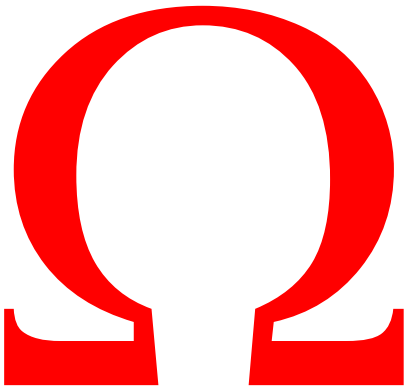
-- STAR TREK --
SPACEDOCK



RED OMEGA FLEET YARDS

By
OMEGA1967

Introduction

In the past five decades the humans have seen the sights of man walking in space, on the moon and lost lives of courageous explorers expanding the boundaries of human knowledge. All of these men and women are hero's one an all, from the janitor who sweeps up the sawdust to the top executives and explorers them selves. I have seen and watched many of these explorations. We all have seen the great leaps of exploration into the future.

It is amazing to see technology advance from bulky telephones to cell-phone smaller than Captain Kirk's communicator from the original series. From math being done on paper and the innovation of a calculator and now in the Twenty first century a computer in almost every home that is far more advanced than the Apollo capsules own computer.

When I was ten I never thought that at age thirty-seven would I still be playing Star Trek games. Yet here I am with a troupe of ranging from ten to forty plus members playing at any given time ranging from twelve and up to forty-two years of age. We generally have only a half dozen playing at any one time.

Some of these guys and gals are people we have been playing with sense were in our early teens. Life is strange that way.

My long time friend and co-game master Dave work as a team. Dave controls the interpersonal designs and monitors the adventures, as I design and monitor the combat sessions as I have had greater experience in military combat experiences. Dave being 4f, and me having more physical damage than any one twice my age.

On designing an adventure what I come up with or don't Dave would come up with. We cover up each other's weaknesses.

Most of the ships here are the versions that have been generated for our series of 24th century adventures. Some have never been used in adventures. The Modified Version of the Nebula-class Exploration Cruiser (the MK II Sutherland type) a.k.a. Tactical Vessel the U.S.S. Discovery NCC-62049 (pg. 24) is the main stay vessel we have used for the last four years. There has been some forty different adventures played out by the crew and vessel. Three Captains, Four Executive officers, eight Chief Security/Tactical officers, three Science Officers, twenty-two Conn Officers, seven Operations Officers, nine Chief Medical Officer's, five Chief Engineer's, twelve ship's counselors, fifty-or more security officers lost, and two civilians lost in the thirty-nine adventures. In the fortieth we came up losing six hundred thirty-nine crew of the Discovery lost in the final flight against the Reman Warbird alternate time line adventure. The Discovery is as advanced as the Galaxy-class in some ways but not so in others.

The Adventures of the U.S.S. Discovery have been the messiest adventures and dangerous as any I dreamed of in my school's creative writing class. Dave actually chose the name of the vessel as he thought to honor A. C. Clark with the use of 2001 A Space Odyssey's Vessel's name the Discovery. The starship Discovery's NCC-62049 Nebula class starship Stardate: 42267.5 dedication Plate on the ships quote: *"My God it's full of stars!"* and a list of Admiral's names (mostly comprised of authors such as Jewels Vern, A. C. Clarke and Gene Roddenberry, and even George Lucas all who inspire the imagination.)

In our 23rd century era adventure we utilized a standard Miranda-class for years. Later an Excelsior-class and a Constellation-class in several different adventures. The Constitution-class was a regular in appearance but not as much as in the Original Series. With only twelve in service we decided to use Miranda's and Oberth-classes as our primary vessels in the stories.

In the 22nd century era we had a one mission on a Klingon D5 cruiser attempting to discover an ancient treasure before a Vulcan Combat cruiser does. The adventure is not a cannon adventure because the Romulans show up in the Adventure looking for the treasure. Our Klingon crew blows it away before any can get it. When Dave and I began planning this adventure the NX-class was going to be in the story so a ruff version of the NX-class tested and workable was designed. But when the designing the ships initially I sat back and began looking at the vessels on the Internet taking notes. Seven and a half pages, which I have condensed in to notes, and only listed the notes that pertain directly to the Spacedock creation most the others are listed to that of the colors, shapes, and a descriptions. The Enterprise Series notes are listed in the first section of this document.

I laid in these vessels in no order of importance's, they were located in several different disc with the adventure notes from, oh I'd say at least seventy different adventures in dozens of different timelines.

Omega1967

I wish to dedicate this to all who serve to protect and explore the boundaries of all sides of mankind.

Misuse of the SU's

Out of everyone using the Spacedock tech I am probably the worst offender to going over the limits set. I generally make exceptions to this by accepting the fact that the size can be deceptive and to needs to the story.

Mostly if the story is that it needs a ship that can wallop a Galaxy-class Explorer starship is a single round and it is s buster for the SU's the power requirements for such a vessel. Someday I intend to build the Borg Vessel from Star Trek: The Next Generation episode Descent part 1 and 2 and I believe without scratching out the details it would be a budget buster. I see a lot of the Borg vessel as having much to do with conventional Starships and less to do with standard Borg vessels as it would have been build for battle not assimilation.

In some ways the SU's are sacrificed for the story whether it is to reduce the technology or size. The other sacrifice is to exceed the size such as V'ger (a.k.a. Voyager 6) would be a grand sacrifice to the SU's. The Voyager 6 probe would be small below the scale of Spacedock and the V'ger would be immensely huge. Someday I will make the vessel V'ger as well.

Soaurces of starships to build

I like to use a the following web sightes for the creation of starship. www.neutralzone.de, Star Trek SSTCSMU&A a Fasa based game design www.sub-odeon.com, two of the best being www.ditl.org and the www.ex-astria-scientia.org the last two where used in the construction of the Enterprise Era vessels and the Scimatar.

ENTERPRISE SERIES

In an episode of Enterprise Captain Archer and T'Pol speak of the earlier days of Vulcan space travel before the Humans achieved space travel. T'Pol says something that there were a lot less hostile species out there. Our adventures there are Klingons. How many hostile species do you need other than Klingons?

These are the notes that I made for the Enterprise Era adventure that involved the Klingons Empire. I thought that the notes would be interesting to others who are either running or planning an adventure. There are something's that I have not used in these notes, but these are the original outline for notes I have been using.

I have upgraded the notes as of last week's episodes of Enterprise. These were not the notes I used for the adventure as I made the adventure a pre-Enterprise era adventure.

These notes were made before I began generating vessels for the 22nd Century adventure before going to over to the Klingon as the main species in the Series.

Some of these are not even used or changed in the Series. These are just the edit notes for the Enterprise Spacedock. The full notes were twelve pages with size sketches and details and crew sizes. Most were rounded into the individual vessels. Others were lost to the vessels need for a story.

NOTES FOR ENTERPRISE ERA'S SPACEDOCK

To build the Enterprise Era vessels I use the TOS Spacedock and the standard and if something doesn't fit I decided I would look at the tech there and makeup something to fit that was there.

Not all of the ratings are equal, as it has only been a few years sense Zefrem Cochrane made his warp ship's first flight. The warp five project is under way. Nearly all Earth vessels are under equipped in comparison to Vulcan, Klingon and Andorian vessels.

Size: The vessel is smaller than the average ship. Some smaller vessels can travel higher warp speeds at greater distance.

SU's: The SU's are lower in scale and reduced to the levels near the bottom end of all scales. Just over half the full SU's available for most species in the Enterprise era. Generally 50% to 60% of the available SU's

Resistance: During this era the hull resistance has no free SU's available. Resistance costs lowering the resistance down to a maximum of 6 per hull. Klingon vessels can have as high as eight where as Earth Vessels would have four as maximum. During this era the Vulcans have a maximum of six for their largest and newest Klingon cruiser.

Structural Integrity fields: To this I restricted our constructions down to below Class D on the TOS Spacedock for all vessels before 2150 for all species vessels.

Crews: A ship's crew is usually smaller and have less security officer and science technicians staffing. Engineering staff is usually double that of later vessels and have the need to repair a vessel that has been extensively damaged and in later centuries is toed to a space dock for repairs.

Crew Quarters: There are few luxuries for crews their quarters on a ship are generally the little that they get. Do to the ships have yet to have crews

substantially larger Barracks have yet to be installed on Earth ships. Only the Klingons use them on their larger vessel possibly the predecessor to the D7 Battle cruiser of the 23rd century.

On earth vessels the crew they are assigned to quarters and a few lower ranked enlisted have to share their quarters with another.

Manufacturing No Food Processors, but usually have a galley and mess hall that is Spartan in nature. The ship's galley is capable preparing a multitude of food dishes. The mess hall is capable of handling the entire crew of the vessel at the same time if it came to it.

Most species have a galley and large abundant food storage. Klingon ships often carry live Targs for food and pets in the galley or cargo bays. The Vulcans have a food synthesizer that are the predecessor to the TOS era food processors and the replicators.

Some species have already created replicator systems but guard the technology very closely, as it is a key to their statues and power in the region.

Machining shops: Unlike the 23rd century industrial Fabrication Units and 24th century industrial replicators to do not have the easy to create tools and equipment for the ship. Instead of Industrial Fabrication Units the majority have machining shops that can create the equipment that is needed for a starship. Use the science lab chart to create the machining shops.

Medical systems: During this era only Humans and Vulcans readily out fit their vessels with sickbays and carry Medical personnel. A size four is the top of the line medical bays.

Klingon vessels are rarely equipped with medical facilities. Many of the smallest Klingon vessels they don't even have a bay where they could lay out the wounded or dying warriors.

Recreation Facilities: Most vessels have small and Spartan recreation facilities in nature if any. The later NX-class have a Spartan mess hall and gym. The mess does double duty as a movie theater on the NX-class.

Fire suppression systems: Species who have shielding technology will have fire suppression abilities build into their ships. Those who don't have to have personnel using hand held fire-extinguishing equipment.

Escape Pods: Some species of this era have Escape pods and vehicles for such uses.

Nacelles: This is where things get difficult. The lowest of space dock nacelles for let's say an intrepid class is not close but using multiple Uprating to adjust looks funny but works.

Restrict all warp nacelles Mark 1 up to Mark 3.5C on the TOS Spacedock sheet. With the use of the uprating and downratings

Even the Klingon vessels are not much faster than the Earth vessels. No ones vessel can go faster than that of warp six as maximum.

Plasma Injectors: Restricting injectors above Class C is simply sensible. I don't imagine a vessel from a world just setting out on space travel to be able to spend six hours at maximum warp travel.

Impulse Engines: Generally Types 1 to 3A are better looking for twenty-second century with type 1 for a shuttlepod.

Auxiliary Bridges: During this era auxiliary bridges and battle bridges have yet to be including into the ship designs.

Computers: The 22nd century's computers are slower and less advanced yet still make our present day PC's look like a toaster. I have been using 6 x size with 2 power

Autopilot: 22nd century Autopilot is generally lowest scaling in design. Shipboard Systems (Flight Control) 1, Coordination 1 with a 2 Power/round in use.

Navigational Computer: The 22nd century has only the Class 1 for the highest for all species. The early human have a lower navigational computer.

Communications: Lower the species technological level the lower their ability to communicate with their home systems.

Some species have Universal Translators and other have not. Some just don't care about it.

Tractor beams: The Vulcans, Klingon's, Andorians and a few other species have tractor beams while humans have yet to discover them. Humans use a grappeler. Use the scale of alpha 1 km scale.

The Vulcans have Class Alpha Tractor Beams and have 1000 km range.

Transporters: A few species employ transporters and use them for personnel transportation. Klingons and Humans have transporters installed aboard ships and use them for cargo have bio upgrading for transports of living personnel.

This era one transporter per ship it is usually a cargo transporter uprated to handle bio substances.

Uprating cargo transporter to handle biological substances costs 2 SU's.

Cloaking Devices: The Romulans, Suliban and a few other species, employ cloaking devices. The Romulans are notorious for their employing cloaking devices even in their minefields.

Internal Force Fields: during this era few species have integrated the force fields for the vessels.

Tactical Systems:
Energy weapons in general: In this era the energy weapons generally can fire at basics. At the lower levels of these weapons you get one shot only per weapon. I came up with if you want another shot for your ships weapons systems you must have an upgraded weapons system. To this I had to come up with a penalty of sorts by adding half again the energy weapons final size onto the weapon's SU's to gain the second shot. This weapons up grade is just for the energy weapons only. And only adds one shot to the single shot weapon as it is. This increases the dangers at the basic levels

Plasma Cannons: Using TOS era's laser table the plasma cannons are basically Lasers that are mounted on the ships exteriors. Fellow general weapons construction routine. The Humans using the Plasma Weapons would be perfect for the ship.

Phase Cannons: Phase cannons are the predecessors to the phaser with less functional weapons. They can fire only in the continuous beams with the ability to rotate and retract back into the hull of the ship for maintenance and storage. By 2151 there is only a single type of Phase Cannon being used the phase cannon is equal to that of a Class three phaser bank.

Disruptor weapons: Restrict disruptors to below type 4 to these era vessels, as it will give the enemy a superior firepower without devastating the other vessels fired on.

Spatial Torpedoes: Like the later photon torpedoes self-guided to a range of 50,000 km doing damage of 70 and launchers using 6 powers to fire +1 power per torpedo. The launchers are capable of firing only a single torpedo per launcher. The simple torpedoes weapons range (10 / 30,000 / 100,000 / 300,000). The Klingon cruisers have a weapons the capability of firing a spread of two torpedoes.

Photon Torpedoes: Although Photon Torpedoes are new to some species others have yet to employ them or even research them.

Klingon's have them and humans employ them by 2153. The Vulcans, Andorians, and others have yet to employ them to their ships.

The maximum range of the Photonic torpedoes is double of Spatial torpedoes.

Deflector Shielding: Many species have standard energy shielding and deflector screens of some sort. The Most have shielding in the class 1 rating below 120 to 200.

Larger ships of some more advanced species have the Class 2 rating up to 300 points of shielding.

More advanced starships of vessels can have shields that are more advanced than that of the Enterprise era but not to far above that of the Enterprise Era as it would throw the balance off and destroy the game.

Polarized Hull Plating: Build like standard shields but burns off like ablative armor with a threshold removed, until gone until recharged or reset. Disruptors and Phase cannons act to the same as standard weapons. Kept low to show vulnerability.

When launched the NX-01 had the protection of 150 at maximum protection. The refit in the second year of service the Polarized Hull Plating is upgraded to 200 point of protection. The third refit, after the Xindi incident the rating in the polarized hull-plating rose to 250 points.

Standard Shields: Vessels of this era have standard shields and either no grid type increasing protection if they do the Type A for most species.

Auxiliary spacecraft: Shuttles are generally size one in scale and the military vessels are the only vessels carrying a pair and freighter carry a single or none.

Testing phases: for the testing phases I had to set a vessel that the other vessels to level off as. I looked around and saw that there was several NX-classes that looked good but none of them had the Polarized Hull Plating that looked right. I took the plating and made it work so that the game worked like the show.

Once the NX-class, tested against the D7 class Battle Cruiser, was complete the work of constructing the Klingon and Romulan ships began. I had already build a D5 Cruiser for the TOS Era which I had to reduce the power and weapons adjustments were made.

NX-Class Starship
Class and Type: NX-Class Cruiser
Commissioning Date: 2151

HULL SYSTEMS
Size: 5
Length: 225 meters
Beam: 136 meters
Height: 29 meters
Decks: 7
Mass: 80,000 metric tons
SUs Available: 1,900
SUs Used: 710

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

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class E (Protection 20/30) <11>
Backup: Class E (Protection 10) <6>
Specialize hulls: Atmospheric capability <5>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 80/10/300
Crew Quarters
Spartan: 60 <3>
Basic: 20 <2>

Environmental Systems
Basic Life Support [7 Power/round] <20>
Reserve Life Support [4 Power/round] <10>
Gravity [3 Power/round] <5>
Consumable: 1 years' worth <8>
Food Stores and Nutrient Paste Systems [0 Power/round] <5>
Maintenance Workshops located throughout ship 10 shops [1 power/replicator/round] <2>
Medical Facilities: 1 (+0) [2 Power/round] <5>
Recreation Facilities: 1 [2 Power/round] <8>
Location & type: 1 gym, mess hall
Personnel Transport: Turbolifts, Jefferies Tubes [3 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>

Cargo Holds: 5,000 cubic meters <1>
Locations: Lower decks

Escape Pods: None

PROPULSION SYSTEMS
Warp drive Nacelles: Mark 2.1 (2.0/4.5/5.0) <22>
Uprating packages: 1,2,3 and 4 to sustainable <20>
Speed: [1 power/.2 warp speed]
PIS: Type B (2 hours of Maximum warp) <4>

Impulse Engine Type: 2 type 3 (.25c/.5c) [2/5 Power/round] <8 (x2 = 16)>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <5>

POWER SYSTEMS
Warp Engine Type: Mark III (generates 140 Power/round) <44>
Location: Engineering section
Impulse Engine[s]: 2 class 3 (generates 10 Power/engine/per round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow +50 Power transfer/round <30>
Standard Usable Power: 160

OPERATIONS SYSTEM
Bridge: dorsal saucer <20>

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

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

Sensor Systems
Long-range Sensors [5 Power/round] <7>
Range Package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-year (.3/.4 - .8/.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-year (1/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Coverage: Standard

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

Navigational Sensor [5 Power/round] <11>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Probes: 20 probes of varying types <2>
Sensors Skill: 3

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

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

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

Attitude control [1 Power/round] <1>

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

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

Transporters: None
Cloaking Device: None

Security Systems
Rating: 1 <4>
Anti-Intruder System: none

Science Systems
Rating 1 (+0) [1 Power/round] <10>
Specialized Systems: None
Laboratories: 4 <2>

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

Phase Cannons <16 (x 3 = 72)>
Class Schawlow
Damage: 90 [9 Power]
Number of Emitters: (up to 1 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 5/15,000/45,000/150,000
Location: two forward dorsal and one aft
Firing Arc: 120 degrees dorsal
Firing Modes: Standard

Torpedo Launcher <6 (x 6 =36)>
Standard Load: Spatial (80 Damage), Photonic Torpedo (*a.k.a. Photon Torpedo)* (120 damage)
Spread: 1
Range: 10/10,000/100,000/200,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: four forward (1 port, 1 starboard), two aft
Firing Arc: forward, but are self-guided

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

Polarized Hull Plating (Forward, Aft, Port, Starboard) <36 (x 4 = 144)>
Polarized Hull Plating Generator: Class 2 (Protection 210) [21 Power/Polarized Hull Plating /round]
Polarized Hull Plating grid: Type A (25 % increase to 262 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 63)
Recharging System: Class 0 (90 seconds)
Backup Polarized Hull Plating Generators: 4 (1 per shield) <1>

Auto-Destruct System none

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 4 size worth of ships <8>
Standard Compliment: 2 shuttlepods
Location(s): aft ventral

Noteworthy vessels/service records/encounters: NX-01 Enterprise, launched in 2151; NX-02 Columbia, Launched 2156.

Notes: the NX-class is simply the beginning of a long line of starships going forth centuries into the future. The basic appearance can be seen even in the Galaxy and Nebula classes of the 24th centuries. The human's first real exploration vessel designed to be the fastest Starfleet vessels. Rushed into space early not even completes the Enterprise NX-01 headed for Klingon space armed with Plasma Cannons and Spatial torpedoes. Later on the Phase cannons mounted capable of defending the vessel. At the Enterprise's first refit the Polarized hull plating was up dated to that below. And the Addition of Photonic (aka Photon torpedoes)

Refits Polarized Hull Plating (Forward, Aft, Port, Starboard) <36 (x 4 = 144)>
Polarized Hull Plating Generator: Class 2 (Protection 360) [36 Power/Polarized Hull Plating /round]
Polarized Hull plating grid: Type A (25 % increase to 450 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 120)
Recharging System: Class 0 (90 seconds)

The Hull plating systems have a challenge to increase power to them creating maybe you can maybe you can't. Generally it is a challenge of 9.

KLINGON D-5 CRUISER / TANKER
Class and Type: D5 Cruiser (D5 Deuterium *Tanker*)
Commissioning Date: Mid 22nd Century, still in use in the late 23rd Century.

HULL SYSTEMS
Size: 4
Length: 215 m
Beam: 200 m
Height: 58 m
Decks: 4
Mass: 423,000 Metric Tons
SU's Available: 1200
SU's Used: 612

Hull Outer: <16>
Hull Inner: <16>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 30/20/100
CREW QUARTERS
Barracks: Houses 15 Crewmembers <1>
Spartan: 10 <1>
Basic: 5 <1>

Structural Integrity Field [1 power/ 10 Protection/Round]
Main: Class C (Protection 10/15) <9>
Backup: Class C (Protection 5) <5>

Environmental Systems
Basic Life Support [5 Power/round] <16>
Reserve Life Support [3 Power/round] <8>
Emergency Life Support (None) <0>
Gravity [3 Power/round] <4>
Consumable: 2 years worth <24>
Manufacturing Systems
Food stories only (galley) [0 Power/round] <2>
Industrial Synthesizers Units: Mark I [1 Power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 [1 Power/round] <5>
Location: a Spartan mess, An exercise room
Personnel Transport: Turbolifts,
Jefferies Tube: [2 Power/round] <12>
Fire Suppression Systems [1 Power/round when active] <5>
Cargo Holds: 50,000 Cubic meters <2>
Locations: Lower decks
(*External Deuterium Storage Pods: 100,000 <3>*)
(*Location: four per port and Starboard*)
Escape Pods <3>
Number: 40
Capacity: 4 Persons per pod

Propulsion Systems
Warp Drive Nacelles: Mark 3B <30>
Speed: 3.0/4.0/5.0
[1 Power/.2 warp factor]
PIS: Class B (2 hours) <4>

Impulse Engines Type: Type 1 (.1c / .2c) [1/2 Power/round] <2>
Location: Aft
Reaction Control Systems (.025) [2 Power/Round when in use] <4>

Power System
Warp Engine Type: III (generates 140 power/round) <52>
Location: Amidships
Impulse Engine[s]: Type I (generates 3 Power/Round)
Auxiliary Power: 3 reactors (generates 5 Power/Round) <9>
Emergency Power: Type A (generates 25 Power/Round) <25>
EPS: Standard Power Flow: +150 power transfer/round <25>
Standard Usable Power: 143

Operation Systems
Bridge: <16>

Computers Core 1: [1 Power/round] <2>
ODN <12>

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

Sensor Systems
Long-range Sensors [5 Power/round] <10>
Range Package: Mark II (Accuracy 4/5/8/11)
High Resolution: light-years (0.3/0.4-0.8/0.9-1.5/1.6-3.0)
Low Resolution: light-years (0.5/0.6-1.0/1.1-3.5/3.6-5.0
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+ 0)
Coverage: Standard
Lateral Sensors [5 Power/round] <2>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+ 0)
Coverage: Standard
Navigational Sensors [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+ 0)
Probes: 10 <1>
Sensor Skill: 3

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

Navigational Computer
Main: Class 1 (+ 0) [0 Power/Round] <0>
Backups: Two <0>
Inertial Stabilizers
Main <16>
Strength: 6 [1 Power/Round]
Number: 2
Backup <2>
Strength: 4 [1 Power/Round]
Number: 2
Attitude Control: [1 Power/Round] <1>

Communications Systems
Type: Mark II [1 Power/Round] <2>
Strength: 2
Security: -0
Emergency Communications: [2 Power/Round] <1>

Tractor Beams
Emitter: Class [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft Ventral

Transporters
Type: Personnel [2 Power/Round] <8>
Pads: 6
Emitter/receiver array: Personnel Mark II (10,000 km range)
Energizing/transition coils: Class B (Strength 2)
Number and Location: one Amid Ship, upper decks

Security Systems
Rating: 2 <8>
Anti-intruder Systems [1 Power/Round] <4>
Internal Force Fields [1 power/ 3 strength] <4>

Science Systems
Rating: 1 <9>
Specialized Systems: None
Laboratories: 0 <0>

TACTICAL SYSTEMS
Forward Disruptor <19>
Type: Mark 4 Disruptor Cannon
Damage: 100 [10 Power]
Number of Emitters: (up to 2 Shots per round)
Targeting Systems: Accuracy: 6/7/9/12
Range: 10/20,000/80,000/200,000
Location: Bow
Firing Arc: 360 degrees forward
Firing Modes: Standard, pulse

Ventral Disruptor Arrays <13>
Type: Mark 2 Disruptor Cannon
Damage: 60 [6 Power]
Number of Emitters: up to 2 Shots per round
Targeting Systems: Zero Accuracy: 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: one on the mid ventral.
Firing Arc: 360 degrees
Firing Modes: Continuous, Pulse

Aft Disruptor Arrays <13>
Type: Mark 2 Disruptor Cannon
Damage: 60 [6 Power]
Number of Emitters: up to 2 Shots per round
Targeting Systems: Zero Accuracy: 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: one on the aft dorsal side of the hull
Firing Arc: 360 degrees
Firing Modes: Continuous, Pulse

Disruptor Arrays <13>
Type: Mark 2 Disruptor Cannon
Damage: 60 [6 Power]
Number of Emitters: up to 2 Shots per round
Targeting Systems: Zero Accuracy: 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: one on the back dorsal side of the command section.
Firing Arc: 360 degrees
Firing Modes: Continuous, Pulse

Forward Torpedo Launcher <11>
Standard Load: Type I Photon Torpedo (160 Damage)
Spread: 2
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per Torpedo fired]
Location: Forward, Ventral of Command section
Firing arc: Forward, but are self-guided.

Aft Torpedo Launcher <11>
Standard Load: Type I Photon Torpedo (160 Damage)
Spread: 2
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per Torpedo fired]
Location: Aft, Engineering section
Firing arc: Forward, but are self-guided.

Disruptor Control Room <4>
Torpedo Control Room: (Optional) <4>
Torpedoes Carried: 50 (Optional) <5>

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

Shields (Forward (#1), Standard (#2), Aft (#3), Port (#4)) <18 <x 4 = 72>
Shield Generator: Class 2 (Protection 300) [23 Power/Round]
Shield Grid: Type A (25% increase to 375 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)

Autodestruct System <4>

Auxiliary Spacecraft Systems
Hanger Deck(s): Capacity for 4 Size worth of ships <8>
Standard Compliment: 2 Shuttlepods
Location(s): Aft Section ventral

DESCRIPTION AND NOTES

Fleet data: The D-5 cruisers are smaller vessel than the D-2 and are not so prestigious in post. Yet they are far larger than the 22nd centuries Klingon Bird-of-Prey class known as the D-2. Far more dangerous than the Klingon Bird-of-Prey the D-5's were utilized in many fields of service in the empire. They are used for raids along the

boarder and securing the Klingon planets itself.

But since the design proved to be steady and reliable, the Klingons use it for more profane work as well. Many were equipped as tankers - even more unpopular among the warriors of the Empire.

The Klingons have many D-5's in service in the mid 22nd century and a majority are used in boarder protection and security operations along the Klingon homeworld leaving the larger vessels to venture out in search of new horizons to conquer.

The empire used the D-5's well into the later years of the 23rd century as small strike ships against the Federation and Romulans. Production of the D-5-class continued well into the middle of the 23rd century crossing two centuries of use form the design. The D-5's were retired from service in the last years of the 23rd century.

Note: The tanker version has reduced space for Crewmembers, therefore each aspect of the according stat's has to be reduced by half additionally the transporter is not equipped with a torpedo launcher - those tend to become unstable near large amounts of deuterium.

2005 February - the Enterprise had the Klingons attacking the planet from orbit using what looked like and orbital bombardment cannons mounted under the belly of the hull. I guessed that it was a linked weapons cannons. For game purposes it is a pair of linked Mark 2 disruptors.

(Optional) Planetary Bombardment weapon <24>
Type: two Mark 2 Disruptor Cannons
Damage: 120 [12 Power]
Number of Emitters: up to 2 Shots per round
Targeting Systems: Zero Accuracy: 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: Under belly of hull
Firing Arc: 60 degrees
Firing Modes: Pulse

KLINGON RAPTOR-CLASS SCOUT/RAIDER

Class: Raptor-Class Scout
Commissioning Date: Before the mid 22nd century

HULL SYSTEMS
Size: 3
Length: 105 meters
Beam: 22 meters
Height: 37 meters
Mass: 9,000 MT
Deck: 3
SU's Available: 800
SU's Used: 469

HULL Outer ‹12›
HULL Inner ‹12›
Resistance Outer Hull: 6 ‹6›
Resistance Inner Hull: 6 ‹6›

Structural Integrity Field [1 Power/10 Protection/Round]
Main: Class B (Protection 8/12) ‹6›
Backup: Class B (Protection 4) ‹3›

Specialized Hull: Atmospheric Capacity ‹3›

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 18/5/50

Crew Quarters
Barracks Houses 10 Crewmembers ‹1›
Spartan: 10 ‹1›

Environmental Systems
Basic Life Support [3 Power/round] ‹12›
Reserve Life Support [2 Power/round] ‹3›
Emergency Life Support (None) ‹0›
Gravity [2 Power/round] ‹3›
Consumable: 1 years worth ‹2›

Manufacturing Systems
Food Stories Only [0 Power/round] ‹2›
Industrial Fabrication Units: Mark I [1 Power/round] ‹2›

Medical Facilities: 1 (+0) [1 Power/round] ‹5›
CMO: 2 (3)
Personnel: 1 (2)
Recreation Facilities: 1 [1 Power/round] ‹6›
Location: a Spartan mess, An exercise room

Personnel Transport: Turbolifts,
Jefferies Tube: [2 Power/round] ‹15›
Fire Suppression Systems [1 Power/round when active] ‹3›
Cargo Holds: 20,000 Cubic meters ‹1›
Locations: Lower decks
Escape Pods: None

Propulsion Systems
Warp Drive Nacelles: Mark 3B ‹37›
Speed: 3.0/4.0/6.0
PIS: Class A (1 hours) ‹2›

Impulse Engines Type 2 (.25c / .5c) [1/2 Power/round] ‹5›
Location: Aft
Reaction Control Systems (.025)
[2 Power/Round when in use] ‹3›

Power System
Warp Engine
Type: Mark III (generates 100 power/round) ‹40›
Location: Amidships
Impulse Engine[s]: Type II (generates 8 Power/Round)
Auxiliary Power: 2 reactors (generates 5 Power/Round) ‹6›
Emergency Power: Type A (generates 25 Power/Round) ‹25›
EPS: Standard Power Flow: +150 power transfer/round ‹25›
Standard Usable Power: 143

Operation Systems
Bridge: ‹12›

Computers
Core 1: [1 Power/round] ‹2›
ODN ‹9›

Navigational Deflector [6 Power/round] ‹9›
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: Forward Dorsal Section

Sensor Systems
Long-range Sensors [5 Power/round] ‹10›
Range Package: Mark II (Accuracy 4/5/8/11)
High Resolution: 3 Light-Years (0.3/0.4-0.8/0.9-1.5/1.6-3.0)
Low Resolution: 5 Light-Years (0.5/0.6-1.0/1.1-3.5/3.6-5.0
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+ 0)
Coverage: Standard

Lateral Sensors [5 Power/round] ‹2›
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+ 0)
Coverage: Standard

Navigational Sensors [5 Power/round] ‹4›
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+ 0)
Probes: 5 ‹1›
Sensor Skill: 3

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 1, Coordination 1 [1 Power/round in use] ‹4›

Navigational Computer
Main: Class 1 (+ 0) [0 Power/Round] ‹0›
Backups: Two ‹0›
Inertial Stabilizers
Main ‹6›
Strength: 5 [3 Power/Round]

Number: 2
Backup ‹2›
Strength: 4 [1 Power/Round]
Number: 2
Attitude Control: [1 Power/Round] ‹2›

Communications Systems
Type: Mark II [1 Power/Round] ‹2›
Strength: 2
Security: -0
Emergency Communications: [2 Power/Round] ‹1›

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] ‹3›
Accuracy: 5/6/8/11
Location: Aft Ventral

Transporters
Type: Personnel [1 Power/Round] ‹8›
Pads: 6
Emitter/receiver array: Personnel Mark II (10,000 km range)
Energizing/transition coils: Class B (Strength 2)
Number and Location: one Amid Ship, upper decks

Type: Cargo [1 Power/Round] ‹4›
Pads: 200
Emitter/receiver array: Cargo Mark II (12,000 km range)
Energizing/transition coils: Class B (Strength 2)
Number and Location: One Lower Decks Cargo bays

Security Systems
Rating: 2 ‹8›
Anti-intruder Systems [1 Power/Round] ‹3›
Internal Force Fields [1 power/ 3 strength] ‹3›

Science Systems
Rating: 1 ‹10›
Specialized Systems: None
Laboratories: 0 ‹0›

TACTICAL SYSTEMS
Four Disruptor Arrays ‹21 (x 4 = 84)›
Type: Mark 4 Disruptor Cannon
Damage: 100 [10 Power]
Number of Emitters: up to 2 Shots per round
Targeting Systems: Zero Accuracy: 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: one mounted on each wing tip, one on the bow command section and one aft.
Firing Arc: 360 degrees
Firing Modes: Continuous, Pulse

Forward Torpedo Launcher ‹11›
Standard Load: Type I Photon Torpedo (160 Damage)
Spread: 2
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per Torpedo fired]
Location:: Forward, Ventral of Command section
Firing arc: Forward, but are self-guided.

Disruptor Control Room ‹3›
Torpedo Control Room: (Optional) ‹3›
Torpedoes Carried: 20 (Optional) ‹2›

TA/T/TS: Class Zero [0 power/round] ‹3›
Strength: 6
Bonus: +0

Weapon Skill: 3

Shields (Forward (#1), Standard (#2), Aft (#3), Port (#4)) ‹12 ‹x 4 = 48›
Shield Generator: Class 2 (Protection 220) [22 Power/Round]
Shield Grid: Type A (25% increase to 275 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 75)
Recharging System: Class 1 (75 seconds)
Autodestruct System ‹3›

Auxiliary Spacecraft Systems
Hanger Deck(s): Capacity for 2 Size worth of ships ‹4›
Standard Compliment: 2 Shuttlepods
Location(s): Aft Section ventral

DESCRIPTION AND NOTES
Fleet data: Constructed in the early 22nd century Variations of this scout ship can be found in the 24th century. The Raptor-class is a swift moving attack vessel designed for explorations and secondary as a scout ship
Noteworthy vessels/Service records/encounters: Discovered by the Enterprise NX-01 sinking into the gas planet (2252);

Personal note: It's not that the Klingons needed another Scout vessel. The Raptor has the look of a predator bird swooping in for the attack.

Earth Freighters I

Class and Type: Y-Class Cargo ship
Commissioning Date: 2135

HULL SYSTEMS
Size: 5
Length: 280 meters
Beam: 89 meters
Height: 44 meters
Decks: 10
Mass: 634,000 metric tons
SUs Available: 900
SUs Used: 619

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class B (Protection 8/12) <8>
Backup: Class B (Protection 4) <4>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 23/10/100

Crew Quarters
Basic: 15 <2>
Expanded: 8 <2>

Environmental Systems
Basic Life Support [5 Power/round] <20>
Reserve Life Support [3 Power/round] <10>
Gravity [1 Power/round] <1>
Consumable: 10 years' worth <150>

Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 2 [1 Power/round] <12>
Location & type: Gym, large mess, and lounge

Personnel Transport: Turbolifts
Jefferies Tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>

Cargo Holds: 8 pods of 33,000 cubic meters <8>
Locations: exterior hull port and starbaord

PROPULSION SYSTEMS
Warp drive
Nacelles: Mark 1.2 <5>
Speed: 1.5/1.6/1.8 [1 power/.2 warp speed]
(Warp Uprating package for maximum warp speed and another for sustainable and cruising) <18>
PIS: Type 1 (4 hours of Maximum warp) <8>
Impulse Engine Type: Type 2 (.25c/.5c) [2/5 Power/round] <5>
Location: aft hull

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

POWER SYSTEMS
Warp Engine Type: Mark II (generates 90 Power/round) <34>
Location: Engineering section
Impulse Engine[s]: 1 type 2 (generates 8 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow +10 Power transfer/round <26>
Standard Usable Power: 98

OPERATIONS SYSTEM
Bridge: Dorsal <20>

Pre-deuotronic Computers Core [1 Power/round] <1>
ODN/Data networking <15>

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

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

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

Navigational Sensor [5 Power/round] <11>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Sensors Skill: 3

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

Navigational Computer [0 Power/round]
Main: Class 1 (+0) <3>
Backup: 2 <0>

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

COMMUNICATIONS SYSTEMS
Type: Class I [3 Power/round] <1>
Strength: 1
Security: -0
Emergency Communications: yes [2 Power/round] <1>

Tractor Beams: None
Transporters: None
Cloaking Device: None

Security Systems
Rating: 1 <4>
Anti-Intruder System: none
Internal Force Fields None

Science Systems None

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

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

Polarized Hull Plating (Forward, Aft, Port, Starboard) <20 (x 4 = 80)>
Polarized Hull Plating Generator: Class (Protection 120) [12 Power/Polarized Hull Plating /round]
Polarized Hull Plating grid: Type A (25 % increase to 150 Protection)
Subspace Field Distortion Amplifiers: Class A (Threshold 50)
Recharging System: Class 1 (45 seconds)
Backup Polarized Hull Plating Generators: 1 (4 per Polarized Hull Plating) <1>

Auto-Destruct System None

AUXILIARY SPACECRAFT SYSTEM None

EARTH FREIGHTER II
Class and Type: J-Class Cargo ship
Commissioning Date: 2135

HULL SYSTEMS
Size: 5
Length: 280 meters
Beam: 89 meters
Height: 44 meters
Decks: 10
Mass: 634,000 metric tons
SUs Available: 900
SUs Used: 620

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class B (Protection 8/12) <8>
Backup: Class B (Protection 4) <4>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 23/10/100

Crew Quarters
Basic: 15 <2>

Environmental Systems
Basic Life Support [5 Power/round] <20>
Reserve Life Support [3 Power/round] <10>
Gravity [1 Power/round] <1>
Consumable: 10 years' worth <150>

Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 2 [1 Power/round] <12>
Location & type: Gym, large mess, and lounge

Personnel Transport: Turbolifts
Jefferies Tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>

Cargo Holds: 8 pods of 33,000 cubic meters <8>
Locations: exterior hull port and starbaord

PROPULSION SYSTEMS
Warp drive Nacelles: Mark 1.2 <5>
Speed: 1.5/1.8/2.1 [1 power/.2 warp speed]
(Warp Uprating package 3 for cruising, package 3 for sustained, package 2 & 4 for maximum warp) <24>
PIS: Type 1 (1 hours of Maximum warp) <2>
Impulse Engine Type: Type 2 (.25c/.5c) [2/5 Power/round] <5>
Location: aft hull
Reaction Control System (.025c) [2 Power/round when in use] <5>

POWER SYSTEMS
Warp Engine
Type: Mark II (generates 95 Power/round) <35>
Location: Engineering section
Impulse Engine[s]: 1 type 2 (generates 8 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow +20 Power transfer/round <27>
Standard Usable Power: 103

OPERATIONS SYSTEM
Bridge: Dorsal <20>

Pre-deuotronic Computers Core [1 Power/round] <1>
ODN/Data networking <15>

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

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

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

Navigational Sensor [5 Power/round] <11>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Sensors Skill: 3

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

Navigational Computer [0 Power/round]
Main: Class 1 (+0) <3>
Backup: 2 <0>
Inertial Damping Field
Main <10>
Strength: 2 [3 Power/round]
Number: 2
Backup <5>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [1 Power/round] <1>

Communications Systems
Type: Class I [3 Power/round] <1>
Strength: 1
Security: -0

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

Tractor Beams: None
Transporters: None
Cloaking Device: None

Security Systems
Rating: 1 <4>
Anti-Intruder System: none
Internal Force Fields None

Science Systems None

TACTICAL SYSTEMS
Plasma Cannon <4 (x 3 = 12)>
Type: Sorsc class
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting Systems: Accuracy: 6/7/9/12
Range: 4/10,000/30,000/100,000
Location: two forward dorsal (port and starboard) & Ventral aft
Firing Arc: 360 degrees dorsal
Firing Modes: Standard

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

Polarized Hull Plating (Forward, Aft, Port, Starboard) <19 (x 4 = 76)>
Polarized Hull Plating Generator: Class (Protection 120) [Power/Polarized Hull Plating /round]
Polarized Hull Plating grid: Type 0 (0 % increase to 0 Protection)
Subspace Field Distortion Amplifiers: Class A (Threshold 50)
Recharging System: Class 1 (45 seconds)
Backup Polarized Hull Plating Generators: 1 (4 per Polarized Hull Plating) <1>

Auto-Destruct System None

AUXILIARY SPACECRAFT SYSTEM None

KLINGON BIRD-OF-PREY
Class: D4 "Bird-of-Prey" Scout
Commissioning Date: Before the mid 22nd century

HULL SYSTEMS
Size: 3
Length: 100 meters
Beam: 80 meters
Height: 24 meters
Mass: 28,000 MT
Deck: 4
SU's Available: 750
SU's Used: 600

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

Structural Integrity Field [1 Power/10 Protection/Round]
Main: Class B (Protection 8/12) <6>
Backup: Class B (Protection 4) <3>
Specialized Hull: Atmospheric Capacity <3>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 18/5/50
Crew Quarters
Barracks Houses 10 Crewmembers <1>
Spartan: 10 <1>

Environmental Systems
Basic Life Support [3 Power/round] <12>
Reserve Life Support [2 Power/round] <3>
Emergency Life Support (None) <0>
Gravity [2 Power/round] <3>
Consumable: 1 years worth <2>

Manufacturing Systems
Food Stories Only [0 Power/round] <2>
Industrial Fabrication Units: Mark I [1 Power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 [1 Power/round] <6>
Location: a Spartan mess, An exercise room

Personnel Transport: Turbolifts,
Jefferies Tube: [2 Power/round] <15>
Fire Suppression Systems [1 Power/round when active] <3>

Cargo Holds: 20,000 Cubic meters <1>
Locations: Lower decks
Escape Pods: None

Propulsion Systems
Warp Drive Nacelles: Mark 3.5A <38>
Speed: 3.5/4.5/6.5
PIS: Class A (10 hours) <14>
Impulse Engines Type: Type 2 (.25c / .5c) [1/2 Power/round] <5>
Location: Aft
Reaction Control Systems (.025) [2 Power/Round when in use] <3>

Power System
Warp Engine Type: Mark III (generates 100 power/round) <40>
Location: Amidships
Impulse Engine[s]: Type II (generates 8 Power/Round)
Auxiliary Power: 2 reactors (generates 5 Power/Round) <6>
Emergency Power: Type A (generates 25 Power/Round) <25>
EPS: Standard Power Flow: +150 power transfer/round <25>
Standard Usable Power: 108

Operation Systems
Bridge: <12>

Computers Core 1: [1 Power/round] <2>
Optical Data Network <9>

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

Sensor Systems
Long-range Sensors [5 Power/round] <10>
Range Package: Mark II (Accuracy 4/5/8/11)
High Resolution: 3 Light-Years (0.3/0.4-0.8/0.9-1.5/1.6-3.0)
Low Resolution: 5 Light-Years (0.5/0.6-1.0/1.1-3.5/3.6-5.0
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+ 0)
Coverage: Standard

Lateral Sensors [5 Power/round] <2>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+ 0)
Coverage: Standard

Navigational Sensors [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+ 0)
Probes: 5 <1>
Sensor Skill: 3

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

Navigational Computer
Main: Class 1 (+ 0) [0 Power/Round] <0>
Backups: Two <0>
Inertial Stabilizers
Main <6>
Strength: 5 [3 Power/Round]
Number: 2
Backup <2>
Strength: 4 [1 Power/Round]
Number: 2
Attitude Control: [1 Power/Round] <2>

Communications Systems
Type: Mark II [1 Power/Round] <2>
Strength: 2

Security: -0
Emergency Communications: [2 Power/Round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft Ventral

Transporters
Type: Personnel [1 Power/Round] <8>
Pads: 6
Emitter/receiver array: Personnel Mark II (10,000 km range)
Energizing/transition coils: Class B (Strength 2)
Number and Location: one Amid Ship, upper decks

Type: Cargo [1 Power/Round] <4>
Pads: 200
Emitter/receiver array: Cargo Mark II (12,000 km range)
Energizing/transition coils: Class B (Strength 2)
Number and Location: One Lower Decks Cargo bays

Security Systems
Rating: 2 <8>
Anti-intruder Systems [1 Power/Round] <3>
Internal Force Fields [1 power/ 3 strength] <3>

Science Systems
Rating: 1 <10>
Specialized Systems: None
Laboratories: 0 <0>

TACTICAL SYSTEMS
Four Disruptor Arrays <17 (x 4 = 68)>
Type: Mark 3 Disruptor Cannon
Damage: 80 [8 Power]
Number of Emitters: up to 2 Shots per round
Targeting Systems: Zero Accuracy: 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: one mounted on each wing tip, located under the secondary hull of the.
Firing Arc: 360 degrees
Firing Modes: Continuous, Pulse

Two Disruptor Arrays <13 (x 4 = 52)>
Type: Mark 2 Disruptor Cannon
Damage: 60 [6 Power]
Number of Emitters: up to 2 Shots per round
Targeting Systems: Zero Accuracy: 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: one on either side of bow command section.
Firing Arc: 360 degrees
Firing Modes: Continuous, Pulse

Forward Torpedo Launcher <11>
Standard Load: Type I Photon Torpedo (160 Damage)
Spread: 2
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per Torpedo fired]
Location: Forward, Ventral of Command section
Firing arc: Forward, but are self-guided.

Aft Torpedo Launcher <10>
Standard Load: Type I Photon Torpedo (160 Damage)
Spread: 1
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per Torpedo fired]
Location:: Forward, Ventral of Command section
Firing arc: Forward, but are self-guided

Disruptor Control Room <3>
Torpedoes Carried: 30 <3>
Torpedo Control Room: <3>

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

Shields (Forward (#1), Standard (#2), Aft (#3), Port (#4)) <12>x 4 = 48>
Shield Generator: Class 2 (Protection 250) [25 Power/Round]
Shield Grid: Type A (25% increase to 312 Protection)
Subspace Field Distortion Amplifiers: Class Alpha (Threshold 80)
Recharging System: Class 1 (75 seconds)
Autodestruct System <3>

Auxiliary Spacecraft Systems
Hanger Deck(s): Capacity for 2 Size worth of ships <4>
Standard Compliment: 2 Shuttlepods
Location(s): Aft Section ventral

DESCRIPTION AND NOTES
Fleet data: Although this is one of the first models of Bird-of-Prey produced by the Klingon empire, these ships were in the service from the date of commissioning in 2125.

An early predecessor to the B'rel-class Bird-of-Prey scout ships the first class Bird-of-Prey was similar to the B'rel in many ways that it had the extended forward command section of the ship. Though the new class didn't have landing capabilities the new class could easily fly in and out of the atmosphere of a planet at will. Lightly armed for a Klingon ship the Bird-of-Prey well known for its stealth and swiftness in battle. Within a generation even a Vulcan science ship would out class this Bird-of-Prey.

Only a few of the first Bird-of-Prey's remained in service up to time of the mid 23rd century. Many constructed during the 22nd century had been as heavy service vehicles. Humans and

Federation starships have encountered several first Bird-of-Prey's over the years of service. In time they would be highly automated and used strictly as small scout vessels with a minimum crew and left to the woes of exploration and spying on the enemy vessels.

A Klingon fleet of 35 ships constructed by the special construction yards to the empire.

A weakness in the design of the Bird-of-Prey is a simple junction in the EPS Grid located behind the sensor array. Only a few outside the Klingon Empire know of the weakness in the vessel's design, those who do have used it to destroy the vessel

Noteworthy vessels/Service records/encounters: Bortas/under the command of Captain Duras engaged the Enterprise NX-01 in the regain of his honor/the Bortas destroyed in the expanse (2252); Two unidentified Bird-of-Prey's aided the Bortas's attempted to destroy the Enterprise NX-01 before they turned back from the Expanse; A Bird-of-Prey was captured by a group of Augments (Genetically Enhanced Humans) and destroyed by the Human ships

Crew Break down
Command: (3)
Operations
Engineering/Technical: (4)
Operations, General: (4)
Security/Tactical: (6) *
Science
Medical/Support: (1) *
Science/Research: (1) *

* These positions share an assignment in either Command or Operations including the assigned area of operations. As for Science there is only one crewmember that shares that position with him or her self in the division.

Note: I came up with the disadvantage in the aft launcher in the ships defense systems in an idea with the movie U-571. In the combat design with the game of tactical adventures in the game.

The Cloaking Device: (*An Optional 23rd century*) Class 3 [40 Power/class/round] <6> this is if the Klingon vessels still in survive in the mid to late 23rd century as an upgrade.

Creation notes: Drawn up over the month of June and recorded into my computer July 03rd, 2003 as a rough draft. As testing continued the final draft came about the 15th of July. A simple design for such a devastating designs. Combat efficiency was far above that of any vessel in the fleet.

November 8th, 2004, after noticing the placement of two disruptor cannons on either side of the battle heads lower curved level with what could be a photon torpedo launcher. This was displayed in an episode of Star Trek Enterprise series.

November 12th, 2004 I adjusted the stats to the version of that of DITL

November 15, 2004, the Saturday Episode of Star Trek Enterprise the mention of an Aft Torpedo Launcher.

ENTERPRISE ERA KLINGON C-8 ASSAULT TRANSPORT
Class: C-8 Assault Transport
Commissioning Date: Before the mid 22nd century

HULL SYSTEMS
Size: 4
Length: 275 meters
Beam: 300 meters
Height: 40 meters
Mass: 8,000 MT
Deck: 5
SU's Available: 800
SU's Used: 622

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

Structural Integrity Field [1 Power/10 Protection/Round]
Main: Class C (Protection 10/15) <8>
Backup: Class C (Protection 5) <4>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 20/50/400

Crew Quarters
Spartan: 40 <2>
Basic: 20 <2>
Expanded: 10 <2>

Environmental Systems
Basic Life Support [7 Power/round] <16>
Reserve Life Support [4 Power/round] <8>
Emergency Life Support (None) <0>
Gravity [2 Power/round] <4>
Consumable: 1 years worth <8>

Manufacturing Systems
Food Stories Only [0 Power/round] <2>
Industrial synthesizer Units:[2 Power/round] <3>
Medical Facilities: 1 (+0) [1 Power/round] <6>
Recreation Facilities: 1 [1 Power/round] <6>
Location: a Spartan mess, An exercise room

Personnel Transport: Turbolifts,
Jefferies Tube: [2 Power/round] <12>
Fire Suppression Systems [1 Power/round when active] <4>

Cargo Holds: 40,000 Cubic meters <2>
Locations: Lower decks
Escape Pods: None

Propulsion Systems
Warp Drive Nacelles: Mark 3 <30>
Speed: 3.0/4.0/5.0
PIS: Class F (8 hours of maximum warp) <12>
Impulse Engines Type 3 (.4c /.5c) [4/5 Power/round] <8>
Location: Aft

Reaction Control Systems (.025) [2 Power/Round when in use] <4>

Power System
Warp Engine Type: Mark IV (generates 199 power/round) <55>
Location: Amidships
Impulse Engine[s]: Type III (generates 10 Power/Round)
Auxiliary Power: 2 reactors (generates 5 Power/Round) <6>
Emergency Power: Type A (generates 25 Power/Round) <25>
EPS: Standard Power Flow: +50 power transfer/round <25>
Standard Usable Power: 219

Operation Systems
Bridge: <16>

Computers Core 1: [1 Power/round] <2>
Optical Data Network <12>

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

Sensor Systems
Long-range Sensors [5 Power/round] <10>
Range Package: Mark II (Accuracy 4/5/8/11)
High Resolution: 3 Light-Years (0.3/0.4-0.8/0.9-1.5/1.6-3.0)
Low Resolution: 5 Light-Years (0.5/0.6-1.0/1.1-3.5/3.6-5.0
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+ 0)
Coverage: Standard

Lateral Sensors [5 Power/round] <2>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+ 0)
Coverage: Standard

Navigational Sensors [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+ 0)
Probes: 5 <1>
Sensor Skill: 3

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

Navigational Computer
Main: Class 1 (+ 0) [0 Power/Round] <0>
Backups: Two <0>
Inertial Stabilizers
Main <6>
Strength: 5 [3 Power/Round]
Number: 2
Backup <2>
Strength: 4 [1 Power/Round]
Number: 2
Attitude Control: [1 Power/Round] <2>

Communications Systems
Type: Mark II [3 Power/Round] <6>
Strength: 2
Security: -0
Emergency Communications: Yes [2 Power/Round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Location: Aft Ventral
Notes: Max Range 100 km

Transporters
Type: Personnel [1 Power/Round] <8>
Pads: 6
Emitter/receiver array: Personnel Mark II (10,000 km range)
Energizing/transition coils: Class B (Strength 2)
Number and Location: 2, one upper deck, one aft lower

Type: Cargo [1 Power/Round] <4>
Pads: 100 kg
Emitter/receiver array: Cargo Mark II (12,000 km range)
Energizing/transition coils: Class B (Strength 2)
Number and Location: two Lower Decks Cargo bays
Security Systems
Rating: 2 <8>
Anti-intruder Systems [1 Power/Round] <3>
Internal Force Fields [1 power/ 3 strength] <3>

Science Systems
Rating: 1 <10>
Specialized Systems: None
Laboratories: 0 <0>
TACTICAL SYSTEMS
Four Disruptor Arrays <21 (x 3 = 63)>
Type: Mark 4 Disruptor Cannon
Damage: 100 [10 Power]
Number of Emitters: up to 2 Shots per round
Targeting Systems: Zero Accuracy: 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: fd, fv, av.
Firing Arc: 360 degrees
Firing Modes: Continuous, Pulse

Forward Torpedo Launcher (Optional) <11 (x 2 = 22>
Standard Load: Type I Photon Torpedo (160 Damage)
Spread: 1
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per Torpedo fired]
Location: 1 Forward Ventral port & 1 Forward Ventral Starboard
Firing arc: Forward, but are self-guided.

Disruptor Control Room <4>
Torpedoes Carried: 20 (Optional) <2>
Torpedo Control Room: (Optional) <4>

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

Shields (Forward (#1), Standard (#2), Aft (#3), Port (#4)) <22>x 4 = 88>
Shield Generator: Class 1 (Protection 200) [20 Power/Round]
Shield Grid: Type A (25% increase to 250 Protection)
Subspace Field Distortion Amplifiers: Class Alpha (Threshold 75)
Recharging System: Class 1 (75 seconds) <0>
Autodestruct System <3>

Auxiliary Spacecraft Systems
Hanger Deck(s): Capacity for 4 Size worth of ships <8>
Standard Compliment: 2 Shuttlecraft
Location(s): Aft Section ventral

DESCRIPTION AND NOTES
Fleet data: The C-8 Class Cruiser is an armed vessel designed for raiding planets and carry troops to planets. They are also used as multifunction cargo and patrol vessels in the area

ROMULAN STEALTH WARSHIP
Class: Stealth Warship
Commissioning Date: Unknown

HULL SYSTEMS
Size: 5
Length: 265 meters
Beam: 273 meters
Height: 60 meters
Mass: 280,000 MT
Deck: 9
SU's Available:
SU's Used:

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

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

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 100/20/500

Crew Quarters
Barracks Houses 60 Crewmembers <1>
Spartan: 60 <3>

Environmental Systems
Basic Life Support [8 Power/round] <20>
Reserve Life Support [4 Power/round] <10>
Gravity [3 Power/round] <5>
Consumable: 1 years worth <2>

Manufacturing Systems
Food Stories Only [0 Power/round] <2>
Industrial Fabrication Units: Mark I [1 Power/round] <2>

Medical Facilities: 4 (+0) [4 Power/round] <20>
Recreation Facilities: 1 [1 Power/round] <6>
Location: a Spartan mess, An exercise room

Personnel Transport: Turbolifts,
Jefferies Tube: [2 Power/round] <20>
Fire Suppression Systems [1 Power/round when active] <5>
Cargo Holds: 25,000 Cubic meters <1>
Locations: Lower decks
Escape Pods: None

Propulsion Systems
Warp Drive Nacelles: Mark 1.2A <8>
Speed: 1.2/2.0/30
PIS: Class C (3 hours) <6>
Impulse Engines Type 2 (.25c / .5c) [1/2 Power/round] <5>
Location: Aft
Reaction Control Systems (.025) [2 Power/Round when in use] <5>

Power System

Warp Engine Type: Mark III (generates 140 power/round) <52>
Location: Amidships
Impulse Engine[s]: Type II (generates 8 Power/Round)
Auxiliary Power: 2 reactors (generates 5 Power/Round) <6>
Emergency Power: Type A (generates 25 Power/Round) <25>
EPS: Standard Power Flow: +100 power transfer/round <35>
Standard Usable Power: 143

Operation Systems
Bridge: <20>

Pre-duotronic Computers Core [1 Power/round] <3>
ODN <15>

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

Sensor Systems
Long-range Sensors [5 Power/round] <10>
Range Package: Mark II (Accuracy 4/5/8/11)
High Resolution: 3 Light-Years (0.3/0.4-0.8/0.9-1.5/1.6-3.0)
Low Resolution: 5 Light-Years (0.5/0.6-1.0/1.1-3.5/3.6-5.0
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+ 0)
Coverage: Standard

Lateral Sensors [5 Power/round] <12>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+ 0)
Coverage: Standard

Navigational Sensors [5 Power/round] <14>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+ 0)
Probes: 15 <2>
Sensor Skill: 3

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

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

Inertial Stabilizers
Main <6>
Strength: 3 [3 Power/Round]
Number: 2
Backup <2>
Strength: 2 [1 Power/Round]
Number: 2
Attitude Control: [1 Power/Round] <2>

Communications Systems
Type: Mark II [1 Power/Round] <2>

Strength: 2
Security: -0
Emergency Communications: Yes [2 Power/Round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft Ventral

Transporters
Type: Personnel [1 Power/Round] <16>
Pads: 6
Emitter/receiver array: Personnel Mark II (10,000 km range)
Energizing/transition coils: Class B (Strength 2)
Number and Location: two Amid Ship, upper decks

Type: Cargo [1 Power/Round] <8>
Pads: 200
Emitter/receiver array: Cargo Mark II (12,000 km range)
Energizing/transition coils: Class B (Strength 2)
Number and Location: two Lower Decks Cargo bays

Cloaking Device: Class 3 [40 Power/class/round] <6>

Security Systems
Rating: 2 <8>
Anti-intruder Systems [1 Power/Round] <3>
Internal Force Fields [1 power/ 3 strength] <3>

Science Systems
Rating: 1 <10>
Specialized Systems: None
Laboratories: 0 <0>

TACTICAL SYSTEMS
Four Disruptor Arrays <17>
Type: Mark 4 Disruptor Cannon
Damage: 80 [8 Power]
Number of Emitters: up to 2 Shots per round
Targeting Systems: Zero Accuracy: 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: mounted forward bow
Firing Arc: 360 degrees
Firing Modes: Continuous, Pulse

Forward Port/Starboard Torpedo Launcher <11 (x 2 = 22)>
Standard Load: Type I Photon Torpedo (160 Damage)
Spread: 2
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per Torpedo fired]
Location: Forward, Ventral of Command section, starboard and port
Firing arc: Forward, but are self-guided.

Disruptor Control Room <5>

Torpedoes Carried:20 <2>
Torpedo Control Room: <3>

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

Shields (Forward (#1), Standard (#2), Aft (#3), Port (#4)) <20 (x 4 = 80)>
Shield Generator: Class 1 (Protection 200) [20 Power/Round]
Shield Grid: Type A (25% increase to 250 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 70)
Recharging System: Class 1 (75 seconds) <0>

Autodestruct System <5>

Auxiliary Spacecraft Systems
Hanger Deck(s): Capacity for 4 Size worth of ships <8>
Standard Compliment: 2 Shuttlepods
Location(s): Aft Section ventral

DESCRIPTION AND NOTES
Fleet data: this is the typical vessel used by the Romulans during the 2150's, and used in the defense of the worlds of the growing empire. These Bird-of-Prey is the first generation of warships.

The first humans encountered the Romulans came in the early year of 2152 when the Starship Enterprise Nx-01 strayed into the cloaked minefield in orbit of a Class M world. A pair of these armed warships chased and pursued the vessel clear of the planet.

This design will be used for years to come. This simplistic design employees the early versions of cloaking devices. Installed with the latest weapons the early variant of this

Intrepid-Class

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

HULL SYSTEMS
Size: 5
Length: 198 meters
Beam: 150 meters
Height: 25 meters
Decks: 6
Mass: 75,000 metric tons
SUs Available: 1000
SUs Used: 539

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

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

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 75/4/100
Crew Quarters
Spartan: 80 <4>

Environmental Systems
Basic Life Support [6 Power/round] <20>
Reserve Life Support [3 Power/round] <10>
Gravity [3 Power/round] <5>
Consumable: 3 years' worth <41>
Food Stores and Nutrient Paste Systems [0 Power/round] <5>
Workshops located throughout ship 10 shops [1 power/replicator/round] <2>
Medical Facilities: 1 (+0) [2 Power/round] <5>
Recreation Facilities: 1 [2 Power/round] <8>
Location & type: 1 gym, mess hall
Personnel Transport: Turbolifts, Jefferies Tubes [3 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>

Cargo Holds: 2,000 cubic meters <1>
Locations: Lower decks

Escape Pods: None

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

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

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

OPERATIONS SYSTEM
Bridge: dorsal saucer <20>

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

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

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

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

Navigational Sensor [5 Power/round] <11>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Probes: 10 probes of varying types <1>
Sensors Skill: 3

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 2 <0>
Inertial Damping Field
Main <10>
Strength: 2 [3 Power/round]
Number: 2
Backup <5>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [1 Power/round] <1>

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

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

Transporters: None
Cloaking Device: None

Security Systems
Rating: 1 <4>
Anti-Intruder System: none

Science Systems
Rating 1 (+0) [1 Power/round] <10>
Specialized Systems: None
Laboratories: 4 <2>

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

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

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

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

Auto-Destruct System none

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

KLINGON BATTLE CRUISER
Class and Type: D2 Cruiser
Commissioning Date: Mid 22nd Century.

HULL SYSTEMS
Size: 5
Length: 209.87 m
Beam: 147.36 m
Height: 55.12 m
Decks: 12
Mass: 436,200 Metric Tons
SU's Available: 1900
SU's Used: 692

Hull Outer: ‹20›
Hull Inner: ‹20›
Resistance Outer Hull: 6 ‹6›
Resistance Inner Hull: 6 ‹6›

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 150/310/2000
CREW QUARTERS
Barracks: Houses 420 Crewmembers ‹7›
Spartan: 80 ‹4›
Basic: 30 ‹6›

Structural Integrity Field [1 power/ 10 Protection/Round]
Main: Class E (Protection 20/30) ‹11›
Backup: Class E (Protection 10) ‹6›
Backup: Class E (Protection 10) ‹6›

Environmental Systems
Basic Life Support [10 Power/round] ‹20›
Reserve Life Support [5 Power/round] ‹5›
Emergency Life Support (None) ‹0›
Gravity [3 Power/round] ‹5›
Consumable: 2 years worth ‹30›

Manufacturing Systems
Food stories only (galley) [0 Power/round] ‹2›
Industrial Fabrication Units: Mark I [1 Power/round] ‹2›
Medical Facilities: 1 (+0) [1 Power/round] ‹5›
Recreation Facilities: 1 [1 Power/round] ‹5›
Location: a Spartan mess, An exercise room
Personnel Transport: Turbolifts, Jefferies Tube: [2 Power/round] ‹12›
Fire Suppression Systems [1 Power/round when active] ‹5›
Cargo Holds: 50,000 Cubic meters ‹2›
Locations: Lower decks
Escape pods None

Propulsion Systems
Warp Drive Nacelles: Mark 3A ‹30›
Speed: 3.0/4.0/5.5
PIS: Class G (10 hours) ‹14›
Impulse Engines Type: Type 3A (.5c / .5c) [5/5 Power/round] ‹10›
Location: Aft
Reaction Control Systems (.025) [2 Power/Round when in use] ‹5›

Power System
Warp Engine Type: III (generates 140 power/round) ‹52›
Location: Amidships
Impulse Engine[s]: Type 3A (generates 12 Power/Round)
Auxiliary Power: 4 reactors (generates 5 Power/Round) ‹12›
Emergency Power: Type A (generates 25 Power/Round) ‹25›
EPS: Standard Power Flow: +100 power transfer/round ‹40›
Standard Usable Power: 152

Operation Systems
Bridge: ‹20›
Pre-duotronic Computers Core 1: [1 Power/round] ‹3›
ODN ‹15›

Navigational Deflector [6 Power/round] ‹12›
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: Forward Dorsal Section

Sensor Systems
Long-range Sensors [5 Power/round] ‹10›
Range Package: Mark II (Accuracy 4/5/8/11)
High Resolution: light-years (0.3/0.4-0.8/0.9-1.5/1.6-3.0)
Low Resolution: light-years (0.5/0.6-1.0/1.1-3.5/3.6-5.0)
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+ 0)
Coverage: Standard

Lateral Sensors [5 Power/round] ‹2›
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+ 0)
Coverage: Standard

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

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 1, Coordination 1 [1 Power/round in use] ‹4›

Navigational Computer
Main: Class 1 (+ 0) [0 Power/Round] ‹0›
Backups: Two ‹0›
Inertial Stabilizers
Main ‹16›
Strength: 6 [1 Power/Round]
Number: 2
Backup ‹2›
Strength: 4 [1 Power/Round]
Number: 2
Attitude Control: [1 Power/Round] ‹1›

Communications Systems
Type: Mark III [1 Power/Round] ‹3›
Strength: 3

Security: -0
Emergency Communications: [2 Power/Round] <1>

Tractor Beams
Emitter: Class [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Aft Ventral

Transporters
Type: Personnel [2 Power/Round] <8>
Pads: 6
Emitter/receiver array: Personnel Mark II (10,000 km range)
Energizing/transition coils: Class B (Strength 2)
Number and Location: one Amid Ship, upper decks

Security Systems
Rating: 2 <8>
Anti-intruder Systems [1 Power/Round] <4>
Internal Force Fields [1 power/ 3 strength] <4>

Science Systems
Rating: 1 <9>
Specialized Systems: None
Laboratories: 7 <2>

TACTICAL SYSTEMS
Forward Disruptor <19 (x 4 = 76)>
Type: Mark 4 Disruptor Cannon
Damage: 100 [10 Power]
Number of Emitters: (up to 2 Shots per round)
Targeting Systems: Accuracy: 6/7/9/12
Range: 10/20,000/80,000/200,000
Location: Bow
Firing Arc: 360 degrees forward
Firing Modes: Standard, pulse
Forward Torpedo Launcher <11>
Standard Load: Type I Photon Torpedo (160 Damage)
Spread: 2
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per Torpedo fired]
Location: Forward, Ventral of Command section
Firing arc: Forward, but are self-guided.

Disruptor Control Room <4>
Torpedoes Carried: 30 <3>
Torpedo Control Room <4>

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

Shields (Forward (#1), Standard (#2), Aft (#3), Port (#4)) <22 <x 4 = 68>
Shield Generator: Class 2 (Protection 300) [23 Power/Round]
Shield Grid: Type A (25% increase to 375 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
Autodestruct System <5>

Auxiliary Spacecraft Systems
Hanger Deck(s): Capacity for 8 Size worth of ships <16>
Standard Compliment: 4 Shuttlepods
Location(s): Aft Section ventral

DESCRIPTION AND NOTES
Fleet data: This design of ship is a departure from the light raiding craft of the last two centuries of the Klingon military. Due to the recent military confrontation between the Klingon and Suliban attacks on the key military installations.

Although the D2 is much like its older influences the D5 class it has incorporated the heavier warship appearance. The design of the D2 will influence the designs of the Klingon warships for the next few centuries.

Creation notes: I don't much like the D2 designation for the Enterprise Era Klingon Battle Cruiser. The heavier warship is designated as a Cruiser armored slightly less than its descendants in the fleet. Many of her features are similar to the D7 in design showing a lineage that is seen even in the 24th century vessels such as the Vor'Cha and Negh'Var classes.

Vulcan Combat Cruiser

Cruiser
Class and Type: D'kyr-Class Combat Cruiser
Commissioning Date: 2144

HULL SYSTEMS
Size: 8
Length: 600 meters
Diameter: 180 meters
Decks: 11
Mass: 4,670,000 metric tons
SUs Available: 2000
SUs Used: 975

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class F (Protection 20/30) <16>
Backup: Class F (Protection 10) <8>
Backup: Class F (Protection 10) <8>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 340/40/1000
Crew Quarters
Spartan: 300 <15>
Basic: 80 <8>

Environmental Systems
Basic Life Support [9 Power/round] <32>
Reserve Life Support [5 Power/round] <16>
Emergency Life Support (48 emergency shelters) <16>
Gravity [4 Power/round] <8>
Consumable: 3 years' worth <24>

Food Synthesizers [1 Power/round] <24>
Maintenance Workshops located throughout ship 20 shops [1 power/replicator/round] <8>

Medical Facilities: 3 (+0) [3 Power/round] <15>
Recreation Facilities: 1 [2 Power/round] <8>
Location & type: 1 gym, mess hall

Personnel Transport: Turbolifts, Jefferies Tubes [2 Power/round] <24>
Fire Suppression System [1 Power/round when active] <8>

Cargo Holds: 33,000 cubic meters <1>
Locations: Lower decks
Escape Pods: 100 <5>
Capacity: 4 persons per pod
PROPULSION SYSTEMS
Warp drive Nacelles: Mark 3B (3.0/5.0/6.0) [1 Power/.2 warp factor] <37>
Uprating packages: 1,2,3 and 4 to sustainable <20>
Speed: [1 power/.2 warp speed]
PIS: Type B (2 hours of Maximum warp) <4>

Impulse Engine Type: 2 type 3 (.25c/.5c) [2/5 Power/round] <8 (x2 = 16)>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <8>

POWER SYSTEMS
Warp Engine
Type: Mark V (generates 220 Power/round) <62>
Location: Engineering section
Impulse Engine[s]: 2 class 3 (generates 10 Power/engine/per round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow +50 Power transfer/round <30>
Standard Usable Power: 250

OPERATIONS SYSTEM
Bridge: dorsal saucer <32>

Two Pre-duotronic computer Core [1 Power/round] <8>
ODN (Data networking cables) <24>

Navigational Deflector [6 Power/round] <24>
Range: 8/15,000/125,000
Accuracy: 6/7/9/12
Location: Forward Ventral saucer

Sensor Systems
Long-range Sensors [5 Power/round] <7>
Range Package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-year (.3/.4-.8/.9-1.8/1.9-3.0)
Low Resolution: 8 Light-year (1/1.1-3.0/3.1-6.0/6.1-8.0)
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Coverage: Standard

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

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

Probes: 20 probes of varying types <2>
Sensors Skill: 3

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 2 <0>
Inertial Damping Field
Main <10>
Strength: 6 [3 Power/round]

Number: 2
Backup ‹5›
Strength: 3 [2 Power/round]
Number: 2
Attitude control [1 Power/round] ‹1›

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

TRACTOR BEAM
Emitter: Class Beta [3 power/strength used/round] ‹6›
Accuracy 5/6/8/11
Location: aft ventral

Transporters: None
Cloaking Device: None

Security Systems
Rating: 1 ‹4›
Anti-Intruder System: none

Science Systems
Rating 1 (+0) [1 Power/round] ‹10›
Specialized Systems: None
Laboratories: 4 ‹2›

TACTICAL SYSTEMS
Plasma Cannons ‹6 (x 8 = 48)›
Class Schawlow (*Laser table*)
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 6/15,000/45,000/150,000
Location: four forward, four aft two dorsal, two ventral
Firing Arc: 120 degrees dorsal
Firing Modes: Standard

Plasma Cannons ‹8 (x 3 = 24)›
Class Gould (*Laser table*)
Damage: 80 [8 Power]
Number of Emitters: (up to 1 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 5/15,000/45,000/150,000
Location: two forward dorsal and one aft
Firing Arc: 120 degrees dorsal
Firing Modes: Standard

TA/T/TS: Class alpha [0 Power/round] ‹6›
Strength: 7
Bonus: +0
Weapon Skill: 3

Shield (Forward, Aft, Port, Starboard) ‹30 (x 4 = 120)›
Shield Generator: Class 2 (Protection 300) [30 Power/Polarized Hull Plating /round]
Polarized Hull Plating grid: Type 0 (0 % increase to 0 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 0 (90 seconds)
Backup Polarized Hull Plating
Generators: 4 (1 per shield) ‹2›

Auto-Destruct System none ‹8›

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 6 size worth of ships ‹12›
Standard Compliment: 4 shuttlepods
Location(s): aft ventral

DESCRIPTION AND NOTES
Fleet Data: The Vulcan Combat vessels were designed to defend the Vulcan homeworld more than the later version designed to explore the vast reaches of space as part of the Federation of planets.

ANTARES-CLASS STARSHIPS

Class and Type: An tares-class Cargo Carrier
Commissioning Date: N/A (Sometime within the 23rd Century)

Hull Systems
Size: 5
Length: 200 meters
Beams: 130 meters
Height: 45 meters
Decks: 3
Mass: metric tons
SUs Available: 1000
SUs Used: 545

Hull Outer ‹20›
Hull Inner ‹20›
Resistance Outer Hull: 5 ‹6›
Resistance Inner Hull: 5 ‹6›

Structural Integrity field [1 power/10 Protection/round]
Main: Class C (Protection 10/15) ‹9›
Backup: Class 1 (Protection 05) ‹5›

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 12/6/30

Crew Quarters
Spartan: None
Basic: 18 ‹2›
Expanded: None
Luxury: None
Unusual: None

Environmental Systems
Basic Life Support [4 Power/round] ‹20›
Reserve Life Support [2 Power/round] ‹10›
Gravity [3 Power/round] ‹5›
Consumable: 1 years worth ‹1›

Food Processor System ‹0›
Food Stores only: (20 foods and beverages) [0 Power/round]
Industrial Replicators: Optional part
Medical Facilities: None

Recreation Facilities: 1 [2 Power/round] ‹6›
(a Spartan mess hall and an exercise room)
Personal Transport: Jefferies tubes [Power/round] ‹3›
Fire Suppression System [1 Power/round when active] ‹3›
Cargo hold: 100,000 cubic meters ‹3›
Locations: Lower Cargo Bays (Amidships lower hull)
Escape Pods ‹1›
Number: 20
Capacity: 4 persons per pod

Propulsion Systems
Warp Drive
Nacelles: Mark 4.68 ‹53›
Speed: 4.0/6.0/7.8 (*TNG era warp factors 3.5/5.001/6.5*) [1 Power/.2 warp speed]
PIS: (10 hours of Maximum warp) ‹10›
Special configuration: Embedded nacelles ‹20› (see notes)

Impulse Engine Type: 3 Type 2 (.25 c/.5 c) [2/5 Power/round] ‹15›
Location: Aft
Reaction Control System (.025c) [2 Power/ round when in use] ‹3›
Impulse Thrusters [2 Power/round when in use] ‹6›

POWER SYSTEMS
Warp Engine Type: Mark III (generates 140 Power/round) ‹52›
Locations: Engineering hull, decks
Impulse Engine[s]: Three Type 2 (generate 24 power/engine/round)
Auxiliary Power: Two reactors (generate 10 Power/reactor/round) ‹6›
Emergency Power: Type A (generates 25 Power/round) ‹25›
EPS: Standard Power flow, +100 Power transfer/round ‹10›
Standard Usable Power: 164

Operations systems
Bridge: Saucer dorsal ‹20›

Computers
Core 1: Amidships [5 Power/round] ‹6›
ODN ‹6›

Navigational Deflector [6 Power/round] ‹15›
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward engineering hull

Sensor Systems
Long-range Sensors [5 Power/round] ‹7›
Range package: Mark 3 (Accuracy 3/4/7/10)
High Resolution: (0.3/0.4-0.8/0.9-1.5/1.6-3.0)
Low Resolution: (1.0/1.1-3.0/3.1-6.0/6.1-8.0)
Strength Package: Class 0 (strength 0)
Gain Package: Standard (+0)
Coverage: standard detection

Lateral Sensors [5 Power/round] ‹4›
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensors: [5 power/round] ‹4›
Strength Package: Class 2 (strength 2)
Gain Package: Standard (+0)
Sensor Skill: 2

Flight Control Systems
Autopilot: Shipboard systems (flight control)1, Coordination 1 [1 Power/round in use] ‹4›

Navigational Computer
Main: Class 1 (+) [0 Power/round] ‹0›
Backups: ‹0›
Inertial Stabilizers

Main <20>
Strength: 8 [3 Power/round]
Number: 2
Backup <10>
Strength: 8 [Power/round]
Number: 2
Attitude Control: 1 [1 Power/round] <>

Communications Systems
Type: Type III [1 power/round] <7>
Strength: 3
Security: -0 (Class Uprating)
Basic Uprating: Class (+4)
Universal Translator [1 power per round of use] <0>
Emergency Communications: [1 Power/round] <1>

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

Security Systems Rating:1 <16> (Chief Security Officer: 2 (3)) (Security Personnel: Security 1 (2)) (Base Difficulty for illegal actives: Routine (4)) (Brigs: 1)
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Field [1 power/ Strength] <5>

Science Systems
Rating: (+0) [1 Power/round] <10>
Laboratories: 0 <0>

Tactical Systems
Forward Type IV Phaser banks <17>
Type IV Phaser Banks
Damage: 80 [8 power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: forward hull
Firing arc: 90 degrees ventral
Firing Modes: Standard

Aft Type IV Phaser banks <17>
Type IV Phaser Banks
Damage: 80 [8 power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: aft hull
Firing arc: 90 degrees ventral
Firing Modes: Standard

Weapons Control room <5>

TA/T/TS: Class Alpha [0 power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <6 (x4)=24> *embedded nacelles + 10 threshold +100 to shields*
Shield Generator: Class 1 (protection 100 + 100)
[10 power/shield/round]
Shield grid: Type A (25% increase to Protection 125)
Subspace field Distortion Amplifiers: Class Epsilon (Threshold 10 +10)
Recharging System: Class (75 seconds)

Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for Size 1 worth of ships <2>
Standard Complement: one shuttlepods
Location(s): Main Shuttlebay

NOTES:
The Antares Class was most clearly a vessel that is a generation older than most vessels in service of the Federation's civilian transportation companies. I contemplated that during the 23rd Century the original Antares class design was constructed for the Federation civilians. They have of course served in the corporate sector for a nearly a Century as cargo carriers and civilian passenger transports. Do to the designs of the Antares Freighter the embedded Warp Nacelles would have to be a standard.
Additional Adjustments to the Antares Class that makes a versatile vessel.

<u>Optional additions to the ship:</u> this is to upgrade the vessel that changes the vessel to multi roll vessels while making it inter changeable.

Civilian Passenger Ship <additional 31 SUs> [4 power/round used]
PERSONNEL SYSTEMS
Crew/Passengers/Evac: 18/50/100

Crew Quarters
Basic: 20 <2>
Expanded: 40 <8>
Luxury: 10 <10>

Environmental Systems
Basic Life Support [6 Power/round] <20>
Reserve Life Support [3 Power/round] <10>

<u>Transporters</u>
Type: Personnel [2 Power/use] <8>
Pads: 4
Emitter/Receiver Array: Personnel Mark 2 (8,000 km range)
Energizing/Transition Coils: Class B (strength 1)
Number and location: 1 forward hull, deck 2

Type: Cargo [Power/round] <5>
Pads: 400 kg

Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
Energizing/Transition Coils: Class B (strength 1)
Number and location: 1 upper cargo hold, deck 1

PRISION SHIP ‹124›
PERSONNEL SYSTEMS
Crew/Passengers/Evac: 18/30/70

Crew Quarters
Basic: 18 ‹1›
Expanded: 40 ‹8›

Environmental Systems
Basic Life Support [6 Power/round] ‹20›
Reserve Life Support [3 Power/round] ‹10›

Transporters
Type: Personnel [2 Power/use] ‹8›
Pads: 4
Emitter/Receiver Array: Personnel Mark 2 (8,000 km range)
Energizing/Transition Coils: Class B (strength 1)
Number and location: 1 forward hull, deck 2

Type: Cargo [Power/round] ‹5›
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
Energizing/Transition Coils: Class B (strength 1)
Number and location: 1 upper cargo hold, deck 1

Security Systems *(Prison ship)*
Rating:5 ‹80› (Chief Security Officer: 5 (6))
(Security Personnel: Security 3 (4))
(Base Difficulty for illegal actives: near impossible (15))
(Brigs: 10)

Personal Note: The Antares class freighter seen quite frequently in The Next Generation and Deep Space Nine Series where they all looked like they were hundred of years old or more. I drew up this for a series of adventure where the Antares class was being used to run illegal contraband into a Federation Colony near the Romulan, Klingon and Federation boarders.

FEDERATION-CLASS STARSHIP

Class and Type: Federation-Class Dreadnought
Commissioning Date: 2270

HULL SYSTEMS
Size: 6
Length: 320 meters
Beam: 140 meters
Height: 87 meters
Decks: 25
Mass: 645,830 metric tons
SU's Available: 1850
SU's Used: 1780

Hull Outer ‹24›
Hull Inner ‹24›
Resistance Outer Hull: 8 ‹9›
Resistance Inner Hull: 8 ‹9›

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

Personnel Systems
Crew/Passengers/Evac: 500/62/4000
Crew Quarters
Barracks: House 360 Crewmembers ‹6›
Spartan: 100 ‹5›
Basic: 80 ‹8›
Expanded: 15 ‹3›
Luxury: 3 ‹3›
Unusual: 1 ‹1›

Environmental Systems
Basic Life Support [11 power/round] ‹24›
Reserve Life Support [6 power/round] ‹12›
Emergency Life Support (24 emergency shelters) ‹12›
Gravity [3 power/round] ‹6›
Consumable: 2 years' worth ‹24›

Manufacturing Systems
Food Processors: Mark V [5 power/round] ‹21›
Industrial Fabrication Units: Mark VII [5 power/round] ‹18›

Medical Facilities: 7 (+2) [7 power/round] ‹35›
Recreation Facilities: 9 [9 power/round] 2 Main Rec Decks, 1 Small Rec Deck, Pleasant Eating Facilities, 3 Large Lounges, 4 Gyms, 4 Small Lounges, 3 Arboretums‹54›
Personnel Transport: Turbolifts, Jefferies tubes [2 power/round] ‹18›
Fire Suppression System [1 Power/round when active] ‹6›

Cargo Holds: 25,000 cubic meters
Locations: 8 locations throughout ship
Escape Pods
Number: 160
Capacity: 4 persons per pod

PROPULSION SYSTEMS
Warp Drive Nacelles: Mark 4.685
Speed: 4.0/6.0/8.5 [1 Power/.2 Warp Factor]
PIS: Class H (12 hours of Maximum warp)

Impulse Engine Type: 2 Type 5a (.5c/.75c) [5/7 power/round] ‹18›
Location: Aft of Saucer section

POWER SYSTEMS
Warp Engine Type: Mark VI (generates 290 power/round) ‹76›
Location: Engineering hull
Impulse Engine[s]: 1 Type 5A (generates 23 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) ‹12›
Emergency Power: Type D (generates 40 Power/round) ‹40›
EPS: Standard flow +120 Power transfer/round ‹42›
Standard Usable Power: 313

OPERATIONS SYSTEMS
Bridge: Saucer dorsal ‹24›
Auxiliary Control Room: Engineering hull
Separation System: Saucer separation (no re-attachment) [10 Power] ‹3›

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

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

SENSOR SYSTEMS
Long-range Sensors: [5 power/round] ‹37›
Range Package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 light-years (0.5/0.6-1.0/1.1-3.7/3.8-5.0)
Low Resolution: 15 Light-years (1.0/1.1-4.0/4.1-12/12.1-15.0)
Strength Package: Class 6 (strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors: [5 power/round] ‹15›
Strength Package: Class 6 (strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors: [5 Power/round] ‹14›
Strength Package: Class 6 (strength 6)
Gain Package: Class Alpha (+1)
Probes: 50 ‹5›
Sensors Skill: 4

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 2,
Coordination 2 [1 Power/round] ‹8›

Navigational Computer
Main: Class 2 (+1) [1 Power/round] ‹2›
Backups: Two ‹2›
Inertial Stabilizers
Main ‹24›
Strength: 8 [3 Power/round]
Number: 2
Backup ‹6›
Strength: 5 [5 Power/round]
Number: 2
Attitude Control [2 Power/round] ‹2›

Communications Systems
Type: Mark VI [3 Power/round] ‹25›
Strength:6
Security: -3 (type A Uprating)
Basic Uprating: Type 1 (+1)
Emergency Communications: Yes [2 Power/round] ‹1›

Tractor Beams
Emitter: Class Beta
[3 Power/Strength used/round] ‹6 (x 2)›
Accuracy: 5/6/8/11
Location: Forward Ventral & Aft

Emitter: Class Alpha
[3 Power/Strength used/round] ‹3 (x4)›
Accuracy: 5/6/8/11
Location: Aft Hanger Deck & Forward Hanger Deck Hanger Deck

Transporters
Type: Personnel [6 Power/use] ‹24›
Pads: 6
Emitter/Receiver Array: Personnel Mark 6
(26,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One in saucer section and one in Engineering hull

Type: Emergency [7 Power/used] ‹30›
Pads: 22
Emitter: Class Beta [3 Power/Strength used/round]
Accuracy: 5/6/8/11
Location: One in saucer and one in Engineering hull

Type: Cargo [2 Power/used] ‹18›
Pads: 22
Emitter: Class Beta [3 Power/Strength used/round]
Accuracy: 5/6/8/11
Location: Two in Engineering hull

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

Science Systems
Rating 3 (+2) [3 Power/round] ‹21›
Specialized Systems: 3 ‹15›
Laboratories: 20 ‹4›

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

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

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

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

Dorsal Phaser Bank ‹22›
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location Dorsal Engineering

Firing Arc: 120 degrees Dorsal
Firing Modes: Standard, Continuous, and Pulse,
Wide-beam

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

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

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

Forward Ventral Channeled Phaser Bank <34>
Type: VII
Damage: 170 [17 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward Ventral
Firing Arc: 240 degrees Forward Ventral
Firing Modes: Standard, Continuous, and Pulse,
Wide-beam

Forward Torpedo Launcher <15>
Standard Load Type II Photon Torpedo (200 Damage)
Spreads: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 torpedo fired]
Location: Forward Dorsal Port
Firing Arc: Forward, but are self-guided

Aft Dorsal Torpedo Launcher <15>
Standard Load Type II Photon Torpedo (200 Damage)
Spreads: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 torpedo fired]
Location: Forward dorsal Starboard
Firing Arc: Aft, but are self-guided

Phaser Control Room <6>
Torpedoes Carried: 100 <10>
Torpedo Control Room: <6>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapons Skill: 4

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

Auto-Destruct System: <6>

AUXILIARY SPACE CRAFT SYSTEMS
Hanger Deck(s): Capacity for 24 size worth of ships <50>
Standard Compliment: 12 shuttlecraft
Location(s): Aft and forward of engineering hull

DESCRIPTION AND NOTES
Fleet Data: Before the major refits of the Constitution-class and construction of the Excelsior-class vessels the Starfleet Technicians began designing the Dreadnought type starships. Not as large as the Excelsior-class the new Dreadnought-class would be 21% larger than the Constitution-class at the time of designing.

The Federation-class was to be the second great achievement senses the Constitution-class's construction. With only a marginal increase in warp speed the Federation-class was still an improvement to the Constitution carrying a plethora of weapons and slightly improved deflector shields. A larger compliment of crew and passenger accommodations the Federation-class was a build to defend the United Federation of Planets from the Klingon's, Romulan's and Tholians. With the new threat of the Gorn the leadership in Starfleet ordered the construction of the Federation-class Dreadnought's.

Although build with pride, the experimental vessel failed in testing and was later abandoned do to the failure to the designs. The knowledge gained from the construction was used later design of the Refits of the Constitution-class Heavy Cruiser, The New Reliant-class Cruiser, and the New Excelsior-Class that Came years later to the Starfleet.

Noteworthy vessels/service records/encounters: U.S.S. Federation NCC-2100, prototype version only, test bed to the Starfleet;

K'Teremny Class Cruiser

Class and Type: K'Teremny Class Cruiser
Commissioning Date:

HULL SYSTEMS
Size: 5
Length: 251.2 metres
Beam: 174.9 metres
Height: 38.9 metres
Decks: 7
Mass: 500,000 metric tones
SUs Available: 1600
SUs Used: 1382

Hull Outer <28>
Hull Inner <28>
Resistance Outer: 8 <9>
Resistance Inner: 8 <9>

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

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 395/200/3,500
Crew Quarters
Barracks: House 360 crewmembers <6>
Spartan: 120 <6>
Basic: 5 <1>

Environmental Systems
Basic Life Support [10 Power/round] <20>
Reserve Life Support [5 Power/round] <10>
Emergency Life Support (30 emergency shelters) <10>
Gravity [3 Power/round] <5>
Consumables: 1 year's worth <10>
Manufacturing Systems
Food Processor Mark III [3 Power/round] <13>
Industrial Fabricators Units: Mark VII [5 Power/round]<15>
Medical Facilities: 4 (+0) [4 Power/round] <20>
Recreation Facilities: 4 [8 Power/round] <24>
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo Holds: 3,500 cubic metres <1>
Location: Six main cargo holds and other minor holds throughout the ship
Escape Pods <6>
Number: 120
Capacity: 4 persons

PROPULSION SYSTEMS
Warp Drive Nacelles: Type 6D <103>
Speed: 6.0/8.5/9.0 [1 Power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: Class 5B (.5c/.8c) [6/8 Power/round] <20>
Location: Aft engineering hull
Reaction Control System (.025c) [2 Power/round when in use] <5>

POWER SYSTEMS
Warp Engine Type: Mark VII (generates 300 Power/round) <80>
Location: Engineering hull
Impulse Engine[s]: 1 Class 5B (generates 38 Power/round)
Auxiliary Power: 3 reactors (generates 5 Power/round) <9>
Emergency Power: Type D (generates 40 Power/round) <40>
EPS: Standard Power flow, +100 Power transfer/round <40>
Standard Usable Power: 325

OPERATIONS SYSTEMS
Bridge: Forward command pod <20>
Auxiliary Control Room: Main Hull/Main Engineering <10>

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

Navigational Deflector [5 Power/round] <37>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward engineering hull

Sensor Systems
Long-range Sensors [5 Power/round] <37>
Range Rack age: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 LY (.5/.6-1.0/1.1-3.7/3.8-5.0)
Low Resolution: 14 LY (1/1.1-4.0/4.1-12.0/12.1-15.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

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

Navigational Sensors [5 Power/round] <14>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Probes: 20 probes of varying types <2>
Sensor Skills: 3

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

Navigation Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 2 <0>
Inertial Damping Fields
Main <20>
Strength: 9 [3 Power/round]

Number: 2
Backup <6>
Strength: 6 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] <1>

Communication Systems
Type: Mark V [3 Power/round] <22>
Strength: 5
Security: -3
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Location: Aft Ventral

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

Transporters
Type: Personnel [5 Power/use] <39>
Pads: 6
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One forward, two amidships

Type: Cargo [4 Power/use] <32>
Pads: 200 kg
Emitter/Receiver Array: Cargo Type 2 (20000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: 1 Command Pod and 3 Engineering hull

Security Systems
Rating 4 <16>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Fields [1 Power/3 Strength] <5>

Science Systems
Rating 2 (+1) [2 Power/round] <15>
Specialties Systems: None
Laboratories: 8 <2>

TACTICAL SYSTEMS
Forward Engineering Disruptor <28 (x 2 = 56)>
Type: 6
Damage: 140 [14 Power]
Number of Emitters: Up to 3 shots per round per disruptor
Targeting System: Beta (Accuracy 4/5/7/10)
Range: 10/30000/100000/300000
Location: Forward Engineering Hull
Firing Arc: 180 degrees forward port and Starbaord quarter
Firing Modes: Standard, Pulse

Forward Command Hull Disruptor <28 (x 2 = 56)>
Type: 6
Damage: 140 [14 Power]
Number of Emitters: Up to 3 shots per round per disruptor
Targeting System: Beta (Accuracy 4/5/7/10)
Range: 10/30000/100000/300000
Location: Port engineering hull
Firing Arc: 180 degrees forward port and starbaord quarter
Firing Modes: Standard, Pulse

Main Hull Ventral Disruptor <28 (x 2 = 56)>
Type: 6
Damage: 140 [14 Power]
Number of Emitters: Up to 3 shots per round per disruptor
Targeting System: Beta (Accuracy 4/5/7/10)
Range: 10/30000/100000/300000
Location: Port engineering hull
Firing Arc: 180 degrees forward port quarter
Firing Modes: Standard, Pulse

Main Hull Dorsal Disruptor <28 (x 2 = 56)>
Type: 6
Damage: 140 [14 Power]
Number of Emitters: Up to 3 shots per round per disruptor
Targeting System: Beta (Accuracy 4/5/7/10)
Range: 10/30000/100000/300000
Location: Port engineering hull
Firing Arc: 180 degrees forward port quarter
Firing Modes: Standard, Pulse

Forward Torpedo Launcher <9>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Command pod
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher <9>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Aft engineering hull
Firing Arc: Aft, but are self-guided
Torpedoes Carried: 80 <8>

TA/T/TS: Class Beta [1 Power/round] <9>
Strength: 8
Bonus: +1
Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) ‹30 x 4›
Shield Generator: Class 2 (Protection 500)
[50 Power/shield/round]
Shield Grid: Type B (33% increase to 665 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 170)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System ‹5›

AUXILLIARY SPACECRAFT SYSTEMS
Shuttlebay: Capacity for 4 Size worth of ships ‹8›
Standard Complement: 2 shuttles,
Locations: 1 main shuttlebay, aft engineering hull
Captain's Yacht: No

Personal Notes: I have known about this vessel for the last several years. The K'Teremny Class looks like a K'T'inga class rolled flat by a steam roller. Look out Wiley E.

THE MANY FASCITS OF THE GOOD OLD MIRANDA-CLASS CRUISERS

We all know the Miranda-class Cruiser well enough. A sleek design that made it's first appearance with The Wrath of Khan movie all those years ago. A sleek looking saucer starship with armaments extenuated out above the saucer appearing like wing. The warp nacelles hanging back very much like the legs on a wasp. Armed with an array of powerful weapons systems that nearly rivaled the Kirk's Enterprise and exceeded in others. The *Reliant* kick butt right up until three-dimensional tactic were used against a two-dimensional thinking assault commander.

It wasn't until the Wrath of Khan came out on DVD that I learned that there had been an inverted design of the Miranda. I had known that they had been design after a long trial and error method looking at each design. After looking at the model handing over my bed that I realized that it was a better looking design in my opinion? I thought the ship was good looking and better than the version that the Reliant and the inverted version of the Miranda-class. I like this version better but under stand their reasons for not using it. Two ships looking a lot alike would have been confusing to some of the movie patrons.

The sleek appearance with the warp nacelles deployed above the saucer like the *Enterprise* NX-01. I do note that the nacelles suspended over the saucer has the same phaser arc draw backs that they do hanging below the saucer without the roll bar phaser cannons. The torpedo launchers are well located for firing in the below position on all designs. With self-guided torpedoes they could fire dorsally, like the ICBM missiles from the ballistic missile submarines, for a ship coming at the bow of the ship.

Then after reading STAR TREK MAGAZINE for September 2002 (Volume 3 Issue 05) seeing article for BEHIND THE SCENES - THE RELIANT EARLY DESIGN for the Khans starship. I discovered a third version of the Miranda-class with photon torpedo launchers hung below. The versatility of the design and multi-purpose of the Miranda-class and her sister ships impressed me.

There are only a few variations that would be made to that of the Miranda-class deck layout in changes to the internal layout to support the changes. I would have attached the photon torpedo launcher to the hull their. I might have placed the forward and aft facing Phaser Cannons just above the saucer on the warp pylons. With the Paramount Pictures studio design the ship would be more of a science vessel than a destroyer type vessel. This design would clearly be within the Federation characteristics for the starship designs build for functionality.

I have included the Soyuz-class modifications that I have also noted in my personal notes on the Miranda. The U.S.S. Bozeman an enhanced sensor vessel with the ability to hold their own in a combat.

A list of different types of Miranda-class of starships seen to date

- Miranda-class (Standard/Reliant) - over the saucer phaser cannon, torpedo launchers (science/cruiser)
- Miranda-class (Saratoga) - Off to the side phaser Cannon looking apparatus (Patrol ship)
- Miranda-class (Lantree) - no phaser cannons or photon torpedo launchers (cargo ship)
- Soyuz-class (Bozeman) - enhanced sensors and phaser cannons (Heavy sensor ship)
- Miranda-class (Inverted Standard/Reliant) - under the saucer phaser cannon, torpedo launchers (science/crusier)
- Miranda-class (heavy torpedo ship) - twin under the saucer torpedo launchers (combat (missile boat) /cruiser)

Here are the slight changes I have made to the standard Spacedock Miranda-class designs to create the ships.

The changes to the Standard to Miranda-class to bring into Cannon appearance
Phaser Cannons: One of the first things I noticed about the Spacedocks Miranda-class was the lack of the aft facing phaser cannons. I clearly remember seeing that the first time I saw the film in the theater.

Phaser cannons (4 x <32> = 128)
Type: VII
Damage: 170 [17 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: ventral side forward port, forward starboard, aft port, aft starboard

Firing Arc: 180 degrees per phaser emitter
Firing Modes: Standard, Continuous, and Pulse, wide-beam

Miranda-class (Saratoga)
The Saratoga type the role bar is dropped from the designs. And the phaser cannons extenuated from the sides of the saucer port and starbaord aimed forward. By the 24th century these would be no more powerful than the standard phaser banks on the main hull.

Phaser cannons (2 x ‹32› = 64)
Type: VII
Damage: 170 [17 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: ventral side forward port, forward starboard,
Firing Arc: 180 degrees per phaser emitter
Firing Modes: Standard, Continuous, and Pulse, wide-beam

Miranda-class (Lantree)
With the lantree the type the dropping of the roll bar and weapons attached to it. Two photon launcher could be planed in the forward ventral hull

Photon Torpedo Launcher (2 x ‹14› 28)
Standard Load: Type II photon torpedo (200 Damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: ventral saucer section
Firing Arc: forward, but are self-guided

The Inverted design of the Miranda Class
Warp Nacelles: The Warp nacelles are deployed above the hull rather than below the hull like the standard Miranda-class.
Phaser cannons: stationed at the corners of the roll bar the phaser cannons would hang under the hull while the nacelles are above.
Photon Torpedo Launchers: similar to the Standard Miranda-class mid-roll bar the alternative would be an under slung like the phaser cannons of the above.

Phaser cannons (4 x ‹32› = 128)
Type: VII
Damage: 170 [17 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: ventral side forward port, forward starboard, aft port, aft starboard
Firing Arc: 180 degrees per phaser emitter
Firing Modes: Standard, Continuous, and Pulse, wide-beam

Phaser Bank ‹22› (optional phaser bank)
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft (just in front of the impulse engines)
Firing Arc: 180 degrees per phaser emitter
Firing Modes: Standard, Continuous, Pulse, wide-beam

Notes: this is just to cover the Phaser weapons blind spot in the upper rear of the Miranda-class left by the dropping the heavy weapons to the under the saucer. This can be installed under the saucer half way back behind the saucer dome to cover the Phaser weapons blind spot on the Miranda-class standard.

Photon Torpedo Launcher (4 x ‹14› 56)
Standard Load: Type II photon torpedo (200 Damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: middle of Ventral roll bar, two tubes facing forward two facing aft
Firing Arc: forward, but are self-guided

Inverted design with heavy torpedo launchers
Twin launcher pods hanging below the main hull on the either side below the warp pods port and Starboard. Two launcher facing forward and aft on either mounting would be needed as would dropping the phaser cannons.

Photon Torpedo Launcher ‹(8 x 14) 112›
Standard Load: Type II photon torpedo (200 Damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Twin launcher pods hanging below the main hull on the either side below the warp pods port and Starboard. Four launchers per pod, two forward and two aft.
Firing Arc: forward and aft, but are self-guided

Soyuz-class
Phaser Cannons: what looks like four long barrel like protrusions from the aft dorsal mast, the Ventral rudder looking thing and port and starboard pods could be phaser cannon locations. Mixed in with what could easily be sensing equipment. For all I know they could be sensing equipment.

Phaser cannons (4 x <32> = 128)
Type: VII
Damage: 170 [17 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: forward ventral, forward Dorsal, Forward port, forward starboard
Firing Arc: 180 degrees per phaser emitter
Firing Modes: Standard, Continuous, and Pulse, wide-beam

Photon Torpedo Launcher (2 x <14> 28)
Standard Load: Type II photon torpedo (200 Damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: ventral saucer section
Firing Arc: forward, but are self-guided

Other plausible changes foreseen in the inverted designs:
Warp nacelles: The nacelles from the Constitution-class may replace them if the need arises.
A simple upgrade in warp drive performance with the Mark 7 <105> 7.0/8.5/9.0 the rest of the systems would be the same as they are on the standard Miranda-class. This change could also be done in the standard Miranda-class.

Warp Core: in horizontal alignment - with the large nacelles an increase in the warp core would be needed to equal the Constitution-class in power the core would have to increase power by 20 -- 2 additional SU's.

Sensor pod: An over the hull sensor pod mounted much like the Phoenix type of the Nebula-class improving the sensors of the Miranda-class. One could even utilize the Sutherland style of the Nebula-class installing a forward and aft launcher in along side the enhanced sensor equipment.
A under slung cargo pod like the Ptolemy-class cargo hauler could be utilized in the Miranda-class as a heavy protected cargo carrier. Could another variant. That's just getting carried away.

In conclusion: The Miranda-class is one versatile vessel with many more interesting facets that can be explored and manipulated in the designs.

Star Trek II: The Wrath of Khan ALTERNATIVE *Miranda*-class Starship that could have been.

Class and Type: Miranda-class Cruiser (Alternative Design)
Commissioning Date: 2270s

HULL SYSTEMS
Size: 5
Length: 278 meters
Beam: 174 meters
Height: 60 meters
Decks: 11
Mass: 600,000 metric tons
SUs Available: 1400
SUs Used:

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: <6>
Resistance Inner Hull: <6>

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

PERSONNEL SYSTEMS
Class/Passengers/Evac: 200/35/500
Crew Quarters
Barracks: house 120 Crewmembers <2>
Spartan: 40 <2>
Basic: 20 <2>
Expanded: 10 <2>
Luxury: none
Unusual: none

Environmental Systems
Basic Life Support [8 Power/round] <20>
Reserve Life Support [4 Power/round] <10>
Emergency Life Support (30 emergency shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 3 years' worth <20>

Manufacturing Systems
Food Processors Mark V [5 Power/round} <18>
Industrial Fabrication unit [5 power/round] <18>

Medical Facilities: 6 (+1) [6 Power/round] <30>
Recreation Facilities: 6 [6 Power/round] <36>
Personnel Transport: Turbolifts
Jefferies Tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>

Cargo Holds: 45,000 cubic meters <2>
Locations: Eight Locations throughout ship

Escape Pods <8>
Number: 120
Capacity: 12 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Mark 6B <98>
Speed: 6.0/7.0/9.0 [1 power/.2 warp speed]
PIS: Class H (12 hours of Maximum warp) <16>
Impulse Engine Type: Type 5C (.5c/.8c) [5/8 Power/round] <22>
Location: Aft
Reaction Control System (025c) [2 Power/round when in use] <5>

POWER SYSTEMS
Warp Engine Type: Mark VII (generates 300 Power/round) <80>
Location: Engineering section
Impulse Engine[s]: 1 Type 5C (generates 28 Power/engine/round)
Auxiliary Power: 3 reactors (generates 5 Power/reactor/round) <9>
Emergency Power: Type C (generates 35 Power/round) <35>
EPS: Standard Power flow +150 Power transfer/round <40>
Standard Usable Power: 328

OPERATIONS SYSTEM
Bridge: Saucer dorsal <20>
Auxiliary Control Room: <10>

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

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

SENSOR SYSTEMS
LONG-RANGE SENSORS [5 Power/round] <32>
Range Package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)
Low Resolution: 15 Light-years (1/1.1-4.0/4.1-12.0/12.1-15)
Strength Package: (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard
LATERAL SENSOR [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

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

FLIGHT CONTROL SYSTEMS Autopilot:
Shipboard systems (flight Control) 2,
Coordination 2 [1 Power/round in use]
‹8›

NAVIGATIONAL COMPUTER
Main: Class 1 (+0) [0 Power/round] ‹0›
Backup: Two ‹0›

INERTIAL STABILIZERS
Main ‹20›
Strength: 9 [3 Power/round]
Number: 2
Backup ‹6›
Strength: 6 [2 Power/round]
Number: 2
Attitude control [1 Power/round] ‹1›

COMMUNICATIONS SYSTEMS
Type: Mark V [5 Power/round] ‹19›
Strength: 5
Security: - 2
Basic Uprating: Type 1 (+1)
Emergency Communications: Yes [2
Power/round] ‹19›

TRACTOR BEAMS
Emitter: Class Beta [3 Power/Strength
used/round] ‹6›
Accuracy: 5/6/8/11
Location: Forward Ventral

Emitter: Class Alpha [3 power/Strength
used/round] ‹6›
Accuracy: 5/6/8/11
Location: Hanger deck (x2)

Transporters
Type: Personnel [Power/use] ‹28›
Pads: 6
Emitter/Receiver Array: Personnel Mark
6 (26,000 km range)
Energizing/Transition coils: Class F
(Strength 6)
Number and Locations: Two, one near
bridge, one near engineering

Type: Emergency [7 power/use] ‹48›
Pads: 22
Emitter/Receiver Array: Emergency
Mark 4 (13,000 km range)
Energizing/Transition coils: Class F
(Strength 6)
Number and Locations: Three in saucer
section

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

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

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

TACTICAL SYSTEMS
Phaser Bank ‹(6 x 22) 132›
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3
shots per round)
Auto-Phaser Interlock: Accuracy:
4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Three on the Dorsal saucer
section and three on Ventral section
Firing Arc: 180 degrees per phaser
emitter
Firing Modes: Standard, Continuous,
Pulse, wide-beam

Photon Torpedo Launcher ‹(8 x 14) 112›
Standard Load: Type II photon torpedo
(200 Damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Twin launcher pods hanging
below the main hull on the either side
below the warp pods.
Firing Arc: forward, but are self-guided

Phaser Control Room ‹5›
Torpedoes Carried: 40 ‹4›
Torpedo Control Room ‹5›

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

Shields (Forward, Aft, Port, Starboard)
‹25 (x 4) [100]›
Shield Generator: Class 2 (Protection
400) [40 Power/shield/round]
Shield grid: Type B (33% increase to
533 Protection)
Subspace Field Distortion Amplifiers:
Class Gamma (Threshold 130)
Recharging System: Class 0 (60
seconds)
Auto-Destruct System ‹5›

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 8 size worth
of ships ‹16›
Standard Compliment: 4 shuttles
Location(s): Aft port, aft starboard

DESCRIPTION AND NOTES
Fleet Data: Designed in 2260s to take
advantage of the many new
technologies developed as a part of the
refitting to the many new technologies
developed as part of the refit program
for the Constitution-class starship. The

Miranda-class has can be one of the most versatile and adaptable ships of the 23rd century. Yet the alternate design was dropped in favor of the traditional Miranda-class with the phaser cannons on the roll bar and the single photon torpedo pods.

Due to the loss of the competition with the design that they did make with the Miranda-class into the starship of choice. This alternative had benefits to the starship. Several different designs of the ship were in compassion of the starships.

I have included in the Icon section the forum the Icon version of the Alternative Miranda-class starship.

Personal Notes: I wrote this up after reading STAR TREK MAGAZINE for September 2002 (Volume 3 Issue 05) seeing article for BEHIND THE SCENES - THE *RELIANT* EARLY DESIGN for the Khans ship. I thought the ship was good looking and better than the version that the *Reliant* (and the *Miranda*-class). I like this version better but under stand their reasons for not using it.

The sleek appearance with the warp nacelles deployed above the saucer like many of the Federations starships dating all the way back to the *NX*-Class. I do note that the nacelles suspended over the saucer has the same phaser arc draw backs that they do hanging below the saucer without the roll bar phaser cannons. The torpedo launchers are well located for firing in the below position and are armed and ready.

There are only a few variations that would be made to this design and to the *Miranda*-class deck layout. I would have attached the photon torpedo launcher to the hull their. I might have placed the forward and aft facing Phaser Cannons just above the saucer on the warp pylons. With the Paramount Pictures studio design the ship would be more of a science vessel than a destroyer type vessel. This design would clearly be with in the Federation charter for the starship.

I would guess that this design is a short-term design. This Federation vessel would be a series of around three to four as a test vehicles. Each starship would be put through their paces and on service duty for the shakedown tours.

The Federation would utilize these ship much the same as they would be with a service vessel that is part of their main stay construction lines. If the Miranda-class alternative had been chosen the ship would have been constructed into hundreds of vessels much the same as the Federation vessels.

Second version of the Star Trek the Wrath of Khan Miranda-class variant that I like a lot better than the first and movie version.

STAR TREK II: THE WRATH OF KHAN
ALTERNATIVE MIRANDA-CLASS DESIGN
TYPE TWO

MIRANDA-CLASS STARSHIP
Class and Type: Miranda-class Cruiser
Commissioning Date: 2270s

HULL SYSTEMS
Size: 5
Length: 237.6 meters
Beam: 141.7 meters
Height: 58.0 meters
Decks: 11
Mass: 655,000 MT
SUs Available: 1500
SUs Used: 1336

Hull Outer ‹20›
Hull Inner ‹20›
Resistance Outer Hull: ‹6›
Resistance Inner Hull: ‹6›

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

PERSONNEL SYSTEMS
Class/Passengers/Evac: 200/35/500

Crew Quarters
Barracks: house 120 Crewmembers‹2›
Spartan: 40 ‹2›
Basic: 20 ‹2›
Expanded: 10 ‹2›

Environmental Systems
Basic Life Support [8 Power/round]‹20›
Reserve Life Support [4 Power/round] ‹10›
Emergency Life Support (30 emergency shelters) ‹10›
Gravity [3 Power/round] ‹5›
Consumable: 3 years' worth ‹20›

Manufacturing Systems
Food Processors Mark V [5 Power/round} ‹18›
Industrial Fabrication unit [5 power/round] ‹18›

Medical Facilities: 6 (+1) [6 Power/round] ‹30›
Recreation Facilities: 6 [6 Power/round] ‹36›
Personnel Transport: Turbolifts
Jefferies Tubes [2 Power/round] ‹15›
Fire Suppression System [1 Power/round when active] ‹5›

Cargo Holds: 45,000 cubic meters ‹2›
Locations: Eight Locations throughout ship
Escape Pods ‹8›
Number: 120
Capacity: 12 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Mark 6B ‹98›
Speed: 6.0/7.0/9.0 [1 power/.2 warp speed]
PIS: Class H (12 hours of Maximum warp) ‹16›
Impulse Engine Type 5C (.5c/.8c) [5/8 Power/round] ‹22›
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] ‹5›

POWER SYSTEMS
Warp Engine Type: Mark VII (generates 300 Power/round) ‹80›
Location: Engineering section
Impulse Engine[s]: 1 Type 5C (generates 28 Power/engine/round)
Auxiliary Power: 3 reactors (generates 5 Power/reactor/round) ‹9›
Emergency Power: Type C (generates 35 Power/round) ‹35›
EPS: Standard Power flow +150 Power transfer/round ‹40›
Standard Usable Power: 328

OPERATIONS SYSTEM
Bridge: Saucer dorsal (location deck 1)‹20›
Auxiliary Control Room: (Locations deck 7) ‹10›

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

Navigational Deflector [6 Power/round] ‹›
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: Ventral Saucer

SENSOR SYSTEMS
LONG-RANGE SENSORS [5 Power/round] ‹32›
Range Package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)
Low Resolution: 15 Light-years (1/1.1-4.0/4.1-12.0/12.1-15)
Strength Package: (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

LATERAL SENSOR [5 Power/round]‹10›
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

NAVIGATIONAL SENSOR [5 Power/round]‹10›
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Probes: 30 probes of varying types‹3›
Sensor Skill: 3

FLIGHT CONTROL SYSTEMS
Autopilot: Shipboard systems (flight Control) 2, Coordination 2 [1 Power/round in use] ‹8›

NAVIGATIONAL COMPUTER
Main: Class 1 (+0) [0 Power/round] <0>
Backup: Two <0>
INERTIAL STABILIZERS
Main <20>
Strength: 9 [3 Power/round]
Number: 2
Backup <6>
Strength: 6 [2 Power/round]
Number: 2
Attitude control [1 Power/round] <1>

COMMUNICATIONS SYSTEMS
Type: Mark V [5 Power/round] <19>
Strength: 5
Security: - 2
Basic Uprating: Type 1 (+1)
Emergency Communications: Yes [2 Power/round] <19>

TRACTOR BEAMS
Emitter: Class Beta [3 Power/Strength used/round] <12>
Accuracy: 5/6/8/11
Location: Forward Ventral & Aft Dorsal
Emitter: Class Alpha [3 power/Strength used/round] <6>
Accuracy: 5/6/8/11
Location: Hanger deck (x2)
Transporters
Type: Personnel [5 Power/use] <28>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Locations: Two, one near bridge, one near engineering

Type: Emergency [7 power/use] <48>
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Locations: Three in saucer section

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

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

Science Systems
Rating 1 (+0) [5 Power/round]<15>
Specialized Systems: None
Laboratories: 12 <4>

TACTICAL SYSTEMS
Phaser cannons <(4 x 32) 128>
Type: VII
Damage: 170 [17 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: ventral side forward port, forward starboard, aft port, aft starboard
Firing Arc: 180 degrees per phaser emitter
Firing Modes: Standard, Continuous, and Pulse, wide-beam

Phaser Bank <(6 x 22) 132>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Three on the dorsal saucer section and three on Ventral section forward, Port and starboard
Firing Arc: 180 degrees per phaser emitter
Firing Modes: Standard, Continuous, and Pulse, wide-beam

Phaser Bank <22>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft
Firing Arc: 180 degrees per phaser emitter
Firing Modes: Standard, Continuous, Pulse, wide-beam

Photon Torpedo Launcher <(4 x 14) 56>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: middle of under slung roll bar, two tubes facing forward two facing aft
Firing Arc: forward, but are self-guided

Torpedoes Carried: 60 <6>
Torpedo Control Room <5>
Phaser Control Room <5>

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

Shields (Forward, Aft, Port, Starboard) <25 (x 4)=100>
Shield Generator: Class 2 (Protection 400) [40 Power/shield/round]
Shield grid: Type B (33% increase to 533 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 130)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <5>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 8 size worth of ships <16>
Standard Compliment: 4 shuttles
Location(s): Aft port, aft starboard

Warp Nacelles: The Warp nacelles are deployed above the hull rather than below the hull like the standard Miranda-class. The nacelles from the Constitution-class may replace them if the need arises. A simple upgrade in warp drives performance with the Mark 7 <105> 7.0/8.5/9.0 the rest of the systems would be the same as they are on the standard Miranda-class.

Warp Core: in horizontal alignment - with the large nacelles an increase in the warp core would be needed to equal the Constitution in power the core would have to increase power by 20 -- 2 additional SU's.

Phaser cannons: stationed at the corners of the roll bar the phaser cannons would hang under the hull while the nacelles are above.

Photon Torpedo Launchers: similar to the Standard Miranda-class mid-roll bar the alternative would be an under slung like the phaser cannons of the above.

ROMULAN WARBIRD (first Double Hull design)
Class and Type: Praetor-class Battleship/Warbird
Commissioning Date: 2270's

HULL SYSTEMS
Size: 5
Length: 210.15 meters
Beam: 147.36 meters
Height: 82.12 meters
Decks: 20
Mass: 654,300 metric tonnes
SUs Available: 1570
SUs Used: 1361

HULL Outer <20>
Hull Inner <20>
RESISTANCE Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

STRUCTURAL INTEGRITY FIELD [1 Power/10 Protection/round]
MAIN: Class I (Protection 50/80)
Backup: Class I (Protection 25)
Backup: Class I (Protection 25)

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 385/182/4350

Crew Quarters
Barracks: House 720 crewmembers <12>
Spartan: 200 <10>
Basic: none
Expanded: none
Luxury: none
Unusual: none

Environmental Systems
Basic Life Support [11 Power/round] <20>
Reserve Life Support [5 Power/round] <10>
Emergency Life Support (30 emergency shelters) <10>
Gravity [3 Power/round] <5>
Consumables: 2 year's worth <20>

Manufacturing Systems
Food Processors: Mark III [3 Power/round] <15>
Industrial Fabrication Units: Mark VII [5 Power/round] <15>
Medical Facilities: 5 (+1) [5 Power/round] <25>
Recreation Facilities: 5 [5 Power/round] <30>

Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>

Cargo Holds: 60,000 cubic meters <2>
Locations: six locations throughout ship

Escape Pods <12>
Number 240
Capacity: 4 persons per pod

PROPULSION SYSTEMS
Warp Drive Nacelles: Mark 6B <77>
Speed: 5.0/6.5/7.5
PIS: Class H (12 hours of Maximum warp) <16>

Impulse Engine Type 5C (.55c/.8c) [5/8 Power/round] <22>
Location: after
Reaction Control Systems (.025c) [2 Power/round when in use) <5>

POWER SYSTEMS
Warp Engine Type: Mark VIII (generates 340 Power/round) <84>
Location: Main Hull

Impulse Engine[s]" 1 Type 5A (generate 23 Power/engine/round)
Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) <6>
Emergency Power: Type C (generates 35 Power/round) <35>
EPS: Standard Power flow, +100 power transfer/round <40>
Standard Usable Power: 363

OPERATIONS SYSTEMS
Bridge: Forward module <20>
Auxiliary Control Room: <10>

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

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

Sensor Systems
Long-range Sensors [5 power/round] <37>
Package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 Light-Years (0.5 / 0.6 - 1.0 / 1.1 - 3.7 / 3.8 - 5.0)
Low Resolution: 15 Light-Years (1.0 / 1.1 - 4.0 / 4.1 - 12.0 / 12.1 - 15.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard
Lateral Sensors [5 Power/round] <15>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors [5 Power/round] <14>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Probes: 90 <9>
Sensors Skill: 3

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: two <0>
Inertial Stabilizers
Main <20>
Strength: 7 [3 Power/round]
Number: 2
Backup <6>
Strength: 5 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Mark V [3 Power/round] <22>
Strength: 5
Security: -3 (type A uprating)
Basic Uprating: Type 1 (+1)
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Beta [3 Power/Strength used/round] <6 (x 2)>
Accuracy: 5/6/8/11
Location: Forward ventral & Aft Ventral

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

Transporters
Type: Personnel [5 power/use] <52>
Pads: 6
Emitter/Receiver Arrays: Personnel Mark 5 (20,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and location: One in forward module, two in man hull, one in lower hull.

Type: Emergency [7 Power/use] <56>
Pads: 22
Emitter Array: Emergency Mark 3 (8,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and location: One in forward module, two in man hull, one in lower hull.

Type: Cargo <48>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and location: One in forward module, two in man hull, three in lower hull.

Cloaking Device: Class 7 [40 Power/class/round] <26>

Security Systems
Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <5>

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

Science Systems
Rating 2 (+1) [2 Power/round] <15>
Specialized Systems: None
Laboratories: 7 <2>

TACTICAL SYSTEMS
Forward Disruptor <28>
Type: 6
Damage: 140 [14 Power}
Number of Emitters: Up to 2 Shots per Round
Targeting system: Accuracy 5/6/8/11
Range 10/30,000/100,000/300,000
Location Forward module
Firing Arc: 120 degrees forward
Firing modes: Standard, Pulse

Starboard Pylon Disruptor <23>
Type: 5
Damage: 120 [12 Power}
Number of Emitters: Up to 2 Shots per Round
Targeting system: Accuracy 5/6/8/11
Range 10/30,000/100,000/300,000
Location: Forward Edge of starboard pylon
Firing Arc: 120 degrees forward (significant arc shadow)
Firing modes: Standard, Pulse

Port Pylon Disruptor<23>
Type: 5
Damage: 120 [12 Power}
Number of Emitters: Up to 2 Shots per Round
Targeting system: Accuracy 5/6/8/11
Range 10/30,000/100,000/300,000
Location: forward edge of Port pylon
Firing Arc: 120 degrees forward (significant arc shadow)
Firing modes: Standard, Pulse

Aft Port Pylon Disruptor<23>
Type: 5
Damage: 120 [12 Power}
Number of Emitters: Up to 2 Shots per Round
Targeting system: Accuracy 5/6/8/11
Range 10/30,000/100,000/300,000
Location: Trailing Aft Section of Pylon
Firing Arc: 120 degrees Aft
Firing modes: Standard, Pulse

Aft Starboard Pylon Disruptor<23>
Type: 5
Damage: 120 [12 Power}
Number of Emitters: Up to 2 Shots per Round
Targeting system: Accuracy 5/6/8/11
Range 10/30,000/100,000/300,000
Location: Aft Starboard Pylon
Firing Arc: 120 degrees
Firing modes: Standard, Pulse

Dorsal Disruptor<23>
Type: 5
Damage: 120 [12 Power}

Number of Emitters: Up to 2 Shots per Round
Targeting system: Accuracy 5/6/8/11
Range 10/30,000/100,000/300,000
Location: Dorsal
Firing Arc: 120 degrees
Firing modes: Standard, Pulse

Ventral Disruptor‹23›
Type: 5
Damage: 120 [12 Power}
Number of Emitters: Up to 2 Shots per Round
Targeting system: Accuracy 5/6/8/11
Range 10/30,000/100,000/300,000
Location: Ventral Hull
Firing Arc: 120 degrees
Firing modes: Standard, Pulse

Forward Torpedo Launcher ‹8›
Standard Load: Type I Photon Torpedo (160 Damage)
Spread: 6
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Forward section
Firing Arc: Forward, but are self-guided

Forward Torpedo Launcher ‹6›
Standard Load: Type I Photon Torpedo (160 Damage)
Spread: 3
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Forward section
Firing Arc: Forward, but are self-guided

Disruptor Control Room ‹5›
Torpedo Carried: 50 ‹5›
Torpedo Control Room ‹5›

TA/T/TS: Class Beta [1 Power/Round] ‹9›
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (forward (# 1), Starboard (# 2), Aft (# 3), Port (# 4)) ‹26 (x4)›
Shield Generator: Class 2 (Protection 350) [35 Power/shield/round]
Shield Grid: Type A (25% Increase to 438 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 115)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System ‹5›

AUXILIARY SPACECRAFT SYSTEMS
Hanger Deck(s): Capacity for 15 Size worth of ships ‹30›
Standard Complement: Ten Armed Shuttlecraft
Location(s): Aft, Port and Starboard in the lower hull.

DESCRIPTION AND NOTES
Fleet data: Only five years after the exchange of technology for starships between the Romulan and Klingon Empire. The first variant using the mix of technologies rose from the combination this was the first generation of Romulan Warbirds were born.

Although the size is not much larger than the D7 Battle Cruiser the new Warbird can carry more troops and passengers. The first use of the double hull given form to the ship and the added space for the cargo and larger shuttle bay.

Notes:

This design was crudely based on a design in the Star Trek Comics (DC) where Captain Kirk and Crew encounter a Romulan Starship coming out of a temporal distortion. Although the Romulan ship had done something in the Klingon past that ended their empires existence in the time line Kirk and the Enterprise's crew corrected the timeline. Sorry I don't remember the issue number.

Ships Appearance:

The Romulan Warbird looks much like the Klingon D7 Battle Cruisers with the exception a third hull section looking very much like the first one excepted a mirror image beneath the secondary hull. It contains an enlarged Cargo hold area and hanger bay. Weapons and difference have been beefed up on the Warbird.

Noteworthy vessel / service records / encounters: Praetor's Pride, prototype warship, first encountered by the Federation Starship U.S.S. Enterprise NCC-1701-A along the Klingon Boarder, the Romulan's had been on an espionage mission into the Klingon past.

BELKNAP-CLASS [2274 - 2293]
Class and Type: Belknap-Class Strike Cruiser
Commissioning Date: 2274

HULL SYSTEMS
Size: 6
Length: 290 meters
Beam: 141.72 meters
Height: 67.5 meters
Decks: 20
Mass: 620,450 metric tons
SUs Available: 2,000
SUs Used: 1,541

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

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class J (Protection 60/90) <24>
Backup: Class I (Protection 30) <12>
Backup: Class I (Protection 30) <12>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 426/45/5,000
Crew Quarters
Barracks: House 360 Crewmembers <6>
Spartan: 60 <3>
Basic: 40 <4>
Expanded: 10 <2>
Luxury: 3 <3>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [11 Power/round] <24>
Reserve Life Support [6 Power/round] <12>
Emergency Life Support (24 emergency shelters) <12>
Gravity [3 Power/round] <6>
Consumable: 2 years' worth <24>

Manufacturing System
Food Processors: Mark V [5 Power/round] <21>
Industrial Fabrication unit Mark VIII [5 power/round] <21>
Medical Facilities: 7 (+2) [6 Power/round] <35>

Recreation Facilities: 7 [7 Power/round] <42>
Location & type: 1 main recreation deck, 1 Small Recreation Deck, Pleasant Eating Facilities, 3 Large Lounges, 4 Gyms, 4 Small Lounges, and 1 Arboretum.

Personnel Transport: Turbolifts, Jefferies Tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>

Cargo Holds: 25,000 cubic meters <1>
Locations: 8 locations throughout the ships

Escape Pods <7>
Number: 140
Capacity: 4 person per pod

PROPULSION SYSTEMS
Warp drive
Nacelles: Mark 7A <107>
Speed: 7.0/8.5/9.5 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>

Impulse Engine
Type: Type 6 (.6c/.8c) [5/8 Power/round] <30>
Location: Aft of saucer section
Reaction Control System (.025c) [2 Power/round when in use] <6>

POWER SYSTEMS
Warp Engine
Type: Mark VII (generates 320 Power/round) <82>
Location: Engineering hull
Impulse Engine[s]: Type 6 (generates 23 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type E (generates 45 Power/round) <45>
EPS: Standard Power flow +120 Power transfer/round <45>
Standard Usable Power: 343

OPERATIONS SYSTEM
Bridge: Saucer dorsal <24>
Auxiliary Control Room: Engineering Hull <12>

COMPUTERS
Core 1: Saucer Section [5 Power/round] <12>
Core 2: Engineering Hull [5 Power/round] <12>
Uprating: Class Alpha (+1) [1 Power/computer/round] <4>
ODN <18>

Navigational Deflector [6 Power/round] <24>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: Forward of engineering hull

SENSOR SYSTEMS
LONG-RANGE SENSORS [5 Power/round] <37>
Range Package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 Light-years (1.0/1.1 - 4.0/4.1 - 12.0/12.1 - 15.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

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

NAVIGATIONAL SENSOR [5 Power/round] <14>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Probes: 30 probes of varying types <3>
Sensor Skill: 4

FLIGHT CONTROL SYSTEMS
Autopilot: Shipboard systems (flight Control) 2, Coordination 2 [1 Power/round in use] <8>

NAVIGATIONAL COMPUTER
Main: Class 2 (+1) [1 Power/round] <2>
Backup: Two <2>

INERTIAL STABILIZERS
Main <24>
Strength: 9 [3 Power/round]
Number: 2
Backup <6>
Strength: 6 [2 Power/round]
Number: 2
Attitude control [2 Power/round] <2>

COMMUNICATIONS SYSTEMS
Type: Mark V [3 Power/round] <22>
Strength: 5
Security: -3 (Type A Uprating)
Basic Uprating: Type 1 (+1)
Emergency Communications: Yes [2 Power/round] <1>

TRACTOR BEAMS
Emitter: Class Beta [3 Power/Strength used/round] <6 (x 2)>
Accuracy: 5/6/8/11
Location: Forward Ventral & Aft
Emitter: Class Alpha [3 power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Hanger Bay
Transporters
Type: Personnel [5 Power/use] <56>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Locations: Two in saucer, two in Engineering hull

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

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

Security Systems
Rating: 3 <12>
Anti-Intruder System: yes [1 Power/round] <6>
Internal Force Fields [1 Power/3 Strength] <6>
Science Systems
Rating 3 (+2) [3 Power/round] <21>
Specialized Systems: 3 <15>
Laboratories: 26 <6>

TACTICAL SYSTEMS
Phaser Bank <22 (x 6) = 132>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward Ventral, Forward Dorsal, Port Ventral, Port Dorsal, Starboard ventral, Starboard Dorsal
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Phaser Bank <17 (x 2) = 34>
Type: VII
Damage: 85 [9 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral of Engineering, (2 single firing emitters each)
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Shuttle bay Dorsal Phaser Bank <17 (x 2) = 34>
Type: VII
Damage: 85 [9 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral of Engineering, (2 single firing emitters each)
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Torpedo Launcher <15>
Standard Load: Type II Photon Torpedo (200 Damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral
Firing Arc: forward, but are self-guided

Phaser Control Room <6>
Torpedoes Carried: 120 <12>
Torpedo Control Room <6>

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

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

Auto-Destruct System <6>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 8 size worth of ships <16>
Standard Compliment: 6 shuttles
Location(s): Aft Engineering Hull

DESCRIPTION AND NOTES
Fleet Data: A spin off design to the Constitution class design that was in use during 2270's. The vessel design was similar to that of the constitution that the vessel could swap out many of the same parts as the Constitution and Miranda classes such as the Constitution nacelles are similar to that of the Belknap class in appearance. Later models could swap the nacelles out and use them as replacements in the short terms for replacements during the times as of war where the replacement of damaged nacelles are at a premium.

Noteworthy vessels/service records/encounters: U.S.S. Belknap NCC-2501, prototype, patrolled the Romulan neutral Zone for several years as a regular assigned patrol vessel; U.S.S. H.G. Wells NCC-2502, first of the production line vessels, commanded by Captain Thomas Walker from the launch of the ship, encountered several Romulan Bird-of-Prey's and modified D7's during its tenure assigned to patrolling the Neutral zone.

BELKNAP-CLASS ALL GOOD THINGS VERSION
Class and Type: Belknap-Class Strike Cruiser
Commissioning Date: 2274 Refitted future variant of the Belknap

HULL SYSTEMS
Size: 6
Length: 290 meters
Beam: 141.72 meters
Height: 87.5 meters
Decks: 20
Mass: 620,450 metric tons
SUs Available: 2,000
SUs Used: 1,622

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

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class J (Protection 60/90) <24>
Backup: Class I (Protection 30) <12>
Backup: Class I (Protection 30) <12>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 426/45/5,000
Crew Quarters
Barracks: House 360 Crewmembers <6>
Spartan: 60 <3>
Basic: 40 <4>
Expanded: 10 <2>
Luxury: 3 <3>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [11 Power/round] <24>
Reserve Life Support [6 Power/round] <12>
Emergency Life Support (24 emergency shelters) <12>
Gravity [3 Power/round] <6>
Consumable: 2 years' worth <24>

Manufacturing System
Food Processors: Mark V [5 Power/round] <21>
Industrial Fabrication unit Mark VIII [5 power/round] <21>
Medical Facilities: 7 (+2) [6 Power/round] <35>
Recreation Facilities: 7 [7 Power/round] <42>
Location & type: 1 main recreation deck, 1 Small Recreation Deck, Pleasant Eating Facilities, 3 Large Lounges, 4 Gyms, 4 Small Lounges, and 1 Arboretum.

Personnel Transport: Turbolifts, Jefferies Tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo Holds: 30,000 cubic meters <1>
Locations: 8 locations throughout the ships

Escape Pods <7>
Number: 140
Capacity: 4 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Mark 8b <120>
Speed: 8.0/10.0/12.0 [1 power/.2 warp speed]
PIS: Type H (24 hours of Maximum warp) <22>
Impulse Engine Type: Type 6 (.6c/.8c) [5/8 Power/round] <30>
Location: Aft of saucer section
Reaction Control System (.025c) [2 Power/round when in use] <6>

POWER SYSTEMS
Warp Engine Type: Mark IX (generates 500 Power/round) <110>
Location: Engineering hull
Impulse Engine[s]: Type 6 (generates 23 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type E (generates 45 Power/round) <45>
EPS: Standard Power flow +120 Power transfer/round <45>
Standard Usable Power: 523

OPERATIONS SYSTEM
Bridge: Saucer dorsal <24>
Auxiliary Control Room: Engineering Hull <12>

COMPUTERS
Core 1: Saucer Section [5 Power/round] <12>
Core 2: Engineering Hull [5 Power/round] <12>
Uprating: Class Alpha (+1) [1 Power/computer/round] <4>
ODN <18>

Navigational Deflector [6 Power/round] <24>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: Forward of engineering hull

SENSOR SYSTEMS
LONG-RANGE SENSORS [5 Power/round] <37>
Range Package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 Light-years (1.0/1.1 - 4.0/4.1 - 12.0/12.1 - 15.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

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

NAVIGATIONAL SENSOR [5 Power/round] <14>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Probes: 30 probes of varying types <3>
Sensor Skill: 4

FLIGHT CONTROL SYSTEMS
Autopilot: Shipboard systems (flight Control) 2, Coordination 2 [1 Power/round in use] <8>

NAVIGATIONAL COMPUTER
Main: Class 2 (+1) [1 Power/round] <2>
Backup: Two <2>
INERTIAL STABILIZERS
Main <24>
Strength: 9 [3 Power/round]
Number: 2
Backup <6>
Strength: 6 [2 Power/round]
Number: 2
Attitude control [2 Power/round] <2>

COMMUNICATIONS SYSTEMS
Type: Mark V [3 Power/round] <22>
Strength: 5
Security: -3 (Type A Uprating)
Basic Uprating: Type 1 (+1)
Emergency Communications: Yes [2 Power/round] <1>

TRACTOR BEAMS
Emitter: Class Beta [3 Power/Strength used/rd] <6>
Accuracy: 5/6/8/11
Location: Forward Ventral & Aft
Emitter: Class Alpha [3 Power/Strength used/rd] <3>
Accuracy: 5/6/8/11
Location: Hanger Bay

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

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

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

Cloaking Device: Class 6 [40 Power/class/round] <24>

Security Systems
Rating: 3 <12>
Anti-Intruder System: yes [1 Power/round] <6>
Internal Force Fields [1 Power/3 Strength] <6>
Science Systems
Rating 3 (+2) [3 Power/round] <21>
Specialized Systems: 3 <15>
Laboratories: 26 <6>

TACTICAL SYSTEMS
Forward Ventral Phaser Bank (Channeled) <42>
Type: VIII
Damage: 190 [19 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward Ventral
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Phaser Bank <22 (x 5) = 110>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward Ventral, Forward Dorsal, Port Ventral, Port Dorsal, Starboard ventral, Starboard Dorsal
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Phaser Bank <17 (x 2) = 34>
Type: VII
Damage: 85 [9 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral of Engineering, (2 single firing emitters each)
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Shuttle bay Dorsal Phaser Bank <17 (x 2) = 34>
Type: VII
Damage: 85 [9 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral of Engineering, (2 single firing emitters each)

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

Torpedo Launcher <15>
Standard Load: Type II Photon Torpedo (200 Damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral
Firing Arc: forward, but are self-guided

Phaser Control Room <6>
Torpedoes Carried: 120 <12>
Torpedo Control Room <6>

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

Shields (Forward, Aft, Port, Starboard) <43 (x 4) = 172>
Shield Generator: Class 3 (Protection 560) [56 Power/shield/round]
Shield grid: Type B (33% increase to 745 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <6>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 8 size worth of ships <16>
Standard Compliment: 6 shuttles
Location(s): Aft engineering hull

DESCRIPTION AND NOTES
Fleet Data: A spin off design to the Constitution class design that was in use during 2270's. The vessel design was similar to that of the constitution that the vessel could swap out many of the same parts as the Constitution and Miranda classes such as the Constitution nacelles are similar to that of the Belknap class in appearance. Later models could swap the nacelles out and use them as replacements in the short terms for replacements during the times as of war where the replacement of damaged nacelles are at a premium.

While on patrol the U.S.S. H.G. Wells encountered a temporal distortion being controlled by a powerful alien entity. In the alternate time line of the late 23rd century the Belknap-class was up dated with a third warp nacelle and channeled warp power to the forward ventral Phaser bank a type VIII as a powerful weapon design capable of damaging a vessel. Shields have been upgraded for combat that was happening in the alternate time line that was imposed by the powerful entity that was encountered near a temporal distortion.

During the alternate time line the Belknap sported a Cloaking device that was capable of hiding the vessel completely from the sensors of a pack of Klingon warships set to destroy the vessel equaling the field. The use of the cloaking device had become a standard item on Federation Starships even after the signing of several treaties that prohibited the Federation for employing the devices on their ships. This act precipitated a joint declaration of war by the Klingon and Romulan Empires. A Starfleet commando's obtained the Original cloaking device model. Starfleet copied the devices elaborate design and installed it on new line of Starships and retrofitting all older vessels with the device.
Noteworthy vessels/service records/encounters: U.S.S. Belknap NCC-2501, prototype, patrolled the Romulan neutral Zone for several years as a regular assigned patrol vessel; U.S.S. H.G. Wells NCC-2502, first of the production live vessels, commanded by Captain Thomas Walker from the launch of the ship.

Here is a ship that was never used in and adventures but was always sitting they're ready to go with the exception that it has no warp core decided on just yet...

A simple freighter that showed up in the Animated series of Star Trek. I believe it was another of the Tribble stories.

SHERMAN-CLASS CARGO VESSEL
Class and Type: Sherman-class Cargo Vessel
Commissioning Date: 2235 to 2237

Hull Systems
Size: 4
Length: 125.1 meters
Beams: 58.6 meters
Height: 53.9 meters
Decks: 14
Mass: metric tons
SUs Available: 1300
SUs Used:

Hull Outer <16>
Hull Inner <16>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity field [1 power/10 Protection/round]
Main: Class D (Protection 15/22) <9>
Backup: Class D (Protection 8) <5>
Backup: Class D (Protection 8) <5>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 13/27/1000
Crew Quarters
Spartan: None
Basic: 20 <1>
Expanded: 18 <2>
Luxury: 1 <1>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [9 Power/round] <16>
Reserve Life Support [5 Power/round] <8>
Emergency Life Support (24 emergency shelters) <8>
Gravity [2 Power/round] <4>
Consumable: 1 years worth <4>
Food Processors Mark II [2 Power/round] <8>
Industrial Fabrication Mark II [2 Power/replicator/round] <3>
Medical Facilities: 3 (+0) [3 Power/round] <15>
Recreation Facilities: 4 [4 Power/round] <24>
(1 Small Recreation Deck, Large pleasant eating facilities, 2 small lounges)
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <12>
Fire Suppression System [1 Power/round when active] <4>
Cargo hold: 300,000 cubic meter <9>
Locations: 5 large Cargo Bays
Escape Pods <1>
Number: 20
Capacity: 2 persons per pod

PROPULSION SYSTEMS
Warp Drive Nacelles: Mark 3.5 <35>
Speed: 3.5/4.5/5.5 [1 Power/. 2 warp speed]
PIS: Class B (2 hours of Maximum warp) <4>
Impulse Engine Type: Type 2 (.25c/.5c) [2/5 Power/round] <5>
Location: Aft main hull
Reaction Control System (.025c) [2 Power/ round when in use] <4>

Power Systems
Warp Engine Type: Mark IV (generates 150 Power/round) <50>
Locations: Engineering hull, decks
Impulse Engine[s]: Type 2 (generate 8 power/engine/round)
Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <30>
Standard Usable Power: 166

Operations systems
Bridge: dorsal <16>
Auxiliary Control Room (Main Engineering) <8>

Computers
Core 1: decks [5 Power/round] <8>
Core 2: decks [5 Power/round] <8>
ODN <12>

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

Sensor Systems
Long-range Sensors [5 Power/round] <13>
Range package: Class IV (Accuracy 4/5/8/11)
High Resolution: 4 Light-years (.5/.6-.1.0/1.1-3.0/3.1-4.0)
Low Resolution: 10 Light-years (1.0/1.1-3.0/3.1-7.0/7.1-10)
Strength Package: Class 1 (strength 1)
Gain Package: Class Alpha (+1)
Coverage: Standard

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

Navigational Sensors: [5 power/round] <12>
Strength Package: Class 1 (strength 1)
Gain Package: Class Alpha (+1)
Probes: 10 <1>
Sensor Skill: 3

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backups: 2 <0>
Inertial Stabilizers
Main <32>
Strength: 6 [3 Power/round]
Number: 4
Backup <8>
Strength: 3 [2 Power/round]
Number: 4
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Mark II [1 power/round] <6>
Strength: 2
Security: -0
Emergency Communications: yes [2 Power/round] <1>

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

Emitter: Class [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11
Location: Shuttle Bay

Transporters
Pads: 6
Type: Personnel [2 Power/use] <11>
Emitter/Receiver Array: Personnel Mark 4 (15,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: 1 Main decks

Type: Emergency [1 Power/use] <20>
Pads: 8
Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
Energizing/Transition Coils: Class D (Strength 4)
Number and location: 4 throughout ship

Type: Cargo [2 Power/use] <96>
Pads: 1000 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class D (strength 4)
Number and location: 8 located throughout the cargo decks of the ship.

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

Science Systems
Rating: 1 (+0) [1 Power/round] <9>
Specialized Systems: none
Laboratories: 2 <2>

TACTICAL SYSTEMS
Phaser Banks <13>
Type III Phaser Array
Damage: 60 [6 power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Class Alpha (Accuracy 5/6/8/11)
Range: 10/30,000/100,000/300,000
Location: Forward Hull
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Phaser Control Room <4>

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

Shields (Forward, Aft, Port, Starboard) <14 (x 4 = 56)>
Shield Generator: Class 2 (protection 250) [25 power/shield/round]
Shield grid: Type 0 (0% increase in Protection)
Subspace field Distortion Amplifiers: Class Beta (Threshold 85)
Recharging System: Class 0 (75 seconds)
Backup Shield Generators: 4 (1 per shield) <1>

Auto-Destruct System <4>

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

Captains Yacht: no

DESCRIPTION AND NOTES:
Fleet Data: A standard Large Cargo ship found within the United Federation of Planets' and Starfleet. A plethora of these vessels are within the Civilian's corporate sector being used as a general cargo hauling fleet.

This style of cargo ship has several different versions in designs to one another. Where one carries only mineral ore, while other carries liquids and another would carrying gasses. Another would carry a cargo of Anti-matter for transferee to starships in the depth of space.

The second version, Sherman-class, is typical of the series of cargo ships; Symma, Sherman, Linda, Susan, Alana, Dirdra, and Alexis-classes vary in very little in their designs. Generally these Cargo ships carry all the materials that can not be manufactured artificially.

Although lightly armed and shielded the Sherman is not a combat vessel and has little in the way of defensive shielding and weapons. Extra weapons and shielding upgrades can be installed into these vessels in future refits.

The Cargo ships carry the Registration letters of NCS on their Numerical Identification.

General Note

Our group has never used this vessel in an adventure. We simply never needed the freighter in the game and it never was used.

MENAHGA-CLASS & S'HARIEN-CLASS

Here are the other two vessels that I spoke of. They look similar to that of the Constitution and each other. With exceptions they like the Belknap are quite old designs dating back to the 80's when I first saw them in the back of Starlog magazine.

All they really are is variations of the Constitution class starship. I figure them as service vessels of a sort. "Break glass in case of war" kind of ships.

Of course Starfleet would assign them all sorts of exploration and patrol duties but their real purpose would be to defend the Federation and as a space deterrent vessel. Both are classified as battle cruiser and are lighter armed than the Constitution-class 2270's refit, but equaling the older version of the Constitution-class of the previous refit model.
HTTP://WOLFSSHIPYARD.MYSTARSHIP.COM/DRAWINGS/ST/SHARIEN.GIF

MENAHGA-CLASS {S'HARIEN-CLASS}
Class and Type: Menahga-Class Battle Cruiser MK-XIIA {S'Harien-class Battle Cruiser MK-XIIIA}
Commissioning Date: 2270's

HULL SYSTEMS
Size: 6
Length: 307.80 meters
Beam: 141.72 meters
Height: 78. meters
Decks: 25 {30}
Mass: 545,000 metric tons {534,094 MT}
SUs Available: 2,000
SUs Used: 1,605 {1587}

Hull Outer ‹24›
Hull Inner ‹24›
Resistance Outer Hull: 8 ‹9›
Resistance Inner Hull: 8 ‹9›

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class J (Protection 60/90) ‹24›
Backup: Class I (Protection 30) ‹12›
Backup: Class I (Protection 30) ‹12›

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 520/34/6,250 {305/34/6,250}

Crew Quarters
Barracks: House 400 Crewmembers ‹7› {180 ‹3›}
Spartan: 80 ‹4› {400 ‹7›}
Basic: 60 ‹6›
Expanded: 15 ‹3›
Luxury: 3 ‹3›
Unusual: 1 ‹1›

Environmental Systems
Basic Life Support [11 Power/round] ‹24›
Reserve Life Support [6 Power/round] ‹12›
Emergency Life Support (24 emergency shelters) ‹12›
Gravity [3 Power/round] ‹6›
Consumable: 2 years' worth ‹24›

Manufacturing Systems
Food Processors: Mark V [5 Power/round] ‹21›
Industrial Fabrication unit Mark VIII [5 power/round] ‹21›
Medical Facilities: 6 (+1) [6 Power/round] ‹30›
Recreation Facilities: 6 [6 Power/round] ‹36› Personnel Transport: Turbolifts, Jefferies Tubes [2 Power/round] ‹18›
Fire Suppression System [1 Power/round when active] ‹6›

Cargo Holds: 30,000 cubic meters ‹1› {25,000}
Locations: 10 locations throughout the ships
Escape Pods ‹7›
Number: 140
Capacity: 4 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Mark 6B1 ‹99›
Speed: 7.0/8.5/9.0 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) ‹16›

Impulse Engine Type: Type 5C (.55c/.8c) [5/8 Power/round] ‹22 (x 2) = 44›
Location: Aft of saucer section
Reaction Control System (.025c) [2 Power/round when in use]

POWER SYSTEMS
Warp Engine Type: Mark VII (generates 320 Power/round) ‹82›
Location: Engineering hull
Impulse Engine[s]: 2 Type 5C (generates 28 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) ‹12›
Emergency Power: Type E (generates 45 Power/round) ‹45›
EPS: Standard Power flow +120 Power transfer/round ‹45›
Standard Usable Power: 376

OPERATIONS SYSTEM
Bridge: Saucer dorsal ‹24›
Auxiliary Control Room: Engineering Hull ‹12›

COMPUTERS Core 1: Saucer Section [5 Power/round] ‹12›
Core 2: Engineering Hull [5 Power/round] ‹12›
Uprating: Class Alpha (+1) [1 Power/computer/round] ‹4›
ODN ‹18›

Navigational Deflector [6 Power/round] <24>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: Forward of engineering hull

SENSOR SYSTEMS
LONG-RANGE SENSORS [5 Power/round] <37>
Range Package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 15 Light-years (1.0/1.1 - 4.0/4.1 - 12.0/12.1 - 15.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

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

NAVIGATIONAL SENSOR [5 Power/round] <14>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Probes: 25 probes of varying types <3>
Sensor Skill: 4

FLIGHT CONTROL SYSTEMS
Autopilot: Shipboard systems (flight Control) 2, Coordination 2 [1 Power/round in use] <8>

NAVIGATIONAL COMPUTER
Main: Class 2 (+1) [1 Power/round] <2>
Backup: Two <2>
INERTIAL STABILIZERS
Main <24>
Strength: 9 [3 Power/round]
Number: 2
Backup <6>
Strength: 6 [2 Power/round]
Number: 2
Attitude control [2 Power/round] <2>

COMMUNICATIONS SYSTEMS
Type: Mark V [3 Power/round] <22>
Strength: 5
Security: -3 (Type A Uprating)
Basic Uprating: Type 1 (+1)
Emergency Communications: Yes [2 Power/round] <1>

TRACTOR BEAMS
Emitter: Class Beta [3 power/Strength used/round] <6>
Accuracy: 5/6/8/11
Location: Aft

Emitter: Class Alpha [3 power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Hanger Bay

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

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

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

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

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

TACTICAL SYSTEMS
Phaser Bank (<22 (x 6)>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward Ventral, Forward Dorsal, Port Ventral, Port Dorsal, Starboard ventral, Starbaord Dorsal
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Phaser Bank <28>
Type: VII
Damage: 85 [9 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral of Engineering, forward starbaord (2 single firing emitters each), Ventral to port and starboard of centerline
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Phaser Bank <28>
Type: VII
Damage: 85 [9 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral of Engineering, forward starbaord (2 single firing emitters each), aft dorsal to port and starboard of centerline
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Torpedo Launcher <15>
Standard Load: Type II Photon Torpedo (200 Damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral port
Firing Arc: forward, but are self-guided

Torpedo Launcher <15>
Standard Load: Type II Photon Torpedo (200 Damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral Starboard
Firing Arc: forward, but are self-guided

Torpedo Launcher (Menahga)<15>
Standard Load: Type II Photon Torpedo (200 Damage)
Spread: 6
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Aft dorsal
Firing Arc: forward, but are self-guided

Phaser Control Room <6>
Torpedoes Carried: 80 <8>
Torpedo Control Room <6>

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

Shields (Forward, Aft, Port, Starboard) <36 (x 4)>
Shield Generator: Class 3 (Protection 400) [45 Power/shield/round]
Shield grid: Type B (33% increase to 532 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 140)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System <6>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 12 size worth of ships <24>
Standard Compliment: 6 shuttles
Location(s): Aft

Klingon Class XIII L24 "Ever Victorious"-class Battleship

Class and type: Klingon Class XIII "*Ever Victorious-Class*" Battleship
Commissioning Date: 2268

HULL SYSTEMS
Size: 6
Length: 320 meters
Beam: 190 meters
Height: 105 meters
Decks: 24
Mass: 1,000,000 metric tons
SUs Available: 2,500
SUs Used: 1,983

Hull Outer ‹28›
Hull Inner ‹28›
Resistance Outer: 8 ‹9›
Resistance Inner: 8 ‹9›

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class J (Protection 60/90) ‹24›
Backup 1: Class 4 (Protection 30) ‹12›
Backup 1: Class 4 (Protection 30) ‹12›

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1070/480/10,200
Crew Quarters
Barracks: House 1020 crewmembers ‹17›
Spartan: 500 ‹25›
Basic: 30 ‹6›

Environmental Systems
Basic Life Support [12 Power / round] ‹24›
Reserve Life Support [6 Power / round] ‹12›
Emergency Life Support (36 emergency shelters) ‹12›
Gravity [3 Power / round] ‹6›
Consumable's: 1 year's worth ‹6›

Replicator Systems
Food Processors: Mark III [3 Power/round] ‹15›
Industrial Fabrication Units: Mark VII [5 Power / round] ‹18›
Medical Facilities: 4 (+0) [4 Power / round] ‹20›
Recreation Facilities: 4 [4 Power / round] ‹24›

Personnel Transport: Turbolifts, Jefferies tubes [2 Power / round] ‹18›
Fire Suppression System [1 Power / round when active] ‹6›

Cargo Holds: 10,000 cubic metres ‹1›
Location: eight main cargo holds and other minor holds throughout the ship

Escape Pods ‹14›
Number: 260
Capacity: 8 persons

PROPULSION SYSTEMS
Warp Drive Nacelles: Mark 6 ‹92›
Speed: 6.0/9.0/9.6 [1 Power / .2 warp speed]
PIS: Type H (12 hours of Maximum warp) ‹16›

Impulse Engine Type: Class 5B (.5c/.8c) [6/8 Power / round] ‹20›
Location: Aft engineering hull
Reaction Control System (.025c) [2 Power / round when in use] ‹6›

POWER SYSTEMS
Warp Engine Mark: VII (generates 300 Power / round) ‹80›
Location: Engineering hull
Impulse Engine[s]: 1 Class 5B (generates 25 Power / round)
Auxiliary Power: 3 reactors (generates 5 Power / round) ‹9›
Emergency Power: Type D (generates 40 Power / round) ‹40›
EPS: Standard Power flow, +100 Power transfer / round ‹40›
Standard Usable Power: 325

OPERATIONS SYSTEMS
Bridge: Forward command pod ‹24›

Computers
Core 1: Saucer [5 Power / round] ‹12›
Core 2: Engineering hull [5 Power / round] ‹12›
ODN ‹18›

Navigational Deflector [5 Power / round] ‹24›
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward engineering hull

Sensor Systems
Long-range Sensors [5 Power / round] ‹37›
Range Package: Mark VIII (Accuracy 4/5/8/11)
High Resolution: 5 LY (.5/.6-1.0/1.1-3.7/3.8-5.0)
Low Resolution: 15 LY (1/1.1-4.0/4.1-12.0/12.1-15.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard
Lateral Sensors [5 Power / round] ‹15›
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard

Navigational Sensors [5 Power / round] ‹14›
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Probes: 60 probes of varying types ‹6›
Sensor Skills: 3

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 2, Coordination 2 [1 Power /

round in use] ‹8›

Navigation Computer
Main: Class 1 (+0) [0 Power / round] ‹0›
Backups: two ‹0›

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

Communication Systems
Type: Mark V [3 Power / round] ‹22›
Strength: 5
Security: -3
Basic uprating: type 1 (+1)
Emergency Communications: Yes [2 Power / round] ‹1›

Tractor Beams
Emitter: Class Beta [3 Power / Strength used / round] ‹6›
Accuracy: 5/6/8/11
Location: Forward Ventral
Emitter: Class Beta [3 Power / Strength used / round] ‹6›
Accuracy: 5/6/8/11
Location: Aft Ventral
Emitter: Class Alpha [3 Power / Strength used / round] ‹3›
Accuracy: 5/6/8/11
Location: Auxiliary craft bays

Transporters
Type: Personnel [5 Power / use] ‹39›
Pads: 6
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One forward, two in main hull

Type: Emergency [7 Power/use]
Pads: 22
Emitter/Receiver array: Emergency Mark 3 (8,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One forward module, two in main hull

Type: Cargo [2 Power / use] ‹32›
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: (4) 1 Command Pod and 3 Engineering hull

Cloaking Device: Class 6 [40 Power/class/round]

Security Systems
Rating 4 ‹16›
Anti-Intruder System: Yes [1 Power / round] ‹5›
Internal Force Fields [1 Power / 3 Strength] ‹5›

Science Systems
Rating 1 (+0) [1 Power / round] ‹15›
Specialized Systems: None
Laboratories: 8 ‹2›

TACTICAL SYSTEMS
Forward Disruptor Cannon (2) ‹31 x 2›
Type: 7
Damage: 160 [16 Power]
Number of Emitters: Up to 3 shots per round per disruptor
Targeting System: Beta (Accuracy 4/5/7/10)
Range: 10/30000/100000/300000
Location: Port engineering hull
Firing Arc: 180 degrees forward hull
Firing Modes: Standard, Pulse

Disruptor Cannon ‹28 (x 8) = 224›
Type: 6
Damage: 140 [14 Power]
Number of Emitters: Up to 3 shots per round per disruptor
Targeting System: (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Starboard engineering hull
Firing Arc: 180 degrees forward starboard quarter
Firing Modes: Standard, Pulse

Forward Torpedo Launcher ‹9 X 4›
Standard Load: Type II photon torpedo (200 Damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Command pod
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 120 ‹12›

TA/T/TS: Class Beta [1 Power / round] ‹10›
Strength: 8
Bonus: +1
Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) ‹44 (x 4)›
Shield Generator: Class 3 (Protection 500) [50 Power / shield / round]
Shield Grid: Type B (33% increase to 665 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 170)
Recharging System: Class 1 (45 seconds)

Auto-Destruct System ‹6›

AUXILLIARY SPACECRAFT SYSTEMS
Shuttlebay: Capacity for 20 Size worth of ships ‹40›

Standard Complement:
Locations: 1 main shuttlebay, aft engineering hull
Captain's Yacht: No

DESCRIPTION AND NOTES
Fleet Data: Larger than the K't'inga-class the L-24 class capable of carrying large amounts of crew and servicing as general Command ships for a battle group.

These vessels were put into service just before the Federation put the Excelsior-class into service. So little is known about these vessels that Starfleet intelligence is launching an operation to discover the basic information about this vessel. The Constitution variant before the 2260's is equated to the vessel.

The pair that were constructed are generally used as a command sector vehicle hanging around in a sector where a group of Klingon ships are conquering a sector to add to the Empire.

Noteworthy vessels/service records/encounters: I.K.S. Klaang, the prototype vessel, encountered by the Federation shortly after its initial construction. I.K.S. Morg initial launch sometime after 2270's

DEVELOPER'S NOTES

Based on the Fasa version of the L-24 found on the web sight www.sub-oden.com/stsstcsmua/Klingons/L-24.html with some tweaking the L-24 has been done to bring the vessel into a compatible vessel. Shields are uprated to be a match for the Constitution-class Heavy Cruiser and later the Excelsior-class Battleship more than the K't'inga-class Battle Cruiser.

Too many vessels would be over the to this way with two vessels it would make the Imperial fleet not too much more powerful. This way the Federation has only two vessels to confront on regular bases.

SMALL TRANSPORT VESSEL

Class and Type: Transport Vessel
Commissioning: Mid 23rd Century

HULL SYSTEMS
Size: 3
Length: 98 meters
Beam: 30 meters
Height: 20 meters
Decks: 2
Mass: 96,500 metric tons
SU's Available: 700
SU's Used: 440

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

Structural Integrity Field
[1 Power/ 10 Protection/round]
Main: Class C (Protection 20/30) <9>
Backup: Class C (Protection 10) <5>
Specialized Hull Systems: Atmospheric capability, Planetfall capability <6>

PERSONAL SYSTEMS
Crew/Passengers/Evacuation: 9/140/300

Crew Quarters
Barracks: houses 120 crewmembers <2>
Spartan: 20 <2>
Basic: 10 <2>
Expanded: 0 <0>
Luxury: 0
Unusual:0

ENVIRONMENTAL SYSTEMS
Basic Life Support: [7 Power/round] <12>
Reserve Life Support: [3 Power/round] <6>
Emergency Life Support: 8 Emergency Shelters <6>
Gravity [2 Power/round] <3>
Consumables: 1 Year Worth <3>
Food Processor [1 Power/round] <1>
Industrial Fabrication Units Mark I [1 power/round] <2>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreational Facilities: 1 rating (1 gym, 1 Small Lounge) [2 Power/round] <12>
Personal Transport: Jefferies tubes and Turbolifts [2 Power/round] <9>
Fire Suppression System: [1 Power/round] <3>

Cargo Holds: 20,000 cubic Meters <1>
Locations: deck 2 Midsection
Escape Pods None

PROPULSION SYSTEMS
Warp Drive Nacelles: Type Mark 1.2B <8>
Speed: 1.2/2.0/3.0
Embedded Nacelles <12>
PIS: Type A (1 hours at maximum warp) <2>
Impulse Engines Type: Class 1 (.25c/.5c) [5 Power/round] <8>
Location: Aft Port & Starboard Engineering
Reaction Control System: (.025c) [2 Power/round when in use] <3>

POWER SYSTEMS
Warp Engines Type: Class 3/E (Generates 175 Power) <43>
Impulse Engine(s): Class 1 (Generates 8 Power/engine/round)
Auxiliary Power: 2 reactors (Generate 5 Power/reactor/round) <6>
Emergency Power: Type A (Generates 25 Power/ round/use) <25>
EPS: Standard Power Transfer <15>
Standard Usable Power: 191

OPERATIONS SYSTEMS
Bridge: Forward Dorsal <15>
Auxiliary Control Room: None
Computers: Core 1: Forward [5 Power/round] <6>
Optical Date Network <9>

Navigational Deflector: [5 Power/round] <9>
Range: 8/15,000/40,000/125,000
Accuracy: 5/6/8/11
Location: Forward

SENSOR SYSTEMS
Long-range Sensors: [5 Power/Round] <6>
Range Package: Type Mark 2 (Accuracy 4/5/8/11)
High Resolution: 3 light-years (.3/.4-.8/.9-1.5/1.6-3.0)
Low Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
Strength Package: Class 1 (Strength 1)
Gain Package: Standard
Coverage: Standard

Lateral Sensors: [5 Power/round] <7>
Strength Package: Class 1 (Strength 1)
Gain Package: Standard
Coverage: Standard

Navigational Sensors: [5 Power/round] <7>
Strength Package: Class 1 (Strength 1)
Gain Package: Standard
Sensor Skill: 2

Flight Control Systems Autopilot: Shipboard Systems (Flight Control) 1, Coordination 1 [1 Power/Round] <4>

Navigation Computer <0>
Main: Class 1 [1 Power/Round]
Navigational Backups: 2 <2>

Inertial Damping Field
Main <6>
Strength: 7 [3 Power/round]
Number: 1
Backup <6>
Strength: 5 [2 Power/round]
Number 2
Attitude Control: [1 Power/round] <1>

Communications Systems <8>
Type: Class 4 [2 Power/round]
Strength: 4
Security: -2
Emergency Communications: [2 power/round] <1>

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

Transporters
Type: Personnel <13>
Pads: 5 [4 Power/use]
Emitter/Receiver Array: Personnel Type 3 (25,000 km range) [1 Power/use]
Energizing/Transition Coils: Class H (Strength 8)
Location: 1 forward bay

Security Systems:
Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <3>
Internal Force Fields: None bulkhead doors

Science Systems
Rating: 1 (+0) [1 Power/Round] <8>
Specialized Science Systems: None
Labs: 0

TACTICAL SYSTEMS
Forward Phaser Array <7>
Type: 4
Damage: 80 [8 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Class Alpha
Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward hull starboard
Firing Arc: 90 degrees forward
Firing Modes: Standard

TA/T/TS: Class Alpha [0 Power/Round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <9(x4=36)>
Shield Generator: Class 1 -- Protection 200 [20 Power/Shield/round] (+100 embedded nacelles)
Shield Grid: Type A (25% Increase to 250 Protection)
Subspace Field Distortion Amplifiers:
Class Beta Threshold: 60
Shield Recharge System: Class 1 (45 second recharge)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System: Yes <3>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 2 Size worth of ship <4>
Standard Compliment: 1 shuttlecraft

DESCRIPTION AND NOTES:
Fleet Data: Alien transport vessels are lightly armed and equipped with only the basic of shielding systems.

PERSONAL NOTES: This vessel originated as a light transport vessel used in a original series adventure. Later I used it as a Bajoran transport vessel in the Next Generation Era in confrontation with the U.S.S. Discovery NCC-62049 having abducted a couple of the ship's crewmembers and disabled the Discovery.

TOS Ptolemy Cargo pod
Class and Type: Standard transport pod
Commissioning Date:

HULL SYSTEMS
Size: 5
Length: 200 meters
Beam: 40 meters
Height: 40 meters
Decks: 12
Mass: unknown metric tons
SUs Available:
SUs Used:

Hull Outer ‹20›
Hull Inner ‹20›
Resistance Outer Hull: 6 ‹6›
Resistance Inner Hull: 6 ‹6›

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class H (Protection 40/60) ‹17›
Backup: Class H (Protection 20) ‹9›
Backup: Class H (Protection 20) ‹9›

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 214/436/7,000
Crew Quarters
Barracks: House 240 Crewmembers ‹4›
Spartan: 200 ‹10›
Basic: 200 ‹20›
Expanded: 10 ‹10›
Luxury: 5 ‹3›
Unusual: 5 ‹1›

Environmental Systems
Basic Life Support [11 Power/round] ‹20›
Reserve Life Support [6 Power/round] ‹10›
Emergency Life Support (30 emergency shelters) ‹10›
Gravity [3 Power/round] ‹5›
Consumable: 2 years' worth ‹20›
Manufacturing System
Food Processors: Mark VI [4 Power/round] ‹13›
Industrial Fabrication unit Mark VIII [5 power/round] ‹18›
Medical Facilities: 4 (+0) [6 Power/round] ‹20›
Recreation Facilities: 6 [6 Power/round] ‹36›
Personnel Transport: Turbolifts, Jefferies Tubes [2 Power/round] ‹15›
Fire Suppression System [1 Power/round when active] ‹5›

Cargo Holds: 30,000 cubic meters ‹1›
Locations: 8 locations

For cargo pod only Cargo Holds: 300,000 cubic meters ‹9›
Locations:

Escape Pods ‹9›
Number: 180
Capacity: 8 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: None

Impulse Engine
Type: Two Type 5C (.55c/.8c) [5/8 Power/round] ‹22 (x 2 = 44)›
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] ‹5›

POWER SYSTEMS
Warp Engine Type: Mark VII (generates Power/round) ‹›
Location: Engineering hull
Impulse Engine[s]: 2 Type 6 (generates 28 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) ‹12›
Emergency Power: Type E (generates 45 Power/round) ‹45›
EPS: Standard Power flow +50 Power transfer/round ‹40›
Standard Usable Power: 56

OPERATIONS SYSTEM
Bridge: Saucer dorsal ‹24›
Auxiliary Control Room: Engineering Hull ‹12›

COMPUTERS
Core 1: Saucer Section [5 Power/round] ‹12›
Core 2: Engineering Hull [5 Power/round] ‹12›
Uprating: Class Alpha (+1) [1 Power/computer/round] ‹4›
ODN ‹18›

Navigational Deflector [6 Power/round] ‹24›
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/9/12
Location: Forward of engineering hull

SENSOR SYSTEMS
LONG-RANGE SENSORS [5 Power/round] ‹24›
Range Package: Mark VI (Accuracy 4/5/8/11)
High Resolution: 5 Light-years (0.5/0.6 - 1.0/1.1 - 3.5/3.6 - 5.0)
Low Resolution: 15 Light-years (1.0/1.1 - 3.5/3.6 - 9.0/9.1 - 13.0)
Strength Package: Class 5 (Strength 3)
Gain Package: Standard
Coverage: Standard

LATERAL SENSOR [5 Power/round] ‹1105›
Strength Package: Class 5 (Strength 3)
Gain Package: Standard
Coverage: Standard

NAVIGATIONAL SENSOR [5 Power/round] ‹10›
Strength Package: Class 5 (Strength 3)
Gain Package: Standard
Sensor Skill: 2

FLIGHT CONTROL SYSTEMS
Autopilot: Shipboard systems (flight Control) 2, Coordination 2 [1 Power/round in use] <8>

NAVIGATIONAL COMPUTER
Main: Class 2 (+1) [1 Power/round] <2>
Backup: Two <2>

INERTIAL STABILIZERS
Main <24>
Strength: 9 [3 Power/round]
Number: 2
Backup <6>
Strength: 6 [2 Power/round]
Number: 2
Attitude control [2 Power/round] <2>

COMMUNICATIONS SYSTEMS
Type: Mark V [3 Power/round] <19>
Strength: 5
Security: -2 (Type A Uprating)
Basic Uprating: Type 1 (+1)
Emergency Communications: Yes [2 Power/round] <1>

TRACTOR BEAMS
Emitter: Class Alpha [3 power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Hanger Bay

Transporters
Type: Personnel [6 Power/use] <28>
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Locations: Two hull

Type: Emergency [7 power/use] <32>
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Locations: Two hull

Type: Cargo [2 Power/use] <20>
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Locations: two lower decks

Security Systems
Rating: 2 <8>
Anti-Intruder System: yes [1 Power/round] <6>
Internal Force Fields [1 Power/3 Strength] <6>

Science Systems
Rating 1 (+0) [1 Power/round] <10>
Specialized Systems: 0 <0>
Laboratories: 10 <1>

TACTICAL SYSTEMS
Phaser Bank <8 (x 4) = 32>
Type: IV
Damage: 80 [8 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward
Firing Arc: 180 degrees
Firing Modes: Standard, continuous, pulse, Wide-beam

Phaser Control Room <6>

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <20 (x 4) = 80>
Shield Generator: Class 2 (Protection 200) [20 Power/shield/round]
Shield grid: Type A (25% increase to 250 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 70)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System <6>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 40 size worth of ships <80>
Standard Compliment: 20 shuttles
Location(s): Aft Hull

DESCRIPTION AND NOTES
Fleet Data: Transport pods are generally pick-up, transport and drop from planet to planet -- space station to Space station. Starfleet employs several different versions for the cargo personnel transport and specialized containment pods. Each pod has its own internal arrangement designed to operate as a specifically as possible in multiple functions. Star Fleet generally use the Ptolemy

FERENGI CARGO SHUTTLE
Class and Type: Ferengi Cargo Shuttle
Commissioning Date: Varies
HULL SYSTEMS
Size 2
Length: 25.23 meters
Width: 17.38 meters
Height: 10.09 meters;
Deck 1
Mass 12.78 MT
SUs Available: 500
SUs Used: 466 (see text)

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

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 1 (Protection 40/60) <14>
Backup 1: Class 1 (Protection 20) <7>
Backup 2: Class 1 (Protection 20) <7>
Specialized Hull: Atmospheric Capability; Planetfall Capability <4>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/8/40
Crew Quarters:
Barracks: houses 4 crewmembers <1>
Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 2 week's worth <1>

Food Replicators: Usually none; at most, one food replicator [1 Power/round] <2>
Medical Facilities: Med kits only
Personnel Transport: Jefferies Tubes <2>
Fire Suppression System [1 Power/round when active] <2>
Cargo hold: 150 cubic meters <1>
Location: Aft hull

PROPULSION SYSTEMS
Warp drive Nacelles: Type 5 (5.0/6.0/7.0) <50>
PIS: Type J (up to 48 hours of Maximum warp) <20>
Impulse Engine Type: Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: Varies in position; typically aft
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 149 Power/round) <35>
Location: aft
Impulse Engine[s]: 1 class 2 (generates 16 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 165

OPERATIONS SYSTEM
Bridge: Forward <10>
Computers
Core 1: Amidship [5 Power/round] <4>
ODN <6>

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

SENSOR SYSTEMS
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (0.5/0.6-1.0/1.1- 3.5/3.6-5.0)
Low Resolution: 12 light-years (1.0/1.1-3.0/3.1- 8.0/8.1-12.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Lateral Sensor [5 Power/round] <12>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Coverage: Standard

Navigational Sensor [5 Power/round] <12>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard (+0)
Sensor Skill: 2

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 2, Coordination 1 [1 Power/round in use] <7>
Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 1 <0>

Inertial Damping Field
Main <8>
Strength: 2 (or higher if necessary)[3 Power/round]
Number: 2
Backup <2>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2

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

Transporters
Type: Personnel [3 Power/use] <10>
Pads: 2

Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Location: Aft of cockpit (bridge)

Security Systems
Rating: <0>
Anti-Intruder System: Yes [2 Power/round] <2>
Internal Force Fields [1 Power/3 Strength] <2>

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

TACTICAL SYSTEMS
Plasma weapon <28 (x 2) = 56>
Type: V
Damage: 120 [12 Power]
Number of Emitters: 120 (up to 3 shots per round)
Targeting systems: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location Forward Dorsal
Firing Arc: 240 degrees forward dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-beam

TA/T/TS: Class Alpha [0 Power/round]<6>
Strength: 7
Bonus: +0
Weapon Skill: 2
Shields (Forward, Aft, Port, Starboard)<14 (x 4)>
Shield Generator: Class 2 (Protection 400) [40 Power/shield/round]
Shield grid: Type b (33% increase to 532 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 150)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

DESCRIPTION NOTES:
Fleet Data: The Ferengi Cargo shuttle is a typical ship that is encountered by many of the independent Ferengi Traders and has the limited range and cargo. Similar in appearance to that of the Shuttlepod the Cargo shuttles.
Several Federation ships have encountered several cargo shuttles that the Ferengi government and civilian populace fields. Each has their own names and identifications like the Federation counterparts. Most carry names like Quark's treasure and Latimum Lady.

Personal Notes: There is not much to say about the Ferengi ships. Well there is a lot to say about the Ferengi Shuttle crafts and other ships I'm not the one to say it.

NEBULA CLASS *(ORIGINAL SPACEDOCK VERSION)*

Personal Note: There is nothing wrong with this version other than the torpedo launchers are two heavily armed. Lowering the torpedo spread down to eight would be a good start for down rating the version to a more adventure friendly. When we began looking at the Nebula Class for an Adventure series that would last more than a couple of adventures I was agreed upon that there would have to be change to the Nebula-class to fit the game.

That next day I sat down at the computer and searched the web taking notes at various web sights about the Nebula and came up with a good six pages that I was able to convert into the twin ships below and the Prototype that follows.

Much of the Nebula class we use is the same as the version Created by Steve Long with slight modifications to the vessel. I have severely down rated and uprated different systems to equate to that of a Galaxy-class. Much of the Nebula-class looked good for an adventure. There is some things that we have added to the ship not even created for the Spacedock systems. I deleted that from the displayed as they were specific to our adventure.

Sense first seeing the Phoenix style (MK I) of the Nebula-class I have always thought that this class would have been a good setting for an adventure series. I was not a great fan of this version and but was happy when the Sutherland (Mk II) came along with the diamond shaped sensor pod. The shields have been upgraded to a 1200 protection from the 1000 closer to the Galaxy class design and the torpedoes have been lowered to a spread of eight. Not much has changed on this version with the exception of the sensor are more sensitive than the Mk I 's sensors.

NEBULA CLASS STARSHIP

Class and Type: Nebula-class Exploration Cruiser MK I (Phoenix type) Science Vessel
Commissioning Date: 2357

HULL SYSTEMS
Size: 7
Length: 442.23 meters
Beam: 463.73 meters
Height: 130.43 meters
Decks: 33
Mass: 3,309,000 metric tons
SUs Available: 2,500
SUs Used: 2,450

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>
Structural Integrity Field [1 Power/ 10 Protection/round]
Main: Class 6 (Protection 90/130) <34>
Backup: Class 6 (Protection 50) <17>
Backup: Class 6 (Protection 50) <17>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 730/130/9,800

Crew Quarters
Basic: 600 <60>
Expanded: 200 <40>
Luxury: 50 <50>
Unusual: 20 <20>

Environmental Systems
Basic Life Support [12 Power/round] <28>
Reserve Life Support [6 Power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: 3 years' worth <21>

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

Medical Facilities: 9 (+2) [9 Power/round] <45>
Recreation Facilities: 8 [16 Power/round] <64>
Personnel Transport: Turbolifts
Jefferies Tubes [2 Power/round] <21>
Fire Suppression System [1 Power/round when active] <6>

Cargo Holds: 200,000 cubic meters <6>
Locations: Saucer port, saucer starboard, engineering, 10 other locations

Escape Pods <9>
Number: 160
Capacity: 8 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 6D <105>
Speed: 6.0/9.2/9.90 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: 3 Class 7 (.75c/.92c) [7/9 Power/round] <35>
Location: Saucer Aft port and Starboard.
Reaction Control System (.025c) [2 Power/round when in use] <7>

POWER SYSTEMS
Warp Engine Type: Class 11/Q (generates 595 Power/round) <125>
Location: Engineering section
Impulse Engine[s]: 2 class 7 (generates 56 Power/engine/round)

Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow +300 Power transfer/round <65>
Standard Usable Power: 742

OPERATIONS SYSTEM
Bridge: Saucer dorsal <35>
Auxiliary <21>

COMPUTERS
Core 1: Saucer Port [5 Power/round] <14>
Core 2: Saucer Starboard [5 Power/round] <14>
Core 3: Engineering [5 Power/round] <14>
Uprating: Class Alpha (+1) [1 Power/computer/round] <6>
ODN: <21>

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

SENSOR SYSTEMS
LONG-RANGE SENSORS [5 Power/round] <63>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6 - 1.0/1.1 - 3.8/3.9 - 5.0)
Low Resolution: 17 Light-years (1.0/1.1 - 6.0/6.1 - 13.0/13.1 - 17.0)
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: +3,000 substances/phenomena

LATERAL SENSOR [5 Power/round] <35>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: +3,000 substance's phenomena

NAVIGATIONAL SENSOR [5 Power/round] <24>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Probes: 100 probes of varying types
Sensor Skill: 5

FLIGHT CONTROL SYSTEMS Autopilot: Shipboard systems (flight Control) 3, Coordination 2 [1 Power/round in use] <11>

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

INERTIAL DAMPING FIELD <56>
Main
Strength: 9 [3 Power/round]
Number: 4
Backup <20>
Strength: 9 [2 Power/round]
Number: 5
Attitude control [2 Power/round] <2>

COMMUNICATIONS SYSTEMS
Type: Class 9 [2 Power/round] <24>
Strength: 9
Security: -5
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] <1>

TRACTOR BEAMS
Emitter: Class Delta [3 Power/Strength used/round] <12 (x3=24)>
Accuracy: 4/5/7/10
Location: Aft ventral & Forward dorsal

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

Transporters
Type: Personnel [5 Power/use] <68>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations: Three in saucer, one in Engineering hull

Type: Emergency [7 power/use] <68>
Pads: 22
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations: Three in Saucer, one in Engineering hull.

Type: Cargo [4 Power/use] <52>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations: Three in Saucer, one in Engineering hull

Security Systems
Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Fields [1Power/3 Strength] <7>

Science Systems
Rating 3 (+2) [3 Power/round] <22>
Specialized Systems: 3 <15>
Laboratories: 25 <6>

TACTICAL SYSTEMS
Saucer Dorsal Phaser Array <48>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)

Targeting system: Auto-Phaser Interlock (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer dorsal
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide beam

Saucer Ventral Phaser Array ‹48›
Type: X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting system: Auto-Phaser Interlock (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer Ventral
Firing Arc: 405 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide beam

Engineering Ventral Phaser Array ‹23›
Type: X
Damage: 200 [20 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting system: Auto-Phaser Interlock (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering Ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide beam

Starboard Pylon Phaser Array ‹19›
Type: X
Damage: 200 [20 Power]
Number of Emitters: 60 (up to 1 shots per round)
Targeting system: Auto-Phaser Interlock (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Standard pylon
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide beam

Port Pylon Phaser Array ‹19›
Type: X
Damage: 200 [20 Power]
Number of Emitters: 60 (up to 1 shots per round)
Targeting system: Auto-Phaser Interlock (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Port pylon
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide beam

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

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

Torpedoes Carried: 200 ‹20›

TA/T/TS: Class Gamma [2 Power/round] ‹12›
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) ‹100 (x 4)›
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)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) ‹8›
Auto-Destruct System ‹7›

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 30 size worth of ships ‹60›
Standard Compliment: 12 shuttles, 6 shuttlepods
Location(s): Saucer aft
Captain's Yatch: yes ‹10›

Branch - Crew (Officer/enlisted)
Command - 117 (34/83)
Operations
Engineering/Technical - 102 (30/72)
Operations, General - 204 (60/144)
Security/Tactical - 131 (38/93)
Science
Medical Support - 73 (21/52)
Science Research - 103 (30/73)

DESCRIPTION AND NOTES
Fleet Data:
The MK I type *Nebula*-Class has lower levels of weapons installed in the systems. The MK I was designed for the intense sensor scan of local areas of space. One of the vessels that were derived from the technologies designed from the *Galaxy-class Development Project*. Although the vessel is designed for multiple mission roles the MK I (Phoenix-class) in science missions operations and the limited military role for the vessel promoted the creation of the Mk II a heavier armed version. Do to the present need the more MK II's have been constructed of this Multi-role Cruiser than the MK I's lesser-armed systems. A number of the *Nebula*-class

starships where lost during the Dominion war.

Noteworthy vessels/service records/encounters: U.S.S. Nebula, (MKI), prototype; U.S.S. Monitor, (MKI), NCC-61826, sent to observe suspected Romulan incursion on Nelvana III (2366); U.S.S. Phoenix, NCC-65420, (MKI), attacked Cardassian ships under command of Captain Benjamin Maxwell (2367).

NEBULA CLASS
Class and Type: Nebula-class Exploration Cruiser MK II (Sutherland type) a.k.a. Tactical Vessel
Commissioning Date: 2357

HULL SYSTEMS
Size: 7
Length: 442.23 meters
Beam: 463.73 meters
Height: 130.43 meters
Decks: 33
Mass: 3,309,000 metric tons
SUs Available: 2,500
SUs Used: 2,470

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/ 10 Protection/round]
Main: Class 6 (Protection 90/130) <34>
Backup: Class 6 (Protection 50) <17>
Backup: Class 6 (Protection 50) <17>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 750/130/9,800

Crew Quarters
Barracks: none
Spartan: none
Basic: 700 <70>
Expanded: 200 <40>
Luxury: 50 <50>
Unusual: 20 <20>

Environmental Systems
Basic Life Support [12 Power/round] <28>
Reserve Life Support [6 Power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: 3 years' worth <21>
Food Replicators [7 Power/round] <7>
Industrial Replicators <16>
Type: Network of small replicators [2 Power/round]
Type: 3 large unit [2 power/replicator/round]
Medical Facilities: 9 (+2) [9 Power/round] <45>
Recreation Facilities: 8 [16 Power/round] <64>
Personnel Transport: Turbolifts
Jefferies Tubes [2 Power/round] <21>
Fire Suppression System [1 Power/round when active] <6>

Cargo Holds: 200,000 cubic meters <6>
Locations: Saucer port, saucer starboard, engineering, 10 other locations

Escape Pods <9>
Number: 160
Capacity: 8 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 6D <105>
Speed: 6.0/9.2/9.9 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: 3 Class 7 (.75c/.92c) [7/9 Power/round] <35>
Location: Saucer Aft port and Starboard.
Reaction Control System (.025c) [2 Power/round when in use] <7>

POWER SYSTEMS
Warp Engine Type: Class 11/Q (generates 595 Power/round) <125>
Location: Engineering section
Impulse Engine[s]: 1 class 7 (generates 56 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow +300 Power transfer/round <65>
Standard Usable Power: 707

OPERATIONS SYSTEM
Bridge: Saucer dorsal <35>
Auxiliary <21>

COMPUTERS
Core 1: Saucer Port [5 Power/round] <14>
Core 2: Saucer Starboard [5 Power/round] <14>
Core 3: Engineering [5 Power/round] <14>
Uprating: Class Alpha (+1) [1 Power/computer/round] <6>
ODN: <21>

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

SENSOR SYSTEMS
LONG-RANGE SENSORS [5 Power/round] <54>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6-1.0/1.1- 3.8/3.9-5.0)
Low Resolution: 17 Light-years (1.0/1.1-6.0/6.1- 13.0/13.1-17.0)
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: Standard

LATERAL SENSOR [5 Power/round] <26>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: Standard

NAVIGATIONAL SENSOR [5 Power/round] <24>

Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Probes: 100 probes of varying types
Sensor Skill: 5

FLIGHT CONTROL SYSTEMS
Autopilot: Shipboard systems (flight Control) 3,
Coordination 2 [1 Power/round in use] ‹11›

NAVIGATIONAL COMPUTER
Main: Class 3 (+2) [2 Power/round] ‹4›
Backup: 2 ‹2›

INERTIAL DAMPING FIELD ‹56›
Main
Strength: 9 [3 Power/round]
Number: 4
Backup ‹20›
Strength: 9 [2 Power/round]
Number: 5
Attitude control [2 Power/round] ‹2›

COMMUNICATIONS SYSTEMS
Type: Class 9 [2 Power/round] ‹24›
Strength: 9
Security: -5
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] ‹1›

TRACTOR BEAMS
Emitter: Class Delta [3 Power/Strength used/round] ‹12 (x 2 = 24)›
Accuracy: 4/5/7/10
Location: Aft ventral, Forward dorsal
Emitter: Class Alpha [3 power/Strength used/round] ‹3›
Accuracy: 5/6/8/11
Location: Shuttlebay

Transporters
Type: Personnel [5 Power/use] ‹68›
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations: Three in saucer, one in Engineering hull

Type: Emergency [7 power/use] ‹68›
Pads: 22
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations: Three in Saucer, one in Engineering hull.

Type: Cargo [4 Power/use] ‹52›
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations: Three in Saucer, one in Engineering hull

Security Systems
Rating: 4 ‹16›
Anti-Intruder System: Yes [1 Power/round] ‹7›
Internal Force Fields [1Power/3 Strength] ‹7›

Science Systems
Rating 3 (+2) [3 Power/round] ‹22›
Specialized Systems: 3 ‹15›
Laboratories: 25 ‹6›

TACTICAL SYSTEMS
Saucer Dorsal Phaser Array ‹48›
Type: X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting system: Auto-Phaser Interlock (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer dorsal
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide beam

Saucer Ventral Phaser Array ‹48›
Type: X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting system: Auto-Phaser Interlock (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer Ventral
Firing Arc: 405 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide beam

Engineering Ventral Phaser Array ‹23›
Type: X
Damage: 200 [20 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting system: Auto-Phaser Interlock (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering Ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide beam

Engineering Aft Phaser Array ‹19›
Type: X
Damage: 200 [20 Power]
Number of Emitters: 60 (up to 1 shots per round)
Targeting system: Auto-Phaser Interlock (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering Aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, Continuous, Pulse, wide beam

Starboard Pylon Phaser Array ‹19›
Type: X
Damage: 200 [20 Power]
Number of Emitters: 60 (up to 1 shots per round)

Targeting system: Auto-Phaser Interlock (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Standard pylon
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide beam

Port Pylon Phaser Array ‹19›
Type: X
Damage: 200 [20 Power]
Number of Emitters: 60 (up to 1 shots per round)
Targeting system: Auto-Phaser Interlock (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Port pylon
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide beam

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

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

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

TA/T/TS: Class Gamma [2 Power/round] ‹12›
Strength: 9
Bonus: +2
Weapon Skill: 5
Shields (Forward, Aft, Port, Starboard) ‹100 (x 4 = 400)›
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)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) ‹8›
Auto-Destruct System ‹7›

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 30 size worth of ships ‹60›
Standard Compliment: 12 shuttles, 6 shuttlepods
Location(s): Saucer aft
Captain's Yatch: yes ‹10›

Branch - Crew (Officer/enlisted)
Command - 117 (34/83)
Operations
Engineering/Technical - 102 (30/72)
Operations, General - 204 (60/144)
Security/Tactical - 131 (38/93)
Science
Medical Support - 73 (21/52)
Science Research - 103 (30/73)

DESCRIPTION AND NOTES
Fleet Data: Thanks to its combination of advance tactical and scientific systems, the Nebula-class has proven to be one of Starfleet's most successful starship designs. As of 2375, it is one of the most common modern-design large ships in the fleet. The MK I type *Nebula*-Class has lower levels of weapons installed in the systems. The MK I was designed for the intense sensor scan of local areas of space. One of the vessels that was derived from the technologies designed from the *Galaxy-class Development Project*. Although the vessel is designed for multiple mission roles the MK I (Phoenix-class) in science missions operations and the limited military role for the vessel promoted the creation of the Mk II a heavier armed version. The aft Photon Torpedo launcher moved to the aft area of the Nebula's new wedge shaped over head pod giving the reminisce closer to that of Miranda-class starship designs.

Do to the present need the more MK II's have been constructed of this Multi-role Cruiser than the MK I's lesser-armed systems. A number of the *Nebula*-class starships where lost during the Dominion war.
Noteworthy vessels/service records/encounters: U.S.S. Sutherland, NCC-72015, (MKII), participated in blockade of Duras faction during the Klingon Civil War under the command of Lieutenant Commander Data (2367-2368); U.S.S. Bellerephon, NCC-62048, (MKII), destroyed in the battle of Wolf 359 (2367); U.S.S. Endeavor, NCC-71805, (MKII), served in the blockade of Duras faction during Klingon civil war, survived the battle of Wolf 359 with heavy damage (2367-68); U.S.S. Farragut, NCC-60591, (MKII), destroyed by the Klingons near the Lembatta

Cluster (2373). Also in service: U.S.S. Hera, NCC- 62006 (MKII),; U.S.S. Merrimack, NCC-61827 (MKI); U.S.S. Discovery, NCC-62049 (Mk II).

PROTOTYPE
NEBULA CLASS STARSHIP
Class and Type: Nebula-class Exploration Cruiser MK III (Unknown type)
Commissioning Date: 2357

HULL SYSTEMS
Size: 7
Length: 440 meters
Beam: 467 meters
Height: 130 meters
Decks: 33
Mass: 3,309,000 metric tons
SUs Available: 2,500
SUs Used: 2,453

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/ 10 Protection/round]
Main: Class 6 (Protection 90/130) <34>
Backup: Class 6 (Protection 50) <17>
Backup: Class 6 (Protection 50) <17>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 750/200/9,800

Crew Quarters
Barracks: none
Spartan: none
Basic: 700 <70>
Expanded: 200 <40>
Luxury: 50 <50>
Unusual: 20 <20>

Environmental Systems
Basic Life Support [12 Power/round] <28>
Reserve Life Support [6 Power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: 3 years' worth <21>

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

Medical Facilities: 9 (+2) [9 Power/round] <45>
Recreation Facilities: 8 [16 Power/round] <64>
Personnel Transport: Turbolifts
Jefferies Tubes [2 Power/round] <21>
Fire Suppression System [1 Power/round when active] <6>

Cargo Holds: 200,000 cubic meters <6>
Locations: Saucer port, saucer starboard, engineering, 10 other locations

Escape Pods <9>
Number: 160
Capacity: 8 person per pod

PROPULSION SYSTEMS
Warp drive Primary Nacelles: Type 6D <105>
Speed: 6.0/9.2/9.90 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Secondary Nacelles: Type 5 <50>
Speed: 5.0/6.0/7.0 [1 power/.2 warp speed]
PIS: Type B (5 hours of Maximum warp) <4>

Impulse Engine Type: 2 Class 7 (.75c/.92c) [7/9 Power/round] <35>
Location: Saucer Aft port and Starboard.
Reaction Control System (.025c) [2 Power/round when in use] <7>

POWER SYSTEMS
Warp Engine
Type: Class 11/Q (generates 595 Power/round) <125>
Location: Engineering section
Impulse Engine[s]: 2 class 7 (generates 56 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow +300 Power transfer/round <65>
Standard Usable Power: 707

OPERATIONS SYSTEM
Bridge: Saucer dorsal <35>
Auxiliary <21>

COMPUTERS
Core 1: Saucer Port [5 Power/round] <14>
Core 2: Saucer Starboard [5 Power/round] <14>
Core 3: Engineering [5 Power/round] <14>
Uprating: Class Alpha (+1) [1 Power/computer/round] <6>
ODN: <21>

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

SENSOR SYSTEMS
LONG-RANGE SENSORS [5 Power/round] <63>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6 - 1.0/1.1 - 3.8/3.9 - 5.0)

Low Resolution: 17 Light-years (1.0/1.1 - 6.0/6.1 - 13.0/13.1 - 17.0)
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: +3,000 substances/phenomena

LATERAL SENSOR [5 Power/round] <35>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: +3,000 substance's phenomena

NAVIGATIONAL SENSOR [5 Power/round] <24>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Probes: 100 probes of varying types
Sensor Skill: 5

FLIGHT CONTROL SYSTEMS
Autopilot: Shipboard systems (flight Control) 3, Coordination 2 [1 Power/round in use] <11>

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

INERTIAL DAMPING FIELD <56>
Main
Strength: 9 [3 Power/round]
Number: 4
Backup <20>
Strength: 9 [2 Power/round]
Number: 5
Attitude control [2 Power/round] <2>

COMMUNICATIONS SYSTEMS
Type: Class 9 [2 Power/round] <24>
Strength: 9
Security: -5
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] <1>

TRACTOR BEAMS
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Aft ventral
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Forward dorsal
Emitter: Class Alpha [3 power/Strength used/round] <3>
Accuracy: 5/6/8/11
Location: Shuttlebay
Transporters
Type: Personnel [5 Power/use] <68>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations: Three in saucer, one in Engineering hull

Type: Emergency [7 power/use] <68>
Pads: 22
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations: Three in Saucer, one in Engineering hull.

Type: Cargo [4 Power/use] <52>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations: Three in Saucer, one in Engineering hull

Security Systems
Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Fields [1Power/3 Strength] <7>

Science Systems
Rating 3 (+2) [3 Power/round] <22>
Specialized Systems: 3 <15>
Laboratories: 25 <6>

TACTICAL SYSTEMS
Saucer Dorsal Phaser Array <48>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting system: Auto-Phaser Interlock (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer dorsal
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide-beam

Saucer Ventral Phaser Array <48>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)
Targeting system: Auto-Phaser Interlock (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Saucer Ventral
Firing Arc: 405 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam
Engineering Ventral Phaser Array <23>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting system: Auto-Phaser Interlock (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Engineering Ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide-beam

Starboard Pylon Phaser Array <19>
Type: X

Damage: 200 [20 Power]
Number of Emitters: 60 (up to 1 shots per round)
Targeting system: Auto-Phaser Interlock (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Standard pylon
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

Port Pylon Phaser Array <19>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 60 (up to 1 shots per round)
Targeting system: Auto-Phaser Interlock (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Port pylon
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide-beam

Forward Ventral Torpedo Launcher <15>
Standard Load: Standard Type II Photon Torpedo (200 Damage),
Spread: 8
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Engineering section above the main deflector
Firing Arc: Forward, but are self-guided

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

Torpedoes Carried: 150 <150>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <100 (x 4 = 100)>
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)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <7>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 30 size worth of ships <60>
Standard Compliment: 12 shuttles, 6 shuttlepods
Location(s): Saucer aft
Captain's Yatch: yes <10>

Branch - Crew (Officer/enlisted)
Command - 120 (35/85)
Operations
Engineering/Technical - 105 (30/75)
Operations, General - 210 (61/149)
Security/Tactical - 135 (39/96)
Science
Medical Support - 75 (22/53)
Science Research - 105 (30/75)

DESCRIPTION AND NOTES
Fleet Data: There is not much written about this prototype other than it perished at the battle of wolf 359 with the Borg.

Personal Note: This version is similar to that of the Mk I 's design in the above with the exception that this version has a secondary warp nacelles that are below half the SU's rating.

Interesting design the secondary nacelles are not really needed as they are weaker and less efficient to that of the primary nacelles as a back up they are a waste a ship requiring a secondary warp drive is a waste. A ship with the need of a secondary warp system would never be allowed to leave Spcaedock as it would be worked on as a project to prevent the failure to the systems. The failure of a warp drive would be a fatal accident to the crew of the ships.

SON'A BATTLESHIP
Class and Type: Son'a Battleship
Commissioning Date: unknown

HULL SYSTEMS
Size: 10
Length: 855. meters
Beam: 1,055 meters
Height: 200 meters
Decks: 50
Mass: 9,000,000 metric tons
SUs Available: 3,750
SUs Used: 3534

Hull Outer <40>
Hull Inner <40>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Structural Integrity Field [1 Power/ 10 Protection/round]
Main: Class 5 (Protection 80/120) <34>
Backup 1: Class 5 (Protection 40) <17>
Backup 2: Class 5 (Protection 40) <17>

PERSONNEL SYSTEMS
Class/Passengers/Evac:
1,400/200/10,000

Crew Quarters
Spartan: None
Basic: 1000 <100>
Expanded: 400 <80>
Luxury: 200 <200>
Unusual: 5 <5>

Environmental Systems
Basic Life Support [12 Power/round] <40>
Reserve Life Support [6 power/round] <20>
Emergency Life Support (60 emergency shelters) <20>
Gravity [5 Power/round] <10>
Consumable: 3 years' worth <30>
Food Replicators [10 Power/round] <10>
Industrial Replicators
Type: Network of small replicators [2 Power/round] <10>
Type: 3 Large unit [2 power/replicator/round] <9>
Medical Facilities: 10 (+2) [10 Power/round] <50>
Recreation Facilities: 8 [16 Power/round] <64>

Personnel Transport: Turbolifts, Jefferies Tubes [2 Power/round] <30>
Fire Suppression System [1 Power/round when active] <10>

Cargo Holds: 400,000 cubic meters <12>
Locations: 22 main cargo holds and other minor holds throughout the ship

Escape Pods <11>
Number: 200
Capacity: 8 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 6D <105>
Speed: 6.0/9.2 (9.4)/9.9 [1 power/.2 warp speed]
(Uprating package 2 to sustainable +0.2) <4>
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: 2 Class 7 (.75c/.92c) [7/9 Power/round] <35 (x 2 = 70)>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <10>

POWER SYSTEMS
Warp Engine Type: Class 12/R (generates 630 Power/round) <133>
Location: Engineering section
Impulse Engine[s]: 2 class 7 (generates 56 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +100 Power transfer/round <60>
Standard Usable Power: 742

OPERATIONS SYSTEM
Bridge: Saucer section dorsal <50>
Auxiliary Control Room: Engineering section <30>

Computers Core 1: Saucer section, port [5 Power/round] <20>
Computers Core 2: Saucer section, starboard [5 Power/round] <20>
Uprating: Class Beta (+2) [2 Power/computer/round] <8>
ODN <30>

Navigational Deflector [5 Power/round] <40>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward Ventral

Sensor Systems
Long-range Sensors [5 Power/round] <38>
Range Package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1- 3.5/3.6-5.0)
Low Resolution: 14 light-years (1/1.1-3.5/3.6 - 10.0/10.1-14.0)
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensor [5 Power/round] <38>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensor [5 Power/round] <38>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)

Probes: 50 probes of varying types <5>
Sensor Skill: 4

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

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

Inertial Damping Field
Main <120>
Strength: 9 [3 Power/round}
Number: 6
Backup <60>
Strength: 6 [2 Power/round]
Number: 6
Attitude control [2 power/round] <3>

Communications Systems
Type: Class 8 [2 Power/round] <16>
Strength: 8
Security: -3
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Aft ventral

Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Forward ventral (above deflector)

Emitter: Class Alpha [3 power/Strength used/round] <6>
Accuracy: 5/6/8/11
Location: Shuttlebay 1and 2

Transporters
Type: Personnel [5 Power/use] <102>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations: 6 located through out the ship

Type: Cargo [4 Power/use] <72>
Pads: 500 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and location: 6 on cargo deck

Security Systems
Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <10>
Internal Force Fields [1 Power/3 Strength] <10>

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

TACTICAL SYSTEMS
Heavy Phaser Array <61 (x4=244)>
Type: XIIA
Damage: 250 [25 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: four forward
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide beam

Phaser Array <23 (x20=460)>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: 20 various locations
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide beam

Isolytic *(Sub-space)* Weapons <50>
Type: Large
Damage: 900 [90 Power] (Tear 1 on 1d6)
Number of Emitters: (up to 1 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward Ventral

Photon Torpedo Launcher <17 (x6=102)>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: four forward, two aft
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 200 <20>

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

Shields (Forward, Aft, Port, Starboard) <130 (x 4 = 520)>
Shield Generator: Class 6 (Protection 1200) [120 Power/shield/round]
Shield grid: Type C (50 % increase to 1800 Protection)
Subspace Field Distortion Amplifiers: Class Theta (Threshold 400)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>

Auto-Destruct System <10>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 50 size worth of ships <100>
Standard Compliment: 20 shuttles, 5 shuttlepods
Location(s): 2 Main shuttlebay (Port and Starboard)

DESCRIPTION AND NOTES
Fleet Data: Although not the largest Son'a Created weapons platform the Battleship is the most dangerous to any vessel in confrontation with it.

Bristling with weapons that are more than a match for a Federation Galaxy-class starship. In combat the Son'a vessel has only a single draw back as being to large to maneuver adequately against a vessel of similar size or smaller.

Build as a warship to subjugate worlds under the Son'a as a labor class. Once the Son'a has gained the loyalty, the subjugated people are placed in positions where trust must be paramount in battle. The few Son'a people are located throughout the scattered fleet of ships.

Noteworthy vessels/service records/encounters: The Actual number of the ships constructed is not known by anyone outside the Son'a Leaders. Two battleship vessels encountered by the Federation starship U.S.S. Enterprise NCC-1701-E in the briar patch nebula, one lost the second badly damaged in the conflict. Several were used to deliver Ketracel white to the Dominion crossing the Federation lines to do so, violating a trade embargo on all that allied with the Dominion.

SOVEREIGN CLASS STARSHIPS

Plus Star Trek: Nemesis's new Phaser strips and Photon Torpedo Launchers
Class and Type: *Sovereign*-Class Explorer
Commissioning Date: 2370

HULL SYSTEMS
Size: 8
Length: 685.34 meters
Beam: 242.56 meters
Height: 137.82 meters
Decks: 24
Mass: 3,900,000 metric tones
SUs Available: 3,150
SUs Used: 3,061 *(3217)*

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 8 <12>
Resistance Inner Hull: 8 <12>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 6 (Protection 90/130) <35>
Backup 1: Class 6 (Protection 50) <18>
Backup 2: Class 5 (Protection 50) <18>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 855/200/13,000

Crew Quarters
Basic: 800 <80>
Expanded: 230 <46>
Luxury: 45 <45>
Unusual: 25 <25>

Environmental Systems
Basic Life Support [12 Power/round] <32>
Reserve Life Support [6 power/round] <16>
Emergency Life Support (48 emergency shelters) <16>
Gravity [4 Power/round] <8>
Consumable: 3 years' worth <24>

Food Replicators [8 Power/round] <8>
Industrial Replicators <17>
Type: Network of small replicators [2 Power/round]
Type: 3 Large unit [2 power/replicator/round]

Medical Facilities: 10 (+2) [10 Power/round] <50>
EMH: Mark I [2 Power/round when active] <5>
Recreation Facilities: 8 [16 Power/round] <64>
Location & type: four main holodecks; 20 personal holodecks; large, pleasant eating facilities; 2 large lounges; 4 small lounges
Personnel Transport: Turbolifts, Jefferies Tubes [2 Power/round] <24>
Fire Suppression System [1 Power/round when active] <8>
Cargo Holds: 133,000 cubic meters <4>
Locations: Saucer Port, Saucer starboard, 15 other locations

Escape Pods <10>
Number: 180
Capacity: 8 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 8 <138>
Speed: 6.0/9.6/9.95 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: Class 8 (.75c/.95c) [7/9 Power/round] <40 (x 2 = 80)>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <8>

POWER SYSTEMS
Warp Engine Type: Class 13/S (generates 699 Power/round) <145>
Location: Engineering section
Impulse Engine[s]: 2 class 8 (generates 64 Power/engine/round)
Auxiliary Power: 6 reactors (generates 5 Power/reactor/round) <8>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +350 Power transfer/round <73>
Standard Usable Power: *777*

OPERATIONS SYSTEM
Bridge: Saucer section dorsal <40>

Computers (Bio-neutral)
Core 1: Saucer section, port [5 Power/round] <24>
Core 2: Saucer section, starboard [5 Power/round] <24>
Core 3: Engineering section [5 Power/round] <24>
Uprating: Class Beta (+2) [2 Power/computer/round] <12>
ODN <24>

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

Sensor Systems
Long-range Sensors [5 Power/round] <54>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1- 13.0/13.1-17)
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensor [5 Power/round] <26>
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensor [5 Power/round] <24>
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Probes: 80 probes of varying types <6>
Sensor Skill: 5

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 4,
Coordination 3 [1 Power/round in use] <15>

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

Inertial Damping Field
Main <64>
Strength: 9 [3 Power/round}
Number: 4
Backup <16>
Strength: 6 [2 Power/round]
Number: 6
Attitude control [2 power/round] <2>
Specialized Flight Control: Manual Steering Column [1 Power/round in use] <1>

Communications Systems
Type: Class 9 [2 Power/round] <26>
Strength: 9
Security: -5 (Class Gamma uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: Yes [2 Power/round] <1>
Holocommunications: Yes <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Forward dorsal

Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Forward ventral

Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Aft ventral

Emitter: Class Alpha [3 power/Strength used/round] <6>
Accuracy: 5/6/8/11
Location: One in each Shuttlebay

Transporters
Type: Personnel [5 Power/use] <108>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class I (Strength 9)
Number and Locations: Four in saucer section, two
in engineering section

Type: Emergency [7 power/use] <108>
Pads: 22
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class I (Strength 9)
Number and Location" Four in saucer section, two in Engineering section

Type: Cargo [4 Power/use] <112>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class I (Strength 9)
Number and location: Five in saucer, three in Engineering hull

Security Systems
Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <8>
Internal Force Fields [1 Power/3 Strength] <8>

Science Systems
Rating 3 (+2) [3 Power/round] <23>
Specialized Systems: 3 <15>
Laboratories: 30 <8>

TACTICAL SYSTEMS
Saucer Dorsal Forward Phaser Array <57>
Type: XII
Damage: 240 [24 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Saucer Dorsal Forward
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide beam

Saucer Dorsal Aft port Phaser Array 1 <27>
Type: XII
Damage: 240 [24 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Saucer Dorsal aft port
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide beam

Saucer Dorsal Aft Starboard Phaser Array 1 <27>
Type: XII
Damage: 240 [24 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Saucer Dorsal aft Starboard
Firing Arc: 250 degrees dorsal and aft starboard
Firing Modes: Standard, Continuous, Pulse, wide beam

Saucer Dorsal Aft port Phaser Array 2 <20>
Type: XII
Damage: 240 [24 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Saucer Dorsal aft port
Firing Arc: 250 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide beam

Saucer Dorsal Aft starboard Phaser Array 2 <20>
Type: XII
Damage: 240 [24 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Saucer Dorsal aft starboard
Firing Arc: 250 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide beam

Saucer Dorsal Aft port Phaser Array 3 <18>
Type: XII
Damage: 240 [24 Power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Saucer Dorsal aft port
Firing Arc: 250 degrees dorsal and aft port
Firing Modes: Standard, Continuous, Pulse, wide beam

Saucer Dorsal Aft Starboard Phaser Array <18>
Type: XII
Damage: 240 [24 Power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Saucer Dorsal aft Starboard
Firing Arc: 250 degrees dorsal and aft starboard
Firing Modes: Standard, Continuous, Pulse, wide beam

Saucer Ventral Forward Starboard Phaser Array <56>
Type: XII
Damage: 240 [24 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Saucer ventral forward
Firing Arc: 360 degrees dorsal and aft Starboard
Firing Modes: Standard, Continuous, Pulse, wide beam

Saucer Ventral Forward Port Phaser Array <56>
Type: XII
Damage: 240 [24 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Saucer ventral forward
Firing Arc: 360 degrees Ventral and port
Firing Modes: Standard, Continuous, Pulse, wide beam

Saucer Ventral aft Starboard Phaser Array <22>
Type: XII
Damage: 240 [24 Power]
Number of Emitters: 60 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Saucer ventral forward
Firing Arc: 360 degrees Ventral and aft Starboard
Firing Modes: Standard, Continuous, Pulse, wide beam

Saucer Ventral aft port Phaser Array <22>
Type: XII
Damage: 240 [24 Power]
Number of Emitters: 60 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Saucer ventral forward
Firing Arc: 360 degrees Ventral and aft Port
Firing Modes: Standard, Continuous, Pulse, wide beam

Engineering Ventral Phaser Array <27>
Type: XII
Damage: 240 [24 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Engineering ventral
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, wide beam

Dorsal Aft starboard Warp nacelle pylon Phaser Array <20>
Type: XII
Damage: 240 [24 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Saucer Dorsal aft starboard
Firing Arc: 250 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide beam

Dorsal Aft Port Warp nacelle pylon Phaser Array <20>
Type: XII
Damage: 240 [24 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Saucer Dorsal aft starboard
Firing Arc: 250 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide beam

Ventral Aft starboard Warp nacelle pylon Phaser Array <20>
Type: XII
Damage: 240 [24 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Saucer Dorsal aft starboard
Firing Arc: 250 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide beam

Ventral Aft Port Warp nacelle pylon Phaser Array <20>
Type: XII
Damage: 240 [24 Power]
Number of Emitters: 50 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Saucer Dorsal aft starboard
Firing Arc: 250 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, wide beam

Forward Ventral Torpedo Launcher <19>
Standard Load: Mark I quantum torpedo (400 Damage), Type II photon torpedo (200 Damage)
Spread: 12
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 3/4/6/9
Power: [20 + 5 per torpedo fired]
Location: Forward ventral, dorsal of navigational deflector
Firing Arc: Forward, but are self-guided

Forward Dorsal Torpedo Launcher <19>
Standard Load: Mark I quantum torpedo (400 Damage), Type II photon torpedo (200 Damage)
Spread: 12
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 3/4/6/9
Power: [20 + 5 per torpedo fired]
Location: Saucer forward dorsal
Firing Arc: Forward, but are self-guided

Saucer Aft Port Torpedo Launcher <19>
Standard Load: Mark I quantum torpedo (400 Damage), Type II photon torpedo (200 Damage)
Spread: 12
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 3/4/6/9
Power: [20 + 5 per torpedo fired]
Location: aft saucer, port
Firing Arc: Aft, but are self-guided

Saucer Aft Starboard Torpedo Launcher <19>
Standard Load: Mark I quantum torpedo (400 Damage), Type II photon torpedo (200 Damage)
Spread: 12
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 3/4/6/9
Power: [20 + 5 per torpedo fired]
Location: aft saucer, Starboard
Firing Arc: Aft, but are self-guided

Forward Dorsal Torpedo Launcher <19>
Standard Load: Mark I quantum torpedo (400 Damage), Type II photon torpedo (200 Damage)
Spread: 12
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 3/4/6/9
Power: [20 + 5 per torpedo fired]
Location: Forward Saucer, Deck 2
Firing Arc: Forward, but are self-guided

Forward Dorsal Torpedo Launcher <19>
Standard Load: Mark I quantum torpedo (400 Damage), Type II photon torpedo (200 Damage)
Spread: 12
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 3/4/6/9
Power: [20 + 5 per torpedo fired]
Location: Forward dorsal, saucer
Firing Arc: Forward, but are self-guided

Aft Dorsal Torpedo Launcher <19>
Standard Load: Mark I quantum torpedo (400 Damage), Type II photon torpedo (200 Damage)
Spread: 12
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 3/4/6/9
Power: [20 + 5 per torpedo fired]
Location: Aft Dorsal, above the shuttle bays
Firing Arc: Forward, but are self-guided

Aft Dorsal Torpedo Launcher <19>
Standard Load: Mark I quantum torpedo (400 Damage), Type II photon torpedo (200 Damage)
Spread: 12
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 3/4/6/9
Power: [20 + 5 per torpedo fired]
Location: Aft Dorsal, above saucer exterior
docking bays
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 300 <30>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <114 (x 4)>
Shield Generator: Class 6 (Protection 1300) [130 Power/shield/round]
Shield grid: Type C (50 % increase to 1950 Protection)
Subspace Field Distortion Amplifiers: Class Eta (Threshold 430)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <8>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 30 size worth of ships <60>
Standard Compliment: 12 shuttles, 6 shuttlepods
Location(s): aft Engineering, aft saucer
Captain's Yatch: yes <10>

DESCRIPTION AND NOTES
Fleet Data: The current flagship of the United Federation of Planets, the U.S.S. Enterprise-E is a vessel of a new class and type, the Sovereign-class Heavy Explorer. The most powerful and technologically sophisticated starship ever created by Starfleet (except perhaps for the U.S.S. Prometheus), it represents the pinnacle of over 200 years of advances in starship design and technology.

The Sovereign-class was designed following the Battle of Wolf 359, where Starfleet's staggering losses forced it to approach starship construction with a new appreciation for the defense aspects of its mission. A task force composed of personnel from the officer of strategic Operations, the Theoretical Propulsion group, space frame Design, and the Tactical Operations Group labored for years in conjunction with Starfleet Research and Development to create the technologies needed for a new, more powerful group of ships. The results include the pulse phaser cannon, ablative hull armor, bio-neural computer systems, the quantum torpedo, and many new space frame designs. These were incorporated into the new ships of the Perimeter Defense Directive and, in many cases, into the Sovereign-class as well.

Incorporating advances in space frame design and ship mission conceptualization, the Advanced Starship Design Bureau created a hull for the Sovereign-class, which was sleek and powerful, like an arrow shot into the wilds by an errant explorer or a dart, aimed at the heart of the Federation's enemies. Working from the baseline of the Galaxy-class Explorer, they lengthened the frame while reducing its height, thus decreasing its profile to enemy attack. The saucer and Engineering hull merged into each other shamelessly, with no saucer separation feature since the ship would carry few, if any civilian personnel. Rather than follow the lead of the Defiant-, Saber- and Streamrunner-classes, which draw the vulnerable warp nacelles into the body of the ship, the Sovereign Design Group chose to employ a traditional nacelle pylon configuration to improve the ship's warp profile.

The Sovereign-class's weaponry is similarly advanced. Its 12 phaser arrays incorporate new,
experimental type XII ships phaser emitters, making them the most powerful phaser ever mounted on a starship. Its three torpedo launchers fire the new quantum torpedoes. Following a successful launch of the test bed U.S.S. Sovereign in 2370, Starfleet began work on the first functional Sovereign-class vessel, the U.S.S. Enterprise-E. Two years later that ship launched under the command of Captain Jean-Luc Picard, and so far shows all signs of living up to, and even surpassing, the glorious record established by the ships to bear her name previously.

Noteworthy vessels/service records/encounters: U.S.S. Sovereign, prototype; U.S.S. Enterprise-E, NCC-1701-E, prevented Borg temporal attack on Earth (2372), Prevented unjustified displacement of the Ba'ku people (2375).

Nemesis Notes: The italicized notes that these are addition added after the Movie Star Trek: Insurrection. The Two Phaser Strips on the Trailing edges of the Warp nacelles pylons, port and starboard, Ventral and Dorsal, installed some time after the Dominion War. These give an excellent firing angles on any ship above, below or directly behind. Only minor firing patterns on the Starboard and Port due to the nacelles.

Yet the saucer phaser strips can cover blind spots on the pylons.

The Photon Torpedo launchers added were really just an addition not needed but allow the ship to fire more than one shot on a target. The multiple launchers are capable of targeting four more targets and firing simultaneously.

THIS IS THE FIRST VERSION OF THE REMAN SCIMITAR STARSHIP
Class and Type: Scimitar-Class Heavy Warbird
Commissioning Date: Mid-24th century

Hull Systems
Size: 11
Length: 890.6 meters
Beam: 1351.15 meters
Height: 245 meters
Decks: 70
Mass: 5,529,000 metric tons
SUs Available: 4,000
SUs Used: 8208

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Ablative Armor: 1500 <300>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 7 (Protection 100/150) <40>
Backup 1: Class 7 (Protection 50) <20>
Backup 2: Class 7 (Protection 50) <20>

Personnel Systems
Crew/Passengers/Evac: 600/1200/10,000

Crew Quarters
Barracks: Houses 1020 Crewmembers <17>
Spartan: 400 <20>
Basic: 300 <30>
Expanded: 60 <12>
Luxury: 20 <20>
Unusual: 10 <10>

Environmental Systems
Basic Life Support [12 Power/round] <44>
Reserve Life Support [6 power/round] <22>
Emergency Life Support (60 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 3 years' worth <33>

Food Replicators [11 Power/round] <11>
Industrial Replicators <20>
Type: Network of small replicators [2 Power/round]
Type: 3 large unit [2 power/replicator/round]

Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 6 [2 Power/round] <48>
Personnel Transport: Turbolifts, Jefferies Tubes [2 Power/round] <44>
Fire Suppression System [1 Power/round when active] <11>

Cargo Holds: 500,000 cubic meters <15>
Locations: aft hull and 20 other locations

Escape Pods <16>
Number: 300
Capacity: 8 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 7C9 <137>
Speed: 7.0/9.6/9.9 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Special Notes: Embedded warp nacelle <44>
Impulse Engine Type: 2 Class 8 (.75c/.95c) [7/9 Power/round] <22 (x 2 = 44)>
Location: Main aft hull
Reaction Control System (.025c) [2 Power/round when in use] <10>

POWER SYSTEMS
Warp Engine Type: 1 modified Class 13/S
Quantum Singularity Engine (generates 2254 Power/round) <301>
Location: Main hull
Impulse Engine[s]: 2 class 8 (generates 128 Power/engine/round)
Auxiliary Power: 12 reactors (generates 5 Power/reactor/round) <26>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +1200 Power transfer/round <165>
Standard Usable Power: 2382

OPERATIONS SYSTEM
Bridge: Saucer section dorsal <55>

Computers
Core 1: Main Hull, [5 Power/round] <20>
Core 2: Main Hull [5 Power/round] <20>
Uprating: Class Beta (+2) [2 Power/computer/round] <12>
ODN <33>

Navigational Deflector [5 Power/round] <44>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Ventral
Auxiliary Deflector [5 power/round] <11>

Sensor Systems
Long-range Sensors [5 Power/round] <40>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1- 3.5/3.6-5.0)
Low Resolution: 17 light-years (1/1.1-3.5/3.6 - 10.0/10.1-14)
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensor [5 Power/round] <24>
Strength Package: Class 9 (Strength 9)

Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensor [5 Power/round] <24>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Probes: 100 probes of varying types <10>
Sensor Skill: 4

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

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

Inertial Damping Field
Main <132>
Strength: 9 [3 Power/round}
Number: 5
Backup <33>
Strength: 6 [2 Power/round]
Number: 5
Attitude control [2 power/round] <3>

Communications Systems
Type: Class 8 [2 Power/round] <30>
Strength: 9
Security: -5 (Class Gamma Uprating)
Basic Uprating: Class Beta (+2)
Security Uprating: Class Epsilon (-3)
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Forward Dorsal

Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: aft Dorsal

Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Forward ventral

Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Aft ventral

Emitter: Class Alpha [3 power/Strength used/round] <3 (x 4 = 12)>
Accuracy: 5/6/8/11
Location: 1 each Shuttlebay

Transporters
Type: Personnel [5 Power/use] <144>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class I (Strength 9)
Number and Locations: Four in command hull, four in main hull

Type: Emergency [7 power/use] <144>
Pads: 24
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class I (Strength 9)
Number and Location" Four in Command hull, four in main hull

Type: Cargo [4 Power/use] <102>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class I (Strength 9)
Number and location: two in command hull, six in main hull

Cloaking Device: Class 10 [40 Power/class/round] <40>

Security Systems
Rating: 5 <20>
Anti-Intruder System: Yes [1 Power/round] <11>
Internal Force Fields [1 Power/3 Strength] <11>

Science Systems
Rating 3 (+2) [3 Power/round] <21>
Specialized Systems: None
Laboratories: 2 <2>

TACTICAL SYSTEMS
Forward Disruptor Array <58 <x4 = 232>
Type: type 13
Damage: 280 [28 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward bow hull in two locations port and starboard
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Pulse,

UPPER PORT EXTENDED WEAPONS POD
2 port upper weapons pod Disruptor Array <50 <x 2 = 100>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: one forward aimed and aft aimed
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

Torpedo Launcher <28 <x 2 = 56>
Standard Load: Type II photon torpedo (200
Damage) Plasma torpedoes
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: one forward and one aft aimed
Firing Arc: forward and aft, but is self-guided

Torpedo Launcher <18 <x 3 = 54>
Standard Load: Type II photon torpedo (200
Damage) Plasma torpedoes
Spread: 6
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: two forward, one aft aimed mounted along the above Launchers
Firing Arc: forward and aft, but is self-guided

UPPER STARBOARD EXTENDED WEAPONS POD
2 Starboard upper weapons pod Disruptor Array <50 <x 2 = 100>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: one forward aimed and aft aimed
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

Torpedo Launcher <28 <x 2 = 56>
Standard Load: Type II photon torpedo (200
Damage) Plasma torpedoes
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: one forward and one aft aimed
Firing Arc: forward and aft, but is self-guided

Torpedo Launcher <18 <x 3 = 54>
Standard Load: Type II photon torpedo (200
Damage) Plasma torpedoes
Spread: 6
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: two forward, one aft aimed mounted
along the above Launchers
Firing Arc: forward and aft, but is self-guided

LOWER PORT EXTENDED WEAPONS POD
Lower Port weapons pod Disruptor Array <50 <x 2 = 100>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: port side below the wing one Disrupter firing forward aimed and one aimed back
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

Torpedo Launcher <28 <x 2 = 56>
Standard Load: Type II photon torpedo (200
Damage) Plasma torpedoes
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: one forward and one aft aimed
Firing Arc: forward and aft, but is self-guided

Torpedo Launcher <18 <x 3 = 54>
Standard Load: Type II photon torpedo (200
Damage) Plasma torpedoes
Spread: 6
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: two forward, one aft aimed mounted
Firing Arc: forward and aft, but is self-guided

LOWER STARBOARD EXTENDED WEAPONS POD
Lower Starboard weapons pod Disruptor Array <50 <x 2 = 100>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: starboard side below the wing one disruptor firing forward aimed and one aimed back
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

Torpedo Launcher <28 <x 2 = 56>
Standard Load: Type II photon torpedo (200
Damage) Plasma torpedoes
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: one forward and one aft aimed
Firing Arc: forward and aft, but is self-guided

Torpedo Launcher <18 <x 3 = 54>
Standard Load: Type II photon torpedo (200
Damage) Plasma torpedoes
Spread: 6
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: two forward, one aft aimed mounted along the above Launchers
Firing Arc: forward and aft, but is self-guided

BOW MOUNTED WEAPONS
Bow Disruptor Array <50 <x 4 = 200>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: four bow mounted disruptor mounted
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

Forward Torpedo Launcher <28 <x 4 = 112>
Standard Load: Type II photon torpedo (200
Damage) Plasma torpedoes
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: forward bow
Firing Arc: Forward, but are self-guided

AFT MOUNTED WEAPONS
Aft Disruptor Array <50 <x 6 = 300>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: 6 aft mounted disruptors one near each of the impulse thruster's port and starboard
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse
Forward Torpedo Launcher <28>
Standard Load: Type II photon torpedo (200
Damage) Plasma torpedoes
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: mid aft section
Firing Arc: aft, but are self-guided

Forward Torpedo Launcher <18 <x 2 = 36>
Standard Load: Type II photon torpedo (200
Damage) Plasma torpedoes
Spread: 6
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Port and starboard the aft section
Firing Arc: aft, but are self-guided

DORSAL WEAPONS
Dorsal Disruptor Array <50 <x 6 = 300>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: six equally spaced along the dorsal three to port and three to starboard
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

VENTRAL WEAPONS
Ventral Disruptor Array <50 <x 6 = 300>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: six ventral disruptors equally spaced three to port three to starboard
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

PORT SIDE WEAPONS
Port Disruptor Array <50 <x 8 = 400>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: six disruptor arrays aligned along the wing connections of the hull two mounted at the top edge of the warp nacelles
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

STARBOARD WEAPONS
Starboard Disruptor Array <50 <x 8 = 400>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: six disruptor arrays aligned along the wing connections of the hull two mounted at the top edge of the warp nacelles
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

PORT WING MOUNTED WEAPONS
Port wing tip Disruptor Array <50 <x 3 = 150>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: two forward mounted, one aft mounted wing tip
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

Port Mid wing Disruptor Array <50>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: mid wing Disruptor weapons pod
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

STARBOARD WING MOUNTED WEAPONS
Starboard wing tip Disruptor Array <50 <x 3 = 150>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: two forward mounted, one aft mounted wing tip
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

Starboard Mid wing Disruptor Array <50>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: mid wing Disruptor weapons pod
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

Torpedoes Carried: 3000 <300>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Primary Shields (Forward, Aft, Port, Starboard) <160 (x 4)>
Shield Generator: Class 7 (Protection 1400) (embedded Nacelles + 100) [140 Power/shield/round]
Shield grid: Type C (50 % increase to 2100 Protection)
Subspace Field Distortion Amplifiers: Class Iota (Threshold 450) (+ 10)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <12>

Secondary Shields (Forward, Aft, Port, Starboard) <160 (x 4)>
Shield Generator: Class 7 (Protection 1400) (embedded Nacelles + 100) [140 Power/shield/round]
Shield grid: Type C (50 % increase to 2100 Protection)
Subspace Field Distortion Amplifiers: Class Iota (Threshold 450) (+ 10)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <12>
Auto-Destruct System<10>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 320 size worth of ships <640>
Standard Compliment: 300 Reman Stinger fighters, 10 shuttles, 10 shuttlepods
Location(s): 4 Main hull

DESCRIPTION AND NOTES
Fleet Data: The Reman constructed the Reman Warbird the Scimitar to the human clone named Shinzon of Remus's own specifications and design. The Scimitar is larger than the Romulan D'deradex-class Warbird with more fire power than three Warbirds. Constructed in secret by the Reman's to defeat the humans known with the secret with the Thalaron weapon systems capable of destroying all life on a ship and a planet. Constructed with fifty two disruptors and twenty-seven torpedo launchers mounted in various locations about the Scimitar's massive hull. Primary and Secondary shielding systems protect the Scimitar form weapons fire from weapons fire from and attacking vessel. The Cloaking Device is capable of hiding the vessel from sensor scans even during combat while running full shields and warp speed.

Notes: For now the Thalaron weapon stats have not been put into these stats this weapon is so advanced and powerful. The Thalaron weapon is a integrated into the ships hull and would take several rounds to deploy and charge for firing.

REMAN SCIMITAR CLASS STARSHIPS

This is the final version of the Reman SCIMITAR CLASS STARSHIP we used in our game. she is a tough cookie to disable and eliminate but it can be done

REMAN SCIMITAR CLASS STARSHIPS
Class and Type: Scimitar-Class Heavy Warbird
Commissioning Date: Mid-24th century

HULL SYSTEMS
Size: 11
Length: 890.6 meters
Beam: 1351.15 meters
Height: 245 meters
Decks: 70
Mass: 5,529,000 metric tones
SUs Available: 4,000
SUs Used: 8000 plus

Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Ablative Armor: 1500 <300>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 7 (Protection 100/150) <40>
Backup 1: Class 7 (Protection 50) <20>
Backup 2: Class 7 (Protection 50) <20>

Personnel Systems
Crew/Passengers/Evac: 600/1200/10,000
Crew Quarters
Barracks: Houses 1020 Crewmembers <17>
Spartan: 400 <20>
Basic: 300 <30>
Expanded: 60 <12>
Luxury: 20 <20>
Unusual: 10 <10>

Environmental Systems
Basic Life Support [12 Power/round] <44>
Reserve Life Support [6 power/round] <22>
Emergency Life Support (60 emergency shelters) <22>
Gravity [6 Power/round] <11>
Consumable: 3 years' worth <33>

Food Replicators [11 Power/round] <11>
Industrial Replicators <20>
Type: Network of small replicators [2 Power/round]
Type: 3 Large unit [2 power/replicator/round]

Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 6 [2 Power/round] <48>
Personnel Transport: Turbolifts, Jefferies Tubes [2 Power/round] <44>

Fire Suppression System [1 Power/round when active] <11>

Cargo Holds: 500,000 cubic meters <15>
Locations: aft hull and 20 other locations

Escape Pods <16>
Number: 300
Capacity: 8 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 7C9 <137>
Speed: 7.0/9.6/9.9 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Special Notes: Embedded warp nacelles <44>
Impulse Engine Type: 2 Class 8 (.75c/.95c) [7/9 Power/round] <22 (x 2 = 44)>
Location: Main aft hull
Reaction Control System (.025c) [2 Power/round when in use] <10>

POWER SYSTEMS
Type: 1 modified Class 13/S Quantum Singularity Engine (generates 2254 Power/round) <301>
Location: Main hull
Impulse Engine[s]: 2 class 8 (generates 128 Power/engine/round)
Auxiliary Power: 12 reactors (generates 5 Power/reactor/round) <26>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +1200 Power transfer/round <165>
Standard Usable Power: 2382

OPERATIONS SYSTEM
Bridge: Saucer section dorsal <50>

COMPUTERS
2 Core: Main Hull, amid ship [5 Power/round] <20 (x 2 = 40)>
Uprating: Class Beta (+2) [2 Power/computer/round] <12>
ODN <33>

Navigational Deflector [5 Power/round] <44>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Ventral
Auxiliary Deflector [5 power/round] <11>

SENSOR SYSTEMS
Long-range Sensors [5 Power/round] <40>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1- 3.5/3.6-5.0)
Low Resolution: 17 light-years (1/1.1-3.5/3.6- 10.0/10.1-14)
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)

Coverage: Standard

Lateral Sensor [5 Power/round] <24>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensor [5 Power/round] <24>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Probes: 100 probes of varying types <10>
Sensor Skill: 4

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

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

Inertial Damping Field
Main <132>
Strength: 9 [3 Power/round}
Number: 5
Backup <33>
Strength: 6 [2 Power/round]
Number: 5
Attitude control [2 power/round] <3>

Communications Systems
Type: Class 8 [2 Power/round] <30>
Strength: 9
Security: -5 (Class Gamma Uprating)
Basic Uprating: Class Beta (+2)
Security Uprating: Class Epsilon (-3)
Emergency Communications: Yes [2 Power/round]<1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12 <x 4 = 48>
Accuracy: 4/5/7/10
Location: Forward and aft Dorsal, Forward and Aft Ventral

Emitter: Class Alpha [3 power/Strength used/round] <3 <x 4 = 12>>
Accuracy: 5/6/8/11
Location: 1 each Shuttlebay

Transporters
Type: Personnel [5 Power/use] <144>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class I (Strength 9)
Number and Locations: eight in main hull

Type: Emergency [7 power/use] <144>
Pads: 24
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class I (Strength 9)
Number and Location: Eight in main hull

Type: Cargo [4 Power/use] <102>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class I (Strength 9)
Number and location: Eight in the lower main hull

Cloaking Device: Class 10 [40 Power/class/round] <40>

Security Systems
Rating: 5 <20>
Anti-Intruder System: Yes [1 Power/round] <11>
Internal Force Fields [1 Power/3 Strength] <11>

Science Systems
Rating 3 (+2) [3 Power/round] <21>
Specialized Systems: None
Laboratories: 2 <2>

TACTICAL SYSTEMS
BOW MOUNTED WEAPONS
Forward Disruptor Array <58 <x 2 = 116>
Type: type 13
Damage: 280 [28 Power]
Number of Emitters: (up to 5 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward bow hull in two locations port and starboard
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Pulse,

Bow Disruptor Array <50 <x 2 = 100>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: four bow mounted disruptor mounted
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

Forward Torpedo Launcher <28 <x 2 = 56>
Standard Load: Type II photon torpedo (200
Damage) Plasma torpedoes
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: forward bow
Firing Arc: Forward, but are self-guided

UPPER PORT EXTENDED WEAPONS POD
1 port upper weapons pod Disruptor Array <50>
Type: Type 11
Damage: 240 [24 Power]

Number of Emitters: (up to 5 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: one forward aimed
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

Torpedo Launcher <28>
Standard Load: Type II photon torpedo (200
Damage) Plasma torpedoes
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: one forward
Firing Arc: forward, but are self-guided

Torpedo Launcher <18>
Standard Load: Type II photon torpedo (200
Damage) Plasma torpedoes
Spread: 6
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: one aft aimed mounted along the above
the forward Launchers
Firing Arc: forward and aft, but are self-guided

UPPER STARBOARD EXTENDED WEAPONS POD
1 starboard upper weapons pod
Disruptor Array <50>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: one forward aimed
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

Torpedo Launcher <28>
Standard Load: Type II photon torpedo (200
Damage) Plasma torpedoes
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: one forward
Firing Arc: forward, but are self-guided

Torpedo Launcher <18>
Standard Load: Type II photon torpedo (200 Damage) Plasma torpedoes
Spread: 6
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: one aft aimed mounted along the above Launchers
Firing Arc: aft, but are self-guided

LOWER PORT EXTENDED WEAPONS POD
Lower Port weapons pod Disruptor Array <50>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: port side below the wing one Disruptor forward aimed
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

Torpedo Launcher <28>
Standard Load: Type II photon torpedo (200
Damage) Plasma torpedoes
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: one forward
Firing Arc: forward and aft, but are self-guided

Torpedo Launcher <18>
Standard Load: Type II photon torpedo (200 Damage) Plasma torpedoes
Spread: 6
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: one aft aimed mounted along the above Launchers
Firing Arc: forward and aft, but are self-guided

LOWER STARBOARD EXTENDED WEAPONS POD
Lower Starboard weapons pod Disruptor Array <50>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: starboard side below the wing one Disruptor firing forward aimed
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

Torpedo Launcher <28>
Standard Load: Type II photon torpedo (200 Damage) Plasma torpedoes
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: one aft aimed
Firing Arc: forward and aft, but are self-guided

Torpedo Launcher <18>
Standard Load: Type II photon torpedo (200 Damage) Plasma torpedoes
Spread: 6
Range: 15/350,000/1,500,000/3,500,000

Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: aft aimed mounted along the above Launchers
Firing Arc: forward and aft, but are self-guided

AFT MOUNTED WEAPONS
Aft Disruptor Array <50 <x 2 = 100>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: 6 aft mounted disruptors one near each of the impulse thruster's port and starboard
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

Forward Torpedo Launcher <28>
Standard Load: Type II photon torpedo (200
Damage) Plasma torpedoes
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: mid aft section
Firing Arc: aft, but are self-guided

DORSAL WEAPONS
Dorsal Disruptor Array <50 <x 4 = 200>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: 4 equally spaced along the dorsal 2 to
port and 2 to starboard
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

VENTRAL WEAPONS
Ventral Disruptor Array <50 <x 4 = 200>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: 4 ventral disruptors equally spaced 2 to
port, 2 to starboard
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

PORT SIDE WEAPONS
Port Disruptor Array <50 <x 3 = 150>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: 2 disruptor arrays aligned along the wing connections of the hull 1 mounted at the top edge of the warp nacelles
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

STARBOARD WEAPONS
Starboard Disruptor Array <50 <x 3 = 150>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: 2 disruptor arrays aligned along the wing connections of the hull one mounted at the top edge of the warp nacelles
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

PORT WING MOUNTED WEAPONS
Port wing tip Disruptor Array <50>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: forward mounted
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

Port Mid wing Disruptor Array <50>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: mid wing Disruptor weapons pod
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

STARBOARD WING MOUNTED WEAPONS
Starboard wing tip Disruptor Array <50>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: forward mounted
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

Starboard Mid wing Disruptor Array <50>
Type: Type 11
Damage: 240 [24 Power]
Number of Emitters: (up to 5 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: mid wing Disruptor weapons pod
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

Thalaron Weapon System <1024>
Type: Thalaron Radiation Weapon System
Damage: See notes [Power See notes]
Number of Emitters: (up to 1 shots per every 3 minutes (60 rounds)
Targeting System: Accuracy: 4/5/7/10
Range: 1/3,000/10,000/30,000
Location: see notes
Firing Arc: 405 degrees
Firing Modes: Standard,

Torpedoes Carried: 3000 <300>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Primary Shields (Forward, Aft, Port, Starboard) <160 (x 4)>
Shield Generator: Class 7 (Protection 1400) (embedded Nacelles + 100) [140 Power/shield/round]
Shield grid: Type C (50 % increase to 2100 Protection)
Subspace Field Distortion Amplifiers: Class Iota (Threshold 450) (+ 10)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <12>

Secondary Shields (Forward, Aft, Port, Starboard) <160 (x 4)>
Shield Generator: Class 7 (Protection 1400) (embedded Nacelles + 100) [140 Power/shield/round]
Shield grid: Type C (50 % increase to 2100 Protection)
Subspace Field Distortion Amplifiers: Class Iota (Threshold 450) (+ 10)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <12>
Auto-Destruct System<10>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 320 size worth of ships <640>
Standard Compliment: 300 Reman Stinger fighters, 10 shuttles, 10 shuttlepods
Location(s): 4 Main hull

DESCRIPTION AND NOTES
Fleet Data: The Reman constructed the Reman Warbird the Scimitar to the human clone named Shinzon of Remus's own specifications and design. The Scimitar is larger than the Romulan D'deradex class Warbird with more fire power than three Warbirds. Constructed in secret by the Remans to defeat the humans known with the secret with the thalaron weapon systems capable of destroying all life on a ship and a planet. Constructed with fifty two disruptors and twenty-seven torpedo launchers mounted in various locations about the Scimitar's massive hull. Primary and Secondary shielding systems protect the Scimitar form weapons fire from weapons fire from and attacking vessel. The Cloaking Device is capable of hiding the vessel from sensor scans even during combat while running full shields and warp speed.

THALARON WEAPON SYSTEMS NOTES: The Thalaron weapon systems in one of the weapons that most all the intelligent and reasonable species have agreed that the Thalaron weapon systems are far more dangerous than can be safely handled. A few renegade individuals have gotten a hold of the technology and build weapon ships such as the Scimitar with the intent to use them. Although with limited range it is generally a planet killer.

DAMAGE: a vessel or planet caught in the wave are generally unlucky and die horrible deaths even at maximum distance. A vessel attempting to defend must roll a nearly impossible challenge roll to defend against the energy wave set by the Game Master.

POWER: The Thalaron weapon requires 200 points of power to charge the weapon for its three to five minutes it takes to charge the weapon to 12,000 points. Firing the weapon the ship does 20,000 square kilometers per point of energy expended. To destroy a planet the size of earth it would take ruff 25,021 points of power firing two shots to. (I used FASA's planetary size arrangement to figure the Earth's size and destruction).

LOCATION: The Thalaron Weapon System is an integrated part of the vessel. A series of auxiliary generators feed power to the Thalaron matrix core building up power to fire on the planet. A number of emitters arranged in patterns around the vessel.

NOTES: The Thalaron damage could be lowered or raised to make weapon less or more dangerous but I found that two shots in a combat simulation with shields and defensive systems that it was sufficient but anything can happen.

PERSONAL NOTE: During the combat simulation the Scimitar was defeated twice out of five while charging weapon during battle. Both simulations had been a lucky strike form more than one ship attacking the vessel. One was the ramming by a Galaxy-class in part causing it destruction. The Valiant Crew of the Galaxy-class had swung in front

of the weapon when fired deflecting and absorbing large amounts of the Thalaron radiation before slamming into the Scimitar at full impulse speed. A pair of defiant-, nebula- moved in to finish off the Scimitar. The player had seen the maneuver on an episode of Babylon 5. In all simulations the Thalaron weapon had been fired at least once decimating an earth sized planet.

JEM'HADAR WARSHIP

Class and Type: Jem'Hadar Battleship
Commissioning Date: 2374 (see notes)

HULL SYSTEMS
Size: 11
Length: 1,200 meters
Beam: 800 meters
Height: 350 meters
Decks: 70
Mass: 9,500,000 metric tons
SUs Available: 4,000
SUs Used: 3,931 *(69 unused)*

Hull Outer ‹44›
Hull Inner ‹44›
Resistance Outer Hull: 10 ‹12›
Resistance Inner Hull: 10 ‹12›
Ablative Armor: 200 ‹20›

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 7 (Protection 100/150) ‹41›
Backup 1: Class 7 (Protection 50) ‹21›
Backup 2: Class 7 (Protection 50) ‹21›
Specialized Hull: Ramming Hull ‹11›

PERSONNEL SYSTEMS
Class/Passengers/Evac: 1,800/4,500/18,000

Crew Quarters
Spartan: 1600 ‹80›

Environmental Systems
Basic Life Support [13 Power/round] ‹44›
Reserve Life Support [7 power/round] ‹22›
Gravity [6 Power/round] ‹11›
Consumable: 3 years' worth ‹33›

Industrial Replicators ‹23›
Type: Network of small replicators [2 Power/round]
Type: 4 large unit [2 power/replicator/round]
Medical Facilities: Jem'Hadar don't have Medical Facilities on board all their ships.
Recreation Facilities: 3 [2 Power/round] ‹24›
Location & type: 2 holodecks, 1 small lounge (usually for the few Vorta on the ship).
Personnel Transport: Turbolifts, Jefferies Tubes [2 Power/round] ‹44›
Fire Suppression System [1 Power/round when active] ‹11›

Cargo Holds: 600,000 cubic meters ‹18›
Locations: Throughout the lower decks of the Cruiser

Escape Pods ‹15›
Number: 280
Capacity: 8 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 6D ‹105›
Speed: 6.0/9.2/9.6 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) ‹16›
Impulse Engine Type: 2 Class 7 (.75c/.92c) [7/9 Power/round] ‹35 (x 2 = 70)›
Location: aft edge of hull at wing connection
Reaction Control System (.025c) [2 Power/round when in use] ‹11›

POWER SYSTEMS
Warp Engine Type: 2 Class 8/N (generates 400 each for 800 total Power/round) ‹90 (x 2 = 180)›
Location: main hull section
Impulse Engine[s]: 2 class 7 (generates 56 each for 112 Power/engine/round)
Auxiliary Power: 10 reactors (generates 5 Power/reactor/round) ‹30›
Emergency Power: Type F (generates 50 Power/round) ‹50›
EPS: Standard Power flow, +300 Power transfer/round ‹85›
Standard Usable Power: 912

OPERATIONS SYSTEM
Bridge: dorsal ‹55›
Auxiliary Bridge: deep amid ship ‹33›

Computers
Core 1: Forward Hull [5 Power/round] ‹22›
Core 2: Amid ship [5 Power/round] ‹22›
ODN ‹33›

Navigational Deflector [5 Power/round] ‹44›
Range: 10/20,000/50,000/125,000
Accuracy: 5/6/8/11
Location: Forward Ventral, bow area of the ship
Auxiliary Navigational Deflector [5 Power/round] ‹44›

Sensor Systems
Long-range Sensors [5 Power/round] ‹30›
Range Package: Type 3 (Accuracy 3/4/7/10)
High Resolution: Light-year (.5/.6 - 1.0/1.1 - 3.5/3.6 - 5.0)
Low Resolution: Light-years (1.0/1.1 - 3.5/3.6 - 9.0/9.1 - 13.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensor [5 Power/round] ‹30›
Strength Package: Class 6 (Strength 6)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensor [5 Power/round] <28>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Beta (+2)
Probes: 100 probes of varying types <10>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 3, Coordination2 [1 Power/round in use] <15>

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

Inertial Damping Field
Main <22>
Strength: 9 [3 Power/round}
Number: 4
Backup <6>
Strength: 6 [2 Power/round]
Number: 4
Attitude control [3 power/round] <3>

Communications Systems
Type: Class5 [2 Power/round] <10>
Strength: 5
Security: -2
Emergency Communications: yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Aft Ventral
Emitter: 2 Class Alpha [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Location: Aft hull Main Shuttlebay

Transporters
Type: Personnel [9 Power/use] <30>
Pads: 6
Emitter/Receiver Array: Personnel Type 15 (three light-years range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations: Located Amidships
Type: Personnel [5 Power/use] <17 (x 10 = 170)>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations: Located throughout the ship

Type: Emergency [7 Power/use] <17 (x 8 = 136>
Pads: 6
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition coils: Class H (Strength 8)
Number and Locations: Located Amidship

Type: Cargo [4 Power/use] <13 (x 6 = 78)>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and location: Located throughout the lower aft decks

Security Systems
Rating: 5 <20>
Anti-Intruder System: Yes [1 Power/round] <11>
Internal Force Fields [1 Power/3 Strength] <11>

Science Systems
Rating: 2 (+1) [2 Power/round] <21>
Specialized Systems: 2 <10>
Laboratories: 44 <10>

TACTICAL SYSTEMS
Polarized Disruptor Array <55>
Type: 12
Damage: 260 [26 Power]
Number of Emitters: (up to 5 shots per round)
Targeting System: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Four located in the forward bow <220>, three in the Stern <165>, two port side <110>, two starboard side <110>, three dorsal <165>, three ventral <165>, two wing port <110>, two wing starboard <110>.
Firing Arc: 360 degrees each
Firing Modes: Standard and Pulse

Polarized Disruptor Array <57>
Type: 13
Damage: 280 [28 Power]
Number of Emitters: (up to 5 shots per round)
Targeting System: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: two wing port (one aimed forward, one aimed aft) <114>, two wing starboard (one aimed forward, one aimed aft) <114>
Firing Arc: 450 degrees each
Firing Modes: Standard and Pulse

Forward Dorsal Torpedo Launcher <19>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 3/4/6/9
Power: [20 + 5 per torpedo fired]
Location: two forward hulls, one port wing, one starboard wing, and 2 stern hull
Firing Arc: Forward and aft, but are self-guided

Torpedoes Carried: 500 <50>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <128 (x 4 = 512)>
Shield Generator: Class 7 (Protection 1400) [140 Power/shield/round]
Shield grid: Type C (50 % increase to Protection)
Subspace Field Distortion Amplifiers: Class Iota (Threshold 430)
Recharging System: Class (45 seconds)
Backup Shield Generators: 4 (1 per shield) <12>
Auto-Destruct System<11>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 75 size worth of ship <150>
Standard Compliment: 25 Jem'Hadar Fast Attack ship
Location(s): Three aft hulls

Description notes:
Fleet Data: The date of construction was planned for years before the Dominion planned to construct the vessel's prototype. When the need the Dominion and Cardassian constructed the vessel in an efficient manor. At a secret Cardassian orbital space station in a remote star system with in the Cardassian Empire.

Unlike other vessels the Jem'Hadar and Vorta do not really need the crew quarters as they do not need to sleep. The crew quarters are more for passengers such as Cardassian and Founders who wish to retreat to seclusion. The majority of the Dominion warships carry Jem'Hadar soldiers. The Dominion has integrated the holodecks technology for training the Dominion's Jem'Hadar soldier for fighter.

Star Trek Voyager's Delta Flyer

Class and Type: Delta Flyer
Commissioning Date: 2370's

HULL SYSTEMS
Size: 2
Length: 21 meters
Beam: 12.2 meters
Height: 5.3 meters
Decks: 1
Mass: 180.6 MT
SUs Available: 625
SUs Used: 619

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Structural Integrity Field [1 Power/ 10 Protection/round]
Main: Class 2 (Protection 50/80) <17>
Backup: Class 2 (Protection 25) <9>
Backup: Class 2 (Protection 25) <9>
Specialized Hull: Atmospheric Capability; Planetfall Capability; Aquatic Capability <8>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 2/4/10

Crew Quarters: 2 bunks aft cabin <1>

Environmental Systems
Basic Life Support [4 Power/round] <8>
Reserve Life Support [2 Power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 1 week's worth <1>
Replicators: Food Replicators [2 Power/Power] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: None
Personnel Transport: Jefferies Tubes at most <2>
Fire Suppression System [1 Power/round when active] <2>

Cargo Holds: 200 cubic meters <1>
Locations: Aft cargo hold/Science lab area
Escape Pods <1>
Number: 4
Capacity: 1 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 4B6 <29>
Speed: 4.0/6.0/8.6 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Special Configuration: retractable [5 power/round used] <3>
Impulse Engine Type: Class (.75c /.9c) [7/9 Power/round] <30>
Location: wings
Impulse Thrusters: +.1c [2 power/round] <4>
Location: set into the sides of the hull they retract and extend during flight at the pilot's command
Reaction Control System (.025c) [2 Power/round when in use] <2>

POWER SYSTEMS
Warp Engine Type: Class 2/B (generates 120 Power/round) <32>
Location: Amidship
Impulse Engine[s]: 1 class 5A (generates 44 Power/engine/round)
Auxiliary Power: 1 reactor (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 164

OPERATIONS SYSTEM
Bridge: Forward (Cockpit/flight cabin) <10>

Computers
Core 1: Amidship [5 Power/round] <4>
ODN <6>

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

Sensor Systems
Long-range Sensors [5 Power/round] <18>
Range Package: Type 2 (Accuracy 3/4/5/10)
High Resolution: Light-year (0.5/0.6-1.0/1.1- 3.5/3.6-5.0)
Low Resolution: Light-years (1.0/1.1-3.0/3.1- 8.0/8.1-12.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Class Beta (+0)
Coverage: Standard

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

Navigational Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Class Beta (+0)
Probes: 10 micro probes of varying types <1>
Sensor Skill: 2
Flight Control Systems
Autopilot: Shipboard systems (flight Control) 2, Coordination 1 [1 Power/round in use] <7>

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

Inertial Damping Field
Main <8>
Strength: 8 [3 Power/round]
Number: 2
Backup <2>
Strength: 4 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>
Specialized Flight Control: Manual
Steering Column [1 Power/round in use] <1>

Communications Systems
Type: Class 5 [2 Power/round] <10>
Strength: 5
Security: -2
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3<x 2 =6>
Accuracy: 5/6/8/11
Location: one Forward and one aft

Transporters
Type: Personnel [3 Power/use] <10>
Pads: 2
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and location: Aft of cockpit (bridge)

Security Systems
Rating: N/A <0>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Fields [1 Power/3 Strength] <2>

Science Systems
Rating 1 (+0) [1 Power/round] <7>
Specialized Systems: none <0>
Laboratories: aft cargo hold/science lab area <1>

TACTICAL SYSTEMS
2 Type VI Phaser Emitters <52 <x 2 = 102>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 80 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: port and Starboard below cockpit windows forward edge of wing,
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide beam

4 Type VI Phaser Emitters <13 <x 4 = 52>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: port and starboard aft edge of wings, on dorsal and one ventral
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, wide beam

Microtorpedo Launcher <9>
Standard Load: Microtorpedo (50 Damage)
Spread: 1
Range: 1/100/500/2,000
Targeting System: Accuracy 3/4/6/9
Power: [1]
Location: forward below navigational dish
Firing Arc: Forward

Torpedo Module
Standard Load: Type II photon torpedo (200 Damage)
Spread: 1
Range: 1/100/1,000/5,000
Targeting System: Accuracy 4/5/7/11
Power: [6]
Location: Two photon torpedoes mounted port and starboard under the wing nacelles
Firing Arc: Forward port and starboard, but are self-guided

Torpedoes Carried: 50 micro torpedoes, <1>

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

Shields (Forward, Aft, Port, Starboard) <16 <x 4 = 64>
Shield Generator: Class 3 (Protection 410) [41 Power/shield/round]
Shield grid: Type C (50 % crease to 615 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 150)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <2>
Auto-Destruct System<2>

Description notes:
Fleet Data: While lost in the Delta Quadrant the crew of the Federation starship USS Voyager NCC-74656 under took the project of constructing an auxiliary spacecraft that was heavier armed than any of the vessels encountered in the delta quadrant. The chief designer Lieutenant Thomas Eugene Paris, voyager's chief helm officer proposed the design and laid out the ground work for the construction. The production was precipitated by the need to retrieve federation technology from a gas giant before an alien species named the Malon acquired it.

Equipped with specially modified Federation and Borg technology the Delta Flyer and her subsequent successor proved to be a tuff little vessel. The Delta Flyer's weapons and shields are modified with Borg technology. The flight control is rudimentary looking in the design for a feel of flying lost in the 24th century flight control designs. Although the flight control are designed to look like older flying controls of the holonovel Captain Proton. the Isolinear computer was custom designed by the ships Operations Officer Ensign Harry Kim for the Delta Flyer instead of installing a standard shuttlecraft computer. Although the Delta Flyer has more in common with a Danube-class runabout than a standard Starfleet shuttlecraft the vessel shares traites of both. While the Delta Flyer is slightly smaller than the Danube-class the vessel shares the microtorpedo launcher technology. Where the Danube-class runabout is too large to land in the Intrepid-class's shuttlebay the Delta Flyer is a tight squeeze but with the retractable warp nacelles the small vessel fits.

With the powerful impulse engines the Delta Flyer is faster than most shuttles that it could come up against. The unique thruster system of the Delta Flyer makes the ship far more maneuverable than the standard shuttlecraft.

The Borg during a confrontation to liberate members of the collective known as Unimatrix Zero destroyed the first Delta Flyer. The crew of the starship Voyager quickly created the Delta Flyer II to replace the lost vessel. Shortly afterwards tested the Delta Flyer II in a transtellar rally.

On the return from the delta quadrant both designers and tactical combat planers in the idea that the vessel could spur a new line of starship construction have studied the Delta Flyer. The Delta Flyer has proven its name among the members of the crew of the starship Voyager.

Note: the precipitate a more powerful and usefulness of the vessel to fight against a larger more capable ship the Delta Flyer is equipped with heavier phasers than it really needs. The Delta Flyer is capable of taking on a vessel the size of Klingon B'rel-class Bird-of-Prey if encountered and winning if played right. Size and Statistic's taken from STAR TREK STARSHIP SPOTTER by Adam "Mojo" Lebwitz & Robert Bonchune and from THE STAR TREK VOYAGER SOARCEBOOK by Volker Maiwald of www.farrealms.de.

STAR TREK VOYAGER'S AEROSHUTTLE
Class and Type: Intrepid-class Captain's Yatch
"Aeroshuttle"
Commissioning Date:

Hull Systems
Size: 2
Length: 24.8 meters
Beams: 29.6 meters
Height: 4.1 meters
Decks: 1
Mass: 222.5 metric tons
SUs Available: 625
SUs Used: 498

Hull Outer <8>
Hull Inner <8>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>
Structural Integrity field [1 power/10 Protection/round]

Main: Class 2 (Protection 50/80) <17>
Backup: Class 2 (Protection 30) <9>
Backup: Class 2 (Protection30) <9>
Specialized hull: Atmospheric Capacity; Planet fall capacity <4>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1/4/20

Crew Quarters
Spartan: 2 <1>

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 Power/round] <4>
Emergency Life Support (no emergency shelters)
Gravity [1 Power/round] <2>
Consumable: 2 week's worth <1>

Food Replicators [2 Power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 [2 Power/round] <8>
(no holodeck; a Spartan mess hall; no lounges; no exercise room or gym)

Personal Transport: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>

Cargo hold: 400 cubic meters <1>
Locations: Lower Cargo Bays (Ventral location)

Escape Pods <1>
Number: 6
Capacity: 1 person per pod

Propulsion Systems
Warp Drive Nacelles: 2 <15>
Speed: 2.0/3.0/6.0 [1 Power/.2 warp speed]
PIS: Type B (5 hours of Maximum warp) <4>
Impulse Engine Type: 2 Class 2 (.5c/.5c) [5/5 Power/round] <10>
Location: Wings near the warp nacelles
Reaction Control System (.025c) [2 Power/ round when in use] <2>

Power Systems
Warp Engine Type: Class 4/G (generates 235 Power/round) <50>
Locations: below deck
Impulse Engine[s]: 2 Class 2 (generate 32 power/engine/round)
Auxiliary Power: None
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +150 Power transfer/round <25>
Standard Usable Power: 267

Operations systems
Bridge: Forward ("Cockpit") <10>

Computers
Core 1: Cockpit subfloor [5 Power/round] <4>
Uprating: Class Alpha (+1) [1 Power/computer round] <2>
ODN <6>

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

Sensor Systems
Long-range Sensors [5 Power/round] <23>
Range package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-years (.5/.6-1.0/1.1- 3.5/3.6-5.0)
Low Resolution: 12 Light-years (1/1.1-3.0/3.1- 8.0/8.1-12)
Strength Package: Class 6 (strength 6)
Gain Package: Class Alpha (+1)
Coverage: Normal

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

Navigational Sensors: [5 power/round] <14>
Strength Package: Class 6 (strength 6)
Gain Package: Class Alpha (+1)
Probes: 6 <1>
Sensor Skill: 4

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

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

Inertial Damping Field
Main <8>
Strength: 8 [3 Power/round]
Number: 2
Backup <2>
Strength: 5 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 5 [2 power/round] <13>
Strength: 5
Security: -2
Basic Uprating: Class Alpha (+1)
Emergency Communications: No

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

Transporters
Type: Personnel [3 Power/use] <15>
Pads: 2
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location: Aft of the cockpit

Security Systems
Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Field [1 power/3 Strength] <2>

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

Tactical Systems
Forward Ventral Phaser Array <13>
Type VI Phaser Array
Damage: 120 [12 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Forward Ventral Phaser Array
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Forward Ventral Phaser Array <13>
Type VI Phaser Array
Damage: 120 [12 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Forward Ventral Phaser Array
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Aft Ventral Phaser Array <13>
Type VI Phaser Array
Damage: 120 [12 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Aft Ventral Phaser Array
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide- Beam

Aft Dorsal Phaser Array <13
Type VI Phaser Array
Damage: 120 [12 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Aft dorsal Phaser Array
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Starboard Wing Phaser Array <11>
Type VI Phaser Array
Damage: 120 [12 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Starboard Wing Phaser Array
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Port Wing Phaser Array <11>
Type VI Phaser Array
Damage: 120 [12 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Port Wing Phaser Array
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Microtorpedo Launcher <9>
Standard Load: Microtorpedo (50 damage)
Spread: 1
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Accuracy 3/4/6/9
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral
Firing Arc: Forward
Torpedoes carried: 50 <1>

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

Shields (Forward, Aft, Port, Starboard) <14 (x4)>
Shield Generator: Class 2 (protection 350) [35 power/shield/round]
Shield grid: Type C (50% increase to Protection 525)

Subspace field Distortion Amplifiers:
Class Beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <2>

Auxiliary Spacecraft systems
Shuttlebay(s): None
Captain's Yatch: No

Fleet Data: The Aeroshuttle is generally based on the designs of the Danube-class runabouts to be used as a diplomatic transport for the captain and diplomatic crew of an Intrepid-class starship. Generally designed for the use of diplomacy the Aeroshuttle does have a standard of science and Tactical systems to be used in the situation that the tend to fall into tripping into something and a short study such as a scan and get going again or Escape and evasion from and attacker. The Aeroshuttle does share the similar systems to the Danube-class Runabouts. Like many Captain's yacht's around Starfleet the Aeroshuttle is a relatively unused and under appreciated vessel.

VALDORE/NOREXAN-CLASS STARSHIPS

Class and Type: Valdore-class Battle cruiser and/or Norexan-class Warbird
Commissioning Date: 2375

HULL SYSTEMS
Size: 8
Length: 665 meters
Beam: 666.3 meters
Height: 80.7 meters
Decks: 20
Mass: 5,000,000 metric tons
SUs Available: 3,000
SUs Used: 2,870

Hull Outer <32>
Hull Inner <32>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 7 (Protection 100/150) <38>
Backup: Class 7 (Protection 50) <19>
Backup: Class 7 (Protection 50) <19>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 560/1000/4000

Crew Quarters
Barracks: Houses 1,000 Crewmembers <17>
Spartan: 280 <14>
Basic: 210 <21>
Expanded: 70 <14>
Luxury: 10 <10>
Unusual: 10 <10>

Environmental Systems
Basic Life Support [11 Power/round] <32>
Reserve Life Support [6 Power/round] <16>
Emergency Life Support (48 emergency shelters) <16>
Gravity [4 Power/round] <8>
Consumable: 2 years' worth <16>

Food Replicators [8 Power/round] <8>
Industrial Replicators
Type: Network of small replicators [2 Power/round] <8>
Type: 2 large unit [2 power/replicator/round] <6>

Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 5 [10 Power/round] <40>
Location & type: 1 main Holodeck, 5 personal Holodecks, Pleasant eating facility, 2 small lounge

Personnel Transport: Turbolifts, Jefferies Tubes [2 Power/round] <32>
Fire Suppression System [1 Power/round when active] <8>

Cargo Holds: 200,000 cubic meters <6>
Locations: Port and Starboard wings

Escape Pods <14>
Number: 260
Capacity: 8 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 5D6 <73>
Speed: [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: 2 Class 8 (.75c/.95c) [7/9 Power/round] <40>
Location: Port and Starboard wings
Reaction Control System (.025c) [2 Power/round when in use] <8>

POWER SYSTEMS
Warp Engine Type: Class 12/R (generates 600 Power/round) <130>
Location: Amid ships
Impulse Engine[s]: 2 class 8 (generates 64 Power/engine/round)
Auxiliary Power: 6 reactors (generates 5 Power/reactor/round) <18>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow +300 Power transfer/round <70>
Standard Usable Power: 728

OPERATIONS SYSTEM
Bridge: Dorsal forward <40>
Auxiliary bridge: off main engineering <24>

COMPUTERS
Core 1: Starboard [5 Power/round] <16>
Core 2: Port [5 Power/round] <16>
ODN <24>

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

SENSOR SYSTEMS
LONG-RANGE SENSORS [5 Power/round] 42
Range Package: Type 6 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year's (0.5/0.6 - 1.0/1.1 - 3.7/3.8 - 5.0)
Low Resolution: 16 Light-year's (1.0/1.1 - 5.0/5.1 - 12.0/12.1 - 16.0)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Beta (+2)
Coverage: Standard

LATERAL SENSOR [5 Power/round] <34>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Beta (+2)
Coverage: Standard

NAVIGATIONAL SENSOR [5 Power/round] <32>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Beta (+2)

Probes: 100 probes of varying types <10>
Sensor Skill: 5

FLIGHT CONTROL SYSTEMS
Autopilot: Shipboard systems (flight Control) 3, Coordination 2 [1 Power/round in use] <11>

NAVIGATIONAL COMPUTER
Main: Class 2 (+1) [1 Power/round] <2>
Backup: 2 <2>

INERTIAL DAMPING FIELD
Main <32>
Strength: 9 [3 Power/round]
Number: 2
Backup <8>
Strength: 6 [8 Power/round]
Number: 2
Attitude control [1 Power/round] <2>

COMMUNICATIONS SYSTEMS
Type: Class 6 [2 Power/round] <12>
Strength: 6
Security: -2
Emergency Communications: yes [1 Power/round] <1>

TRACTOR BEAMS
Emitter: Class Gamma [3 Power/Strength used/round] <18>
Accuracy: 5/6/8/11
Location: aft ventral, forward ventral

Emitter: Class Alpha [3 power/Strength used/round] <6>
Accuracy: 5/6/8/11
Location: Shuttlebay port and starboard

Transporters
Type: Personnel [2 Power/use] <75>
Pads: 6
Emitter/Receiver Array: Personnel Type 5 (35,000 km range)
Energizing/Transition coils: Class F (Strength 6)
Number and Locations: 5 through out the ship

Type: Emergency [1 power/use] <65>
Pads: 28
Emitter/Receiver Array: Emergency Type 2 (10,000 km range)
Energizing/Transition coils: Class D (Strength 4)
Number and Locations: 5 through out ship

Type: Cargo [2 Power/use] <50>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition coils: Class E (Strength 5)
Number and Locations: Five throughout in ships cargo sections

Cloaking Device: Class 10 [40 Power/class/round] <38>

Security Systems
Rating: 4 <16>
Anti-Intruder System: [1 Power/round] <8>
Internal Force Fields [1Power/3 Strength] <8>

Science Systems
Rating 3 (+2) [3 Power/round] <23>
Specialized Systems: None <0>
Laboratories: 30 <6>

TACTICAL SYSTEMS
Four Forward Disruptor Cannons <54 x 4>= 216>
Type: 12 Disruptors
Damage: 260 [26 Power]
Number of Emitters: (up to 5 shots per round)
Targeting Systems: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: 2 per port and starboard wing pods
Firing Arc: 360 degrees Forward
Firing Modes: Standard, Pulse,

14 Type 10 Disruptors <46 x 14 = 644>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 3 shots per round)
Targeting Systems: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Center line dorsal, center line ventral, port and Starboard position mirror each other weapons pods, dorsal wing tips, ventral wing tips, aft wing tip,
Firing Arc: 360 degrees from each emitter direction
Firing Modes: Standard, Pulse

Six Torpedo Launchers <6 x 27 = 162>
Standard Load: Photon Torpedo (200 Damage),
Plasma Torpedo
Spread: 12
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: four forward ventral, two aft
Firing Arc: forward and aft, but are self-guided
Torpedoes Carried: 200 <20>

TA/T/TS: Class Delta [4 Power/round] <20>
Strength: 10
Bonus: +3
Weapon Skill: 5
Shields (Forward, Aft, Port, Starboard) <(108 x 4)= 432>
Shield Generator: Class 6 (Protection 1200) [120 Power/shield/round]
Shield grid: Type C (50% increase to 1800 Protection)
Subspace Field Distortion Amplifiers: Class Theta (Threshold 400)

Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) ‹2›
Auto-Destruct System ‹8›

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 24 size worth of ships ‹48›
Standard Compliment: 12 shuttles
Location(s): Two bays throughout ship

DESCRIPTION AND NOTES
Fleet Data: Valdore-class Battle cruiser & Norexan-class Warbird design is similar in appearance and designs. The Valdore is generally the name for the vessel that United Federation of Planets Starfleet uses as its designation and the Norexan-class is the name the Romulans are using to name this class vessels.

Noteworthy vessels/service records/encounters: Valdore & Norexan Warbirds participated in the events of the coup-de-ta by the clone of Captain Jean-Luc Picard, Shinzon of Remus.

ROMULAN SCOUT SHIP

Class and Type: Scout ship
Commissioning Date: 2358

HULL SYSTEMS
Size: 3
Length: 98 meters
Beam: 94 meters
Height: 15 meters
Decks: 2
Mass: 5,830 metric tons
SUs Available: 1000
SUs Used: 774

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 50/80) <18>
Backup 1: Class 2 (Protection 25) <9>
Backup 2: Class 2 (Protection 25) <9>
Specialized Hull: Atmospheric Capacity; Planetfall capacity <6>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 73/100/300

Crew Quarters
Barracks: Houses 60 Crewmembers <1>
Spartan: 60 <3>
Basic: 20 <2>
Expanded: 5 <1>

Environmental Systems
Basic Life Support [7 Power/round] <12>
Reserve Life Support [4 Power/round] <6>
Emergency Life Support (18 emergency shelters) <6>
Gravity [2 Power/round] <3>
Consumable: 2 years' worth <6>
Food Replicators [3 Power/round] <3>
Industrial Replicators
Type: Network of small replicators [2 Power/round] <3>
Type: Large unit [2 power/replicator/round] <3>
Medical Facilities: 3 (+1) [3 Power/round] <15>
Recreation Facilities: 3 [4 Power/round] <16>
Location & type: 1 personal holodeck, 1 small lounge
Personnel Transport: Turbolifts, Jefferies Tubes [2 Power/round] <3>
Fire Suppression System [1 Power/round when active] <3>
Cargo Holds: 3,000 cubic meters <1>
Locations: Lower decks

Escape Pods <3>
Number: 60
Capacity: 4 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 6.4 <82>
Speed: 6.0/7.0/8.4 [1 power/.2 warp speed]
PIS: Type E (8 hours of Maximum warp) <10>
Uprating: package 2 (+0.2 to maximum warp) <4>
Impulse Engine Type: Class 3 (.5c/.7c) [5/7 Power/round] <15>
Location: Aft each wing section
Reaction Control System (.025c) [2 Power/round when in use] <3>

POWER SYSTEMS
Warp Engine Type: Class 6/K (generates 300 Power/round) <70>
Location: Engineering section
Impulse Engine[s]: 1 class 3 (generates 24 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +100 Power transfer/round <20>
Standard Usable Power: 324

OPERATIONS SYSTEM
Bridge: Forward Dorsal

COMPUTERS
Core 1: amid ship [5 Power/round] <6>
ODN <9>

Navigational Deflector [5 Power/round] <12>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: port and starboard forward wings

SENSOR SYSTEMS
LONG-RANGE SENSORS [5 Power/round] <21>
Range Package: Type 3 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year's (0.5/0.6 - 1.0/1.1 - 3.5/3.6 - 5.0)
Low Resolution: 13 Light-year's (1.0/1.1 - 3.5/3.6 - 9.0/9.1 - 13.0)
Strength Package: Class 2 (Strength 2)
Gain Package: Class Alpha (+1)
Coverage: + 1000 Substances

LATERAL SENSOR [5 Power/round] <15>
Strength Package: Class 2 (Strength 2)
Gain Package: Class Alpha (+1)
Coverage: +1000 Substances

NAVIGATIONAL SENSOR [5 Power/round] <12>
Strength Package: Class 2 (Strength 2)
Gain Package: Class Alpha (+1)
Probes: 20 probes of varying types <2>
Sensor Skill: 3

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

NAVIGATIONAL COMPUTER
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 2 <0>

INERTIAL DAMPING FIELD
Main
Strength: 8 [3 Power/round] <12>
Number: 2
Backup
Strength: 5 [2 Power/round] <3>
Number: 2
Attitude control [1 Power/round] <1>

COMMUNICATIONS SYSTEMS
Type: Class 2 [2 Power/round] <4>
Strength: 2
Security: -1
Emergency Communications: yes [2 Power/round] <1>

TRACTOR BEAMS
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Aft Ventral

Transporters
Type: Personnel [5 Power/use] <18>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class I (Strength 9)
Number and Locations: one amidship Deck 1

Type: Cargo [4 Power/use]
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition coils: Class I (Strength 9)
Number and Locations: 2 port and starboard cargo holds

Cloaking Device: Class 5 [40 Power/class/round] <18>

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

Science Systems
Rating 1 (+0) [1 Power/round] <8>
Specialized Systems: 2 <3>
Laboratories: 6 <2>

TACTICAL SYSTEMS
2 Port and Starboard Forward Disruptors <19 x 2 = 38>
Type: 4 Disruptors
Damage: 100 [10 Power]
Number of Emitters: (up to 2 shots per round)
Targeting systems: Accuracy: 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: forward port and Starboard wing tips
Firing Arc: 360 degrees
Firing Modes: Standard, Pulse

Torpedo Launcher
Standard Load: Photon torpedoes (200 Damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 5/6/8/11
Power: [20 + 5 per torpedo fired]
Location: Forward ventral
Firing Arc: forward, but are self-guided

Torpedoes Carried: 30 <3>

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

Shields (Forward, Aft, Port, Starboard) <18 (x 4) = 72>
Shield Generator: Class 3 (Protection 410) [41 Power/shield/round]
Shield grid: Type A (25% increase to 513 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <1>
Auto-Destruct System <3>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 4 size worth of ships <8>
Standard Compliment: 2 shuttlepods
Location(s): aft hull areas

DESCRIPTION AND NOTES
Fleet Data: Scarcely seen by the Federation the Romulan Scout vessels are small and maneuverable with highly packed instrumental equipment and sensors. The scout can cloak like many of the Romulan vessels that have been constructed in the last past three centuries. The Federation has encountered several of these vessels but yet to obtain one as the prize example of modern Romulan technology to examine. The close sensor scans conducted show that the vessel has several unique abilities.

One such vessel encountered by the U.S.S. Enterprise NCC-1701-D showed that the vessels are very unique in design. The vessel encountered carried Admiral Aladar Jarok a notorious Romulan Commander who lead a task force into the depths of Federation space and nearly conquered the United Federation of Planets before being

repelled by a Starfleet task force. Jarok had set the self-destruct systems before being beamed off the vessel.

Here is Klingon Experimental ship that failed it initial design that I keep ready to use in an adventure that for show anyways. It is basically a Modified Vor'Cha class but smaller and with less armaments.

KLINGON STARSHIPS
Class and Type: Qo'nos-Class Cruiser
Commissioning Date: 2368

HULL SYSTEMS
Size: 7
Length: 409.22 meters
Beam: 290.96 meters
Height: 62.74 meters
Decks: 19
Mass: 1,902,300 metric tons
SUs Available: 2,750
SUs Used:

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Ablative Armor: 800 <160>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 5 (Protection 80/120) <31>
Backup 1: Class 5 (Protection 40) <16>
Backup 2: Class 5 (Protection 40) <16>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1,600/200/6250

Crew Quarters
Barracks: House 1,320 Crewmembers <22>
Spartan: 120 <6>
Basic: 110 <11>
Expanded: 75 <15>
Luxury: 3 <3>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [12 Power/round] <28>
Reserve Life Support [6 power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: 2 years' worth <14>
Food Replicators [7 Power/round] <7>
Industrial Replicators <13>
Type: Network of small replicators [2 Power/round]
Type: 2 large unit [2 power/replicator/round]
Medical Facilities: 3 (+1) [3 Power/round] <15>
Recreation Facilities: 4 [8 Power/round] <32>
Location & type: No holodecks; a large mess hall; two gyms; 2 combat practice areas
Personnel Transport: Turbolifts, Jefferies Tubes [2 Power/round] <21>
Fire Suppression System [1 Power/round when active] <7>
Cargo Holds: 166,000 cubic meters <5>
Locations: Aft, ventral amidships, 12 other locations
Escape Pods <10>
Number: 200
Capacity: 8 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 6A6 <93>
Speed: 6.0/8.0/9.5 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Special Configuration: Embedded Warp nacelles <28>
Impulse Engine Type: Class 3A (.5c/.72c) [7/9 Power/round] <2 x 18 = 36>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <7>

POWER SYSTEMS
Warp Engine Type: Class 10/P (generates 549 Power/round) <115>
Location: Engineering section
Impulse Engine[s]: 2 class 3A (generates 28 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type E (generates 45 Power/round) <45>
EPS: Standard Power flow, +300 Power transfer/round <65>
Standard Usable Power: 605

OPERATIONS SYSTEM
Bridge: Forward dorsal <39>
Computers
Core 1: Amidship, port [5 Power/round] <14>
Core 2: Amidship, starboard [5 Power/round] <14>
ODN <21>

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

Sensor Systems
Long-range Sensors [5 Power/round] <39>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1- 3.8/3.9-5.0)
Low Resolution: 15 light-years (1/1.1-4.0/4.1- 12.0/12.1-15)
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensor [5 Power/round] <19>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensor [5 Power/round] <18>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Probes: 40 probes of varying types <6>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 4, Coordination 2 [1 Power/round in use] <11>

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

Inertial Damping Field
Main <56>
Strength: 9 [3 Power/round}
Number: 4
Backup <16>
Strength: 6 [2 Power/round]
Number: 4
Attitude control [2 power/round] <2>

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

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

Transporters
Type: Personnel [5 Power/use] <64>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: two forward section, two in engineering section

Type: Cargo [4 Power/use] <48>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and location: Two forward, two engineering hull

Cloaking Device: Class 8 [40 Power/class/round] <31>

Security Systems
Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <7>

Internal Force Fields [1 Power/3 Strength] <7>

Science Systems
Rating 2 (+1) [2 Power/round] <17>
Specialized Systems: 1<5>
Laboratories: 8 <2>

TACTICAL SYSTEMS
Forward Disruptor Array <46>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: aft
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Aft Disruptor Array <46>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: aft
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Dorsal Disruptor Array (5) <230>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Five locations on dorsal side of ship
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Ventral Disruptor Array (5) <230>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Five locations on ventral side of ship
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,
Starboard Disruptor Array (3) <138>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: three locations on ship's starboard side of ship
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Port Disruptor Array (3) <138>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: three locations on ship's port side of ship
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Forward Dorsal Torpedo Launcher <16>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 8
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward
Firing Arc: Forward, but are self-guided
Forward Ventral Torpedo Launcher<16>

Standard Load: Type II photon torpedo (200 Damage)
Spread: 8
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher<16>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 8
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward
Firing Arc: Forward, but are self-guided
Torpedoes Carried: 150 <15>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5
Shields (Forward, Aft, Port, Starboard) <76 (x 4)>
Shield Generator: Class 5 (Protection 900) [90 Power/shield/round]
Shield grid: Type C (50 % increase to 1200 Protection)
Subspace Field Distortion Amplifiers: Class Theta (Threshold 300)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <7>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 10 size worth of ships <10>
Standard Compliment: 2 shuttles, 5 shuttlepods
Location(s): Aft
Captain's Yacht: no

Crew break down
Crew / Troops: 700 / 900
Crew/Officers/enlisted: 700/189/511

Department /officers/enlisted
Command: 126 / 34 / 92
Operations
Engineering/technical: 119 / 32 / 87
Operations general: 154 / 42 / 112
Security/Tactical: 161 / 43 / 118
Science
Medical/support: 63 / 17 / 46
Science/Research: 77 / 21 / 56
Standard Klingon Ground troops: 900 / 243 / 657

DESCRIPTION AND NOTES
Fleet Data: Designs for this class of Klingon War cruiser started in the late 2350's. It wasn't until the late 2360's that the actual construction of the first cruiser took place with the aid of the Federation. The first cruiser was constructed at Starfleet's Utopia Planitia shipyards in orbit of Mars. The Federation ship builders learned much about the techniques employed by the Klingons, as did the Klingons about the Federation. The first cruiser was named for the Qo'nos the Klingon home world. Manned by a crew of both federation and Klingon's who were the builders and designers. The Klingon cruiser jumped to warp and has never been seen again. It has been theorized that the designers and builders saw that the Klingon war with the Federation was would come and would lead to the destruction of their creation as well as the great alliance that they shared and left with the idea of starting colony somewhere out beyond Federation and Klingon space.

When the Klingon Empire attempted to access the construction blue prints to the Qo'nos-class they found old designs for B'rel-class Bird-of-Prey's cluttering up the file. Only recently the boundaries of the Federation and the Klingon Empire have been expanded and the rumors of sightings of a mysterious Klingon cruiser lurking just at the edge of the sensors long enough to unnerve even the steadiest of hands.

Both the Federation and Klingon's have sent out vessels to investigate with no success in locating the vessel.

Noteworthy vessels/service records/encounters: IKS Qo'nos / prototype / missing

THE BORG

The Borg are clearly one Star Trek's the deadliest of foes created for the series. Well, maybe not the deadliest but the most dangerous that has ever been encountered.

During the Adventures of the U.S.S. Discovery they encountered a Plethora of Borg Vessels. Originally I saw the Original Steve Long version as just a simple template for the version of the Borg Cubes.

I recently saw on a FASA oriented web sight that there were four different versions of the Borg Cube and at least two different Sphere's. I counted two versions of the Cube and three Sphere's myself.

Generally the Borg vessels are the same with no real venation to Steve Longs Version with exceptions to the standard Cube. The Ablative Armor dropped in favor of the higher Resistance values. I figured to allow it to go up to thirty for the Borg Vessels. As the adventures continued we integrated the Borg Tactical Cubes and Spheres and used the Ablative Armor doubling the amount that can be allowed for a vessel. The

Ablative armor is valued as per quadrant on the sides of the Cube (much like that of a Rubic's Cube divided into nine segments with the value).

Generally the Discovery avoided contact with the Borg but usually the Game Master would be sure to send the Borg after the Discovery.

For use I varied the pattern to the Sphere and Cube.

The final cubes and spheres used are place here. They are tough and strong in battle.

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
SUs Available: 11,000
SUs Used: 10,652

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>
Personnel Transport: Turbolifts, 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>
Uprating: 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: one small Borg sphere ships
Location(s): 25 bays throughout ship
Captain's Yatch: no

DESCRIPTION AND NOTES:
Fleet Data:

BORG CLASS-4 CUBE
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: 11,046

Hull Outer <64>
Hull Inner <64>
Resistance Outer Hull: 14 <36>
Resistance Inner Hull: 14 <36>
Ablative Armor: 3000 <500>
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>
Personnel Transport: Turbolifts, 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>
Uprating: 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 ships being assimilated
Location(s): 25 bays throughout ship
Captain's Yatch: no

DESCRIPTION AND NOTES:
Fleet Data:

Borg vessels Borg Class-4 Tactical Cubes (hundreds different cubes) (Tactical Cube 138)

BORG Sphere
Class and Type: Borg Sphere
Commissioning Date: Unknown

HULL SYSTEMS
Size: 7
Length: 360 meters
Beam: 360 meters
Height: 360 meters
Decks: 70
Mass: 4,000,000 metric tons
SUs Available: 2,750
SUs Used: 4717

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Borg Ship Regeneration [10 power/round used] <70>
Ablative Armor: 500 <100>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 7 (Protection 100/150) <37>
Backup 1: Class7 (Protection 50) <19>
Backup 2: Class 7 (Protection 50) <19>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 11,000/0/60,000

Crew Quarters
Regeneration Alcoves: 11,000 (100 alcoves per 1 SU) <110>

Environmental Systems
Basic Life Support [12 Power/round] <28>
Reserve Life Support [6 power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: 3 years' worth <21>

Food Replicators [7 Power/round] <7>
Industrial Replicators <13>
Type: a single Network of small replicators [2 Power/round]
Type: 2 large unit [2 power/replicator/round]
Medical Facilities: 5 (+1) [5 Power/round] <25>

Personnel Transport: Turbolifts, Jefferies Tubes [2 Power/round] <28>
Fire Suppression System [1 Power/round when active] <7>

Cargo Holds: 300,000 cubic meters <9>
Locations: twenty locations throughout the ship

PROPULSION SYSTEMS
Transwarp Drive [105 Power/round] <105>
Impulse Engine Type: 3 Class 8 (.75c/.95c) [6/9 Power/round] <120>
Location: three throughout interior
Reaction Control System (.025c) [2 Power/round when in use] <7>

POWER SYSTEMS
Warp Engine Type: 2 Class 10/S (generates 549 Power/round) <220>
Location: Interior
Impulse Engine[s]: 3 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, +800 Power transfer/round <115>
Standard Usable Power: 1290

OPERATIONS SYSTEM
Computers (Bio-neutral)
Four core computers located throughout the interior of the ship [5 Power/round] <32>
Uprating: Class beta (+2) [2 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: 200 probes of varying types <20>
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 <84>
Strength: 10 [3 Power/round}
Number: 6
Backup <42>
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: yes

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <72>
Accuracy: 4/5/7/10
Location: 1 per 90 degrees of the Sphere

Transporters
Type: Personnel [7 Power/use] <115>
Pads: 6
Emitter/Receiver Array: Personnel Type 10 (100,000 km range)
Energizing/Transition coils: Class J (Strength 10)
Number and Location: 5 throughout the ship

Type: Emergency [12 power/use] <125>
Pads: 40
Emitter/Receiver Array: Emergency Type 5 (25,000 km range)
Energizing/Transition coils: Class J (Strength 10)
Number and Location: 5 throughout the ship

Type: Cargo [8 Power/use] <38>
Pads: 800 kg
Emitter/Receiver Array: Cargo Type 5 (160,000 km range)
Energizing/Transition coils: Class J (Strength 10)
Number and Location: 2 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] <27>
Specialized Systems: 1 <5>
Laboratories: 20 <4>

TACTICAL SYSTEMS
Borg Energy Beams <58 (x 8 = 464>
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 <30 (x 6 = 180)>
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: 1 beam projectors per 90 degrees
Firing Arc: 360 degrees for each side

Borg Feedback Pulse Generator <18 (x 3 = 54)>
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 120 degrees on equator of hull
Firing Arc: See Spacedock, pages 68-69

Borg Shield Drainer <25 (x 6 = 150)>
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 (x 6 = 180)>
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: 800 <80>

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 88 size worth of ships ‹176›
Standard Compliment: Various small Borg ships
Location(s): 2 bays throughout ship
Captain's Yatch: no

DESCRIPTION AND NOTES:
Fleet Data:

Special Version of Voyager
Voyager Intrepid-class early versions of the scout vessels that I have been crating. Using the link below the top picture is the vessel that I have envisioned as the one I have designed as a simple science vessel.
http://www.starfleetcom.net/lcars/fsd/art/images/dv-7.gif

Hawkeye Class

Class and Type: Hawkeye-class Science Vessel
Commissioning Date: 2360's

Hull Systems
Size: 5
Length: 202 meters
Beams: 80 meters
Height: 76 meters
Decks: 15
Mass: 300,000 metric tons
SUs Available: 1,900
SUs Used: 1770

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

Structural Integrity field [1 power/10 Protection/round]
Main: Class 6 (Protection 80/120) <29>
Backup: Class 6 (Protection 40) <15>
Backup: Class 6 (Protection 40) <15>
Specialized hull: Atmospheric Capacity; Planet fall capacity <12>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 100/39/2,300

Crew Quarters
Spartan: None
Basic: 80 <8>
Expanded: 50 <9>
Luxury: 9 <9>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [10 Power/round] <20>
Reserve Life Support [5 Power/round] <10>
Emergency Life Support (30 emergency shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 3 years worth <15>
Food Replicators [5 Power/round] <5>
Industrial Replicators <8>
Type: network of small Replicators [2 Power/round]
Type: 1 Large unit [2 Power/replicator/round]
Medical Facilities: 7 (+2) [7 Power/round] <35>
EMH Mark I [2 Power/round when active] <5>
Recreation Facilities: 5 [10 Power/round] <40>
(1 Main holodeck, 5 personal holodecks, pleasant eating facilities, 2 small lounges)
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>

Cargo hold: 66,000 cubic meters <2>
Locations: Lower Cargo Bays 4-7 (accessed by doors on ventral side of the Saucer), Upper Cargo Bays 1-3, and several smaller bays in engineering hull.

Escape Pods <5>
Number: 70
Capacity: 8 persons per pod

Propulsion Systems Warp Drive
Nacelles: Type 6D <105>
Speed: 6.0/9.2/9.6 [1 Power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>

Impulse Engine Type: 2 Class 7 (.75c/.92c) [7/9 Power/round] <35 (x 2) = 70>
Location: one port, one starboard
Reaction Control System (.025c) [2 Power/ round when in use] <5>
Impulse Thrusters [2 Power/round when in use] <10>

Power systems Warp Engine Type: Class 10/P (generates 500 Power/round) <110>
Locations: Engineering hull, decks 5-12
Impulse Engine[s]: 2 Class 7 (generate 56 power/engine/round)
Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) <6>
Emergency Power: Type C (generates 35 Power/round) <35>
EPS: Standard Power flow, +300 Power transfer/round <55>
Standard Usable Power: 612

Operations systems
Bridge: Saucer dorsal <25>

Computers (Bio-neural)
Core 1: Saucer decks 6-7 [7 Power/round] <18>
Core 2: Engineering hull decks 10-11 [7 Power/round] <18>
Updating: Class Beta (+2) [2 Power/computer round] <8>
ODN <18>

Navigational Deflector [5 Power/round] <20>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward engineering hull, ventral of the saucer
Auxiliary Deflector: Forward dorsal saucer <6>

Sensor Systems
Long-range Sensors [5 Power/round] <66>
Range package: Type 7 (Accuracy 3/4/7/10)
High Resolution: .5/.6-1.0/1.1-3.8/3.9-5.0
Low Resolution: 1/1.1-6.0/6.1-13.0/13.1-17
Strength Package: Class 8 (strength 8)
Gain Package: Class Gamma (+3)
Coverage: Detect an additional 6,000 substances

Lateral Sensors [5 Power/round] <41>
Strength Package: Class 8 (strength 8)
Gain Package: Class Gamma (+3)
Coverage: Detect an additional 3,000 substances

Navigational Sensors: [5 power/round] <38>
Strength Package: Class 8 (strength 8)
Gain Package: Class Gamma (+3)
Probes: 60 <6>
Sensor Skill: 5

Flight Control Systems
Autopilot: Shipboard systems (flight control) 3, Coordination 3 [1 Power/round in use] <12>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backups: 2 <2>
Inertial Damping Field
Main <40>
Strength: 9 [3 Power/round]
Number: 4
Backup <12>
Strength: 6 [2 Power/round]
Number: 4
Attitude Control [1 Power/round] <1>

Communications Systems
Type: Class 8 [2 power/round] <24>
Strength: 8
Security: -4 (Class Gamma Uprating)
Basic Uprating: Class Beta (+2)
Emergency Communications: yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Lactation: Ventral Engineering hull, below navigational deflector
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11
Location: Main Shuttlebay

Transporters
Type: Personnel [4 Power/use] <21>
Pad: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location: Two, both on deck two of the saucer section

Type: Emergency [5 Power/round] <30>
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and location: one in saucer section, one in engineering hull

Type: Cargo [4 Power/round] <39>
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class H (strength 8)
Number and location: Two, both on deck four of the saucer section

Security Systems
Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Field [1 power/3 strength] <5>

Science Systems
Rating 3 (+2) [3 Power/round] <20>
Specialized Systems: Two, defined when ship is constructed <10>
Laboratories: 15 <4>

Tactical Systems
Saucer Forward Ventral Phaser Array <44>
Type IX
Damage: 180 [18 power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Saucer Ventral, forward
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Saucer Forward Dorsal Phaser Array <44>
Type IX
Damage: 180 [18 power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Saucer Dorsal, forward
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide- Beam

Saucer Aft Ventral Phaser Array <16>
Type IX
Damage: 180 [18 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Saucer Ventral
Firing arc: 360 degrees Dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Engineering Ventral Phaser Array ‹30›
Type IX
Damage: 180 [18 power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Engineering ventral
Firing arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Engineering Starboard Phaser Array ‹16›
Type IX
Damage: 180 [18 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Engineering Ventral, aft Starboard
Firing arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Engineering Port Phaser Array ‹16›
Type IX
Damage: 180 [18 power]
Number of Emitters: 40 (up to 1 shots per round)
Auto-Phaser Interlock: Accuracy 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Engineering, Port
Firing arc: 360 degrees Ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Dorsal Sensor Pod Torpedo Launcher (High-yield) ‹22›
Standard Load: Type II photon torpedo (200 damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 3/4/6/9
Power: [20 + 5 per torpedo fired]
Location: Sensor Pod Forward,
Firing Arc: Forward, but are self-guided

Twin Forward Torpedo Launcher (High-yield) ‹22 (x 2) = 44›
Standard Load: Type II photon torpedo (200 damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 3/4/6/9
Power: [20 + 5 per torpedo fired]
Location: Engineering Forward, Port & Starboard
Firing Arc: Forward, but are self-guided

Aft Sensor Pod Torpedo Launcher (High-yield) ‹22›
Standard Load: Type II photon torpedo (200 damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 3/4/6/9
Power: [20 + 5 per torpedo fired]
Location: aft Sensor Pod
Firing Arc: Forward, but are self-guided
Torpedoes carried: 50 ‹5›

TA/T/TS: Class Beta [1 power/round] ‹9›
Strength: 8
Bonus: +1
Weapon Skill: 4

Shields (Forward, Aft, Port, Starboard) ‹54 (x4) = 216›
Shield Generator: Class 4 (protection 800) [80 power/shield/round]
Shield grid: Type C (50% increase to 1200 Protection)
Subspace field Distortion Amplifiers: Class Epsilon (Threshold 250)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 4 (1 per shield) ‹4›
Auto-Destruct System‹5›

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 16 Size worth of ships ‹32›
Standard Complement: one Type 8 and Two Type 9 shuttlecraft
Location(s): Main Shuttlebay aft of bridge, Secondary smaller Shuttlebay
Captains Yacht: no

A ruff deck lay out
Deck Compliment
1 ---- Bridge, Ready Room, Conference Lounge,
2 ---- Crew mess
3 ---- Crew Quarters, Captains Cabin
4 ---- Crew Quarters, Medical Sickbay Section, Main Engineering section
5 ---- Crew Quarters, Astrometric's labs,
6 ---- Forward Torpedo launches
7 ---- Navigational Deflectors, Impulse Engines
8 ---- Navigational Deflectors, Impulse Engines
9 ---- Navigational Deflectors, Impulse Engines, Shuttlebay
10 -- Navigational Deflectors, Impulse Engines
11 --
12 -- Tractor beam emitters, Anti-matter storage

I know that everyone has put an escape pod on at least one ship whether it was just in thought or in actual design production but has anyone thought of what an escape pod looks like.

For a game I designed an average escape pod for a ship. This pod will work for such Federation vessels such as Galaxy class and/or any vessel similar in design. With some tweaking this pod can be enlarged to hold eight or shrunk to hold a single occupant.

STANDARD ESCAPE PODS
Class and Type: Four Person Escape Pods
Commissioning Date: Varies

HULL SYSTEMS
Size: 1
Length: 3.0 meters *
Beam: 3.0 meters *
Height: 3.0 meters *
(* Your actual size may vary slightly per variant design)
Decks: 1
Mass: 1 Metric Ton
SUs Available: 200
SUs Used: 161

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

Structural Integrity Field [1 Power/ 10 Protection/round]
Main: Class A (Protection 5/5) <3>
Backup 1: Class A (Protection 3) <2>
Backup 2: Class A (Protection 3) <2>
Specialized Hull: Atmospheric Capability; Planetfall Capability <2>

PERSONNEL SYSTEMS
Class/Passengers/Evac: 4 persons

Crew Quarters None

Environmental Systems
Basic Life Support [2 Power/round] <4>
Reserve Life Support [1 power/round] <2>
Gravity [1 Power/round] <1>
Consumable: 1 years' worth <1>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Fire Suppression System [1 Power/round when active] <1>

PROPULSION SYSTEMS
Warp drive none
Impulse Engine Type: 1 (.1c / .2c) [1/2 Power/round] <2>
Reaction Control System (.025c) [1 Power/round when in use] <1>

POWER SYSTEMS
Warp Engine: None
Power reactor: Type A (Generates 25 power/round) <25>
Impulse Engine[s]: Type 1 (generates 3 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +10 Power transfer/round <6>
Standard Usable Power: 28

OPERATIONS SYSTEM
Bridge: cockpit <5>
Computers Core 1: [5 Power/round] <1>
ODN <3>
Navigational Deflector: None

Sensor Systems
Long-range Sensors: none

Lateral Sensor [5 Power/round] <4>
Strength Package: Class 1 (Strength 1)
Gain Package: Class Standard (+0)
Coverage: standard

Navigational Sensor [5 Power/round] <4>
Strength Package: Class 1 (Strength 1)
Gain Package: Class Standard (+0)
Sensor Skill: 0

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

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

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

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

Tractor Beams: None
Transporters : None
Security Systems: None
Science Systems: None
TACTICAL SYSTEMS: None

Shields (Forward, Aft, Port, Starboard: <3 (x 4 = 12)>
Shield Generator: Class (Protection 50) [5 Power/shield/round]
Shield grid: Type 0 (no increase to Protection)
Subspace Field Distortion Amplifiers: Class Alpha (Threshold 16)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: None

Auto-Destruct System: None

AUXILIARY SPACECRAFT SYSTEM: None
Notes: The shields are more to act as a protection for any different kinds of energies than for weapons protection. Virtually a blast from a type V phaser can disintegrate this small pod.

The power plant is similar to that used for emergency power but has a longer running time.

KLINGON CRUISER
Class and Type: Morkar-class planetary defense Cruiser
Commissioning Date: 2350's

HULL SYSTEMS
Size: 5
Length: 260 m
Beam: 215 m
Height: 12 m
Decks: 10
Mass: 645,000 Metric Tons
SU's Available: 1800
SU's Used: 1411

Hull Outer: <20>
Hull Inner: <20>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

Structural Integrity Field [1 power/ 10 Protection/Round]
Main: Class 4 (Protection 70/110) <26>
Backup: Class 4 (Protection 35) <13>
Backup: Class 4 (Protection 35) <13>
Specialized Hull: Atmospheric Capability <5>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 200/150/1000

CREW QUARTERS
Barracks: Houses 240 Crewmembers <4>
Spartan: 100 <5>
Basic: 10 <1>
Expanded: 5 <1>

Environmental Systems
Basic Life Support [9 Power/round] <20>
Reserve Life Support [5 Power/round] <10>
Emergency Life Support (30 shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 2 years worth <2>
Food Replicators [5 Power/round] <5>

Replicators Systems
Small network of replicators [2 Power/round] <5>
Industrial Replicator Units: Mark II [2 Power/round of use] <3>
Medical Facilities: 3 (+1) [1 Power/round] <15>
Recreation Facilities: 4 [8 Power/round] <32>
Location: 1 main holodeck, 2 personal holodecks; large eating facilities, 2 small lounges

Personnel Transport: Turbolifts, Jefferies Tube: [2 Power/round] <15>
Fire Suppression Systems [1 Power/round when active] <5>

Cargo Holds: 66,000 Cubic meters <2>
Locations: Lower decks

Escape Pods <5>
Number: 100
Capacity: 4 Persons per pod

Propulsion Systems
Warp Drive Nacelles: Type 6C <100>
Speed: 6.0/9.0/9.2
PIS: Type E (10 hours) <10>
Impulse Engines Type: Class 4 (.6c / .8c) [6/8 Power/round] <20>
Location: Aft
Reaction Control Systems (.025) [2 Power/Round when in use] <5>

Power System
Warp Engine Class 7/M (generates 350 power/round) <70>
Location: Amidships
Impulse Engine[s]: Class 4 (generates 32 Power/Round)
Auxiliary Power: 3 reactors (generates 5 Power/Round) <9>
Emergency Power: Type B (generates 30 Power/Round) <30>
EPS: Standard Power Flow: +300 power transfer/round <25>
Standard Usable Power: 382

Operation Systems
Bridge: <28>

Computers
Core 1: [5 Power/round] <10>
Core 2: [5 Power/round] <10>
ODN <15>

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

Sensor Systems
Long-range Sensors [5 Power/round] <21>
Range Package: Type 3 (Accuracy 4/5/8/11)
High Resolution: 5 light-years (.5/.6-1.0/1.1- 3.5/3.6-5.0)
Low Resolution: 13 light-years (1.0/1.1-3.5/3.6- 9.0/9.1-13.0)
Strength Package: Class 3 (Strength 3)
Gain Package: Alpha (+ 1)
Coverage: Standard

Lateral Sensors [5 Power/round] <19>
Strength Package: Class 3 (Strength 3)
Gain Package: Alpha (+ 1)
Coverage: Standard

Navigational Sensors [5 Power/round] <18>
Strength Package: Class 3 (Strength 3)
Gain Package: Alpha (+ 1)
Probes: 30 <3>
Sensor Skill: 3

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

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

Inertial Damping Field
Main <20>
Strength: 9 [3 Power/Round]
Number: 2
Backup <10>
Strength: 4 [3 Power/Round]
Number: 2
Attitude Control: [2 Power/Round] <2>

Communications Systems
Type: Class 5 [2 Power/Round] <10>
Strength: 5
Security: -2
Emergency Communications: [2 Power/Round] <1>

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

Transporters
Type: Personnel [2 Power/Round] <24>
Pads: 6
Emitter/receiver array: Personnel Type 5 (35,000 km range)
Energizing/transition coils: Class D (Strength 4)
Number and Location: one Amid Ship, upper decks and one lower decks engineering

Type: Cargo [2 Power/Round] <20>
Pads: 500
Emitter/receiver array: Cargo Type 3 (40,000 km range)
Energizing/transition coils: Class D (Strength 4)
Number and Location: Two Lower Decks Cargo bays

Cloaking Device: Class 6 [40 Power/class/round] <23>

Security Systems
Rating: 2 <8>
Anti-intruder Systems [1 Power/Round] <5>
Internal Force Fields [1 power/ 3 strength] <5>

Science Systems
Rating: 2 <15>
Specialized Systems: None
Laboratories: 10 <1>
TACTICAL SYSTEMS
Forward Disruptor Cannon <38>
Type: 8 Disruptor Cannon
Damage: 180 [18 Power]
Number of Emitters: (up to 3 Shots per round)
Targeting Systems: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: forward Ventral,
Firing Arc: forward (360 degrees)
Firing Modes: Standard, Pulse

Forward Disruptor Array <34 x 10 = 340>
Type: 7 Disruptor Array6
Damage: 160 [16 Power]
Number of Emitters: (up to 3 Shots per round)
Targeting Systems: Class Beta (Accuracy: 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: 2 placed on either wing covering not only forward along the hull towards the bow with covering port and starboard, 3 dorsal, 3 ventral, 2 aft
Firing Arc: forward (360 degrees)
Firing Modes: Standard, Pulse

Torpedo Launchers <18 x 2 = 36>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward dorsal, and aft dorsal
Firing Arc: Forward and aft, but are self-guided
Torpedoes Carried: 100 <10>

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

Shields (Forward (#1), Standard (#2), Aft (#3), Port (#4)) <39 x 4>
Shield Generator: Class 4 (Protection 760) [76 Power/Round]
Shield Grid: Type A (25% increase to 950 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 150)
Recharging System: Class 1 (45 seconds)
Autodestruct System <5>

Auxiliary Spacecraft Systems
Hanger Deck(s): Capacity for 5 Size worth of ships <10>
Standard Compliment: 2 Shuttlepods, 1 shuttlecraft
Location(s): Aft Section ventral

DESCRIPTION AND NOTES
Fleet data: Constructed shortly after the battle of Kitiomatar where the Romulans sneak attack killed so many of the Klingon farmers. The Cruiser was constructed as a defense vessel only. In groups of three or more turn the vessels into versatile weapons

platforms that could easily destroy any attacking vessel. Their appearance reflects back to the old D5 class cruisers. The heavy weapons are indicative of the 24th century.

Enhanced warp driver and warp core allow the cruiser to patrol out beyond the edge of the system and return in case there is a need to defend the colony or space station assigned to protect.

In the late 2370 saw the addition of the Ablative Armor: 800 <160> to the hulls to provide defense against attacks. The ablative armor was needed during the Dominion war that many of these vessels were lost to Dominion attacks while they were defending the frontier.

KAZON FIGHTER
Class and Type: Kazon fighter/Raider
Commissioning Date: Unknown

HULL SYSTEMS
Size: 3
Length: 165 meters
Beam: 40 meters
Height: 70 meters
Decks: 8
Mass: 140,000 metric tons
SUs Available: 1000
SUs Used: 601

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 2 (Protection 50/80) <18>
Backup: Class 2 (Protection 25) <9>
Backup: Class 2 (Protection 25) <9>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 20/10/150

Crew Quarters
Barracks: Houses 20 crewmembers <1>
Spartan: 9 <1>
Basic: 1 <1>

Environmental Systems
Basic Life Support [5 Power/round] <12>
Reserve Life Support [3 Power/round] <6>
Gravity [1 Power/round] <3>
Consumable: 1 years' worth <3>

Food Stores only <2>

Medical Facilities: None
Recreation Facilities: 1 [1 Power/round] <8>
Location & type: Spartan mess hall

Personnel Transport: Turbolifts
Jefferies Tubes [2 Power/round] <9>
Fire Suppression System [1 Power/round when active] <3>

Cargo Holds: 10,000 cubic meters
Locations: lower decks

Escape Pods <1>
Number: 10
Capacity: 4 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 5C2 <66>
Speed: 5.0/8.0/9.2 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: 4B Class (.65c/.85c) [6/8 Power/round] <23>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <3>

POWER SYSTEMS
Warp Engine Type: Class 3/E (generates 170 Power/round) <42>
Location: Engineering section
Impulse Engine[s]: 1 class 4B (generates 38 Power/engine/round)
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow +75 Power transfer/round <23>
Standard Usable Power: 208

OPERATIONS SYSTEM
Bridge: Dorsal <15>

COMPUTERS Core: Mid hull [5 Power/round] <6>
ODN <9>

Navigational Deflector [5 Power/round] <12>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward Hull

SENSOR SYSTEMS
LONG-RANGE SENSORS [5 Power/round] <14>
Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1- 3.5/3.6-5.0)
Low Resolution: 12 Light-year's (1/1.1-3.0/3.1- 8.0/8.1-12.0)
Strength Package: Class 3 (Strength 3)
Gain Package: Standard (+0)
Coverage: Standard

LATERAL SENSOR [5 Power/round] <10>
Strength Package: Class 3 (Strength 3)
Gain Package: Standard (+0)
Coverage: Standard

NAVIGATIONAL SENSOR [5 Power/round] <12>
Strength Package: Class 3 (Strength 3)
Gain Package: Standard (+0)
Probes: 10 probes of varying types <1>
Sensor Skill: 2

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

NAVIGATIONAL COMPUTER
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 1 <0>

INERTIAL DAMPING FIELD
Main <24>
Strength: 9 [3 Power/round]
Number: 4
Backup <8>
Strength: 6 [2 Power/round]
Number: 4
Attitude control [1 Power/round] <1>

COMMUNICATIONS SYSTEMS
Type: Class 2 [2 Power/round] <4>
Strength: 2
Security: -1
Emergency Communications: yes [1 Power/round] <1>

Tractor Beams: None
Transporters: None
Cloaking Device: None

Security Systems
Rating: 1 <4>
Anti-Intruder System: None
Internal Force Fields: None

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

TACTICAL SYSTEMS
Energy Weapon Kazon Disruptors <21 (x 3 = 63)>
Type: 5
Damage: 120 [12 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Accuracy: 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: two forward (port and starboard) 1 aft
Firing Arc: 180 degrees dorsal
Firing Modes: Standard, Pulse,

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

Shields (Forward, Aft, Port, Starboard) <21(x 4 = 84)
Shield Generator: Class 2 (Protection 300) [30 Power/shield/round]
Shield grid: Type C (50 % increase to 450 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System: None

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 4 size worth of ships <8>
Standard Compliment: 2 shuttlepods
Location(s): Aft Ventral

DESCRIPTION AND NOTES
Fleet Data: A small strike fighter capable of independent operations. The fighter can dock with the Kazon carrier vessel in a lower hull. Like majority of the Kazon Tribes vessels they all originate from the Trabe whom where their oppressors.

Many of the Kazon vessels the designs vary from one tribe to another as they are looking to gain the upper hand over their rival tribe.

Creations Notes
Food Replicators or Fabrication Units - *the Kazon do not have the technology to construct the systems capable of Replicating materials such as replicators and fabrication Units. They continue to search for the knowledge of these units to advance them selves over the other factions of Kazon people.*

KAZON CARRIER

Class and Type: Kazon Carrier
Commissioning Date: Unknown

HULL SYSTEMS
Size: 12
Length: 1800 (1920) meters
Beam: 350 meters
Height: 405 meters
Decks: 135 (152)
Mass: 11,206,000 (60,000,000) metric tons
SUs Available: 3400
SUs Used: 3056

Hull Outer <48>
Hull Inner <48>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 3 (Protection 60/90) <18>
Backup: Class 3 (Protection 30) <9>
Backup: Class 3 (Protection 30) <9>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 3,200/100/8,000

Crew Quarters
Barracks: Houses 2400 crewmembers <40>
Spartan: 550 <28>
Basic: 350 <35>

Environmental Systems
Basic Life Support [12 Power/round] <48>
Reserve Life Support [6 Power/round] <24>
Gravity [6 Power/round] <12>
Consumable: 3 years' worth <54>

Food Stores only 10 galley's and Mess facilities <20>
Medical Facilities: None
Recreation Facilities: 1 [1 Power/round] <8>
Location & type: Spartan mess hall

Personnel Transport: Turbolifts
Jefferies Tubes [2 Power/round] <36>
Fire Suppression System [1 Power/round when active] <12>

Cargo Holds: 1,000,000 cubic meters <30>
Locations: lower decks

Escape Pods <24>
Number: 900
Capacity: 8 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 5D <70>
Speed: 5.0/8.4/9.0 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: 2 Class 4 (.6c/.8c) [6/8
Power/round] <20>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <12>

POWER SYSTEMS
Warp Engine Type: Class 8/N (generates 400 Power/round) <90>
Location: Engineering section
Impulse Engine[s]: 2 class 4 (generates 32 Power/engine/round)
Auxiliary Power: 10 reactors (generates 5 Power/reactor/round) <30>
Emergency Power: Type C (generates 35 Power/round) <35>
EPS: Standard Power flow +100 Power transfer/round <70>
Standard Usable Power: 464

OPERATIONS SYSTEM
Bridge: Dorsal <60>

COMPUTERS Core: Mid hull [5 Power/round] <24>
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] <25>
Range Package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1- 3.5/3.6-5.0)
Low Resolution: 14 Light-year's (1/1.1-3.5/3.6- 10.0/19.1-14.0)
Strength Package: Class 3 (Strength 3)
Gain Package: Class Alpha (+1)
Coverage: Standard

LATERAL SENSOR [5 Power/round] <28>
Strength Package: Class 3 (Strength 3)
Gain Package: Class Alpha (+1)
Coverage: Standard

NAVIGATIONAL SENSOR [5 Power/round] <28>
Strength Package: Class 3 (Strength 3)
Gain Package: Class Alpha (+1)
Probes: 30 probes of varying types <3>
Sensor Skill: 2

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

NAVIGATIONAL COMPUTER
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 1 <0>

INERTIAL DAMPING FIELD
Main <96>
Strength: 9 [3 Power/round]
Number: 4
Backup <24>
Strength: 6 [2 Power/round]
Number: 4
Attitude control [1 Power/round] <3>

COMMUNICATIONS SYSTEMS
Type: Class 2 [2 Power/round] <4>
Strength: 2
Security: -1
Emergency Communications: yes [1 Power/round] <1>

TRACTOR BEAMS: NONE
Transporters: None
Cloaking Device: None

Security Systems
Rating: 2 <8>
Anti-Intruder System: None
Internal Force Fields: None

Science Systems
Rating 1 (+0) [1 Power/round] <19>
Specialized Systems: None
Laboratories: 10 <1>

TACTICAL SYSTEMS
Energy Weapon Kazon Disruptors <35 (x 41 = 1435)>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Accuracy: 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: 5 forward, 10 port and 10 starboard, 6 dorsal, 6 ventral, 4 aft
Firing Arc: 180 degrees dorsal
Firing Modes: Standard, Pulse,

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

Shields (Forward, Aft, Port, Starboard) <126 (x 4 = 504)
Shield Generator: Class 5 (Protection 950) [95 Power/shield/round]
Shield grid: Type B (33% increase to 1264 Protection)
Subspace Field Distortion Amplifiers: Class Eta (Threshold 320)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <12>
Auto-Destruct System: None

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 30 size worth of ships <100>
Standard Compliment: Ten Kazon Fighters, 20 shuttlepods
Location(s): Aft Ventral

DESCRIPTION AND NOTES
Fleet Data: A large carrier of many personnel and cargo for trading. Heavily armed and shielded the Kazon Tribes each have at least one Carrier and several Fighters while other Tribes have at most a dozen carriers and a hundred fighters.

Like majority of the Kazon Tribes vessels they all originate from the Trabe whom where their oppressors.

Many of the Kazon vessels the designs vary from one tribe to another as they are looking to gain the upper hand over their rival tribe.

Creations Notes
Food Replicators or Fabrication Units - *the Kazon do not have the technology to construct the systems capable of Replicating materials such as replicators and fabrication Units. They continue to search for the knowledge of these units to advance them selves over the other factions of Kazon people.*

KLINGON MEK'CHA-CLASS STARSHIPS
Class and Type: *Mek'cha*-Class Attack Cruiser
Commissioning Date: Mid-24th century

HULL SYSTEMS
Size: 7
Length: 481.32 meters
Beam: 341.76 meters
Height: 64 meters
Decks: 22
Mass: 2,238,000 metric tons
SUs Available: 2,750
SUs Used: 2,673

Hull Outer ‹28›
Hull Inner ‹28›
Resistance Outer Hull: 10 ‹12›
Resistance Inner Hull: 10 ‹12›

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 5 (Protection 80/120) ‹31›
Backup 1: Class 5 (Protection 40) ‹16›
Backup 2: Class 5 (Protection 40) ‹16›

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1,700/250/7,350

Crew Quarters
Barracks: Houses 1,020 Crewmembers ‹17›
Spartan: 800 ‹40›
Basic: 200 ‹20›

Environmental Systems
Basic Life Support [12 Power/round] ‹28›
Reserve Life Support [6 power/round] ‹14›
Emergency Life Support (42 emergency shelters) ‹14›
Gravity [4 Power/round] ‹7›

Consumable: 2 years' worth ‹14›
Food Replicators [7 Power/round] ‹7›

Industrial Replicators ‹13›
Type: Network of small replicators [2 Power/round]
Type: 2 Large unit [2 power/replicator/round]

Medical Facilities: 4 (+1) [4 Power/Round] ‹20›
Recreation Facilities: 4 [8 Power/round] ‹32›
Location & type: No holodecks; a large mess hall; two gyms; 2 combat practice areas
Personnel Transport: Turbolifts, Jefferies Tubes [2 Power/round] ‹21›
Fire Suppression System [1 Power/round when active] ‹7›
Cargo Holds: 200,000 cubic meters ‹6›
Locations: Aft, ventral amidships, 12 other locations
Escape Pods ‹9›
Number: 160
Capacity: 8 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 6 ‹80›
Speed: 6.0/7.0/8.0/ [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) ‹16›
Embedded Nacelles: Part way out on the wing ‹28›
Impulse Engine Type: Class 3A (.5c/.72c) [7/9 Power/round] ‹18 (x 2 = 36)›
Location: Port and Starboard Engineering section
Reaction Control System (.025c) [2 Power/round when in use] ‹7›

POWER SYSTEMS
Warp Engine Type: Class 10/P (generates 590 Power/round) ‹125›
Location: Engineering section
Impulse Engine[s]: 2 class 3A (generates 28 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) ‹12›
Emergency Power: Type E (generates 45 Power/round) ‹45›
EPS: Standard Power flow, +300 Power transfer/round ‹65›
Standard Usable Power: 646

OPERATIONS SYSTEM
Bridge: Saucer section dorsal ‹35›

Computers
Core 1: Saucer section, port [5 Power/round] ‹14›
Core 2: Saucer section, starboard [5 Power/round] ‹14›
ODN ‹21›

Navigational Deflector [5 Power/round] ‹28›
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] ‹39›
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1- 3.8/3.9-5.0)
Low Resolution: 15 light-years (1/1.1-4.0/4.1- 12.0/12.1-15)
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensor [5 Power/round] ‹19›
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensor [5 Power/round] ‹18›
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)

Probes: 40 probes of varying types <6>
Sensor Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 4, Coordination 2 [1 Power/round in use] <11>

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

Inertial Damping Field
Main <56>
Strength: 9 [3 Power/round}
Number: 4
Backup <16>
Strength: 6 [2 Power/round]
Number: 4
Attitude control [2 power/round] <2>

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

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Aft ventral

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

Transporters
Type: Personnel [5 Power/use] <64>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: two forward section, two in engineering section

Type: Cargo [4 Power/use] <48>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and location: Two forward, two engineering hull

Cloaking Device: Class 8 [40 Power/class/round] <31>

Security Systems
Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Fields [1 Power/3 Strength] <7>

Science Systems
Rating 2 (+1) [2 Power/round] <17>
Specialized Systems: 1<5>
Laboratories: 8 <2>

TACTICAL SYSTEMS
Starboard Disruptor Cannon <58 (x 2 = 116)>
Type: 13
Damage: 280 [28 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Starboard wing mounted weapons pod
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Port Disruptor Cannon <58 (x 2 = 116)>
Type: 13
Damage: 280 [28 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Port wing mounted weapons pod
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Aft Disruptor Cannon <46>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: aft
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Dorsal Disruptor Cannon (5) <230>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Five locations on dorsal side of ship
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Ventral Disruptor Cannon (5) <230>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Five locations on ventral side of ship
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Starboard Disruptor Cannon (3) <138>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: three locations on ship's starboard side of ship
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Port Disruptor Cannon (3) <138>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: three locations on ship's port side of ship
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Forward Dorsal Torpedo Launcher <18>
Standard Load: Type II photon torpedo (200
Damage)
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward
Firing Arc: Forward, but are self-guided

Forward Ventral Torpedo Launcher <18>
Standard Load: Type II photon torpedo (200
Damage)
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher <18>
Standard Load: Type II photon torpedo (200
Damage)
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Aft
Firing Arc: Aft, but are self-guided
Torpedoes Carried: 200 <20>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <76 (x 4)>
Shield Generator: Class 5 (Protection 900 + 100 (Embedded Warp Nacelles)) [90 Power/shield/round]
Shield grid: Type C (50 % increase to 1200 Protection)
Subspace Field Distortion Amplifiers: Class Theta (Threshold 300 + 10 (Embedded warp Nacelles))
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <7>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 20 size worth of ships <40>
Standard Compliment: 8 shuttles, 4 shuttlepods
Location(s): Aft
Captain's Yatch: no

DESCRIPTION AND NOTES
Fleet Data: An advanced design to the Vor'Cha class as the base line design. Imbedding the Warp Nacelles to add to a defensive measure to the vessel. The moving the heavy disruptor bank to one wing and mounting an additional weapon to the opposite wing.

The I.K.S. Gorkon, the Qang-Class Heavy Cruiser

The other day we were discussing the book Star Trek I.K.S. Gorkon A Good Day To Die by Keith R. A. DeCandido, during a breakdown at work. We had been reading the novel and the sequel Honor Bound. We got into a discussion about the *Qang*-Class and its comparison of similarities to the well-known Vor'Cha-class Attack Cruiser. I pulled out a copy of the Spacedock stats for the Vor'Cha-class and we began to mark the differences on the stats.

Later the next day after I got up, I dug out the book two the Brave and the Bold by the same author and fleshed out and adjusted the additions into the Vor'Cha-class-into-Qang-class. I took the Spacedock design into testing against the upgraded the Sovereign-class with the Star Trek Nemesis Movie additions.

Enjoy the *Qang*-Class design we had a good time building up the designs and the testing it in battle. I am looking forward to testing the *Qang*-Class against a single Vor'Cha-class and a Pair of K'Vort-class battle cruisers. I personally thought that the Klingon Empire would have been building more of the larger Negh'Var-class vessels. I thought as they were large and more capable of handling the operations as much as the *Qang*-Class or even better as it has the size that is more than comparable than to the *Qang*-Class. It would take only a few alterations to the Negh'Var to improve its troop carrying ability to that or better than that of the *Qang*-Class. However, it was not the first time I came up with dumb ideas such as that, my co-worker can testify to that.

KLINGON *QANG*-CLASS STARSHIPS (*"Chancellor-class Starships"*)

Class and Type: *Qang*-Class Heavy Cruiser
Commissioning Date: 2371
Number of Ships: 12

HULL SYSTEMS
Size: 7
Length: 479.40 meters
Beam: 364.44 meters
Height: 105.24 meters
Decks: 23
Mass: 3,500,000 metric tons
SUs Available: 3241

Hull Outer <28>
Hull Inner <28>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Ablative Armor: 1400 <280>
Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 5 (Protection 80/120) <31>
Backup 1: Class 5 (Protection 40) <16>
Backup 2: Class 5 (Protection 40) <16>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 2725/500/11,000
1225 crew, 1500 combat troops,

Crew Quarters
Barracks: House 3725 Crewmembers <44>
Spartan: 100 <5>
Basic: 100 <10>
Expanded: 70 <14>
Luxury: 1 <3>
Unusual: <1>

Environmental Systems
Basic Life Support [12 Power/round] <28>
Reserve Life Support [6 power/round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power/round] <7>
Consumable: 2 years' worth <14>

Replicator Systems
Food Replicators [7 Power/round] <7>
Industrial Replicators <13>
Type: Network of small replicators [2 Power/round]
Type: 2 Large unit [2 power/replicator/round]

Medical Facilities: 4 (+1) [4 Power/round] <20>
Recreation Facilities: 7 [16 Power/round] <56>
Location & type: one holodecks; a large mess hall; two gyms; 2 combat practice areas

Personnel Transport: Turbolifts, Jefferies Tubes [2 Power/round] <21>
Fire Suppression System [1 Power/round when active] <7>

Cargo Holds: 166,000 cubic meters <5>
Locations: Aft, ventral amidships, 12 other locations

Escape Pods <9>
Number: 160
Capacity: 8 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 7.8 <124>
Speed: 7.0/8.0/9.8 [1 power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>
Impulse Engine Type: Class 3A (.5c/.72c) [7/9 Power/round] <18 (x 2 = 36)>
Location: Engineering section
Reaction Control System (.025c) [2 Power/round when in use] <7>

POWER SYSTEMS
Warp Engine Type: Class 10/P (generates 549 Power/round) <115>
Location: Engineering section
Impulse Engine[s]: 2 class 3A (generates 28 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type E (generates 45 Power/round) <45>
EPS: Standard Power flow, +300 Power transfer/round <65>
Standard Usable Power: 631

OPERATIONS SYSTEM
Bridge: Saucer section dorsal <35>

Computers
Core 1: Saucer section, port [5 Power/round] <14>
Core 2: Saucer section, starboard [5 Power/round] <14>
ODN <21>

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

Sensor Systems
Long-range Sensors [5 Power/round] <39>
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1- 3.8/3.9-5.0)
Low Resolution: 15 light-years (1/1.1-4.0/4.1- 12.0/12.1-15)
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensor [5 Power/round] <19>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensor [5 Power/round] <18>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Probes: 40 probes of varying types <6>
Sensors Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 4, Coordination 2 [1 Power/round in use] <11>

Navigational Computer
Main: Class 3 (+2) [2 Power/round] <4>
Backup: 2 <2>
Inertial Damping Field
Main <56>
Strength: 9 [3 Power/round}
Number: 4
Backup <16>
Strength: 6 [2 Power/round]
Number: 4
Attitude control [2 power/round] <2>

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

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

Transporters
Type: Personnel [5 Power/use] <96>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: two forward section, Four in engineering section

Type: Emergency [6 Power/use] <80>
Pads: 20
Emitter/Receiver Array: Personnel Type 3 (15,000 km range)
Energizing/Transition coils: Class G (Strength 8)
Number and Locations: two forward section, Four in engineering section

Type: Cargo [4 Power/use] <80>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and location: Two forward, four engineering hull

Cloaking Device: Class 9 [40 Power/class/round] <34>

Security Systems
Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Fields [1 Power/3 Strength] <7>

Science Systems
Rating 2 (+1) [2 Power/round] <17>
Specialized Systems: 1<5>
Laboratories: 8 <2>

TACTICAL SYSTEMS
Forward Disruptor Cannon <58>
Type: 13
Damage: 280 [28 Power]
Number of Emitters: (up to 5 shots per round)

Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward weapons pod
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Aft Disruptor Cannon <46>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 5 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: aft
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Dorsal Disruptor Cannon (5) <230>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Five locations on dorsal side of ship
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Ventral Disruptor Cannon (5) <230>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Five locations on ventral side of ship
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Starboard Disruptor Cannon (3) <138>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: three locations on ship's starboard side of ship
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Port Disruptor Cannon (3) <138>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 3 shots per round)
Targeting System: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: three locations on ship's port side of ship
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Forward Dorsal Torpedo Launcher <18>
Standard Load: *Mark I quantum torpedo (400 Damage)*, Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward
Firing Arc: Forward, but are self-guided
Forward Ventral Torpedo Launcher <18>

Standard Load: *Mark I quantum torpedo (400 Damage)*, Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward Ventral
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher <18>
Standard Load: *Mark I quantum torpedo (400 Damage)*, Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Aft
Firing Arc: Aft, but are self-guided
Torpedoes Carried: 250 <25> *(standard Compliment 185 - Type II Photon Torpedoes, 65 - Mark I Quantum torpedoes)*

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5
Shields (Forward, Aft, Port, Starboard) <77 (x 4)>
Shield Generator: Class 5 (Protection 1000) [100 Power/shield/round]
Shield grid: Type B (33% increase to 1330 Protection)
Subspace Field Distortion Amplifiers: Class Theta (Threshold 300)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <7>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 40 size worth of ships <80>
Standard Compliment: 16 shuttles, 8 shuttlepods
Location(s): Aft
Captain's Yatch: no

DESCRIPTION AND NOTES
Fleet Data: After the Dominion War Chancellor Martok under took the responsibility of Rebuilding the Klingon Defense Force's Starfleet. One of the Vessels that the former General ordered the construction was the *Qang* class ("*Chancellor*-class") Heavy Cruiser. Chancellor Martok had the idea of a Klingon version of the Federation's

Galaxy-class Explorer with a Klingon variant to the design idea. Build for battle and exploration as well as what ever extensive multi-mission profile given to the fleet as a warship build for battle. The basic function of the *Qang*-class is to further the Klingon way of life and expand the frontiers of the Klingon territory's building a fleet to defend that way of life.

Do to the urgency the fleet's needs the *Qang*-class was rushed through the production and the acceleration was do to the utilization of the successful *Vor'Cha*-class design variations.

Although slightly shorter than the *Vor'Cha*-class the *Qang*-class is slightly wider and heavier in designs. The successful battle worthy designs of the *Vor'Cha*-class was a clever idea of acceleration the production of the *Qang*-class, to quickly replace the lost vessels from the Dominion War.

Qang-class still has the resemblance to the early versions of the Klingon starship designs more than two centuries old. Larger than the Vor'Cha-class Attack Cruiser carrying more ground forces than the predecessor.

In the mid section of the vessels main hull is the ships main mess hall for the *Qang*-class Heavy Cruiser is large enough to handle a majority of the crew and troops in a meal session. Several Gyms and a single holodeck used for training and battle practice. An enlarged bridge design with a multi-sensor stations with multi-targeting weapons systems additional terminals for the engineering, with shields and fire control stations.
Communications and Cloaking device controls are independent stations.

Noteworthy vessels/service records/encounters: I.K.S. K'mpec, under the Command of Captain Dorrak son of M'Raq; I.K.S. Gorkon, under the Command of Captain Klag son of M'Raq; I.K.S. Gowron; I.K.S. Gowron;

Authors Notes: Generally the same design as the Vor'Cha-class the *Qang*-class would naturally be utilizing the similar designs in hull shapes and appearance and with similar weapons systems utilized. Based on the Specifications in the novel STAR TREK: THE BRAVE AND THE BOLD BY KEITH R. A. DECANDIDO who put in the book Technical Specifications by Tammy Love Larrabee. I had to make some changes to give the vessel some punch in the space dock design as with cloaking devices and torpedo load. The torpedo load is increased by 81% of Larrabee's specs. Personally I thought that a nice layer of Ablative Armor would be nice for the *Qang* class.

I thought about upping the disruptor weapons and the number launchers and locations but I could not see my way to doing so. After upping the disruptors in testing I found them too powerful and had to cut them back down to the Vor'Cha-class levels, but left the shielding where it was.

The Icon version
Klingon QANG-CLASS STARSHIPS
("Chancellor-class")
Class and Type: Quang-Class Heavy Cruiser
Commissioning Date: 2371

HULL SYSTEMS
Size: 7
Length: 479.40 meters
Beam: 364.44 meters
Height: 105.24 meters
Decks: 23
Mass: 3,500,000 metric tones
Resistance: 4
Ablative Armor: 14
Structural Points: 140

OPERATIONS SYSTEMS
Crew/Passengers/Evac: 2725 (1225 crew, 1500 combat troops)/500/11,000 [7 Power/Round}
Computers: 6 [1 Power/Round]
Transporters [9 Power/Round]
Personnel: two forward section, Four in engineering section Emergency two forward section, four in engineering section Cargo: Two forward, four engineering hull
Tractor beams: 1 av [2/Rating used]

PROPULSION SYSTEMS
Warp drive 7.0/8.0/9.8 (12 hours of Maximum warp)
Impulse Engine(.5c/.72c) [7/9 Power/round]
Power: 225

SENSOR SYSTEMS
Long-range Sensors +2/15 light-years [6 Power/round]
Lateral Sensor +2 [4 Power/round]
Navigational Sensor +2 [5 Power/round]
Cloaking Device: Class 9 [4 Power/class/round]
Probes: 40 probes of varying types
Sensors Skill: 4

TACTICAL SYSTEMS
Forward Disruptor Cannon
Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10
Firing Arc: 360 degrees forward
Damage: 26
Power: 26

Aft Disruptors
Forward Disruptor Cannon
Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10
Firing Arc: 360 degrees forward
Damage: 22
Power: 22

Forward Dorsal Torpedo Launcher
Torpedoes Carried: 250 (standard Compliment 185 - Type II Photon Torpedoes, 65 - Mark I Quantum torpedo: Mark I quantum torpedo (25 Damage), Type II photon torpedo (20 Damage)
Spread: 10
Range: 15/350,000/1,500,000/3,500,000
Accuracy 4/5/7/10
Launchers: 2 Forward, 2 aft
Firing Arc: Forward, but are self-guided
Power: [5]
Weapon Skill: 5

Defensive Systems
Klingon Deflector Shields
Protection: 65/85
Power: [65]

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Communications and cloaking device controls are independent stations.

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Authors Notes: Generally the same design as the Vor'Cha-class the Qang-class would naturally be utilizing the similar designs in hull shapes and appearance and with similar weapons systems utilized. Based on the Specifications in the novel Star Trek the Brave and the Bold by Keith R.A. DeCandido who put in the book Technical Specifications by Tammy Love Larrabee. I had to make some changes to give the vessel some punch in the space dock design as with cloaking devices and torpedo load. The torpedo load is increased by 81% of Larrabee's specs. Personally I thought that a nice layer of Ablative Armor would be nice for the Qang-class. I thought about upping the disruptor weapons and the number launchers and locations but I could not see my way to doing so.

KLINGON KASAS-CLASS STARSHIPS
Class and Type: *Kasas*-Class Strike ship
Commissioning Date: 2370's

HULL SYSTEMS
Size: 7
Length: 412.56 meters
Beam: 239.03 meters
Height: 91.6 meters
Decks: 18
Mass: 1,902,300 metric tons
SUs Available: 2,475
SUs Used:

Hull Outer ‹28›
Hull Inner ‹28›
Resistance Outer Hull: 8 ‹9›
Resistance Inner Hull: 8 ‹9›
Ablative Armor: 500 ‹100›

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 5 (Protection 80/120) ‹31›
Backup 1: Class 5 (Protection 40) ‹16›
Backup 2: Class 5 (Protection 40) ‹16›
Specialized hull: Ramming Hull, Atmospheric Capacity ‹14›

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1,200/200/6,000

Crew Quarters
Barracks: House 700 Crewmembers ‹12›
Spartan: 500 ‹25›
Basic: 100 ‹10›
Expanded: 100 ‹2-›
Luxury: 3 ‹3›

Environmental Systems
Basic Life Support [12 Power/round] ‹28›
Reserve Life Support [6 power/round] ‹14›
Emergency Life Support (42 emergency shelters) ‹14›
Gravity [4 Power/round] ‹7›
Consumable: 2 years' worth ‹14›

Food Replicators [7 Power/round] ‹7›
Industrial Replicators ‹10›
Type: Network of small replicators [2 Power/round]
Type: 1 large unit [2 power/replicator/round]
Medical Facilities: 3 (+1) [4 Power/round] ‹15›
Recreation Facilities: 3 [6 Power/round] ‹24›
Personnel Transport: Turbolifts, Jefferies Tubes [2 Power/round] ‹21›
Fire Suppression System [1 Power/round when active] ‹7›

Cargo Holds: 100,000 cubic meters ‹3›
Locations: Aft, ventral amidships, 6 other locations

Escape Pods ‹6›
Number: 100
Capacity: 8 person per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Type 5F ‹79›
Speed: 5.6/8.4/9.0 [1 power/.2 warp speed]
PIS: Type g (10 hours of Maximum warp) ‹14›
Impulse Engine Type: Class 34 (.6c/.8c) [6/8 Power/round] ‹20›
Reaction Control System (.025c) [2 Power/round when in use] ‹7›

POWER SYSTEMS
Warp Engine Type: Class 10/P (generates 549 Power/round) ‹115›
Location: Engineering section
Impulse Engine[s]: class 4 (generates 32 Power/engine/round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) ‹12›
Emergency Power: Type E (generates 45 Power/round) ‹45›
EPS: Standard Power flow, +300 Power transfer/round ‹65›
Standard Usable Power: 581

OPERATIONS SYSTEM
Bridge: Forward dorsal ‹39›

Computers
Core 1: amidships, port [5 Power/round] ‹14›
Core 2: amidships, starboard [5 Power/round] ‹14›
ODN ‹21›

Navigational Deflector [5 Power/round] ‹28›
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Ventral

Sensor Systems
Long-range Sensors [5 Power/round] ‹39›
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 Light-year (.5/.6-1.0/1.1- 3.8/3.9-5.0)
Low Resolution: 15 light-years (1/1.1-4.0/4.1- 12.0/12.1-15)
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Coverage: Standard

Lateral Sensor [5 Power/round] ‹19›
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Coverage: Standard

Navigational Sensor [5 Power/round] ‹18›
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Probes: 35 probes of varying types ‹4›
Sensors Skill: 4

Flight Control Systems
Autopilot: Shipboard systems (flight Control) 4, Coordination 2 [1 Power/round in use] <11>

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

Inertial Damping Field
Main <56>
Strength: 9 [3 Power/round}
Number: 4
Backup <16>
Strength: 6 [2 Power/round]
Number: 4
Attitude control [2 power/round] <2>

Communications Systems
Type: Class 7 [2 Power/round] <19>
Strength: 7
Security: -4 (Class Gamma Uprating)
Basic Uprating: Class Alpha (+1)
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] <12>
Accuracy: 4/5/7/10
Location: Aft ventral

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

Transporters
Type: Personnel [5 Power/use] <48>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition coils: Class G (Strength 7)
Number and Locations: one forward section, two in engineering section

Type: Cargo [4 Power/use] <48>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and location: one forward, two engineering hull
Cloaking Device: Class 7 [40 Power/class/round] <28>

Security Systems
Rating: 3 <12>
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: 1<5>
Laboratories: 4 <2>

TACTICAL SYSTEMS
Forward Disruptor Array <49>
Type: 10
Damage: 220 [22 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward weapons pod
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Aft Disruptor Array <42>
Type: 9
Damage: 200 [20 Power]
Number of Emitters: (up to 5 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: aft
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Dorsal Disruptor Array (3) <126>
Type: 9
Damage: 200 [20 Power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: three locations on dorsal side of ship
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Ventral Disruptor Array (3) <126>
Type: 9
Damage: 200 [20 Power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: three locations on ventral side of ship
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Starboard Disruptor Array (2) <84>
Type: 9
Damage: 200 [20 Power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: two locations on ship's starboard side of ship
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Port Disruptor Array (2) <84>
Type: 9
Damage: 200 [20 Power]
Number of Emitters: (up to 3 shots per round)

Auto-Phaser Interlock: Accuracy: 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: two locations on ship's port side of ship
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse,

Forward Dorsal Torpedo Launcher <16>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 8
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward
Firing Arc: Forward, but are self-guide

Aft Torpedo Launcher <16>
Standard Load: Type II photon torpedo (200
Damage)
Spread: 8
Range: 15/350,000/1,500,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Aft
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 180 <18>
Targeting Periscope <3>

TA/T/TS: Class Gamma [2 Power/round] <12>
Strength: 9
Bonus: +2
Weapon Skill: 5

Shields (Forward, Aft, Port, Starboard) <74 (x 4)>
Shield Generator: Class 5 (Protection 810) [81 Power/shield/round]
Shield grid: Type C (50 % increase to 1077 Protection)
Subspace Field Distortion Amplifiers: Class Theta (Threshold 300)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <8>
Auto-Destruct System <7>

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 18 size worth of ships <36>
Standard Compliment: 6 shuttles, 4 shuttlepods
Location(s): Aft
Captain's Yacht: no

DESCRIPTION AND NOTES
Fleet Data: Constructed after the dominion War. From a distance the Kasas-class looks like the Vor'Cha-class that spawned the designs for the Kasas and Chancellor-class starships up close the difference that the appearance in the Kasas-class. The Kasas-class Strike ships are capable of maneuvering far better than the much larger Vor'Cha-class could. Lighter armed and defended the designers added in ablative armor to added protections against the possible assault to the ship.

Constructed to replace the K'Vort-class battle Cruisers the Kasas-class had been an earlier design for the Vor'Cha-class Attack Cruisers. Although the Kasas-class is lightly armed and defended for a ship its size.

PERSONAL NOTES: This vessel was a wing mate designed for the (Chancellor) Qang-class from the I.K.S. Gorkon Series books.

Vor'Cha-Class Attack Cruiser
Class and Type: Vor'Cha-Class Attack Cruiser
Size: 7 (481.32 x 341.76 x 106.87 meters; 2,238,000; 30 decks)
Resistance: 4
Structural Points: 140
Crew/Passengers: 1900/300/7,500 [6 power/round]
Computers: 4 [4 power/round]
Transporters: 4 personnel, 4 cargo, [4 power/round]
Tractor beam: 1 av, [2 power/round]
Warp System: 6.0/9.2/9.6 (12 hour) [2/warp factor]
Impulse system: .5c/ .75c [5/7 power/round]
Power: 180
Long-range Sensors: +1/15 light-years [6 power/round]
Lateral Sensors: +1/1 light-years [4 power/rounds]
Navigational Sensors: +1 [5 power/round]
Cloak: 6 [24 power/round]
Sensor Skill: 5
Type X Disruptor
Range: 10/30,000/100,000/300,000
Arc: (720 degrees)
Accuracy: 4/5/7/10
Damage: 20
Power: [20]
Forward Disruptor Cannon
Range: 10/30,000/100,000/300,000
Arc: Full Forward (90 degrees)
Accuracy: 4/5/7/10
Damage: 22
Power: [22]
Type Torpedoes:
Number:250
Launchers: 2 fv, 1 ad
Spread: 6
Arc: Self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]
Weapons Skill: 5
Klingon Deflector Shields
Protection: 60/80
Power: [60]

Modified Klingon Vor'Cha-Class Mek'lar-class Attack Cruiser
Class and Type: Mek'lar-Class Cruiser
Size: 7 (486.13 x 345.18 x 107.94 meters; 2,269,380 mt; 30 decks)
Resistance: 4 + 10
Structural Points: 140
Crew/Passengers: 1900/300/8,000 [6 power/round]
Computers: 4 [4 power/round]
Transporters: 4 personnel, 4 cargo, [4 power/round]
Tractor beam: 1 av, [2 power/round]
Warp System: 6.0/9.0/9.7 (12 hour) [2/warp factor]
Impulse system: .5 c/ .75c [5/7 power/round]
Power: 182
Long-range Sensors: +1/15 light-years [6 power/round]
Lateral Sensors: +1/1 light-years [4 power/rounds]
Navigational Sensors: +1 [5 power/round]
Cloak: 6 [24 power/round]
Sensor Skill: 5
Type X Disruptor
Range: 10/30,000/100,000/300,000
Arc: (720 degrees)
Accuracy: 4/5/7/10
Damage: 20
Power: [20]
Forward Disruptor Cannon
Range: 10/30,000/100,000/300,000
Arc: Full Forward (90 degrees)
Accuracy: 4/5/7/10
Damage: 22
Power: [22]
Type Torpedoes:
Number:253
Launchers: 2 fv, 1 ad
Spread: 6
Arc: Self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]
Weapons Skill: 5
Klingon Deflector Shields
Protection: 61/81
Power: [61]

Un-named-Class Cruiser
Class and Type: Un-named-Class Cruiser
Size: 7 (510.44x 362.44 x 113.34 meters; 2,373,399; 32 decks)
Resistance: 4
Structural Points: 140
Crew/Passengers: 2000/318/8000 [7 power/round]
Computers: 4 [4 power/round]
Transporters: 4 personnel, 4 cargo, [4 power/round]
Tractor beam: 1 av, [2 power/round]
Warp System: 6.4/9.8/9.9 (13 hour) [2/warp factor]
Impulse system: .5c/ .75c [5/7 power/round]
Power: 180
Long-range Sensors: +1/16 light-years [6 power/round]
Lateral Sensors: +1/1 light-years [4 power/rounds]
Navigational Sensors: +1 [5 power/round]
Cloak: 6 [24 power/round]
Sensor Skill: 5
Type X Disruptor
Range: 10/30,000/100,000/300,000
Arc: (720 degrees)
Accuracy: 4/5/7/10
Damage: 20
Power: [20]
Forward Disruptor Cannon
Range: 10/30,000/100,000/300,000
Arc: Full Forward (90 degrees)
Accuracy: 4/5/7/10
Damage: 23
Power: [23]
Type Torpedoes:

Number:265
Launchers: 2 fv, 1 ad
Spread: 6
Arc: Self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]
Weapons Skill: 5
Klingon Deflector Shields
Protection: 64/81
Power: [64]

Unknown-Class Heavy Cruiser
Class and Type: Unknown-Class Heavy Cruiser
Size: 8 (535.9 x 380.56 x 124.95 meters; 2,483,000; 33 decks)
Resistance: 4
Structural Points: 160
Crew/Passengers: 2100/330/8500 [7 power/round]
Computers: 4 [4 power/round]
Transporters: 4 personnel, 4 cargo, [4 power/round]
Tractor beam: 1 av, [2 power/round]
Warp System: 6.7/9.5/9.9 (12 hour) [2/warp factor]
Impulse system: .5c/ .75c [5/7 power/round]
Power: 200
Long-range Sensors: +1/17 light-years [6 power/round]
Lateral Sensors: +1/1 light-years [4 power/rounds]
Navigational Sensors: +1 [5 power/round]
Cloak: 7 [28 power/round]
Sensor Skill: 5
Type XI Disruptor
Range: 10/30,000/100,000/300,000
Arc: (720 degrees)
Accuracy: 4/5/7/10
Damage: 22
Power: [22]
Forward Disruptor Cannon
Range: 10/30,000/100,000/300,000
Arc: Full Forward (90 degrees)
Accuracy: 4/5/7/10
Damage: 24
Power: [24]
Type Torpedoes:
Number:278
Launchers: 2 fv, 1 ad
Spread: 7
Arc: Self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]
Weapons Skill: 5
Klingon Deflector Shields
Protection: 67/87
Power: [67]

Unknown-Class Heavy Battle Cruiser
Class and Type: Unknown-Class Heavy Battle Cruiser
Size: 8 (562.76 x 419.57 x 124.95 meters; 2,616,672; 35 decks)
Resistance: 5
Structural Points: 160
Crew/Passengers: 2200/350/9,000 [7 power/round]
Computers: 5 [5 power/round]
Transporters: 5 personnel, 5 cargo, [5 power/round]
Tractor beam: 1 av, [2 power/round]
Warp System: 7.0/9.6/9.9 (14 hour) [2/warp factor]
Impulse system: .5c/ .75c [5/7 power/round]
Power: 210
Long-range Sensors: +1/18 light-years [6 power/round]
Lateral Sensors: +1/1 light-years [4 power/rounds]
Navigational Sensors: +1 [5 power/round]
Cloak: 7 [28 power/round]
Sensor Skill: 5
Type XI Disruptor
Range: 10/30,000/100,000/300,000
Arc: (720 degrees)
Accuracy: 4/5/7/10
Damage: 22
Power: [22]
Forward Disruptor Cannon
Range: 10/30,000/100,000/300,000
Arc: Full Forward (90 degrees)
Accuracy: 4/5/7/10
Damage: 24
Power: [24]
Type Torpedoes:
Number:292
Launchers: 2 fv, 2 ad
Spread: 7
Arc: Self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]
Weapons Skill: 5
Klingon Deflector Shields
Protection: 70/90
Power: [70]

Unnamed-Class Heavy Battle Cruiser
Class and Type: Unnamed-Class Heavy Battle Cruiser
Size: 9 (620.44 x 440.54 x 137.76 meters; 2,884,881 mt; 39 decks)
Resistance: 5
Structural Points: 180
Crew/Passengers: 2400/380/10,000 [6 power/round]
Computers: 5 [5 power/round]
Transporters: 5 personnel, 5 cargo, [5 power/round]
Tractor beam: 1 av, [2 power/round]
Warp System: 7.7/9.9/9.999 (15 hour) [2/warp factor]
Impulse system: .5c/ .75c [5/7 power/round]
Power: 230
Long-range Sensors: +1/19 light-years [6 power/round]
Lateral Sensors: +1/1 light-years [4 power/rounds]
Navigational Sensors: +1 [5 power/round]
Cloak: 6 [24 power/round]

Sensor Skill: 5
Type XII Disruptor
Range: 10/30,000/100,000/300,000
Arc: (720 degrees)
Accuracy: 4/5/7/10
Damage: 24
Power: [24]
Forward Disruptor Cannon
Range: 10/30,000/100,000/300,000
Arc: Full Forward (90 degrees)
Accuracy: 4/5/7/10
Damage: 28
Power: [28]
Type Torpedoes:
Number:320
Launchers: 3 fv, 2 ad
Spread: 8
Arc: Self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]
Weapons Skill: 5
Klingon Deflector Shields
Protection: 77/97
Power: [77]

SPACESTATIONS

The space stations presented here are all constructed and altered using the guidelines set out in the Cardassian Source books Book 1, pages 121 - 123 and of course the Spacedock books them selves.

Starbase Space Station
Class and Type: Outpost
Commissioning Date: mid 23rd century

Hull Systems
Size: 2 (6)
Length: 200 meters
Diameters: --- meters
Beams: 215 meters
Height: 420 meters
Decks: 20
Mass: 1,103,000 metric tons
SUs Available: 2750
SUs Used: 1162

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>

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

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 150/50/1200

Crew Quarters
Spartan: 100 <5>
Basic: 50 <5>
Expanded: 40 <8>
Luxury: 10 <10>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [8 Power/round] <24>
Reserve Life Support [4 Power/round] <12>
Emergency Life Support (36 emergency shelters) <12>
Gravity [3 Power/round] <6>
Consumable: 1 years worth <12>
Replicator Systems: Food Processors Mark III [3 Power/round] <15>
Industrial Fabrication Units: Type 3 Large unit Mark III [3 Power/replicator/round] <18>

Medical Facilities: Rating 2 (+0) [2 Power/round] <10>
Recreation Facilities: 4 [4 Power/round] <24>
(1 small recreation deck, 2 gyms, large eating facilities, 2 small lounges)
Mercantile Facilities: rating 4 (12 establishments) [8 Power/round] <32>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1Power/round when active] <6>

Cargo hold: 133,000 cubic meters <4>
Locations: Lower Cargo Bays
Escape Pods <6>
Number: 100
Capacity: 8 persons per pod

PROPULSION SYSTEMS
Warp Drive: None
Impulse Engine: None

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

POWER SYSTEMS
Fusion Reactor: 1 Class 30 (generates 300 Power/round) <150>
Locations: lower section of the station
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <25>
Emergency Power: Type C (generates 35 Power/round) <35>
EPS: Standard Power flow, + Power transfer/round <40>
Standard Usable Power:

Operations systems
Operations (OPS): Top of station <10>

Computers
Core 1: [5 Power/round] <12>
Core 2: [5 Power/round] <12>
ODN <18>

Sensor Systems
Long-range Sensors [5 Power/round] <13>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 light-years (.3/.4 - .8/.9 - 1.5/1.9 - 3.0)
Low Resolution: 8 light-years (1/1.1 - 3.0/3.1 - 6.0/6.1 -8.0)
Strength Package: Class 2 (strength 2)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <19>
Strength Package: Class 2 (strength 2)
Gain Package: Class Alpha (+1)
Coverage: Standard
Probes: 100 <10>
Sensor Skill: 4

Communications Systems
Type: Mark III [3 power/round of use] <9>
Strength: 3
Security: -1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: 3 Class Beta [3 Power/Strength used/round] <18>
Accuracy: 4/5/7/10
Lactation: located 120 degrees about the station
Emitter: 1 Class Alpha [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11

Location: Shuttle bay

Transporters
Type: Personnel [2 Power/use] <9>
Pads: 8
Emitter/Receiver Array: Personnel Mark III (10,000 km range)
Energizing/Transition Coils: Class B (strength 2)
Number and location: mid deck

Type: Personnel [2 Power/use] <24>
Pads: 2
Emitter/Receiver Array: Personnel Mark III (10,000 km range)
Energizing/Transition Coils: Class B (strength 2)
Number and location: 4 (one located in operations, three located throughout the station

Type: Emergency [1 Power/round] <28>
Pads: 12
Emitter/Receiver Array: Emergency Mark II (5,000 km range)
Energizing/Transition Coils: Class B (Strength 2)
Number and location: four located throughout the station

Type: Cargo [1 Power/round] <8>
Emitter/Receiver Array: Cargo Mark II (12,000 km range)
Energizing/Transition Coils: Class B (Strength 2)
Number and location: four located in cargo deck area's
Security Systems
Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field [1 power/3 Strength] <6>

Science Systems
Rating: 2 (+1) [Power/round] <16>
Laboratories: 20 <4>

Tactical Systems
Four type VII Phaser banks <20 (x 4 = 80)>
Type VII Phaser Array
Damage: 140 [14 power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Class Beta (Accuracy 4/5/7/10)
Range: 10/30,000/100,000/300,000
Location: Located at ninety degree positions of one another
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Torpedo Launcher <14>
Standard Load: Type I photon torpedo (160 damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Class Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: base of the station
Firing Arc: Forward, but are self-guided

Torpedoes carried: 100 <10>

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

Shields (Forward, Aft, Port, Starboard) <40 (x 4 = 160)>
Shield Generator: Class 3 (protection 500)
[50 power/shield/round]
Shield grid: Type B (33% increase to Protection 665)
Subspace field Distortion Amplifiers: Class Delta (Threshold 170)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 8 (1 per shield) <2>

Auto-Destruct System <6>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 50 Size worth of ships <100>
Standard Complement: 10 Type 6 shuttlecraft, 5 Type 9 shuttlecraft, 4 Runabout type transports, 10 shuttlepods (small shuttlepods, Work bees, repair pods and travel pods)
Location(s): Main Shuttlebay

Docking bays:
2 rating 6 number of docks (ships up to size 6) [may supply 60 power/round/ship] <4>
2 rating 4 number of docks (ships up to size 4) [may supply 40 power/round/ship] <2>

Station Data: Standard designs of the Space station that can be in orbit of a planet as the orbital operation with much of the support facilities located on the planets surface.

Personal notes: this is a Starbase called Starbase Larrabee in the Larrabee sector near the Klingon and Romulan boarders.

A conversion from the FASA games the R-1 Class Space Station or Star Trek II: the Wrath of Khan type station

R-1 class Space Station
Class and Type: R-1 class Space Station Research/Science station & Orbital Defense Outpost
Commissioning Date: mid 23rd Century

Hull Systems
Size: 2 (5)
Length: 200 meters
Beams: 215 meters
Height: 420 meters
Decks: 26
Mass: 1,103,000 metric tons
SUs Available: 1900
SUs Used: 1752

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>

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

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 150/300/2000

Crew Quarters
Spartan: 300 <15>
Basic: 120 <12>
Expanded: 30 <6>
Luxury: 3 <3>
Unusual: 3 <3>

Environmental Systems
Basic Life Support [10 Power/round] <20>
Reserve Life Support [5 Power/round] <10>
Emergency Life Support (30 emergency shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 2 years worth <20>

Replicator Systems Food Processor Mark II [2 Power/round] <10>
Two Industrial Fabrication Units Mark III [3 Power/replicator/round] <30>
Medical Facilities: Rating 3 (+0) [15 Power/round] <15>
Recreation Facilities: Rating 4 [24 Power/round] <24>
Mercantile Facilities: Rating 4 (12 establishments) [8 Power/round] <32>

Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 250,000 cubic meters <7>
Locations: Lower Cargo Bays (25 cargo bays rented out to the shipping companies stationed on the station)

Escape Pods <17>
Number: 320
Capacity: 8 persons per pod

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

POWER SYSTEMS
Fusion Reactor: 4 Class 20 (FIPG-FID) (generates 200 each Power/round) <400>
Locations:
Auxiliary Power: 10 reactors (generate 5 Power/reactor/round) <30>
Emergency Power: Type D (generates 40 Power/round) <40>
EPS: Standard Power flow, +100 Power transfer/round <30>
Standard Usable Power: 400

Operations systems
Operations (OPS): Saucer dorsal <25>

Computers
Core 1: [1 Power/round] <3>
Core 2: [1 Power/round] <3>
ODN <15>

Sensor Systems
Long-range Sensors [5 Power/round] <17>
Range package: Mark III (Accuracy 3/4/7/10)
High Resolution: 3 Light-years (.3/.4 - .8/.9 - 1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1/1.1 - 3.0/3.1 - 6.0/6.1 - 8.0)
Strength Package: Class 3 (strength 6)
Gain Package: Class Alpha (+1)
Coverage: Detect an additional 1000 substances

Lateral Sensors [5 Power/round] <21>
Strength Package: Class 3 (strength 6)
Gain Package: Class Alpha (+1)
Coverage: Detect an additional 1000 substances
Probes: 50 <5>
Sensor Skill: 5

Communications Systems
Type: Mark II [1 power/round of use] <6>
Strength: 2
Security: -0
Emergency Communications: [2 Power/per round of use] <1>

Tractor Beams
4 Emitter: Class Beta [3 Power/Strength used/round] <6 (x 4 =) 24>
Accuracy: 5/6/8/11

Lactation: Top of station and bottom and far left side and Right side of the station

2 Emitter: Class Alpha [3 Power/Strength used/round] <3 (x 2 =) 6>
Accuracy 5/6/8/11
Location: Main Shuttle bays

Transporters
Type: Personnel [2 Power/use] <36>
Pads: 6
Emitter/Receiver Array: Personnel Mark 3 (10,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location: 4 located throughout the station

Type: Cargo [1 Power/round] <108>
Pads: 1000 kg
Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
Energizing/Transition Coils: Class C (strength 3)
Number and location: 12 located throughout the stations cargo bay levels

Security Systems
Rating: 2 <8>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Field [1 power/3 Strength] <5>

Science Systems
Rating: 2 (+1) [2 Power/round] <15>
Specialized Systems: +1 computers, defined when Space Station was constructed <5>
Laboratories: 10 <2>

Tactical Systems
Phaser Banks <26 (x 3 = 78)>
Type Phaser Array (FH-6)
Damage: 120 [12 power]
Number of Emitters: (up to 3 shots per round)
Auto-Phaser Interlock: Class Alpha
Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: *1 bank of 120 degrees*
Firing arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Torpedo Launcher (High-yield) (FP-2) <14 (x 2 = 28)>
Standard Load: Type II photon torpedo (200 damage)
Spread: 4
Range: 15/000,000/1,000,000/3,500,000
Targeting System: Accuracy 3/4/6/9
Power: [20 + 5 per torpedo fired]
Location: lowest section of the station
Firing Arc: Forward, but are self-guided

Torpedoes carried: 2000 <200>

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

Shields (Forward, Aft, Port, Starboard) (FSF) <38 (4 x 152)>
Shield Generator: Class 3 (protection 600) [60 power/shield/round]
Shield grid: Type (50% increase to Protection 900)
Subspace field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: (1 per shield) <4>

Auto-Destruct System <5>

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 34 Size worth of ships <68>
Standard Complement: 10 size 1 and 12 size 2 shuttlecraft
Location(s): Main Shuttlebay

Docking bays:
2 rating 6 docks (ships up to size 6) [may supply 60 power/round/ship]
4 rating 4 docks (ships up to size 4) [may supply 40 power/round/ship]

In our game that started in the fourth year of The Next Generation series as the time period and our crew of the USS Discovery stopped off at Bajor and the old Cardassian space station Deep Space Nine. While their the would meet with admirals and receive shore leave not to mention the replacement crewmembers sent to DS9 to meet the ship. Once even to defend the station shortly after the lose of the Defiant the Dominion forces made another attempt to take back DS9. The thirty-third fleet made up of Klingon, Federation and Romulan starships arrived to hold off the Dominion and the USS Discovery was apart of the crew.

For the advanced Starfleet retrofit to the Cardassian station I took the Template of Terok Nor for the Cardassian book and made these changes to the station to bring it up to the Dominion War setting after generally upgrading. I started with the Cardassian version and updated it with the weapons from DS9 episode "Emissary." Basically minimal additions such as phasers and Photon torpedoes. Then added the more advanced weapons that appeared in "The Way of the Warrior."

The original out line that only changed in the weapons system is on page 119 of book 1 of the Cardassian source Book that can be found on the Internet at Memory Icon.

The Changes for Emissary the Six Spiral Wave Disruptor Array (Type: Rentaile) <38 x 6 = 228> are replaced with the following Phasers and the photon torpedo launchers. While it kicks the Used SU's up to 3084

Tactical Systems
Six Type Phaser Array <43 x 6 = 258>
Type: 9
Damage: 180 [18 power]
Number of Emitters: emitters 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: top and bottom of weapons towers
Firing arc: 360 degrees ventral
Firing Modes: Standard, Pulse, Continuous, Wide Beam

Photon Torpedo Launcher <14 x 6 = 84>
Standard Load: Type II Photon Torpedoes (200 Damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: 360
Firing Arc: but are self-guided
Torpedoes Carried 300 <30>

The heavier armed Deep Space Nine is a bit trickier. As it has an unreal amount of weapons and use them quite well. This raises the weapons to the following and the Used SU's to over 4028. The following is the weapons that the station has at the Dominion War that I figured out.

Tactical Systems
Six Type Phaser Array <43 x 6 = 258>
Type: 9
Damage: 180 [18 power]
Number of Emitters: emitters 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: top and bottom of weapons towers
Firing arc: 360 degrees ventral
Firing Modes: Standard, Pulse, Continuous, Wide Beam

12 Type Phaser Array <29 x 12 = 348>
Type: 9
Damage: 180 [18 power]
Number of Emitters: emitters 80 (up to 2 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: top and bottom of weapons towers
Firing arc: 360 degrees ventral
Firing Modes: Standard, Pulse, Continuous, Wide Beam

Photon Torpedo Launcher <22 x 12 = 84>
Standard Load: Type II Photon Torpedoes (200 Damage)
Spread: 12
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: 12 (two in each weapons tower, one in the upper docking pylons)
Firing Arc: 360, but are self-guided
Torpedoes Carried 5000 <500>

Personal note: Now that I look back on this design up grades the new photon Launchers could have been reduced to spread of four torpedoes each while the older launchers up dated to the eight or ten range but not to the twelve.

Dry dock

The following template can be used in the 24th as well as the 23rd centuries as it is just generic enough to be an alien governments orbital Spacedock construction frame. Originally this had been an alien station that never got finished but as time went on I finished it and made it for the Hawkeye-class.

Construction Space Station
Class and Type:
Commissioning Date: mid 24th century

Hull Systems
Size: 2 (6)
Length: meters
Diameters: --- meters
Beams: meters
Height: 420 meters
Decks: 20
Mass: 1,103,000 metric tons
SUs Available: 2750
SUs Used: 915

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

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

PERSONNEL SYSTEMS
Crew/Inhabitants/Capacity: 150/50/1200

Crew Quarters
Spartan: 100 <5>
Basic: 50 <5>
Expanded: 40 <8>
Luxury: 10 <10>
Unusual: 1 <1>

Environmental Systems
Basic Life Support [8 Power/round] <24>
Reserve Life Support [4 Power/round] <12>
Emergency Life Support (36 emergency shelters) <12>
Gravity [3 Power/round] <6>
Consumable: 1 years worth <12>

Replicator Systems
Food Replicators [6 Power/round] <6>
Small Replicator network [2 power/round] <6>
Industrial Replicators Units: 10 Large unit [2 Power/replicator/round] <30>

Medical Facilities: Rating 2 (+0) [2 Power/round] <10>

Recreation Facilities: 4 [4 Power/round] <24>
(1 main holodeck, 2 personal holodeck, large eating facility, 2 small lounges)

Mercantile Facilities: rating 4 (12 establishments) [8 Power/round] <32>

Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System
[1Power/round when active] <6>

Cargo hold: 133,000 cubic meters <4>
Locations: Lower Cargo Bays

Escape Pods <6>
Number: 100
Capacity: 8 persons per pod

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

POWER SYSTEMS
Fusion Reactor: 1 Class 20 (generates 200 Power/round) <200>
Locations: lower section of the station
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <25>
Emergency Power: Type C (generates 35 Power/round) <35>
EPS: Standard Power flow, + Power transfer/round <40>
Standard Usable Power: 400

Operations systems
Operations (OPS): Top of station <10>

Computers
Core 1: [5 Power/round] <12>
Core 2: [5 Power/round] <12>
ODN <18>

Sensor Systems
Long-range Sensors [5 Power/round] <13>
Range package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 light-years (.3/.4 - .8/.9 - 1.5/1.9 - 3.0)
Low Resolution: 8 light-years (1/1.1 - 3.0/3.1 - 6.0/6.1 -8.0)
Strength Package: Class 2 (strength 2)
Gain Package: Class Alpha (+1)
Coverage: Standard

Lateral Sensors [5 Power/round] <19>
Strength Package: Class 2 (strength 2)
Gain Package: Class Alpha (+1)
Coverage: Standard
Sensor Skill: 4

Communications Systems
Type: Mark III [3 power/round of use] <9>
Strength: 3
Security: -1
Emergency Communications: [2 Power/round] <1>

Tractor Beams
Emitter: 3 Class Beta [3 Power/Strength used/round] <18>
Accuracy: 4/5/7/10
Lactation: located 120 degrees about the station
Emitter: 1 Class Alpha [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11
Location: Shuttle bay

Transporters
Type: Personnel [2 Power/use] <9>
Pads: 8
Emitter/Receiver Array: Personnel Mark III (10,000 km range)
Energizing/Transition Coils: Class B (strength 2)
Number and location: mid deck

Type: Personnel [2 Power/use] <24>
Pads: 2
Emitter/Receiver Array: Personnel Mark III (10,000 km range)
Energizing/Transition Coils: Class B (strength 2)
Number and location: 4 (one located in operations, three located throughout the station

Type: Emergency [1 Power/round] <28>
Pads: 12
Emitter/Receiver Array: Emergency Mark II (5,000 km range)
Energizing/Transition Coils: Class B (Strength 2)
Number and location: four located throughout the station

Type: Cargo [1 Power/round] <8>
Emitter/Receiver Array: Cargo Mark II (12,000 km range)
Energizing/Transition Coils: Class B (Strength 2)
Number and location: four located in cargo deck area's

Security Systems
Rating: 3 <12>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field [1 power/3 Strength] <6>
Science Systems
Rating: 2 (+1) [2 Power/round] <16>
Laboratories: 20 <4>

Tactical Systems none
Shields none

Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 50 Size worth of shuttles <100>
Standard Complement: 25 shuttlepods (small shuttlepods, Work bees, repair pods and travel pods)
Location(s): Main Shuttlebay

Docking bays:
2 rating 6 number of docks (ships up to size 6) [may supply 60 power/round/ship] <4>
2 rating 4 number of docks (ships up to size 4) [may supply 40 power/round/ship] <2>

Open frame dock
Three capable of handling a size four ships <12>

Station Data: This construction station is used to build small transport vessels, Nova & Oberth-class science vessels. Later on the Defiant-class became a primary construction

The first vessel I created for the Spacedock as a test vehicle was the Wells-class Federation Time ship from the Future as it was making an appearance in the Adventures of the USS Discovery we were playing at the time.

The Wells-class makes a good time traveling starship as it was a teaser in the game we were playing. Later when a confrontation between the between the Wells and Nebula-class the Federation time ship failed. The Wells was just too powerful to defeat by a Federation starship from the 24th Century.

Wells-class Federation Time ship
Class and Type: Wells-Class Time ship "*Cruiser*"
Commissioning Date: Some time after the 29th
Century

Hull Systems
Size: 6
Length: 335 meters
Beams: 175 meters
Height: 57 meters
Mass: 800,000 metric tons
Decks: 19
SUs Available: 2377
SUs used: 2272

Hull Outer‹24›
Hull Inner‹24›
Resistance Outer Hull: 10 ‹12›
Resistance Inner Hull: 10 ‹12›

Structural Integrity Field [1 power/10 protection/round]
Main: Class 7 (Protection 100/150) ‹36›
Backup: Class 6 (protection 45) ‹17›
Backup: Class 6 (protection 45) ‹17›

Personnel Systems
Crew/Passengers/Evac: 150/65/3,550
Crew Quarters
Spartan: None
Basic: 250 ‹25›
Expanded: 30 ‹6›
Luxury: 5 ‹5›
Unusual: 2 ‹2›

Environmental Systems
Basic Life Support [10 power/round] ‹24›
Reserve life support [5 power/round] ‹12›
Emergency Life support [36 power/round] ‹12›
Gravity [3 power/round] ‹6›
Consumables: 3 years worth ‹18›

Food Replicator [6 power/round] ‹6›
Industrial Replicator [6 power/round] ‹9›
Type: network of small replicators [2 power/replicator /round]
Type: 1 large unit [2 power/replicator /round]

Medical Facility: 10 (+2) ‹50›
EMH Mark X [10 power/round] ‹20›
Recreational Facility: 5 [10 power/round] ‹40›

Personal Transportation: Turbolifts, Jefferies
Tubes, [2 power/round] ‹18›
Fire suppression System [1 power/when active] ‹6›

Cargo holds: 100,000 cubic meters ‹3›
Location: Lower Cargo bays 1-2 (accessible on ventral side of ship) 3- 4 accessible through shuttlebay. Several smaller bays throughout the ship.

Emergency Escape Pod
Numbers: 140 ‹8›
Capacity: 8 persons per pod

PROPULSION SYSTEMS
Temporal Transwarp Warp Drive [90 power/round] ‹90›
Impulse Engines Type: Class 7 (.75c /.92c) [7/9 power/round] ‹35›
Reaction Control System (.025) [2 power/ when used] ‹6›
Auxiliary thrusters [2 power/ when used] ‹3›

POWER SYSTEMS
Temporal Warp engine core Type: Class 12/R130
Location: Deck 11-19 (Generates 600 power/engine/round)
Impulse Engines: 1 class 7 (Generates 56 power/engine/round)
Auxiliary Power: 4 reactors (generate 5 power/reactor/round) ‹12›
Emergency Power: Type D (Generate 40 power/reactor/round) ‹40›
EPS: Standard power flow, +300 power transfer round) ‹60›
Standard power available: 656

OPERATIONS SYSTEMS
Bridge30
Computers (Bio-neural)
Core 1: Decks 6-7 [7 power/round]‹18›
Core 2: Deck 15-17 [7 power/round]‹18›
Uprating: Class Beta (+2) [2 power/computer round] ‹8›
ODN ‹18›

Navigational Deflector [5 power/round] ‹24›
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward Ventral

Auxiliary Deflector [5 power/when used] ‹6›
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: forward Dorsal

Sensor System
Temporal Sensor [5 power/round]
Range package: Type 8
Strength package: Class 10 (Strength 10)
Gain package: Class Beta (+2)
Coverage: 1000 years

Long-range Sensor [5 power/round] <71>
Range package: Type 8
Accuracy: 3/4/7/10
High-resolution: 6 light-years (.5/.6-1.0/1.1-4.5/4.6-6.0)
Low-resolution: 18 light-years (1/1.1-6.5/6.6-13.5/13.6-18)
Strength package: Class 10 (Strength 10)
Gain package: Class Beta (+2)
Coverage: detects an additional 8000 substances

Lateral Sensors [5 power/round] <32>
Strength package: Class 10 (Strength 10)
Gain package: Class Beta (+2)
Coverage: detects an additional 8000 substances

Navigational Sensor [5 power/round] <28>
Strength package: Class 10 (Strength 10)
Gain package: Class gamma (+3)
Coverage: detects an additional 8000 substances
60 Probes <6>

Flight Control Systems
Autopilot: Shipboard system (Flight controls) 3, Coordination 3, [1 power/rounding use] <12>

Navigational Computer
Main Class 3 (+2) [2 power/rounds]<4>
Backups: Class 2 (+1) [2 power/rounds] <2>

Inertial Dampening Fields
Main: <48>
Strength: 9 [3 power/round]
Number: 4
Backup:
Main: <12>
Strength: 6 [2 power/round]
Number: 4
Attitude Control [1 Power/round]1

COMMUNICATIONS SYSTEM
Type: Class 10 [2 power/round] <32>
Strength: 10
Security: Class Epsilon (-3)
Basic Uprating: Class Bata (+2)
Emergency Communications1 [2 power/round]

TRACTOR BEAMS
Emitter: Class Delta <12>
[3 power/strength used]
Location: Ventral
Accuracy: 4/5/7/10

Emitter: Class Alpha <3>
[3 power/strength used]
Location: main shuttle bay
Accuracy: 5/6/8/11

TRANSPORTERS
Type: Temporal [7 power use] <50>
Type: 15
Pads: 5
Emitters (Receiver Array/Personnel
Type (3 light-years range)
energizing/transition coils (Class J)
Strength: 10
Number Location: 2, deck one main Bridge, backup on deck 12.

Type: Personnel [8 power/use] <32>
Type: Temporal
Pad: 4
Emitters (Receiver Array/Personnel
Type 6 (40,000 km range)
energizing /transition
coils (Class H) (strength 8)
Number and locations: Two on deck four and two on deck twelve.

Type: Emergency [5 power/use] <32>
Type:
Pad: 16
Emitters (Receiver Array/Personnel
Type 6 (15,000 km range)
energizing /transition coils (Class H)
Strength 8
Number and locations: deck three, deck seven, deck thirteen, and deck seventeen.

Type: Cargo [4 power/use] <39>
Pads: 400 kg
Emitters (Receiver Array/Personnel
Type 6 (40,000 km range)
energizing /transition coils (Class H)
(strength 8)
Number and locations: three in cargo bays 1-3.

Cloaking Device: Class 10 Interphasic Cloaking Device [40 power/class/round] <48>

Security Systems
Rating: 4 <16>
Anti-intruder systems [1 power/round] <6>
Internal Force field [1 power/ 3 strength] <6>

Science systems
Rating 3 (+2) [3 Power/round] <21>
Specialization system: temporal labs <10>
Lavatories: 30 <6>

TACTICAL SYSTEMS
Type: XV Temporal Disruptors <58>
Damage: 300 (30 power)
Number of emitters: 300 (up to 8 shots)
Auto interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000

Location: Forward Ventral Port & Starboard
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse, wide beam

Type: XV Temporal Disruptors ‹58›
Damage: 300 (30 power)
Number of emitters: 300 (up to 8 shots)
Auto interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Forward Dorsal Port & Starboard
Firing Arc: 360 degrees Dorsal
Firing Modes: Standard, continuous, pulse,
wide-beam

Type: XV Temporal Disruptors ‹57›
Damage: 300 (30 power)
Number of emitters: 200 (up to 5 shots)
Auto interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Aft Ventral Port & Starboard
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse,

Type: XV Temporal Disruptors ‹57›
Damage: 300 (30 power)
Number of emitters: 200 (up to 5 shots)
Auto interlock: Accuracy: 3/4/6/9
Range: 10/30,000/100,000/300,000
Location: Aft Dorsal Port & Starboard
Firing Arc: 360 degrees Ventral
Firing Modes: Standard, continuous, pulse,

Forward Torpedo Launcher ‹66›
Standard loads: Type I Photon Torpedo (180), Type II Photon Torpedo (200) Quantum (400), Tricobalt (750), Transphasic (1000), Temporal (1500)
Spread: 4
Range: 15/350,000/1,500,000/4,000,000
Targeting System: Accuracy 3/4/6/9
Power: [20+5 per torpedo]
Location: Ventral Forward port & Starboard. Aft Dorsal spine.
Firing Arc: Self-guided
Torpedoes Carried (100 Total) ‹10›
TA/T/TS: Class Beta [1 power/round] ‹9›

Strength: 8
Bonus: +1
Weapons skill: 4

Temporal Shield ‹96 (x4)›
(Forward, Aft, Port, Starboard)
Shield Generators: Class 7 (Protection 1400) [140 power/shield/round]
shield grid: Type C (50% increase to 2100 protection)
subspace Field Distortion Amplifiers: Class Iota (Threshold 450)
Recharging System: Class 4 (30 Seconds)
Backup shield generators: 4 (1 per shield)
Auto destruct System ‹4›

Auxiliary Spacecraft System ‹60›
Shuttlebay: capacity for 30 SUs size worth of Ships.
Standard Compliment: five Size 2 Shuttlecraft, twenty size 1 shuttlecraft.

Federation Time ship
"U.S.S. Relativity"
Class and Type: Wells-class time cruiser

Hull Characteristics
Size: 6 (335 meters long x 175 meters wide x 57 meters height; mass 800,000
metric tons; 19 decks)
Resistance: 4
Structural Points: 120

Operational Characteristics
Crew/Passengers: 150/1000 [6 power/round]
Computers: 6 [6 power/round]
Transporters: 2 personnel, 2 cargo, 2 emergency 1 temporal [8 power/round]
Tractor beam: 1 ad, 1 fv, [2 power/round]

Propulsion and Power Characteristics
Warp System: 9.0/9.995/9.9999 (24 hour) [2/warp factor]
Impulse system: .8c/.99c [8/9 power/round]
Power: 330

Sensor Systems
Long-range Sensors: +5/50 light-years [6 power/round]
Lateral Sensors: +5/6 light-years [4 power/rounds]
Navigational Sensors: +5 [5 power/round]
Chronometric Sensors: +5 [10 power/round]
Cloak: Temporal Cloak [50 power/round]
Sensor Skill: 5

Weapons Systems
Type Epsilon Phasers
Range: 15/40,000/200,000/500,000
Arc: (720 degrees)
Accuracy: 3/3/5/8
Damage: 50
Power: [50]

Temporal Torpedoes:
Number: 200
Launchers: 2 fv, 1 ad
Spread: 20
Arc: Self-guided
Range: 25/500,000/3,000,000/6,000,000
Accuracy: 3/3/5/8
Damage: 100
Power: [5]
Weapons Skill: 5

Defensive Systems
Starfleet Deflector Shields plus a Temporal Shield generator that protects
against the changes in the time line
Protection: 150/200
Power: [150]

Description and Notes
Fleet data:

Noteworthy vessels / service records / encounters: Federation Time ship U.S.S. Relativity NCV 474439-G, Commanded by Captain Braxton who was removed by Lieutenant Duquesne