioned: 2348

# FEDERATION



## HULL DATA

STRUCTURE: 30  
 SIZE/DECKS: 6/16  
 LENGTH/HEIGHT/BEAM: 360/51.2/293  
 COMPLEMENT: 260

## OPERATIONAL DATA

ATMOSPHERE CAPABLE: NO  
 TRANSPORTERS: 6 STANDARD, 6 EMERGENCY  
 CARGO UNITS: 70  
 SHUTTLEBAY: 1 A  
 SHUTTLECRAFT: 6 SIZE WORTH  
 TRACTOR BEAMS: 1 AV, 1 FV  
 SEPARATION SYSTEM: NO  
 CLOAKING DEVICE: NO  
 SENSOR SYSTEM: CLASS 3 (+3/D)  
 OPERATIONS SYSTEM: CLASS 3 (D)  
 LIFE SUPPORT: CLASS 3 (D)

## PROPULSION DATA

IMPULSE SYSTEM: FIG-2 (.9C) (C)  
 WARP SYSTEM: LF-20 (6/7/9.2) (C)

## TACTICAL DATA

PHASER ARRAYS: TYPE IX (X5/D)  
 PENETRATION: 6/6/6/6/6  
 TORPEDOES: MK 40 DF (X4/D)  
 PENETRATION: 5/5/5/5/5  
 DEFLECTOR SHIELD: CIDSS-4 (C)  
 PROTECTION/THRESHOLD: 16/3

## MISCELLANEOUS DATA

MANEUVER MODIFIERS: +2C, +0H, +2T  
 TRAITS: PROTOTYPE (+1 SHIELD GRID RELIABILITY)



## BACKGROUND

The New-Orleans-Class was built to serve as a sector defense ship during the mid 24th century. Numerous ships of this class participated in the border conflicts that erupted in 2350s between the Federation and the Cardassian Union. The class proved its worth and many of the lessons learned from the New Orleans-Class were considered when the PDD was drafted in in the mid 2360s. The New Orleans-Class showed during the Dominion War that it still had what it takes to get the job done and it looks like the class will continue to get the job done well into the next century.

## SHIPS IN SERVICE

Name	Registry	Notes
USS New Orleans	NCC-57288	Lead ship of the line
USS Rutledge	NCC-57295	First command of Benjamin Maxwell
USS Walker	NCC-57820	Destroyed three Galor-Class warships (2355)
USS Oceana	NCC-61612	Participated in Operation Return
USS Kyushu	NCC-65491	Destroyed at Wolf 359
USS Thomas Paine	NCC-65530	Undergoing repairs in the Andorian sector
USS Musashi	NCC-65075	Participated in the invasion of Cardassia
USS Renegade	NCC-63102	On patrol near Romulan neutral zone

# NEW ATLANTIC CLASS RUNABOUT

Modular Runabout Explorer— Commissioned, 2377

# FEDERATION



## HULL DATA

Structure	15
Size / Decks	3 / 2
Length / Height / Beam	29.2 / 6.8 / 13.78
Compliment	6

## PROPULSION DATA

Impulse System	FIG (.9c / C)
Warp System	LF-7x2 (4 / 6 / 8.3) (B)

## OPERATIONAL DATA

Atmosphere Capable	YES
Transporters	1 (2-person standard)
Cargo Units	3
Shuttlebay	N/A
Shuttlecraft	N/A
Tractor Beams	1fv
Separation System	Modular Design
Cloaking Device	None
Sensor System	Class-2 (+2 / C)
Operations System	Class-1 (B)
Life Support	Class-1 (B)

## TACTICAL DATA

Phaser Arrays	Type-VI (x2 / A)
Penetration	3 / 3 / 2 / 0 / 0
Torpedoes	Mk.25 micro (x2 / A)
Penetration	3 / 3 / 3 / 3 / 0
Deflector Shield	FSQ-2 (CC)
Protection / Threshold	14 / 1

## MISCELLANEOUS DATA

Maneuver Modifiers	+/- 0 C, +2 H, +1 T
Traits	Prototype (Modular Sections)

**STAR TREK ROLE PLAYING GAME**

## MISSIONS

Designed for fast, short range deployment, but capable of extended missions with a small crew compliment. The New Atlantic class is something of a forerunner of the Defiant class in size and maneuverability and is one of the most heavily armed and well-shielded vessels in its size division. With its modular design, based around the modular pod system used on the Nebula class and other ships carrying similar detachable and interchangeable sections; the New Atlantic class can be quickly retrofitted to provide the necessary tools, equipment, and systems for a wide variety of missions.

As other Runabouts are either damaged beyond the capacity to be repaired, or are destroyed, they will slowly be replaced with these vessels. They are expected to have a comparable service lifetime as long as the Danube-class vessels, and will probably be use in concert with them for at least the next generation or so.

## FEATURES

It has comparable technology to the Danube-class Runabout, but has the capacity to accept the latest technology. It is nearly at the limit in size that a vessel could carry in its shuttlebay. If it was much larger, it would have to be mounted externally, like the Intrepid-class Aeroshuttle or the Sovereign-class Captain's Yacht. It has 2 decks, with the upper deck carrying all of the core technology needed for the vessel, while the lower section is modular, and can be removed depending on the task. Warp propulsion: LF-7X2, with warp ratings of 4/6/8.3 Impulse propulsion: FIB-2 at 0.75 c or FIG at 0.9 c It has Class 1 Life Support and Operations Systems, with Class 2 sensors standard, and the ability to carry up to Class 5a sensors. Extra sensors can be mounted dorsally and to port and starboard, increasing the sensory range and resolution.

It can carry a mix of Type V pulse phasers and Type VI linear phaser banks. The Type V phasers are mounted to port and starboard on retractable pods. A set of Type VI phasers are mounted to the dorsal perimeter of the pods. There is also the ability to mount modular Type VI phaser pods to the port and starboard surfaces of the modular pod, further increasing its tactical capabilities should the mission require. It has an FSQ-2 deflector system.

It has a pair of modular pods on the dorsal surface that can be removed depending on the mission. They can be replaced with long-range sensor pods, scientific arrays, and even a dual Mk. 25 microtorpedo launcher.

It has a unique propulsion system; instead of having the warp coils mounted into an external nacelle, they are mounted in an annular format, reminiscent of the pre-Federation Vulcan vessels. The impulse drive is mounted at the peak of the central cylinder, to port and starboard, with Bussard collectors on the front surface. This minimizes the distance needed to supply plasma to the relevant technology via EPS conduits.

It has a tripod landing system, with a retractable forward landing skid, and a pair of permanently deployed gear to port and starboard, mounted at the bottom of the nacelle. The retractable weapons pods are deployed from the center of the nacelles when needed. The upper phaser bank is revealed once it extends, while the Type V phaser extends from inside the lower half. This retractable pod is similar in function to those found on Deep Space 9 after their tactical upgrade just before the Dominion War.

There are a pair of hardpoints on the modular pod that allow the mounting of what are known as 'Sidekick' modules. These include a long-range imaging sensor and a Type VI pulse phaser.

## **SAMPLE MODULES & FUNCTIONS**

<b>Cargo</b>	Upgrades Life Support and Operations systems to Class-2, and ads two cargo units
<b>Scout</b>	Upgrades Operations systems to Class-3, and Sensor System to Class-4. Adds two cargo units, and an additional Mk.25 micro-torpedo launcher
<b>Probe</b>	Upgrades Operations systems to Class-3 and Sensor Systems to Class-4a. Adds 1 additional unit of cargo space as well as an optional Mk.25 micro-torpedo launcher
<b>Sensor</b>	Upgrades Operations Systems to Class-4, and Sensor Systems to Class-5. Adds one unit of cargo space, and a compact Type-IV Phaser array (2/2/2/0/0 – A)
<b>Tactical</b>	Enhances Sensor System (+3), and adds one compact Type-IV Phaser array (2/2/2/0/0 – A), as well as an additional Mk.25 micro-torpedo launcher. Optionally, this module can include a Pulse Upgrade for the weapon systems already installed on the vessel.
<b>“Sidekick”</b>	Upgrades Sensor Systems to Class-5, and enhances them further (+3) for long-range scanning. Also adds a Type-IV Pulse-phaser array (3/1/1/0/0 – A)

The modular pod runs nearly the length of the upper section, and can be swapped out as needed. It can be used as a

portable laboratory, carry scouting technology, as a personnel transport capable of carrying many dozens of people and their equipment, or even as a drop pod for ground troops. It takes the modularity concept first demonstrated in the Danube-class and taking it to the next step.

Access to the vessel is through a pair of doors on the lower pod, and through a pair of ladders and railings at the aft end of the pod, just behind the propulsion core, that allow external access to the upper deck. The pods also have a pair of ladders internally that link when the pods are connected. When disconnected, the accessways automatically seal. There are also a set of 3 airlocks/escape hatches on the dorsal surface allowing external access, with one in the control section at the forward end, and the other 2 at the aft end in the lounge section, where the bunks and bathrooms are. There is a sensor cluster on the dorsal surface between the forward airlock and the propulsion core. There are also airlocks on the underside of the modular pods. The modular pods are joined to the upper section by a combination of retractable clamps and magnetic strips.

Above the aft section is a pair of mounting points, allowing for the placement of secondary equipment if the primary mounting points are already occupied. It is often used to mount a spoiler, giving better aerodynamic control when within the atmosphere.

### SHIPS IN SERVICE

Name	Registry	Notes
USS Pleiades	NCC-79052	Fitted with the Scout module upgrade





# NORWAY-CLASS CRUISER

Cruiser, Commissioned: 2369

FEDERATION



## HULL DATA

STRUCTURE: 30  
 SIZE/DECKS: 6/14  
 LENGTH/HEIGHT/BEAM: 385/68.7/273  
 COMPLEMENT: 190

## OPERATIONAL DATA

ATMOSPHERE CAPABLE: NO  
 TRANSPORTERS: 3 STANDARD, 3 EMERGENCY  
 CARGO UNITS: 60  
 SHUTTLEBAY: 1 FD  
 SHUTTLECRAFT: 6 SIZE WORTH  
 TRACTOR BEAMS: 1 FV, 1 AD  
 SEPARATION SYSTEM: NO  
 CLOAKING DEVICE: NO  
 SENSOR SYSTEM: CLASS 3 (+3/D)  
 OPERATIONS SYSTEM: CLASS 3 (D)  
 LIFE SUPPORT: CLASS 3 (D)

## PROPULSION DATA

IMPULSE SYSTEM: FIG-5 (.92C) (D)  
 WARP SYSTEM: LF-45 (6/9.6/9.9) (D)

## TACTICAL DATA

PHASER ARRAYS: TYPE X (X4/D)  
 PENETRATION: 6/5/5/0/0  
 TORPEDOES: MK 95 DF (X2/D)  
 PENETRATION: 6/6/6/6/6  
 DEFLECTOR SHIELD: FSR (E)  
 PROTECTION/THRESHOLD: 17/4

## MISCELLANEOUS DATA

MANEUVER MODIFIERS: +1C, +0H, +3T  
 TRAITS: NONE

iltharanos

## Starfleet Nova-class

Frigate; Refit 2384



### HULL DATA

Structure: 25 [65 space] [0 space remaining]  
Size/Decks: 5/8  
Length/Beam/Height: 165/62/34  
Complement: 85

### TACTICAL DATA

Phasers: Type X (x3/C) [-18 space]  
Penetration: 6/5/4/0/0  
Torpedo Launchers: Mk 95 DF (C) [-7 space]  
Quantum Penetration: 5/5/5/5/5  
Deflector Shield: FSQ (D) [-13 space]  
Protection/Threshold: 17/4

### PROPULSION DATA

Impulse System: FIG-7 (.95c) (E) [-7 space]  
Warp System: LF-62 (8/9/9.4) (F) [-8 space]

### OPERATIONAL DATA

Atmosphere Capable: Yes [-2 space]  
Cargo Units: 50 [0 space]  
Life Support: Class 3 (D) [-5 space]  
Operations System: Class 3 (D) [-5 space]  
Sensor System: Class 5 (+5/+4/+3/+2/+1/F) [-5 space]  
Separation System: No  
Shuttlebay: 1 a [-2 space]  
Shuttlecraft: 5 size worth  
Tractor Beams: 1 av, 1 fv [-1 space]  
Transporters: 2 standard, 2 emergency [0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +1C, +2H, +1T  
Traits: Intricate System (Warp), Vulnerable System (Warp),  
Prototype (+1 beam) [+8 space]



# ***NX-01* Season 5 Refit**

## **Introduction**

When Star Trek: Enterprise was abruptly canceled in February 2005, the show had completed 97 episodes and was gearing up for a fifth season. A number of changes were being discussed, one of which included a major refit/remodel of the titular spacecraft of the series, the NX-01 *Enterprise*.

Because of the cancellation, fans of the show never got to see the new design on the small screen, although graphics designer Doug Drexler has posted conjectural images to his blog site, and the word is that the refitted NX class sailed again in both the 2011 Ships of the Line calendar and in the Ships of the Line: Active Duty video.

<http://www.startrek.com/article/the-drex-files-ships-of-the-line-active-duty>

The following article discusses the NX class design modifications from an in-genre point of view, and provides gaming stats to allow the vessel to be incorporated into one of Decipher's Star Trek Role Playing Game adventures.

When Star Trek: Enterprise originally aired, the many similarities between the NX-01 design and that of the Next Generation's *Akira* class- led to the vessel being derided (perhaps more than was warranted) as the “Akiraprise”. The Season Five refit would have directly addressed this complaint, and brought the design of the NX-01 closer to the seminal design created by Matt Jeffries in the 1960's.

## **Historical Background**

The NX-01 design was designed around the prototype WE-5 engine, first conceived by Doctor Henry Archer and developed at the Warp Five Complex, with the intent of creating the Earth's first warp engine capable of sustained travel at (or near) warp 5.

Because of the vastness of space, warp five was seen as the benchmark for true, sustainable interstellar travel. Vessels traveling at warp 5 could reach distant planets and neighboring star systems in days or weeks instead of the months and years required by slower designs. The Warp 5 engine would change Earth from a local power to one with interstellar interests.

Among her other state of the art innovations, the *Enterprise* carried Starfleet's first transporter rated for living biological transport, creating a small revolution in how crew were transported to and from their starship. She also carried the then-experimental PC-10 phase cannons, which provided a radical increase in firepower over older laser, maser, and particle cannon designs. She was also fitted with the finest defensive systems then available, the HPG-2 hull polarization grid.

The NX-01 design served for ten years without major modifications, though she was partially rearmed and received some minor re-tooling to facilitate her search for the Xindi homeworld. In those ten years, the name *Enterprise* became legendary, exploring strange new worlds, providing a strong, principled defense for Earth and her allies, and forging diplomatic ties and friendships that led eventually (but directly) to the founding of the United Federation of Planets.

In 2161, with the founding of the Federation and the unified Starfleet, the *Enterprise* NX-01 was decommissioned and placed in mothballs, making way for newer designs such as the *Daedalus* class heavy explorers, which shared technologies and crews from all of the major worlds of the Federation.

In 2162, the Federation Council tasked Starfleet to expand its exploration missions despite the fact that most of the major building ways were already occupied with new construction. In response, Starfleet Command returned to the ten-year-old NX design and began planning a major

refit, using the lessons learned in the Earth-Romulan War and the design and development phase of the new *Daedalus* class.

One of the NX-01's major shortcomings was her comparatively small size, which limited her storage (and thus endurance) and which meant that her machinery and crew were housed in comparatively small and cramped spaces. This placed undue burdens on her crew and complicated maintenance and repair activities.

These weaknesses were corrected by the addition of a large secondary hull and the rearrangement of many of the internal components. The secondary hull provided expanded storage and accommodated a powerful new matter/antimatter reactor core and improved machinery, which allowed the installation of the newly developed Warp 6 engine, one of the fruits of the first generation of cooperation and collaboration between the various cultures of the Federation. Safety measures were improved as the new core was designed to be jettisoned in the event of an emergency.

A larger, more powerful navigational deflector was mounted at the forward end of the secondary hull, and a suite of long-range sensors installed on the secondary hull center-line, ensuring minimal interference between the deflectors and the sensor array.

Space in the primary hull freed up by the equipment relocation was converted to expanded crew quarters and laboratories.

Finally, new armaments and defensive systems, including the newly developed photon torpedoes, more than doubled the ship's firepower.

*Enterprise* herself was not modified and was retained as a museum ship and memorial, but her sister ships (*Challenger*, *Discovery*, *Atlantis*, and *Endeavour*) were rebuilt to the new design, and three new vessels were constructed to the new design using surplus components left over from the initial construction run.

The *Enterprise/NX* class served as Starfleet's mainstay mid-sized explorer for the better part of a generation. The last *Enterprise/NX* class explorers were finally decommissioned in the 2180's, as the vessels reached the limits of their design and newer, more capable vessels entered service.

#### **Notable Vessels:**

The original NX-01 class explorers were named for the six vessels of the United States' Space Transportation System in use from 1981 to 2009. The remaining three vessels were named for famous explorers from other eras and other Federation signatories.

U.S.S. *Columbia* NX-02      Commissioned under Captain Erica Hernandez. Aided *Enterprise* after that vessel was sabotaged by operatives from Section 31. *Columbia* disappeared in 2156 (prior to this refit) while escorting a mining convoy to the Onias sector. The U.S.S. *Defiant* discovered *Columbia's* wreck on a planet in the Gamma Quadrant in 2373.

U.S.S. *Challenger* NX-03

U.S.S. *Discovery* NX-04

U.S.S. *Atlantis* NX-05

U.S.S. *Endeavour* NX-06

U.S.S. *Kumari* NCC-07

U.S.S. *T'Plana-Hath* NCC-08

U.S.S. *Ni'Var* NCC-09

# USS Challenger NX-03 (Refit Configuration)

## Production Data

Origin: United Federation of Planets  
 Class and Type: NX Class  
 Exploration Cruiser  
 Year Launched: 2162

## Hull Data

Structure: 25  
 Size: 5, 11 decks  
 Length: 225m  
 Crew: 132  
 Cargo Capacity: 50  
 Atmospheric Capable: No

## Operational Data

Transporters: 2 ea personnel, cargo, emergency  
 Sensor Systems Class 2 (+2/C)  
 Operations Systems Class 2 (C)  
 Life Support Class 3 (D)  
 Separation System: None  
 Shuttlebays: 2 a  
 Shuttles: 16 size worth  
 Tractor Beams: 1av

## Propulsion Data

Impulse Engines: SBD (.6c) (C)      Warp Drive: WE-6 (Warp 3 / 4.5 / 6) (C)

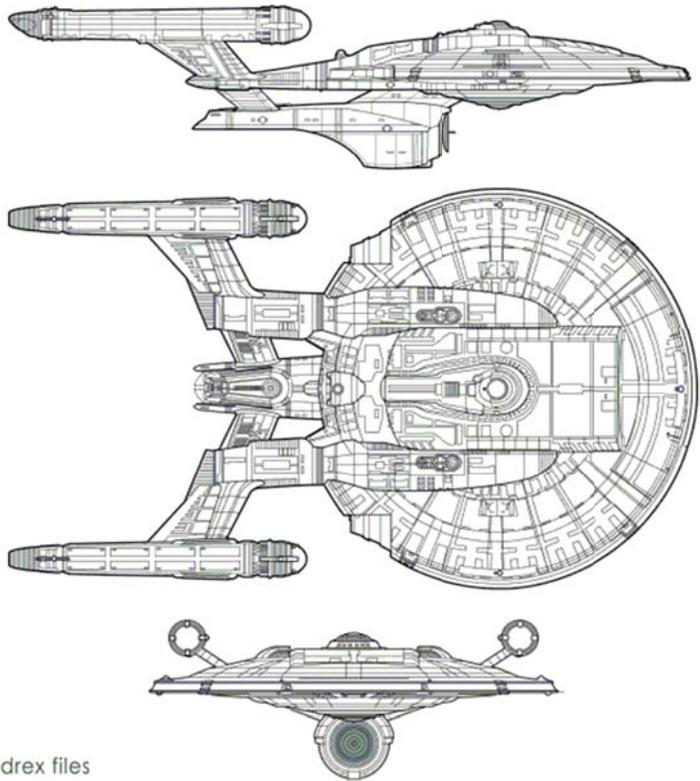
## Tactical

<u>Phaser Banks</u>	<u>PC-25 (x3)(B)</u>	<u>Photon Torpedoes</u>	<u>MK 95 DF (x3/E)</u>
Penetration	3 / 3 / 3 / 0 / 0	Penetration	4 / 4 / 4 / 4 / 0
<u>Deflector Shields</u>	<u>HPG-3 (F)</u>		
Protection/Threshold	11 / 1		

## Miscellaneous

Maneuver Modifiers +2 C, +0 H, +2 T

## Traits:



drex files

Illustration by Doug Drexler (and modified by Roger Taylor)

## Starfleet NX-91001-class

Heavy Explorer; Commissioned 2409



### HULL DATA

Structure: 50 (5 ablative) [141 space] [0 space remaining]

Size/Decks: 9/25

Length/Beam/Height: 692/253/92

Complement: 1,000

### TACTICAL DATA

Phasers: Type XIV (x7/F)

[-49 space]

Penetration: 9/9/8/0/0

Torpedo Launchers: Mk 150 (macro) (x3/F)

[-30 space]

Quantum Penetration: 9/9/9/9/9

Deflector Shield: FSS-2 (F)

[-20 space]

Protection/Threshold: 20/7

### PROPULSION DATA

Impulse System: FIHa (.9c) (F)

[-7 space]

Warp System: LF-50 Mod 1 (9/9.5/9.985) (E)

[-16 space]

### OPERATIONAL DATA

Atmosphere Capable: No

[0 space]

Cargo Units: 90

[0 space]

Life Support: Class 4 (E)

[-8 space]

Operations System: Class 4 (E)

[-8 space]

Sensor System: Class 5a (+5/EE)

[-6 space]

Separation System: No

Shuttlebay: 3 a

[-6 space]

Shuttlecraft: 27 size worth

Tractor Beams: 1 av, 1 fv

[-1 space]

Transporters: 4 standard, 4 emergency

[0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +4C, -2H, +4T

Traits:

[+10 space]

- Ablative Armor
- Vulnerable System (Sensors)
- Vulnerable System (Operations)
- Vulnerable System (Propulsion)





### **STARFLEET ODYSSEY-CLASS**

heavy exploratory cruiser; commissioned: 2409

#### **HULL DATA**

structure: 45;(70 with ablative generator)  
size/decks: 9/32  
L/B/H: 1,090/385/135  
complement: 1,300 (up to 2,500)

#### **TACTICAL DATA<sup>1,2</sup>**

phasers: Type XIV (x4 saucer, x1 stardrive, x1 stardrive, concealed/ F)  
penetration: 8/7/7/0/0 (standard), 6/6/6/0/0 (saucer), 5/5/4/0/0 (stardrive)  
torpedo launchers: Mk-120 df (x4/F)  
penetration: 9/9/9/9/9 (quantum)  
deflector shields: FSS-3\* \*regenerative  
protection/threshold: 18/6

#### **PROPULSION DATA<sup>3</sup>**

impulse system: FIHb (.92c) (F)  
quantum slipstream system: QSD Mk 1(9.999990) (CC)

#### **OPERATIONAL DATA**

cargo units: 70  
life support: Class 5 (F)  
operations system: Class 5 (F)  
sensor system: Class 5 (+5/+4/+3/+2/+1) (F)  
separation system: yes (standard)  
shuttlebay: 2 ad (1 saucer), 1 (stardrive)  
shuttlecraft: 27 size worth  
tractor beams: 2 f, 2 a  
transporters: 6 standard, 6 emergency, 4 cargo

#### **MISCELLANEOUS DATA<sup>4</sup>**

maneuver modifiers: +2 C, +1 H, +2 T

traits: Ablative Generator Mk 1 (when active, increase structure by 25), Advanced Regenerative Shields (Your shields generate 2 points instead of one point, but the weapon that hit must do at least 2 points of damage and the shield is **not** allowed a regeneration roll against Spiral Wave Disruptors.)

**Notes:**

The Odyssey class is the largest vessel ever created by Starfleet. Its massive size makes it very resilient. The Odyssey's unique split saucer pylon reduces subspace wake left by the starship while travelling under slipstream drive, allowing the ship to remain in slipstream for twice as long as normal. The Odyssey is designed as an extreme long-range vessel, and can operate for long periods of time away from support. Because of this, it is the most versatile cruiser ever developed by the Starfleet Corps of Engineers.

Ships in Service (2409)		
NAME	REGISTRY	NOTE
USS Odessey	NX-97000	Lead Ship of the Class.
USS Enterprise	NCC-1701-F	Under the command of Captain Va'Kel Shon.




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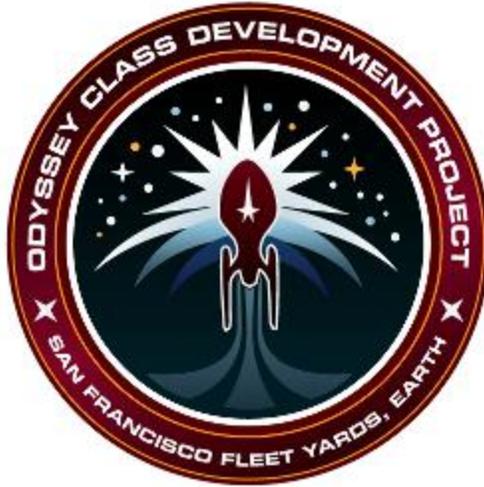
**1** The OV for Phasers: Type XIV and Torpedo Launchers: Mk 120 DF were calculated on Table 1.18 Starships book instead on Iltharanos Expanded Starship Construction Rules (25th/26th century starships).

**2** Type XIV phasers and Mk120 DF torpedo launcher stats were provided by Bessie Knox.

**3** The FIHb Impulse system stats were provided by Bessie Knox. QSD Mk1 Quantum Slipstream stats were provided by Maria Fernandez.

**4** The Ablative Generator stats were provided by Iltharanos Expanded Starship Construction Rules (25th/26th century starships). Advanced Regenerative Shields stats were provided by IKI from the Trek RPG.net boards.

---



# ODYESSY CLASS CRUISER

Heavy Cruiser – Commissioned, 2409

# FEDERATION



## HULL DATA

Structure	55 (5 ablative)
Size / Decks	11 / 32
Length / Height / Beam	1,070 / 135 / 385
Compliment	1,300

## PROPULSION DATA

Impulse System	FIHb (.92 / F)
Warp System	LF-50 Mod2 (7 / 8.2 / 9.996) (E)

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	6 standard, 6 emergency
Cargo Units	80
Shuttlebay	2 ad (1 saucer), 1 fd
Shuttlecraft	31 size worth
Tractor Beams	2 a, 2 f
Separation System	YES
Cloaking Device	NONE
Sensor System	Class-5a (+6 / EE)
Operations System	Class-5 (F)
Life Support	Class-4R (EE)

## TACTICAL DATA

Phaser Arrays	Type XIV (x12 / B)
Penetration	4 / 3 / 3 / 0 / 0
Torpedoes	Mk120 (x4 / B)
Penetration	(photon) 4 / 4 / 4 / 4 / 4 (quantum) 5 / 5 / 5 / 5 / 5
Deflector Shield	FSS-3 (F)
Protection / Threshold	18 / 6

## MISCELLANEOUS DATA

Maneuver Modifiers	+2 C, +1 H, +2 T
Traits	Ablative Armor

STAR TREK ROLE PLAYING GAME

# ODYESSY CLASS CRUISER

Heavy Cruiser – Commissioned, 2409

# FEDERATION



## HULL DATA

Structure	55 (5 ablative)
Size / Decks	11 / 32
Length / Height / Beam	1,070 / 135 / 385
Compliment	1,300

## PROPULSION DATA

Impulse System	FIHb (.92 / F)
Warp System	QSD Mk1 (9.99998) (D)

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	6 standard, 6 emergency
Cargo Units	80
Shuttlebay	2 ad (1 saucer), 1 fd
Shuttlecraft	31 size worth
Tractor Beams	2 a, 2 f
Separation System	YES
Cloaking Device	NONE
Sensor System	Class-5a (+6 / EE)
Operations System	Class-5 (F)
Life Support	Class-4R (EE)

## TACTICAL DATA

Phaser Arrays	Type XIV (x12 / B)
Penetration	4 / 3 / 3 / 0 / 0
Torpedoes	Mk120 (x4 / B)
Penetration	(photon) 4 / 4 / 4 / 4 / 4 (quantum) 5 / 5 / 5 / 5 / 5
Deflector Shield	FSS-3 (F)
Protection / Threshold	18 / 6

## MISCELLANEOUS DATA

Maneuver Modifiers	+2 C, +1 H, +2 T
Traits	Ablative Armor

**STAR TREK ROLE PLAYING GAME**



### Okinawa Class Specifications

#### Production Data:

Origin:	United Federation of Planets
Class and Type:	Okinawa class Frigate

Year Launched: 2270

#### Hull Data:

Structure:	25
Size/Decks:	5/5
Length/Height/Beam:	183/19.1/77.0

Meters

Complement: 70

#### Operational Data:

Transporters:	4 Standard, 4 Emergency
Cargo Units:	40
Shuttlebay:	1 A
Shuttlecraft:	5 size worth
Tractor Beams:	1 FV, 1A
Separation System:	None
Sensor System:	Class 2 [+2/C]

Operations System:	Class 3 [0]
Life Support:	Class 3 [0]
Propulsion System:	
Impulse Engines:	type IV [.5c] [0]
Warp Drive:	Type V [Warp, 5/6/7]

#### Tactical Data:

Phaser Arrays:	Type IV [X3/B]
Penetration:	4/3/3/0/0
Photon Torpedoes:	Type II [X2/B]
Penetration:	4/4/4/4/4
Deflector Shield:	Class 2A [B]
Protection Threshold:	13/3

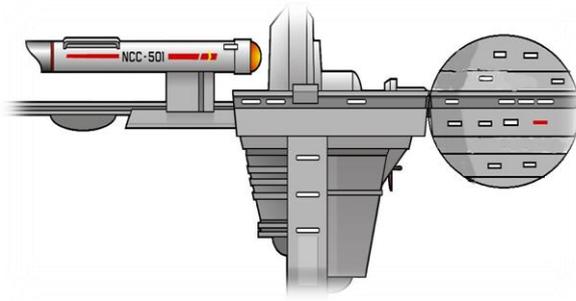
#### Miscellaneous Data:

Manoeuvre Modifiers:	+2C, +0H, +2T
Traits:	Hardened System [Deflector Shield]

#### History:

The Okinawa Class was designed to operate within the home systems of the Federation thus freeing up larger vessels for deep space exploration and patrols. The Okinawa Class also proved to be a competent escort vessel and served in an anti piracy role near the Triangle. Many Starfleet officers broke their teeth on these sturdy vessels and it was traditional to have a lieutenant Commander have command of one of these ships.

The Version described here is the basic configuration however the Okinawa could be used in other roles very easily.



### Oracle Class Specifications

#### Production Data:

**Origin:** United Federation of Planets

**Class and Type:** Oracle Class Intelligence ship

**Year Launched:** 2247

#### Hull Data:

**Structure:** 20

**Size/Decks:** 4/6

**Length/Height/Beam:** 56/25/20 Meters

**Complement:** 25

#### Operational Data:

**Transporters:** 4 Standard, 4 Emergency

**Cargo Units:** 40

**Shuttlebay:** 1 A

**Shuttlecraft:** 5 size worth

**Tractor Beams:** 1 FV, 1A

**Separation System:** Standard

**Sensor System:** Class 2 [+6/C]

**Operations System:** Class 3 [0]

**Life Support:** Class 3 [0/D]

#### Propulsion System:

**Impulse Engines:** SBE [.5c] [D]

**Warp Drive:** PB-16 [Warp, 5/6/7]

#### Tactical Data:

**Phaser Arrays:** Type IV [X3/B]

**Penetration:** 4/3/3/0/0

**Photon Torpedoes:** Type II [X2/B]

**Penetration:** 3/3/3/3/3

**Deflector Shield:** PFF 2 [B]

**Protection Threshold:** 13/3

#### Miscellaneous Data:

**Manoeuvre Modifiers:** +2C, +0H, +2T

#### Traits:

**Edge:** Monotanium Plating [+8 tn difficulty to scan with sensors]

**Edge:** Prototype [Sensors +2]

**Edge:** Sentient Computer - all computer tests with a TN 5 or less automatically succeed [M5]

**Flaws:** Limited Coordination -5 command modifier.

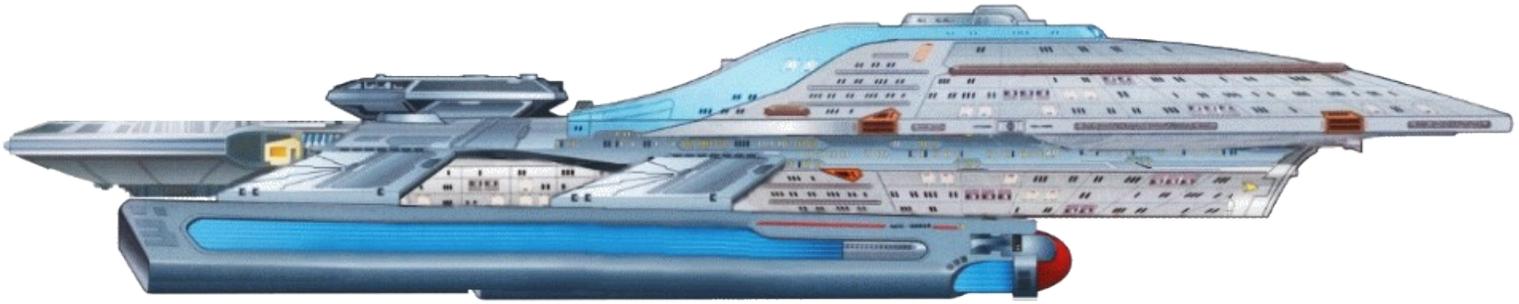
#### History:

The Oracle Class was designed to serve the needs of Starfleet intelligence. The Oracle Class was used for espionage and counter espionage work. The ship has a lot in common with the Wodan class and Antares Class as they are based around the same hull. The ship has an advanced Duotronic AI and the main sphere is loaded with communication interceptors and an advanced sensor suite.

# PASQUINEL CLASS EXPLORER

# FEDERATION

Long Range / Deep Space Explorer – Commissioned, 2373



## HULL DATA

Structure	40 (5 ablative armor)
Size / Decks	8 / 32
Length / Height / Beam	487 / 91 / 320
Compliment	540

## PROPULSION DATA

Impulse System	FIG-7 (.9c) (E)
Warp System	LF-45 (6 / 9.6 / 9.9) (E)

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	4 standard, 3 emergency
Cargo Units	70
Shuttlebay	1f, 2a
Shuttlecraft	16 size worth
Tractor Beams	1ad, 1fd
Separation System	YES
Cloaking Device	NO
Sensor System	Class 4 (+4 / E)
Operations System	Class 3 (D)
Life Support	Class 4 (E)

## TACTICAL DATA

Phaser Arrays	Type X (x4 / D)
Penetration	5 / 5 / 4 / 0 / 0
Torpedoes	Mk 80 (x6 / D)
Penetration	8 / 8 / 8 / 8 / 8
Deflector Shield	FSQ-7 (CC)
Protection / Threshold	17 / 4

## MISCELLANEOUS DATA

Maneuver Modifiers	+2 C, +2 H, +3 T
Traits	Ablative Armor, Nimble

**STAR TREK ROLE PLAYING GAME**



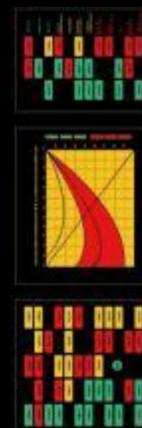












## Starfleet Pyotr Velikiy-class

Light Cruiser; Commissioned: 2250

### Hull Data

Structure: 35 [65 space][2 space remains]

Size/Decks: 5/14

Length/Height/Beam: 250/40/180 m

Complement: 280

### Tactical Data

Phasers: Type IV (x2/B) [-6]

Penetration: 3/3/2/0/0

Torpedo Launchers: Mk 12 IF (x4/B) [-4]

Photon Penetration: 4/4/4/4/4

Deflector Shield: PFF 2a (B) [-7]

Protection/Threshold: 13/2

### Propulsion Data

Impulse System: SBD-a (.6c) (C) [-4]

Warp System: PB-32 Mod 3 (6/7/8 OCU) (D) [-5]

### Operational Data

Atmosphere Capable: No [0]

Cargo Units: 50 [0]

Life Support: Class 3 (D) [-5]

Operations System: Class 3 (D) [-5]

Sensor System: Class 3 (+3/+2/+1/0/0/D) [-3]

Separation System: No [0]

Shuttlebay: 1 a [-2]

Shuttlecraft: 5 size worth

Tractor Beams: 1 fv, 1 a [-1]

Transporters: 4 standard, 4 emergency, 4 cargo [-6]

### Miscellaneous Data

Maneuver Modifiers: +1C, 0H, +3T

Traits: Hardened System (Weapons) [-5]

## Mission

The Pyotr Velikiy was designed as a support ship to full cruiser designs, but possessed sufficient speed and power to function independently if need be.



## Background

Starfleet needed a ship to defend the borders of the Federation while full cruisers went beyond its borders in missions of exploration. Originally, the Miranda-class starships served this role, but proved to be lacking in their FTL speed. Refits of the

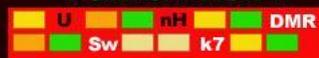
Miranda were planned, but the ship class, even when refit, lacked in the tactical department. Starfleet R&D's solution was the Pyotr Velikiy-class of light cruiser, which sacrificed the maneuverability of the Miranda, but replaced it with a faster starship with greater offensive power, roughly equal to the Klingon D7.

## Features

The Pyotr Velikiy is equipped with powerful Type IV phaser banks and multiple photon torpedo launchers, all with redundant systems, as well as the extremely durable PFF 2a deflector shield grid. All these tactical systems combined make the Pyotr Velikiy the equal of the Klingon D7.

DILITHIUM MATRIX OPERATING AT

FULL CAPACITY



MATTER / ANTI MATTER  
BALANCE - NOMINAL

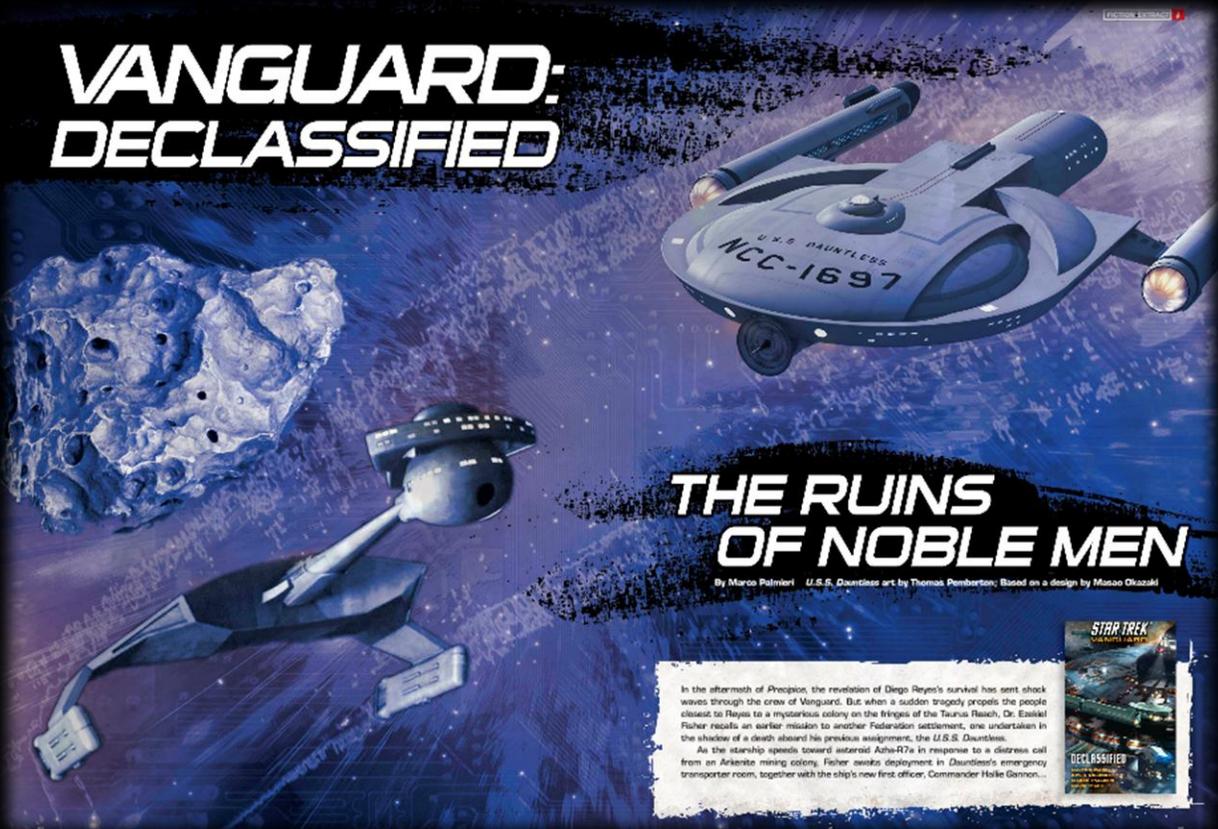


ALL SYSTEMS ONLINE AND OPERATIONAL



## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
U.S.S. Pyotr Velikiy	N.C.C. 1670	Prototype and lead ship of the line (2250).
U.S.S. Dauntless	N.C.C. 1697	Underwent three months of extensive repairs following an engagement with a Klingon D7-class battle cruiser at Xarant (2259).



## Appearances

<u>Series</u>	<u>Media</u>
TOS	VAN Novella "The Ruins of Noble Men"

# Rapier-Class Light Cruiser

## Escort, Comissioned: 2400

**FEDERATION**



### HULL DATA

STRUCTURE: **27**  
SIZE/DECKS: **5/6**  
LENGTH/HEIGHT/BEAM: **180/72.6/112**  
COMPLEMENT: **30**

### OPERATIONAL DATA

ATMOSPHERE CAPABLE: **YES**  
CARGO UNITS: **50**  
CLOAKING DEVICE: **NO**  
LIFE SUPPORT: **CLASS 3 (D)**  
OPERATIONS SYSTEM: **CLASS 3 (D)**  
SEPARATION SYSTEM: **NO**  
SHUTTLEBAY: **1A**  
SHUTTLECRAFT: **5**  
TRACTORS BEAMS: **1FV**  
TRANSPORTERS: **1 STANDARD, 1 EMERGENCY**

### PROPULSION DATA

IMPULSE SYSTEM: **FIG-4 (L9/D)**  
WARP SYSTEM: **LF-35 (6/9.2/9.8/D)**

### TACTICAL DATA

PHASER BANKS: **TYPE XII (X3/C)**  
PENETRATION: **5/5/4/0/0**  
PHOTON TORPEDOS: **MK-95 DF (C)**  
PENETRATION: **4/4/4/4/4**  
DEFLECTOR SHIELD: **FSQ-2 (CC)**  
PROTECTION/THRESHOLD: **14/1**

### MISCELLANEOUS DATA

MANEUVER MODIFIERS: **+1C, +1H, +3T**  
TRAITS: **MONOTANIUM PLATING (+4TN)**







## Starfleet Ronin-class

Light Explorer; Commissioned: 2377

### Hull Data

Structure: 40 (5 ablative)  
 [99 space][0 space remains]  
 Size/Decks: 7/19  
 Length/Height/Beam: 524.94/186.85/102.89 m  
 Complement: 450

### Tactical Data

Phasers: Type XII (x3/D) [-21]  
 Penetration: 7/4/3/0/0  
 Torpedo Launchers: Mk 105 DF (x2/D) [-16]  
 Quantum Penetration: 6/6/6/6/6  
 Deflector Shield: FSS (E) [-16]  
 Protection/Threshold: 17/5

### Propulsion Data

Impulse System: FIG-4 (.9c) (D) [-5]  
 Warp System: LF-45 (6/9.6/9.9 MCU) (C)[-10]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 70 [0]  
 Life Support: Class 4 (E) [-7]  
 Operations System: Class 4 (E) [-7]  
 Sensor System: Class 4 (+4/+3/+2/+1/0/E) [-4]  
 Separation System: No [0]  
 Shuttlebay: 1 a [-2]  
 Shuttlecraft: 7 size worth  
 Tractor Beams: 1 ad, 1fv [-1]  
 Transporters: 3 standard, 3 emergency, 3 cargo [0]

### Miscellaneous Data

Maneuver Modifiers: +3C, -1H, +3T  
 Traits: Ablative Armor [-5]  
 Pulse Weapon Upgrade [-5]  
 Vulnerable System (Weapons) [+5]  
 Enhanced System (Beam) [-5]

## Mission

The Ronin-class is to the Sovereign-class as the Miranda-class is to the Constitution-class.



## Background

The Ronin was designed as a smaller and cheaper version of the Sovereign-class. Though officially going into production after the conclusion of the Dominion War, unofficially, a prototype of the starship engaged in one battle during the latter stages of the war.

## Features

The Ronin features many of the same technologies as its sister class, the Sovereign. While it sacrifices some speed and shielding, the class has increased punishing power at close range due to the addition of pulse phaser cannons into its design. Though quite effective, the pulse phaser cannons tend to be temperamental.

## Ships in Service

Name	Registry	Notes
U.S.S. Ronin	N.C.C. 77000	Prototype, destroyed four Cardassian Galor-class starships in single combat; damaged ship was towed back to dock for repair, redesign, and upgrade (2375).

# SABER-CLASS LIGHT CRUISER

Light Cruiser, Commissioned: 2370

FEDERATION



## HULL DATA

STRUCTURE: 30(5 ABLATIVE)  
 SIZE/DECKS: 5/6  
 LENGTH/HEIGHT/BEAM: 160/62.6/111.8  
 COMPLEMENT: 40

## OPERATIONAL DATA

ATMOSPHERE CAPABLE: NO  
 TRANSPORTERS: 2 STANDARD, 2 EMERGENCY  
 CARGO UNITS: 50  
 SHUTTLEBAY: 1 A  
 SHUTTLECRAFT: 5 SIZE WORTH  
 TRACTOR BEAMS: 1 AD, 1 FV  
 SEPARATION SYSTEM: NO  
 CLOAKING DEVICE: MONO-REFRACTING PLATING (RATING 14)  
 SENSOR SYSTEM: CLASS 4 (+4/E)  
 OPERATIONS SYSTEM: CLASS 3 (D)  
 LIFE SUPPORT: CLASS 3 (D)

## PROPULSION DATA

IMPULSE SYSTEM: FIG-2 (.9C) (C)  
 WARP SYSTEM: LF-20 (6/7/9.2) (C)

## TACTICAL DATA

PHASER ARRAYS: TYPE X (X3/C)  
 PENETRATION: 5/5/4/0/0  
 TORPEDOES: MK 95 DF (C)  
 PENETRATION: 5/5/5/5/5  
 DEFLECTOR SHIELD: FSQ (D)  
 PROTECTION/THRESHOLD: 17/2

## MISCELLANEOUS DATA

MANEUVER MODIFIERS: +2C, +0H, +2T  
 TRAITS: ABLATIVE ARMOR, VULNERABLE SYSTEM (PROPULSION)









# SAN ANTONIO CLASS FRIGATE

Troop / Vehicle Transport – Commissioned, 2368

# FEDERATION



## HULL DATA

Structure	40
Size / Decks	7 / 21
Length / Height / Beam	501 / 93 / 327
Compliment	400 (up to 1000 troops)

---

## PROPULSION DATA

Impulse System	FIG-5 (.92c / D)
Warp System	LF-35 (6 / 9.2 / 9.8) (D)

---

## OPERATIONAL DATA

Atmosphere Capable	YES
Transporters	4 standard, 4 emergency
Cargo Units	50
Shuttlebay	2a, 1 hangar deck
Shuttlecraft	14 size worth (+20 / hangar deck)
Tractor Beams	1ad, 1fd
Separation System	NONE
Cloaking Device	NONE
Sensor System	Class-3 (+3 / D)
Operations System	Class-2 (C)
Life Support	Class-3 (D)

---

## TACTICAL DATA

Phaser Arrays	Type-X (x3 / D)
Penetration	4 / 3 / 3 / 0 / 0
Torpedoes	Mk80 (x4 / D)
Penetration	4 / 4 / 4 / 4 / 4
Deflector Shield	FSQ-7 (CC)
Protection / Threshold	17 / 4

---

## MISCELLANEOUS DATA

Maneuver Modifiers	+1 C, +2 H, +2 T
Traits	None

---

**STAR TREK ROLE PLAYING GAME**

## MISSIONS

The San Antonio class "Frigate" is an atmospheric-capable starship that embarks, transports, and lands elements of a landing force for expeditionary missions. Several different, space-faring cultures currently operate this kind of ship, including the Klingons, Romulans, and prior to the Dominion War, the Cardassians. The ships are generally designed to transport troops into a war zone onto a planet's surface, primarily using landing craft, although invariably they also have the capability to land and disembark their personnel directly.

San Antonio class ships can carry a compliment of troops, up to 1000 strong; as well as a hangar deck carrying up to 2 squadrons of fighters (24 in total), or the equivalent size and payload in runabouts, other shuttle-type craft (such as the Delta Flyer class), as well as vehicles designed for use on a planet's surface, on land, or in the water.

## FEATURES

The most striking feature of the San Antonio class is the huge hangar-deck that occupies the equivalent of 3 decks worth of space in the upper section of the vessel's primary hull. This hangar deck is capable of housing, and launching up to two dozen starfighters, and is also a fully functional transport and maintenance deck for moving vehicles such as shuttlecraft and runabouts into a combat-zone, or into a search-and-rescue mission area.

Similar in design to the Akira class; the San Antonio class is designed on a wider spaceframe, with longer nacelles attached to the main hull by two sets of extending pylons. The more forward pylons, which are attached very close to the saucer section of the ship has been debated as a possible design flaw by placing the warp-nacelles too close to a heavily occupied section of the vessel.

However, since the San Antonio class has been in service this design has not proven to cause any problems with ship's function, nor the safety or well-being of the people serving aboard San Antonio class ships. Designed for atmospheric flight; the San Antonio class is a very maneuverable ship, especially in space. And most flight control officers serving aboard a San Antonio find it easy to control the ship, even in tight evasive maneuvers, do to the trim body design.

## BACKGROUND

Development of the San Antonio class began during the Federation / Cardassian war, but the design was shelved when the Galaxy class came across the drawing board. And eventually the original San Antonio class designs were paired down into the sleeker, and more powerful Akira class. The San Antonio class was put into production about the same time as the Akira class, and more ships were actually ordered of this design than of the Akira.

It was presumed that if a Romulan, or possibly a Borg invasion were to take place there would be a need for a ship capable of moving troops and weapons into position quickly, and in bulk. Thus the San Antonio featured the same warp and impulse engine designs as the Akira, but to make room for troops and vehicles several of the San Antonio's systems were scaled back – weapons were given the standard specs, while sensors, operations, and life support were all scaled back. Shielding remained consistent with the Akira design specifications. Bulk cargo-space was drastically reduced.

The first San Antonio class ship was commissioned in 2368. And the ship has seen service in the Dominion War (especially during the liberation of Betazed), and continues to be a valued part of Starfleet's more military compliment of starships that include the Akira, Defiant, and Saber classes.

## SHIPS IN SERVICE

NAME	REGISTRY	NOTES
San Antonio	NCC-62539	Class ship. Destroyed, in 2378, in a skirmish with the Borg
New Berlin	NCC-62931	In service, on assignment along the Klingon / Federation border
Mesa Verde	NCC-62566	Participated in the Liberation of Betazed. Heavily damaged.
ShiKar	NCC-62887	Commanded by Captain Torvek. Named for the Capitol City on Vulcan.
Khitomer	NCC-63132	Named for the Klingon world, site of the Khitomer massacre (2346).
Manhattan	NCC-62854	Destroyed in 2375, during the Dominion War, in battle with Breen forces.
San Diego	NCC-63381	Active duty. Assigned as an emergency rescue and evac transport for the Bajoran sector.
Anchorage	NCC-63516	Destroyed, 2386, by a Gelshmorian raider, while protecting a Tellarite colony.
Dallas	NCC-63104	Commanded by Captain Richard Albright. Active duty, out of Starbase 234.
La Barre	NCC-63559	Named for the birthplace of <i>Captain Jean-Luc Picard</i> . Commanded by Captain Tedric Faldo.
Davenport	NCC-63577	Active duty, on search-and-rescue duty, with a home-base at Starbase Earhart.



### **STARFLEET *SHI'KAR*-CLASS**

light cruiser; commissioned: 2401

#### **HULL DATA**

structure: 35(5 ablative armor)  
size/decks: 6/12  
L/B/H: 260/157/68  
complement: 200

#### **TACTICAL DATA**

phasers: Type IX (x3/C)  
penetration: 6/4/3/0/0  
torpedo launchers: Mk 75 df (x2/C)  
penetration: 6/6/6/6 (quantum)  
deflector shields: FSS\* \*regenerative  
protection/threshold: 17/5

#### **PROPULSION DATA**

impulse system: FIG-2 (.9c) (C)  
warp system: LF-45 (6/9.6/9.9) (C)

#### **OPERATIONAL DATA**

cargo units: 50  
life support: Class 3 (D)  
operations system: Class 4 (E)  
sensor system: Class 4 (+4/+3/+2/+1/0) (E)  
shuttlebay: 2 a  
shuttlecraft: 12 size worth  
tractor beams: 1 fv, 1 ad  
transporters: 3 standard, 3 emergency

#### **MISCELLANEOUS DATA**

maneuver modifiers: +2 C, +0 H, +2 T  
traits: Ablative Armor, Pulse Weapon Upgrade (reflected above)



## Starfleet Sovereign-class [Enterprise Refit]

Heavy Explorer; Refit: 2373

### Propulsion Data

Impulse System: FIG-5 (.92c) (D) [-6]  
Warp System: LF-44 (6/9.5/9.7 MCU) (C) [-6]

### Hull Data

Structure: 45 (5 ablative)  
[119 space][0 space remains]  
Size/Decks: 8/24  
Length/Height/Beam: 680/87/240 m  
Complement: 700

### Operational Data

Atmosphere Capable: No [0]  
Cargo Units: 80 [0]  
Life Support: Class 4 (E) [-8]  
Operations System: Class 4 (E) [-8]  
Sensor System: Class 5 (+5/+4/+3/+2/+1/F) [-5]  
Separation System: No [0]  
Shuttlebay: 2 a [-4]  
Shuttlecraft: 16 size worth  
Tractor Beams: 1 av, 1 fv [-1]  
Transporters: 4 standard, 4 emergency, 4 cargo [-12]

### Tactical Data

Phasers: Type XII (x7/F) [-42]  
Penetration: 8/7/7/0/0  
Torpedo Launchers: Mk 95 DF (x4/F) [-28]  
Quantum Penetration: 8/8/8/8/8  
Deflector Shield: FSS-3 (F) [-17]  
Protection/Threshold: 19/7

### Miscellaneous Data

Maneuver Modifiers: +4C, -2H, +3T  
Traits: Ablative Armor [-5]  
Prototype (+1 Protection, +1 Threshold) [-4]  
Intricate System (Propulsion x3) [+15]

## Mission

The Enterprise still has exploration as its primary mission. In times of war, its secondary mission profile takes the fore, that of battleship and fleet command and control.

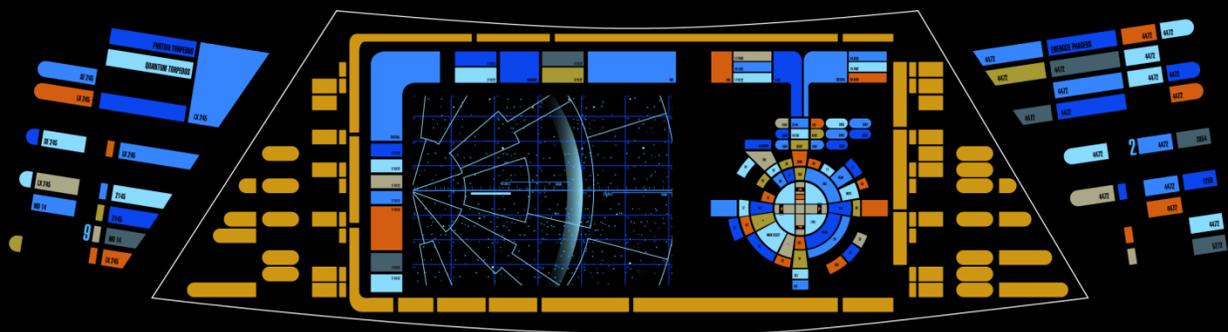


## Background

The Sovereign-class was refit and upgraded with the advent of the Dominion War, turning an already impressive ship into a formidable one. The upgrades were limited primarily to offensive capability, with additional phaser arrays and torpedo launchers added, and some initial upgrades planned for the ship's warp engines. These warp upgrades were eventually discarded, as the weapons upgrades alone proved to make the operation of the ship's engines significantly more complicated than the basic model of the class.

## Features

The Enterprise features an additional Type XII phaser array, an additional Mk 95 DF torpedo launcher, and an advanced upgrade to the already formidable FSS-3 regenerative shield grid. This increased tactical power comes at a price, for the additional systems were tied directly to the warp core, making the Enterprise's propulsion systems that much more difficult to repair should they suffer damage.



## Ships in Service

LCARS 03-4900	Name	Registry	Notes
00-23892	U.S.S. Enterprise	N.C.C. 1701-E	Destroyed the Reman Warbird Scimitar in the Battle in the Bassen Rift (2379).
	U.S.S. Yorktown	N.C.C. 90276	Engaged and destroyed three renegade Tal Shiar Romulan D'deridex-class Warbirds in the Azure Nebula, suffering heavy damage and casualties (2378).

05-30902

03-29093

09-38989

07-38948

03-29093

09-38989

07-38948

LCARS	524241425	4	24235	453	5647574356	4532	35624	<b>BCM AUXILLARY 1409</b>	
	46352	5	435746534	342	43523475	3243	324		
	345236542	3		426	8049574	3793	3243		
LCARS	4324526354	2	43536475347534	804	452837		45	CMD MODE	
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	345224532	1	58869473654	342	435728345	2365	324		
				635-36X	78-1			04:55 AM	
				76-093	291-B			27 Jan 2011 Thu	
165-771	45325235	435324	6	432465263	4322	4326453264	2	436245234562346	
	463542635462	435843	5	324563	4637	54354365	6	4356347564375678377	
	4353465	435	4	3245324	7049	43545634657345	5	435345345	
	4543623	43535	3	324532646235	4356	56435	7	435347653455435	
798-811	234	43564365734	2	32464532324324	4356	43534657345	6	43564757345	
	32476234	43567343	1	43674653	3456	435634743	3	43534657346753475	
	8048	4356	4	89485364	4536	4356475	9	4357345	
PHMG-53	32472634	435662378	5	43536456435	3456	4357435345345	8	435634757348534	
	45764357245	435746534	6	4354365	4358	4356473	6	4357435873954	
	45243	9836434	7	43564365437	4563	435634753	4	43594587345	
	4325743	32463245	8	43563475	4356	345634	8	345345	
	8905847	46324562	8	43534	3456	435647567345	7	435734857345345	
	435647454	4325623452	9	435634645233	8946	4356437534	5	43574853543	

## Appearances

Series	Media
TNG	Film "Star Trek: First Contact"; Film "Star Trek: Insurrection"; Film "Star Trek: Nemesis"

# STAR TREK

## ROLEPLAYING GAME

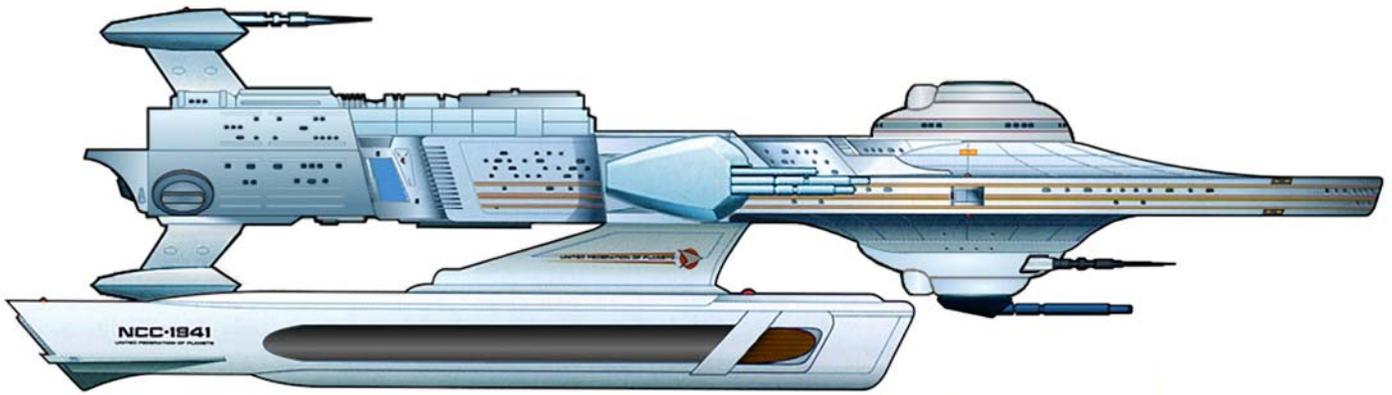
### SOYUZ-CLASS FRIGATE

Game Statistics by Sonny Smith (aka TheAndorian or CypherWest)

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<http://www.startrek.com>  
<http://forum.trek-rpg.net>  
<http://strpg.patrickgoodman.org>



## Soyuz-Class

### Production Data

Origin United Federation of Planets

Class and Type Soyuz-Class Frigate

Year Launched 2286 [U.S.S. Bozeman Refit 2367](#)

### Hull Data

Structure 30 [25](#)

Size/Decks 5/15 [5/15](#)

Length/Height/Beam 237.6/57/141.7 [237.6/57/141.7](#)

Complement 240 [240](#)

### Operational Data

Atmosphere Capable No [No](#)

Transporters 3 Standard, 3 Emergency [3 Standard, 3 Emergency](#)

Cargo Units 60 [50](#)

Shuttlebay 2a [2a](#)

Shuttlecraft 10 Size worth [10 Size worth](#)

Tractor Beams 1ad, 1fv [1ad, 1fv](#)

Separation System No [No](#)

Cloaking Device N/A [N/A](#)

Sensor System Class 1(+1/B) [Class 2 \(+2/C\)](#)

Operations System Class 1R (BB) [Class 3\(D\)](#)

Life Support Class 1(B) [Class 2 \(C\)](#)

### Propulsion Data

Impulse System RSV (.7c)(D) [FIG-2 \(.9c\)\(C\)](#)

Warp System LN-72 (8/10/13)(D) [LF-44 \(6/9.5/9.7\)\(C\)](#)

### Tactical Data

Phaser Arrays Type VIII (x4/C) [Type IX \(x3/C\)](#)

Penetration 5/5/4/0/0 [5/5/4/0/0](#)

Torpedoes Mk 22 DF (x2/C) [Mk 80 DF \(x2/C\)](#)

Penetration 3/3/3/3/3 [6/6/6/6/6](#)

Deflector Shield CIDSS-2 (C) [FSQ-7 \(CC\)](#)

Protection/Threshold 14/3 [17/4](#)

### Miscellaneous Data

Maneuver Modifiers +2C/+1H/+2T [+2C/+1H/+2T](#)

Traits Vulnerable System (Warp Drive) [Vulnerable System \(Warp Drive\)](#)

# SPIRIT CLASS CORVETTE

Slipstream Drive Transport – Commissioned, 2378

# FEDERATION



## HULL DATA

Structure	20
Size / Decks	4 / 5
Length / Height / Beam	110 / 24 / 58
Compliment	12 - 30

## PROPULSION DATA

Impulse System	FIG (.9c / C)
Warp System	LF-45 (6 / 9.5 / 9.7) (C)
Quantum Slipstream Drive	QSD Mk1 (9.99999 / CC)

## OPERATIONAL DATA

Atmosphere Capable	Yes
Transporters	2 personnel, 2 cargo
Cargo Units	40
Shuttlebay	1 av
Shuttlecraft	2 size worth
Tractor Beams	1fv
Separation System	None
Cloaking Device	None
Sensor System	Class-5a
Operations System	Class-3
Life Support	Class-3

## TACTICAL DATA

Phaser Arrays	Type-VII (x2 / A) Type-VII (pulse) (x1 / A)
Penetration	3 / 3 / 2 / 0 / 0 4 / 2 / 1 / 0 / 0 (pulse)
Torpedoes	Mk75 DF (x2 / A)
Penetration	3 / 3 / 3 / 3 / 3 (photon) 4 / 4 / 4 / 4 / 4 (quantum)
Deflector Shield	FSQ-2 (CC)
Protection / Threshold	14 / 1

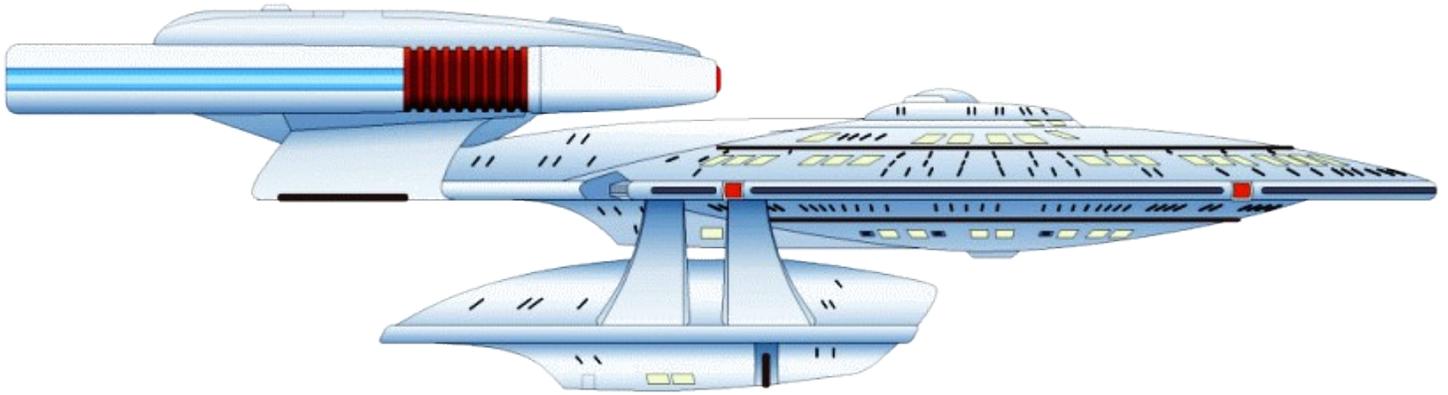
## MISCELLANEOUS DATA

Maneuver Modifiers	+1 C, +2 H, +1 T
Traits	Nimble, Prototype (Slipstream Drive), Pulse Weapon Upgrade, Enhanced System (Sensors)

# SPRINGFIELD CLASS FRIGATE

Frigate / Light Cruiser – Commissioned, c.2348

# FEDERATION



## HULL DATA

Structure	30
Size / Decks	6 / 19
Length / Height / Beam	325 / 107.4 / 126
Compliment	220

---

## PROPULSION DATA

Impulse System	FIG-2 (.9 / C)
Warp System	LF-20 (6 / 7 / 9.2) (C)

---

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	4 standard, 3 emergency
Cargo Units	65
Shuttlebay	2a
Shuttlecraft	8 size worth
Tractor Beams	1fv, 1av
Separation System	NO
Cloaking Device	NONE
Sensor System	Class-2a (+2 / BB)
Operations System	Class-2R (CC)
Life Support	Class-2R (CC)

---

## TACTICAL DATA

Phaser Arrays	Type-IX (x3 / A)
Penetration	3 / 3 / 2 / 0 / 0
Torpedoes	MK60 DF (x2 / A)
Penetration	3 / 3 / 3 / 3 / 3
Deflector Shield	CIDSS-4 (BB)
Protection / Threshold	16 / 3

---

## MISCELLANEOUS DATA

Maneuver Modifiers	+1 C, +/- 0 H, -1 T
Traits	Hardened System (Impulse Drive)

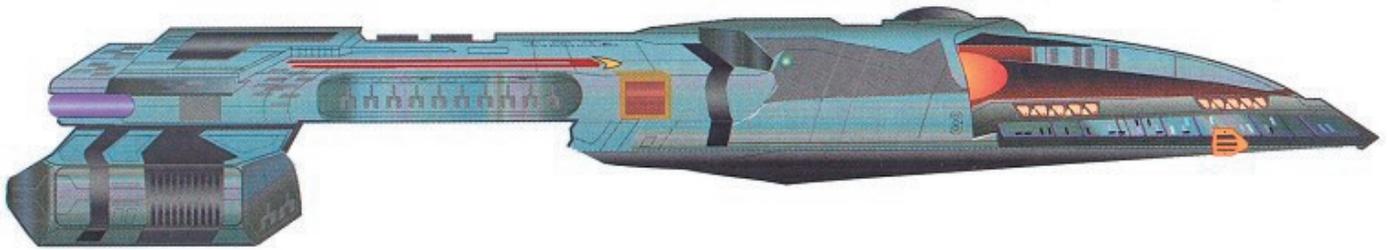
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**STAR TREK ROLE PLAYING GAME**

# STEAMRUNNER-CLASS HEAVY FRIGATE

Heavy Frigate, Commissioned: 2369

# FEDERATION



## HULL DATA

STRUCTURE: 35(5 ABLATIVE)

SIZE/DECKS: 6/18

LENGTH/HEIGHT/BEAM: 375/79.5/270.9

COMPLEMENT: 200

## OPERATIONAL DATA

ATMOSPHERE CAPABLE: NO

TRANSPORTERS: 6 STANDARD, 6 EMERGENCY

CARGO UNITS: 60

SHUTTLEBAY: 1 A

SHUTTLECRAFT: 6 SIZE WORTH

TRACTOR BEAMS: 1 AD, 1 FD, 1 FV

SEPARATION SYSTEM: NO

CLOAKING DEVICE: MONO-REFRACTING PLATING (RATING 14)

SENSOR SYSTEM: CLASS 4 (+4/E)

OPERATIONS SYSTEM: CLASS 3 (D)

LIFE SUPPORT: CLASS 3 (D)

## PROPULSION DATA

IMPULSE SYSTEM: FIG-2 (.9C) (C)

WARP SYSTEM: LF-20 (6/7/9.2) (C)

## TACTICAL DATA

PHASER ARRAYS: TYPE X (X4/D)

PENETRATION: 6/5/5/0/0

TORPEDOES: MK 50 DF (X2/D)

PENETRATION: 4/4/4/4/4

DEFLECTOR SHIELD: FSQ (D)

PROTECTION/THRESHOLD: 17/4

## MISCELLANEOUS DATA

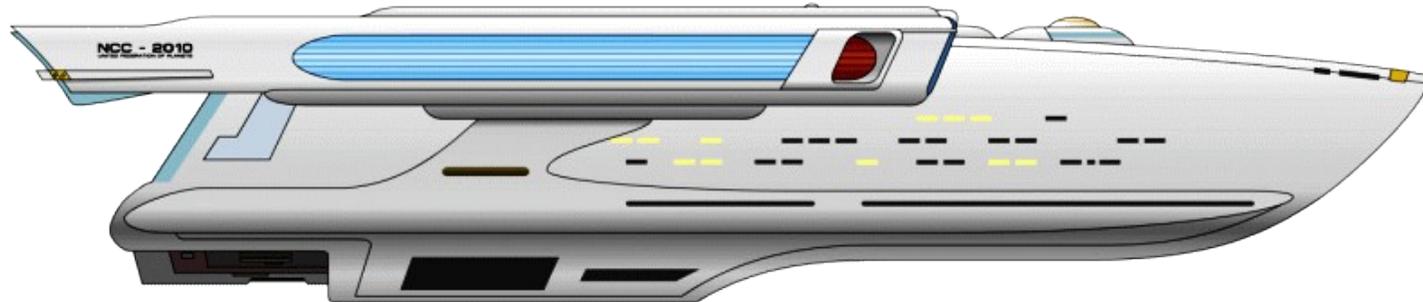
MANEUVER MODIFIERS: +2C, +1H, +1T

TRAITS: ABLATIVE ARMOR

# SYDNEY CLASS FRIGATE

Light Frigate – Commissioned, c.2294

# FEDERATION



## HULL DATA

Structure	25
Size / Decks	5 / 8
Length / Height / Beam	235 / 50.1 / 113
Compliment	35 (80 passengers)

## PROPULSION DATA

Impulse System	FIA (.5c / CC)
Warp System	PB-32 Mod3 (6 / 7 / 8 <i>OCU</i> )

## OPERATIONAL DATA

Atmosphere Capable	YES
Transporters	3 standard, 2 emergency
Cargo Units	25
Shuttlebay	1a
Shuttlecraft	3 size worth
Tractor Beams	1ad, 1fv
Separation System	NONE
Cloaking Device	NONE
Sensor System	Class-2 (+2 / C)
Operations System	Class-3 (D)
Life Support	Class-3 (D)

## TACTICAL DATA

Phaser Arrays	Type-VII (x2 / A)
Penetration	3 / 3 / 2 / 0 / 0
Torpedoes	Mk22 DF (x1 / A)
Penetration	2 / 2 / 2 / 2 / 0
Deflector Shield	CIDSS-2 (C)
Protection / Threshold	14 / 4

## MISCELLANEOUS DATA

Maneuver Modifiers	-2 C, -1 H, -3 T
Traits	Outdated (+2 T TN), Hardened System (Warp Drive), Vulnerable System (Sensors)

**STAR TREK ROLE PLAYING GAME**

# UFP TYPE-14 SHUTTLECRAFT

Armed Escort Shuttle – Commissioned, 2375

# FEDERATION



## HULL DATA

Structure	10 (2 ablative)
Size / Decks	2 / 1
Length / Height / Beam	8.5 / 2.7 / 4.3
Compliment	6 (3 crew, 3 passengers)

## PROPULSION DATA

Impulse System	FIB-3 (.75c / BB)
Warp System	LF-9X4 (3 / 4 / 6) (BB)

## OPERATIONAL DATA

Atmosphere Capable	YES
Transporters	1 (2 person standard)
Cargo Units	2
Shuttlebay	N/A
Shuttlecraft	N/A
Tractor Beams	1fv, 1av
Separation System	NO
Cloaking Device	NO
Sensor System	Class-3 (+3 / D)
Operations System	Class-2 (C)
Life Support	Class-3 (D)

## TACTICAL DATA

Phaser Arrays	Type V pulse (x2 / B)
Penetration	5 / 4 / 4 / 0 / 0
Torpedoes	Mk 25 micro (x3 / A)
Penetration	2 / 2 / 2 / 2 / 0
Deflector Shield	FSS
Protection / Threshold	17 / 5

## MISCELLANEOUS DATA

Maneuver Modifiers	0 C, +2 H, +2 T
Traits	Nimble, Pulse Upgrade, Ablative Armor, Enhanced System (Warp Drive)

**STAR TREK ROLE PLAYING GAME**



## Starfleet Universe-class

Heavy Explorer; Commissioned: 2550

### Hull Data

Structure: 70 [281 space][7 space remains]  
 Size/Decks: 14/133  
 Length/Height/Beam: 3,200/2,280/411 m  
 Complement: 3,325 + 20,000 passengers

### Tactical Data

Phasers: Type XX (x10/FF) [-80]  
 Penetration: 13/12/11/0/0  
 Torpedo Launchers: Mk 1 Singularity (x6/FF) [-42]  
 Singularity Penetration: 15/15/15/15/15  
 Deflector Shield: FCS-1 (F) [-23]  
 Protection/Threshold: 24/11

### Propulsion Data

Impulse System: HID-1 (.95c) (G) [-9]  
 FTL System: QSD Mk 4 (9.999995 MCU) (F) [-14]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 140 [0]  
 Life Support: Class 5R (FF) [-14]  
 Operations System: Class 5R (FF) [-14]  
 Sensor System: Class 6a (+6/+5/+4/+3/+2/G) [-7]  
 Separation System: No [0]  
 Shuttlebay: 4 a [-8]  
 Shuttlecraft: 56 size worth  
 Tractor Beams: 2 a, 2 f [-3]  
 Transporters: 12 standard, 12 emergency, 12 cargo [-10]

### Miscellaneous Data

Maneuver Modifiers: +4C, +1H, +5T  
 Traits: Ablative Generator Mk 3 [-5]  
 Hardened System (all) [-30]  
 Battle Tested [-5]  
 Enhanced System (Shields, Beam) [-10]

## Mission

The Universe-class mission parameters are simple: Explore the universe.



## Background

The Universe is the pinnacle of starship design in the mid-26<sup>th</sup> century. Although the quantum slipstream communications network allows instantaneous communications throughout the local group of galaxies, Starfleet adhered to a time-honored philosophy that each starship should be fully self-sufficient. The Universe exemplifies that bold philosophy in every way, for with its self-repair and production facilities and expected hull life of 200 years, the ship can theoretically travel 4 billion light years in its projected lifespan.

## Features

The Universe is a city in space. The ship features parks, homes, hospitals, extensive botanical gardens, as well as its own industrial replicators to provide whatever material comforts and necessities its crew and passengers may need. Multiple redundancies in its life support and other systems ensure that no harm will come to its inhabitants.

Tactically, the Universe ranks among the more powerful ship classes of the mid-26<sup>th</sup> century. The class comes equipped with Type XX phasers, singularity torpedoes, an adaptive and regenerative shield grid, as well as the latest design ablative generator.

The Universe's hyper-impulse drive allows the ship to cruise at the highest sublight velocities without the unwanted effects of time dilation. Its FTL drive is the latest model Quantum Slipstream Drive, allowing the Universe to achieve speeds in excess of 18.8 million c.

## Ships in Service

Name	Registry	Notes
U.S.S. Enterprise	N.C.C. 1701-J	The 11 <sup>th</sup> Federation starship to bear the name, the Enterprise-J was launched under the command of Captain Xi Thra'ha'shak of the Magellanic Cloud Federation Protectorate and was pivotal in the Galactic conflict involving the Kelvan Empire of the Andromeda galaxy (2575).

# VALKYRIE CLASS STARFIGHTER

MK III STARFIGHTER— Commissioned, 2374

# FEDERATION



## HULL DATA

Structure	10
Size / Decks	2 / 1
Length / Height / Beam	19.3 / 4.49 / 13.95
Compliment	2 (pilot & gunner)

## PROPULSION DATA

Impulse System	FIG (.9 / C)
Warp System	LF-9X4 (3 / 4 / 6) (BB)

## OPERATIONAL DATA

Atmosphere Capable	YES
Transporters	N/A
Cargo Units	2
Shuttlebay	N/A
Shuttlecraft	N/A
Tractor Beams	1fd, 1av
Separation System	YES (cockpit eject)
Cloaking Device	NO
Sensor System	Class-5 (+5 / F)
Operations System	Class-3 (D)
Life Support	Class-2 (C)

## TACTICAL DATA

Phaser Arrays	Type VI (x2 / A) Type VI pulse (x1 / A)
Penetration	3 / 3 / 2 / 0 / 0 4 / 3 / 2 / 0 / 0
Torpedoes	Mk 50 DF (x1 / A) Mk 25 micro (x2 / A) Mk X1 Minelayer* (1 / A)
Penetration	3 / 3 / 3 / 3 / 3 2 / 2 / 2 / 2 / 0 4 / 4 / 4 / 4 / 4 *gravitic mines
Deflector Shield	FSQ-2 (CC)
Protection / Threshold	14 / 1

## MISCELLANEOUS DATA

Maneuver Modifiers	+1 C, +3 H, +2 T
Traits	Nimble, Battle Tested, Pulse Upgrade, Prototype (Minelayer)

**STAR TREK ROLE PLAYING GAME**



## Starfleet Vesta-class

Heavy Explorer; Commissioned: 2380

### Hull Data

Structure: 45 (5 ablative)  
 [119 space][4 space remains]  
 Size/Decks: 8/30  
 Length/Height/Beam: 672/88/195 m  
 Complement: 750; 3,500 evacuation limit

### Tactical Data

Phasers: Type XII (x6/E) [-42]  
 Penetration: 8/6/5/0/0  
 Torpedo Launchers: Mk 95 DF (x3/E) [-21]  
 Quantum Penetration: 7/7/7/7/7  
 Deflector Shield: FSS-3 (F) [-17]  
 Protection/Threshold: 18/6

### Propulsion Data

Impulse System: FIG-7 (.95c) (E) [-7]  
 Warp System:  
 LF-50 Mod 1 (9/9.5/9.99) (E) [-8]  
 FTL System:  
 Quantum Slipstream (9.99999 MCU) (F) [-16]

### Operational Data

Atmosphere Capable: Yes [-4]  
 Cargo Units: 80 [0]  
 Life Support: Class 4 (E) [-8]  
 Operations System: Class 4 (E) [-8]  
 Sensor System:  
 Class 5a (+5/+4/+3/+2/+1/EE) [-6]  
 Separation System: No [0]  
 Shuttlebay: 1 a [-2]  
 Shuttlecraft: 8 size worth  
 Tractor Beams: 1 av, 1 fv [-1]  
 Transporters:  
 4 standard, 4 emergency, 4 cargo [0]

### Miscellaneous Data

Maneuver Modifiers: +2C, -1H, +4T  
 Traits: Ablative Armor [-5]  
 Pulse Weapon Upgrade [-5]  
 Vulnerable System (QSD) [+5]  
 Intricate System (QSDx6) [+30]

## Mission

The Vesta class was designed as a multi-mission explorer fielding many experimental technologies.



## Background

The Vesta's claim to fame is its quantum slipstream drive, a by-product of the U.S.S. Voyager's sojourn through the distant Delta Quadrant. With its experimental drive, the Vesta can cover the same distance in just under five days. The Vesta's designers, however, also incorporated the latest Alpha Quadrant tactical systems into its hull, given the increasing threats faced by the Federation in the late 24<sup>th</sup> century.

## Features

The Vesta-class fields the latest technology available to the Federation, with multiple Type XII pulse phasers, quantum torpedoes, regenerative shield grids, ablative armor, and finally the quantum slipstream drive. The slipstream drive allows the Vesta-class to achieve speeds in excess of 5.3 million c, or some 671 times faster than the Prometheus-class. The experimental drive is extremely temperamental, so as a precaution the Vesta comes equipped with a standard warp drive, albeit top-of-the-line.

Similar to the Intrepid-class, the Vesta-class comes equipped to land on planetary surfaces.

## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
U.S.S. Vesta	NX 82600	Lead ship of the line, tasked with defending Earth (2381).
U.S.S. Aventine	N.C.C. 82602	Saw first combat against the Borg at the Battle of Acamar, where both the commanding and executive officer were killed, leading to the promotion of Ezri Dax as captain (2381).
		Investigated the wreckage of the NX-02 Columbia in the Gamma Quadrant (2381).
U.S.S. Quirinal	N.C.C. 82616	Witnessed the end of the Borg Collective at the hands of the Caeliar (2381). Assigned to Project Full Circle under Captain Regina Farkas as part of the fleet to explore the Delta Quadrant (2381).
U.S.S. Capitoline	N.C.C. 82617	Transported DTI agents to the Gum Nebula (2382).
U.S.S. Esquiline	N.C.C. 82623	Under Captain Dasht and with Admiral Akaar, set course to Ingraham B to meet with Captain Picard of the Enterprise-E (2381).
		Assigned to Project Full Circle (2381).

## Appearances

### Series

TNG

Destiny

-

DS9

Voyager

### Novels

Greater Than the Sum, Losing the Peace

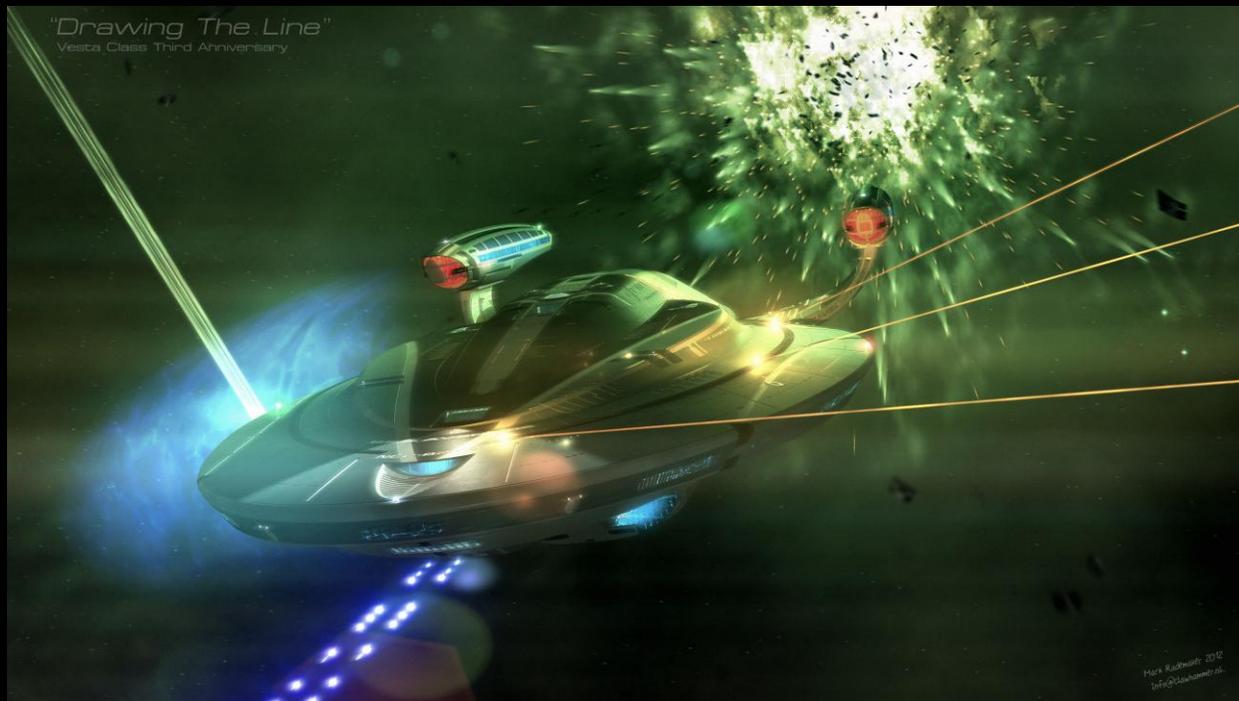
Gods of Night, Mere Mortals, Lost Souls

A Singular Destiny

Zero Sum Game

Full Circle, Children of the Storm

U.S.S. Aventine under Borg attack (2381)





## STARFLEET VESTA-CLASS

heavy explorer; commissioned: 2380

### HULL DATA

structure: 45 (5 ablative armor)

size/decks: 7/23

L/B/H: 627/195/88

complement: 745

### TACTICAL DATA

phasers: Type X (x4/E)

penetration: 6/5/5/0/0

phasers: Type XII (saucer ventral x2/E); fire arc: forward.

penetration: 5/3/3/0/0

torpedo launchers: Mk 95 df (x3/E)

penetration: 7/7/7/7/7 (quantum)

deflector shields: FSS-3 (F)\* \*regenerative

protection/threshold: 18/6

### PROPULSION DATA

impulse system: FIG-7 (0.95c) (E)

warp system: LF-50 Mod 1 (9/9.5/9.99) (E)

quantum slipstream: HAN 210 Mk 1 (9.99990) (C)

### OPERATIONAL DATA

cargo units: 55

life support: Class 4 (E)

operations system: Class 4 (E)

sensor system: Class 5 (+5/+4/+3/+2/+1) (F)

shuttlebay: 2 aft

shuttlecraft: 14 size worth

tractor beams: 1 fv, 1 av

transporters: 4 standard, 4 emergency

### MISCELLANEOUS DATA

maneuver modifiers: +2 C, +0 H, +3 T

traits: Ablative Armor, Pulse Weapon Upgrade (Type XII phasers; reflected above), Limited Fire Arc (x2) (Type XII phaser; Select one weapon type when this flaw is taken. **Effect:** When you fire that weapon system, make a Helm maneuver with a TN equal to the Targets protection.

If the test fails, do not apply the penetration value of the weapon be it a Beam or Missile system (which ever is the case). This maneuver is an action for the character at the Helm (Flight Con), but not for the starship.), Intricate System (quantum slipstream; All repair attempts on this particular system suffer +4 to the TN.), Vulnerable System (quantum slipstream)



iltharanos

## Starfleet Vigilant-class

Heavy Escort; Commissioned 2394

### HULL DATA

Structure: 35 (10 ablative) [65 space] [2 space remaining]

Size/Decks: 5/5

Length/Beam/Height: 180/136/32

Complement: 75



### TACTICAL DATA

Phasers: Type XII (x3/D)

[-18 space]

Penetration: 7/4/3/0/0

Torpedo Launchers: Mk 90 DF (x2/D)

[-14 space]

Quantum Penetration: 6/6/6/6/6

Deflector Shield: FSR-2 (E)

[-17 space]

Protection/Threshold: 17/5

### PROPULSION DATA

Impulse System: FIG-5 (.92c) (D)

[-6 space]

Warp System: LF-41 (6/9.2/9.6) (D)

[-5 space]

### OPERATIONAL DATA

Atmosphere Capable: Yes

[-2 space]

Cargo Units: 50

Life Support: Class 2 (C)

[-4 space]

Operations System: Class 2 (C)

[-4 space]

Sensor System: Class 3 (+3/+2/+1/D)

[-3 space]

Separation System: No

Shuttlebay: 1 av

[-2 space]

Shuttlecraft: 5 size worth

Tractor Beams: 1 ad, 1 fv

[-1 space]

Transporters: 2 standard, 2 emergency

[0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: 0C, +2H, +3T

Traits: Ablative Armor x2, Pulse Weapon Upgrade,

[+13 space]

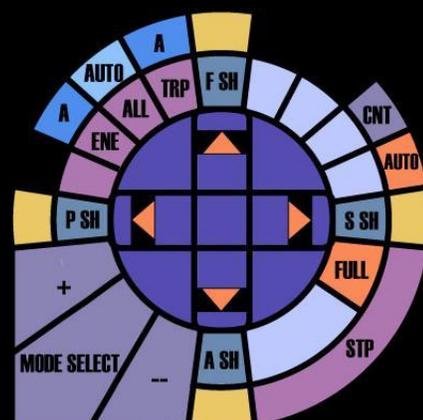
Prototype (+1 beam),

Intricate System (Propulsion x3, Life Support x3)



LCARS 23295

01-23564



## Starfleet Watchtower-class

Heavy Starbase; Commissioned: 2263

### Operational Data

Cargo Units:	150	[-10]
Life Support:	Class 4 (E)	[-9]
Operations System:	Class 4 (E)	[-9]
Sensor System:	Class S3 (0/0/+1/+2/+3/D)	[-6]
Power System:	Class 2R (CC)	[-13]
Sublight Drive:	No	[0]
Orbital Correctors:	SBT-2 (x2)(-1)	[-14]
Engineering Facilities:	Class 5 (+5)	[-11]
Separation System:	No	[0]
Tractor Beams:	1 m	[0]
Transporters:	5 standard, 5 emergency, 5 cargo	[0]

### Hull Data

Structure: 50 [165 space][2 space remains]  
 Size/Decks: 10/184  
 Height/Diameter: 921/849 m  
 Complement: 2,400 + 61,500 emergency

### Tactical Data

Phasers:	Type VII (x6/D)	[-30]
Penetration:	6/5/5/0/0	
Torpedo Launchers:	Mk 12 IF (x6/D)	[-12]
Photon Penetration:	5/5/5/5/5	
Deflector Shield:	PFF 2c (B)	[-9]
Protection/Threshold:	14/3	

### Docking Data

Docking Bays:	4	[-8]
Shuttlecraft:	40 size worth	
Docking Ports:	6	[-12]
Docked Starships:	18 size worth (Size 5 max.)	
Docking Pylons/Berths:	4	[-20]
Docked Starships:	20 size worth (Size 10 max.)	

### Miscellaneous Data

Maneuver Modifiers: +5C, -9H, +5T  
 Traits: None

## Mission

The Watchtower-class starbase functions as a major base of operations for Starfleet, assisting with a multitude of projects, including colonization.



## Background

The Watchtower-class, prior to the construction of the Spacedock-type, was the largest station built by the Federation. Though eventually outclassed by the Spacedock, the Watchtower-class proved a solid design and were still operation well into the 24<sup>th</sup> century.

## Features

The Watchtower-class sports the PFF 2c deflector shield grid, the most powerful shield grid of the mid-23<sup>rd</sup> century, along with multiple type VII phaser banks and photon torpedo launchers. Its interior docking berths boast enough volume to hold several Constitution-class starships comfortably, as well as the best engineering facilities outside of Earth or one of the other core worlds of the Federation.

The interior of the station is dominated by a terrestrial enclosure wherein civilian residences, diplomatic facilities and commercial and entertainment facilities are located.

## Stations in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
Starbase 6	Starbase 6	Located near the planet Gravesworld and commanded by Commodore Enwright (2268).
Vanguard	Starbase 47	Located in the Taurus Reach and placed under the command of Commodore Diego Reyes (2265).

## Appearances

Series

Media

TOS

T.V. "The Ultimate Computer" remastered; T.V. "The Immunity Syndrome"

TOS

VAN Novel "Harbinger"

TNG

T.V. "The Schizoid Man"

LCARS 23295

01-23564

02-24158

03-41248

04-14702

05-32456

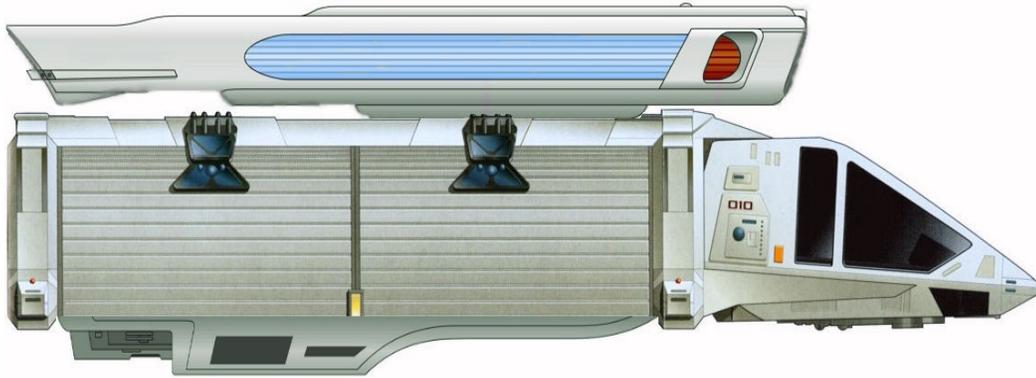
U.S.S. Enterprise approaching Starbase 6 and the U.S.S. Lexington



# YUKON CLASS TROOP TRANSPORT

Armed Runabout – Commissioned, 2375

# STARFLEET MARINE CORPS



## HULL DATA

Structure	20
Size / Decks	3 / 1
Length / Height / Beam	30 / 7.3 / 15
Compliment	up to 4 crew, 35 troops

## PROPULSION DATA

Impulse System	FIA (.5c) (A)
Warp System	LF-6 (3 / 4 / 5) (A)

## OPERATIONAL DATA

Atmosphere Capable	Yes
Transporters	1 (2 person standard)
Cargo Units	4 (used for troops/weapons)
Shuttlebay	None
Shuttlecraft	N/A
Tractor Beams	1f
Separation System	None
Cloaking Device	None
Sensor System	Class 2a (+2 / BB)
Operations System	Class 2R (CC)
Life Support	Class 3 (D)

## TACTICAL DATA

Phaser Arrays	Type VI (x2 / B)
Penetration	4 / 3 / 3 / 0 / 0
Torpedoes	Mk 25 micro (x2 / B)
Penetration	2 / 2 / 2 / 2 / 0
Deflector Shield	FSQ-2 (CC)
Protection / Threshold	14 / 1

## MISCELLANEOUS DATA

Maneuver Modifiers	+0 C, -1 H, +0 T
Traits	Battle Tested, Design Defect (Warp System)

**STAR TREK ROLE PLAYING GAME**

Iltharanos

# Imperial Starfleet NX-class

Battle Cruiser; Commissioned: 2151



## HULL DATA

Structure: 25 [65 space] [3 space remaining]  
Size/Decks: 5/7  
Length/Beam/Height: 225/136/29 meters  
Complement: 82 + 26 MACOs

## TACTICAL DATA

Phase Cannons: PC-25 (x3/AA) [-15]  
Penetration: 3/3/3/0/0  
Torpedo Launchers: Mk 1 IF (x3/AA) [-3]  
Photon Penetration: 3/3/3/3/0  
Hull Polarization: HPG Mk 3 (C) [-7]  
Protection/Threshold: 12/2

## MISCELLANEOUS DATA

Maneuver Modifiers: +2C, 0H, +2T  
Traits:  
Intricate System (propulsion) [+5]  
Enhanced System (hull polarization) [-5]  
Prototype (+1 Protection) [-2]

## PROPULSION DATA

Impulse System: SBD (.6c) (B) [-3]  
Warp System: PB-16 (5/6/7 OCU) (C) [-20]

## OPERATIONAL DATA

Atmosphere Capable: No [0]  
Cargo Units: 50 [0]  
Cloaking Device: No [0]  
Life Support: Class 2 (C) [-4]  
Operations System: Class 2 (C) [-4]  
Sensor System: Class 2 (+2/+1/0/0/0/C) [-2]  
Separation System: No [0]  
Shuttlebay: 1 av [-2]  
Shuttlecraft: 5 size worth  
Tractor Beams: 1 fv [0]  
Transporters: 2 standard [0]



## BACKGROUND

The NX-class was one of the most advanced warships of the 22<sup>nd</sup> century Terran Empire's starfleet. Utilizing captured alien (primarily Vulcan) technology and ruthless human ingenuity, the NX-class is capable of engaging the most powerful alien warships and reducing them to their constituent atoms. The NX's tactical systems all utilize captured and reverse-engineered Vulcan technology, particularly its advanced phase cannons and photon torpedoes. There was difficulty equipping the warship with shield generators, so the NX instead uses a highly advanced hull polarization grid, one superior to many shield systems of its era. The NX also comes equipped with a Vulcan warp 7 engine, though Imperial engineers have had difficulty integrating it with human systems, and as such the drive is unreliable when damaged.

## SHIPS IN SERVICE

Name	Registry	Notes
I.S.S. Enterprise	N.X. 01	Prototype and lead ship of the line, Captain Maximilian Forrest. Commander Jonathan Archer mutinied, took the warship to the Vintaak system and recovered the <i>U.S.S. Defiant</i> from the future of a parallel universe, where <i>Enterprise</i> was destroyed by defending Tholian warships (2155).
I.S.S. Avenger	N.X. 09	Participated in assault fleet against alien rebels. Destroyed with all alien crew by <i>U.S.S. Defiant</i> under the command of Captain Jonathan Archer (2155).

# STAR TREK

## ROLEPLAYING GAME

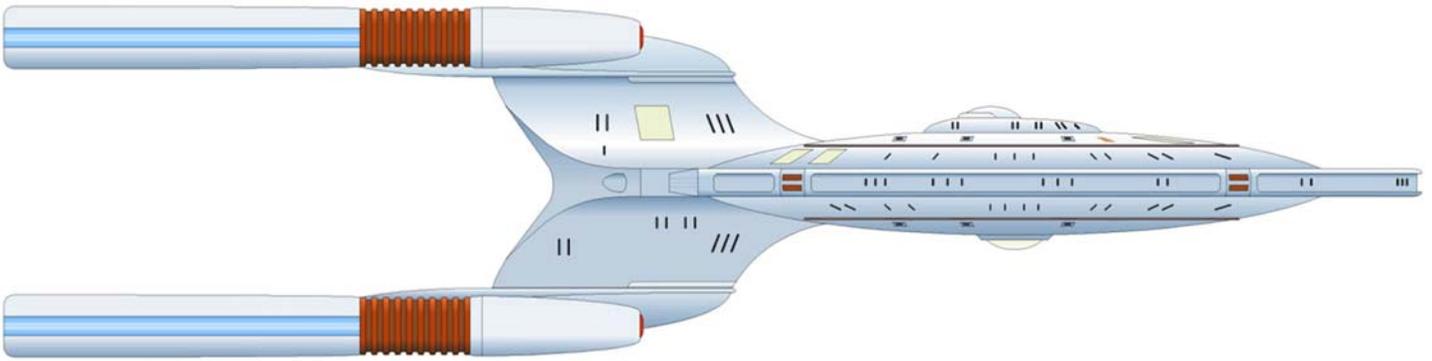
### THREE STARSHIPS

Game Statistics by Sonny Smith (aka TheAndorian or CypherWest)

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<http://www.startrek.com>  
<http://forum.trek-rpg.net>  
<http://strpg.patrickgoodman.org>



## Cheyenne-Class

### Production Data

Origin United Federation of Planets  
Class and Type Cheyenne-Class Heavy Destroyer  
Year Launched 2363

### Hull Data

Structure 35  
Size/Decks 6/17  
Length/Height/Beam 362/57.8/278  
Complement 340

### Operational Data

Atmosphere Capable No  
Transporters 3 Standard, 3 Emergency  
Cargo Units 60  
Shuttlebay 1a  
Shuttlecraft 6 Size worth  
Tractor Beams 1ad, 1fv  
Separation System No  
Cloaking Device N/A  
Sensor System Class 3(+3/D)  
Operations System Class 3(D)  
Life Support Class 3(D)

### Propulsion Data

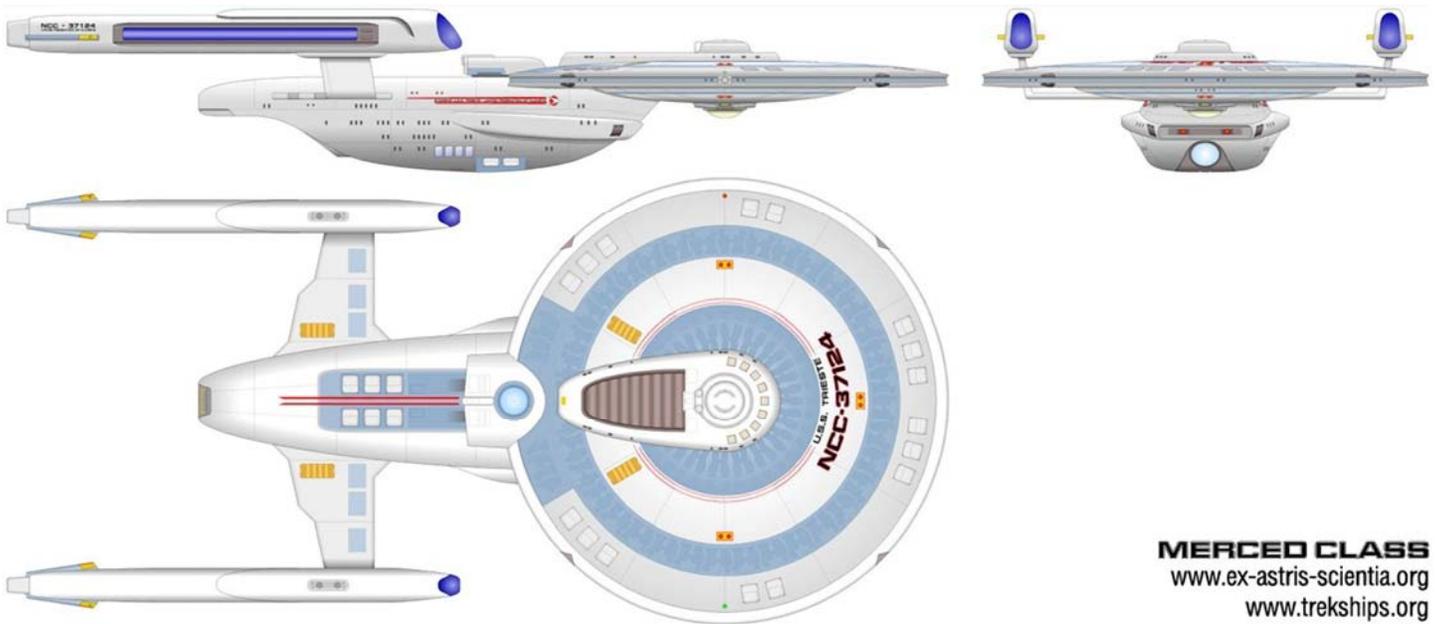
Impulse System FIG-2 (.9c)(C)  
Warp System LF-44 (6/9.5/9.7)(C)

### Tactical Data

Phaser Arrays Type X (x3/D)  
    Penetration 5/5/4/0/0  
Torpedoes Mk 50 DF (x4/D)  
    Penetration 5/5/5/5/5  
Deflector Shield CIDSS-4 (BB)  
    Protection/Threshold 16/3

### Miscellaneous Data

Maneuver Modifiers +2C/+1H/+2T  
Traits Hardened System (Propulsion)



Merced-Class

Production Data

Origin United Federation of Planets  
 Class and Type Merced-Class Escort  
 Year Launched 2322

Hull Data

Structure 30  
 Size/Decks 5/9  
 Length/Height/Beam 187/34/87  
 Complement 50

Operational Data

Atmosphere Capable No  
 Transporters 3 Standard, 3 Emergency  
 Cargo Units 40  
 Shuttlebay 1a  
 Shuttlecraft 5 Size worth  
 Tractor Beams 1ad, 1fv  
 Separation System No

Cloaking Device N/A

Sensor System Class 3(+3/D)  
 Operations System Class 2(C)  
 Life Support Class 2(C)

Propulsion Data

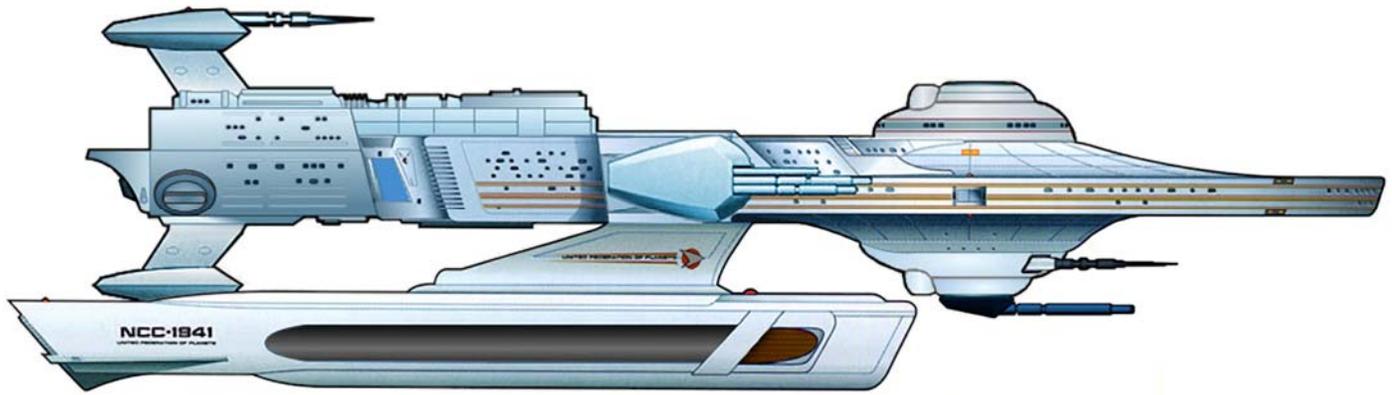
Impulse System FIE-2 (.85c)(C)  
 Warp System LF-7X2c (4/6/8.3)(C)

Tactical Data

Phaser Arrays Type VII (x4/C)  
 Penetration 5/5/4/0/0  
 Torpedoes Mk 50 DF (x2/C)  
 Penetration 4/4/4/4/4  
 Deflector Shield CIDSS-3 (C)  
 Protection/Threshold 15/3

Miscellaneous Data

Maneuver Modifiers +0C/+2H/+3T  
 Traits Prototype (Warp Reliability)



## Soyuz-Class

### Production Data

Origin [United Federation of Planets](#)

Class and Type [Soyuz-Class Frigate](#)

Year Launched [2286](#) [U.S.S. Bozeman Refit 2367](#)

### Hull Data

Structure [30](#) [25](#)

Size/Decks [5/15](#) [5/15](#)

Length/Height/Beam [237.6/57/141.7](#) [237.6/57/141.7](#)

Complement [240](#) [240](#)

### Operational Data

Atmosphere Capable [No](#) [No](#)

Transporters [3 Standard, 3 Emergency](#) [3 Standard, 3 Emergency](#)

Cargo Units [60](#) [50](#)

Shuttlebay [2a](#) [2a](#)

Shuttlecraft [10 Size worth](#) [10 Size worth](#)

Tractor Beams [1ad, 1fv](#) [1ad, 1fv](#)

Separation System [No](#) [No](#)

Cloaking Device [N/A](#) [N/A](#)

Sensor System [Class 1\(+1/B\)](#) [Class 2 \(+2/C\)](#)

Operations System [Class 1R \(BB\)](#) [Class 3\(D\)](#)

Life Support [Class 1\(B\)](#) [Class 2 \(C\)](#)

### Propulsion Data

Impulse System [RSV \(.7c\)\(D\)](#) [FIG-2 \(.9c\)\(C\)](#)

Warp System [LN-72 \(8/10/13\)\(D\)](#) [LF-44 \(6/9.5/9.7\)\(C\)](#)

### Tactical Data

Phaser Arrays [Type VIII \(x4/C\)](#) [Type IX \(x3/C\)](#)

Penetration [5/5/4/0/0](#) [5/5/4/0/0](#)

Torpedoes [Mk 22 DF \(x2/C\)](#) [Mk 80 DF \(x2/C\)](#)

Penetration [3/3/3/3/3](#) [6/6/6/6/6](#)

Deflector Shield [CIDSS-2 \(C\)](#) [FSQ-7 \(CC\)](#)

Protection/Threshold [14/3](#) [17/4](#)

### Miscellaneous Data

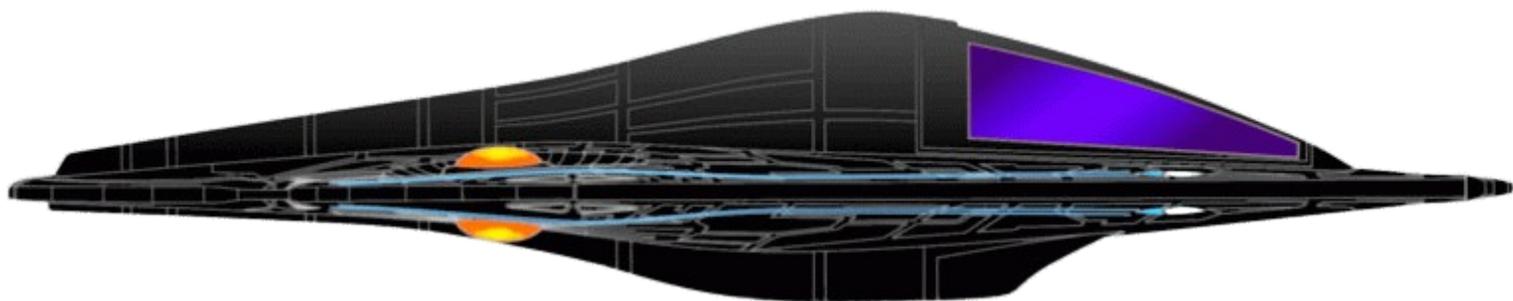
Maneuver Modifiers [+2C/+1H/+2T](#) [+2C/+1H/+2T](#)

Traits [Vulnerable System \(Warp Drive\)](#) [Vulnerable System \(Warp Drive\)](#)

# AEON CLASS TIMESHIP

Temporal Shuttle / Runabout – Commissioned, c.2840

# FEDERATION



## HULL DATA

Structure	5
Size / Decks	1 / 1
Length / Height / Beam	6 / 2.8 / 2.71
Compliment	1 – 2 (equipped for 1)

---

## PROPULSION DATA

Impulse System	FIB-3 (.75 / BB)
Warp System	LF-9x4 (3 / 4 / 5) (BB)
Temporal Drive	TDD-X1 (+3 / +2 / +2) (F)

---

## OPERATIONAL DATA

Atmosphere Capable	YES
Transporters	1 (single-person emergency)
Cargo Units	1
Shuttlebay	N/A
Shuttlecraft	N/A
Tractor Beams	1fv
Separation System	NONE
Cloaking Device	NONE
Sensor System	Class-3 (+3 / D) Temporal (Class-1 / +3 / EE)
Operations System	Class-3 (D)
Life Support	Class-3 (D)

---

## TACTICAL DATA

Phaser Arrays	Type-VII (x2 / B) Temporal Disruptor TD-1 (x1 / D)
Penetration	4 / 3 / 3 / 0 / 0 6 / 6 / 6 / 0 / 0
Torpedoes	C-C (micro) Chroniton (x1 / A)
Penetration	4 / 4 / 4 / 4 / 4
Deflector Shield	FSQ-1a (BB) TDS-1 Temporal Shielding (GG)
Protection / Threshold	12 / 1 29 / 15

---

## MISCELLANEOUS DATA

Maneuver Modifiers	0 C, +2 H, 0 T
Traits	Nimble

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**STAR TREK ROLE PLAYING GAME**

# HAWKING CLASS TIMESHIP

Temporal Scout Ship— Commissioned, c.2840

# FEDERATION



## HULL DATA

Structure	25 (5 ablative)
Size / Decks	5 / 6
Length / Height / Beam	150.7 / 28 / 90
Compliment	64

## PROPULSION DATA

Impulse System	FIG-7 (.95c / E)
Warp System	QSD Mk5 (9.999995) (F)
Temporal Drive	TDD-X2 (+4 / +3 / +2) (FF)

## OPERATIONAL DATA

Atmosphere Capable	YES
Transporters	1 standard, 1 emergency, 1 temporal
Cargo Units	43
Shuttlebay	1a
Shuttlecraft	4 size worth
Tractor Beams	1fv, 1av
Separation System	NO
Cloaking Device	NONE
Sensor System	Class-4 (+4 / E) Temporal (Class-2 / +4 / F)
Operations System	Class-5 (F)
Life Support	Class-5 (F)

## TACTICAL DATA

Phaser Arrays	Type-XII (x4 / B) Temporal Disruptor Type-II (x2 / D)
Penetration	4 / 3 / 3 / 0 / 0 6 / 6 / 6 / 0 / 0
Torpedoes	C-Da Chroniton (x2 / B)
Penetration	6 / 6 / 6 / 6 / 6
Deflector Shield	FSS (E) TDS-2 Temporal Shielding (H)
Protection / Threshold	17 / 5 31 / 17

## MISCELLANEOUS DATA

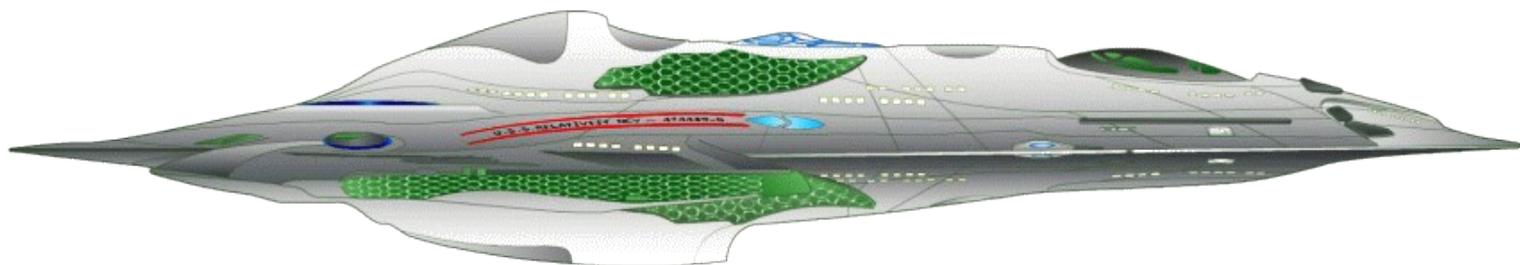
Maneuver Modifiers	+1 C, +2 H, 0 T
Traits	Ablative, Timejump Upgrade

**STAR TREK ROLE PLAYING GAME**

# WELLS CLASS TIMESHIP

Temporal Light Frigate— Commissioned, c.2840

# FEDERATION



## HULL DATA

Structure	40 (5 ablative)
Size / Decks	8 / 19
Length / Height / Beam	336 / 71 / 137
Compliment	162

## PROPULSION DATA

Impulse System	HID-VII (.97 / H)
Warp System	QSD Mk6 (9.999996) (FF)
Temporal Drive	TDD-X2 (+4 / +3 / +2) (FF)

## OPERATIONAL DATA

Atmosphere Capable	NO
Transporters	4 standard, 3 emergency, 1 temporal
Cargo Units	55
Shuttlebay	2 av
Shuttlecraft	8 size worth
Tractor Beams	1fv, 1av, 1ad
Separation System	NO
Cloaking Device	NONE
Sensor System	Class-6 (+6 / F) Temporal (Class-3 / +5 / F)
Operations System	Class-6 (F)
Life Support	Class-5 (F)

## TACTICAL DATA

Phaser Arrays	Type XXI (x6 / C) Temporal Disruptor Type-II (x3 / D)
Penetration	6 / 5 / 5 / 0 / 0 6 / 6 / 6 / 0 / 0
Torpedoes	C-Da Chroniton (x4 / B)
Penetration	6 / 6 / 6 / 6 / 6
Deflector Shield	FCS-5 (G) TDS-2 Temporal Shielding (H)
Protection / Threshold	27 / 12 31 / 17

## MISCELLANEOUS DATA

Maneuver Modifiers	+2 C, 0 H, +1 T
Traits	Ablative, Timejump Upgrade

**STAR TREK ROLE PLAYING GAME**

iltharanos

## Vulcan D'Kyr-class

Battle Cruiser; Commissioned 2145



### HULL DATA

Structure: 40 [119 space] [0 space remaining]  
Size/Decks: 8/41  
Length/Beam/Height: 600/180/180  
Complement: 147

### TACTICAL DATA

Phase Cannons: PC-25 (x4/AA) [-28 space]  
Penetration: 4/3/3/0/0  
Torpedo Launchers: Mk I IF (x3/AA) [-15 space]  
Photon Penetration: 3/3/3/3/0  
Deflector Shields: PFF 1 (A) [-10 space]  
Protection/Threshold: 12/2

### PROPULSION DATA

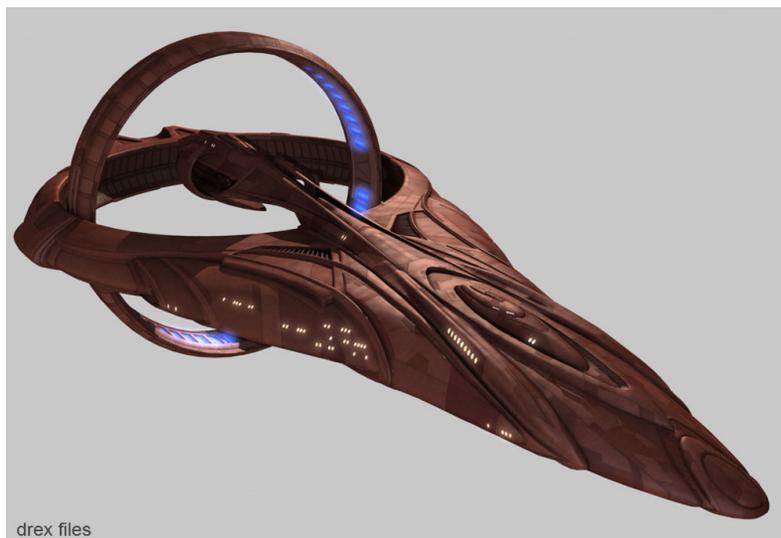
Impulse System: SBD (.7c) (B) [-12 space]  
Warp System: PB-16 (5/6/7) (C) [-32 space]

### OPERATIONAL DATA

Atmosphere Capable: No [0 space]  
Cargo Units: 80  
Life Support: Class 3 (D) [-7 space]  
Operations System: Class 3 (D) [-7 space]  
Sensor System: Class 2 (+2/C) [-2 space]  
Separation System: No  
Shuttlebay: 1 aft [-2 space]  
Shuttlecraft: 8 size worth  
Tractor Beams: 1 av [0 space]  
Transporters: 4 standard [0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +3C, -1H, +3T  
Traits: Prototype (+1 Threshold, +.1c) [-4 space]



drex files



## Vulcan Sh'ran-class

Battle Cruiser; Commissioned: 2145

### Hull Data

Structure: 40 [119 space][2 space remains]  
 Size/Decks: 8/41  
 Length/Height/Beam: 600/276/276 meters  
 Complement: 420

### Tactical Data

Phase Cannons: PC-25 (x4/AA) [-28]  
 Penetration: 4/3/3/0/0  
 Torpedo Launchers: Mk 1 IF (x3/AA) [-15]  
 Photon Penetration: 3/3/3/3/0  
 Deflector Shield: PFF 1 (A) [-10]  
 Protection/Threshold: 12/2

### Propulsion Data

Impulse System: SBD (.6c) (B) [-12]  
 Warp System: PB-16 (5/6/7) (C) [-32]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 80 [0]  
 Life Support: Class 3 (D) [-7]  
 Operations System: Class 3 (D) [-7]  
 Sensor System: Class 2 (+2/C) [-2]  
 Separation System: No  
 Shuttlebay: 1 aft [-2]  
 Shuttlecraft: 8 size worth  
 Tractor Beams: 1 av [0]  
 Transporters: 4 standard [0]

### Miscellaneous Data

Maneuver Modifiers: +2C, 0H, +3T  
 Traits: Prototype (+1 Threshold) [-2]

## Mission

The Sh'ran-class is primarily a combat ship, and its designation in the Vulcan fleet is combat cruiser.



## Features

The Sh'ran features the typical Vulcan circular ring-shaped warp drive, capable of achieving speeds of up to warp 7, among the fastest of ships in the 22<sup>nd</sup> century. In addition to its great speed, the Sh'ran possesses state-of-the-art sensors and weapons, as well as a prototype deflector shield capable of withering the most punishing volleys of fire.

## Background

The Sh'ran was developed as a result of Vulcan contact with aggressor species inimical to Vulcan logic, such as the Andorians and Klingons. Logic dictated that such species would only respond to the careful and logical application of force.



drex files

## Vulcan Surak-class

Exploratory Cruiser; Commissioned: 2134

### Hull Data

Structure: 25 [81 space][3 space remains]  
 Size/Decks: 6/18  
 Length/Height/Beam: 309/72/72 meters  
 Complement: 175

### Tactical Data

Phase Cannons: PC-10a (x2/B) [-16]  
 Penetration: 2/2/2/0/0  
 Torpedo Launchers: Mk 1 IF (x2/B) [-14]  
 Photon Penetration: 2/2/2/2/0  
 Deflector Shield: PFF 1 (A) [-12]  
 Protection/Threshold: 12/1

### Propulsion Data

Impulse System: SBD (.6c) (B) [-10]  
 Warp System: WE-6 (3/4.5/6) (B) [-18]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 60 [0]  
 Life Support: Class 3 (D) [-6]  
 Operations System: Class 3 (D) [-6]  
 Sensor System: Class 2 (+2/C) [-4]  
 Separation System: No  
 Shuttlebay: 1 aft [-2]  
 Shuttlecraft: 6 size worth  
 Tractor Beams: 1 av [0]  
 Transporters: 3 standard [0]

### Miscellaneous Data

Maneuver Modifiers: +2C, 0H, +2T  
 Traits: Vulnerable System (Operations) [+5]

## Mission

The Surak-class is primarily a science ship, though like many Vulcan ships of the 22<sup>nd</sup> century, it also doubles as a combat cruiser.



## Features

The Surak features the typical Vulcan circular ring-shaped warp drive, capable of achieving speeds of warp 6 and beyond. As a combat cruiser, the ship comes equipped with powerful particle beam weapons and photon torpedoes.

## Background

The Surak is a staple of the 22<sup>nd</sup> century Vulcan fleet, and was named after the legendary father of Vulcan logic.



### Tal Kyr Specifications

#### Production Data:

Origin: Vulcan Science Directorate

Class and Type: Tal Kyr multipurpose vessel

Year Launched: 2145

#### Hull Data:

Structure: 25

Size/Decks: 4/4

Length/Height/Beam: 120/30/30 Meters

Complement: 25

#### Operational Data:

Transporters: 2 standard, 2 emergency

Cargo Units: 40

Separation System: na

Tractor beam: 1a

Sensor System: 2a (+2/BB)

Operations System: Class 3

Life Support: Class 3

#### Propulsion Systems

Impulse Engines: V-HEU 2 (.5c)

Warp Drive: V-WC 1 (Warp 5/6/7) (B)

#### Tactical Data:

Phaser Arrays: PC25 [x3/b]

Penetration: 3/3/3/0/0

Photon Torpedoes: na

Penetration: na

Deflector Shield: PFF1 [B]

Protection Threshold: 12 1/1

#### Miscellaneous Data:

Manoeuvre Modifiers: +2C, +0H, +2T

Traits: Hardened system  
[deflector shield]

#### History:

The Tal'Kyr support vessel was designed to work in concert with the D'kyr class cruiser. Carried between the Vulcan cruisers unique warp coils the Tal'Kyr can be launched as either a rescue vessel, assault craft, far ranging scout craft or as a lifeboat. The vessel is equipped with Vulcan disruptors a tractor beam and particularly strong shields.

#### Mission:

Transported by Dy Kyr class vessels the Tal Kyr is a multipurpose platform it has no preset mission profile instead it appeared to be designed as a jack of all trades.

#### Features:

Traditional Vulcan annular warp drive

## Vulcan Vahklas-class

Frigate; Commissioned 2055



### HULL DATA

Structure: 15 [51 space] [1 space remaining]  
Size/Decks: 4/5  
Length/Beam/Height: 110/17/25  
Complement: 10

### TACTICAL DATA

Laser Cannons: LCS-42c (x1/A) [-12 space]  
Penetration: 2/0/0/0  
Torpedo Launchers: FST Mk I (x1/A) [-14 space]  
Spatial Penetration: 1/1/1/0/0  
Hull Polarization: HPG Mk 1 (AA) [-15 space]  
Protection/Threshold: 10/0

### PROPULSION DATA

Impulse System: ITU-2 (.3c) (B) [-10 space]  
Warp System: WE-5 (3/4/5) (B) [-27 space]

### OPERATIONAL DATA

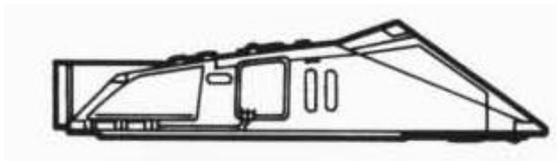
Atmosphere Capable: No [0 space]  
Cargo Units: 40  
Life Support: Basic (A) [0 space]  
Operations System: Basic (A) [0 space]  
Sensor System: Basic (A) [0 space]  
Separation System: No  
Shuttlebay: 1 aft [-2 space]  
Shuttlecraft: 4 size worth  
Tractor Beams: 1 av [0 space]  
Transporters: None [0 space]

### MISCELLANEOUS DATA

Maneuver Modifiers: +1C, +1H, +1T  
Traits: Vulnerable System (Propulsion, Shields) [+25 space]  
Outdated (+2 TN Command, Helm, Tactical)



drex files



Vulcan Warp Sled Class  
Specifications

#### Production Data:

Origin: Starfleet/Vulcan High  
Command

Class and Type: Atai class heavy  
shuttle

Year Launched: 2251 - 2279

#### Hull Data:

Structure: 15

Size/Decks: 2/1

Length/Height/Beam: 18.7/4.5/12 Meters

Complement: 1/10

#### Operational Data:

Transporters: 1 Standard, 1  
Emergency

Cargo Units: 10

Tractor Beams: 1 FV, 1A

Separation System: yes

Sensor System: Class 2 [+2/C]

Operations System: Class 3 [0]

Life Support: Class 3 [0]

#### Propulsion System:

Impulse Engines: SBE [.5c] [D]

Warp Drive: NA

#### Tactical Data:

Phaser Arrays: Type IV [X4/B]

Penetration: 4/3/3/0/0

Deflector Shield: Class 2A [B]

Protection Threshold: 13/3

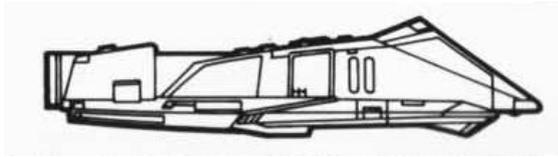
#### Miscellaneous Data:

Manoeuvre Modifiers: +2C, +0H, +2T

#### Traits:

#### History:

The Atai Class was a vessel designed in collaboration between the Vulcan Science Institute, High Command and Starfleet. The design remit called for a fast courier, shuttle and light explorer. The Atai delivered on all counts. In many ways the vessel was a precursor to the Rounabout class. Vulcan Atai's tended to be unarmed and were of a more Vulcan colouring whilst the Starfleet variant was equipped with two dorsal and two ventral phaser emitters. Rather than relying on modular pods the Atai came in varying sizes ranging from a small 2 man craft up to a large cargo, medical variant. Many aftermarket pods and kits were also released.



Starfleet warp shuttle Class  
Specifications

#### Production Data:

Origin: Starfleet Command

Class and Type: K class warp shuttle

Year Launched: 2251 - 2279

#### Hull Data:

Structure: 10

Size/Decks: 2/1

Length/Height/Beam: 22.8/5.4/14.2 Meters

Complement: 1/5

#### Operational Data:

Transporters: 1 Standard, 1  
Emergency

Cargo Units: 10

Tractor Beams: 1 FV, 1A

Separation System: yes

Sensor System: Class 2 [+2/C]

Operations System: Class 3 [0]

Life Support: Class 3 [0]

#### Propulsion System:

Impulse Engines: SBE [.5c] [D]

Warp Drive: WE-1 [warp 1/1/1]

#### Tactical Data:

Phaser Arrays: Type IV [X4/B]

Penetration: 4/3/3/0/0

Deflector Shield: Class 2A [B]

Protection Threshold: 13/3

#### Miscellaneous Data:

Manoeuvre Modifiers: +2C, +0H, +2T

#### Traits:

#### History:

The K Class was a vessel designed by Starfleet primarily as a support ship for Perimeter defence ships and deep space explorers. The K classes warp field is limited with a top speed of warp 2. Also due to the size of the core the interior tends to be very cramped.



### Vulcan Warp Sled Class Specifications

#### Production Data:

**Origin:** Starfleet/Vulcan High Command

**Class and Type:** Tai class Warp Sled

**Year Launched:** 2251 - 2279

#### Hull Data:

**Structure:** 15

**Size/Decks:** 2/1

**Length/Height/Beam:** 55/8.72/26.73 Meters

**Complement:** 0

#### Operational Data:

**Transporters:** 1 Standard, 1 Emergency

**Cargo Units:** NA

**Tractor Beams:** 1 FV, 1A

**Separation System:** yes

**Sensor System:** Class 2 [+2/C]

**Operations System:** Class 3 [0]

**Life Support:** Class 3 [0]

#### Propulsion System:

**Impulse Engines:** SBD [.5c] [D]

**Warp Drive:** PB-1[Warp, 1/2/4]

#### Tactical Data:

**Phaser Arrays:** NA

**Penetration:** NA

**Deflector Shield:** Class 2A [B]

**Protection Threshold:** 13/3

#### Miscellaneous Data:

**Manoeuvre Modifiers:** +2C, +0H, +2T

**Traits:** Limited Co-ordination

#### History:

The Tai class warp sled was designed to be incredibly economical and efficient. The Tai class sled could be used with any of the shuttle variants. The sled would wait at the edge of a system for the shuttle to return of course should the sled be destroyed then the shuttle would have to rely on impulse power or a rescue.