The following notes and ships have all been taken from the Spacedock thread on Trek-rpg.net.

Most, if not all of the ship designs are courtesy of Swampy, there are more available on the past threads. I've just gathered here a small selection that I plan to use in my own series.

Enjoy

Sudowner

Updated Probe Designs

The Deep Space Nine Technical Manual notes that many standard probe designs have been updated from their previous levels (that is, Season 3 Star Trek: TNG). Here are my proposed game rules (Steve?)

UPDATED PROBE LISTING

Class I (Product Improved)

The Class I probe is designed to study stellar phenomenon. It is equiped with an 24.3 kiloquad isolinear processor. Some variants can be given low-observability coatings (Cloak 2).
Speed: .6c
Range: 320,000,000km
Long/Lateral/Navig.: -/+3/-
Stealthed Variant: Yes

Class IV (Product Improved)

The Class IV probe is designed to study unsual subspace and stellar phenomenon at high-impulse speeds. It is equipped with an 15.9 kiloquad isolinear processor.
Speed: .98c
Range: 723,000,000km
Long/Lateral/Navig.: -/+3/-
Stealthed Variant: No

Class V (Product Improved)

The Class V probe is intended as an stealthy long range reconnaissance system. It is designed for low observability on any known or projected Threat sensor system (Cloak 3). It is equipped with an 54.7 kiloquad isolinear processor.
Speed: .9c/Warp 2.6
Range: 842 billion km
Long/Lateral/Navig.: +3/+4/-
Stealthed Variant: Always

Class VIIIa

The Class VIIIa is a redesigned version of the old Class 8 probe using an quantum torpedo casing and more advanced sustainer engines. The actual sensor pallet is usualy optimized for one or two specific applications.
Speed: .993c/Warp 9+(max delta-v classified at Omega level)
Range: 100 ly
Long/Lateral/Navig.: +2/+3/-
Stealthed Variant: Yes

Class IXa

The new Class 9a also uses an more advanced quantum torpedo shell. It can only be fired from quantum torpedo tubes.
Speed: .993c/Warp 9+ (max delta-v classified at Omega level)
Range: 900 ly
Long/Lateral/Navig.: +1/+3/-
Stealthed Variant: Yes

Carrier Systems

The Foch is just about done all I need now is some imput on the following rules additions for Carrier Systems.

Carrier Spacecraft Systems
Unlike normal Auxcillery Spacecraft Systems, Carrier Spacecraft Systems are much more massive and require more internal space. Thus only ships of size 6 and larger can have Carrier Systems onboard. Further the builder must decided between Auxcillery and Carrier system as a ship can not posses both.

FLIGHTDECK

SU: cost 2 x combined size of ships which can be stored
Unlike a shuttle bay a Flight Deck is design for one purpose, launching spacecraft, nothing else. Further the flight deck is where spacecraft are readied for there missions by a large contingent of Flight Deck crew who are organized by their jobs, Launch personal, ordnance and etc. While it is possible for craft to land on the flight deck most recovery operations are carried out on the Recovery Deck.

A typical Flight Deck will be able to accommodate Two-thirds of the carriers full spacecraft complement, usually 80 points worth of spacecraft at one time on large fleet carriers. Further the Flight Deck actually launches by means of power assist devices (called a Catapult though the device is much more complicated) which cost 1 power per craft launched. A Flight deck can launch as many craft as its size, for example a size 6 carrier is capable of launching 6 craft at one time.

A Typical Spacecraft launch Takes 30 minutes from the moment the craft is brought up from the Hanger Deck (which see) to Launch.

A Flight Deck is constructed in the same manner as a Shuttle Bay.

SPACECRAFT FIRE SUPPRESSION & RESCUE SYSTEM

SU Cost: 2 x Size
Power Cost: 3 power/used/round
Due to the nature of Flight operations all Carrier Spacecraft Systems have a self contain Fire Suppression system capable of flooding the entire spacecraft system decks or part of with UHE (Ultra High Expansion) Foam capable of retarding even plasma fires. There is also a larger dedicated system for manually fighting deck fires and for rescue of trapped pilots in crashed spacecraft on the deck. These units are spread through out the various decks. The System requires 3 Power per round when in use. Once a Deck is flooded it remains so until Computer sensors measure that sufficent amounts of heat has been vented or cooled.

HANGER DECK

SU: cost 2 x combined size of ships which can be stored + 10
This is a large deck design for large repair of spacecraft and their general maintenance requirements. It is capable of holding, like the flight deck two thirds the full compliment of the carriers spacecraft. There are also many specialized rooms for specialized repairs, temporary ordnance storage and emergency space for evacuation needs.

A Typical Hanger deck cost 2 x combined size of ships which can be stored + 10. Another function of the Hanger is the refilling of the small deuterium tanks of spacecraft which while allowing long use usually require refilling at least twice during high tempo spacecraft flight operations, usually after 15,000 hours of service. The time required for such operation is usually 15 minutes per size of the ship i.e. a size 2 spacecraft requires 30 minutes to refill.

RECOVERY DECK

SU Cost: 2 x combined Size of ships which can be stored
The opposite of a Flight deck the Recovery deck unlike its Shuttle Bay counterpart is design for non-tractor beam landings. It is the pilots job to land the craft using a multitude of devices such as reverse thrusters, mag locks and even as an emergency arresting wires. The bonus to this is that recovery operations require no power but is the most dangerous operations in all of Starfleet, usually meaning a Spacecraft or Ground Vehicle skill test at a difficulty of 7.

A Hanger deck is usually built to accommodate one half of the Carriers full compliment at one time and can recover 2 craft per every minute of operations. But this is not the only method of figureing out the size of a Recovery Decks for example on larger Fleet carriers such as the Foch Class there are two Recovery Decks which can accommodate one forth of its compliment but can recover four craft per minute.

ELEVATORS

As most of the Decks are located above one another they are connected by a large system of elevators. These elevators can usually at least accommodate a size 1 spacecraft. However large ones on starbases and stations do exist. Its takes one minute per every three decks lifted up and 30 seconds to go down 3 decks.

Each elevator cost 2 SU per 1 Point of Spacecraft lifted at one time, up to a max of 6 points worth of spacecraft (6 SUs). A Typical Elevator such as the four man ones on the Foch can carry either 2 Size one Spacecraft or 1 size 2 Spacecraft. However the Foch also posses two elevators to lift a size 3 spacecraft. Power cost is 1 Power per round used per every 2 points of spacecraft lifted.

I do have plans for a Through Deck System (For ships size 5 - 6) and an Escort "Jeep" Carrier (Size 4 ships) but will come up later with them.

Here's a couple of sytstems you may want to add to your list:

Launch Tubes: SU = 5 x size of largest craft launched. Power = 2 x largest craft launched. Launch tubes require a flight deck and their own independant intertial damper system.

Launch tubes are the starfaring version of the old "wet navy" steam catapault, and are used to launch a large number of fighters in a hurry. This system uses a large magnetic impeller system similar in design to the standard torpedo launcher. A given launch tube can launch up to five fighters per turn (at a rate of 1 fighter per second) until their holding bay is emptied. The standard holding bay will hold up to ten fighters at launch ready status.

Launch tube holding bay
SU = 2 x largest size serviced x number serviced.
power = none

Balcony launch system
SU = (size of carried craft +2) x number of craft.
Power = 1 per craft.

This system requires the use of a flight deck. This is an alternate arrangement for carrage of fighters and similar vehicles on dedicated carriers. In this system, each fighter is launched from its own "bay". The fighters are recovered normally, and are moved into their bays (after being serviced) by an internal crane and gantry system.

This system is capable of launching its entire complement of fighters in a single turn.

Adamantine-class Fast Cruiser (Experimental)

ADAMANTINE CLASS
Class and Type: Adamantine-class Fast Cruiser (Experimental)
Commissioning Date: 2376

HULL SYSTEMS
Size: 7
Length: 510 metres
Beam: 280 metres
Height: 81 metres
Decks: 26
Mass: 3578000 metric tonnes
SUs Available: 2750
SUs Used: 2716

Hull
Outer <28>
Inner <28>

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

Structural Integrity Field
Main: Class 7 (Protection 100/150) <37>
[1 Power / 10 Protection / round]
Backup 1: Class 2 Full (Protection 50/80) <22>
[1 Power / 10 Protection / round]
Backup 2: Class 2 Full (Protection 50/80) <22>
[1 Power / 10 Protection / round]

Specialised Hull
Atmospheric Capable <7>

PERSONNEL SYSTEMS
Crew/Passenegers/Evac: 510/100/1600

Crew Quarters
Basic: 250 <25>
Expanded: 160 <32>
Luxury: 50 <50>
Unusual: 10 <10>

Environmental Systems
Basic Life Support [10 Power / round] <28>
Reserve Life Support [5 Power / round] <14>
Emergency Life Support (42 emergency shelters) <14>
Gravity [4 Power / round] <7>
Consumables: 3 year's worth <21>

Replication Systems
Food Replicators [7 Power / round] <7>
Industrial Replicator <10>
Type: Network of small replicators [2 Power / round]
Type: Large unit [2 Power / round]
Medical Facilities: 8 (+2) [8 Power / round] <40>
EMH IV [6 Power / round] <20>
Recreation Facilities: 5 [10 Power / round] <40>
Personnel Transport: Turbolifts, Jefferies tubes [2 Power / round] <21>
Fire Suppression System [1 Power / round when active] <7>
Cargo Holds: 165000 cubic metres <5>
Location: 15 main cargo holds and other minor holds throughout the ship
Escape Pods <7>
Number: 120

Capacity: 6 persons

PROPULSION SYSTEMS
Warp Drive
Embedded Nacelles: Type 8 <166>
Upgrade Packages (already factored in to speed ratings)
Standard Upgrade: Package Alpha <2>
Sustained Upgrade: Package Alpha <2>
Maximum Upgrade: Package Alpha <2>
Speed: 8.0/9.6/9.95 [1 Power / .2 warp speed]
PIS: Type H (12 hourse of Maximum warp) <16>

Impulse Engine
Type: Class 8 (.75c/.95c) [7/9 Power / round] <48>
Acceleration Uprating: Class Gamma (100% acceleration)
[4 Power / round when active]
Location: Aft
Reaction Control System (.025c) [2 Power / round when in use] <7>

POWER SYSTEMS
Warp Engine
Type: Class 13/S (generates 699 Power / round) <145>
Location: Amidships
Impulse Engine: 1 Class 8 (generates 64 Power / round)
Auxiliary Power: 4 reactors (generates 20 Power / round) <12>
Emergency Power: Type F (generates 50 Power / round) <50>
Isomagnetic EPS: Standard Power flow, +400 Power transfer / round <57>

Standard Usable Power: 763

OPERATIONS SYSTEMS
Bridge: Forward dorsal <35>

Computers
Core 1: Port amidships [5 Power / round] <7>
Core 2: Starboard amidships [5 Power / round] <7>
Core 3: Aft [5 Power / round] <7>
Uprating: Class Beta (+2) [2 Power / round] <4>
ODN <7>

Navigational Deflector [5 Power / round] <28>
Range: 10/20000/50000/150000
Accuracy: 5/6/8/11
Location: Forward ventral

Sensor Systems
Long-range Sensors [5 Power / round] <54>
Range Rackage: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 LY (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 LY (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 Sensors [5 Power / round] <26>
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Coverage: Standard
Navigational Sensors [5 Power / round] <24>
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Probes: 40 probes of varying types <4>

Sensor Skills: 5

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 4,
Coordination 3 [1 Power / round in use] <15>

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

Inertial Damping Fields
Main <70>
Strength: 9 [3 Power / round]
Number: 5
Backup <20>
Strength: 6 [2 Power / round]
Number: 5
Attitude Control [2 Power / round] <2>

Specialised Flight Control
Manual Steering Column [1 Power / round in use] <1>

Communication Systems
Type: Class 10 [2 Power / round] <30>
Strength: 10
Security: -7 (Class Delta uprating)
Basic Uprating: Class Beta (+2)
Emergency Communicatons: Yes [2 Power / round] <1>
Holocommunicatons: Yes <1>

Tractor Beams
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 dorsal
Emitter: Class Alpha [3 Power / Strength used / round] <6>
Accuracy: 5/6/8/11
Location: Shuttlebays 1 and 2

Transporters
Type: Personnel [5 Power / use] <68>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location: (4) Forward, Aft and 2 Amidships
Type: Emergency [7 Power / use] <68>
Pads: 24
Emitter/Receiver Array: Emergency Type 3 (15000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location: (4) Forward, Aft and 2 Amidships
Type: Personnel [4 Power / use] <44>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (15000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: (4) 2 Aft and 2 Amidships

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>
Laboratories: 20 <4>

TACTICAL SYSTEMS
Forward Pulse Phaser Array <55>
Type: XII Pulse
Damage: 290 [29 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Forward
Firing Arc: 180 degrees forward cone
Firing Modes: Standard, Wide-Beam

Forward Phaser Array <54>
Type: X with ACB Jacketing
Damage: 200 [25 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Forward
Firing Arc: 405 degrees forward
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Aft Phaser Array <54>
Type: X with ACB Jacketing
Damage: 200 [25 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Aft
Firing Arc: 405 degrees aft
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Dorsal Phaser Array <54>
Type: X with ACB Jacketing
Damage: 200 [25 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Dorsal
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Ventral Phaser Array <54>
Type: X with ACB Jacketing
Damage: 200 [25 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Ventral
Firing Arc: 405 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Dorsal Anti-Torpedo Phaser Array <38>
Type: I with ACB Jacketing
Damage: 20 [7 Power]
Number of Emitters: 400 (up to 10 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard

Ventral Anti-Torpedo Phaser Array <38>
Type: I with ACB Jacketing
Damage: 20 [7 Power]

Number of Emitters: 400 (up to 10 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Ventral
Firing Arc: 360 degrees ventral
Firing Modes: Standard

Forward Ventral Advanced Torpedo Launcher <30>
Standard Load: Mark I quantum torpedo (400 Damage)
Spread: 12
Range: 15/350000/1500000/4050000
Targeting System: Gamma (Accuracy 3/4/6/9)
Power: [20 + 5 per torpedo fired]
Location: Forward ventral
Firing Arc: Forward, but are self-guided

Forward Dorsal Torpedo Launcher <19>
Standard Load: Mark I quantum torpedo (400 Damage)
Spread: 12
Range: 15/350000/1500000/4050000
Targeting System: Gamma (Accuracy 3/4/6/9)
Power: [20 + 5 per torpedo fired]
Location: Forward dorsal
Firing Arc: Forward, but are self-guided

Aft Dorsal Torpedo Launcher <19>
Standard Load: Mark I quantum torpedo (400 Damage)
Spread: 12
Range: 15/350000/1500000/4050000
Targeting System: Gamma (Accuracy 3/4/6/9)
Power: [20 + 5 per torpedo fired]
Location: Aft dorsal
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 400 <40>

TA/TTS: Class Epsilon [4 Power / round] <19>
Strength: 10
Bonus: +3
Backup: Yes

Weapons Skill: 5

Shields (Forward,Aft, Port,Starboard) <127 x 4>
(Shield protection and threshold values increased due to embedded warp nacelles)
Shield Generator: Class 6 (Protection 1300)
[120 Power / shield / round]
Shield Grid: Type B (33% increase to 1720 Protection)
Subspace Field Distortion Amplifiers: Class Theta (Threshold 410)
Regenerator: Class 4 (Recharge 50 Protection per round)
[1 Power / 1 Protection regenerated when regenerating]
Advanced Shield Capabilities: Immersion
Backup Shield Generators: 4 (1 per shield) <8>

Auto-Destruct System <7>

AUXILLIARY SPACECRAFT SYSTEMS
Shuttlebays: Capacity for 50 Size worth of ships <100>
Standard Complement: 20 shuttles, 10 shuttlepods
Locations: 2 main shuttlebays, amidships port and starboard
Captain's Yacht: No

DESCRIPTION AND NOTES

The Adamantine-class has a flattened teardrop hull shape and looks very similar to be the saucer section from an Intrepid or Prometheus. The hull is smooth with aesthetically pleasing curves, providing excellent atmospheric capability.

The phaser arrays run in strips completely encircling the hull, configured to give maximum coverage. The main torpedo launcher is mounted in a turret assembly underneath the nose and the pulse array is mounted at the base of the turret with one barrel either side.

Currently a class on one, the NX-83214 USS Paladin is a testbed for a number of features, including embedded warp nacelles, Anti-Torpedo Phasers and Type XII Pulse Phasers. Originally intended to mount Metaphasic shields generators the design had to revert to standard Class 6 systems, albeit with immersion capability upgrading, due to severe reliability problems.

Current testing reveals the Paladin is frighteningly capable combatant, with manoeuvrability similar to the Defiant-class plus far superior speed and firepower. During trials with the Prometheus, the Paladin is the only ship that has fought the MVAM prototype to a standstill.

DEVELOPER'S NOTES

I came up with the Anti-Torpedo Phasers because it's always bugged me watching the shows that they never try to shoot the things down even though it should be very easy with energy weapons. I must admit they are rather number-crunched since I chose the puny Type I phaser as the basis simply because any hit destroys a torpedo. (See page 143, second column, fourth paragraph)

As a further guide to what the hull looks like: think of a B-2 Stealth Bomber without the wings but more... well... pointy. I originally had an Energy Sheath fitted but I removed it since I wanted to have more upgrade capacity available.

Pure munch, but sometimes that can be fun too!

Ark Royal-class Strike Carrier

ARK ROYAL CLASS
Class and Type: Ark Royal-class Strike Carrier
Commissioning Date: 2377

HULL SYSTEMS
Size: 8
Length: 690 metres
Beam: 245 metres
Height: 152 metres
Decks: 30
Mass: 4087000 metric tonnes
SUs Available: 3250
SUs Used: 3197

Hull
Outer <32>
Inner <32>

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

Structural Integrity Field
Main: Class 7 (Protection 100/150) <38>
[1 Power / 10 Protection / round]
Backup 1: Class 7 (Protection 50) <19>
[1 Power / 10 Protection / round]
Backup 2: Class 7 (Protection 50) <19>
[1 Power / 10 Protection / round]

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 1060/400/16000

Crew Quarters
Spartan: 800 <40>
Basic: 460 <46>
Expanded: 140 <28>
Luxury: 40 <40>
Unusual: 20 <20>

Environmental Systems
Basic Life Support [13 Power / round] <32>
Reserve Life Support [7 Power / round] <16>
Emergency Life Support (48 emergency shelters) <16>
Gravity [4 Power / round] <8>
Consumables: 3 year's worth <24>

Replication Systems
Food Replicators [8 Power / round] <8>
Industrial Replicator <28>
Type: 2 Networks of small replicators [2 Power / round]
Type: 4 Large units [2 Power / replicator / round]
Medical Facilities: 10 (+2) [10 Power / round] <50>
EMH IV [6 Power / round] <20>
Recreation Facilities: 8 [16 Power / round] <64>
Personnel Transport: Turbolifts, Jefferies tubes [2 Power / round] <24>
Fire Suppression System [1 Power / round when active] <8>
Cargo Holds: 264000 cubic metres <8>
Location: 16 main cargo holds and other minor holds throughout the ship
Escape Pods <13>
Number: 240
Capacity: 8 persons

PROPULSION SYSTEMS
Warp Drive
Variable Geometry Nacelles: Type 6D96 <143>
[5 Power to alter nacelle's position]
Speed: 8.0/9.6/9.95 [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>
Location: Warp pylons
Impulse Engine
Type: Class 5 (.7c/.9c) [7/9 Power / round] <25>
Location: Saucer
Reaction Control System (.025c) [2 Power / round when in use] <8>

POWER SYSTEMS
Warp Engine
Type: Class 11/Q (generates 550 Power / round each) <120>
Location: Engineering hull
Impulse Engine: 1 Class 8 (generates 64 Power / round)
1 Class 5 (generates 40 Power / round)
Auxiliary Power: 6 reactors (generates 30 Power / round) <18>
Emergency Power: Type F (generates 50 Power / round) <50>
Isomagnetic EPS: Standard Power flow, +300 Power transfer / round <57>

Standard Usable Power: 654

OPERATIONS SYSTEMS
Bridge: Saucer, forward dorsal <40>
Flight Ops Bridge: Saucer, forward ventral <24>

Computers
Bio-Neural Core 1: Saucer [7 Power / round] <24>
Bio-Neural Core 2: Saucer [7 Power / round] <24>
Bio-Neural Core 3: Engineering hull [7 Power / round] <24>
Uprating: Class Beta (+2) [2 Power / computer / round] <12>
ODN <24>

Navigational Deflector [5 Power / round] <32>
Range: 10/20000/50000/150000
Accuracy: 5/6/8/11
Location: Forward saucer
Auxiliary Deflector: Forward engineering hull <8>

Sensor Systems
Long-range Sensors [5 Power / round] <54>
Range Rackage: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 LY (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 LY (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 Sensors [5 Power / round] <26>
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Coverage: Standard
Navigational Sensors [5 Power / round] <24>
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Probes: 120 probes of varying types <12>

Sensor Skills: 5

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 4,

Coordination 3 [1 Power / round in use] <15>

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

Inertial Damping Fields
Main <64>
Strength: 9 [3 Power / round]
Number: 4
Backup <16>
Strength: 6 [2 Power / round]
Number: 4
Attitude Control [2 Power / round] <2>

Specialised Flight Control
Manual Steering Column [1 Power / round in use] <1>

Communication Systems
Type: Class 10 [2 Power / round] <30>
Strength: 10
Security: -7 (Class Delta uprating)
Basic Uprating: Class Beta (+2)
Emergency Communicatons: Yes [2 Power / round] <1>
Holocommunicatons: 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 dorsal
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] <12>
Accuracy: 5/6/8/11
Location: (4) 2 per Recovery deck

Transporters
Type: Personnel [6 Power / use] <80>
Pads: 8
Emitter/Receiver Array: Personnel Type 6 (40000 km range)
Energizing/Transition Coils: Class J (Strength 10)
Number and Location: (4) 2 Saucer and 2 Engineering
Type: Emergency [9 Power / use] <80>
Pads: 32
Emitter/Receiver Array: Emergency Type 3 (15000 km range)
Energizing/Transition Coils: Class I (Strength 9)
Number and Location: (4) 2 Saucer and 2 Engineering
Type: Cargo [4 Power / use] <48>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (15000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and Location: (4) 1 Saucer and 3 Engineering

Security Systems
Rating 5 <20>
Anti-Intruder System: Yes [1 Power / round] <8>
Internal Force Fields [1 Power / 3 Strength] <8>

Science Systems
Rating 3 (+2) [3 Power / round] <23>
Specialiased Systems: 2 <10>
Laboratories: 20 <4>

TACTICAL SYSTEMS
Dorsal Phaser Array <49>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Dorsal saucer
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Ventral Phaser Array <49>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Ventral engineering hull
Firing Arc: 405 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Forward Torpedo Launcher <19>
Standard Load: Type IX photon torpedo (250 Damage)
Spread: 12
Range: 15/350000/1500000/4050000
Targeting System: Gamma (Accuracy 3/4/6/9)
Power: [20 + 5 per torpedo fired]
Location: Dorsal saucer
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 180+800 <98>

TA/TTS: Class Gamma [2 Power / round] <13>
Strength: 9
Bonus: +2
Backup: Yes

Weapons Skill: 5

Shields (Forward,Aft, Port,Starboard) <102 x 4>
Shield Generator: Class 5 (Protection 900)
[90 Power / shield / round]
Shield Grid: Type B (33% increase to 1200 Protection)
Subspace Field Distortion Amplifiers: Class Zeta (Threshold 300)
Regenerator: Class 1 (Recharge 20 Protection per round)
[1 Power / 1 Protection regenerated when regenerating]
Backup Shield Generators: 4 (1 per shield) <8>

Auto-Destruct System <8>

CARRIER SPACECRAFT SYSTEMS
Shuttlebays: Capacity for 96 Size worth of ships <192>
Standard Complement: 40 fighters, 6 shuttles, 4 shuttlepods
Flight Deck (64 Size capacity. Can launch 8 craft per round) <128>
Hanger Deck (64 Size capacity) <128>
2 Recovery Decks (24 Size capacity each. Can recover) <96>
8 Class 2 Elevators [1 power/round/used per 2 point capacity lifted] <32>
Fire Suppression & Rescue System <16>
Captain's Yacht: Yes <10>

DESCRIPTION AND NOTES

The Ark Royal-class is a large carrier designed to operate in a fast strike role relying on it's escorts and fighter group for defence. Following the traditional design style, the Ark Royal has a large saucer based on the Sovereign-class but is wider due to a centreline insert. The engineering hull is fairly bulky and replaces the normal deflector dish with a large flight deck for launching multiple small craft simultaneously, whilst the stern of the hull has a standard looking recovery bay with another halfway along it's dorsal surface. The main navigational deflector has been moved to the nose of the saucer and a small auxiliary deflector is mounted in interconnecting hull that falls between the Sovereign and Galaxy classes in size, this section also carries the long and thin flight ops bridge so that the launch and recovery decks can be overlooked visually. The main impulse engines are mounted in the roots of the variable-geometry pylons that project slightly upwards from the belly of the engineering hull when at rest and carry the same design of warp nacelles as the Sovereign-class. Whilst the dorsal phaser array is carried in the standard position on the upper surface of the saucer, the placement of the launch bays has required that the ventral array is mounted on the engineering hull. The single torpedo launcher turret is mounted above the bridge at the peak of the saucer with the Captain's Yacht mounted on top. The fighter group provides the main weapons system for the vessel and normally consists of 32 Spitfire or Tempest-class fighters and 8 Tiger-class combat shuttles backed up by 2 Sentry-class sensor shuttles, 4 Danube-class Runabouts and 4 Type 18 Shuttlepods.

DEVELOPER'S NOTES

Not sure if I've followed Eric R.'s design rules correctly, but here you are. Although Eric's recovery decks are meant to work without tractor beams, I added a few just as an emergency backup.

Cerberus-class Fast Strike Cruiser Prototype

CERBERUS CLASS
Class and Type: Cerberus-class Fast Cruiser Prototype
Commissioning Date: 2377

HULL SYSTEMS
Size: 8
Length: 710 metres
Beam: 583 metres
Height: 89 metres
Decks: 26
Mass: 4883000 metric tonnes
SUs Available: 3250
SUs Used: 3212

Hull
Outer <32>
Inner <32>

Resistance
Outer: 10 <12>
Inner: 10 <12>
Ablative: 1500 <300>

Structural Integrity Field
Main: Class 7 (Protection 100/150) <38>
[1 Power / 10 Protection / round]
Backup 1: Class 2 Full (Protection 50/80) <23>
[1 Power / 10 Protection / round]
Backup 2: Class 2 Full (Protection 50/80) <23>
[1 Power / 10 Protection / round]

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 630/100/8000

Crew Quarters
Basic: 560 <56>
Expanded: 120 <24>
Luxury: 40 <40>
Unusual: 10 <10>

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>
Consumables: 3 year's worth <24>

Replication Systems
Food Replicators [8 Power / round] <8>
Industrial Replicator <11>
Type: Network of small replicators [2 Power / round]
Type: Large unit [2 Power / round]
Medical Facilities: 8 (+2) [8 Power / round] <40>
EMH IV [6 Power / round] <20>
Recreation Facilities: 6 [12 Power / round] <48>
Personnel Transport: Turbolifts, Jefferies tubes [2 Power / round] <24>
Fire Suppression System [1 Power / round when active] <8>
Cargo Holds: 198000 cubic metres <6>
Location: 12 main cargo holds and other minor holds throughout the ship
Escape Pods <6>
Number: 100
Capacity: 8 persons

PROPULSION SYSTEMS
Warp Drive
Nacelles: Type 8 <138>
Upgrade Packages (already factored in to speed ratings)
Maximum Upgrade: Package 1 <2>
Speed: 8.0/9.6/9.982 [1 Power / .2 warp speed]
PIS: Type J (48 hours of Maximum warp) <20>

Impulse Engine
Type: Class 8 (.75c/.95c) [7/9 Power / round] <48>
Acceleration Uprating: Class Gamma (100% acceleration)
[4 Power / round when active]
Location: Engineering hull
Reaction Control System (.025c) [2 Power / round when in use] <8>

POWER SYSTEMS
Warp Engine
Type: 2 Class 7/M (generates 399 Power / round each) <170>
Location: Amidships
Impulse Engine: 1 Class 8 (generates 64 Power / round)
Auxiliary Power: 3 reactors (generates 15 Power / round) <9>
Emergency Power: Type F (generates 50 Power / round) <50>
Isomagnetic EPS: Standard Power flow, +300 Power transfer / round <57>

Standard Usable Power: 862

OPERATIONS SYSTEMS
Bridge: Saucer, forward dorsal <40>

Computers
Bio-Neural Core 1: Saucer [7 Power / round] <24>
Bio-Neural Core 2: Saucer [7 Power / round] <24>
Bio-Neural Core 3: Engineering hull [7 Power / round] <24>
Uprating: Class Beta (+2) [2 Power / computer / round] <12>
ODN <24>

Navigational Deflector [5 Power / round] <32>
Range: 10/20000/50000/150000
Accuracy: 5/6/8/11
Location: Forward ventral

Auxiliary Navigational Deflector [5 Power / round] <8>
Range: 10/20000/50000/150000
Accuracy: 5/6/8/11
Location: Forward dorsal

Sensor Systems
Long-range Sensors [5 Power / round] <54>
Range Rackage: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 LY (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 LY (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 Sensors [5 Power / round] <26>
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Coverage: Standard
Navigational Sensors [5 Power / round] <24>
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Probes: 40 probes of varying types <4>

Sensor Skills: 5

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 4,
Coordination 3 [1 Power / round in use] <15>

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

Inertial Damping Fields
Main <80>
Strength: 9 [3 Power / round]
Number: 5
Backup <20>
Strength: 6 [2 Power / round]
Number: 5
Attitude Control [2 Power / round] <2>

Specialised Flight Control
Manual Steering Column [1 Power / round in use] <1>

Communication Systems
Type: Class 10 [2 Power / round] <30>
Strength: 10
Security: -7 (Class Delta uprating)
Basic Uprating: Class Beta (+2)
Emergency Communicatons: Yes [2 Power / round] <1>
Holocommunicatons: Yes <1>

Tractor Beams
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 dorsal
Emitter: Class Alpha [3 Power / Strength used / round] <3>
Accuracy: 5/6/8/11
Location: Shuttlebays 1

Transporters
Type: Personnel [6 Power / use] <80>
Pads: 8
Emitter/Receiver Array: Personnel Type 6 (40000 km range)
Energizing/Transition Coils: Class J (Strength 10)
Number and Location: (4) 2 Saucer and 2 Engineering
Type: Emergency [9 Power / use] <80>
Pads: 32
Emitter/Receiver Array: Emergency Type 3 (15000 km range)
Energizing/Transition Coils: Class I (Strength 9)
Number and Location: (4) 2 Saucer and 2 Engineering
Type: Cargo [4 Power / use] <48>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (15000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and Location: (4) 1 Saucer and 3 Engineering

Security Systems
Rating 5 <20>
Anti-Intruder System: Yes [1 Power / round] <8>
Internal Force Fields [1 Power / 3 Strength] <8>

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

TACTICAL SYSTEMS
Forward Pulse Phaser Array <49>
Type: X Pulse
Damage: 250 [25 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Saucer ventral
Firing Arc: 285 degrees forward ventral
Firing Modes: Standard, Wide-Beam

Dorsal Pulse Phaser Array <49>
Type: X Pulse
Damage: 250 [25 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Saucer dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Wide-Beam

Dorsal Phaser Array <62>
Type: XII with ACB Jacketing
Damage: 240 [29 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Saucer dorsal
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Starboard Ventral Phaser Array <55>
Type: X with ACB Jacketing
Damage: 200 [25 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Starboard ventral weapons pod
Firing Arc: 540 degrees port ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Port Ventral Phaser Array <55>
Type: X with ACB Jacketing
Damage: 200 [25 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Port ventral weapons pod
Firing Arc: 540 degrees port ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Forward Ventral Advanced Torpedo Launcher <30>
Standard Load: Mark I quantum torpedo (400 Damage)
Spread: 12
Range: 15/350000/1500000/4050000
Targeting System: Gamma (Accuracy 3/4/6/9)
Power: [20 + 5 per torpedo fired]
Location: Saucer ventral
Firing Arc: Forward, but are self-guided

Forward Ventral Torpedo Launcher <19>
Standard Load: Mark I quantum torpedo (400 Damage)
Spread: 12
Range: 15/350000/1500000/4050000
Targeting System: Gamma (Accuracy 3/4/6/9)

Power: [20 + 5 per torpedo fired]
Location: Port ventral weapons pod
Firing Arc: Forward, but are self-guided

Forward Ventral Torpedo Launcher <19>
Standard Load: Mark I quantum torpedo (400 Damage)
Spread: 12
Range: 15/350000/1500000/4050000
Targeting System: Gamma (Accuracy 3/4/6/9)
Power: [20 + 5 per torpedo fired]
Location: Starboard ventral weapons pod
Firing Arc: Forward, but are self-guided

Aft Dorsal Torpedo Launcher <19>
Standard Load: Mark I quantum torpedo (400 Damage)
Spread: 12
Range: 15/350000/1500000/4050000
Targeting System: Gamma (Accuracy 3/4/6/9)
Power: [20 + 5 per torpedo fired]
Location: Saucer aft dorsal
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 480 <48>

TA/TTS: Class Epsilon [4 Power / round] <19>
Strength: 10
Bonus: +3
Backup: Yes

Weapons Skill: 5

Shields (Forward,Aft, Port,Starboard) <144 x 4>
Shield Generator: Class 6 (Protection 1200)
[120 Power / shield / round]
Shield Grid: Type B (33% increase to 1600 Protection)
Subspace Field Distortion Amplifiers: Class Theta (Threshold 400)
Regenerator: Class 4 (Recharge 50 Protection per round)
[1 Power / 1 Protection regenerated when regenerating]
Backup Shield Generators: 4 (1 per shield) <8>

Auto-Destruct System <8>

AUXILLIARY SPACECRAFT SYSTEMS
Shuttlebays: Capacity for 40 Size worth of ships <80>
Standard Complement: 16 shuttles, 8 shuttlepods
Locations: 1 shuttlebay
Captain's Yacht: No

DESCRIPTION AND NOTES
The Cerberus-class is a new combat design that is currently undergoing prototype testing, the class is intended to complement the Akira-class acting as more of a dogfighter style vessel rather than a missile boat. Apart from the weapon pods the Cerberus-class hull design is a scaled-down version of the Sovereign-class, these weapon pods are disguised so as to appear to be a second pair of warp nacelles making the class look somewhat similar to the smaller Prometheus-class MVAM prototype. With the weapons pods mounted further out from the main hull plus the usage of a unique multiple S-shaped array, the port and starboard phasers have a unprecedented firing arc albeit with a number of shadows when firing inward past the hull. Both sets of pulse phasers are mounted on turrets: the ventral array is mounted at the base of the main torpedo launcher underneath the saucer and has a firing arc mainly directed to the forward ventral quarter; the dorsal array turret sits on the peak of the saucer and has a completely clear field of fire covering the entire dorsal area. The 2 secondary forward torpedo launchers are mounted one apiece in the front of the weapons nacelles and each have a magazine of 120 torpedoes, which cannot be transfer directly to any other torpedo storage bays due to limited access routes. The class is fairly unique for Starfleet vessels in that it carries 2 warp engines and worries over the maintenance problems involved may result in them being replaced by a single larger unit plus an extra impulse engine to make up for the power loss. A further design change may result in the heavy ablative armour being removed with the weapons arrays and shielding being uprated to compensate for the loss in combat effectiveness.

Engoru-Class Runabout
To be honest, I am still a bit unsure as to whether or not I want to classify this vessel as a Runabout or a Shuttlecraft. It has the enhanced Warp capability and size of a Runabout, but unlike the Runabout which generally operates alone (usually out of some substantial station, such as out of DS9 or a starbase), the Engoru is meant to operate alongside the Huntress-class Scout as a support vessel (it also uses Energy Sheath and Hull Holoemitter technology like the Scout-vessel); rather than occupy a bay, the Engoru is tucked in the space between the central pylons. Well, whichever it is classified as, the Spacedock stats for the vessel are as follows...

ENGORU Class
Class and Type: Engoru-class Specialized Shuttlecraft/Runabout
Commissioning Date: 2375

HULL SYSTEMS

Size: 2
Length: 22 meters
Beam: 14.8 meters
Height: 5.4 meters
Decks: 1
Mass: 10 metric tons
SUs Available: 575
SUs Used: 566
Hull
Outer Hull <8>
Inner Hull <8>
Resistance
Outer Hull: 8 <9>
Inner Hull: 7 <8>

Structural Integrity Field
Main: Class 2 (Protection 50/80) [5 Power/10 Protection/round] <17>
Backup: Class 2 (Protection 25) [3 Power/10 Protection/round] <9>
Backup: Class 2 (Protection 25) [3 Power/10 Protection/round] <9>

Specialized Hull
Atmospheric Capability <2>
Energy Sheath <6>
Planetfall Capability <2>

PERSONNEL SYSTEMS

Crew / Passengers / Evac: 2/6/10

Crew Quarters
Spartan: 2 <1>

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 Power/round] <4>
Emergency Life Support [0 Power/round] <4>
Gravity [1 Power/round] <2>
Consumables: .5 year's worth <1>

Replicator Systems
Food Replicators [2 Power/round] <2>
Industrial Replicators
Type: Network of Small Replicators [2 Power/round] <2>

Medical Facilities: 1 (+0) [1 Power/round] <5>
Personnel Transportation Systems: Jefferies tubes [0 Power/round] <2>
Fire Suppression System [1 Power/round when active] <2>

Cargo Holds: 250 cubic meters <1> Location: Amidship, internal bay

Escape Pods <0>

Number: 2 Specialized pods, Capacity: 3-man

PROPULSION SYSTEMS

Warp Drive
Nacelles: Type 4.92 <31>
Speed: 3.9/5.9/9.1 [1 Power/.2 warp speed]
PIS: Type G <14> (10 hours of Maximum warp)
Embedded <8>

Impulse Engines
Primary Type: Class 3 (0.5c/0.7c) <15>
[5/7 Power/round] Location: Aft edge of warp nacelle pylons
Reaction Control System (.025c) <2>
[2 Power/round when in use]

POWER SYSTEMS

Warp Engine
Type: Class 4/G (generates 230 Power/round) <53>
Location: Aft

Primary Impulse Engine: 3 (generates 24 Power/round)

Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power Flow <20> +100 Power transfer/round

Standard Usable Power: 254

OPERATIONS SYSTEMS

Bridge: Forward <10>

Computers
Core 1: Interior Compartment <4> [5 Power/round]
Uprating: Class Alpha (+1) [1 Power/round] <2>
ODN 6

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

Sensor Systems

Long-range Sensors [5 Power/round] <30>
Range Package: Type 3 (Accuracy 3 / 4 / 7 / 10)
High Resolution: .5/.6-1.0/1.1-3.5/3.6-5.0
Low Resolution: 1/1.1-3.5/3.6-9.0/9.1-13.0
Strength Package: Class 6 (Strength 6)
Gain Package: Class Beta (+2)

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

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

Flight Control Systems
Autopilot [1 Power/round in use] <12> Shipboard Systems (Flight Control) 3, Coordination 3

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

Backups? None

Inertial Damping Field
Main <4> Strength: 9 [3 Power/round] Number: 1
Backups <3> Strength: 6 [6 Power/round] Number: 3

Attitude Control [1 Power/round] <0>

Specialized Flight Control Systems
Manual Steering Column <1> [1 Power/round while in use]

Communications Systems
Type: Class 6 [2 Power/round] <12>
Strength: 6
Security: -2
Emergency Communications: Yes [2 Power/round] <1>

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy: 5/6/8/11; Location: Ventral Engineering hull, below navigational deflector

Transporter Systems
Type: Personnel [2 Power/use] <15>
Pads: 3
Emitter/Receiver Array: Personnel Type 6 (40000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location: 1, Deck four, saucer section

Hull Holoemitters: Class Beta [20 Power/round] <6>

Security Systems
Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <2>
Internal Force Fields: Yes [1 Power/3 Strength] <2>
Science Systems
Rating: 1 (+0) [1 Power/round] <7>
Number of Laboratories: 1 <2>

TACTICAL SYSTEMS

Beam Weapons

Saucer Forward Starboard Ventral Phaser Array <14>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
ACB Jacketing: No
Location: Saucer ventral, forward starboard
Firing Arc: 360 degrees Forward
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Saucer Forward Port Ventral Phaser Array <14>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
ACB Jacketing: No
Location: Saucer ventral, forward port
Firing Arc: 360 degrees Forward
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Saucer Forward Starboard Dorsal Phaser Array <19>

Type: VI
Damage: 120 [12 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
ACB Jacketing: No
Location: Saucer dorsal, forward starboard
Firing Arc: 360 degrees Aft
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

TA/T/TS: Class Alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Backup TA/T/TS: No

Weapons Skill: Highly Variable

Shields (Forward, Aft, Port, Starboard) <60>
Shield Generator: Class 2 (Protection 400)
[160 Power/round]
Shield Grid: Type C (50% increase to 600 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshhold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <2>

Auto-Destruct System <2>

DESCRIPTION AND NOTES

The Engoru is a new design of shuttle/runabout made to accompany the Huntress class Scout vessel. Not a 'full' runabout in terms of self-sufficiency but having much greater range than a shuttlecraft, the Engoru is designed to accompany and assist with some of the Scientific and light exploratory duties of the Huntress (it performs the same sort of role as the Delta Flyer). It is designed with the same Energy Sheath and (Beta-class) Hull Holoemitters as the Huntress, so that the stealth capabilities of the larger vessel are not compromised by its smaller counterpart.
The design makes use of Embedded nacelle technology to minimize the space needs of the drive system, and the 'Spinal' Warp Core of the Danube-class runabout to maximize space. It employs some other systems not found on its slightly larger cousin the Danube — such as a small industrial replicator for surface missions away from the main vessel and a dedicated scientific workstation ("lab" seems too strong a word, but this is what it was intended to be) — which help's the Engoru perform its supporting role.
The Engoru is designed to take slightly more punishment than the Danube, but the overall combat effectiveness of the Shuttlecraft/Runabout s light at best. It can use its powerful warp engines to place distance between itself and most combat, and when not trying to evade it is able to use the Holoemitters to avoid close-range detection.

APPEARANCE:
The Engoru will win no beauty contests. She has probably been best described by Admiral MacPherson as "an ugly little pug". Boxy and somewhat squat, the Engoru is a rounded box shape which is perfect for the holographic emitters used to avoid close-range detection.

DEVELOPER'S NOTES
Compared to the Danube, the Engoru has both positive and negative points:
The 15-point Resistance and stronger shields, which are nearly the same as those of the Danube class but have the enhanced protection provided by the Embedded Nacelles, the Engoru is significantly more capable of withstanding attack.
The Embedded nacelle design is mainly in keeping with the Stealth technology motif of the Engoru. Stealth wise, there is no contest, the Engoru is a much better vehicle. The Energy Sheath and Holoemitters make for a nice combination of long and short-range evasion options.
The Engoru's weaknesses rest in its weak offensive capabilities and the fact that it has very little flexibility compared to the Danube. The Offensive capabilities are probably the worst problem of the vessel. With her 6 Arrays, the Danube can get a lot more Phaser-power at another target, and the micro-torpedoes, while largely ineffective against shields, can at least help with the coup de grace of an unshielded opponent. Even with her defensive capabilities, the Engoru is not a Combat God™ by any stretch, but it was not meant to be… There are several aspects of the Engoru's lessened flexibility which contribute to an overall weakness: from the fact that it only sports one weak Tractor beam emitter to the fact that other than the scientific workstation, it cannot be modified to meet with various mission specifications, in other words, it is rather static.

Carriers – *Posted by Eric R*

I am proud to announce that at last the main hull structure of the first new, from the keel up, Starfleet carrier since 2260 was gamma wielded together last night.

FNN news release (1/23/2371)
The USS Foch will be Size 8 and will carry nearly 120 fighters and other Space/ Aviation craft. The Foch is possible after the nearly 20 year long struggle in the hulls of starfleet command to build a carrier. it was not until the carriers supporters could prove without a doubt the need for such a ship was it authorised. This included illustrating the carrier functionality in other operations beside pure defence ones.

The recent Starfleet white paper laid out that such a ship must be able to conduct "Continuing and clear assistance in other Starfleet endeavours and missions the most important of these being colonial and emergency rescue operations missions."

Many however still oppose the construction of such a starship citing numerous objections the most often heard is that voiced by Captain (Acting Rear Admiral) Jean-Luc Picard who before the Assembly's Committee on Starfleet Affairs asserted that "A carrier is a weapons platform and it has been so through out history. Its main mission is that of power projection, a mission which the newer Sovereign Explorers already fulfil wonderfully."

The Mckinley Yards, where the Carrier is being constructed, had to undergo three years of Improvement in order to accommodate the forthcoming ship and its . . .

Score One for the Carrier Opponents - Federation Watch, magazine 10/2371

In what many see as a major victory for those who oppose the currently building Foch class carrier, Starfleet command has officially changed its type designation from the new Carrier one to the older more preferred Explorer designation, although a sub type category has been added EXC Explorer-Carrier.

What this could mean for the ship which is currently one third completed with personnel system functioning with external power support has yet to be seen. Though some conversion of the large fighter bays to marine life tanks has been rumoured in some circles. As of printing only the removal of the new Starfleet Ground force Expeditionary Unit or "GEU" has been officially acknowledge as having been authorised.

Many long time Starfleet watchers see this turn of events as continuing fall out from the recent "Leyton Scandal" where Starfleet Admiral Leyton, a long time supporter of the carrier program . . .

[I hope you all are enjoying this way of doing things I thought it would be fun to add the events during construction, which I am indeed working on, to show what kinda stuff a carrier would go through to be built in a "peace loving" Federation.]

Warp Engine Competition "Heating" Up for *Foch* Class - Ferengi firm going to Court.

--Federation Warp Engineer Society Quarterly 11/71

In a new twist to the recent claims of favouritism and bad faith bargaining on behalf of ASDB, a Feringi firm has sought by way of legal action to stop Starfleet from awarding its Warp engine contract to one of the two firms already announced by ASDB as having the inside track.

The Feringi firm, which bought out Leedding Engines Limited, last year says that it had submitted a proposal and that it was rejected out of hand by ASDB because, as it says, "of gross racism and unfair business practices in the way and manner that ASDB hands contracts out."

Further Leeding charged that both Kloratus and Shuvinaaljis corporations engaged in a price fixing war making it nearly impossible for the struggling company to win the contract. Of course as many FWESQ readers already know this only renews the now century long struggle between these great warp design firms.

ASDB and both KLoratus and Shuvinaaljis were contacted for comment and refused to say anything at this time. The 120 page legal brief failed in the San Francisco District Civil Court charged more specifically that . . .

Decide For Yourself! Has ASDB's Monopoly been Exposed?

--Independant Starfleet Engineer magazine 11/18/71

At last the desk bond know it all's at ASDB have been caught with their proverbial trousers down around their ankles. Leeding Engines under new ownership, a consortium of Feringi and Orion concerns, has filed suit in the courts to stop

ASDB's "competition" for the new Warp Engines on the *Foch* class, itself a highly controversial topic (See ISE Vol 123, nos 2, A Carrier?). We here at ISE have for years criticised that the way ASDB handles Starship contracts and designs is too heavily in favour of traditional firms such as Kloratus and that firms either starting up or under new management can not "break in" the closed clique known as Utopia Plenitia.

The most recent example of this was the Valiant/Defiant project which ASDB deemed a failure with little testing based on computer models alone and no modification. However once the ship was assigned to DS9 and shaken out hard instead of the light tap that ASDB gave to it, it has performed magnificently.

So being of Independent mind we here at ISE magazine have published, for the first time the basic stats for **all** three warp engine design with out commentary and await your letters to the editor.

WARP DRIVE
Model: KDX FWG-123
Design submitted by:
Kloratis Warp Technologies, Tellar
Lead Engineer:

Submission History
2368 - For Sovereign Class, rejected
Initial ASDB evaluation: Too Weak

2370 - Submitted w/upgrade, Under advisement
Initial ASDB evaluation: pending approval

Basic Stats
Warp Engine
Class 11/Q
[generates 599 Power/round]
125 SUs

Nacelles
Type 7A6 7.0/9.0/9.6
[1 power/.2 warp speed]
126 SUs
Speed
reduced .1 for being embedded
Shields
increase threshold by 10
Protection 100

Plasma Injection System (PIS)
Type I (14 hours)
18 SUs

Warp Drive System Upgradings
Two Package 3
+3 to one category
12 SUs

WARP DRIVE
Model: Shvaji FWG-101
Design submitted by:
Shuvinaaljis Warp Technologies, Mars
Lead Engineer: Sokar

Submission History
2366 - originally submitted for Steamrunner
class - rejected as two unstable in flight

2370 - resubmitted for Foch class - design
is under advisement

Basic Stats
Warp Engine
Class 12/R
[generates 600 Power/round]
130 SUs

Nacelles
Type 6D 6.0/9.2/9.6
[1 power/.2 warp speed]
105 SUs
Speed
reduced .1 for being embedded
Shields
increase threshold by 10
Protection 100

Plasma Injection System (PIS)
Type H (11 hours)
16 SUs

Warp Drive System Upgradings
Two Package 2
+2 to one category
8 SUs

WARP DRIVE
Model: LEL FWG-153
Design submitted by:
Leeding Engines Limited, Mars
Lead Engineer: Moggy

Submission History
2370 - Sumitted, Rejected as too unstable

Basic Stats
Warp Engine
Class 12/R
[generates 609 Power/round]
131 SUs

Nacelles
Type 7 7.0/8.0/9.0
[1 power/.2 warp speed]
120 SUs
Speed
reduced .1 for being embedded
Shields
increase threshold by 10
Protection 100

Plasma Injection System (PIS)
Type I (15 hours)
18 SUs

Warp Drive System Upgradings
Three Package 3
+3 to one category
18 SUs

- BAJOR SECTOR 14 December 2377 – Reuters

The controversy over dedicated Carriers continues on the Cardassian border as the light Marine transport Ark Angel (CVL-74662) is listed as missing in action. The Ark Angel, along with her half-sister ship the Valivarre (CVL-64663), were War expedient variants of the Intrepid-class Explorer, designed to carry ground forces in their expanded secondary hulls,

and land them on the planetary surface in the event of insurmountable transporter jamming. The Valivarre underwent post-war refit and became a staging vessel for long range scout craft, while the Ark Angel, in a decision still criticized by many, remained a ground forces transport.

Third Fleet command denies to comment as to the nature of Ark Angel's mission when she was reported overdue and missing last week, but sources say it was connected to 'Project Pathfinder', under command of Admiral Owen Paris. Admiral Paris was unavailable for comment.

Ark Angel has a standard compliment of 270 crew and 230 ground forces, with the capacity to carry an additional 600 during wartime. Her compliment at the time of her disappearance is unknown.

Dateline 12/14/2371
Starbase 214
Sector 21500

Eye On The Fleet
by HM Murdock

Adding fuel to the growing fire around the Carrier Debate, and the Foch itself, Fleet Admiral TC Foxx, former member of the ASDB and current Commander of Starbase 214 made a statement to a small gathering today.

"In all of my years in the fleet, I have never seen the raw emotion the permeates this issue. Since their inception in the early 20th Century, the Carrier has been the backbone of the Navy it served. I applaud the effort of those individuals who tirelessly move this important project forward. Inasmuch as this is a major step forward in the construction of starships in general, we must put this turmoil behind us, and put all our support behind this project.

"These are uncertain times, and as the Leyton Coup has shown us, there must be a substantial effort in building and developing new ship designs to make sure that there is a Federation for out posterity. As a former member of the ASDB, I can assure you that thought is very much on the minds of the members. This new vessel has the potential to become a mainstay ship in our continuing defence. Just because our neighbours (Klingons and Cardassians) are fighting amongst themselves, that doesn't mean they have forgotten about us. When they tire of fighting each other, they will turn their eyes to us and then people we will be in trouble. 400 years ago, when the nations of Earth warred amongst themselves, the Carrier was used as a force projector, and reminded those who sought to impose their will on their neighbours that swift and sure retaliation would befall any troublemakers. Today, our fleet has lost some of that ability. Granted our ships project our influence across the Quadrant, but there is something about the carrier that just multiplies that power.

"If needed, I am willing to return to the ASDB and help steady the course for this project. And if this project is changed or abandoned, then ladies and gentlemen, God Help Us All!"

[Admiral Foxx's records are attached to this report on LCARS 4.93011]

A hero of the Cardassian Wars and the Tzenkethi conflict, Foxx is using his decreases political status and personal Charisma to save this project. Many still hold his opinion in high regard, and this may just add level to the growing argument.

This is HM Murdock for the FNS

Sardate 2371.12.15
Earth
San Francisco
Grounds of Starfleet Academy

'A Star Carrier'
by Cadet Calcoran
I am here at Starfleet Academy just before the end of the semester, where the whole campus looks like an anthill. And do you know what every cadet is talking about? Not the final exams. Not the graduation ceremony, not even the graduation party. No, today, every single conversation revolves on the new carrier class commissioned by Starfleet: The USS Foch. Tomorrow, the proposals for hull design prototypes should be unveiled, and this causes no end of speculation among the cadets.
Indeed, while engineers can relate to Warp drives and ODN relays, while tactical specialists are always interested by the defensive systems or the phasers that might be selected to equip the new ship, the actual shape of the ship talks to everyone. What could possibly represent Starfleet better than the sight of a Galaxy class or, a while before, a Constitution class? Nothing. The image of the ships has a tremendous impact, not only on opponents, but specially o the crew of the ship, on the people it represents.
And since a carrier is such a new design to Starfleet, everyone is very intent on the way it will look like.

Calcoran, Starfleet Academy, San Francisco, Earth, for SAN (Starfleet Academy News, if you must know)

Court Accpet's Feringi Motion, but Hands More Problems Out

--San Francisco Daily Dec 15, 2371

The San Fransisco District Court last night issued an order stopping Starfleet and ASDB from awarding the War Engine contract for the *Foch* class until the court has more time to investigate the concerns raised by leeding. It also ordered ASDB to ship all documents, files and models related to the three projects to Earth and the Court so that it could be entered as evidence.

The Federation President, consulting with the Security Council weighed the option of issuing a presidential degree for the contract but wavered main owing to the belief that the Courts ruling could be overturn in further appeal. The new round of problems is just one of many, including a recent fire onboard the half finished ship which resulted in the loss of life of three workers and the injury of another 12.

Any more problems could see a drastic turn about in Starfleet attitude about the whole project which now is more than six months off its original projected completion date.

. . .the now immense task of putting the three proposals together for the courts orders will disturb ASDB's scheduled unveiling of the full design by several months . . .

Presidential Decree ends "crisis", Kloratis Named Winner.

Starfleet watch Jan. 18, 2371

In an unprecedented move the President of the Federation today announced that he was intervening in the current court battle involving the leeding Engine ltd and several other firms involved in the *Foch* "Warp Emergency" the decree was followed two hours later by an annoucment from ASDB that the Kloratus engine had won the contract for the *Foch* engines. With the annoucement also came the announcement of the ships impulse drive system and the fact that completion though delayed by several months will proceeded rapidly from this point as the ships hull is readied for towing to Mars and her finial fittings.

Posted by Calcoran on 12-21-2000 11:29 AM:

Note: Typical example of Media having nothing to say and repeating over and over the same information, in the expectation that nobody will notice and that something new will soon enough pop up

Stardate 2372.12.21
Planetia utopia shipyards.

It has been a while since the last bit of information about the new carrier class filtered from Starfleet command, but new facts are expected to be revealed very soon. For the sake of understanding (or for those who have spent the last year in some Jefferey tube), here is what is known about this new class:
The Foch class is a new type of design, a carrier, which size is expected to be roughly equivalent to that of a Galaxy class. It would be able to carry up to 120 fighters/shuttlecraft, but would also be able to use part of this space for other purposes, like marine life tanks for instance. Whether this new class would replace the explorers as Federation's flagships remains to be seen, but appears rather doubtful in the light of recent statements from Starfleet officials. After a rather heated legal debate, Kloratus was chosen to provide the warp engines of the Foch, and the prototype was towed to Mars for final fittings.

Calcoran, Planetia utopia shipyards, for SNN.

Small Craft at Last Getting Respect!

Starfleet Proceedings, December 23, 2372

After almost two years in development the *Foch* seems to be nearing completion, The 1st Carrier Space aviation Wing (SVW)was recently activated at Starfleet's new fighter training facility located at Pensacola, Florida, Earth which previously functioned as the Earth Republican Fighter Training Center. The 1st Wing is commanded by Lt. Commander Tivra Athrun a noted Andorian shuttle pilot who is no stranger to readers of this publication. He is the first command level officer to be permanently appointed to the new ship. At the recent Activation ceremony Tivra stated that the task before him is great but he feels fortunate that he will be training his pilots in the very cradle of carrier Air aviation which will serve to inspire them in their efforts.

At the same time ASDB announced that the *Foch* will have an extensive command and control network consisting of a Bridge, a combat or "crisis" information center (CIC), a Flight control Center (FCC) and a new Landing Control Center (LCC) designed to coordinate & command planetary landings and land based operations if the GEU is placed on board. While nearly quadrupling the cost for normal command and control facilities onboard the enhance systems will finally give shuttle operations and such a chance to feel as an equal partner in the Shipboard team.

IFN (Independent Federation News)
December 31, 2372

FOCH NEARS COMPLETION: After two years of constant controversy

Recently Starfleet held a special invite only viewing of the new Foch Class Carrier Explorer, which is nearing completion at the Utopia Planitia Shipyards. Martin Dorva a well known freelance report known for his love of starships, managed to make his way into the viewing and filed this with us first.

“As one approaches this new “Foch Class” viewing it from the aft section one is amazed at the size of the rear Impulse section which has been concentrated in a structure much resembling that of a Defiant class vessel though many times larger. It is obvious that the designer’s intent here was to awe those approaching her from this angle with the engine’s power. In fact as one does approach the rear the image of a Defiant is very well pictured in the mind, the encased Nacelle rears look much the same as does the delicate bottom arch pattern of the latter. As my Shuttle guide continued the show we were taken down under the ship where we could see the bottom, here opened for view were the twin landing bays one to each side of the wish bone shaped bottom.

I am told this was design to allow safe recovery of fighter craft and the like to be also the area in which the ground force assault craft are to be launched from. Each such landing bay is capable of recovering two craft at once making a total of four craft where as most normal ships can only handle one craft at a time owing to the use of tractor beams for shuttle recovery operations. The Starfleet PR officer informed us that the carrier will actually not use a tractor beam for the recovery operations but the smaller crafts own power will bring it in till the gravity of the ships landing bay takes hold. This was described to us as “power landing”. He went further but my mind rejected at once the Tech-no-babble he soon spurted forth.

One can see from here the arrangement of the bottom phaser arrays in a almost box like layout with 3 array per side of different lengths and one large aft array. I later learned this same pattern was repeated on the Dorsal side. Once we had passed beneath the bottom portions the shuttle moved outward so as to allow a better forward view, which when seen was impressive to say the least.

Looking almost as if a Sovereign Class starship, the large deflector shield gave the opposite view of that of the aft’s delicate nature; here mass was the word. And in the center was a giant opening, which was the main launch area for small craft. The PR officer said that it was possible to launch 8 craft within a 30 second period from the launch area and that another such flight could be readied in little under two minutes. He refused to go into further detail of the launching operation. As we grew nearer the top section appeared and I was amazed at the resemblance to both an Intrepid and Sovereign class ship in fact so much of the later was present some one was heard to remark they had used a Sovereign hull in construction. Again the mass and size were overwhelming there was no doubt this was a ship built for pride and place. In passing I was amazed to note the close resemblance to the Defiant in the embedded nacelles though they are much longer and massive.”

On the subject of Carriers in General in Star Trek, I have just read through the SRM and I have identified the ships in it that could either be re-classified as Carriers (of one or type of Carrier) or could be pressed into service as Auxiliary Carriers.
The base line I use is the ability to carry a minimum of 20 Size of Shuttles or 10 Shuttles/Fighters. (See the SRM for further details on the various ship classes).
As for the ships themselves, I group them into four basic classes, these being Fleet, Strike, Escort and Auxiliary. The definitions being defined below:
Fleet: Designed with light armaments, but capable of carrying large numbers of Fighters, Armoured Transports, Shuttles and even Light Escorts as well as ground troops (think of cross between a Nimitz class Carrier and a Wasp class LHD);
Strike: These are dual role Warships equipped with Heavy Armaments as well as Fighters and Shuttles (think of the Russian Kiev class Carriers);
Escort: designed to escort and protect convoys, while carrying a small air-group (a classic example being the Royal Navy’s obsolete Invincible class ASW Carriers);
Auxiliary: any ship that has hanger capable of carrying medium to large numbers of shuttlecraft without major modifcation, (in this case think of any LPD or Container Ship).
These are further divided into medium, heavy and light classifications depending upon their size.

As for the Ships that I can think that can be either re-classified as Carriers or used as Auxiliary Carriers I am listing them below, it's up to you if agree or disagree with me.

Re-classified Ships:
Heavy Strike Carrier: Akira class (100 Size worth of Ships)
Heavy Escort Carrier: Curry class (40 Size worth of Ships)
Light Fleet Carrier: Freedom class (60 Size worth of Ships)
Light Strike Carrier: Steamrunner class (60 Size worth of Ships)
Light Escort Carrier: Centaur class (20 Size worth of Ships)
Auxiliary Carriers:
Ambassador class (30 Size worth of Ships)
Andromeda class (35 Size worth of Ships)
Bradbury class (30 Size worth of Ships)
Deneva class (30 Size worth of Ships)
Excelsior class (25 Size worth of Ships)
Galaxy class (62 Size worth of Ships)
Intrepid class (32 Size worth of Ships)
Istanbul class (20 Size worth of Ships)
Korolev class (20 Size worth of Ships)
Nebula class (30 Size worth of Ships)
New Orleans class (20 Size worth of Ships)
Rigel class (20 Size worth of Ships)
Sequoia class (33 Size worth of Ships)
Sovereign class (30 Size worth of Ships)
Springfield class (25 Size worth of Ships)
Wambaundu class (25 Size worth of Ships)
Zodaic class (34 Size worth of Ships)

And just an idea for a plot idea, the D'Kora class Marauder (40 Size worth of Ships). Although both the Deneva and the D'Kora are not Starfleet Combat Ships, they could be pressed into service as Auxiliary Escort Carriers, the Deneva as a sort of MAC or Q-Ship, the D'Kora because Star Fleet hired it as privateer to help guard a supply convoy.

FOCH-Class Carrier
At last and without further comment the Foch class is now finished if somewhat over budgeted (its Size 9 now) and late December 2373 but it is at least finished.

***FOCH* Class**
Type: *Foch*-Class Fleet Carrier
Commissioning Date: 2373
Registry: USS Foch NCC - 79835

HULL SYSTEMS (160 SUs)
Size: 8
Length: 632.4 meters
Beam: 376.4 meters
Height: 90 meters
Mass:
SU Units: 3250
SU Units Used: 3226

Hull (48 SUs)

Resistance (54 SUs)
Outer Hull: 6
Inner Hull: 4
Ablative Armor: 500

Structural Integrity Field (58 SUs)
Main: Class 5 (Protection 80/120)
[1 Power/10 protection/round]
Auxiliary SIF: Class 3 (Protection 30)
[1 Power/Protection/round]
Emergency SIF: Class 3 (Protection 30)
[1 Power/Protection/round]

Specialized Hulls
None

PERSONAL SYSTEMS (738 SUs)
Crew/Passenger/Evac: 1400/300 /22,000

Crew Quarters (328 SUs)
Spartan: 255
Basic: 1105
Expanded: 170
Luxury: 85
Unusual: 85

Environmental Support (61 SUs)
Basic Life Support: [13 power/round]
Reserve Life Support: [7 power/round]
Emergency Life Support: (48 Emergency Shelters)
Gravity: [4 power/round]
Consumables: 3 Years worth (1.5 x SU)

Replicator Systems (60 SUs)
Food Replicators:
[8 power/round]
Industrial Replicators
Type: 2 small networks [4 Power/round]
Type: 12 large units [16 power/round]

Medical Facilities and Systems (155 SUs)
Main Sickbay w/ EMH: Rating 10
[12 power/round]
Family Health Center w/EMH: Rating 7
[9 power/round]

100 basic Quarters: (serving as Hospital Beds)
10 x 1st Aid stations: Rating 1
[10 Power/round]

Recreational Facilities: Rating: 7 (56 SUs)
[14 Power/round]

Personnel Transportation: Jefferies tubes, Turbolifts (24 SUs)
[2 power/round]

Fire Suppression System (8 SUs)
[1 power/round used]

Cargo Holds: 999,000 cubic meters (30 SUs)
Locations: 24 Main cargo holds and other minor holds.

Escape Pods: (16 SUs)
Number: 300
Capacity: 6 persons

PROPULSION SYSTEMS (164 SUs)
Warp Drive
Nacelles: Type 7A6
Speed: 7.2/9.2/9.5 [1 power/.2 warp speed]
Warp Drive System Upgrades: 2x Package 3
Notes: Embedded Nacelles Shields increase threshold
by 10/ Protection 100
Plasma Injection System (PIS): Type I (14 hours)

Primary Impulse System
Type: Class 8 Impulse Engine .75c/.95c [7/9 Power/round]
Location: Aft
Acceleration Upgrade: Alpha [2 Power/round]
66% (two thirds) of maximum impulse speed per round

Secondary Impulse System
Type: Class 5 Impulse Engine .7c/.9c [7/9 Power/round]
Location: Aft
Acceleration Upgrade: Alpha [2 Power/round]
66% (two thirds) of maximum impulse speed per round

Reaction Control System: .25 [2 power/round used]

POWER SYSTEMS (447 SUs)
Warp engine
Type Class 11/Q (generates 599 power/round)
Location: Center/Aft
3x Class 8 Impulse Engines (generates 192 power/round)
2x Class 5 impulse Engines (generates 80 power/round)
Auxiliary Power 4 Reactors (generates 5 power/reactor/round)
Emergency Power: Type E (Generates 45 power/round)
EPS: Standard Power Flow. +300 power/round

Standard usable Power: 871

OPERATIONS SYSTEMS
Command & Control Systems
Bridge Systems (40 SUs)
Main Bridge
Battle Bridge
Auxcillary Control Centers
Crisis Information Center (CIC)
Deck Operations Center (DOC)

Separation Systems: no

Computer Systems (36 SUS)
4 Cores
[5 Power/round/Active core]
Computer Upgrade: Class Bata
[2 Power/round]
+2 Computer test bonus

Main Navigation Deflector: 32 SUs
[5 power/round used]
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward Ventral

Sensor Systems: (110 SUs)
Long Range Sensors [5 power/round]
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 (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Coverage: Standard
Lateral Sensors [5 power/round]
Strength Package: Class 10 (strength 10)
Gain Package: Beta (+2)
Coverage: Standard
Navigational Sensors: [5 Power/round]
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Probes: 60 probes of varying types

Sensors Skill: 5

Flight Control Systems (142 SUs)
Auto-pilot: Shipboard Systems (Flight Control) 4
Coordination 2 [1 power/round in use]

Navigational Computer
Main: Class 3 (+2)
Backups 2

Inertial Dampening Field
Main
Strength: 9 [3 power/round]
number: 6
Backup
Strength: 6 [2 power/round]
Number: 6
Attitude Control [2 power/round]

Communications Systems (32 SUs)
Type: Class 10 [2 power/round]
Strength: 10
Security Up rating: -7 w/class Delta
Basic Up rating: Class Beta +2
Emergency Backup: Yes [2 power/round]
Holo-communications Equipped

Tractor Beams (15 SUs)
Emitter: Class Gamma [3 power/strength used/round]
Accuracy: 4/5/7/10
Location: Aft Starboard Ventral

Emitter: Class Alpha [3 power/strength used/round]
Accuracy: 5/6/8/111

Location: Landing Bays 1 & 2

Transporters (322 SUs)
Type Personnel [5 power/use]
Pads: 6
Emitter receiver array: personal Type 6 (40,000km range)
Energizing/Transition Coils: Class H (Strength 8)
Location: 6 (17 SUs ea 102 SUs)

Type: Emergency [3 Power/use]
Pads: 6
Emitter receiver array: Emergency Type 3 (15,000km range)
Energizing/Transition Coils: Class H (Strength 8)
Location: 6 (14 SUs ea 84 SUs)

Type: Cargo [6 power/use]
Pads: 12(1200Kg)
Emitter receiver array: Cargo Type 3 (40,000km range)
Energizing/Transition Coils: Class (Strength 8)
Location: 8 17 SUs (ea 136 SUs)

Cloaking Device: None

Security Systems (176 SUs)
Rating: 5
Anti Intruder System: yes [1 power/round]8
Internal Force Fields: [3 power/ 3 strength]8
Brigs: 8 [4 power/brig used]

Science Systems 42 SUs
Rating: 1
3Labs

TACTICAL SYSTEMS (506 SUs)
Forward Starboard Dorsal Phaser Array (38 SUs)
Type IX
Damage: 180
Number of Emitters: 200 (up to 5 shots per round)
Auto Phase Interlock: Beta 4/5/7/10
Range:10/ 30,000/100,000/ 300,000
Location: Forward Starboard Dorsal
Arc: 90 degrees (Forward Starboard)

Forward Starboard Ventral Phaser Array (38 SUs)
Type IX
Damage: 180
Number of Emitters: 200 (up to 5 shots per round)
Auto Phase Interlock: Beta 4/5/7/10
Range: 10/ 30,000/100,000/ 300,000
Location: Forward Starboard Ventral
Arc: 90 degrees (Forward Starboard)

Forward Port Dorsal Phaser Array (38 SUs)
Type IX
Damage: 180
Number of Emitters: 200 (up to 5 shots per round)
Auto Phase Interlock: Beta 4/5/7/10
Range: 10/ 30,000/100,000/ 300,000
Location: Forward Port Dorsal
Arc: 90 degrees (Forward Port Dorsal)

Forward Port Ventral Phaser Array (38 SUs)
Type IX
Damage: 180
Number of Emitters: 200 (up to 5 shots per round)

Auto Phase Interlock: Beta 4/5/7/10
Range: 10/ 30,000/100,000/ 300,000
Location: Forward Port Ventral
Arc: 90 degrees (Forward Port Ventral)

Torpedoes (16 SUs)
Forward Port Ventral Torpedo Launcher (7 SUs)
Standard Load: Type II Photon Torpedo (200 damage)
Spread: 5
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Accuracy 4/5/7/10
Power: [5+ spread fired]
Location: forward Port
Firing Arc Forward but are self-guided.

Torpedoes Carried: 130 Type II Photon Torpedoes (9 SUs)

TA/T/TS: Class Gamma [2 power/rd] (12 SUs)
Strength 9
Bonus: +2
Weapons Skill: 5

Shields: (Forward, Aft, Port, Starboard) (319 SUs)
Shield Generator: Class 5 (Protection 900)
[90 Power/shield/round]
Shield Grid Type B (33% increase to 1200)
Subspace Field Distortion Amplifiers: Class ETA (Threshold 400)
Recharge System Class I (45 Sec.)
Backup Shield Generators 1 per shield (8 SUs)
Auto Destruct: Yes (7 SUs)

CARIER FLIGHT SYSTEMS (308 SUs)
Standard Craft Complement 2 Squadrons Fighters/Atmosphere attack (24 points), 2 Squadrons Torpedo Bombers (24 Points), 1 Squadron scouts (12 Points) and 1 mixed Administrative/Shuttle Squadron (12 Points)
Craft Torpedoes carried: 160 Type XXI Photon Torpedoes
1 Flight Deck (48 points worth of Craft)
1 Hanger Deck (48 Points of Craft)
2 Recovery Decks (36 Points worth of craft)
Elevators [1 power/round/used per 2 point capacity lifted]
2x3 point Elevators
4x2 point Elevators

Harlequin-class Multi-Role Support Vessel

HARLEQUIN CLASS
Class and Type: Harlequin-class Multi-Role Support Vessel
Commissioning Date: 2377

HULL SYSTEMS
Size: 4
Length: 134 metres
Beam: 40 metres
Height: 28 metres
Decks: 7
Mass: 169000 metric tonnes
SUs Available: 1300
SUs Used: 1136 plus 60 SUs of mission pods

Hull
Outer <16>
Inner <16>

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

Structural Integrity Field
Main: Class 4 (Protection 70/110) <25>
[1 Power / 10 Protection / round]
Backup 1: Class 4 (Protection 40) <13>
[1 Power / 10 Protection / round]
Backup 2: Class 4 (Protection 40) <13>
[1 Power / 10 Protection / round]

Specialised Hull
Atmospheric Capable <4>
Planetfall Capable <4>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 30/90/360 - see Description

Crew Quarters
Basic: 80 <8>
Expanded: 25 <5>
Luxury: 10 <10>
Unusual: 5 <5>

Environmental Systems
Basic Life Support [7 Power / round] <16>
Reserve Life Support [4 Power / round] <8>
Emergency Life Support (24 emergency shelters) <8>
Gravity [2 Power / round] <4>
Consumables: 2 year's worth <8>

Replication Systems
Food Replicators [4 Power / round] <4>
Industrial Replicator <10>
Type: Network of small replicators [2 Power / round]
Type: 2 Large units [2 Power / unit / round]
Medical Facilities: 5 (+1) [5 Power / round] <25>
Recreation Facilities: 4 [8 Power / round] <32>
Personnel Transport: Turbolifts, Jefferies tubes [2 Power / round] <12>
Fire Suppression System [1 Power / round when active] <4>
Cargo Holds: 100000 cubic metres <3>
Location: 2 main cargo holds in amidships of engineering section
Escape Pods <5>
Number: 100

Capacity: 4 persons

PROPULSION SYSTEMS
Warp Drive
Nacelles: Type 5E6 <78>
Speed: 5.0/9.0/9.6 [1 Power / .2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>

Impulse Engine
Type: Class 5 (.7c/.9c) [7/9 Power / round] <25>
Location: Aft saucer, port and starboard
Reaction Control System (.025c) [2 Power / round when in use] <4>

POWER SYSTEMS
Warp Engine
Type: Class 4/G (generates 249 Power / round) <55>
Location: Engineering hull
Impulse Engine: 1 Class 5 (generates 40 Power / round)
Auxiliary Power: 4 reactors (generates 20 Power / round) <12>
Emergency Power: Type D (generates 40 Power / round) <40>
EPS: Standard Power flow, +200 Power transfer / round <40>
Standard Usable Power: 289

OPERATIONS SYSTEMS
Bridge: Dorsal saucer <20>

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

Navigational Deflector [5 Power / round] <16>
Range: 10/20000/50000/150000
Accuracy: 5/6/8/11
Location: Forward engineering hull

Sensor Systems
Long-range Sensors [5 Power / round] <42>
Range Rackage: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 LY (.5/.6-1.0/1.1-3.7/3.8-5.0)
Low Resolution: 15 LY (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 Sensors [5 Power / round] <22>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Coverage: Standard
Navigational Sensors [5 Power / round] <20>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Probes: 40 probes of varying types <4>

Sensor Skills: 4

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 3,
Coordination 3 [1 Power / round in use] <12>

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

Inertial Damping Fields
Main <24>
Strength: 9 [3 Power / round]
Number: 3
Backup <6>
Strength: 6 [2 Power / round]
Number: 3
Attitude Control [1 Power / round] <1>

Communication Systems
Type: Class 10 [2 Power / round] <26>
Strength: 10
Security: -5
Basic Uprating: Class Beta (+2)
Emergency Communicatons: Yes [2 Power / round] <1>
Holocommunicatons: Yes <1>

Tractor Beams
Emitter: Class Delta [3 Power / Strength used / round] <12>
Accuracy: 4/5/7/10
Location: Forward
Emitter: Class Delta [3 Power / Strength used / round] <12>
Accuracy: 4/5/7/10
Location: Aft
Emitter: Class Alpha [3 Power / Strength used / round] <3>
Accuracy: 5/6/8/11
Location: Shuttlebay

Transporters
Type: Personnel [5 Power / use] <36>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40000 km range)
Energizing/Transition Coils: Class I (Strength 9)
Number and Location: (2) 2 Saucer
Type: Emergency [7 Power / use] <36>
Pads: 24
Emitter/Receiver Array: Emergency Type 3 (15000 km range)
Energizing/Transition Coils: Class I (Strength 9)
Number and Location: (2) Saucer and Engineering
Type: Cargo [4 Power / use] <26>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location: (2) Saucer and Engineering

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

Science Systems
Rating 2 (+1) [2 Power / round] <14>
Laboratories: 20 <4>

TACTICAL SYSTEMS
Dorsal Phaser Array <24>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (upto 3 shots per round)
Auto-Phaser Interlock: Beta (Accuracy 4/5/7/10)
Range: 10/30000/100000/300000
Location: Dorsal saucer
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Ventral Phaser Array <24>
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (upto 3 shots per round)
Auto-Phaser Interlock: Beta (Accuracy 4/5/7/10)
Range: 10/30000/100000/300000
Location: Ventral engineering hull
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Forward Torpedo Launcher <13>
Standard Load: Type II Photon Torpedoes (200 damage)
Spread: 2
Range: 15/300000/1000000/3500000
Targeting System: Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Forward ventral engineering hull
Firing Arc: Forward, but are self-guided
Torpedoes Carried: 20 <2>

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

Shields (Forward,Aft, Port,Starboard) <24 x 4>
Shield Generator: Class 2 (Protection 300)
[30 Power / shield / round]
Shield Grid: Type B (33% increase to 400 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 2 (40 seconds)
Advanced Shield Capabilities: Multi-Spectral
Backup Shield Generators: 4 (1 per shield) <4>

Auto-Destruct System <4>

AUXILLIARY SPACECRAFT SYSTEMS
Shuttlebays: Capacity for 10 Size worth of ships <20>
Standard Complement: 4 shuttles, 2 shuttlepods
Locations: Aft engineering hull
Captain's Yacht: No

OMNI-CONFIGURATION MISSION PODS
DIPLOMATIC MISSIONS (1196 SU)
Crew/Passengers/Evac: 50/95/360
Expanded Quarters: Increased to 40 <+3>
Luxury Quarters: Increased to 20 <+10>
Recreational Facilities: Upgraded to Class 7 <+24>
Security Systems: Upgraded to Rating 4 <+8>
Science Systems
Specialised Lab Systems: 1 <+5>
Captain's Yacht: Yes <+10>

MEDICAL MISSIONS (1196 SU)
Crew/Passengers/Evac: 90/130/360
Spartan Quarters (Hospital wards): 100 <+5>
Medical Facilities: Upgraded to Class 10 <+25>
EMH II <+15>
Science Systems: Upgraded to Rating 3 <+5>
Specialised Lab Systems: 2 <+10>

PATROL MISSIONS (1196 SU)
Crew/Passengers/Evac: 45/75/360
Security Systems: Upgraded to Rating 4 <+8>

Forward Pulse Phaser Array added <+23>
Type: VIII Pulse
Damage: 210 [21 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Location: Forward saucer
Firing Arc: 180 degrees forward cone
Firing Modes: Standard, Wide-Beam
Forward Torpedo Launcher <+16>
Standard Load: Type II Photon Torpedoes (200 damage)
Spread: 6
Range: 15/350000/1500000/4050000
Targeting System: Gamma (Accuracy 3/4/6/9)
Power: [20 + 5 per torpedo fired]
Location: Forward saucer (between pulse cannon)
Firing Arc: Forward, but are self-guided
Torpedoes Carried: Increased to 80 <+6>
TA/T/TS: Upgraded to Class Beta <+3>
Shield Generator: Upgraded to Class 2 (Protection 360) <+1 x 4>

RESEARCH/SURVEY MISSIONS (1196 SU)
Crew/Passengers/Evac: 90/30/360
Sensor Systems
Long-range Sensors <+21>
Range Rackage: Upgraded to Type 7
Strength Package: Upgraded to Class 10
Gain Package: Upgraded to Class Gamma
Coverage: 1000 extra substances
Lateral Sensors <+10>
Strength Package: Upgraded to Class 10
Gain Package: Upgraded to Class Gamma
Coverage: 1000 extra substances
Navigational Sensors <+8>
Strength Package: Upgraded to Class 10
Gain Package: Upgraded to Class Gamma
Probes: Upgraded to 100 probes of varying types <+6>
Science Systems: Upgraded to Rating 2 <+5>
Specialised Lab Systems: 2 <+10>

TRANSPORT MISSIONS (1192 SU)
Crew/Passengers/Evac: 30/170/360
Basic Quarters: Increased to 160 <+8>
Recreational Facilities: Upgraded to Class 7 <+24>
Tractor Beams
Emitter: Class Delta [3 Power / Strength used / round] <+12>
Accuracy: 4/5/7/10
Location: Aft dorsal added
Emitter: Class Delta [3 Power / Strength used / round] <+12>
Accuracy: 4/5/7/10
Location: Aft ventral added

DESCRIPTION AND NOTES
The Harlequin-class Multi-Role Support Vessel takes the modularity of the Nebula and Danube classes one step further to create a truly multiple-configuration, multiple-role vessel. Based upon a scaled-down Nova hull the Harlequin-class has numerous equipment bays and spare hull areas that can be quickly refitted with standard modular components and mission pods, taking only 24 hours to switch from one variation to another with support from a starbase or fleet tender.
The basic hull is fairly well equipped for most general duties and many Harlequin's sail without the additional equipment packs if not specifically required. Most configurations reassign passenger quarters to hold extra crew such as medical staff, security guards and scientists as appropriate. Note that none of the variants remove or downgrade equipment, the mission pods can only add or enhance systems and facilities.
The most common packages are for research and survey missions and variations exist from the above profile to further tailor the vessel for it's mission. For example, vessels on navigational surveys often further upgrade the long-range sensors at the cost of the increased substance coverage for both the active and passive arrays.
The patrol configuration is rarely used and is only employed when true combat vessels are otherwise engaged or if local smuggling requires additional Customs vessels.

DEVELOPER'S NOTES

I've increased the warp speed compared to the Nova because I think that whoever decided the canon stats for that class must have been brain-dead on that day, I cannot believe that SF would introduce a vessel that is so slow compared to far older designs such as the Oberth, the class it's replacing. I'm also being a bit lazy & haven't covered the reasoning for all the mission profiles, etc; I may address this in a later revision.

Mongoose-class Light Escort

MONGOOSE CLASS
Class and Type: Mongoose-class Light Escort
Commissioning Date: 2373

HULL SYSTEMS
Size: 4
Length: 122 metres
Beam: 53 metres
Height: 26 metres
Decks: 7
Mass: 191000 metric tonnes
SUs Available: 1300
SUs Used: 1277

Hull
Outer <16>
Inner <16>

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

Structural Integrity Field
Main: Class 5 (Protection 80/120) <28>
[1 Power / 10 Protection / round]
Backup 1: Class 3 (Protection 30) <11>
[1 Power / 10 Protection / round]
Backup 2: Class 3 (Protection 30) <11>
[1 Power / 10 Protection / round]

Specialised Hull
Atmospheric Capable <4>
Planetfall Capable <4>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 40/15/400

Crew Quarters
Spartan: 40 <2>
Basic: 10 <1>
Expanded: 5 <1>

Environmental Systems
Basic Life Support [7 Power / round] <16>
Reserve Life Support [4 Power / round] <8>
Emergency Life Support (24 emergency shelters) <8>
Gravity [2 Power / round] <4>
Consumables: 1 year's worth <4>

Replication Systems
Food Replicators [4 Power / round] <4>
Industrial Replicator <7>
Type: Network of small replicators [2 Power / round]
Type: Large unit [2 Power / round]
Medical Facilities: 4 (+1) [4 Power / round] <20>
Recreation Facilities: 4 [8 Power / round] <32>
Personnel Transport: Turbolifts, Jefferies tubes [2 Power / round] <12>
Fire Suppression System [1 Power / round when active] <4>
Cargo Holds: 66000 cubic metres <2>
Location: 2 main cargo holds in amidships of engineering section
Escape Pods <2>
Number: 20
Capacity: 4 persons

PROPULSION SYSTEMS
Warp Drive
Embedded Nacelles: Type 5E6 <78>
Speed: 5.0/9.0/9.6 [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] <42>
Acceleration Uprating: Class Alpha (66% acceleration)
[1 Power / round when active]
Location: Aft
Reaction Control System (.025c) [2 Power / round when in use] <4>

POWER SYSTEMS
Warp Engine
Type: Class 6/K (generates 349 Power / round) <75>
Location: Aft
Impulse Engine: 1 Class 8 (generates 64 Power / round)
Auxiliary Power: 4 reactors (generates 20 Power / round) <12>
Emergency Power: Type C (generates 35 Power / round) <35>
EPS: Standard Power flow, +200 Power transfer / round <40>
Standard Usable Power: 413

OPERATIONS SYSTEMS
Bridge: Forward dorsal <20>

Computers
Core 1: Port amidships [5 Power / round] <8>
Core 2: Starboard amidships [5 Power / round] <8>
ODN <12>

Navigational Deflector [5 Power / round] <16>
Range: 10/20000/50000/150000
Accuracy: 5/6/8/11
Location: Forward ventral

Sensor Systems
Long-range Sensors [5 Power / round] <64>
Range Rackage: Type 8 (Accuracy 3/4/7/10)
High Resolution: 6 LY (.5/.6-1.0/1.1-4.5/4.6-6.0)
Low Resolution: 18 LY (1/1.1-6.5/6.6-13.5/13.6-18)
Strength Package: Class 10 (Strength 10)
Gain Package: Class Gamma (+3)
Coverage: Standard
Lateral Sensors [5 Power / round] <29>
Strength Package: Class 10 (Strength 10)
Gain Package: Class Gamma (+3)
Coverage: Standard
Navigational Sensors [5 Power / round] <24>
Strength Package: Class 10 (Strength 10)
Gain Package: Class Beta (+2)
Probes: 30 probes of varying types <3>

Sensor Skills: 4

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 3,
Coordination 2 [1 Power / round in use] <11>

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

Inertial Damping Fields

Main <24>
Strength: 9 [3 Power / round]
Number: 3
Backup <6>
Strength: 6 [2 Power / round]
Number: 3
Attitude Control [1 Power / round] <1>

Communication Systems
Type: Class 10 [2 Power / round] <26>
Strength: 10
Security: -5
Basic Uprating: Class Beta (+2)
Emergency Communicatons: Yes [2 Power / round] <1>
Holocommunicatons: 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 dorsal
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] <38>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40000 km range)
Energizing/Transition Coils: Class J (Strength 10)
Number and Location: (2) Forward and Aft
Type: Emergency [7 Power / use] <51>
Pads: 24
Emitter/Receiver Array: Emergency Type 3 (15000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location: (3) Forward, Aft and Amidships
Type: Personnel [4 Power / use] <22>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (15000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: (2) Aft and Amidships

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

Science Systems
Rating 1 (+0) [0 Power / round] <9>
Laboratories: 3 <2>

TACTICAL SYSTEMS
Dorsal Phaser Array <32>
Type: X
Damage: 200 [12 Power]
Number of Emitters: 120 (upto 3 shots per round)
Auto-Phaser Interlock: Beta (Accuracy 4/5/7/10)

Range: 10/30000/100000/300000
Location: Dorsal amidships
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Ventral Phaser Array <32>
Type: X
Damage: 200 [12 Power]
Number of Emitters: 120 (upto 3 shots per round)
Auto-Phaser Interlock: Beta (Accuracy 4/5/7/10)
Range: 10/30000/100000/300000
Location: Ventral amidships
Firing Arc: 405 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Forward Torpedo Launcher <16>
Standard Load: Type II Photon Torpedoes (200 damage)
Spread: 8
Range: varies
Targeting System: Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per probe fired]
Location: Forward ventral
Firing Arc: Forward, but are self-guided
Torpedoes Carried: 80 <8>

TA/T/TS: Class Gamma [1 Power / round] <13>
Strength: 9
Bonus: +2
Backup: Yes

Weapons Skill: 4
Shields (Forward,Aft, Port,Starboard) <34 x 4>
Shield Generator: Class 3 (Protection 600)
[60 Power / shield / round]
Shield Grid: Type B (33% increase to 800 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 2 (40 seconds)
Advanced Shield Capabilities: Multi-Spectral
Backup Shield Generators: 4 (1 per shield) <4>

Auto-Destruct System <4>

AUXILLIARY SPACECRAFT SYSTEMS
Shuttlebays: Capacity for 8 Size worth of ships <16>
Standard Complement: 3 shuttles , 2 shuttlepods
Locations: Aft
Captain's Yacht: No

DESCRIPTION AND NOTES
The Mongoose-class has a combined saucer and engineering section copied from the Steamrunner-class, although due to space limitations the warp nacelles are mounted on short pylons fitted above & below the rear of the hull. The class has one of the best sensor suites fitted in the fleet since the best protection an escort can provide for it's charges is to avoid danger in the first place. During wartime the Mongoose-class can be easily refitted with improved tactical systems including up rated Auto-Phaser Interlocks, Torpedo Targeting System and TA/T/TS plus an extra 40 torpedoes. Appropriate modular systems allow these upgrades to be installed at any Starbase in a fraction of the time required for such improvements to other vessels. The extra tractor beams and relatively high emergency transporter capacity are intended to enhance the class' escort role by allowing it to handle wayward vessels and quickly evacuate the crew of ships in danger. The Mongoose-class also mounts an extensive security system, including 8 brigs, for the times when it performs customs and anti-piracy patrols.

DEVELOPER'S NOTES
I like this little beastie, I think it would provide a nice vessel for a campaign. Base the players out of a smallish Starbase on a frontier somewhere & give them the ship to undertake customs patrols, anti-piracy, limited exploration, etc. It's reasonably tough, but not too tough, & will enable them to really appreciate what they're getting if they finally upgrade to a bigger, more capable ship.

Nightingale-class Medical Frigate
NIGHTINGALE CLASS
Class and Type: Nightingale-class Medical Frigate
Commissioning Date: 2374

HULL SYSTEMS
Size: 5
Length: 280 metres
Beam: 96 metres
Height: 51 metres
Decks: 16
Mass: 493000 metric tonnes
SUs Available: 1900
SUs Used: 1898

Hull
Outer <20>
Inner <20>

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

Structural Integrity Field
Main: Class 4 (Protection 70/110) <26>
[1 Power / 10 Protection / round]
Backup 1: Class 3 (Protection 30) <12>
[1 Power / 10 Protection / round]

Specialised Hull
Atmospheric Capable <5>
Planetfall Capable <5>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 700/3500/6000

Crew Quarters
Spartan: 3500 <175>
Basic: 500 <50>
Expanded: 150 <30>
Luxury: 50 <50>
Unusual: 30 <30>

Environmental Systems
Basic Life Support [12 Power / round] <20>
Reserve Life Support [6 Power / round] <10>
Emergency Life Support (30 emergency shelters) <10>
Gravity [3 Power / round] <5>
Consumables: 2 year's worth <10>

Replication Systems
Food Replicators [5 Power / round] <5>
Industrial Replicator <8>
Type: Network of small replicators [2 Power / round]
Type: Large unit [2 Power / round]
Medical Facilities: 2 Rating 10 (+2) [10 Power / round] <100>
EMH: 4 Mark IV [6 Power / round per EMH in use] <80>
Recreation Facilities: 10 [20 Power / round] <80>
Personnel Transport: Turbolifts, Jefferies tubes [2 Power / round] <15>
Fire Suppression System [1 Power / round when active] <5>
Cargo Holds: 165000 cubic metres <5>
Location: 7 main cargo holds, 3 minor cargo holds
Escape Pods <31>
Number: 600
Capacity: 8 persons

PROPULSION SYSTEMS
Warp Drive
Nacelles: Type 6D9 <108>
Speed: 6.0/9.2/9.9 [1 Power / .2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>

Impulse Engine
Type: Class 5 (.7c/.9c) [7/9 Power / round] <25>
Location: Engineering section
Reaction Control System (.025c) [2 Power / round when in use] <5>

POWER SYSTEMS
Warp Engine
Type: Class 7/M (generates 499 Power / round) <85>
Location: Engineering section
Impulse Engine: 1 Class 5 (generates 40 Power / round)
Auxiliary Power: 4 reactors (generates 20 Power / round) <12>
Emergency Power: Type A (generates 25 Power / round) <25>
EPS: Standard Power flow, +100 Power transfer / round <35>

Standard Usable Power: 533

OPERATIONS SYSTEMS
Bridge: Dorsal saucer section <25>

Computers
Core 1: Saucer [5 Power / round] <10>
Core 2: Engineering[5 Power / round] <10>
Uprating: Class Beta (+2) [2 Power / round] <8>
ODN <15>

Navigational Deflector [5 Power / round] <20>
Range: 10/20000/50000/150000
Accuracy: 5/6/8/11
Location: Saucer section (dorsal)

Sensor Systems
Long-range Sensors [5 Power / round] <43>
Range Rackage: Type 6 (Accuracy 3/4/7/10)
High Resolution: 5 LY (.5/.6-1.0/1.1-3.7/3.8-5.0)
Low Resolution: 16 LY (1/1.1-5.0/5.1-12.0/12.1-16)
Strength Package: Class 8 (Strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard
Lateral Sensors [5 Power / round] <19>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Alpha (+1)
Coverage: Standard
Navigational Sensors [5 Power / round] <18>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Alpha (+1)

Sensor Skills: 5

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 3,
Coordination 2 [1 Power / round in use] <11>

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

Inertial Damping Fields
Main <40>

Strength: 9 [3 Power / round]
Number: 4
Backup <9>
Strength: 6 [2 Power / round]
Number: 3
Attitude Control [1 Power / round] <1>

Communication Systems
Type: Class 8 [2 Power / round] <19>
Strength: 8
Security: -3
Basic Uprating: Class Alpha (+1)
Emergency Communicatons: Yes [2 Power / round] <1>
Holocommunicatons: Yes <1>

Tractor Beams
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 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 (40000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location: (4) 2 Saucer section, 2 Engineering section
Type: Emergency [7 Power / use] <102>
Pads: 24
Emitter/Receiver Array: Emergency Type 3 (15000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location: (6) 4 Saucer section, 2 Engineering section
Type: Cargo [4 Power / use] <22>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (15000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: (2) Engineering section

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

Science Systems
Rating 3 (+2) [3 Power / round] <20>
Specialiased Science Systems: 2 (+1 to specific Science skill) <10>
Laboratories: 30 <6>

TACTICAL SYSTEMS
Dorsal Phaser Array <12>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (only 1 shot per round)
Auto-Phaser Interlock: Beta (Accuracy 4/5/7/10)
Range: 10/30000/100000/300000
Location: Dorsal saucer section
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Ventral Phaser Array <12>

Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (only 1 shot per round)
Auto-Phaser Interlock: Beta (Accuracy 4/5/7/10)
Range: 10/30000/100000/300000
Location: Ventral engineering section
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

TA/TTS: Class Alpha [0 Power / round] <0>
Strength: 7
Bonus: +0
Backup: No

Weapons Skill: 3

Shields (Forward,Aft, Port,Starboard) <39 x 4>
Shield Generator: Class 3 (Protection 600)
[60 Power / shield / round]
Shield Grid: Type A (33% increase to 750 Protection)
Subspace Field Distortion Amplifiers: Class Delta (Threshold 200)
Recharging System: Class 2 (40 seconds)
Backup Shield Generators: 4 (1 per shield) <4>

Auto-Destruct System <5>

AUXILLIARY SPACECRAFT SYSTEMS
Shuttlebays: Capacity for 24 Size worth of ships <48>
Standard Complement: 10 shuttles, 4 shuttlepods
Locations: Engineering section
Captain's Yacht: No

DESCRIPTION AND NOTES
Built using a modified Niagra-class hull, the Nightingale-class is designed to complement the more common Olympic-class Medical Cruiser. Faster and with heavier shielding, Nightingales are capable of performing missions that would be suicidal for the Olympics. Commonly assigned to frontline fleets, the Nightingale-class is a rare sight in the core of the Federation. A relatively large shuttle bay generally holds Danube-class Runabouts configured for medevac missions to aid their mothership in medical emergencies.

DEVELOPER'S NOTES
It's a Medical Frigate for two reasons: one, Star Wars had one;& two, I wanted to convey that the design is intended as more of a frontline medical vessel than the Olympic, after all there's no other reason to build another type of medical vessel. The Spartan quarters represent the hospital wards, I couldn't fit better quality since I ran out of space.

Sentry-class Sensor Shuttle
SENTRY CLASS
Class and Type: Sentry-class Sensor Shuttle
Commissioning Date: 2376

HULL SYSTEMS
Size: 2
Length: 24.4 metres
Beam: 16.3 metres
Height: 7.1 metres
Decks: 1
Mass: 18.5 metric tonnes
SUs Available: 625
SUs Used: 621

Hull
Outer <8>
Inner <8>

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

Structural Integrity Field
Main: Class 3 (Protection 60/90) <20>
[1 Power / 10 Protection / round]
Backup: Class 2 (Protection 30) <9>
[1 Power / 10 Protection / round]

Specialised Hull
Atmospheric Capable <2>
Planetfall Capable <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 8/4/4

Crew Quarters
Spartan: 6 <1>

Environmental Systems
Basic Life Support [3 Power / round] <8>
Reserve Life Support [2 Power / round] <4>
Emergency Life Support (8 emergency shelters) <4>
Gravity [1 Power / round] <2>
Consumables: 1 month's worth <1>

Replication Systems
Food Replicators [2 Power / round] <2>
Medical Facilities: 1 (+0) [1 Power / round] <5>
Personnel Transport: Jefferies tubes <2>
Fire Suppression System [1 Power / round when active] <2>
Cargo Holds: 100 cubic metres <1>
Location: 1 hold amidships
Escape Pods <1>
Number: 6
Capacity: 4 persons

PROPULSION SYSTEMS
Warp Drive
Embedded Nacelles: Type 4.92 <39>
Upgrade Packages (already factored in to speed ratings)
Standard Upgrade: Package 1 <2>
Sustained Upgrade: Package 1 <2>
Speed: 4.0/6.0/9.1 [1 Power / .2 warp speed]
PIS: Type C (6 hours of Maximum warp) <6>

Impulse Engine
Type: Class 5 (.7c/.9c) <29>
[7/9 Power / round]
Acceleration Uprating: Class Beta (75% acceleration)
[2 Power / round when active]
Location: Aft
Reaction Control System (.025c) [2 Power / round when in use] <2>

POWER SYSTEMS
Warp Engine
Type: Class 4/G (generates 249 Power / round) <55>
Location: Aft
Impulse Engine: 1 Class 5 (generates 40 Power / round)
Auxiliary Power: 2 reactors (generates 10 Power / round) <6>
Emergency Power: Type A (generates 25 Power / round) <25>
EPS: Standard Power flow, +100 Power transfer / round <20>

Standard Usable Power: 289

OPERATIONS SYSTEMS
Bridge: Forward <10>

Computers
Core 1: Amidships [5 Power / round] <4>
Core 2: Amidships [5 Power / round] <4>
Uprating: Class Alpha (+1) [1 Power / computer / round] <4>
ODN <6>

Navigational Deflector [5 Power / round] <8>
Range: 10/20000/50000/150000
Accuracy: 5/6/8/11
Location: Forward

Sensor Systems
Long-range Sensors [5 Power / round] <54>
Range Rackage: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 LY (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 LY (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 Sensors [5 Power / round] <29>
Strength Package: Class 10 (Strength 10)
Gain Package: Class Gamma (+3)
Coverage: Standard
Navigational Sensors [5 Power / round] <20>
Strength Package: Class 8 (Strength 8)
Gain Package: Class Beta (+2)
Probes: 20 probes of varying types <2>

Sensor Skills: 5

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 3,
Coordination 3 [1 Power / round in use] <12>

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

Inertial Damping Fields
Main <8>
Strength: 9 [3 Power / round]
Number: 2

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

Communication Systems
Type: Class 10 [2 Power / round] <23>
Strength: 10
Security: -5
Basic Uprating: Class Alpha (+1)
Emergency Communicatons: Yes [2 Power / round] <1>

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

Transporters
Type: Personnel [6 Power / use] <16>
Pads: 8
Emitter/Receiver Array: Personnel Type 6 (40000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: (1) Amidships

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

Science Systems
Rating 1 (+0) [1 Power / round] <7>
Laboratories: 0 <0>

TACTICAL SYSTEMS
Dorsal Phaser Array <12>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shot per round)
Auto-Phaser Interlock: Beta (Accuracy 4/5/7/10)
Range: 10/30000/100000/300000
Location: Dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Ventral Phaser Array <12>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (up to 1 shot per round)
Auto-Phaser Interlock: Beta (Accuracy 4/5/7/10)
Range: 10/30000/100000/300000
Location: Ventral
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

TA/TTS: Class Alpha [0 Power / round] <6>
Strength: 7
Bonus: +0

Weapons Skill: 3

Shields (Forward,Aft, Port,Starboard) <19 x 4>
Shield Generator: Class 2 (Protection 400+100)

[40 Power / shield / round]
Shield Grid: Type A (25% increase to 500 Protection)
Distortion Amplifiers: Class Gamma (Threshold 130+10)
Recharging System: Class 2 (40 seconds)
Advanced Shield Capabilities: Multi-Spectral
Backup Shield Generators: 4 (1 per shield) <4>

Auto-Destruct System <2>

DESCRIPTION AND NOTES
The Sentry-class Sensor Shuttle has been designed to provide any starship with an instant sensor upgrade in the same way that a number of the recent shuttle-sized fighter designs can provide a boost in firepower. Yet another design based upon the flexible Talon-class Scout Ship, the Sentry-class has a number of alterations that mainly increase sensor capability and warp speed by removing cargo space, weaponry and recreational facilities. The external differences are a slightly bigger cockpit allowing for the side-by-side flight crew, wingtip sensor pods and a large elliptical sensor array mounted above the main hull similar in concept to that on the Nebula-class. In addition to the flight crew, the Sentry-class carries 6 sensor and communications operators who are assisted by an extra computer core. The weaponry has been downgraded to just a pair of small Type VI arrays, both mounted in delta patterns that extend onto the wings. To compensate for the reduced firepower the shields have been upgraded to multi-spectral models and increased by nearly 18% in strength.

DEVELOPER'S NOTES
Since we had fighters I thought that we'd better have the Star Trek equivalent of a Hawkeye.

Sha'Razza-class Fleet Repair Tender

SHA'RAZZA CLASS
Class and Type: Sha'Razza-class Fleet Repair Tender
Commissioning Date: 2367

HULL SYSTEMS
Size: 7
Length: 428 metres
Beam: 377 metres
Height: 141 metres
Decks: 32
Mass: 3938000 metric tonnes
SUs Available: 2750
SUs Used: 2406

Hull
Outer <28>
Inner <28>

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

Structural Integrity Field
Main: Class 5 (Protection 80/120) <31>
[1 Power / 10 Protection / round]
Backup: Class 2 Full (Protection 50/80) <22>
[1 Power / 10 Protection / round]

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 680/1000/13000

Crew Quarters
Spartan: 600 <30>
Basic: 600 <60>
Expanded: 400 <80>
Luxury: 80 <80>
Unusual: 20 <20>

Environmental Systems
Basic Life Support [12 Power / round] <28>
Reserve Life Support [2 Power / round] <14>
Emergency Life Support (92 emergency shelters) <24>
Gravity [4 Power / round] <7>
Consumables: 6 year's worth <42>

Replication Systems
Food Replicators [7 Power / round] <7>
Industrial Replicator <38>
Type: 2 Networks of small replicators [2 Power / round / network]
Type: 8 Large units [2 Power / round / replicator]
Medical Facilities: 10 (+2) [10 Power / round] <50>
Recreation Facilities: 10 [20 Power / round] <80>
Personnel Transport: Turbolifts, Jefferies tubes [2 Power / round] <21>
Fire Suppression System [1 Power / round when active] <7>
Cargo Holds: 990000 cubic metres <30>
Location: 23 main cargo holds and other minor holds throughout the ship
Escape Pods <14>
Number: 260
Capacity: 8 persons

PROPULSION SYSTEMS
Warp Drive
Nacelles: Type 5E6 <78>

Speed: 5.0/9.0/9.6 [1 Power / .2 warp speed]
PIS: Type H (12 hours of Maximum warp) <16>

Impulse Engine 1
Type: Class 5 (.7c/.9c) [7/9 Power / round] <25>
Location: Saucer section
Impulse Engine 2
Type: Class 5 (.7c/.9c) [7/9 Power / round] <25>
Location: Saucer section
Reaction Control System (.025c) [2 Power / round when in use] <7>

POWER SYSTEMS
Warp Engine
Type: Class 9/O (generates 499 Power / round) <105>
Location: Engineering section
Impulse Engine: 2 Class 5 (generates 80 Power / round)
Auxiliary Power: 10 reactors (generates 50 Power / round) <30>
Emergency Power: Type F (generates 50 Power / round) <50>
EPS: Standard Power flow, +300 Power transfer / round <65>

Standard Usable Power: 579

OPERATIONS SYSTEMS
Bridge: Dorsal saucer section <35>

Computers
Core 1: Saucer section [5 Power / round] <14>
Core 2: Engineering section [5 Power / round] <14>
Uprating: Class Beta (+2) [2 Power / round] <8>
ODN <21>

Navigational Deflector [5 Power / round] <28>
Range: 10/20000/50000/150000
Accuracy: 5/6/8/11
Location: Forward engineering section

Sensor Systems
Long-range Sensors [5 Power / round] <28>
Range Rackage: Type 3 (Accuracy 3/4/7/10)
High Resolution: 5 LY (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 13 LY (1/1.1-3.5/3.6-9.0/9.1-13)
Strength Package: Class 8 (Strength 8)
Coverage: Standard
Lateral Sensors [5 Power / round] <16>
Strength Package: Class 8 (Strength 8)
Coverage: Standard
Navigational Sensors [5 Power / round] <16>
Strength Package: Class 8 (Strength 8)
Probes: 20 probes of varying types <2>

Sensor Skills: 3

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 3,
Coordination 2 [1 Power / round in use] <11>

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

Inertial Damping Fields
Main <56>
Strength: 9 [3 Power / round]
Number: 4
Backup <8>

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

Communication Systems
Type: Class 8 [2 Power / round] <16>
Strength: 8
Security: -3
Emergency Communicatons: Yes [2 Power / round] <1>
Holocommunicatons: 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 dorsal
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] <12>
Accuracy: 5/6/8/11
Location: Shuttlebays 1,2,3 and 4

Transporters
Type: Personnel [5 Power / use] <102>
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location: (6) 3 Saucer section, 3 Engineering section
Type: Emergency [7 Power / use] <136>
Pads: 24
Emitter/Receiver Array: Emergency Type 3 (15000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location: (8) 4 Saucer section, 4 Engineering section
Type: Cargo [4 Power / use] <66>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (15000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: (6) 1 Saucer section, 5 Engineering section
Type: Cargo [52 Power / use] <59>
Pads: 10000 kg
Emitter/Receiver Array: Cargo Type 3 (15000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: (1) Engineering section

Security Systems
Rating 4 <16>
Anti-Intruder System: Yes [1 Power / round] <7>
Internal Force Fields [1 Power / 3 Strength] <7>

Science Systems
Rating 1 (+0) [1 Power / round] <12>
Laboratories: 10 <2>

TACTICAL SYSTEMS
Dorsal Phaser Array <12>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (only 1 shot per round)
Auto-Phaser Interlock: Beta (Accuracy 4/5/7/10)

Range: 10/30000/100000/300000
Location: Dorsal saucer section
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Ventral Phaser Array <12>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (only 1 shot per round)
Auto-Phaser Interlock: Beta (Accuracy 4/5/7/10)
Range: 10/30000/100000/300000
Location: Ventral engineering section
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Forward Dorsal Torpedo Launcher <15>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 6
Range: 15/350000/1500000/4050000
Targeting System: Beta (Accuracy 4/5/7/10)
Power: [20 + 5 per torpedo fired]
Location: Ventral saucer section
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 1000 <100>

TA/TTS: Class Alpha [0 Power / round] <0>
Strength: 7
Bonus: +0

Weapons Skill: 3

Shields (Forward,Aft, Port,Starboard) <39 x 4>
Shield Generator: Class 2 (Protection 400)
[40 Power / shield / round]
Shield Grid: Type A (25% increase to 500 Protection)
Distortion Amplifiers: Class Gamma (Threshold 130)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>

Auto-Destruct System <7>

AUXILLIARY SPACECRAFT SYSTEMS
Shuttlebays: Capacity for 100 Size worth of ships <200>
Standard Complement: 20 shuttles, 20 shuttlepods, 40 workpods
Locations: 2 main shuttlebays in engineering section, 2 secondary shuttlebays in saucer section
Captain's Yacht: No

DESCRIPTION AND NOTES
The Sha'Razza-class is often unkindly referred to as the "Pinhead-class" do it's massive engineering section making the saucer look comparatively small. Of course, if mentioned near a crew-member of a Sha'Razza FRT this will very probably lead to a bruised jaw. With a crew mostly made up of engineers who have to fix ships broken by other people, Sha'Razzas tend to have one of the worst off-duty discipline records in Starfleet.
Designed to provide on-the-spot repair capabilities, particularly in wartime or disaster conditions, the Sha'Razza-class mounts a massive array of replicators to provide spare parts and carries an excess of consumables both to supply those replicators and to restock the vessel undergoing repair. An odd quirk of the class is the massive number of torpedoes, since the class often acts as a re-supply depot as well as providing maintenance and repairs. Many Sha'Razza-class ships differ from the standard design due the crews' tendancies to tinker, this has led to a number of official and unofficial variants including those with greater tactical capabilities or upgraded warp systems.

DEVELOPER'S NOTES
A number of systems are overloaded to represent the excess capacity required to repair & re-supply another vessel. These systems are: consumables; replicators; tractor beams; transporters and the torpedo load. The passenger capability is intended to be the crew of the ship under repair since it may of course be uninhabitable due to damage.

Spatha-class Strike Frigate
I hadn't designed anything for a couple of days & got bored, so ...

SPATHA CLASS
Class and Type: Spatha-class Strike Frigate
Commissioning Date: 2374

HULL SYSTEMS
Size: 6
Length: 382 metres
Beam: 246 metres
Height: 61 metres
Decks: 12
Mass: 1619000 metric tonnes
SUs Available: 2500
SUs Used: 2452

Hull
Outer <24>
Inner <24>

Resistance
Outer: 10 <12>
Inner: 10 <12>
Ablative: 1500 <300>

Structural Integrity Field
Main: Class 7 (Protection 100/150) <36>
[1 Power / 10 Protection / round]
Backup 1: Class 2 Full (Protection 50/80) <21>
[1 Power / 10 Protection / round]
Backup 2: Class 2 Full (Protection 50/80) <21>
[1 Power / 10 Protection / round]

Specialised Hull
Atmospheric Capable <6>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 233/70/600

Crew Quarters
Basic: 260 <26>
Expanded: 35 <7>
Luxury: 8 <8>

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>
Consumables: 2 year's worth <12>

Replication Systems
Food Replicators [6 Power / round] <6>
Industrial Replicator <12>
Type: Network of small replicators [2 Power / round]
Type: 2 Large units [2 Power / replicator / round]
Medical Facilities: 8 (+2) [8 Power / round] <40>
EMH II [4 Power / round] <15>
Recreation Facilities: 6 [12 Power / round] <48>
Personnel Transport: Turbolifts, Jefferies tubes [2 Power / round] <18>
Fire Suppression System [1 Power / round when active] <6>
Cargo Holds: 165000 cubic metres <5>
Location: 9 main cargo holds and other minor holds throughout the ship
Escape Pods <7>

Number: 120
Capacity: 8 persons

PROPULSION SYSTEMS
Warp Drive
Nacelles: Type 6D97 <112>
Speed: 6.0/9.6/9.975 [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] <48>
Acceleration Uprating: Class Gamma (100% acceleration)
[4 Power / round when active]
Location: Aft engineering hull (dorsal)
Type: Class 4B (.65c/.85c) [6/8 Power / round] <23>
Location: Aft engineering hull (ventral)
Reaction Control System (.025c) [2 Power / round when in use] <6>
Auxiliary RCS [2 Power / round when in use] <3>

POWER SYSTEMS
Warp Engine
Type: Class 12/R (generates 600 Power / round) <130>
Location: Engineering hull
Impulse Engine: 1 Class 8 (generates 64 Power / round)
1 Class 4B (generates 38 Power / round)
Auxiliary Power: 6 reactors (generates 30 Power / round) <18>
Emergency Power: Type F (generates 50 Power / round) <50>
EPS: Standard Power flow, +300 Power transfer / round <60>

Standard Usable Power: 702

OPERATIONS SYSTEMS
Bridge: Amidships, saucer <30>
Auxiliary Bridge: Amidships, engineering hull <18>

Computers
Bio-Neural Core 1: Saucer [7 Power / round] <18>
Bio-Neural Core 2: Engineering hull [7 Power / round] <18>
Uprating: Class Beta (+2) [2 Power / computer / round] <8>
ODN <18>

Navigational Deflector [5 Power / round] <24>
Range: 10/20000/50000/150000
Accuracy: 5/6/8/11
Location: Forward engineering hull (ventral)
Auxiliary Deflector: Forward dorsal saucer <6>

Sensor Systems
Long-range Sensors [5 Power / round] <52>
Range Rackage: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 LY (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 LY (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: Standard
Lateral Sensors [5 Power / round] <24>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Coverage: Standard
Navigational Sensors [5 Power / round] <22>
Strength Package: Class 9 (Strength 9)
Gain Package: Class Beta (+2)
Probes: 80 probes of varying types <8>

Sensor Skills: 5

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 4,
Coordination 3 [1 Power / round in use] <15>

Navigation Computer
Main: Class 3 (+2) [2 Power / round] <4>
Primary Backup: Class 3 (+2) [2 Power / round] <4>
Secondary Backups: 2 <2>

Inertial Damping Fields
Main <48>
Strength: 9 [3 Power / round]
Number: 4
Backup <12>
Strength: 6 [2 Power / round]
Number: 4
Attitude Control [2 Power / round] <2>

Specialised Flight Control
Manual Steering Column [1 Power / round in use] <1>

Communication Systems
Type: Class 10 [2 Power / round] <26>
Strength: 10
Security: -5
Basic Uprating: Class Beta (+2)
Emergency Communicatons: Yes [2 Power / round] <1>
Holocommunicatons: Yes <1>

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

Transporters
Type: Personnel [6 Power / use] <60>
Pads: 8
Emitter/Receiver Array: Personnel Type 6 (40000 km range)
Energizing/Transition Coils: Class J (Strength 10)
Number and Location: (3) 2 Saucer and 1 Engineering hull
Type: Emergency [8 Power / use] <80>
Pads: 32
Emitter/Receiver Array: Emergency Type 3 (15000 km range)
Energizing/Transition Coils: Class I (Strength 9)
Number and Location: (4) 2 Saucer and 2 Engineering hull
Type: Cargo [4 Power / use] <36>
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (15000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and Location: (3) 1 Saucer and 2 Engineering hull

Security Systems
Rating 4 <16>
Anti-Intruder System: Yes [1 Power / round] <6>
Internal Force Fields [1 Power / 3 Strength] <6>

Science Systems
Rating 2 (+1) [2 Power / round] <16>

Laboratories: 18 <4>

TACTICAL SYSTEMS
Forward Phaser Array <61>
Type: XII with ACB Jacketing
Damage: 240 [29 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Forward saucer
Firing Arc: 360 degrees forward
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Aft Phaser Array <32>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Aft engineering hull
Firing Arc: 360 degrees aft
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Dorsal Phaser Array <54>
Type: X with ACB Jacketing
Damage: 200 [25 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Dorsal saucer
Firing Arc: 405 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Ventral Phaser Array <48>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Ventral engineering hull
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Forward Dorsal Advanced Torpedo Launcher <30>
Standard Load: Type IX photon torpedo (250 Damage)
Spread: 12
Range: 15/350000/1500000/4050000
Targeting System: Gamma (Accuracy 3/4/6/9)
Power: [20 + 5 per torpedo fired]
Location: Forward dorsal saucer
Firing Arc: Forward, but are self-guided

Port Ventral Torpedo Launcher <19>
Standard Load: Type IX photon torpedo (250 Damage)
Spread: 12
Range: 15/350000/1500000/4050000
Targeting System: Gamma (Accuracy 3/4/6/9)
Power: [20 + 5 per torpedo fired]
Location: Port ventral saucer
Firing Arc: Forward, but are self-guided

Starboard Ventral Torpedo Launcher <19>
Standard Load: Type IX photon torpedo (250 Damage)
Spread: 12
Range: 15/350000/1500000/4050000

Targeting System: Gamma (Accuracy 3/4/6/9)
Power: [20 + 5 per torpedo fired]
Location: Starboard ventral saucer
Firing Arc: Forward, but are self-guided

Aft Ventral Torpedo Launcher <16>
Standard Load: Type IX photon torpedo (250 Damage)
Spread: 6
Range: 15/350000/1500000/4050000
Targeting System: Gamma (Accuracy 3/4/6/9)
Power: [20 + 5 per torpedo fired]
Location: Aft ventral weapons pod
Firing Arc: Aft, but are self-guided
Torpedoes Carried: 480 <48>

TA/T/TS: Class Delta [4 Power / round] <16>
Strength: 10
Bonus: +3
Backup: Yes

Weapons Skill: 5
Shields (Forward,Aft, Port,Starboard) <65 x 4>
Shield Generator: Class 5 (Protection 900)
[90 Power / shield / round]
Shield Grid: Type B (33% increase to 1200 Protection)
Subspace Field Distortion Amplifiers: Class Zeta (Threshold 300)
Recharging System: Class 2 (40 seconds)
Advanced Shield Capabilities: Multi-Spectral
Backup Shield Generators: 4 (1 per shield) <8>

Auto-Destruct System <6>

AUXILLIARY SPACECRAFT SYSTEMS
Shuttlebays: Capacity for 18 Size worth of ships <36>
Standard Complement: 6 shuttles, 6 shuttlepods
Locations: 1 main shuttlebay, aft engineering hull
Captain's Yacht: No

DESCRIPTION AND NOTES
The Spatha-class Strike Frigate has been designed with one purpose in mind: the capability of launching a massive torpedo volley in a single burst. At standard power, with all battle systems ready, the Spatha can launch no less than 36 torpedoes from it's forward launchers and if the reserve and emergency power systems are brought into play an additional 6 can be fired simultaneously from the aft launcher. The design is a result of collaboration between the Intrepid and Norway classes and like both the designs includes a high degree of automation and system redundancy. The saucer is somewhat broader than that on the Intrepid, but is otherwise of the same style and sits directly on top of the engineering hull so that the navigation deflector is directly below the bow of the saucer. Only about a quarter of the engineering hull extends beyond the read of the saucer and it flares outwards towards the stern to hold the main and backup impulse engines, the wing-like pylons extend forwards and downwards from the rear dorsal of the engineering hull so that the warp nacelles actually extend underneath the saucer. This nacelle arrangement means that the ventral phaser array cannot be mounted on the saucer and instead encircles the belly of the engineering hull, even so the nacelles restrict it's field of fire purely to the ventral area without the capability of firing above the centreline as is becoming more common in modern designs. Originally intended to mount twin pulse phasers in the bow the third and latter Spathas are instead fitted with a Type XII array that is mounted moustache-like just above the navigational deflector, this arrangement further enhances the design's warp combat capability due to the use of ACB jacketing on the array, a capability reinforced by the use of the same system on the otherwise standard dorsal saucer array. One slight flaw of the design is the relatively weaker aft weaponry consisting of just a 120-emitter Type X array squeezed in in an arc between the two impulse engines with the aft torpedo launcher mounted just above the peak of the arc and the shuttlebay doors just below. Shuttle pilots have already complained about the somewhat difficult approach required to land on a Spatha, particularly without tractor beam support, and ASDB are investigating alternative configurations.

DEVELOPER'S NOTES
Appearance wise, try and imagine a wider Intrepid saucer mounted on top of a Boeing X-32 style engineering hull with a nav deflector instead of a air intake, smaller wings and no tail controls. I originally designed this as a size 7 Strike Cruiser, but decided to see if I could shrink it down to size 6.

SPITFIRE CLASS
Class and Type: Spitfire
Commissioning Date: 2375

HULL SYSTEMS
Size: 2
Length: 24.2 metres
Beam: 16.1 metres
Height: 5.1 metres
Decks: 1
Mass: 29.5 metric tonnes
SUs Available: 625
SUs Used: 529

Hull
Outer <8>
Inner <8>

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

Structural Integrity Field
Main: Class 3 (Protection 60/90) <20>
[1 Power / Protection / round]
Backup: Class 1 (Protection 20) <7>
[1 Power / Protection / round]

Specialised Hull
Atmospheric Capable <2>
Energy Sheath <6>
Planetfall Capable <2>

PERSONNEL SYSTEMS
Crew/Passenegers/Evac: 3/0/1

Crew Quarters
Spartan: 2 <1>

Environmental Systems
Basic Life Support [2 Power / round] <8>
Reserve Life Support [1 Power / round] <4>
Gravity [1 Power / round] <2>
Consumables: 1 week's worth <0>

Replication Systems
Food Replicators [1 Power / round] <1>
Industrial Recplicator: Small [1 Power / round] <1>
Personnel Transport: Jefferies tubes <2>
Fire Suppression System [1 Power / round when active] <2>
Cargo Holds: 2 cubic metres <1>
Location: Amidships
Escape Pods <1>
Number: 1
Capacity: 4 persons

PROPULSION SYSTEMS
Warp Drive
Nascelles: Type 4.8 <28>
Speed: 4.0/6.0/8.0 [1 Power / .2 warp speed]
PIS: Type C (6 hourse of Maximum warp) <6>

Impulse Engine
Type: Class 4B with Impulse Thrusters (.75c/.95c) <23+4>
[7/9 Power / round]

Acceleration Uprating: Class Gamma (100% acceleration)
[4 Power / round when active]
Location: Aft
Reaction Control System (.025c) [2 Power / round when in use] <2>
Auxiliary RCS [2 Power / round when in use] <1>

POWER SYSTEMS
Warp Engine
Type: Class 7/M (generates 399 Power / round) <85>
Location: Aft
Impulse Engine: 1 Class 4B (generates 38 Power / round)
Auxiliary Power: 1 reactor (generates 5 Power / round) <3>
EPS: Standard Power flow, +100 Power transfer / round <20>

Standard Usable Power: 437

OPERATIONS SYSTEMS
Bridge: Forward <10>

Computers
Core 1: Port amidships [5 Power / round] <4>
Core 2: Starboard amidships [5 Power / round] <4>
ODN <6>

Navigational Deflector [5 Power / round] <8>
Range: 10/20000/50000/150000
Accuracy: 5/6/8/11
Location: Forward

Sensor Systems
Long-range Sensors [5 Power / round] <21>
Range Rackage: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 LY (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 LY (1/1.1-3.0/3.1-8.0/8.1-12)
Strength Package: Class 5 (Strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard
Lateral Sensors [5 Power / round] <11>
Strength Package: Class 4 (Strength 4)
Gain Package: Class Alpha (+1)
Coverage: Standard
Navigational Sensors [5 Power / round] <11>
Strength Package: Class 4 (Strength 4)
Gain Package: Class Alpha (+1)

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>
Backup: 1 <0>

Inertial Damping Fields
Main <8>
Strength: 8 [3 Power / round]
Number: 2
Backup <2>
Strength: 5 [2 Power / round]
Number: 2
Attitude Control [1 Power / round] <1>

Specialised Flight Control

Manual Steering Column [1 Power / round in use] <1>

Communication Systems
Type: Class 5 [2 Power / round] <10>
Strength: 5
Security: -2
Emergency Communicatons: Yes [2 Power / round] <1>

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

Transporters
Type: Personnel [1 Power / use] <10>
Pads: 4
Emitter/Receiver Array: Personnel Type 2 (15000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: 1 Amidships

Science Systems
Rating 1 [1 Power / round] <7>

TACTICAL SYSTEMS
Forward Pulse Phaser Array <46>
Type: X Pulse
Damage: 250 [25 Power]
Number of Emitters: 200 (up to 5 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Forward
Firing Arc: 180 degrees forward cone
Firing Modes: Standard

Dorsal Phaser Array <13>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (only 1 shot per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Dorsal amidships
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Ventral Phaser Array <13>
Type: VI
Damage: 120 [12 Power]
Number of Emitters: 40 (only 1 shot per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Ventral amidships
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Forward Dorsal Torpedo Launcher <15>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 4
Range: 15/350000/1500000/4050000
Targeting System: Gamma (Accuracy 3/4/6/9)
Location: Forward dorsal
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 20 <2>

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

Strength: 10
Bonus: +3

Weapons Skill: 4

Shields (Forward,Aft, Port,Starboard) <19 x 4>
Shield Generator: Class 2 (Protection 400)
[40 Power / shield / round]
Shield Grid: Type A (25% increase to 500 Protection)
Distortion Amplifiers: Class Gamma (Threshold 130)
Regenerator: Class 1 (Recharge 20 Protection per round)
[1 Power / 1 Protection regenerated when regenerating]
Advanced Shield Capabilities: Immersion
Backup Shield Generators: 4 (1 per shield) <4>

Auto-Destruct System <2>

DESCRIPTION AND NOTES
The Spitfire-class fighter is actually not designed by Starfleet. The Zakdorn engineer Kanri Losmathe developed it using the chassis of the Talon-class scout ship. Both a tactical and shipbuilding genius Kanri recognised Starfleet's need for improved defensive capabilities without compromising it's basic peaceful purpose.
In a matter of just 8 months Kanri modified the Talon-class USS Grinder to produce the first prototype. Whilst traditionally reluctant to accept new designs from outsiders, Kanri was lucky to encounter Gillian Cattermole a Starfleet ASDB designer on leave on Zakdorn. Being an amateur historian of Earth's wars, Gillian persuaded Kanri to name the new fighter the Spitfire-class and took the design to her superiors.
After testing and a small amount of modification the Spitfire-class was put into limited production in mid-2375, with a total of 50 produced so far.
The Spitfire-class is intended to operate from a mothership, base or planet in a purely tactical role. When Starfleet expect a tough battle a number of shuttles in a ship's or base's complement will be swapped out for Spitfires which will provide a nasty surprise when the enemy is engaged.
A further point of note is that the Spitfire is designed to operate in conjunction with Danube-class Runabouts which provide a limited mothership capability.
The Spitfire's appearance is nearly identical to that of a Talon-class Scout. The crew areas are very cramped due to the extensive equipment requirements & the cockpit area actually doubles as the escape pod. The pulse phasers are mounted on the horns on either side of the navigational deflector and the torpedo launcher sits just below.
The crew consists of a pilot, tactical officer and a operations/command officer. The likely ranks would be an Ensign with a couple of fairly senior NCOs.

DEVELOPER'S NOTES
I did toy with the idea of having the transporter pads built into the 4 cockpit seats for those quick, emergency ejection-style escapes. Any opinions?
There are a couple of oddities that may cause comment:
I added an energy sheath since I like sneaky combatants, if you can't see it you can't hit it, and this is after all a military vessel.
The food replicator is half-size since I wanted to reinforce the limited facilities on the Spitfire, it's really on for short-term (a few hours) combat. Likewise the industrial replicator is a single small one, not a full network & is intended to provide emergency spare parts.
If you don't like the above, them just simply change or delete them. I left oodles of spare capacity in the design, whilst the crew area is cramped the Spitfire has been built for easy expandability.
Finally, it has to be the Spitfire. It's the best!

Tiger-class Combat Shuttle
Another Talon-class mod

TIGER CLASS
Class and Type: Tiger-class Combat Shuttle
Commissioning Date: 2377

HULL SYSTEMS
Size: 2
Length: 24.4 metres
Beam: 16.3 metres
Height: 6.5 metres
Decks: 1
Mass: 16.0 metric tonnes
SUs Available: 625
SUs Used: 624

Hull
Outer <8>
Inner <8>

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

Structural Integrity Field
Main: Class 3 (Protection 60/90) <20>
[1 Power / 10 Protection / round]
Backup: Class 2 (Protection 30) <9>
[1 Power / 10 Protection / round]

Specialised Hull
Atmospheric Capable <2>
Planetfall Capable <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 4/8/8

Crew Quarters
Spartan: 4 <1>

Environmental Systems
Basic Life Support [3 Power / round] <8>
Reserve Life Support [2 Power / round] <4>
Emergency Life Support (8 emergency shelters) <4>
Gravity [1 Power / round] <2>
Consumables: 1 month's worth <1>

Replication Systems
Food Replicators [2 Power / round] <2>
Medical Facilities: 1 (+0) [1 Power / round] <5>
Personnel Transport: Jefferies tubes <2>
Fire Suppression System [1 Power / round when active] <2>
Cargo Holds: 100 cubic metres <1>
Location: 1 hold amidships
Escape Pods <1>
Number: 6
Capacity: 4 persons

PROPULSION SYSTEMS
Warp Drive
Embedded Nacelles: Type 4.92 <39>
Upgrade Packages (already factored in to speed ratings)
Standard Upgrade: Package 1 <2>
Sustained Upgrade: Package 1 <2>

Speed: 4.0/6.0/9.1 [1 Power / .2 warp speed]
PIS: Type C (6 hours of Maximum warp) <6>

Impulse Engine
Type: Class 5 (.7c/.9c) <29>
[7/9 Power / round]
Acceleration Uprating: Class Beta (75% acceleration)
[2 Power / round when active]
Impulse Thrusters (+ .1c/.05c) <4>
[2 Power / round when active]
Location: Aft
Reaction Control System (.025c) [2 Power / round when in use] <2>

POWER SYSTEMS
Warp Engine
Type: Class 5/H (generates 299 Power / round) <65>
Location: Aft
Impulse Engine: 1 Class 5A (generates 40 Power / round)
Auxiliary Power: 2 reactors (generates 10 Power / round) <6>
Emergency Power: Type A (generates 25 Power / round) <25>
EPS: Standard Power flow, +100 Power transfer / round <20>

Standard Usable Power: 339

OPERATIONS SYSTEMS
Bridge: Forward <10>

Computers
Core 1: Amidships [5 Power / round] <4>
ODN <6>

Navigational Deflector [5 Power / round] <8>
Range: 10/20000/50000/150000
Accuracy: 5/6/8/11
Location: Forward

Sensor Systems
Long-range Sensors [5 Power / round] <30>
Range Rackage: Type 3 (Accuracy 3/4/7/10)
High Resolution: 5 LY (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 13 LY (1/1.1-3.5/3.6-9.0/9.1-13)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Beta (+2)
Coverage: Standard
Lateral Sensors [5 Power / round] <18>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Beta (+2)
Coverage: Standard
Navigational Sensors [5 Power / round] <16>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Beta (+2)

Sensor Skills: 3

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 3,
Coordination 3 [1 Power / round in use] <12>

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

Inertial Damping Fields
Main <8>
Strength: 9 [3 Power / round]

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

Communication Systems
Type: Class 6 [2 Power / round] <15>
Strength: 6
Security: -3
Basic Uprating: Class Alpha (+1)
Emergency Communicatons: Yes [2 Power / round] <1>

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

Transporters
Type: Personnel [4 Power / use] <14>
Pads: 4
Emitter/Receiver Array: Personnel Type 6 (40000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: (1) Amidships

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

Science Systems
Rating 1 (+0) [1 Power / round] <7>
Laboratories: 0 <0>

TACTICAL SYSTEMS
Dorsal Phaser Array <21>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 80 (up to 2 shot per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Ventral Phaser Array <21>
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Ventral
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Forward Torpedo Launcher <15>
Standard Load: Type II photon torpedo (200 Damage)
Spread: 4
Range: 15/350000/1500000/4050000
Targeting System: Gamma (Accuracy 3/4/6/9)
Power: [20 + 5 per torpedo fired]
Location: Forward ventral

Firing Arc: Forward, but are self-guided

Torpedoes Carried: 20 <2>

TA/TTS: Class Beta [1 Power / round] <9>
Strength: 8
Bonus: +1

Weapons Skill: 4

Shields (Forward,Aft, Port,Starboard) <19 x 4>
Shield Generator: Class 2 (Protection 400+100)
[40 Power / shield / round]
Shield Grid: Type A (25% increase to 500 Protection)
Distortion Amplifiers: Class Gamma (Threshold 130+10)
Recharging System: Class 2 (40 seconds)
Advanced Shield Capabilities: Multi-Spectral
Backup Shield Generators: 4 (1 per shield) <4>

Auto-Destruct System <2>

DESCRIPTION AND NOTES
The latest design from the Talon family of small craft, the Tiger-class is a combat orientated version with upgraded engines, weaponry and shields combined with a reinforced hull. The torpedo launcher is located in a ventral spinal mount running nearly the entire length of the hull. Unlike other most other fighter designs the Tiger-class is fully capable of extended operations, although it has half the endurance of the Talon-class with only 1 month of consumables. As well as pure combat operations, the Tiger-class is often used as a standard shuttle, particularly in a high-threat area such as the Cardassian border and is favoured by Security teams being inserted into hostile areas. With a full complement a Tiger has a pilot, tactical officer, command/sensors officer and engineer/operations officer and can carry 8 passengers in limited comfort or 16 in emergency situations.

DEVELOPER'S NOTES
For those who don't like fighters in Star Trek, how about a combat shuttle?

Valkyrie-class Aerospace Fighter
I wanted to call this the Na'Ctka Moquka after the inspiration for the design, but FASA might not be too happy about that. Fighters might not be very Trekie, but I like them.

VALKYRIE CLASS
Class and Type: Valkyrie-class Aerospace Fighter
Commissioning Date: 2377

HULL SYSTEMS
Size: 2
Length: 24.8 metres
Beam: 16.3 metres
Height: 5.0 metres
Decks: 1
Mass: 29.7 metric tonnes
SUs Available: 625
SUs Used: 624

Hull
Outer <8>
Inner <8>

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

Structural Integrity Field
Main: Class 3 (Protection 60/90) <20>
[1 Power / 10 Protection / round]
Backup 1: Class 2 (Protection 30) <9>
[1 Power / 10 Protection / round]
Backup 2: Class 2 (Protection 30) <9>
[1 Power / 10 Protection / round]

Specialised Hull
Atmospheric Capable <2>
Planetfall Capable <2>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 3/1/0

Environmental Systems
Basic Life Support [2 Power / round] <8>
Reserve Life Support [1 Power / round] <4>
Gravity [1 Power / round] <2>
Consumables: 1 week's worth <0>

Replication Systems
Personnel Transport: Jefferies tubes <2>
Fire Suppression System [1 Power / round when active] <2>
Escape Pods <1>
Number: 1
Capacity: 4 persons

PROPULSION SYSTEMS
Warp Drive
Embedded Nacelles: Type 4C6 <58>
Upgrade Packages (already factored in to speed ratings)
Sustained Upgrade: Package 1 <2>
Standard Upgrade: Package 1 <2>
Speed: 4.0/8.0/9.5 [1 Power / .2 warp speed]
PIS: Type C (6 hours of Maximum warp) <6>

Impulse Engine
Type: Class 6 (.75c/.9c) <38>

[7/9 Power / round]
Acceleration Uprating: Class Gamma (100% acceleration)
[4 Power / round when active]
Location: Aft
Reaction Control System (.025c) [2 Power / round when in use] <2>

POWER SYSTEMS
Warp Engine
Type: Class 5/H (generates 299 Power / round) <65>
Location: Aft
Impulse Engine: 1 Class 6 (generates 48 Power / round)
Auxiliary Power: 1 reactor (generates 5 Power / round) <3>
Emergency Power: Type A (generates 25 Power / round) <25>
Isomagnetic EPS: Standard Power flow, +200 Power transfer / round <22>

Standard Usable Power: 347

OPERATIONS SYSTEMS
Bridge: Forward <10>

Computers
Core: Amidships [5 Power / round] <4>
ODN <6>

Navigational Deflector [5 Power / round] <8>
Range: 10/20000/50000/150000
Accuracy: 5/6/8/11
Location: Forward

Sensor Systems
Long-range Sensors [5 Power / round] <30>
Range Rackage: Type 3 (Accuracy 3/4/7/10)
High Resolution: 5 LY (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 13 LY (1/1.1-3.5/3.6-9.0/9.1-13)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Beta (+2)
Coverage: Standard
Lateral Sensors [5 Power / round] <18>
Strength Package: Class 6 (Strength 6)
Gain Package: Class Beta (+2)
Coverage: Standard
Navigational Sensors [5 Power / round] <12>
Strength Package: Class 5 (Strength 5)
Gain Package: Class Alpha (+1)

Sensor Skills: 3

Flight Control Systems
Autopilot: Shipboard Systems (Flight Control) 3,
Coordination 2 [1 Power / round in use] <11>

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

Inertial Damping Fields
Main <8>
Strength: 9 [3 Power / round]
Number: 2
Backup <2>
Strength: 6 [2 Power / round]
Number: 2
Attitude Control [1 Power / round] <1>

Specialised Flight Control

Manual Steering Column [1 Power / round in use] <1>

Communication Systems
Type: Class 5 [2 Power / round] <10>
Strength: 5
Security: -2
Emergency Communicatons: Yes [2 Power / round] <1>

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

Transporters
Type: Personnel [3 Power / use] <11>
Pads: 4
Emitter/Receiver Array: Personnel Type 2 (15000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and Location: (1) Forward

TACTICAL SYSTEMS
Chin Pulse Phaser Array <25>
Type: X Pulse
Damage: 250 [25 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Forward chin mount
Firing Arc: 360 degrees forward
Firing Modes: Standard, Wide-Beam

Wing Pulse Phaser Array <23>
Type: X Pulse
Damage: 250 [25 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Wingtips
Firing Arc: 180 degrees forward cone
Firing Modes: Standard, Wide-Beam

Aft Phaser Array <19>
Type: X
Damage: 200 [20 Power]
Number of Emitters: 40 (up to 1 shot per round)
Auto-Phaser Interlock: Gamma (Accuracy 3/4/6/9)
Range: 10/30000/100000/300000
Location: Aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Forward Dorsal Torpedo Launcher <16>
Standard Load: Mark I Quantum torpedo (400 Damage)
Spread: 6
Range: 15/350000/1500000/4050000
Targeting System: Gamma (Accuracy 3/4/6/9)
Power: [20 + 5 per torpedo fired]
Location: Forward
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 30 <3>

TA/TTS: Class Gamma [2 Power / round] <12>
Strength: 9
Bonus: +2

Weapons Skill: 5

Shields (Forward,Aft, Port,Starboard) <15 x 4>
Shield Generator: Class 2 (Protection 400+100)
[40 Power / shield / round]
Shield Grid: Type A (25% increase to 500 Protection)
Distortion Amplifiers: Class Gamma (Threshold 130+10)
Recharging System: Class 2 (40 seconds)
Advanced Shield Capabilities: Multi-Spectral
Backup Shield Generators: 4 (1 per shield) <4>

Auto-Destruct System <2>

DESCRIPTION AND NOTES
The Valkyrie-class is a graceful and deadly fighter capable of both deep-space and atmospheric combat. The hull's planview is an acute delta shape with concave edges and it has a sharply drooping nose and wings, with part of the wingtips angling back in towards the hull. Hanging below the snout and at the end of the wingtips are 4 pulse cannons that form the main armament and just above the wing-mounted cannon, where the wingtips angle inwards are thin pods that hold the dispersed navigational array. The aft phaser array is mounted just above the impulse engines at the rear of the hull. The cockpit, which doubles as an escape pod, has a large transparent canopy over the crew who sit in a diamond pattern and just below the cockpit is the firing port for the forward mounted torpedo launcher. Rather than a standard transporter pad, each seat has an emitter built into the base thus enabling rapid 'ejections' if catastrophic combat damage is sustained.
The Valkyrie is designed for short term missions, generally no more than 8 hours, although it is capable of operating for upto a week, however the crew will probably not be at optimum performance at the end of that time. The class relies heavily on it's mothership/home base and lacks or has downgraded a number of standard components, such as science systems, navigational computers and quarters. The class even lacks an emergency life support system since all crewmembers wear an advanced armoured flight suit with built-in life support, control systems and survival gear.

DEVELOPER'S NOTES
The hull design is based on the Fluttering Petal (aka Na'Ctka Moquka) from Renegade Legion, but with a somewhat bulkier body and smaller cockpit canopy. I wish I could have fitted ablative armour to make it as tough as the original was in it's game system, but you can't have everything.

And just to show that everyone has odd days ☺

File A56-7W – TOP SECRET – SUBJECT: STARWOLF

A warp-9 plus attack shuttle based on a large-scale runabout frame. Sought by governments, friendly and foreign, STARWOLF has been hidden by test pilot, Stringfellow Hawke- to be returned to the Federation only if his brother, St. John, a MIA in the Dominion War, can be found.

Michael Coldsmith Briggs XI, code name: Archangel- Deputy Director of the intelligence agency that developed STARWOLF. Believed to covertly provide logistical support to Hawke in exchange for flying STARWOLF on missions of national interest.

Hawke is 34 ... reclusive, sensitive ... a loner. Known to associate with his only friend and mentor, Dominic Santini.

Together, Hawke and Santini fly STARWOLF at speeds rivalling the fastest starships. Backed by unmatched firepower, STARWOLF is a weapon too dangerous to be left in unenlightened hands. Finding STARWOLF is your number one priority. END OF FILE.

(MUSIC FADES…) - Ok, That should have got your interest...

STARWOLF TECHNICAL INFORMATION - CLASSIFIED: TOP SECRET

STARWOLF was originally conceived and designed to look like an very large executive shuttle-- nothing more. This would allow it normal starport exposure without people suspecting or comprehending its true military capabilities. It is, as its insignia suggests, a wolf in sheep's clothing.

STARWOLF is a long-range warp-equipped multi-role shuttle. It's an aerodynamic lifting body with a embedded nacelle system, driven by twin toroidal-containment warp cores, capable of propelling it to warp 9.992. This warp drive system can be disengaged and the plasma diverted into a super-experimental slip-stream drive, which can increase STARWOLF'S speed to exceed warp 9.99998 for short periods of time. STARWOLF can rapidly slow itself by employing a subspace velocity-dampening system. Also, in some instances, STARWOLF can deploy a huge solar sail (when the FTL drives are not engaged) which issues from a compartment in the tail.

STARWOLF'S basic construction is of plasticized composites-- reinforced with duranium and tritanium-alumimum fibers. The crew compartment is additionally protected with honeycomb-structured poly-composite paneling. Other major components are made of "gaseous density-reduction-process polymer castings", helping to keep the weight down. This is all skinned with an ultra-strong energy-dissipating polymer skin and a layer of ablative armor. Protecting the shuttle is a quad core gravatic displacement shielding system, similar to the types used on class-one starships.

Starwolf was designed by Doctor Charles Moffet to the "Firm's" (section 31?) specifications, but over the years of development, the Firm's changing responsibilities moved the Starwolf project away from the tactical military machine, and further into the covert operations role. Speed became more important than firepower, stealth more important than speed. Starwolf's mission made it a compromise, and compromise always makes for weaknesses.
Untouchable by other ships while at maximum speed, it's thirsty engines forbid a constant slipstream run. So while other ships cannot outrun Starwolf, at low speeds they can equal it. And with larger ships, the corollary holds true: although far more maneuverable than conventional starships, Starwolf cannot outgun a cruiser. It takes a great pilot, like Hawke, to turn Starwolf's weaknesses into its strengths. Starwolf's main strength comes from surprise; other pilots cannot conceive of what Starwolf is capable of, and Starwolf's inherent capabilities are astounding.

Designed for covert intelligence missions, Starwolf has been amazingly outfitted for its task. It can see through dense dust clouds and operate in any stellar conditions imaginable through its sensor and navigational systems; identify any vessel, ship or starbase target; pickup, block or jam hostile sensors without being detected; and if detected, decoy enemy weapons through its Sunburst decoys or powerful ECM suite. The entire machine is armored against phaser fire, from hand phasers right up to starship mounted banks.
While Starwolf's defenses are strong, they are subtle and they fade against the overt might Starwolf displays offensively. Pulse phasers and a pair of disrupter cannon firing from the wing tips are backed by an assortment of torpedoes that are capable of taking out anything from a shuttle to a starship. Starwolf is even capable of nova-device delivery.

Starwolf is not impregnable. A collision, heavy weapons or torpedo impact, a phaser blast in the mid-flight refueling intake, even tribbles in the engine intakes; any one could bring Starwolf down. And with the limits on the use of its offensive weaponry, Starwolf can only be effective if piloted with skill and nerve.

Whenever it goes into combat-mode, the memory clicks on. A complete record of every combat is available. Starwolf's computer also contains complete specs of its design.

OPERATIONAL FEATURES

CREW MEMBERS
Crew members are automatically (and constantly) "monitored" for physical and neurological stress via a small device on the left side of the flightsuit chest piece (physical), and through the helmet (neurological).

E.R.C.S. ENHANCED REACTANT CONTAINMENT SYSTEM
An advanced antimatter containment system optimized for survivability in combat situations. Based on hard-won data from the Dominion war, every major component is duplicated four times, from the power conduits to the field generator elements. The redundancy comes at the expense of reactant capacity. Though each of the three pods is the same size as a Galaxy-class anti-matter pod, they are only capable holding 50 kilograms of anti-matter.

FLIGHT COMMAND
In an emergency, flight command can be transferred from the cockpit back to the Electronic Data Command centre.

DEFENSE SYSTEMS

SUNBURST DECOYS
Minute matter-antimatter charges encased in a warp-coil ejected rearward to confuse enemy sensors.

SUBSPACE DECOYS
Canisters ejected rearward that explode, spewing subspace energy to confuse subspace sensors. NOTE: These systems are stored together and launched from the rear of Starwolf's avionics bays

OFFENSIVE SYSTEMS

PULSE PHASERS
Scaled-down versions of the pulse-phasers used aboard the DEFIANT-class. Two are mounted in each weapon pod. Takes plasma directly from the warp-cores. Retractable

DISRUPTER CANNON
Two miniaturized B'rel-class Klingon disrupter cannons modified to fire in a 'Strobe' effect. Mounted port and starboard in the weapon pods. Retractable.

TORPEDOES -- ADF Pod-launched

FLASHFIRE -- Short-ranged quantum-warhead microtorpedoes.
BLACKEYE -- Short-ranged standard photon microtorpedoes.
BULLHEAD -- Hull-busting penetration torpedoes. (Anti-ship weapon)
FALCON -- 6 standard full-sized quantum torpedoes, Three to a side in compartments at either side of the ADF Pod. They are self-guided or manually guided.

NOTEWORTHY SHIPS:

1) STARWOLF: Prototype. Stolen by Dr. Moffet, recovered by Stringfellow Hawke and hid somewhere in the Badlands near Bajor. Fitted with unorthodox (illegal?) technology gathered from unknown sources. Took part in Third Borg Incursion at Sol.

2) REDWOLF: Second ship. Mounts improved ADF pod with larger torpedo capacity and faster reload cycle. Took part in Third Borg Incursion at Sol.

3) LOKI: Third ship. Testbed for experimental AI flight control software. Disrupter cannons replaced with heavy pulse phasers. Took part in Third Borg Incursion at Sol.

4) SOLAR RANGER: Built to same specs as REDWOLF, first production unit. Assigned to Arteline sector

5) GUARDIAN ANGEL: Second production unit. Tested workaround for slip-stream phase-variance issue. Assigned to DS Five

6) LOBO: Production specs. Assigned to Deep Space Five.

7) GABRIEL: Production specs. Assigned to Arteline sector. Took part in a classified engagement with a Romulan Battleship.

8) DARK ANGEL: Production specs, plus revised E.R.C.S pods with larger reactant capacity. All ships except STARWOLF backfitted with new system. Assignment unknown at this time

9) GREY WOLF: Production specs. Assignment unknown at this time.

10) BLACKJACK: Production specs. Assigned to USS SOVEREIGN main flight deck.

11) UNNAMED: Proposed prototype ship will be fitted with a spinal-mount assault phaser and top-secret prototype cloaking device.

YOUR ASSIGNMENT, IF YOU CHOOSE TO ACCEPT IT: Using the above data, fit this into a standard Starship Template for LUGtrek. Generate character templates for Stringfellow Hawke, Archangel, Dominic Santini and Dr. Moffet. If you are feeling bold, someone can draw this ship. If you do, keep this in mind: This is the illegitimate son of a mating of a runabout and the original AIRWOLF. Sort of a stealth mini-Defiant, but without the kick-butt firepower of the Defiant.

FURTHER NOTES: Set in the post-Dominion era. The Firm not Section 31 but another semi-secret group set up by the Federation (The Firm is the R&D arm of the regular Starfleet Intelligence). Archangel works for Section 31, that is why STARWOLF has stayed ‘lost’ and is outfitted with ‘unorthodox’ tech. Size of STARWOLF is standard runabout frame plus five meters. Crew of four, but can be flown effectively by two. "Gaseous density-reduction-process polymer castings" is just a treknobabble way of saying “Styrofoam” This ship is NOT made from Styrofoam, though. I assume that in the 24-century polymer technology will have advanced to the point where it is possible to create an entire plastic starship. Hence, the foamed-polymer castings, polymer skin and such.

FILE A56-7W PROJECT: STARWOLF.