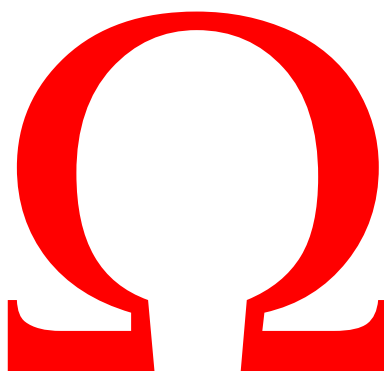


-- STAR TREK --  
THE BORG COLECTIVE



SPACEDOCK



RED OMEGA FLEET YARDS

By  
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## Introduction - ●●●●●●●●●●

The Borg collective are one of the most fearsome alien foe in the Star Trek universe and have been so for decades. Many of the Borg vessels have been similar in their looks. This Borg are heavily armed and armored in many cases. The Borg have thousands of ships across the Delta Quadrant and known spaces that Federation science has yet to discover.

In our games we have had dozens of encounters with the Borg Collective and not all of those encounters the crew of the Federation or what ever our ship happen to be came to be a victor.

This e-book is presented as a reference of what the Borg vessels that are out there.

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## **Borg Spacedock Notes**

The Borg notes here are generated from several sources of notes such as Steve Long's version of the Borg Cube, the Star Trek Voyager Source Book by Volker Maiwald and the few episodes where unique technology was displayed.

**Borg Regenerative Alcoves** (generated out of Borg Cube by Steve Long / Ship Recognition Manual, Vol. 1-151)

SU's Cost: 1 SU per 100 Alcoves

Power Cost: 1 Power per 100 Alcoves

The Borg alcoves line the maze of hallways along the wall in an irregular pattern. Each alcove is adjusted to a specific Borg Drone. When a Borg drone is created the alcove is adjusted to the Drones Neural Biological implants. The Borg must spend a few hours a day regenerating before the bio-implants begin to degrade. At most a drone may spend at least 72 hours away from the alcove before the degradation begins causing a difficulty of an additional 1 difficulty to all tasks.

**Borg Hull Resistance** (Generated from Star Trek Voyager Source Book by Volker Maiwald)  
The Borg Hull resistance is up to a max of 50 per both outer and inner hull combined. Independently the outer hull can handle a max of 26 and the inner of 24.

*Optional Notes: The combination of raising Inner and outer hull Resistance up to 40 for the outer hull and holding at 10 for the inner hull. This gives the Borg vessel a tough outer shell and a softer inner hull.*

*Optional notes 2: An alternative rule for the Inner hull and outer hull is to automatically give the vessel an additional 10 points of resistance. Basically 12 points free and a maximum of 20 points per each hull.*

## **Borg Transwarp Coils**

Borg vessels have multiple transwarp coils located throughout the ship. The intergraded this diversity I have separated the coils into by taking the size of the vessel and dividing it in half and that is the number of coils for the vessel. When in combat to get the SU's for a specific Coil the number of coils is divided into the total of transwarp drives SU's.

*For example: a Borg cube size 16 with 240 SU's for Transwarp drive has eight coils at 30 Su's per coil.*

I threw in an additional resistance around the coil chamber of 10 as a shielding to the coils. Not that this is an armor but an energy field generated naturally by the Borg Transwarp coils.

## **Damaged Borg Transwarp coils**

Per each transwarp coil damaged the length of time that a vessel can travel safely is cut in half starting at seven days. Generally a vessel needs to travel more than seven days at Transwarp speeds.

Example: A Borg cube with eight coils, seven of which are damaged or destroyed it could travel at transwarp speed for one point three hours before the failure of the Transwarp drive. If only one coil damaged the cube could travel three and a half days before the failure causes a problem.

## **Borg Autodestruct**

When a Borg Vessel explodes with its Autodestruct it will easily generate 5000 points of extra damage beyond the hull. This would destroy any vessel in 1 MU of range. Beyond 1 MU out to 2 MU debris could cause 500 points of damage can be inflicted to the ships shields, hull and so forth. A Chance roll of 7 to determine if any of the debris hits the vessel. Beyond 2 MU's distance debris is of little danger.

## **Borg Shields**

Borg shields act like normal shields on the first shot, then on the second hit the Borg must make a Difficulty check of 8 to determine if they have adjusted the shields to repel the attack. Third attack a Borg difficulty of 6, and the fourth a difficulty of 4.

Once the weapons frequencies have been determined the shield threshold is tripled. So a Borg vessel with a shield threshold of 450 would now have a threshold of 1350. A combination of energy and Photon Torpedo salvos can easily reach the threshold of 1350.

The Federation Starships who have made Frequencies adjustments to their weapon systems the Borg automatically have a penalty of an additional 2 difficulty to their rolls.

## **Two types of Borg Maturation Chambers**

The Borg have accelerated growing chambers for the Borg and alien species. When used by the Borg, either to grow children to adulthood or as a cloning from a single cell into a full biological species.

### **Standard Borg Maturation Units**

The Borg maturation chambers cost One SU per ten units installed on a Borg vessel with a power cost of one per ten. The growth on a standard maturation chamber accelerates the growth to sixteen days in a single hour.

For example, a captured eleven-year-old child is placed in the maturation chamber. Eight days later the boy is removed from the chamber at adult physical age of twenty.

\* Personal Notes: I figured o 15, 20, 25, 30, 35 days. At thirty-five days, the maturation time would be just over ninety-three days. Then we looked at the accelerated growth into the matter of hours instead. We finally came up with 16 as the optimal time period.

### **Borg Cloning Maturation Units**

The Borg Cloning units are similar to that of the Maturation chambers. The Borg Cloning technology require the standard Maturation units plus cost one additional SU to each cloning unit and one power for each unit. The cloning is seven time that of a maturation chamber, (the growth is accelerated to 112 days of growth).

For example, a single cell is used and reaches maturity in sixty-seven point sixty-three hours from conception figuring a at a life time of just under seventy-six hundred days from conception to twentieth date of birth of an adult.

\* Personal Notes: The Borg have been presented with cloning technology in several episodes. We wanted the cloning to be far faster than that of a maturation unit. In the episode of Star Trek Voyager "one" the Borg is matured in the matter of hours, twenty-four or more hours with twenty-ninth century technology.

## **Original version of the BORG Cube (Steve long Version)**

**Class and Type:** Borg Cube

**Commissioning Date:** Unknown

### **HULL SYSTEMS**

**Size:** 16

Length: 5000 meters (5km)

Beam: 5000 meters (5km)

Height: 5000 meters (5km)

Decks: 1,100 (est.)

Mass: 21,000,000 metric tons

SUs Available: 11,000

SUs Used: 10,797

Hull Outer <64>

Hull Inner <64>

Resistance Outer Hull: 10 <12>

Resistance Inner Hull: 10 <12>

Borg Ship Regeneration <160>

Ablative Armor: 1500 <300>

**Structural Integrity Field** [1 Power/10

Protection/round]

Main: Class 10(Protection 100/150) <55>

Backup 1: Class10 (Protection 50) <28>

Backup 2: Class 10 (Protection 50) <28>

### **PERSONNEL SYSTEMS**

**Class/Passengers/Evac:** 64,000/0/137,500

**Crew Quarters**

Regeneration Alcoves: 64,000 (100 alcoves per 1

SU) <640>

### **Environmental Systems**

Basic Life Support [16 Power/round] <64>

Reserve Life Support [8 power/round] <32>

Emergency Life Support (96 emergency shelters)  
<32>

Gravity [8 Power/round] <16>

Consumable: 3 years' worth <48>

Food Replicators [16 Power/round] <16>

Industrial Replicators <66>

Type: three Network of small replicators [2  
Power/round]

Type: 6 Large unit [2 power/replicator/round]

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

Personnel Transport: Turbolift, Jefferies Tubes [2  
Power/round] <48>

Fire Suppression System [1 Power/round when  
active] <16>

Cargo Holds: 1,000,000 cubic meters <30>

Locations: fifty locations throughout the ship

### **PROPULSION SYSTEMS**

Transwarp Drive [240 Power/round] <240>

**Impulse Engine** Type: 5 Class 8 (.75c/.95c) [6/9  
Power/round] <200>

Location: five throughout interior

**Reaction Control System** (.025c) [2 Power/round  
when in use] <16>

### **POWER SYSTEMS**

Warp Engine Type: 6 Class 10/S (generates 549  
Power/round) <690>

Location: Interior

Impulse Engine[s]: 5 class 8 (generates 64  
Power/engine/round)

Auxiliary Power: 20 reactors (generates 5  
Power/reactor/round) <60>

Emergency Power: Type F (generates 50  
Power/round) <50>

EPS: Standard Power flow, +800 Power  
transfer/round <160>

Standard Usable Power: 3,764

### **OPERATIONS SYSTEM**

Computers (Bio-neutral)

Eight core computers located throughout the interior  
of the ship [5 Power/round] <64>

Upgrading: Class Gamma (+3) [3

Power/computer/round] <64>

ODN <48>

Navigational Deflector [5 Power/round] <64>

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

Accuracy: 5/6/8/11

Location: Exterior

### **Sensor Systems**

Long-range Sensors [5 Power/round] <88>

Range Package: Type 8 (Accuracy 3/4/7/10)

High Resolution: 6 light-year (.5/.6-1.0/1.1-4.5/4.6-  
6.0)

Low Resolution: 18 light-years (1/1.1-6.5/6.6-  
13.5/13.6-18.0)

Strength Package: Class 10 (Strength 10)

Gain Package: Class Gamma (+3)

Coverage: + 8000 substances/phenomena

Lateral Sensor [5 Power/round] <56>

Strength Package: Class 10 (Strength 10)

Gain Package: Class Gamma (+3)

Coverage: + 8000 substances/phenomena

Navigational Sensor [5 Power/round] <28>

Strength Package: Class 10 (Strength 10)

Gain Package: Class Gamma (+3)

Probes: 500 probes of varying types <50>

**Sensors Skill:** 5

### **Flight Control Systems**

Autopilot: Shipboard systems (flight Control) 4,  
Coordination 4 [1 Power/round in use] <16>

Navigational Computer

Main: Class 3 (+2) [2 Power/round] <4>

Backup: two additional full-effect navigational  
computers <8>

Inertial Damping Field

Main <192>

Strength: 10 [3 Power/round]

Number: 6

Backup <48>

Strength: 5 [2 Power/round]

Number: 6

Attitude control [4 power/round] <4>

### **Communications Systems**

Type: Central Plexus (Class 10) [2 Power/round]  
<26>

Strength: 10

Security: -5

Basic Uprating: Class Beta (+2)

Emergency Communications: yes [2 Power/round]  
<1>

Holocommunications: <>

### **Tractor Beams**

Emitter: Class Delta [3 Power/Strength used/round]  
<288>

Accuracy: 4/5/7/10

Location: four tractor beams per cube side

### **Transporters**

Type: Personnel [7 Power/use] <460>

Pads: 6

Emitter/Receiver Array: Personnel Type 10  
(100,000 km range)

Energizing/Transition coils: Class J (Strength 10)

Number and Location: 20 throughout the ship

Type: Emergency [12 power/use] <500>

Pads: 40

Emitter/Receiver Array: Emergency Type 5 (25,000  
km range)

Energizing/Transition coils: Class J (Strength 10)

Number and Location: 20 throughout the ship

Type: Cargo [8 Power/use] <190>

Pads: 800 kg

Emitter/Receiver Array: Cargo Type 5 (160,000 km  
range)

Energizing/Transition coils: Class J (Strength 10)

Number and Location: 10 throughout the ship

**Security Systems Rating: 2 <8>**

Anti-Intruder System: Yes [1 Power/round] <16>

Internal Force Fields [1 Power/3 Strength] <16>

**Science Systems Rating: 4 (+3) [5 Power/round]  
<36>**

Specialized Systems: 5 <25>

Laboratories: 160 <32>

### **TACTICAL SYSTEMS**

Borg Energy Beams <1392>

Type: Borg Energy Beams (50 SUs each side)

Damage: 250 [25 Power]

Number of Emitters: (up to 2 shots per round)

Auto-Phaser Interlock: Accuracy: 3/4/6/9

Range: 10/35,000/150,000/400,000

Location: 4 beam projectors per cube side

Firing Arc: 360 degrees for each side

Firing Modes: Standard, Continuous, Pulse, and  
wide-beam

Borg Cutting Beams <540>

Type: Borg Cutting Beams

Damage: See Spacedock, pages 68-69 [20  
Power/round]

Number of Emitters: (up to 1 shots per round)

Auto-Phaser Interlock: Accuracy: 3/4/6/9

Range: 10/35,000/150,000/400,000

Location: 3 beam projectors per cube side

Firing Arc: 360 degrees for each side

Borg Feedback Pulse Generator <108>

Type: Borg Feedback Pulse Generator

Damage: See Spacedock, pages 68-69 [30 Power]

Number of Emitters: (up to 1 shots per round)

Accuracy: See Spacedock, pages 68-69

Range: See Spacedock, pages 68-69

Location: 1 beam projectors per cube side

Firing Arc: See Spacedock, pages 68-69

Borg Shield Drainer <450>

Type: Borg Shield Drainer

Damage: See Spacedock, pages 68-69 [20  
Power/round]

Number of Emitters: (up to 1 shots per round)

Accuracy: 3/4/6/9

Range: 10/35,000/150,000/400,000

Location: 3 beam projectors per cube side

Firing Arc: 360 degrees for each side

**Torpedo Launcher** <540>

Standard Load: Borg torpedo (500 Damage)

Spread: 12

Range: 15/400,000/2,000,000/5,000,000

Targeting System: Accuracy 3/4/6/9

Power: [20 + 5 per torpedo fired]

Location: 3 launchers per cube side

Firing Arc: self-guided

**Torpedoes Carried:** 2000 <200>

TA/T/TS: Class Delta [4 Power/round] <15>

Strength: 10

Bonus: +3

**Weapon Skill:** 5

**Shields (Forward, Aft, Port, Starboard)**<324 (x 4)>

Shield Generator: Class 7 (Protection 1400) [140 Power/shield/round]

Shield grid: Type C (50 % increase to 2100 Protection)

Subspace Field Distortion Amplifiers: Class Iota (Threshold 450)

Shield Regeneration System: Class 4 (regenerates 50 Protection per round; shield recharge time of 20 seconds) [1 Power/point regenerated/round]

Backup Shield Generators: 4 (1 per shield) <16>

Auto-Destruct System<16>

#### **AUXILIARY SPACECRAFT SYSTEM**

Shuttlebay(s): Capacity for 200 size worth of ships <400>

Standard Compliment: Various small Borg ships

Location(s): 25 bays throughout ship

Captain's Yatch: no

#### **DESCRIPTION AND NOTES:**

***Fleet Data:***



## BORG CUBE

Class and Type: Borg Cube  
Commissioning Date: Unknown

### HULL SYSTEMS

Size: 16  
Length: 3,000 meters (3 km)  
Beam: 3,000 meters (3 km)  
Height: 3,000 meters (3 km)  
Decks: 700 (est.)  
Mass: 21,000,000 metric tons  
SU's Available: 11,000  
SU's Used: 10,546

Hull Outer <64>  
Hull Inner <64>  
Resistance Outer Hull: 14 <36>  
Resistance Inner Hull: 14 <36>  
Borg Ship Regeneration <160>

Structural Integrity Field [1 Power/10 Protection/round]  
Main: Class 10(Protection 100/150) <55>  
Backup 1: Class 10 (Protection 50) <28>  
Backup 2: Class 10 (Protection 50) <28>

### PERSONNEL SYSTEMS

Class/Passengers/Evac: 64,000/0/137,500

Crew Quarters  
Regeneration Alcoves: 64,000 (100 alcoves per 1 SU) <640>

Environmental Systems  
Basic Life Support [16 Power/round] <64>  
Reserve Life Support [8 power/round] <32>  
Emergency Life Support (96 emergency shelters) <32>  
Gravity [8 Power/round] <16>  
Consumable: 3 years' worth <48>  
Food Replicators [16 Power/round] <16>  
Industrial Replicators <66>  
Type: three networks of small replicators [2 Power/round]  
Type: 6 large unit [2 power/replicator/round]  
Medical Facilities: 5 (+1) [5 Power/round] <25>  
Borg Maturation Units: 100 [10 powers when in use] <10>  
Borg Cloning units: 30 [3 power/round when in use] <3>  
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <48>  
Fire Suppression System [1 Power/round when active] <16>  
Cargo Holds: 1,000,000 cubic meters <30>  
Locations: fifty locations throughout the ship

### PROPULSION SYSTEMS

Transwarp Drive [240 Power/round] <240>

Impulse Engine  
Type: 5 Class 8 (.75c/.95c) [6/9 Power/round] <200>  
Location: five throughout interior  
Reaction Control System (.025c) [2 Power/round when in use] <16>

### POWER SYSTEMS

Warp Engine  
Type: 6 Class 10/S (generates 549 Power/round) <690>  
Location: Interior  
Impulse Engine[s]: 5 class 8 (generates 64 Power/engine/round)  
Auxiliary Power: 20 reactors (generates 5 Power/reactor/round) <60>  
Emergency Power: Type F (generates 50 Power/round) <50>  
EPS: Standard Power flow, +800 Power transfer/round <160>  
Standard Usable Power: 3,764

### OPERATIONS SYSTEM

Computers (Bio-neutral)  
Eight core computers located throughout the interior of the ship [5 Power/round] <64>  
Upgrading: Class Gamma (+3) [3 Power/computer/round] <64>  
ODN <48>

Navigational Deflector [5 Power/round] <64>  
Range: 10/20,000/50,000/150,000  
Accuracy: 5/6/8/11  
Location: Exterior

### Sensor Systems

Long-range Sensors [5 Power/round] <88>  
Range Package: Type 8 (Accuracy 3/4/7/10)  
High Resolution: 6 light-year (.5/.6-1.0/1.1-4.5/4.6-6.0)  
Low Resolution: 18 light-years (1/1.1-6.5/6.6-13.5/13.6-18.0)  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Coverage: +8000 substances/phenomena  
Lateral Sensor [5 Power/round] <56>  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Coverage: +8000 substances/phenomena

Navigational Sensor [5 Power/round] <28>

Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)

Probes: 500 probes of varying types <50>  
Sensor Skill: 5

Flight Control Systems  
Autopilot: Shipboard systems (flight Control) 4,  
Coordination 4 [1 Power/round in use] <16>

Navigational Computer  
Main: Class 3 (+2) [2 Power/round] <4>  
Backup: two additional full-effect navigational  
computers <8>

Inertial Damping Field  
Main <192>  
Strength: 10 [3 Power/round]  
Number: 6  
Backup <48>  
Strength: 5 [2 Power/round]  
Number: 6  
Attitude control [4 power/round] <4>

Communications Systems  
Type: Central Plexus (Class 10) [2 Power/round]  
<27>  
Strength: 10  
Security: -5  
Basic Uprating: Class Beta (+2)  
Emergency Communications: yes [2 Power/round]  
<1>  
Holocommunications: yes

Tractor Beams  
Emitter: Class Delta [3 Power/Strength used/round]  
<288>  
Accuracy: 4/5/7/10  
Location: four tractor beams per cube side

Transporters  
Type: Personnel [7 Power/use] <460>  
Pads: 6  
Emitter/Receiver Array: Personnel Type 10  
(100,000 km range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 20 throughout the ship

Type: Emergency [12 power/use] <500>  
Pads: 40  
Emitter/Receiver Array: Emergency Type 5 (25,000  
km range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 20 throughout the ship

Type: Cargo [8 Power/use] <190>

Pads: 800 kg  
Emitter/Receiver Array: Cargo Type 5 (160,000 km  
range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 10 throughout the ship

Security Systems  
Rating: 2 <8>  
Anti-Intruder System: Yes [1 Power/round] <16>  
Internal Force Fields [1 Power/3 Strength] <16>

Science Systems  
Rating: 4 (+3) [5 Power/round] <36>  
Specialized Systems: 5 <25>  
Laboratories: 160 <32>

#### TACTICAL SYSTEMS

Borg Energy Beams <1392>  
Type: Borg Energy Beams (50 SUs each side)  
Damage: 250 [25 Power]  
Number of Emitters: (up to 2 shots per round)  
Auto-Phaser Interlock: Accuracy: 3/4/6/9  
Range: 10/35,000/150,000/400,000  
Location: 4 beam projectors per cube side  
Firing Arc: 360 degrees for each side  
Firing Modes: Standard, Continuous, Pulse, and  
wide-beam

Borg Cutting Beams <540>  
Type: Borg Cutting Beams  
Damage: See Spacedock, pages 68-69 [20  
Power/round]  
Number of Emitters: (up to 1 shots per round)  
Auto-Phaser Interlock: Accuracy: 3/4/6/9  
Range: 10/35,000/150,000/400,000  
Location: 3 beam projectors per cube side  
Firing Arc: 360 degrees for each side

Borg Feedback Pulse Generator <108>  
Type: Borg Feedback Pulse Generator  
Damage: See Spacedock, pages 68-69 [30 Power]  
Number of Emitters: (up to 1 shots per round)  
Accuracy: See Spacedock, pages 68-69  
Range: See Spacedock, pages 68-69  
Location: 1 beam projectors per cube side  
Firing Arc: See Spacedock, pages 68-69

Borg Shield Drainer <450>  
Type: Borg Shield Drainer  
Damage: See Spacedock, pages 68-69 [20  
Power/round]  
Number of Emitters: (up to 1 shots per round)  
Accuracy: 3/4/6/9  
Range: 10/35,000/150,000/400,000  
Location: 3 beam projectors per cube side  
Firing Arc: 360 degrees for each side

Torpedo Launcher <540>  
Standard Load: Borg torpedoes (500 Damage)  
Spread: 12  
Range: 15/400,000/2,000,000/5,000,000  
Targeting System: Accuracy 3/4/6/9  
Power: [20 + 5 per torpedo fired]  
Location: 3 launchers per cube side  
Firing Arc: self-guided

Torpedoes Carried: 2000 <200>

TA/T/TS: Class Delta [4 Power/round] <15>  
Strength: 10  
Bonus: +3  
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <324 (x 4)>  
Shield Generator: Class 7 (Protection 1400) [140  
Power/shield/round]  
Shield grid: Type C (50 % increase to 2100  
Protection)  
Subspace Field Distortion Amplifiers: Class Iota  
(Threshold 450)  
Shield Regeneration System: Class 4 (regenerates 50  
Protection per round; shield recharge time of 20  
seconds) [1 Power/point regenerated/round]  
Backup Shield Generators: 4 (1 per shield) <16>  
Auto-Destruct System<16>

#### AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 200 size worth of ships  
<400>  
Standard Compliment: Various small Borg ships  
Location(s): 25 bays throughout ship  
Captain's Yatch: no

#### DESCRIPTION AND NOTES:

*Fleet Data:*

#### **Borg vessels**

Borg Cube Variant 1 (unknown)  
Borg Cube Variant 2 (thousands) (Cube 461, Cube  
630, Cube 1184)

## Borg Queens Diamond Ship

Class and Type: Diamond Ship

Commissioning Date: 2351

### Hull Systems

Size: 12

Length: 820 meters

Beam: 820 meters

height: 867.05 meters

Mass: 11,000,000 metric tons

SU's Available: 4500

SU's Used: 4376

Hull Outer <48>

Hull Inner <48>

Resistance Outer Hull: 10 <12>

Resistance Inner Hull: 10 <12>

Borg Ship Regeneration <120>

Structural Integrity field [1 power/10

Protection/round]

Main: Class 7 (Protection 100/150) <42>

Backup: Class 7 (Protection 50) <21>

Backup: Class 7 (Protection 50) <21>

### PERSONNEL SYSTEMS

Crew/Passengers/Evac: 20,000/0/50,000

Crew Quarters

Borg Regeneration Alcoves 20000 <200>

### Environmental Systems

Basic Life Support [14 Power/round] <48>

Reserve Life Support [7 Power/round] <24>

Emergency Life Support (72 emergency shelters)  
<24>

Gravity [3 Power/round] <12>

Consumable: 1 years worth <12>

Food Replicators [12 Power/round] <12>

Industrial Replicators

Type: network of small Replicators [2 Power/round]  
<12>

Type: 4 Large unit [2 Power/replicator/round] <12>

Medical Facilities: 10 (+2) [3 Power/round] <50>

Borg Maturation Units: 60 [6 power/round] <6>

Borg Cloning unit: 10 [10 power/round] <10>

Personal Transport: Turbolifts, Jefferies tubes [2  
Power/round] <36>

Fire Suppression System [1 Power/round when  
active] <12>

Cargo hold: 500,000 cubic meters (36 cargo bays)  
<16>

### Propulsion Systems

Trans Warp Drive: [180 power/round] <180>

(Six locations 30 SU's each)

Impulse Engine: 1 Class 8 (.75c/.95c) [7/9  
power/round] <40>

Reaction Control System (.025c) [2 Power/ round  
when in use] <12>

### Power Systems

Warp Engine: Type 3 Class 12/R (generates  
Power/round) <133 x 3 =399>

Auxiliary Power: 10 reactors (generate 5  
Power/reactor/round) <30>

Emergency Power: Type D (generates 40  
Power/round) <40>

EPS: Standard Power flow, +250 Power  
transfer/round <85>

Standard Usable Power:

### Operations systems

Bridge: Queens Chamber <20>

3 Computers Core: [7 Power/round] <36 x 3 = 108>

Uprating: Class Gamma (+3) [3 Power/computer  
round] <18>

ODN <36>

Navigational Deflector [5 Power/round] <48>

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

Accuracy: 5/6/8/11

Location: Forward hull,

### Sensor Systems

Long-range Sensors [5 Power/round] <88>

Range Package: Type 8 (Accuracy 3/4/7/10)

High Resolution: 6 light-year (.5/.6-1.0/1.1-4.5/4.6-  
6.0)

Low Resolution: 18 light-years (1/1.1-6.5/6.6-  
13.5/13.6-18.0)

Strength Package: Class 10 (Strength 10)

Gain Package: Class Gamma (+3)

Coverage: +8000 substances/phenomena

Lateral Sensor [5 Power/round] <56>

Strength Package: Class 10 (Strength 10)

Gain Package: Class Gamma (+3)

Coverage: +8000 substances/phenomena

Navigational Sensor [5 Power/round] <28>

Strength Package: Class 10 (Strength 10)

Gain Package: Class Gamma (+3)

Probes: 50 probes of varying types <5>

Sensor Skill: 5

### Flight Control Systems

Autopilot: Shipboard systems (flight control) 4,

Coordination 4 [1 Power/round in use] <16>

### Navigational Computer

Main: Class 3 (+2) [2 Power/round] <4>  
Backups: 2 <8>

Inertial Damping Field  
Main <96>  
Strength: 10 [3 Power/round]  
Number: 4  
Backup <24>  
Strength: 5 [2 Power/round]  
Number: 4  
Attitude Control [3 Power/round] <3>

Communications Systems  
Type: Central plexus (Class 10)  
(Holocommunications) [2 power/round] <27>  
Strength: 10  
Security: -5  
Basic Upgrading: Class Beta (+2)  
Emergency Communications: [2 Power/round] <1>

Tractor Beams  
Emitter: Class Delta [3 Power/Strength used/round]  
<12 x 6 = 72>  
Accuracy: 4/5/7/10  
Lactation:

Transporters  
Type: Personnel [7 Power/use] <23 x 4 = 92>  
Pads: 6  
Emitter/Receiver Array: Personnel Type 10  
(100,000 km range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 4

Type: Emergency [12 power/use] <25 x 4 = 100>  
Pads: 40  
Emitter/Receiver Array: Emergency Type 5 (25,000 km range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 4

Type: Cargo [8 Power/use] <19 x 4 = 76>  
Pads: 800 kg  
Emitter/Receiver Array: Cargo Type 5 (160,000 km range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 4

Security Systems Rating: 5 <20>  
Anti-Intruder System: [1 Power/round] <12>  
Internal Force Field [1 power/3 Strength] <12>  
Science Systems Rating: 4 (+3) [5 Power/round] <32>  
Specialized Systems: 4, defined when ship is constructed <20>

Laboratories: 60 <12>

Tactical Systems  
Borg Energy Beam <61 x 6 = 366>  
Type Borg Energy Beam  
Damage: 250 [25 power]  
Number of Emitters: (up to 2 shots per round)  
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)  
Range: 10/35,000/150,000/400,000  
Location: one per diamond point  
Firing arc: 560 degrees  
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Borg Cutting Beam <61 x 4 = 366>  
Type Borg Energy Beam  
Damage: (see Spacedock page 68-69) [20 power]  
Number of Emitters: (up to 1 shots per round)  
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)  
Range: 10/35,000/150,000/400,000  
Location:  
Firing arc: 360 degrees ventral

Borg feedback pulse Generator <18 x 4 = 72>  
Damage: (see Spacedock page 68-69) [30 power]  
Number of Emitters: (up to 1 shots per round)  
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)  
Range: 10/35,000/150,000/400,000  
Location:  
Firing arc: See Spacedock

Borg Shield Drainer <61 x 4 = 366>  
Damage: (see Spacedock page 68-69) [20 power]  
Number of Emitters: (up to 1 shots per round)  
Targeting Systems: Class Gamma (Accuracy 3/4/6/9)  
Range: 10/35,000/150,000/400,000  
Location:

Torpedo Launcher <30 (x 2 = 60)>  
Standard Load: Borg torpedo (500 damage)  
Spread: 12  
Range: 15/400,000/2,000,000/5,000,000  
Targeting System: Class Gamma (Accuracy 3/4/6/9)  
Power: [20 + 5 per torpedo fired]  
Location: one forward, one aft  
Firing Arc: Forward or aft, but are self-guided  
Torpedoes carried: 1500 <150>

TA/T/TS: Class Delta [4 power/round] <15>  
Strength: 10  
Bonus: +3  
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <244 (x 4 = 976)>

Shield Generator: Class 7 (protection 1400) [140 power/shield/round]

Shield grid: Type C (50% increase to Protection 2100)

Subspace field Distortion Amplifiers: Class Iota (Threshold 450)

Regenerative Recharging System: Class 4 (regenerative 50 protection per round; Shield recharge time of 20 seconds)

Backup Shield Generators: 4 (1 per shield) <12>

Auto-Destruct System <12>

Auxiliary Spacecraft systems

Shuttlebay(s): Capacity for Size 40 worth of ships <80>

Standard Complement: Captured ships

Location(s):

## Small BORG Sphere

Class and Type: Borg Sphere

Commissioning Date: Unknown

### HULL SYSTEMS

Size: 5

Length: 180 meters

Beam: 180 meters

Height: 180 meters

Decks: 60

Mass: 4,000,000 metric tons

SU's Available: 1900

SU's Used: 1897

Hull Outer <20>

Hull Inner <20>

Resistance Outer Hull: 12 <15>

Resistance Inner Hull: 12 <15>

Borg Ship Regeneration [10 power/round used] <50>

### Structural Integrity Field

Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round] <35>

Backup 1: Class 4 (Protection 35) [1 Power/10 Protection/round] <18>

Backup 2: Class 4 (Protection 35) [1 Power/10 Protection/round] <18>

### PERSONNEL SYSTEMS

Class/Passengers/Evac: 5,000/0/36,000

Crew Quarters

Regeneration Alcoves: 5,000 (100 alcoves per 1 SU) <50>

### Environmental Systems

Basic Life Support [12 Power/round] <20>

Reserve Life Support [6 power/round] <10>

Emergency Life Support (30 emergency shelters) <10>

Gravity [3 Power/round] <5>

Consumable: 3 years' worth <15>

Food Replicators [5 Power/round] <5>

Industrial Replicators

Type: a single Network of small replicators [2 Power/round] <5>

Type: 1 large unit [2 power/replicator/round] <3>

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

Borg maturation Units: 20 [2 power/round when in use] <2>

Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <15>

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

Cargo Holds: 180,000 cubic meters <6>

Locations: twenty locations throughout the ship

### PROPULSION SYSTEMS

Transwarp Drive [75 Power/round] <75>

Impulse Engine Type: 1 Class 8 (.75c/.95c) [6/9 Power/round] <40>

Location: three throughout interior

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

### POWER SYSTEMS

Warp Engine Type: 2 Class 10/S (generates 549 Power/round) <220>

Location: throughout the spheres interior

Impulse Engine[s]: 1 class 8 (generates 64 Power/engine/round)

Auxiliary Power: 9 reactors (generates 5 Power/reactor/round) <27>

Emergency Power: Type F (generates 50 Power/round) <50>

EPS: Standard Power flow, +400 Power transfer/round <65>

Standard Usable Power: 1226

### OPERATIONS SYSTEM

Computers (Bio-neutral)

1 core computers located throughout the interior of the ship [5 Power/round] <15>

Upgrading: Class beta (+2) [2 Power/computer/round] <2>

ODN <15>

Navigational Deflector [5 Power/round] <20>

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

Accuracy: 5/6/8/11

Location: Exterior

### Sensor Systems

Long-range Sensors [5 Power/round] <64>

Range Package: Type 8 (Accuracy 3/4/7/10)

High Resolution: 6 light-year (.5/.6-1.0/1.1-4.5/4.6-6.0)

Low Resolution: 18 light-years (1/1.1-6.5/6.6-13.5/13.6-18.0)

Strength Package: Class 10 (Strength 10)

Gain Package: Class Gamma (+3)

Coverage: Standard

Lateral Sensor [5 Power/round] <32>

Strength Package: Class 10 (Strength 10)

Gain Package: Class Gamma (+3)

Coverage: Standard

Navigational Sensor [5 Power/round] <28>

Strength Package: Class 10 (Strength 10)

Gain Package: Class Gamma (+3)

Probes: 50 probes of varying types <5>

Sensors Skill: 5

#### Flight Control Systems

Autopilot: Shipboard systems (flight Control) 4,  
Coordination 4 [1 Power/round in use] <16>

#### Navigational Computer

Main: Class 3 (+2) [2 Power/round] <4>  
Backup: two additional full-effect navigational  
computers <8>

#### Inertial Damping Field

Main <15>  
Strength: 10 [3 Power/round}  
Number: 3  
Backup <5>  
Strength: 5 [2 Power/round]  
Number: 2  
Attitude control [4 power/round] <2>

#### Communications Systems

Type: Central Plexus (Class 10) [2 Power/round]  
<20>  
Strength: 10  
Security: -5  
Holocommunications: yes <1>

#### Tractor Beams

Emitter: Class Delta [3 Power/Strength used/round]  
<24>  
Accuracy: 4/5/7/10  
Location: 1 per 180 degrees of the Sphere

#### Transporters

Type: Personnel [7 Power/use] <23>  
Pads: 6  
Emitter/Receiver Array: Personnel Type 10  
(100,000 km range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 1 ship

Type: Emergency [12 power/use] <25>

Pads: 40  
Emitter/Receiver Array: Emergency Type 5 (25,000  
km range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: one

Type: Cargo [8 Power/use] <19>

Pads: 800 kg  
Emitter/Receiver Array: Cargo Type 5 (160,000 km  
range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 1 located in cargo bays

Security Systems Rating: 1 <4>

Anti-Intruder System: Yes [1 Power/round] <5>

Internal Force Fields [1 Power/3 Strength] <5>

Science Systems Rating: 1 (+3) [5 Power/round]  
<10>

Specialized Systems: None <0>

Laboratories: 10 <2>

#### TACTICAL SYSTEMS

Borg Energy Beams <58 (x 6 = 348>

Type: Borg Energy Beams (50 SUs each side)

Damage: 250 [25 Power]

Number of Emitters: (up to 2 shots per round)

Auto-Phaser Interlock: Accuracy: 3/4/6/9

Range: 10/35,000/150,000/400,000

Location: 1 beam projectors per cube side

Firing Arc: 360 degrees for each side

Firing Modes: Standard, Continuous, Pulse, and  
wide-beam

Borg Cutting Beams <30>

Type: Borg Cutting Beams

Damage: See Spcaedock, pages 68-69 [20  
Power/round]

Number of Emitters: (up to 1 shots per round)

Auto-Phaser Interlock: Accuracy: 3/4/6/9

Range: 10/35,000/150,000/400,000

Location:

Firing Arc: 360 degrees for each side

TA/T/TS: Class Delta [4 Power/round] <15>

Strength: 10

Bonus: +3

Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard)<324 (x 4)>

Shield Generator: Class 5 (Protection 1000) [100  
Power/shield/round]

Shield grid: Type C (50 % increase to 1500  
Protection)

Subspace Field Distortion Amplifiers: Class Eta  
(Threshold 350)

Shield Regeneration System: Class 1 (regenerates 20

Protection per round; shield recharge time of 20

seconds) [1 Power/point regenerated/round]

Backup Shield Generators: 4 (1 per shield) <5>

Auto-Destruct System<5>

#### AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None



## **BORG temporal Sphere**

Class and Type: Borg Sphere  
Commissioning Date: Unknown

### **HULL SYSTEMS**

Size: 5  
Length: 180 meters  
Beam: 180 meters  
Height: 180 meters  
Decks: 60  
Mass: 4,000,000 metric tons  
SUs Available: 1900  
SUs Used: 1895

Hull Outer <20>  
Hull Inner <20>  
Resistance Outer Hull: 12 <15>  
Resistance Inner Hull: 12 <15>  
Borg Ship Regeneration [10 power/round used] <50>

Structural Integrity Field  
Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round] <35>  
Backup 1: Class 4 (Protection 35) [1 Power/10 Protection/round] <18>  
Backup 2: Class 4 (Protection 35) [1 Power/10 Protection/round] <18>

### **PERSONNEL SYSTEMS**

Class/Passengers/Evac: 5,000/0/36,000  
Crew Quarters  
Regeneration Alcoves: 5,000 (100 alcoves per 1 SU) <50>

### **Environmental Systems**

Basic Life Support [12 Power/round] <20>  
Reserve Life Support [6 power/round] <10>  
Emergency Life Support (30 emergency shelters) <10>  
Gravity [3 Power/round] <5>  
Consumable: 3 years' worth <15>  
Food Replicators [5 Power/round] <5>  
Industrial Replicators  
Type: a single Network of small replicators [2 Power/round] <5>  
Type: 1 large unit [2 power/replicator/round] <3>  
Medical Facilities: 5 (+1) [5 Power/round] <25>  
Maturation units: 20 units [2 Power/round when in use] <2>  
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <15>  
Fire Suppression System [1 Power/round when active] <5>  
Cargo Holds: 180,000 cubic meters <6>  
Locations: twenty locations throughout the ship

### **PROPULSION SYSTEMS**

Transwarp Drive [75 Power/round] <75>  
Temporal Rift Generator [20 + 1 per ten years] <25>  
Impulse Engine Type: 1 Class 8 (.75c/.95c) [6/9 Power/round] <40>  
Location: three throughout interior  
Reaction Control System (.025c) [2 Power/round when in use] <5>

### **POWER SYSTEMS**

Warp Engine Type: 2 Class 10/S (generates 549 Power/round) <220>  
Location: throughout the spheres interior  
Impulse Engine[s]: 1 class 8 (generates 64 Power/engine/round)  
Auxiliary Power: 9 reactors (generates 5 Power/reactor/round) <27>  
Emergency Power: Type F (generates 50 Power/round) <50>  
EPS: Standard Power flow, +400 Power transfer/round <65>  
Standard Usable Power: 1226

### **OPERATIONS SYSTEM**

Computers (Bio-neutral)  
1 core computers located throughout the interior of the ship [5 Power/round] <15>  
Upgrading: Class beta (+2) [2 Power/computer/round] <2>  
ODN <15>

Navigational Deflector [5 Power/round] <20>  
Range: 10/20,000/50,000/150,000  
Accuracy: 5/6/8/11  
Location: Exterior

### **Sensor Systems**

Long-range Sensors [5 Power/round] <64>  
Range Package: Type 8 (Accuracy 3/4/7/10)  
High Resolution: 6 light-year (.5/.6-1.0/1.1-4.5/4.6-6.0)  
Low Resolution: 18 light-years (1/1.1-6.5/6.6-13.5/13.6-18.0)  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Coverage: Standard

Lateral Sensor [5 Power/round] <32>  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Coverage: Standard

Navigational Sensor [5 Power/round] <28>  
Strength Package: Class 10 (Strength 10)

Gain Package: Class Gamma (+3)

Probes: 50 probes of varying types <5>

Sensors Skill: 5

Flight Control Systems

Autopilot: Shipboard systems (flight Control) 4,

Coordination 4 [1 Power/round in use] <16>

Navigational Computer

Main: Class 3 (+2) [2 Power/round] <4>

Backup: two additional full-effect navigational computers <8>

Inertial Damping Field

Main <15>

Strength: 10 [3 Power/round]

Number: 3

Backup <5>

Strength: 5 [2 Power/round]

Number: 2

Attitude control [4 power/round] <2>

Communications Systems

Type: Central Plexus (Class 10) [2 Power/round] <20>

Strength: 10

Security: -5

Holocommunications: yes <1>

Tractor Beams

Emitter: Class Delta [3 Power/Strength used/round] <24>

Accuracy: 4/5/7/10

Location: 1 per 180 degrees of the Sphere

Transporters

Type: Personnel [7 Power/use] <23>

Pads: 6

Emitter/Receiver Array: Personnel Type 10 (100,000 km range)

Energizing/Transition coils: Class J (Strength 10)

Number and Location: 1 ship

Type: Emergency [12 power/use] <25>

Pads: 40

Emitter/Receiver Array: Emergency Type 5 (25,000 km range)

Energizing/Transition coils: Class J (Strength 10)

Number and Location: one

Type: Cargo [8 Power/use] <19>

Pads: 800 kg

Emitter/Receiver Array: Cargo Type 5 (160,000 km range)

Energizing/Transition coils: Class J (Strength 10)

Number and Location: 1 located in cargo bays

Security Systems Rating: 1 <4>

Anti-Intruder System: Yes [1 Power/round] <5>

Internal Force Fields [1 Power/3 Strength] <5>

Science Systems Rating: 1 (+3) [5 Power/round] <10>

Specialized Systems: None <0>

Laboratories: 10 <2>

TACTICAL SYSTEMS

Borg Energy Beams <58 (x 6 = 348>

Type: Borg Energy Beams (50 SUs each side)

Damage: 250 [25 Power]

Number of Emitters: (up to 2 shots per round)

Auto-Phaser Interlock: Accuracy: 3/4/6/9

Range: 10/35,000/150,000/400,000

Location: 1 beam projectors per cube side

Firing Arc: 360 degrees for each side

Firing Modes: Standard, Continuous, Pulse, and wide-beam

Borg Cutting Beams <30>

Type: Borg Cutting Beams

Damage: See Spcaedock, pages 68-69 [20 Power/round]

Number of Emitters: (up to 1 shots per round)

Auto-Phaser Interlock: Accuracy: 3/4/6/9

Range: 10/35,000/150,000/400,000

Location:

Firing Arc: 360 degrees for each side

TA/T/TS: Class Delta [4 Power/round] <15>

Strength: 10

Bonus: +3

Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard)<324 (x 4)>

Shield Generator: Class 5 (Protection 1000) [100 Power/shield/round]

Shield grid: Type C (50 % increase to 1500 Protection)

Subspace Field Distortion Amplifiers: Class Eta (Threshold 350)

Shield Regeneration System: Class 1 (regenerates 20 Protection per round; shield recharge time of 20 seconds) [1 Power/point regenerated/round]

Backup Shield Generators: 4 (1 per shield) <5>

Auto-Destruct System<5>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None

## Medium BORG Sphere

Class and Type: Borg Sphere  
Commissioning Date: Unknown

### HULL SYSTEMS

Size: 8  
Length: 600 meters  
Beam: 600 meters  
Height: 600 meters  
Decks: 120  
Mass: 4,900,000 metric tons  
SU's Available: 3000  
SU's Used: 2815

Hull Outer <32>  
Hull Inner <32>  
Resistance Outer Hull: 16 <21>  
Resistance Inner Hull: 12 <15>  
Ablative Armor: 350 <70>  
Borg Ship Regeneration [10 power/round used]  
<80>

Structural Integrity Field [1 Power/10  
Protection/round]  
Main: Class 4 (Protection 70/110) <29>  
Backup 1: Class 4 (Protection 35) <15>  
Backup 2: Class 4 (Protection 35) <15>

### PERSONNEL SYSTEMS

Class/Passengers/Evac: 11,000/0/78,000  
Crew Quarters  
Regeneration Alcoves: 11,000 (100 alcoves per 1  
SU) <110>

### Environmental Systems

Basic Life Support [15 Power/round] <32>  
Reserve Life Support [8 power/round] <16>  
Emergency Life Support (48 emergency shelters)  
<16>  
Gravity [4 Power/round] <8>  
Consumable: 3 years' worth <24>  
Food Replicators [8 Power/round] <8>  
Industrial Replicators  
Type: a single Network of small replicators [2  
Power/round] <8>  
Type: 2 large unit [2 power/replicator/round] <6>  
Medical Facilities: 5 (+1) [5 Power/round] <25>  
Borg Maturation Chambers: 60 [6 power/round] <6>  
Personnel Transport: Turbolift, Jefferies Tubes [2  
Power/round] <24>  
Fire Suppression System [1 Power/round when  
active] <8>  
Cargo Holds: 300,000 cubic meters <9>  
Locations: twenty locations throughout the ship

### PROPULSION SYSTEMS 527

Transwarp Drive [120 Power/round] <120>  
Impulse Engine Type: 1 Class 8 (.75c/.95c) [6/9  
Power/round] <40>  
Location: three throughout interior  
Reaction Control System (.025c) [2 Power/round  
when in use] <5>

### POWER SYSTEMS

Warp Engine Type: 2 Class 10/S (generates 549  
Power/round) <220>  
Location: throughout the spheres interior  
Impulse Engine[s]: 1 class 8 (generates 64  
Power/engine/round)  
Auxiliary Power: 9 reactors (generates 5  
Power/reactor/round) <27>  
Emergency Power: Type F (generates 50  
Power/round) <50>  
EPS: Standard Power flow, +400 Power  
transfer/round <80>  
Standard Usable Power: 1226

### OPERATIONS SYSTEM

Computers (Bio-neutral)  
2 core computers located throughout the interior of  
the ship [5 Power/round] <24 x 2 = 48>  
Upgrading: Class beta (+2) [2 Power/computer/round]  
<4>  
ODN <24>

Navigational Deflector [5 Power/round] <32>  
Range: 10/20,000/50,000/150,000  
Accuracy: 5/6/8/11  
Location: Exterior

### Sensor Systems

Long-range Sensors [5 Power/round] <88>  
Range Package: Type 8 (Accuracy 3/4/7/10)  
High Resolution: 6 light-year (.5/.6-1.0/1.1-4.5/4.6-  
6.0)  
Low Resolution: 18 light-years (1/1.1-6.5/6.6-  
13.5/13.6-18.0)  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Coverage: +8000 substances/phenomena  
Lateral Sensor [5 Power/round] <56>  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Coverage: +8000 substances/phenomena  
Navigational Sensor [5 Power/round] <28>  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Probes: 50 probes of varying types <5>  
Sensor Skill: 5

### Flight Control Systems

Autopilot: Shipboard systems (flight Control) 4,  
Coordination 4 [1 Power/round in use] <16>

#### Navigation Computer

Main: Class 3 (+2) [2 Power/round] <4>

Backup: one additional full-effect navigational  
computer <4>

#### Inertial Damping Field

Main <48>

Strength: 10 [3 Power/round]

Number: 3

Backup <8>

Strength: 5 [2 Power/round]

Number: 2

Attitude control [2 power/round] <2>

#### Communications Systems

Type: Central Plexus (Class 10) [2 Power/round]  
<20>

Strength: 10

Security: -5

Basic Uprating: Class Beta (+2) <6>

Security Uprating: Class Epsilon (-3) <6>

Emergency Communications: yes [2 Power/round]  
<1>

Holocommunications: yes <1>

#### Tractor Beams

Emitter: Class Delta [3 Power/Strength used/round]  
<24>

Accuracy: 4/5/7/10

Location: 1 per 180 degrees of the Sphere

#### Transporters

Type: Personnel [7 Power/use] <23>

Pads: 6

Emitter/Receiver Array: Personnel Type 10  
(100,000 km range)

Energizing/Transition coils: Class J (Strength 10)

Number and Location: 1 ship

Type: Emergency [12 power/use] <25>

Pads: 40

Emitter/Receiver Array: Emergency Type 5 (25,000  
km range)

Energizing/Transition coils: Class J (Strength 10)

Number and Location: one

Type: Cargo [8 Power/use] <19>

Pads: 800 kg

Emitter/Receiver Array: Cargo Type 5 (160,000 km  
range)

Energizing/Transition coils: Class J (Strength 10)

Number and Location: 1 located in cargo bays

Security Systems Rating: 1 <4>

Anti-Intruder System: Yes [1 Power/round] <5>

Internal Force Fields [1 Power/3 Strength] <5>

Science Systems Rating: 1 (+3) [5 Power/round]  
<10>

Specialized Systems: None <0>

Laboratories: 10 <2>

#### TACTICAL SYSTEMS

Borg Energy Beams <50 (x 5 = 250>

Type: Borg Energy Beams

Damage: 250 [25 Power]

Number of Emitters: (up to 2 shots per round)

Auto-Phaser Interlock: Accuracy: 3/4/6/9

Range: 10/35,000/150,000/400,000

Location: 1 beam projectors per cube side

Firing Arc: 360 degrees for each side

Firing Modes: Standard, Continuous, Pulse, and  
wide-beam

Borg Cutting Beams <30 x 5 = >

Type: Borg Cutting Beams

Damage: See Spacedock, pages 68-69 [20  
Power/round]

Number of Emitters: (up to 1 shots per round)

Auto-Phaser Interlock: Accuracy: 3/4/6/9

Range: 10/35,000/150,000/400,000

Location:

Firing Arc: 360 degrees for each side

Borg Feedback Pulse Generator <18 x 2 = 36>

Type: Borg Feedback Pulse Generator

Damage: See Spacedock, pages 68-69 [30 Power]

Number of Emitters: (up to 1 shots per round)

Accuracy: See Spacedock, pages 68-69

Range: See Spacedock, pages 68-69

Location: 1 dorsal, 1 ventral

Firing Arc: See Spacedock, pages 68-69

Borg Shield Drainer <25 x 5 = 125>

Type: Borg Shield Drainer

Damage: See Spacedock, pages 68-69 [20  
Power/round]

Number of Emitters: (up to 1 shots per round)

Accuracy: 3/4/6/9

Range: 10/35,000/150,000/400,000

Location: Ventral forward

Firing Arc: 360 degrees for each side

#### 5 Borg Torpedo Launcher (High-yield) <22 x 5 = 110>

Standard Load: Borg torpedo (500 damage)

Spread: 4

Range: 15/400,000/2,000,000/5,000,000

Targeting System: Accuracy 3/4/6/9

Power: [20 + 5 per torpedo fired]

Location: Forward ventral  
Firing Arc: Forward, but are self-guided  
**Torpedoes carried:** 300 <30>

TA/T/TS: Class Delta [4 Power/round] <15>  
Strength: 10  
Bonus: +3  
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <100 (x 4 = 400)>  
Shield Generator: Class 5 (Protection 1000) [100 Power/shield/round]  
Shield grid: Type C (50 % increase to 1500 Protection)  
Subspace Field Distortion Amplifiers: Class Eta (Threshold 334)  
Shield Regeneration System: Class 1 (regenerates 20 Protection per round; shield recharge time of 20 seconds) [1 Power/point regenerated/round]  
Backup Shield Generators: 4 (1 per shield) <8>  
Auto-Destruct System <8>

#### **AUXILIARY SPACECRAFT SYSTEM**

Shuttlebay(s): Capacity for 10 size worth of ships <20>  
Standard Compliment: Various small captured vessels  
Location(s): 1 bays Dorsal amidships

#### **Description and Notes**

The Borg seem to like the standard simple shapes of spheres, cubes and rectangles to the more stylish ships of the Federation and other galactic powers. Although their ships look rather bland and simple they have the most advanced of technologies of the species assimilated. Those who have seen and encountered these generalized designs of Borg vessels are often hit with a panic of their destructiveness.

## Large BORG Sphere

Class and Type: Borg Sphere

Commissioning Date: Unknown

### HULL SYSTEMS

Size: 12

Length: 1200 meters

Beam: 1200 meters

Height: 1200 meters

Decks: 200

Mass: 10,900,000 metric tons

SU's Available: 4,400

SU's Used: 4,200

Hull Outer <48>

Hull Inner <48>

Resistance Outer Hull: 16 <21>

Resistance Inner Hull: 12 <15>

Ablative Armor: 350 <70>

Borg Ship Regeneration [10 power/round used]  
<120>

Structural Integrity Field [1 Power/10  
Protection/round]

Main: Class 6 (Protection 90/130) <39>

Backup 1: Class 6 (Protection 45) <20>

Backup 2: Class 6 (Protection 45) <20>

### PERSONNEL SYSTEMS

Class/Passengers/Evac: 15,000/0/78,000

Crew Quarters

Regeneration Alcoves: 15,000 (100 alcoves per 1  
SU) <150>

### Environmental Systems

Basic Life Support [15 Power/round] <48>

Reserve Life Support [8 power/round] <24>

Emergency Life Support (72 emergency shelters)  
<24>

Gravity [6 Power/round] <12>

Consumable: 3 years' worth <36>

Food Replicators [12 Power/round] <12>

Industrial Replicators

Type: a single Network of small replicators [2  
Power/round] <12>

Type: 3 large unit [2 power/replicator/round] <9>

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

Borg maturation Chambers: 80 [8 power/round  
when in use] <8>

Personnel Transport: Turbolift, Jefferies Tubes [2  
Power/round] <36>

Fire Suppression System [1 Power/round when  
active] <8>

Cargo Holds: 300,000 cubic meters <9>

Locations: twenty locations throughout the ship

### PROPULSION SYSTEMS

Transwarp Drive [180 Power/round] <180>

Impulse Engine Type: 2 Class 8 (.75c/.95c) [6/9  
Power/round] <40>

Location: three throughout interior

Reaction Control System (.025c) [2 Power/round  
when in use] <12>

### POWER SYSTEMS

Warp Engine Type: 3 Class 10/S (generates 549  
Power/round) <330>

Location: throughout the spheres interior

Impulse Engine[s]: 2 class 8 (generates 64  
Power/engine/round)

Auxiliary Power: 9 reactors (generates 5  
Power/reactor/round) <27>

Emergency Power: Type F (generates 50  
Power/round) <50>

EPS: Standard Power flow, +600 Power  
transfer/round <120>

Standard Usable Power: 1908

### OPERATIONS SYSTEM

Computers (Bio-neutral)

3 core computers located throughout the interior of  
the ship [5 Power/round] <36 x 3 = 108>

Uprating: Class beta (+2) [2 Power/computer/round]  
<6>

ODN <36>

Navigational Deflector [5 Power/round] <48>

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

Accuracy: 5/6/8/11

Location: Exterior

### Sensor Systems

Long-range Sensors [5 Power/round] <88>

Range Package: Type 8 (Accuracy 3/4/7/10)

High Resolution: 6 light-year (.5/.6-1.0/1.1-4.5/4.6-  
6.0)

Low Resolution: 18 light-years (1/1.1-6.5/6.6-  
13.5/13.6-18.0)

Strength Package: Class 10 (Strength 10)

Gain Package: Class Gamma (+3)

Coverage: +8000 substances/phenomena

Lateral Sensor [5 Power/round] <56>

Strength Package: Class 10 (Strength 10)

Gain Package: Class Gamma (+3)

Coverage: +8000 substances/phenomena

Navigational Sensor [5 Power/round] <28>

Strength Package: Class 10 (Strength 10)

Gain Package: Class Gamma (+3)

Probes: 50 probes of varying types <5>

Sensor Skill: 5

Flight Control Systems

Autopilot: Shipboard systems (flight Control) 4,  
Coordination 4 [1 Power/round in use] <16>

#### Navigation Computer

Main: Class 3 (+2) [2 Power/round] <4>

Backup: one additional full-effect navigational  
computer <4>

#### Inertial Damping Field

Main <96>

Strength: 10 [3 Power/round]

Number: 4

Backup <24>

Strength: 5 [2 Power/round]

Number: 4

Attitude control [3 power/round] <3>

#### Communications Systems

Type: Central Plexus (Class 10) [2 Power/round]  
<20>

Strength: 10

Security: -5

Basic Upgrading: Class Beta (+2) <6>

Security Upgrading: Class Epsilon (-3) <6>

Emergency Communications: yes [2 Power/round]  
<1>

Holocommunications: yes <1>

#### Tractor Beams

Emitter: Class Delta [3 Power/Strength used/round]  
<12 x 6 = 72>

Accuracy: 4/5/7/10

Location: 1 per 90 degrees of the Sphere, one dorsal,  
one ventral

#### Transporters

Type: Personnel [7 Power/use] <23 x 4 = 92>

Pads: 6

Emitter/Receiver Array: Personnel Type 10  
(100,000 km range)

Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 4

Type: Emergency [12 power/use] <25 x 4 = 100>

Pads: 40

Emitter/Receiver Array: Emergency Type 5 (25,000  
km range)

Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 4

Type: Cargo [8 Power/use] <19 x 4 = 76>

Pads: 800 kg

Emitter/Receiver Array: Cargo Type 5 (160,000 km  
range)

Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 4

Security Systems Rating: 1 <4>

Anti-Intruder System: Yes [1 Power/round] <12>

Internal Force Fields [1 Power/3 Strength] <12>

Science Systems Rating: 1 (+3) [5 Power/round]  
<17>

Specialized Systems: None <0>

Laboratories: 10 <2>

#### TACTICAL SYSTEMS

Borg Energy Beams <50 (x 5 = 250)>

Type: Borg Energy Beams

Damage: 250 [25 Power]

Number of Emitters: (up to 2 shots per round)

Auto-Phaser Interlock: Accuracy: 3/4/6/9

Range: 10/35,000/150,000/400,000

Location:

Firing Arc: 360 degrees for each side

Firing Modes: Standard, Continuous, Pulse, and  
wide-beam

Borg Cutting Beams <30 x 5 = 150>

Type: Borg Cutting Beams

Damage: See Spacedock, pages 68-69 [20  
Power/round]

Number of Emitters: (up to 1 shots per round)

Auto-Phaser Interlock: Accuracy: 3/4/6/9

Range: 10/35,000/150,000/400,000

Location:

Firing Arc: 360 degrees for each side

Borg Feedback Pulse Generator <18 x 5 = 90>

Type: Borg Feedback Pulse Generator

Damage: See Spacedock, pages 68-69 [30 Power]

Number of Emitters: (up to 1 shots per round)

Accuracy: See Spacedock, pages 68-69

Range: See Spacedock, pages 68-69

Location:

Firing Arc: See Spacedock, pages 68-69

Borg Shield Drainer <25 x 5 = 125>

Type: Borg Shield Drainer

Damage: See Spacedock, pages 68-69 [20  
Power/round]

Number of Emitters: (up to 1 shots per round)

Accuracy: 3/4/6/9

Range: 10/35,000/150,000/400,000

Location:

Firing Arc: 360 degrees for each side

**5 Borg Torpedo Launcher (High-yield) <22 x 5 =  
110>**

Standard Load: Borg torpedo (500 damage)

Spread: 4

Range: 15/400,000/2,000,000/5,000,000

Targeting System: Accuracy 3/4/6/9

Power: [20 + 5 per torpedo fired]  
Location: Forward ventral  
Firing Arc: Forward, but are self-guided  
**Torpedoes carried:** 600 <60>

TA/T/TS: Class Delta [4 Power/round] <15>  
Strength: 10  
Bonus: +3  
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <190 (x 4 = 760)>  
Shield Generator: Class 5 (Protection 1200) [120 Power/shield/round]  
Shield grid: Type C (50 % increase to 1800 Protection)  
Subspace Field Distortion Amplifiers: Class Theta (Threshold 400)  
Shield Regeneration System: Class 1 (regenerates 20 Protection per round; shield recharge time of 20 seconds) [1 Power/point regenerated/round]  
Backup Shield Generators: 4 (1 per shield) <12>  
Auto-Destruct System <12>

#### **AUXILIARY SPACECRAFT SYSTEM**

Shuttlebay(s): Capacity for 100 size worth of ships <200>  
Standard Compliment: Various small captured vessels  
Location(s): 1 bays Dorsal amidships

#### **Description and Notes**

The Borg seem to like the standard simple shapes of spheres, cubes and rectangles to the more stylish ships of the Federation and other galactic powers. Although their ships look rather bland and simple they have the most advanced of technologies of the species assimilated. Those who have seen and encountered these generalized designs of Borg vessels are often hit with a panic of their destructiveness.



## BORG PROBE

Class and Type: Borg Probe ship (Scout ship)  
Commissioning Date: Unknown

### HULL SYSTEMS

Size: 7  
Length: 400 meters  
Beam: 200 meters  
Height: 200 meters  
Decks: 40 (est.)  
Mass: 2,100,000 metric tons  
SUs Available: 2400  
SUs Used: 2148

Hull Outer <28>  
Hull Inner <28>  
Resistance Outer Hull: 14 <18>  
Resistance Inner Hull: 10 <12>  
Ablative Armor: 250 <50>  
Borg Ship Regeneration <70>

**Structural Integrity Field** [1 Power/10 Protection/round]  
Main: Class 6 (Protection 90/130) <33>  
Backup: Class 6 (Protection 45) <17>  
Backup: Class 6 (Protection 45) <17>  
Specialized hull: Atmospheric Capacity; Planet fall capacity <14>

### PERSONNEL SYSTEMS

Class/Passengers/Evac: 800/0/5,500  
**Crew Quarters**  
Regeneration Alcoves: 800 (100 alcoves per 1 SU) <8>

### Environmental Systems

Basic Life Support [11 Power/round] <28>  
Reserve Life Support [6 power/round] <14>  
Emergency Life Support (42 emergency shelters) <14>  
Gravity [4 Power/round] <7>  
Consumable: 2 years' worth <14>  
Food Replicators [7 Power/round] <7>  
Industrial Replicators  
Type: three networks of small replicators [2 Power/round] <7>  
Type: 2 large unit [2 power/replicator/round] <6>  
Medical Facilities: 5 (+1) [5 Power/round] <25>  
Borg Maturation Units: 30 [3 power/round when in use] <3>  
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <21>  
Fire Suppression System [1 Power/round when active] <7>  
Cargo Holds: 233,000 cubic meters <7> 399  
Locations: five locations throughout the ship

### PROPULSION SYSTEMS

Transwarp Drive (4 individual coils <26.25>) [105 Power/round] <105>  
Impulse Engine Type: 1 Class 8 (.75c/.95c) [6/9 Power/round] <40>  
Location: Three throughout interior  
Reaction Control System (.025c) [2 Power/round when in use] <7>

### POWER SYSTEMS

Warp Engine Type: Class 11/Q (generates 600 Power/round) <130>  
Location: Interior  
Impulse Engine[s]: 1 class 8 (generates 64 Power/engine/round)  
Auxiliary Power: 5 reactors (generates 5 Power/reactor/round) <15>  
Emergency Power: Type D (generates 40 Power/round) <40>  
EPS: Standard Power flow, +400 Power transfer/round <75>  
Standard Usable Power:

### OPERATIONS SYSTEM

Computers (Bio-neutral)  
two core computers located throughout the interior of the ship [7 Power/round] <21 x 2 = 42>  
Upgrading: Class Gamma (+3) [3 Power/computer/round] <16>  
ODN <21>

Navigational Deflector [5 Power/round] <28>  
Range: 10/20,000/50,000/150,000  
Accuracy: 5/6/8/11  
Location: Exterior

### Sensor Systems

Long-range Sensors [5 Power/round] <88>  
Range Package: Type 8 (Accuracy 3/4/7/10)  
High Resolution: 6 light-year (.5/.6-1.0/1.1-4.5/4.6-6.0)  
Low Resolution: 18 light-years (1/1.1-6.5/6.6-13.5/13.6-18.0)  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Coverage: +8000 substances/phenomena  
Lateral Sensor [5 Power/round] <56>  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Coverage: +8000 substances/phenomena  
Navigational Sensor [5 Power/round] <28>  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Probes: 50 probes of varying types <5>  
Sensor Skill: 5

### **Flight Control Systems**

Autopilot: Shipboard systems (flight Control) 4,  
Coordination 4 [1 Power/round in use] <16>

### **Navigational Computer**

Main: Class 3 (+2) [2 Power/round] <4>  
Backup: one additional full-effect navigational  
computers <4>

### **Inertial Damping Field**

Main <56>  
Strength: 10 [3 Power/round]  
Number: 4  
Backup <14>  
Strength: 5 [2 Power/round]  
Number: 4  
Attitude control [2 power/round] <2>

### **Communications Systems**

Type: Central Plexus (Class 10) [2 Power/round]  
<20>  
Strength: 10  
Security: -5  
Basic Upgrading: Class Beta (+2) <6>  
Security Upgrading: Class Epsilon (-3) <6>  
Emergency Communications: yes [2 Power/round]  
<1>  
Holocommunications: yes <1>

### **Tractor Beams**

Emitter: Class Delta [3 Power/Strength used/round]  
<12 x 2 = 24>  
Accuracy: 4/5/7/10  
Location: one dorsal mid ship one ventral

### **Transporters**

Type: Personnel [7 Power/use] <23 x 1 = 23>  
Pads: 6  
Emitter/Receiver Array: Personnel Type 10  
(100,000 km range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 1  
Type: Emergency [12 power/use] <12.5 x 1 = 13>  
Pads: 40  
Emitter/Receiver Array: Emergency Type 5 (25,000  
km range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 1  
Type: Cargo [8 Power/use] <19 x 1 = 19>  
Pads: 800 kg  
Emitter/Receiver Array: Cargo Type 5 (160,000 km  
range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 1

Security Systems Rating: 2 <8>  
Anti-Intruder System: Yes [1 Power/round] <7>  
Internal Force Fields [1 Power/3 Strength] <7>  
Science Systems Rating: 2 (+1) [2 Power/round]  
<17>  
Specialized Systems: 0 <0>  
Laboratories: 5 <2>

### **TACTICAL SYSTEMS**

Borg Energy Beams <50 x 4 = 200>  
Type: Borg Energy Beams  
Damage: 250 [25 Power]  
Number of Emitters: (up to 2 shots per round)  
Auto-Phaser Interlock: Accuracy: 3/4/6/9  
Range: 10/35,000/150,000/400,000  
Location: 1 forward Ventral, 1 aft Ventral, 1 forward  
Dorsal, 1 aft Dorsal  
Firing Arc: 360 degrees for each side  
Firing Modes: Standard, Continuous, Pulse, and  
wide-beam

Borg Feedback Pulse Generator <18 x 2 = 36>  
Type: Borg Feedback Pulse Generator  
Damage: See Spacedock, pages 68-69 [30 Power]  
Number of Emitters: (up to 1 shots per round)  
Accuracy: See Spacedock, pages 68-69  
Range: See Spacedock, pages 68-69  
Location: 1 dorsal, 1 ventral  
Firing Arc: See Spacedock, pages 68-69

### Borg Cutting Beams <30>

Type: Borg Cutting Beams  
Damage: See Spacedock, pages 68-69 [20  
Power/round]  
Number of Emitters: (up to 1 shots per round)  
Auto-Phaser Interlock: Accuracy: 3/4/6/9  
Range: 10/35,000/150,000/400,000  
Location: ventral midship  
Firing Arc: 360 degrees for each side

### Borg Shield Drainer <25>

Type: Borg Shield Drainer  
Damage: See Spacedock, pages 68-69 [20  
Power/round]  
Number of Emitters: (up to 1 shots per round)  
Accuracy: 3/4/6/9  
Range: 10/35,000/150,000/400,000  
Location: Ventral forward  
Firing Arc: 360 degrees for each side

### **Borg Torpedo Launcher (High-yield) <22>**

Standard Load: Borg torpedo (500 damage)  
Spread: 4  
Range: 15/400,000/2,000,000/5,000,000  
Targeting System: Accuracy 3/4/6/9  
Power: [20 + 5 per torpedo fired]

Location: Forward ventral  
Firing Arc: Forward, but are self-guided  
**Torpedoes carried:** 100 <10>

TA/T/TS: Class Delta [4 Power/round] <15>  
Strength: 10  
Bonus: +3  
Weapon Skill: 5

**Shields** (Forward, Aft, Port, Starboard) <100 (x 4 = 400)>  
Shield Generator: Class 5 (Protection 1000) [100 Power/shield/round]  
Shield grid: Type C (50 % increase to 1500 Protection)  
Subspace Field Distortion Amplifiers: Class Iota (Threshold 334)  
Shield Regeneration System: Class 1 (regenerates 20 Protection per round; shield recharge time of 20 seconds) [1 Power/point regenerated/round]  
Backup Shield Generators: 1 (1 per shield) <7>  
Auto-Destruct System<7>

#### **AUXILIARY SPACECRAFT SYSTEM**

Shuttlebay(s): Capacity for 5 size worth of ships <10>  
Standard Compliment: Various small captured vessels  
Location(s): 1 bays Dorsal mid ship

DESCRIPTION AND NOTES:  
*Fleet Data:*

## **BORG CUBE Assimilation Version 1**

Class and Type: Borg Cube Assimilation Type 1  
Commissioning Date: Unknown

### **HULL SYSTEMS**

Size: 16  
Length: 3,000 meters (3 km)  
Beam: 3,000 meters (3 km)  
Height: 3,000 meters (3 km)  
Decks: 700 (est.)  
Mass: 21,000,000 metric tons  
SUs Available: 11,000  
SUs Used: 11,000

Hull Outer <64>  
Hull Inner <64>  
Resistance Outer Hull: 16 <39>  
Resistance Inner Hull: 16 <39>  
Borg Ship Regeneration <160>

Structural Integrity Field [1 Power/10  
Protection/round]  
Main: Class 10 (Protection 100/150 <55>  
Backup 1: Class 10 (Protection 50) <28>  
Backup 2: Class 10 (Protection 50) <28>

### **PERSONNEL SYSTEMS**

Class/Passengers/Evac: 64,000/0/137,500  
Crew Quarters  
Regeneration Alcoves: 64,000 (100 alcoves per 1  
SU) <640>

Environmental Systems  
Basic Life Support [16 Power/round] <64>  
Reserve Life Support [8 power/round] <32>  
Emergency Life Support (96 emergency shelters)  
<32>  
Gravity [8 Power/round] <16>  
Consumable: 3 years' worth <48>  
Food Replicators [16 Power/round] <16>  
Industrial Replicators <66>  
Type: three networks of small replicators [2  
Power/round]  
Type: 6 large unit [2 power/replicator/round]  
Medical Facilities: 5 (+1) [5 Power/round] <25>  
Borg Maturation Units: 100 [10 powers when in use]  
<10>  
Borg Cloning units: 30 [3 power/round when in use]  
<3>  
Personnel Transport: Turbolift, Jefferies Tubes [2  
Power/round] <48>  
Fire Suppression System [1 Power/round when  
active] <16>  
Cargo Holds: 1,000,000 cubic meters <30>  
Locations: fifty locations throughout the ship

### **PROPULSION SYSTEMS**

Transwarp Drive [240 Power/round] <240>  
Impulse Engine Type: 5 Class 8 (.75c/.95c) [6/9  
Power/round] <200>  
Location: five throughout interior  
Reaction Control System (.025c) [2 Power/round  
when in use] <16>

### **POWER SYSTEMS**

Warp Engine Type: 6 Class 10/S (generates 549  
Power/round) <690>  
Location: through out the interior  
Impulse Engine[s]: 5 class 8 (generates 64  
Power/engine/round)  
Auxiliary Power: 20 reactors (generates 5  
Power/reactor/round) <60>  
Emergency Power: Type F (generates 50  
Power/round) <50>  
EPS: Standard Power flow, +800 Power  
transfer/round <160>  
Standard Usable Power: 3,764

### **OPERATIONS SYSTEM**

Computers (Bio-neutral)  
Eight core computers located throughout the interior  
of the ship [5 Power/round] <64>  
Upgrading: Class Gamma (+3) [3  
Power/computer/round] <64>  
ODN <48>

Navigational Deflector [5 Power/round] <64>  
Range: 10/20,000/50,000/150,000  
Accuracy: 5/6/8/11  
Location: Exterior

### **Sensor Systems**

Long-range Sensors [5 Power/round] <88>  
Range Package: Type 8 (Accuracy 3/4/7/10)  
High Resolution: 6 light-year (.5/.6-1.0/1.1-4.5/4.6-  
6.0)  
Low Resolution: 18 light-years (1/1.1-6.5/6.6-  
13.5/13.6-18.0)  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Coverage: +8000 substances/phenomena  
Lateral Sensor [5 Power/round] <56>  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Coverage: +8000 substances/phenomena  
Navigational Sensor [5 Power/round] <28>  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Probes: 500 probes of varying types <50>  
Sensor Skill: 5

#### Flight Control Systems

Autopilot: Shipboard systems (flight Control) 4,  
Coordination 4 [1 Power/round in use] <16>

#### Navigational Computer

Main: Class 3 (+2) [2 Power/round] <4>  
Backup: two additional full-effect navigational  
computers <8>

#### Inertial Damping Field

Main <192>  
Strength: 10 [3 Power/round]  
Number: 6  
Backup <48>  
Strength: 5 [2 Power/round]  
Number: 6  
Attitude control [4 power/round] <4>

#### Communications Systems

Type: Central Plexus (Class 10) [2 Power/round]  
<27>  
Strength: 10  
Security: -5  
Basic Uprating: Class Beta (+2)  
Emergency Communications: yes [2 Power/round]  
<1>  
Holocommunications: yes  
Tractor Beams  
Emitter: Class Delta [3 Power/Strength used/round]  
<288>  
Accuracy: 4/5/7/10  
Location: four tractor beams per cube side

#### Transporters

Type: Personnel [7 Power/use] <460>  
Pads: 6  
Emitter/Receiver Array: Personnel Type 10  
(100,000 km range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 20 throughout the ship  
  
Type: Emergency [12 power/use] <500>  
Pads: 40  
Emitter/Receiver Array: Emergency Type 5 (25,000  
km range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 20 throughout the ship

#### Type: Cargo [8 Power/use] <190>

Pads: 800 kg  
Emitter/Receiver Array: Cargo Type 5 (160,000 km  
range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 10 throughout the ship

Security Systems Rating: 2 <8>

Anti-Intruder System: Yes [1 Power/round] <16>

Internal Force Fields [1 Power/3 Strength] <16>

Science Systems Rating: 4 (+3) [5 Power/round]  
<36>

Specialized Systems: 5 <25>

Laboratories: 160 <32>

#### TACTICAL SYSTEMS

Borg Energy Beams <1392>

Type: Borg Energy Beams (50 SUs each side)

Damage: 250 [25 Power]

Number of Emitters: (up to 2 shots per round)

Auto-Phaser Interlock: Accuracy: 3/4/6/9

Range: 10/35,000/150,000/400,000

Location: 4 beam projectors per cube side

Firing Arc: 360 degrees for each side

Firing Modes: Standard, Continuous, Pulse, and  
wide-beam

Borg Cutting Beams <540>

Type: Borg Cutting Beams

Damage: See Spacedock, pages 68-69 [20  
Power/round]

Number of Emitters: (up to 1 shots per round)

Auto-Phaser Interlock: Accuracy: 3/4/6/9

Range: 10/35,000/150,000/400,000

Location: 3 beam projectors per cube side

Firing Arc: 360 degrees for each side

Borg Feedback Pulse Generator <108>

Type: Borg Feedback Pulse Generator

Damage: See Spacedock, pages 68-69 [30 Power]

Number of Emitters: (up to 1 shots per round)

Accuracy: See Spacedock, pages 68-69

Range: See Spacedock, pages 68-69

Location: 1 beam projectors per cube side

Firing Arc: See Spacedock, pages 68-69

Borg Shield Drainer <450>

Type: Borg Shield Drainer

Damage: See Spacedock, pages 68-69 [20  
Power/round]

Number of Emitters: (up to 1 shots per round)

Accuracy: 3/4/6/9

Range: 10/35,000/150,000/400,000

Location: 3 beam projectors per cube side

Firing Arc: 360 degrees for each side

Torpedo Launcher <540>

Standard Load: Borg torpedoes (500 Damage)

Spread: 12

Range: 15/400,000/2,000,000/5,000,000

Targeting System: Accuracy 3/4/6/9

Power: [20 + 5 per torpedo fired]

Location: 3 launchers per cube side

Firing Arc: self-guided  
Torpedoes Carried: 2000 <200>

TA/T/TS: Class Delta [4 Power/round] <15>  
Strength: 10  
Bonus: +3  
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <324 (x 4)>  
Shield Generator: Class 7 (Protection 1400) [140  
Power/shield/round]  
Shield grid: Type C (50 % increase to 2100  
Protection)  
Subspace Field Distortion Amplifiers: Class Iota  
(Threshold 450)  
Shield Regeneration System: Class 4 (regenerates 50  
Protection per round; shield recharge time of 20  
seconds) [1 Power/point regenerated/round]  
Backup Shield Generators: 4 (1 per shield) <16>  
Auto-Destruct System<16>

#### AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 374 size worth of ships  
<748>  
Standard Compliment: Various small Borg ships  
Location(s): 25 bays throughout ship  
Captain's Yatch: no

## BORG CUBE ASSIMILATION TYPE 2

Class and Type: Borg Cube Assimilation Type 2  
Commissioning Date: Unknown

### HULL SYSTEMS

Size: 16  
Length: 3,000 meters (3 km)  
Beam: 3,000 meters (3 km)  
Height: 3,000 meters (3 km)  
Decks: 700 (est.)  
Mass: 21,000,000 metric tons  
SUs Available: 11,000  
SUs Used: 10,705

Hull Outer <64>  
Hull Inner <64>  
Resistance Outer Hull: 16 <39>  
Resistance Inner Hull: 16 <39>  
Ablative Armor: 500 <100>  
Borg Ship Regeneration <160>

Structural Integrity Field ) [1 Power/10  
Protection/round]  
Main: Class 10(Protection 100/150 <55>  
Backup 1: Class10 (Protection 50) <28>  
Backup 2: Class 10 (Protection 50) <28>

### PERSONNEL SYSTEMS

Class/Passengers/Evac: 64,000/0/137,500

#### Crew Quarters

Regeneration Alcoves: 64,000 (100 alcoves per 1  
SU) <640>

Environmental Systems  
Basic Life Support [16 Power/round] <64>  
Reserve Life Support [8 power/round] <32>  
Emergency Life Support (96 emergency shelters)  
<32>  
Gravity [8 Power/round] <16>  
Consumable: 3 years' worth <48>  
Food Replicators [16 Power/round] <16>  
Industrial Replicators <66>  
Type: three networks of small replicators [2  
Power/round]  
Type: 6 large unit [2 power/replicator/round]  
Medical Facilities: 5 (+1) [5 Power/round] <25>  
Borg Maturation Units: 100 [10 powers when in use]  
<10>  
Borg Cloning units: 30 [3 power/round when in use]  
<3>  
Personnel Transport: Turbolift, Jefferies Tubes [2  
Power/round] <48>  
Fire Suppression System [1 Power/round when  
active] <16>  
Cargo Holds: 1,000,000 cubic meters <30>  
Locations: fifty locations throughout the ship

### PROPULSION SYSTEMS

Transwarp Drive [240 Power/round] <240>  
Impulse Engine Type: 5 Class 8 (.75c/.95c) [6/9  
Power/round] <200>  
Location: five throughout interior  
Reaction Control System (.025c) [2 Power/round  
when in use] <16>

### POWER SYSTEMS

Warp Engine Type: 6 Class 10/S (generates 549  
Power/round) <690>  
Location: throughout the interior of the Cube  
Impulse Engine[s]: 5 class 8 (generates 64  
Power/engine/round)  
Auxiliary Power: 20 reactors (generates 5  
Power/reactor/round) <60>  
Emergency Power: Type F (generates 50  
Power/round) <50>  
EPS: Standard Power flow, +800 Power  
transfer/round <160>  
Standard Usable Power: 3,764

### OPERATIONS SYSTEM

Computers (Bio-neutral)  
Eight core computers located throughout the interior  
of the ship [5 Power/round] <64>  
Upgrading: Class Gamma (+3) [3  
Power/computer/round] <64>  
ODN <48>

Navigational Deflector [5 Power/round] <64>  
Range: 10/20,000/50,000/150,000  
Accuracy: 5/6/8/11  
Location: Exterior

### Sensor Systems

Long-range Sensors [5 Power/round] <88>  
Range Package: Type 8 (Accuracy 3/4/7/10)  
High Resolution: 6 light-year (.5/.6-1.0/1.1-4.5/4.6-  
6.0)  
Low Resolution: 18 light-years (1/1.1-6.5/6.6-  
13.5/13.6-18.0)  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Coverage: +8000 substances/phenomena  
Lateral Sensor [5 Power/round] <56>  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Coverage: +8000 substances/phenomena  
Navigational Sensor [5 Power/round] <28>  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)

Probes: 500 probes of varying types <50>  
Sensor Skill: 5

#### Flight Control Systems

Autopilot: Shipboard systems (flight Control) 4,  
Coordination 4 [1 Power/round in use] <16>

#### Navigational Computer

Main: Class 3 (+2) [2 Power/round] <4>  
Backup: two additional full-effect navigational  
computers <8>

#### Inertial Damping Field

Main <192>  
Strength: 10 [3 Power/round]  
Number: 6  
Backup <48>  
Strength: 5 [2 Power/round]  
Number: 6  
Attitude control [4 power/round] <4>

#### Communications Systems

Type: Central Plexus (Class 10) [2 Power/round]  
<27>  
Strength: 10  
Security: -5  
Basic Upgrading: Class Beta (+2)  
Emergency Communications: yes [2 Power/round]  
<1>  
Holocommunications: yes  
Tractor Beams  
Emitter: Class Delta [3 Power/Strength used/round]  
<288>  
Accuracy: 4/5/7/10  
Location: four tractor beams per cube side

#### Transporters

Type: Personnel [7 Power/use] <460>  
Pads: 6  
Emitter/Receiver Array: Personnel Type 10  
(100,000 km range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 20 throughout the ship

Type: Emergency [12 power/use] <500>  
Pads: 40  
Emitter/Receiver Array: Emergency Type 5 (25,000  
km range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 20 throughout the ship

Type: Cargo [8 Power/use] <190>  
Pads: 800 kg  
Emitter/Receiver Array: Cargo Type 5 (160,000 km  
range)  
Energizing/Transition coils: Class J (Strength 10)

Number and Location: 10 throughout the ship

#### Security Systems

Rating: 2 <8>  
Anti-Intruder System: Yes [1 Power/round] <16>  
Internal Force Fields [1 Power/3 Strength] <16>

#### Science Systems

Rating: 4 (+3) [5 Power/round] <36>  
Specialized Systems: 5 <25>  
Laboratories: 160 <32>

#### TACTICAL SYSTEMS

Borg Energy Beams <1392>  
Type: Borg Energy Beams (50 SUs each side)  
Damage: 250 [25 Power]  
Number of Emitters: (up to 2 shots per round)  
Auto-Phaser Interlock: Accuracy: 3/4/6/9  
Range: 10/35,000/150,000/400,000  
Location: 4 beam projectors per cube side  
Firing Arc: 360 degrees for each side  
Firing Modes: Standard, Continuous, Pulse, and  
wide-beam

#### Borg Cutting Beams <540>

Type: Borg Cutting Beams  
Damage: See Spacedock, pages 68-69 [20  
Power/round]  
Number of Emitters: (up to 1 shots per round)  
Auto-Phaser Interlock: Accuracy: 3/4/6/9  
Range: 10/35,000/150,000/400,000  
Location: 3 beam projectors per cube side  
Firing Arc: 360 degrees for each side

#### Borg Feedback Pulse Generator <108>

Type: Borg Feedback Pulse Generator  
Damage: See Spacedock, pages 68-69 [30 Power]  
Number of Emitters: (up to 1 shots per round)  
Accuracy: See Spacedock, pages 68-69  
Range: See Spacedock, pages 68-69  
Location: 1 beam projectors per cube side  
Firing Arc: See Spacedock, pages 68-69

#### Borg Shield Drainer <450>

Type: Borg Shield Drainer  
Damage: See Spacedock, pages 68-69 [20  
Power/round]  
Number of Emitters: (up to 1 shots per round)  
Accuracy: 3/4/6/9  
Range: 10/35,000/150,000/400,000  
Location: 3 beam projectors per cube side  
Firing Arc: 360 degrees for each side

#### Torpedo Launcher <540>

Standard Load: Borg torpedoes (500 Damage)  
Spread: 12



Range: 15/400,000/2,000,000/5,000,000

Targeting System: Accuracy 3/4/6/9

Power: [20 + 5 per torpedo fired]

Location: 3 launchers per cube side

Firing Arc: self-guided

Torpedoes Carried: 2000 <200>

TA/T/TS: Class Delta [4 Power/round] <15>

Strength: 10

Bonus: +3

Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <334

(x4=1336)>

Shield Generator: Class 7 (Protection 1500) [150

Power/shield/round]

Shield grid: Type C (50 % increase to 2250

Protection)

Subspace Field Distortion Amplifiers: Class Iota+A

(Threshold 500)

Shield Regeneration System: Class 4 (regenerates 50

Protection per round; shield recharge time of 20

seconds) [1 Power/point regenerated/round]

Backup Shield Generators: 4 (1 per shield) <16>

Auto-Destruct System<16>

#### AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 350 size worth of ships  
<700>

Standard Compliment: Various small Borg ships and  
captured vessels

Location(s): 25 bays throughout ship

Captain's Yatch: no

## **BORG CUBE Assimilation Version 3**

Class and Type: Borg Cube Assimilation Type 3  
Commissioning Date: Unknown

### **HULL SYSTEMS**

Size: 16  
Length: 3,000 meters (3 km)  
Beam: 3,000 meters (3 km)  
Height: 3,000 meters (3 km)  
Decks: 700 (est.)  
Mass: 21,000,000 metric tons  
SUs Available: 11,000  
SUs Used: 11,000

Hull Outer <64>  
Hull Inner <64>  
Resistance Outer Hull: 16 <39>  
Resistance Inner Hull: 16 <39>  
Borg Ship Regeneration <160>

Structural Integrity Field [1 Power/10  
Protection/round]  
Main: Class 10 (Protection 100/150 <55>  
Backup 1: Class 10 (Protection 50) <28>  
Backup 2: Class 10 (Protection 50) <28>

### **PERSONNEL SYSTEMS**

Class/Passengers/Evac: 64,000/0/137,500  
Crew Quarters  
Regeneration Alcoves: 64,000 (100 alcoves per 1  
SU) <640>

Environmental Systems  
Basic Life Support [16 Power/round] <64>  
Reserve Life Support [8 power/round] <32>  
Emergency Life Support (96 emergency shelters)  
<32>  
Gravity [8 Power/round] <16>  
Consumable: 3 years' worth <48>  
Food Replicators [16 Power/round] <16>  
Industrial Replicators <66>  
Type: three networks of small replicators [2  
Power/round]  
Type: 6 large unit [2 power/replicator/round]  
Medical Facilities: 5 (+1) [5 Power/round] <25>  
Borg Maturation Units: 100 [10 powers when in use]  
<10>  
Borg Cloning units: 30 [3 power/round when in use]  
<3>  
Personnel Transport: Turbolift, Jefferies Tubes [2  
Power/round] <48>  
Fire Suppression System [1 Power/round when  
active] <16>  
Cargo Holds: 1,000,000 cubic meters <30>  
Locations: fifty locations throughout the ship

### **PROPULSION SYSTEMS**

Transwarp Drive [240 Power/round] <240>  
Impulse Engine Type: 5 Class 8 (.75c/.95c) [6/9  
Power/round] <200>  
Location: five throughout interior  
Reaction Control System (.025c) [2 Power/round  
when in use] <16>

### **POWER SYSTEMS**

Warp Engine Type: 6 Class 10/S (generates 549  
Power/round) <690>  
Location: through out the interior  
Impulse Engine[s]: 5 class 8 (generates 64  
Power/engine/round)  
Auxiliary Power: 20 reactors (generates 5  
Power/reactor/round) <60>  
Emergency Power: Type F (generates 50  
Power/round) <50>  
EPS: Standard Power flow, +800 Power  
transfer/round <160>  
Standard Usable Power: 3,764

### **OPERATIONS SYSTEM**

Computers (Bio-neutral)  
Eight core computers located throughout the interior  
of the ship [5 Power/round] <64>  
Upgrading: Class Gamma (+3) [3  
Power/computer/round] <64>  
ODN <48>

Navigational Deflector [5 Power/round] <64>  
Range: 10/20,000/50,000/150,000  
Accuracy: 5/6/8/11  
Location: Exterior

### **Sensor Systems**

Long-range Sensors [5 Power/round] <88>  
Range Package: Type 8 (Accuracy 3/4/7/10)  
High Resolution: 6 light-year (.5/.6-1.0/1.1-4.5/4.6-  
6.0)  
Low Resolution: 18 light-years (1/1.1-6.5/6.6-  
13.5/13.6-18.0)  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Coverage: +8000 substances/phenomena  
Lateral Sensor [5 Power/round] <56>  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Coverage: +8000 substances/phenomena  
Navigational Sensor [5 Power/round] <28>  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Probes: 500 probes of varying types <50>  
Sensor Skill: 5

#### Flight Control Systems

Autopilot: Shipboard systems (flight Control) 4,  
Coordination 4 [1 Power/round in use] <16>

#### Navigational Computer

Main: Class 3 (+2) [2 Power/round] <4>  
Backup: two additional full-effect navigational  
computers <8>

#### Inertial Damping Field

Main <192>  
Strength: 10 [3 Power/round]  
Number: 6  
Backup <48>  
Strength: 5 [2 Power/round]  
Number: 6  
Attitude control [4 power/round] <4>

#### Communications Systems

Type: Central Plexus (Class 10) [2 Power/round]  
<27>  
Strength: 10  
Security: -5  
Basic Upgrading: Class Beta (+2)  
Emergency Communications: yes [2 Power/round]  
<1>  
Holocommunications: yes  
Tractor Beams  
Emitter: Class Delta [3 Power/Strength used/round]  
<288>  
Accuracy: 4/5/7/10  
Location: four tractor beams per cube side

#### Transporters

Type: Personnel [7 Power/use] <460>  
Pads: 6  
Emitter/Receiver Array: Personnel Type 10  
(100,000 km range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 20 throughout the ship  
  
Type: Emergency [12 power/use] <500>  
Pads: 40  
Emitter/Receiver Array: Emergency Type 5 (25,000  
km range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 20 throughout the ship

#### Type: Cargo [8 Power/use] <190>

Pads: 800 kg  
Emitter/Receiver Array: Cargo Type 5 (160,000 km  
range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 10 throughout the ship

Security Systems Rating: 2 <8>

Anti-Intruder System: Yes [1 Power/round] <16>

Internal Force Fields [1 Power/3 Strength] <16>

Science Systems Rating: 4 (+3) [5 Power/round]  
<36>

Specialized Systems: 5 <25>

Laboratories: 160 <32>

#### TACTICAL SYSTEMS

Borg Energy Beams <1392>  
Type: Borg Energy Beams (50 SUs each side)  
Damage: 250 [25 Power]  
Number of Emitters: (up to 2 shots per round)  
Auto-Phaser Interlock: Accuracy: 3/4/6/9  
Range: 10/35,000/150,000/400,000  
Location: 4 beam projectors per cube side  
Firing Arc: 360 degrees for each side  
Firing Modes: Standard, Continuous, Pulse, and  
wide-beam

#### Borg Cutting Beams <540>

Type: Borg Cutting Beams  
Damage: See Spacedock, pages 68-69 [20  
Power/round]  
Number of Emitters: (up to 1 shots per round)  
Auto-Phaser Interlock: Accuracy: 3/4/6/9  
Range: 10/35,000/150,000/400,000  
Location: 3 beam projectors per cube side  
Firing Arc: 360 degrees for each side

#### Borg Feedback Pulse Generator <108>

Type: Borg Feedback Pulse Generator  
Damage: See Spacedock, pages 68-69 [30 Power]  
Number of Emitters: (up to 1 shots per round)  
Accuracy: See Spacedock, pages 68-69  
Range: See Spacedock, pages 68-69  
Location: 1 beam projectors per cube side  
Firing Arc: See Spacedock, pages 68-69

#### Borg Shield Drainer <450>

Type: Borg Shield Drainer  
Damage: See Spacedock, pages 68-69 [20  
Power/round]  
Number of Emitters: (up to 1 shots per round)  
Accuracy: 3/4/6/9  
Range: 10/35,000/150,000/400,000  
Location: 3 beam projectors per cube side  
Firing Arc: 360 degrees for each side

#### Torpedo Launcher <540>

Standard Load: Borg torpedoes (500 Damage)  
Spread: 12  
Range: 15/400,000/2,000,000/5,000,000  
Targeting System: Accuracy 3/4/6/9  
Power: [20 + 5 per torpedo fired]  
Location: 3 launchers per cube side

Firing Arc: self-guided  
Torpedoes Carried: 2000 <200>

TA/T/TS: Class Delta [4 Power/round] <15>  
Strength: 10  
Bonus: +3  
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <356  
(x4=1424)><324 (x 4)>  
Shield Generator: Class 7 (Protection 1680) [1680  
Power/shield/round]  
Shield grid: Type C (50 % increase to 2520  
Protection)  
Subspace Field Distortion Amplifiers: Class Iota  
+AA (Threshold 560)  
Shield Regeneration System: Class 4 (regenerates 50  
Protection per round; shield recharge time of 20  
seconds) [1 Power/point regenerated/round]  
Backup Shield Generators: 4 (1 per shield) <16>  
Auto-Destruct System<16>

#### AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 310 size worth of ships  
<620>  
Standard Compliment: Various small Borg ships  
(one Type 2 Sphere as a Temporal transport for the  
Borg Queen)  
Location(s): 25 bays throughout ship  
Captain's Yatch: no

## **BORG CLASS-4 CUBE (FASA)**

Class and Type: Borg Class-4 Tactical Cube  
Commissioning Date: Unknown

### **HULL SYSTEMS**

Size: 16  
Length: 3,000 meters (3 km)  
Beam: 3,000 meters (3 km)  
Height: 3,000 meters (3 km)  
Decks: 700 (est.)  
Mass: 21,000,000 metric tons  
SUs Available: 11,000  
SUs Used: 11,179

Hull Outer <64>  
Hull Inner <64>  
Resistance Outer Hull: 14 <36>  
Resistance Inner Hull: 14 <36>  
Ablative Armor: 1600 <320>  
Borg Ship Regeneration <160>

Structural Integrity Field [1 Power/10  
Protection/round]  
Main: Class 10 (Protection 100/150) <55>  
Backup 1: Class 10 (Protection 50) <28>  
Backup 2: Class 10 (Protection 50) <28>

### **PERSONNEL SYSTEMS**

Class/Passengers/Evac: 64,000/0/137,500  
Crew Quarters  
Regeneration Alcoves: 64,000 (100 alcoves per 1  
SU) <640>

### **Environmental Systems**

Basic Life Support [16 Power/round] <64>  
Reserve Life Support [8 power/round] <32>  
Emergency Life Support (96 emergency shelters)  
<32>  
Gravity [8 Power/round] <16>  
Consumable: 3 years' worth <48>  
Food Replicators [16 Power/round] <16>  
Industrial Replicators <66>  
Type: three networks of small replicators [2  
Power/round]  
Type: 6 large unit [2 power/replicator/round]  
Medical Facilities: 5 (+1) [5 Power/round] <25>  
Borg Maturation Units: 100 [10 powers when in use]  
<10>  
Borg Cloning units: 30 [3 power/round when in use]  
<3>  
Personnel Transport: Turbolift, Jefferies Tubes [2  
Power/round] <48>  
Fire Suppression System [1 Power/round when  
active] <16>  
Cargo Holds: 1,000,000 cubic meters <30>  
Locations: fifty locations throughout the ship

### **PROPULSION SYSTEMS**

Transwarp Drive [240 Power/round] <240>  
**Impulse Engine** Type: 5 Class 8 (.75c/.95c) [6/9  
Power/round] <200>  
Location: five throughout interior  
Reaction Control System (.025c) [2 Power/round  
when in use] <16>

### **POWER SYSTEMS**

Warp Engine Type: 6 Class 10/S (generates 549  
Power/round) <690>  
Location: Interior  
Impulse Engine[s]: 5 class 8 (generates 64  
Power/engine/round)  
Auxiliary Power: 20 reactors (generates 5  
Power/reactor/round) <60>  
Emergency Power: Type F (generates 50  
Power/round) <50>  
EPS: Standard Power flow, +800 Power  
transfer/round <160>  
Standard Usable Power: 3,764

### **OPERATIONS SYSTEM**

Computers (Bio-neutral)  
Eight core computers located throughout the interior  
of the ship [5 Power/round] <64>  
Upgrading: Class Gamma (+3) [3  
Power/computer/round] <64>  
ODN <48>

Navigational Deflector [5 Power/round] <64>  
Range: 10/20,000/50,000/150,000  
Accuracy: 5/6/8/11  
Location: Exterior

### **SENSOR SYSTEMS**

Long-range Sensors [5 Power/round] <88>  
Range Package: Type 8 (Accuracy 3/4/7/10)  
High Resolution: 6 light-year (.5/.6-1.0/1.1-4.5/4.6-  
6.0)  
Low Resolution: 18 light-years (1/1.1-6.5/6.6-  
13.5/13.6-18.0)  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Coverage: +8000 substances/phenomena

Lateral Sensor [5 Power/round] <56>  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Coverage: +8000 substances/phenomena

Navigational Sensor [5 Power/round] <28>  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Probes: 500 probes of varying types <50>

Sensor Skill: 5

#### Flight Control Systems

Autopilot: Shipboard systems (flight Control) 4,  
Coordination 4 [1 Power/round in use] <16>

#### Navigational Computer

Main: Class 3 (+2) [2 Power/round] <4>  
Backup: two additional full-effect navigational  
computers <8>

#### Inertial Damping Field

Main <192>  
Strength: 10 [3 Power/round]  
Number: 6  
Backup <48>  
Strength: 5 [2 Power/round]  
Number: 6  
Attitude control [4 power/round] <4>

#### Communications Systems

Type: Central Plexus (Class 10) [2 Power/round]  
<27>  
Strength: 10  
Security: -5  
Basic Upgrading: Class Beta (+2)  
Emergency Communications: yes [2 Power/round]  
<1>  
Holocommunications: yes

#### Tractor Beams

Emitter: Class Delta [3 Power/Strength used/round]  
<288>  
Accuracy: 4/5/7/10  
Location: four tractor beams per cube side

#### Transporters

Type: Personnel [7 Power/use] <460>  
Pads: 6  
Emitter/Receiver Array: Personnel Type 10  
(100,000 km range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 20 throughout the ship

Type: Emergency [12 power/use] <500>

Pads: 40  
Emitter/Receiver Array: Emergency Type 5 (25,000  
km range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 20 throughout the ship

Type: Cargo [8 Power/use] <190>

Pads: 800 kg  
Emitter/Receiver Array: Cargo Type 5 (160,000 km  
range)  
Energizing/Transition coils: Class J (Strength 10)

Number and Location: 10 throughout the ship

Security Systems Rating: 2 <8>

Anti-Intruder System: Yes [1 Power/round] <16>

Internal Force Fields [1 Power/3 Strength] <16>

Science Systems Rating: 4 (+3) [5 Power/round]  
<36>

Specialized Systems: 5 <25>

Laboratories: 160 <32>

#### TACTICAL SYSTEMS

##### Borg Energy Beams <1392>

Type: Borg Energy Beams (50 SUs each side)  
Damage: 250 [25 Power]  
Number of Emitters: (up to 2 shots per round)  
Auto-Phaser Interlock: Accuracy: 3/4/6/9  
Range: 10/35,000/150,000/400,000  
Location: 4 beam projectors per cube side  
Firing Arc: 360 degrees for each side  
Firing Modes: Standard, Continuous, Pulse, and  
wide-beam

##### Borg Cutting Beams <540>

Type: Borg Cutting Beams  
Damage: See Spacedock, pages 68-69 [20  
Power/round]  
Number of Emitters: (up to 1 shots per round)  
Auto-Phaser Interlock: Accuracy: 3/4/6/9  
Range: 10/35,000/150,000/400,000  
Location: 3 beam projectors per cube side  
Firing Arc: 360 degrees for each side

##### Borg Feedback Pulse Generator <108>

Type: Borg Feedback Pulse Generator  
Damage: See Spacedock, pages 68-69 [30 Power]  
Number of Emitters: (up to 1 shots per round)  
Accuracy: See Spacedock, pages 68-69  
Range: See Spacedock, pages 68-69  
Location: 1 beam projectors per cube side  
Firing Arc: See Spacedock, pages 68-69

##### Borg Shield Drainer <450>

Type: Borg Shield Drainer  
Damage: See Spacedock, pages 68-69 [20  
Power/round]  
Number of Emitters: (up to 1 shots per round)  
Accuracy: 3/4/6/9  
Range: 10/35,000/150,000/400,000  
Location: 3 beam projectors per cube side  
Firing Arc: 360 degrees for each side

##### Torpedo Launcher <540>

Standard Load: Borg torpedoes (500 Damage)  
Spread: 12  
Range: 15/400,000/2,000,000/5,000,000  
Targeting System: Accuracy 3/4/6/9

Power: [20 + 5 per torpedo fired]  
Location: 3 launchers per cube side  
Firing Arc: self-guided

Torpedoes Carried: 2000 <200>

TA/T/TS: Class Delta [4 Power/round] <15>  
Strength: 10  
Bonus: +3  
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <354  
(x4=1416)>a <324 (x 4)>  
Shield Generator: Class 7 (Protection 1700) [140  
Power/shield/round]  
Shield grid: Type C (50 % increase to 2550  
Protection)  
Subspace Field Distortion Amplifiers: Class  
Iota+AA (Threshold 570)  
Shield Regeneration System: Class 4 (regenerates 50  
Protection per round; shield recharge time of 20  
seconds) [1 Power/point regenerated/round]  
Backup Shield Generators: 4 (1 per shield) <16>  
Auto-Destruct System<16>

#### AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 207 size worth of ships  
<414>  
Standard Compliment: Various small Borg ships  
Location(s): 25 bays throughout ship  
Captain's Yatch: no

## Borg Uni-complex Space Station

Commissioning Date: Unknown

### Hull Systems

Size: 12 (48)

Length: 69,000 meters

Beams: 42,000 meters

Height: 14,000 meters

Decks: 3088

SUs Available: 75,000

SUs Used: 74,550

Hull Outer <192>

Hull Inner <192>

Resistance Outer Hull: 50 <72>

Resistance Inner Hull: 50 <72>

Borg ship regeneration <480>

Ablative Armor: 1500 <300>

Structural Integrity field [1 power/10 Protection/round]

Main: Class 7 (Protection 100/150) <78>

Backup: Class 7 (Protection 50) <39>

Backup: Class 7 (Protection 50) <39>

### PERSONNEL SYSTEMS

Crew/Inhabitants/Capacity:

2,000,000/600,000/18,000,000

Crew Quarters

Borg Alcoves: Houses 2,000,000 Borg drones <20,000>

### Environmental Systems

Basic Life Support [23 Power/round] <192>

Reserve Life Support [12 Power/round] <96>

Emergency Life Support (288 emergency shelters) <96>

Gravity [24 Power/round] <48>

Consumable: 10 years worth <480>

### Replicator Systems

Food Replicators [48 Power/round] <48>

Industrial Replicators

Type: 3 network of small Replicators [2 Power/round] <144>

Type: 48 Large unit [2 Power/replicator/round] <144>

Medical Facilities: 10 (+2) [10 Power/round] <50>

Borg Maturation units: 500 [50 power/round when in use] <50>

Borg Cloning units: 500 [500 power/round when active] <500>

Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <144>

Fire Suppression System [2 Power/round when active] <48>

Cargo hold: 660,000,000 cubic meters <20,000>

Locations: throughout station

### Propulsion Systems

Reaction Control System (.025c) [2 Power/ round when in use] <48>

### Power Systems

Fusion Reactor: 34 type 30 (generates 300

Power/each reactor/round) <150 x 34 = 5100>

Locations: throughout station

Auxiliary Power: 60 reactors (generate 5 Power/reactor/round) <180>

Emergency Power: Type F (generates 50 Power/round) <50>

EPS: Standard Power flow, +1000 Power transfer/round <340>

Standard Usable Power: 10,000

### Operations systems

15 Computer Cores (Bio-neural): [7 Power/round] <144 (x15=2160)>

Uprating: Class Gamma (+3) [3 power/computer/round] <120>

ODN <144>

### Sensor Systems

Long-range Sensors [5 Power/round] <88>

Range Package: Type 8 (Accuracy 3/4/7/10)

High Resolution: 6 light-year (.5/.6-1.0/1.1-4.5/4.6-6.0)

Low Resolution: 18 light-years (1/1.1-6.5/6.6-13.5/13.6-18.0)

Strength Package: Class 10 (Strength 10)

Gain Package: Class Gamma (+3)

Coverage: +8000 substances/phenomena

Lateral Sensor [5 Power/round] <56>

Strength Package: Class 10 (Strength 10)

Gain Package: Class Gamma (+3)

Coverage: +8000 substances/phenomena

Probes: 1000 probes of varying types <100>

Sensor Skill: 5

### Communications Systems

Type: Central Plexus (Class 10) [2 Power/round] <20>

Strength: 10

Security: -5

Basic Uprating: Class Beta (+2) <6>

Security Uprating Class Epsilon (-3) <6>

Emergency Communications: yes [2 Power/round] <1>

Holocommunications: yes <1>

### Tractor Beams

Emitter: Class Delta [3 Power/Strength used/round] <12 (x 72 =864)>

Accuracy: 4/5/7/10



Location: Located in various positions about the complex

#### Transporters

Type: Personnel [7 Power/use] <23 (x60=1380)>

Pads: 6

Emitter/Receiver Array: Personnel Type 10 (100,000 km range)

Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 60 throughout the ship

Type: Emergency [12 power/use] <25 (x60=1500)>  
Pads: 40

Emitter/Receiver Array: Emergency Type 5 (25,000 km range)

Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 20 throughout the ship

Type: Cargo [8 Power/use] <19 (x30=570)>

Pads: 800 kg

Emitter/Receiver Array: Cargo Type 5 (160,000 km range)

Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 10 throughout the ship

Security Systems Rating: 5 <20>

Anti-Intruder System: Yes [1 Power/round] <48>

Internal Force Fields [1 Power/3 Strength] <48>

Science Systems Rating: 4 (+3) [5 Power/round] <68>

Specialized Systems: 5 <25>

Laboratories: 480 <96>

#### Tactical Systems

Borg Energy Beams <58 (x72=4176)>

Type: Borg Energy Beams (50 SUs each side)

Damage: 250 [25 Power]

Number of Emitters: (up to 2 shots per round)

Auto-Phaser Interlock: Accuracy: 3/4/6/9

Range: 10/35,000/150,000/400,000

Location: at least one on each uni-complex section

Firing Arc: 360 degrees for each side

Firing Modes: Standard, Continuous, Pulse, and wide-beam

Borg Cutting Beams <18 (x60=1080)>

Type: Borg Cutting Beams

Damage: See Spacedock, pages 68-69 [20 Power/round]

Number of Emitters: (up to 1 shots per round)

Auto-Phaser Interlock: Accuracy: 3/4/6/9

Range: 10/35,000/150,000/400,000

Location: located near construction dock where vessels are cut apart for scrap.

Firing Arc: 360 degrees for each side

Borg Feedback Pulse Generator <18(x18=324)>

Type: Borg Feedback Pulse Generator

Damage: See Spacedock, pages 68-69 [30 Power]

Number of Emitters: (up to 1 shots per round)

Accuracy: See Spacedock, pages 68-69

Range: See Spacedock, pages 68-69

Location: 1 beam projectors per cube side

Firing Arc: See Spacedock, pages 68-69

Borg Shield Drainer <25 (x36=900)>

Type: Borg Shield Drainer

Damage: See Spacedock, pages 68-69 [20

Power/round]

Number of Emitters: (up to 1 shots per round)

Accuracy: 3/4/6/9

Range: 10/35,000/150,000/400,000

Location: 3 beam projectors per cube side

Firing Arc: 360 degrees for each side

Torpedo Launcher <30 (x40=1200)>

Standard Load: Borg torpedo (500 Damage)

Spread: 12

Range: 15/400,000/2,000,000/5,000,000

Targeting System: Accuracy 3/4/6/9

Power: [20 + 5 per torpedo fired]

Location: 3 launchers per cube side

Firing Arc: self-guided

Torpedoes Carried: 10,000 <1000>

TA/T/TS: Class Delta [4 Power/round] <15>

Strength: 10

Bonus: +3

Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <1307 (x 4=5228)>

Shield Generator: Class 7 (Protection 3000) [300 Power/shield/round]

Shield grid: Type C (50 % increase to 4500 Protection)

Subspace Field Distortion Amplifiers: Class unknown (Threshold 1000)

Shield Regeneration System: Class 4 (regenerates 50

Protection per round; shield recharge time of 20

seconds) [1 Power/point regenerated/round]

Backup Shield Generators: 16 (4 per shield) <48>

Auto-Destruct System<48>

#### AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 2001 size worth of ships <4002>

Standard Compliment: Various small Borg ships

Location(s): bays throughout

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

<4 x16 = 64>

10 Open Frame Docking frame rating 16(ships up to size 16) [may supply 160 power/round/ship] <160>

Station Notes:

The Borg Uni-complex is the largest of the space born construction with the exception of the Transwarp hub. The uni-complex is the central point where all the Borg are controlled from, yet there are several uni-complexes and Queen's chamber. With the destructive nature of the Borg the Complex is powerfully built and well defended. Dozens of Borg cubes are always around the complex and fully capable of destroying nearly any invasion force before they can reach the complex.

Creation Notes:

This uni-complex was a spur of the moment thing that was needed for an adventure where the crew ended up at a uni-complex in the hands of Borg. The Su's and size scale I had already worked out on a previous date with the intention of using for something or other at a future time.

The shields are virtually impenetrable. Yes there was some cheat to it we didn't want the crew just to fire a barrage of photons and run leaving the Borg wounded. The shields could be returned to that equal that of a Borg Cube.

Downgraded shields

Shields (Forward, Aft, Port, Starboard) <964 (x 4=3856)>

Shield Generator: Class 7 (Protection 1400) [140 Power/shield/round]

Shield grid: Type C (50 % increase to 2100 Protection)

Subspace Field Distortion Amplifiers: Class Iota (Threshold 450)

Shield Regeneration System: Class 4 (regenerates 50 Protection per round; shield recharge time of 20 seconds) [1 Power/point regenerated/round]

## **BORG VESSEL**

### ***STAR TREK THE NEXT GENERATION - DECENT***

Class and Type: Borg Vessel  
Commissioning Date: Unknown

#### **HULL SYSTEMS**

Size: 12  
Length: 1,432.5 meters  
Beam: 3,212.55 meters  
Height: 3,500 meters  
Decks: 800 (est.)  
Mass: 21,000,000 metric tons  
SUs Available: 11,000  
SUs Used: 8,870

Hull Outer <64>  
Hull Inner <64>  
Resistance Outer Hull: 25 <36>  
Resistance Inner Hull: 25 <36>  
Ablative Armor: 500 <100>  
Borg Ship Regeneration <120>

Structural Integrity Field  
[1 Power/10 Protection/round]  
Main: Class 10(Protection 100/150 <55>  
Backup 1: Class10 (Protection 50) <28>  
Backup 2: Class 10 (Protection 50) <28>

#### **PERSONNEL SYSTEMS**

Class/Passengers/Evac: 64,000/0/137,500  
Crew Quarters  
Regeneration Alcoves: 64,000 (100 alcoves per 1  
SU) <640>

Environmental Systems  
Basic Life Support [16 Power/round] <64>  
Reserve Life Support [8 power/round] <32>  
Emergency Life Support (96 emergency shelters)  
<32>  
Gravity [8 Power/round] <16>  
Consumable: 3 years' worth <48>  
Food Replicators [16 Power/round] <16>  
Industrial Replicators <66>  
Type: three networks of small replicators [2  
Power/round]  
Type: 6 large unit [2 power/replicator/round]  
Medical Facilities: 5 (+1) [5 Power/round] <25>  
Borg Maturation Units: None  
Personnel Transport: Turbolift, Jefferies Tubes [2  
Power/round] <48>  
Fire Suppression System [1 Power/round when  
active] <16>  
Cargo Holds: 1,000,000 cubic meters <30>  
Locations: fifty locations throughout the ship

#### **PROPULSION SYSTEMS**

Transwarp Drive [240 Power/round] <240>  
Impulse Engine Type: 5 Class 8 (.75c/.95c) [6/9  
Power/round] <200>  
Location: five throughout interior  
Reaction Control System (.025c) [2 Power/round  
when in use] <16>

#### **POWER SYSTEMS**

Warp Engine Type: 6 Class 10/S (generates 549  
Power/round) <690>  
Location: Interior  
Impulse Engine[s]: 5 class 8 (generates 64  
Power/engine/round)  
Auxiliary Power: 20 reactors (generates 5  
Power/reactor/round) <60>  
Emergency Power: Type F (generates 50  
Power/round) <50>  
EPS: Standard Power flow, +800 Power  
transfer/round <160>  
Standard Usable Power: 3,764

#### **OPERATIONS SYSTEM**

Computers (Bio-neutral)  
Twenty core computers located throughout the  
interior of the ship [5 Power/round] <640>  
Upgrading: Class Gamma (+3) [3  
Power/computer/round] <64>  
ODN <48>

Navigational Deflector [5 Power/round] <64>  
Range: 10/20,000/50,000/150,000  
Accuracy: 5/6/8/11  
Location: Exterior

#### **Sensor Systems**

Long-range Sensors [5 Power/round] <88>  
Range Package: Type 8 (Accuracy 3/4/7/10)  
High Resolution: 6 light-year (.5/.6-1.0/1.1-4.5/4.6-  
6.0)  
Low Resolution: 18 light-years (1/1.1-6.5/6.6-  
13.5/13.6-18.0)  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Coverage: +8000 substances/phenomena

Lateral Sensor [5 Power/round] <56>  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)  
Coverage: +8000 substances/phenomena

Navigational Sensor [5 Power/round] <28>  
Strength Package: Class 10 (Strength 10)  
Gain Package: Class Gamma (+3)

Probes: 500 probes of varying types <50>  
Sensor Skill: 5

Flight Control Systems  
Autopilot: Shipboard systems (flight Control) 4,  
Coordination 4 [1 Power/round in use] <16>

Navigational Computer  
Main: Class 3 (+2) [2 Power/round] <4>  
Backup: two additional full-effect navigational  
computers <8>

Inertial Damping Field  
Main <192>  
Strength: 10 [3 Power/round]  
Number: 6  
Backup <48>  
Strength: 5 [2 Power/round]  
Number: 6  
Attitude control [4 power/round] <4>

Communications Systems  
Type: Central Plexus (Class 10) [2 Power/round]  
<27>  
Strength: 10  
Security: -5  
Basic Upgrading: Class Beta (+2)  
Emergency Communications: yes [2 Power/round]  
<1>  
Holocommunications: yes  
Tractor Beams  
Emitter: Class Delta [3 Power/Strength used/round]  
<288>  
Accuracy: 4/5/7/10  
Location: four tractor beams per cube side

Transporters  
Type: Personnel [7 Power/use] <460>  
Pads: 6  
Emitter/Receiver Array: Personnel Type 10  
(100,000 km range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 20 throughout the ship

Type: Emergency [12 power/use] <250>  
Pads: 40  
Emitter/Receiver Array: Emergency Type 5 (25,000  
km range)  
Energizing/Transition coils: Class J (Strength 10)  
Number and Location: 20 throughout the ship

Type: Cargo [8 Power/use] <190>  
Pads: 800 kg  
Emitter/Receiver Array: Cargo Type 5 (160,000 km  
range)  
Energizing/Transition coils: Class J (Strength 10)

Number and Location: 10 throughout the ship

Security Systems  
Rating: 2 <8>  
Anti-Intruder System: Yes [1 Power/round] <16>  
Internal Force Fields [1 Power/3 Strength] <16>

Science Systems  
Rating: 4 (+3) [5 Power/round] <36>  
Specialized Systems: 5 <25>  
Laboratories: 160 <32>

TACTICAL SYSTEMS  
Borg Energy Beams <1392>  
Type: Borg Energy Beams (50 SUs each side)  
Damage: 250 [25 Power]  
Number of Emitters: (up to 2 shots per round)  
Auto-Phaser Interlock: Accuracy: 3/4/6/9  
Range: 10/35,000/150,000/400,000  
Location: 4 beam projectors per cube side  
Firing Arc: 360 degrees for each side  
Firing Modes: Standard, Continuous, Pulse, and  
wide-beam

TA/T/TS: Class Delta [4 Power/round] <15>  
Strength: 10  
Bonus: +3  
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <324 (x 4)>  
Shield Generator: Class 7 (Protection 1400) [140  
Power/shield/round]  
Shield grid: Type C (50 % increase to 2100  
Protection)  
Subspace Field Distortion Amplifiers: Class Iota  
(Threshold 450)  
Shield Regeneration System: Class 4 (regenerates 50  
Protection per round; shield recharge time of 20  
seconds) [1 Power/point regenerated/round]  
Backup Shield Generators: 4 (1 per shield) <16>  
Auto-Destruct System<16>

AUXILIARY SPACECRAFT SYSTEM  
Shuttlebay(s): Capacity for 200 size worth of ships  
<400>  
Standard Compliment: Various small Borg ships  
Location(s): 25 bays throughout ship

DESCRIPTION AND NOTES:  
*Fleet Data:*

Dave came up with this idea for a game and I worked out this for this creation of the vessel-assimilated vessel. Some of the assimilation is lower. This is for a 24<sup>th</sup> century vessels only. I worked out what happens to the ship using an Oberth-class vessel where twenty Borg drones beamed into the engineering section of the Federation vessel. At the bottom is the final version of the assimilated Oberth-class science vessel.

My Borg assimilation of a starship as seen in Star Trek: Enterprise Regeneration and the movie Star Trek: First Contact and not to mention Star Trek: Voyager Scorpion Part two. The Borg are an infestation in the ships systems. I made the assimilation taking over seven days.

### **Borg Vessel Assimilation Notes**

With in a few hours of Borg Drones boarding a vessel 80% of the Crew have been assimilated into Borg Drones and are awaiting final assimilation procedures. The 20% well is either dead or carrying out covert gorilla tactics on the Borg knowing the ship better and where to hide. Likely within ten to twelve hours the all that is still alive have been assimilated into the Borg community.

Almost instantly the when the Borg inject nanoprobes into a specific piece of equipment that equipment immediately becomes Borg and is not operational by whom ever is on the crew and is still free. For non-Borg the difficulty doubles while for the Borg it stays the same. Internal security such as force fields becomes worthless and anti-intruder systems to turn against the ships crew.

(End of 1st day (24 hours))

An additional 10 SU's generated by the Borg. Crew has been assimilated and has been assigned to a Borg Alcove. All crew quarters have been eliminated and replaced with the Alcoves. The Warp Engines have been upgraded to increase speed by .5 warp factors (equaling 5 SU's to the Warp coils for each speed (Standard/Sustainable/Maximum). Atmospheric temperatures have increases to 39 Celsius (102.2 Fahrenheit) and humidly.

As for the assimilated Crew, a good 24<sup>th</sup> century doctor can remove 99.9% of the Borg part and Nano-probes.

(End of 2nd Days (48 hours))

An additional 10 SU's generated by the Borg. Twenty percent of the crew are fully augmented to

be fully Borg, limbs are replaced with tools. The Warp engines and power core are both increases by one full warp factor of speed (equaling 10 SU's to the Warp coils for each speed and 10 for 50 power for the 10 SU's (Standard/Sustainable/Maximum)). An increase of an additional 1 hours of maximum warp at cost of 1 SU. The outer hull resistance is increased by two points of resistance free of cost. Each of the following receive a +1 bonus with a cost of 1 SU per system Medical Faculties, Computer uprating and access, Long-range Sensors, lateral Sensors, Navigational Sensors, flight control systems, navigational computers, communications systems, science systems, and TA/T/TS. Shields are modulated to provide 50 protection and 15 to threshold recharging taking 5 seconds less with a cost of 6 x the size of the ship.

As for the assimilated Crew, a good 24<sup>th</sup> century doctor can remove 89.9% of the Borg part and Nano-probes.

(End of the 3<sup>rd</sup> day (72 hours))

An additional 10 SU's generated by the Borg. Another fifty percent of the crew are fully augmented to be fully Borg much the same as 2<sup>nd</sup> day. The Warp engines and power core are both increased again by one full warp factor of speed (equaling 10 SU's to the Warp coils for each speed and 10 for 50 power for the 10 SU's (Standard/Sustainable/Maximum)). An increase of an additional 1 hours of maximum warp at cost of 1 SU. The Borg Nano-probes on the outer hull precede adding ablative armor fifty points. By the third day the Recreational facilities is totally transformed into something else such as a Assimilation room or maturation chamber.

As for the assimilated Crew, a good 24<sup>th</sup> century doctor can remove 79.9% of the Borg part and Nano-probes.

(End of the 4<sup>th</sup> day)

An additional 10 SU's generated by the Borg. An increase of an additional 1 hours of maximum warp at cost of 1 SU. More systems are configured with the weapons being more like a Borg Energy Beam for each 10 point of damage the cost of 2 SU's are added to the weapon. An additional 100 points of Ablative armor is added by the nano-probes (with a maximum of 400 after four days). One weapon will have been changed into a Borg Cutting beam.

As for the assimilated Crew, a good 24<sup>th</sup> century doctor can remove 40% of the Borg parts and Nano-probes.

(End of the 5<sup>th</sup> day)

An additional 10 SU's generated by the Borg. An increase of an additional 1 hours of maximum warp at cost of 1 SU. An additional 100 points of Ablative armor is added by the nano-probes (with a maximum of 400 after four days). The Warp engines and power core are both increases by one full warp factor of speed (equaling 10 SU's to the Warp coils for each speed and 10 for 50 power for the 10 SU's (Standard/Sustainable/Maximum)). The outer hull resistance is increased by two points of resistance free of cost. Shields are modulated to provide 50 protection and 15 to threshold recharging taking 5 seconds less with a cost of 6 x the size of the ship.

As for the assimilated Crew, a good 24<sup>th</sup> century doctor can remove 20.9% of the Borg part and Nano-probes.

(End of the 6<sup>th</sup> day)

An additional 10 SU's generated by the Borg. An increase of an additional 1 hours of maximum warp at cost of 1 SU. An additional 100 points of Ablative armor is added by the nano-probes (with a maximum of 400 after four days). The Warp engines and power core are both increases by one full warp factor of speed (equaling 10 SU's to the Warp coils for each speed and 10 for 50 power for the 10 SU's (Standard/Sustainable/Maximum)).

(End of the 7<sup>th</sup> day)

An additional 10 SU's generated by the Borg. An increase of an additional 1 hours of maximum warp at cost of 1 SU. An additional 100 points of Ablative armor is added by the nano-probes (with a maximum of 400 after four days). The Warp engines and power core are both increases by one full warp factor of speed (equaling 10 SU's to the Warp coils for each speed and 10 for 50 power for the 10 SU's (Standard/Sustainable/Maximum)).

### ***USS SACAJAWEA NCC-598-A***

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

#### **HULL SYSTEMS**

Size: 4

Length: 120.25 meters

Beam: 55.73 meters

Height: 25.3 meters

Decks: 7

Mass: 147,450 metric tons

SU's Available: 1,145

SU's Used: 1090

Hull Outer <16>

Hull Inner <16>

Resistance Outer Hull: 6 <3>

Resistance Inner Hull: 4 <3>

Ablative Armor: 400 <80>

Structural Integrity Field [1 Power/10 Protection/round]

Main: Class 3 (Protection 60/90) <19>

Backup: Class I (Protection 30) <10>

Backup: Class I (Protection 30) <10>

#### **PERSONNEL SYSTEMS**

Crew/Evac: 96/625

##### **Crew Quarters**

Borg Alcoves: House 96 Borg Drones [1 power/round] <1>

##### **Environmental Systems**

Basic Life Support [8 Power/round] <16>

Reserve Life Support [4 Power/round] <8>

Emergency Life Support (24 emergency shelters) <8>

Gravity [2 Power/round] <4>

Consumable: 2 years' worth <8>

##### **Manufacturing Systems**

Food Replicators [4 Power/round] <4>

Industrial Replicators

Type: Network of small replicators [2 power/round] <4>

Type: 2 large units [2 power/replicator/round] <6>

Medical Facilities: 5 (+1) (+1) [5 Power/round] <25 +1 = 26>

Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <12>

Fire Suppression System [1 Power/round when active] <4>

Cargo Holds: 33,000 cubic meters <1>

Locations: Saucer Port, saucer starboard

Escape Pods <5>

Number: 100

Capacity: 4 person per pod

#### **PROPULSION SYSTEMS**

Warp drive Nacelles: Borg modified Type 5E6 <78+10+10+10=108>

Speed: 7.5/9.7/9.6 [1 power/.2 warp speed]

PIS: Modified Type C (6 +1 +1 hours of Maximum warp) <6 +1 +1 = 8>

Impulse Engine Type: Type 3A (.5c/.75c) [5/7 Power/round] <18>

Location: Aft of Engineering section

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

## POWER SYSTEMS

Warp Engine Type: Class 4/G (generates 240 Power/round) <54>

Location: Engineering

Impulse Engine[s]: 1 Class 3A (generates 28 Power/engine/round)

Auxiliary Power: 3 reactors (generates 5 Power/reactor/round) <9>

Emergency Power: Type C (generates 35 Power/round) <30>

EPS: Standard Power flow +180 Power transfer/round <38>

Standard Usable Power: 268

## OPERATIONS SYSTEM

Bridge: Saucer dorsal <20>

## COMPUTERS

Core 1: Saucer [5 Power/round] <8>

Core 2: Engineering [5 Power/round] <8>

Uprating: Class Alpha (+1) (+1) [1 Power/computer/round] <4 + 2 = 6>

ODN <12>

Navigational Deflector [5 Power/round] <16 + 1 = 17>

Range: 8/20,000/50,000/150,000

Accuracy: 5/6/8/11 (+1)

Location: Saucer Forward

## SENSOR SYSTEMS

LONG-RANGE SENSORS [5 Power/round] <45 + 1 = 46>

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

High Resolution: 5 Light-years (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)

Low Resolution: 15 Light-years (1.0/1.1 - 4.0/4.1 - 12.0/12.1 - 15.0)

Strength Package: Class 8 (Strength 8)

Gain Package: Class Alpha (+1) (+1)

Coverage: 2,000 additional substances/Phenomena

LATERAL SENSOR [5 Power/round] <25 + 1 = 26>

Strength Package: Class 8 (Strength 8)

Gain Package: Class Alpha (+1) (+1)

Coverage: 2,000 additional substances/Phenomena

NAVIGATIONAL SENSOR [5 Power/round] <18 + 1 = 19>

Strength Package: Class 8 (Strength 8)

Gain Package: Class Alpha (+1) (+1)

Coverage: 2,000 additional substances/Phenomena

Probes: 160 probes of varying types <16>

Sensor Skill: 4

## FLIGHT CONTROL SYSTEMS

Autopilot: Shipboard systems (flight Control) 3,  
Coordination 2 (+1) [1 Power/round in use] <11 + 1 = 12>

## NAVIGATIONAL COMPUTER

Main: Class 2 (+1) (+1) [1 Power/round] <2 + 1 = 3>

Backup: Two <2>

## INERTIAL STABILIZERS

Main <24>

Strength: 9 [3 Power/round]

Number: 3

Backup <6>

Strength: 6 [2 Power/round]

Number: 3

Attitude control [1 Power/round] <1>

## COMMUNICATIONS SYSTEMS

Type: Class 6 [2 Power/round] <12>

Strength: 6 (+1)

Security: -2 (+1)

Emergency Communications: Yes [2 Power/round] <1>

## TRACTOR BEAMS

Emitter: Class Gamma [3 Power/Strength used/round] <9>

Accuracy: 4/5/7/10

Location: Forward Ventral of ventral module

Emitter: Class Gamma [3 Power/Strength used/round] <9>

Accuracy: 4/5/7/10

Location: Aft Ventral

## Transporters

Type: Personnel [5 Power/use] <32 + 2 = 34>

Pads: 6

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

Energizing/Transition coils: Class G (Strength 7) (+1)

Number and Locations: one in saucer, one in Engineering

Type: Emergency [4 Power/Use] <26 + 2 = 28>

Pads: 12

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

Energizing/Transition Coils: Class G (Strength 7) (+1)

Number and Location: One in Saucer, one in Engineering

Type: Cargo [2 Power/use] <24 + 2 = 26>

Pads: 400 kg

Emitter/Receiver Array: Cargo Type 3 (40,000 km range)  
Energizing/Transition coils: Class F (Strength 6) (+1)  
Number and Locations: one in saucer, one in Engineering

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

Science Systems Rating 3 (+2) (+1) [3 Power/round]  
<19 + 1 = 20>  
Specialized Systems: 3 <15>  
Laboratories: 18 <4>

#### TACTICAL SYSTEMS

*Borg Modified Forward Phaser Bank <17>*

Type: VI  
Damage: 170 [17 Power]  
Number of Emitters: 80 (up to 2 shots per round)  
Targeting System: Accuracy: 5/6/8/11  
Range: 10/30,000/100,000/300,000  
Location: Forward  
Firing Arc: 360 degrees forward  
Firing Modes: Standard, continuous, pulse, Wide-beam

*Borg modified Aft Phaser Bank <17>*

Type: VI  
Damage: 170 [17 Power]  
Number of Emitters: 80 (up to 2 shots per round)  
Targeting System: Accuracy: 5/6/8/11  
Range: 10/30,000/100,000/300,000  
Location: Forward  
Firing Arc: 360 degrees forward  
Firing Modes: Standard, continuous, pulse, Wide-beam

TA/T/TS: Class Alpha [0 Power/round] <6 + 1 = 7>  
Strength: 7  
Bonus: +0 (+1)  
Weapon Skill: 3

Shields (Forward, Aft, Port, Starboard) <21 (x 4) = 84 +24 = 108>  
Shield Generator: Class 2 (Protection 300) [30 Power/shield/round]  
Shield grid: Type B (33% increase to 399 Protection)  
Subspace Field Distortion Amplifiers: Class Beta (Threshold 95)  
Recharging System: Class 1 (45 seconds) <4>  
Auto-Destruct System <4>

#### AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 4 size worth of ships <8>  
Standard Compliment: 2 shuttlecraft  
Location(s): Aft edge of dorsal hull, to port and starboard of impulse engine

#### DESCRIPTION AND NOTES

*Fleet Data:*