

STAR TREK
ENTERPRISE SERIES
SPACEDOCK

OMEGA1967

ENTERPRISE SERIES

Construction notes

NX-Class

Intrepid-Class

unknown-Class (a.k.a. Terran Sweden Frigate in Star Trek Wars/Neptune-class)

Earth Freighters: Y-Class Cargo ship

Earth Freighter: J-Class Cargo ship

Klingon D-5 Cruiser and Tanker

Klingon D-5 Cruiser (Star Trek Wars versions)

Klingon Battle Cruiser

Klingon Raptor-class scout

Klingon Raptor-class Heavy Scout (Star Trek Wars versions)

Klingon D4 "Bird-of-Prey" Scout

Klingon Ro'Tah-class "Bird-of-Prey" (Star Trek Wars versions)

Klingon C-8 Assault Transport

Romulan Stealth Warship

Romulan Holoship

Vulcan Planetary Defense Vessel

Vulcan Starship Ti'Mur-Class Science Cruiser

Vulcan Starship Surak-Class Combat/Light Explorer Cruiser

Vulcan Combat Cruiser D'kyr-Class Combat Cruiser

Suliban Cell Ship

Suliban Module Ship

Andorian War Ship

Tholian Starship

Orion Raider

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ENTERPRISE SERIES

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

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

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

Some of these are not even used or changed in the Series.

NOTES FOR ENTERPRISE ERA'S SPACEDOCK

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

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

The largest average size of a starship vessel is that of a size 5 for most species have not extremely advanced starship designs. The majority of the species are just entering their early transportation days space travel.

The Vulcans have a few vessels as large as a size 6 starship. The Vulcan Combat vessels are capable of handling a Klingon (early D7 variant) battle cruiser.

Some species have settled for a vessel the size 3 of the vessel with weapons capable of damaging a vessel two sizes higher with little trouble. Orioins and Naussicans have build their vesses around this as they are mass producable and has large fleets used for raiding.

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

Resistance: During this era the hull resistance has no free SU's available. Resistance costs lowering the resistance down to a maximum of 6

per hull. Klingon vessels can have as high as eight where as Earth Vessels would have four as maximum. During this era the Vulcans have a maximum of six for their largest and newest Klingon cruiser.

There is several vessels known to space fairing species that has a hull resistance of 10 per hull. Even the Borg Vessels of this time period would not have the hull rating any higher than that of 15 or 16.

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

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

Crew Quarters: There are few luxuries for crews their quarters on a ship are generally the little that they get. Do to the ships have yet to have crews substantially larger Barracks have yet to be installed on Earth ships. Only the Klingons use them on their larger vessel possibly the predecessor to the D7 Battle cruiser of the 23rd century.

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

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

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

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

Machining shops: Unlike the 23rd century industrial Fabrication Units and 24th century industrial replicators to do not have the easy to create tools and equipment for the ship. Instead

of Industrial Fabrication Units the majority have machining shops that can create the equipment that is needed for a starship. Use the science lab chart to create the machining shops.

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

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

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

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

Escape Pods: Some species of this era have Escape pods and vehicles for such uses. The majority of vessels have the escape pods installed into them for the safety of the crewmembers.

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

Restrict all warp nacelles Mark 1 up to Mark 3.5C on the TOS Spacedock sheet.

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

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

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

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

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

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

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

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

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

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

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

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

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

Upgrading cargo transporter to handle biological substances costs 2 SU's plus the personnel members SU's.

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

The Romulans have created a holographic hull emitters that can project the image of another vessel, fooling another vessels sensors into detecting another vessel entirely. The Romulan vessel has a highly effective cloaking device.

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

Tactical Systems:

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

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

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

The phase cannons can fire only twice.

Disruptor weapons: Restrict disruptors to below type 4 to these era vessels, as it will give the enemy a superior firepower without devastating the other vessels fired on. The disruptor cannons and arrays are no higher than that of the Photon Torpedoes of this period.

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

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

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

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

The standard for a Photon torpedo damage is 140 for this era yet the Terran Photonic Torpedoes are rated for damage of 120. Like the photon torpedoes of later eras the torpedoes are variable yield.

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

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

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

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

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

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

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

Star Trek Wars Conversion

When I took a look at the Star Trek Wars sheets there was a plenty of costs and such as Point Value, Warp Delay, Maneuvering specs, Combat Stats (with fwd/Aft Defenses, Starboard/Port defense) that I could use in addition of the Hanger and weapon placements (in addition to the type).

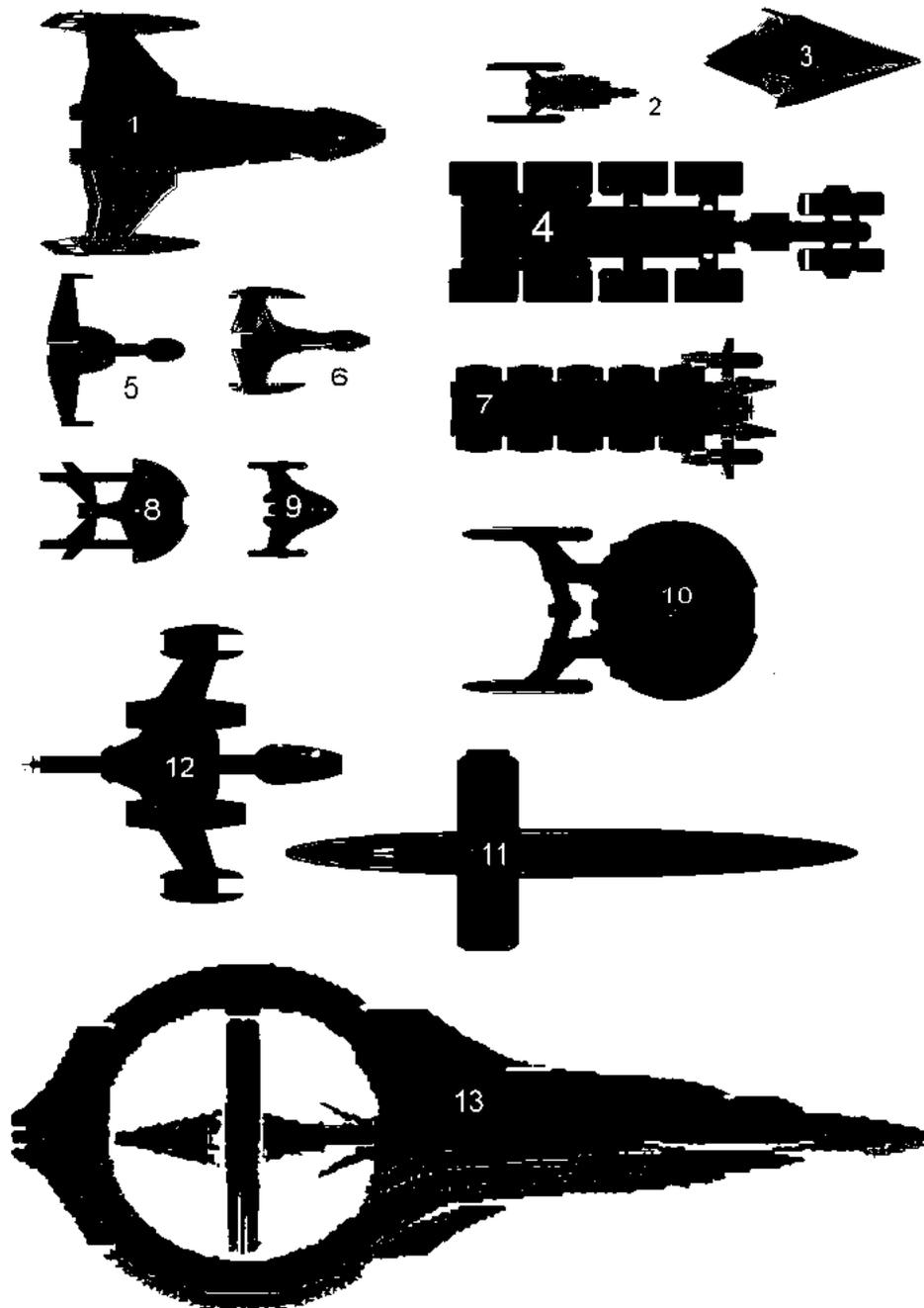
For the difference in the system such as the weapons systems or what ever the system I would set one vessel as a standard. I balanced

the others out against it with the difference in the weapons coming up with a percentage of change.

I used this as a guide not as a rock hard version but a balance. If the change was too high I just balanced it out with common sense.

Common sense is a key to the construction to all starship construction. This is my key stone rule for construction.

<http://www.planetside.firenebula.com>



This is a ruff size chart for the Enterprise Era vessels

- | | | | |
|---|----------------------|----|----------------------------|
| 1 | Klingon D5 Cruiser | 8 | Intrepid-class Cruiser |
| 2 | Conastoga Transport | 9 | Unknown Terran vessel |
| 3 | Tholian Vessel | 10 | NX-Class Cruiser |
| 4 | Y-class Cargo Vessel | 11 | Surak-class Vulcan Cruiser |
| 5 | Bird-of-Prey Scout | 12 | Andorian War ship |
| 6 | Raptor-class Scout | 13 | D'kyr-Class Battle cruiser |
| 7 | J-Class Cargo Vessel | | |

NX-CLASS

Class and Type: NX-Class Cruiser

Commissioning Date: 2151

HULL SYSTEMS

Size: 5

Length: 225 meters

Beam: 136 meters

Height: 29 meters

Decks: 7

Mass: 80,000 metric tons

SUs Available: 800

SUs Used: 614

Hull Outer <20>

Hull Inner <20>

Resistance Outer Hull: 4 <3>

Resistance Inner Hull: 4 <3>

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

Main: Class E (Protection 20/30) <11>

Backup: Class E (Protection 10) <6>

Specialize hulls: Atmospheric capability <5>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 80/10/300

Crew Quarters

Spartan: 60 <3>

Basic: 20 <2>

Environmental Systems

Basic Life Support [7 Power/round] <20>

Reserve Life Support [4 Power/round] <10>

Gravity [3 Power/round] <5>

Consumable: 1 years' worth <8>

Food Stores and Nutrient Paste Systems [0 Power/round] <5>

Maintenance Workshops located throughout ship
10 shops [1 power/replicator/round] <2>

Medical Facilities: 1 (+0) [2 Power/round] <5>

Recreation Facilities: 1 [2 Power/round] <8>

Location & type: 1 gym, mess hall

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

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

Cargo Holds: 10,000 cubic meters <1>

Locations: Lower decks

Escape Pods: None

PROPULSION SYSTEMS

Warp drive Nacelles: Mark 2.1 (2.0/4.5/5.0) <22>

Uprating packages: 1,2,3 and 4 to sustainable <20>

Speed: [1 power/.2 warp speed]

PIS: Type B (2 hours of Maximum warp) <4>

Impulse Engine Type: 2 type 3 (.25c/.5c) [2/5 Power/round] <8 (x2 = 16)>

Location: Aft

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

POWER SYSTEMS

Warp Engine

Type: Mark III (generates 140 Power/round) <44>

Location: Engineering section

Impulse Engine[s]: 2 class 3 (generates 10 Power/engine/per round)

Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>

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

EPS: Standard Power flow +50 Power transfer/round <30>

Standard Usable Power: 160

OPERATIONS SYSTEM

Bridge: dorsal saucer <20>

PRE-DUOTRONIC COMPUTER Core [1 Power/round] <1>

ODN (Data networking cables) <15>

Navigational Deflector [6 Power/round] <15>

Range: 8/15,000/125,000

Accuracy: 6/7/9/12

Location: Forward Ventral saucer

SENSOR SYSTEMS

LONG-RANGE SENSORS [5 Power/round] <7>

Range Package: Mark III (Accuracy 4/5/8/11)

High Resolution: 3 Light-year (.3/.4-.8/9-1.8/1.9-3.0)

Low Resolution: 8 Light-year (1/1.1-3.0/3.1-6.0/6.1-8.0)

Strength Package: Class 0 (Strength 0)

Gain Package: Standard (+0)

Coverage: Standard

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

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

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

FLIGHT CONTROL SYSTEMS

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

NAVIGATIONAL COMPUTER

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

INERTIAL DAMPING FIELD

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

COMMUNICATIONS SYSTEMS

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

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

Transporters

Type: Personnel [1 Power/Round] <6>
Pads: 4
Emitter/receiver array: Personnel Mark II (8,000
km range)
Energizing/transition coils: Class A (Strength 1)
Number and Location: one Amid Ship, upper
decks

Security Systems

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

Science Systems

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

Laboratories: 4 <2>

TACTICAL SYSTEMS

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

Phase Cannons <14 (x3=42)>

Damage: 60 [6 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 5/15,000/45,000/150,000
Location: two forward dorsal and one aft
Firing Arc: 120 degrees dorsal
Firing Modes: Standard

Torpedo Launcher <6 (x 3 =18)>

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

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

Polarized Hull Plating (Forward, Aft, Port, Starboard) <17 (x 4 = 68)>

Polarized Hull Plating Generator: Class 1
(Protection 200) [20 Power/Polarized Hull
Plating /round]
Polarized Hull Plating grid: Type 0 (0 % increase
to 0 Protection)
Subspace Field Distortion Amplifiers: Class Beta
(Threshold 70)
Recharging System: Class 0 (90 seconds)
Backup Polarized Hull Plating Generators: 4 (1
per shield) <1>
Auto-Destruct System none

AUXILIARY SPACECRAFT SYSTEM

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

DESCRIPTION AND NOTES

Fleet Data: The ninety years after First Contact with the Vulcans, the NX-class grew to be the dreams of Henry Archer to build a ship capable to warp factor five. The new NX-01 surpassed the thought's and dreams of the designers and the late visionary Henry Archer in its launched in the Earth Year 2151. Christened Enterprise set off on its historic voyage into the great unknown.

The NX-class set the standard that all the ships to come would become designed off. Its general appearance would hold for several centuries to come.

Noteworthy vessels/service records/encounters:

NX-01, Enterprise, the first of Earth Starfleet launched to carry the Klingon named Kaang back to Qo'nos under the command of Captain Jonathan Archer, explored the boundaries of Klingon and Romulan space in 2151 and 2152, refit in 2153 before it went out to confront the Xindi threat to earth, Stopped the Augment threat to the peace between the Klingons and Humans, over threw a corrupt leadership to the Vulcan government; NX-02, Columbia, the second to be launched from Earth some time in 2154;

I.S.S. Avenger NX-09, although a mirror universe vessel it was an efficient vessel in combat.

ALTERNATIVE SYSTEMS

The Alternate time line Enterprise in the future has shields. This is the advancement's to the shields.

Shields (Forward, Aft, Port, Starboard) <36 (x 4 = 144)>

Shields Generator: Class 2 (Protection 360) [36 Power/Polarized Hull Plating /round]

Shield grid: *Type A (25 % increase to 450 Protection)*

Subspace Field Distortion Amplifiers: Class Gamma (Threshold 120)

Recharging System: Class 0 (90 seconds)

Notes: the NX-class is simply the beginning of a long line of starships going forth centuries into the future. The basic appearance can be seen even in the Galaxy and Nebula classes of the 24th centuries. The humans first real exploration

vessel designed to be the fastest Starfleet vessels. Rushed into space early not even completes the Enterprise NX-01 headed for Klingon space armed with Plasma Cannons and Spatial torpedoes. Later on the Phase cannons mounted capable of defending the vessel. At the Enterprise's first refit the Polarized hull plating was up dated to that below. And the Addition of Photonic (aka Photon torpedoes)

Refits Polarized Hull Plating (Forward, Aft, Port, Starboard) <33 (x 4 = 123)>

Polarized Hull Plating Generator: Class 2 (Protection 360) [36 Power/Polarized Hull Plating /round]

Polarized Hull plating grid: Type 0 (no increase)

Subspace Field Distortion Amplifiers: Class Gamma (Threshold 120)

Recharging System: Class 0 (90 seconds)

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

2005 April: During a recent episode of Enterprise set in the Mirror Universe the Enterprise NX-01 has a set of escape pods located about the edge of the saucer. As a representation the updated template has the Transporters and the Escape pods.

INTREPID-CLASS

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

HULL SYSTEMS

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

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

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

PERSONNEL SYSTEMS

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

Environmental Systems

Basic Life Support [6 Power/round] <20>
Reserve Life Support [3 Power/round] <10>
Gravity [3 Power/round] <5>
Consumable: 3 years' worth <41>
Food Stores and Nutrient Paste Systems [0
Power/round] <5>
Workshops located throughout ship 10 shops [1
power/replicator/round] <2>
Medical Facilities: 1 (+0) [2 Power/round] <5>
Recreation Facilities: 1 [2 Power/round] <8>
Location & type: 1 gym, mess hall
Personnel Transport: Turbolift, Jefferies Tubes
[3 Power/round] <15>
Fire Suppression System [1 Power/round when
active] <5>
Cargo Holds: 2,000 cubic meters <1>
Locations: Lower decks
Escape Pods: None

PROPULSION SYSTEMS

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

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

POWER SYSTEMS

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

OPERATIONS SYSTEM

Bridge: dorsal saucer <20>
PRE-DUOTRONIC COMPUTER Core [1
Power/round] <1>
ODN (Data networking cables) <15>

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

SENSOR SYSTEMS

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

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

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

FLIGHT CONTROL SYSTEMS

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

NAVIGATIONAL COMPUTER

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

Backup: 2 <0>

INERTIAL DAMPING FIELD

Main <10>

Strength: 2 [3 Power/round]

Number: 2

Backup <5>

Strength: 1 [2 Power/round]

Number: 2

Attitude control [1 Power/round] <1>

COMMUNICATIONS SYSTEMS

Type: Mark II [3 Power/round of use] <2>

Strength: 2

Security: -0

Emergency Communications: yes [1

Power/round] <0>

GRAPPLER [3 power/strength used/round] <3>

Accuracy 5/6/8/11

Location: aft ventral

Notes: 200 meters range of cable (use 1 km scale)

Transporters: None

Cloaking Device: None

Security Systems

Rating: 1 <4>

Anti-Intruder System: none

Science Systems

Rating 1 (+0) [1 Power/round] <10>

Specialized Systems: None

Laboratories: 4 <2>

TACTICAL SYSTEMS

Plasma Cannons <4 (x 5 = 20)>

Class Brenkai

Damage: 40 [4 Power]

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

Targeting systems: Accuracy: 6/7/9/12

Range: 5/12,000/36,000/125,000

Location: three forward (1 either side of nav deflector) 2 aft

Firing Arc: 120 degrees dorsal

Firing Modes: Standard

Torpedo Launcher <6 (x 3 = 18)>

Standard Load: Spatial (80 Damage),

Spread: 1

Range: 10/10,000/100,000/200,000

Targeting System: Accuracy 6/7/9/12

Power: [20 + 5 per torpedo fired]

Location: two forward (1 port, 1 starboard), one aft

Firing Arc: forward, but are self-guided

TA/T/TS: Class alpha [0 Power/round] <6>

Strength: 7

Bonus: +0

Weapon Skill: 3

Polarized Hull Plating (Forward, Aft, Port, Starboard) <18 (x 4 = 72)>

Polarized Hull Plating Generator: Class 2 (Protection 210) [21 Power/Polarized Hull Plating /round]

Polarized Hull Plating grid: Type 0 (0 % increase to 0 Protection)

Subspace Field Distortion Amplifiers: Class (Threshold 70)

Recharging System: Class 0 (90 seconds)

Backup Polarized Hull Plating Generators: 4 (1 per shield) <1>

Auto-Destruct System none

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 2 size worth of ships <4>

Standard Compliment: 2 shuttlepods

Location(s): aft ventral

UNKNOWN-CLASS (A.K.A. TERRAN SWEDEN FRIGATE IN STAR TREK WARS/NEPTUNE-CLASS)

Class and Type:
Commissioning Date: 2124

HULL SYSTEMS

Size: 3
Length: 198 meters
Beam: 150 meters
Height: 25 meters
Decks: 6
Mass: 75,000 metric tons
SUs Available: 1000
SUs Used: 539

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

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class D (Protection 15/22) <8>
Backup: Class D (Protection 8) <4>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 50/4/75
Crew Quarters
Spartan: 40 <2>

Environmental Systems

Basic Life Support [5 Power/round] <12>
Reserve Life Support [3 Power/round] <6>
Gravity [3 Power/round] <3>
Consumable: 1 years' worth <2>
Food Stores and Nutrient Paste Systems [0 Power/round] <5>
Workshops located throughout ship 5 shops [1 power/round] <2>
Medical Facilities: 1 (+0) [2 Power/round] <5>
Recreation Facilities: 1 [2 Power/round] <8>
Location & type: 1 gym, mess hall
Personnel Transport: Turbolift, Jefferies Tubes [3 Power/round] <9>
Fire Suppression System [1 Power/round when active] <3>
Cargo Holds: 2,000 cubic meters <1>
Locations: Lower decks

PROPULSION SYSTEMS

Warp drive Nacelles: Mark 1 <3>
Speed: 1.0/1.1/1.2 [1 power/.2 warp speed]
PIS: Type A (1 hours of Maximum warp) <2>

Impulse Engine Type: 1 type 2 (.25c/.5c) [2/5 Power/round] <5>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <5>

POWER SYSTEMS

Warp Engine Type: Class (generates 85 Power/round) <34>
Location: Engineering section
Impulse Engine[s]: 1 class 2 (generates 8 Power/engine/per round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow +50 Power transfer/round <30>
Standard Usable Power: 93

OPERATIONS SYSTEM

Bridge: dorsal saucer <12>
PRE-DUOTRONIC COMPUTER Core [1 Power/round] <1>
ODN (Data networking cables) <9>

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

SENSOR SYSTEMS

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

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

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

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

NAVIGATIONAL COMPUTER

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

Backup: 2 <0>

INERTIAL DAMPING FIELD

Main <10>

Strength: 2 [3 Power/round]

Number: 2

Backup <5>

Strength: 1 [2 Power/round]

Number: 2

Attitude control [1 Power/round] <1>

COMMUNICATIONS SYSTEMS

Type: Mark II [3 Power/round of use] <2>

Strength: 2

Security: -0

Emergency Communications: yes [1

Power/round] <0>

GRAPPLER [3 power/strength used/round] <3>

Accuracy 5/6/8/11

Location: aft ventral

Notes: 200 meters range of cable (use 1 km scale)

Transporters: None

Cloaking Device: None

Security Systems

Rating: 1 <4>

Anti-Intruder System: none

Science Systems

Rating 1 (+0) [1 Power/round] <10>

Specialized Systems: None

Laboratories: 4 <2>

TACTICAL SYSTEMS

Plasma Cannons <4 (x 2 = 8)>

Class Brenkai

Damage: 40 [4 Power]

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

Targeting systems: Accuracy: 6/7/9/12

Range: 5/12,000/36,000/125,000

Location: three forward (1 either side of nav deflector)

Firing Arc: 120 degrees dorsal

Firing Modes: Standard

Phase Cannons <14 (x2=28)>

Damage: 60 [6 Power]

Number of Emitters: 80 (up to 2 shots per round)

Targeting systems: Accuracy: 6/7/9/12

Range: 5/15,000/45,000/150,000

Location: two forward dorsal and one aft

Firing Arc: 120 degrees dorsal

Firing Modes: Standard

TA/T/TS: Class alpha [0 Power/round] <6>

Strength: 7

Bonus: +0

Weapon Skill: 3

Polarized Hull Plating (Forward, Aft, Port, Starboard) <17 (x 4 = 68)>

Polarized Hull Plating Generator: Class 2 (Protection 150) [15 Power/Polarized Hull Plating /round]

Polarized Hull Plating grid: Type 0 (0 % increase to 0 Protection)

Subspace Field Distortion Amplifiers: Class alpha (Threshold 50)

Recharging System: Class 0 (90 seconds)

Backup Polarized Hull Plating Generators: 4 (1 per shield) <1>

Auto-Destruct System none

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 1 size worth of ships <2>

Standard Compliment: 1 shuttlepods

Location(s): aft ventral

NOTES: this little ship is a swift fighter vessel capable of short range warp travel with the defense of the Terran system in mind. We have seen this vessel in the title sequence as well as the episode Expanse.

EARTH FREIGHTER

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

HULL SYSTEMS

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

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

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

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 23/10/100

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

Environmental Systems

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

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

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

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

PROPULSION SYSTEMS

Warp drive
Nacelles: Mark 1.2 <5>
Speed: 1.5/1.6/1.8 [1 power/.2 warp speed]
(Warp Uprating package for maximum warp
speed and another for sustainable and cruising)
<18>

PIS: Type 1 (4 hours of Maximum warp) <8>
Impulse Engine Type: Type 2 (.25c/.5c) [2/5
Power/round] <5>
Location: aft hull

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

POWER SYSTEMS

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

OPERATIONS SYSTEM

Bridge: Dorsal <20>

PRE-DEUOTRONIC COMPUTERS Core [1
Power/round] <1>
ODN/Data networking <15>

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

SENSOR SYSTEMS

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

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

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

FLIGHT CONTROL SYSTEMS

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

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

INERTIAL DAMPING FIELD
Main <10>
Strength: 2 [3 Power/round]
Number: 2
Backup <5>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [1 Power/round] <1>

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

Tractor Beams: None
Transporters: None
Cloaking Device: None

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

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

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

Polarized Hull Plating (Forward, Aft, Port,
Starboard) <20 (x 4 = 80)>
Polarized Hull Plating Generator: Class
(Protection 120) [12 Power/Polarized Hull
Plating /round]
Polarized Hull Plating grid: Type A (25 %
increase to 150 Protection)

Subspace Field Distortion Amplifiers: Class A
(Threshold 50)
Recharging System: Class 1 (45 seconds)
Backup Polarized Hull Plating Generators: 1 (4
per Polarized Hull Plating) <1>

Auto-Destruct System None

AUXILIARY SPACECRAFT SYSTEM None

EARTH FREIGHTER

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

HULL SYSTEMS

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

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

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

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 23/10/100

Crew Quarters
Basic: 15 <2>

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

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

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

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

PROPULSION SYSTEMS

Warp drive Nacelles: Mark 1.2 <5>
Speed: 1.5/1.8/2.1 [1 power/.2 warp speed]
(Warp Uprating package 3 for cruising, package
3 for sustained, package 2 & 4 for maximum
warp) <24>
PIS: Type 1 (1 hours of Maximum warp) <2>

Impulse Engine
Type: Type 2 (.25c/.5c) [2/5 Power/round] <5>
Location: aft hull

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

POWER SYSTEMS

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

OPERATIONS SYSTEM

Bridge: Dorsal <20>
PRE-DEUOTRONIC COMPUTERS Core [1
Power/round] <1>
ODN/Data networking <15>

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

SENSOR SYSTEMS

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

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

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

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

NAVIGATIONAL COMPUTER [0 Power/round]

Main: Class 1 (+0) <3>

Backup: 2 <0>

INERTIAL DAMPING FIELD

Main <10>

Strength: 2 [3 Power/round]

Number: 2

Backup <5>

Strength: 1 [2 Power/round]

Number: 2

Attitude control [1 Power/round] <1>

COMMUNICATIONS SYSTEMS

Type: Class I [3 Power/round] <1>

Strength: 1

Security: -0

Emergency Communications: yes [2

Power/round] <1>

Tractor Beams: None

Transporters: None

Cloaking Device: None

Security Systems

Rating: 1 <4>

Anti-Intruder System: none

Internal Force Fields None

Science Systems None

TACTICAL SYSTEMS

Plasma Cannon <4 (x 3 = 12)>

Type: Sorsc class

Damage: 20 [2 Power]

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

Targeting Systems: Accuracy: 6/7/9/12

Range: 4/10,000/30,000/100,000

Location: two forward dorsal (port and starboard) & Ventral aft

Firing Arc: 360 degrees dorsal

Firing Modes: Standard

TA/T/TS: Class Alpha [0 Power/round] <6>

Strength: 7

Bonus: +0

Weapon Skill: 3

Polarized Hull Plating (Forward, Aft, Port, Starboard) <19 (x 4 = 76)>

Polarized Hull Plating Generator: Class (Protection 120) [Power/Polarized Hull Plating /round]

Polarized Hull Plating grid: Type 0 (0 % increase to 0 Protection)

Subspace Field Distortion Amplifiers: Class A (Threshold 50)

Recharging System: Class 1 (45 seconds)

Backup Polarized Hull Plating Generators: 1 (4 per Polarized Hull Plating) <1>

Auto-Destruct System None

AUXILIARY SPACECRAFT SYSTEM None

KLINGON BATTLE CRUISER

Class and Type: D2 Cruiser

Commissioning Date: Mid 22nd Century.

HULL SYSTEMS

Size: 5

Length: 209.87 m

Beam: 147.36 m

Height: 55.12 m

Decks: 12

Mass: 436,200 Metric Tons

SU's Available: 1900

SU's Used: 692

Hull Outer: <20>

Hull Inner: <20>

Resistance Outer Hull: 6 <6>

Resistance Inner Hull: 6 <6>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 150/310/2000

CREW QUARTERS

Barracks: Houses 420 Crewmembers <7>

Spartan: 80 <4>

Basic: 30 <6>

Structural Integrity Field [1 power/ 10 Protection/Round]

Main: Class E (Protection 20/30) <11>

Backup: Class E (Protection 10) <6>

Backup: Class E (Protection 10) <6>

Environmental Systems

Basic Life Support [10 Power/round] <20>

Reserve Life Support [5 Power/round] <5>

Emergency Life Support (None) <0>

Gravity [3 Power/round] <5>

Consumable: 2 years worth <30>

Manufacturing Systems

Food stores only (galley) [0 Power/round] <2>

Industrial Fabrication Units: Mark I [1 Power/round] <2>

Medical Facilities: 1 (+0) [1 Power/round] <5>

Recreation Facilities: 1 [1 Power/round] <5>

Location: a spartain mess, An exercise room

Personnel Transport: Turbolifts, Jefferies Tube: [2 Power/round] <12>

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

Cargo Holds: 50,000 Cubic meters <2>

Locations: Lower decks

Escape pods None

Propulsion Systems

Warp Drive Nacelles: Mark 3A <30>

Speed: 3.0/4.0/5.5

PIS: Class G (10 hours) <14>

Impulse Engines Type: Type 3A (.5c / .5c) [5/5

Power/round] <10>

Location: Aft

Reaction Control Systems (.025) [2

Power/Round when in use] <5>

Power System

Warp Engine Type: III (generates 140 power/round) <52>

Location: Amidships

Impulse Engine[s]: Type 3A (generates 12 Power/Round)

Auxiliary Power: 4 reactors (generates 5 Power/Round) <12>

Emergency Power: Type A (generates 25 Power/Round) <25>

EPS: Standard Power Flow: +100 power transfer/round <40>

Standard Usable Power: 152

Operation Systems

Bridge: <20>

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

ODN <15>

Navigational Deflector [6 Power/round] <12>

Range: 8/15,000/40,000/125,000

Accuracy: 6/7/9/12

Location: Forward Dorsal Section

Sensor Systems

Long-range Sensors [5 Power/round] <10>

Range Package: Mark II (Accuracy 4/5/8/11) High Resolution: light-years (0.3/0.4-0.8/0.9-1.5/1.6-3.0)

Low Resolution: light-years (0.5/0.6-1.0/1.1-3.5/3.6-5.0)

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)

Coverage: Standard

Lateral Sensors [5 Power/round] <2>

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)

Coverage: Standard

Navigational Sensors [5 Power/round] <4>

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)

Probes: 20 <2>

Sensor Skill: 3

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

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

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

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

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

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

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

TACTICAL SYSTEMS

Forward Disruptor <19 (x 4 = 76)>
Type: Mark 4 Disruptor Cannon
Damage: 100 [10 Power]
Number of Emitters: (up to 2 Shots per round)
Targeting Systems: Accuracy: 6/7/9/12
Range: 10/20,000/80,000/200,000

Location: Bow
Firing Arc: 360 degrees forward
Firing Modes: Standard, pulse
Forward Torpedo Launcher <11>
Standard Load: Type I Photon Torpedo (140
Damage)
Spread: 2
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per Torpedo fired]
Location: Forward, Ventral of Command section
Firing arc: Forward, but are self-guided.

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

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

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

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

DESCRIPTION AND NOTES

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

Although the D2 is much like its older
influences the D5 class it has incorporated the
heavier warship appearance. The design of the
D2 will influence the designs of the Klingon
warships for the next few centuries.
Creation notes: I don't much like the D2
designation for the Enterprise Era Klingon Battle
Cruiser. The heavier warship is designated as a
Cruiser armored slightly less than its descendants
in the fleet. Many of her features are similar to

the D7 in design showing a lineage that is seen even in the 24th century vessels such as the Vor'cha and Negh'Var classes.

KLINGON D-5 CRUISER AND TANKER

Class and Type: D5 Cruiser (D5 Deuterium Tanker)

Commissioning Date: Mid 22nd Century, still in use in the late 23rd Century.

HULL SYSTEMS

Size: 4

Length: 215 m

Beam: 200 m

Height: 58 m

Decks: 4

Mass: 423,000 Metric Tons

SU's Available: 1200

SU's Used: 612

Hull Outer: <16>

Hull Inner: <16>

Resistance Outer Hull: 6 <6>

Resistance Inner Hull: 6 <6>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 30/20/100

CREW QUARTERS

Barracks: Houses 15 Crewmembers <1>

Spartan: 10 <1>

Basic: 5 <1>

Structural Integrity Field [1 power/ 10 Protection/Round]

Main: Class C (Protection 10/15) <9>

Backup: Class C (Protection 5) <5>

Environmental Systems

Basic Life Support [5 Power/round] <16>

Reserve Life Support [3 Power/round] <8>

Emergency Life Support (None) <0>

Gravity [3 Power/round] <4>

Consumable: 2 years worth <24>

Manufacturing Systems

Food stores only (galley) [0 Power/round] <2>

Industrial Synthesizers Units: Mark I [1 Power/round] <2>

Medical Facilities: 1 (+0) [1 Power/round] <5>

Recreation Facilities: 1 [1 Power/round] <5>

Location: a spartain mess, An exercise room

Personnel Transport: Turbolifts, Jefferies Tube: [2 Power/round] <12>

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

Cargo Holds: 50,000 Cubic meters <2>

Locations: Lower decks

(External Deuterium Storage Pods: 100,000 <3>)

(Location: four per port and Starboard)

Escape Pods <3>

Number: 40

Capacity: 4 Persons per pod

Propulsion Systems

Warp Drive Nacelles: Mark 3B <30>

Speed: 3.0/4.0/5.0

[1 Power/.2 warp factor]

PIS: Class B (2 hours) <4>

Impulse Engines Type: Type 1 (.1c / .2c) [1/2 Power/round] <2>

Location: Aft

Reaction Control Systems (.025) [2

Power/Round when in use] <4>

Power System

Warp Engine Type: III (generates 140 power/round) <52>

Location: Amidships

Impulse Engine[s]: Type I (generates 3 Power/Round)

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

Emergency Power: Type A (generates 25 Power/Round) <25>

EPS: Standard Power Flow: +150 power transfer/round <25>

Standard Usable Power: 143

Operation Systems

Bridge: <16>

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

ODN <12>

Navigational Deflector [6 Power/round] <12>

Range: 8/15,000/40,000/125,000

Accuracy: 6/7/9/12

Location: Forward Dorsal Section

Sensor Systems

Long-range Sensors [5 Power/round] <10>

Range Package: Mark II (Accuracy 4/5/8/11)

High Resolution: light-years

(0.3/0.4-0.8/0.9-1.5/1.6-3.0)

Low Resolution: light-years

(0.5/0.6-1.0/1.1-3.5/3.6-5.0)

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)

Coverage: Standard

Lateral Sensors [5 Power/round] <2>

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)
Coverage: Standard

Navigational Sensors [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+ 0)
Probes: 10 <1>
Sensor Skill: 3

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

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

Inertial Stabilizers
Main <16>
Strength: 6 [1 Power/Round]
Number: 2
Backup <2>
Strength: 4 [1 Power/Round]
Number: 2
Attitude Control: [1 Power/Round] <1>

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

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

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

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

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

Laboratories: 0 <0>

TACTICAL SYSTEMS

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

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

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

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

Forward Torpedo Launcher <11>
Standard Load: Type I Photon Torpedo (140
Damage)
Spread: 2
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per Torpedo fired]
Location: Forward, Ventral of Command section
Firing arc: Forward, but are self-guided.

Aft Torpedo Launcher <11>

Standard Load: Type I Photon Torpedo (140 Damage)
Spread: 2
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per Torpedo fired]
Location: Aft, Engineering section
Firing arc: Forward, but are self-guided.

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

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

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

Autodistrict System <4>

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

DESCRIPTION AND NOTES

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

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

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

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

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

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

(Optional) Linked Planetary Bombardment weapon <24>

Type: two Mark 2 Disruptor Cannons

Damage: 120 [12 Power]

Number of Emitters: up to 2 Shots per round

Targeting Systems: Zero Accuracy: 6/7/9/12

Range: 10/30,000/100,000/300,000

Location: Under belly of hull

Firing Arc: 60 degrees

Firing Modes: Pulse

KLINGON D-5 CRUISER (STANDARD)

(STAR TREK WARS VERSIONS)

Class and Type: D5 Cruiser Commissioning
Date: Mid 22nd Century, still in use in the late
23rd Century.

HULL SYSTEMS

Size: 4
Length: 257 m
Beam: 200 m
Height: 58 m
Decks: 4
Mass: 423,000 Metric Tons
SU's Available: 1200
SU's Used: 632

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

PERSONNEL SYSTEMS

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

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

Environmental Systems

Basic Life Support [5 Power/round] <16>
Reserve Life Support [3 Power/round] <8>
Emergency Life Support (None) <0>
Gravity [3 Power/round] <4>
Consumable: 2 years worth <24>

Manufacturing Systems

Food stores only (galley) [0 Power/round] <2>
Industrial Synthesizers Units: Mark I [1
Power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 [1 Power/round] <5>
Location: a spartain mess, An exercise room

Personnel Transport: Turbolifts, Jefferies Tube:
[2 Power/round] <12>
Fire Suppression Systems [1 Power/round when
active] <5>

Cargo Holds: 50,000 Cubic meters <2>
Locations: Lower decks

Escape Pods <3>

Number: 40
Capacity: 4 Persons per pod

Propulsion Systems

Warp Drive Nacelles: Mark 3B <30>
Speed: 3.0/4.0/5.0
[1 Power/.2 warp factor]
PIS: Class B (2 hours) <4>
Impulse Engines Type: Type 1 (.1c / .2c) [1/2
Power/round] <2>
Location: Aft
Reaction Control Systems (.025) [2
Power/Round when in use] <4>

Power System

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

Operation Systems

Bridge: <16>
Computers Core 1: [1 Power/round] <2>
ODN <12>

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

Sensor Systems

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

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

Navigational Sensors [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)
Probes: 10 <1>
Sensor Skill: 3

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

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

Inertial Stabilizers
Main <16>
Strength: 6 [1 Power/Round]
Number: 2
Backup <2>
Strength: 4 [1 Power/Round]
Number: 2
Attitude Control: [1 Power/Round] <1>

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

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

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

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

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

TACTICAL SYSTEMS

3 Forward Disruptor <15 (x 3 =45)>
Type: Mark 3 Disruptor Cannon

Damage: 80 [8 Power]
Number of Emitters: (up to 2 Shots per round)
Targeting Systems: Accuracy: 6/7/9/12
Range: 10/20,000/80,000/200,000
Location: Bow
Firing Arc: 360 degrees forward
Firing Modes: Standard, pulse

Aft Disruptor <15>
Type: Mark 3 Disruptor Cannon
Damage: 80 [8 Power]
Number of Emitters: (up to 2 Shots per round)
Targeting Systems: Accuracy: 6/7/9/12
Range: 10/20,000/80,000/200,000
Location: Bow
Firing Arc: 360 degrees forward
Firing Modes: Standard, pulse

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

Disruptor Control Room <4>

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

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

Autodistruct System <4>

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

NOTES: These Star Trek Wars D5's are a little
quirky in the design and yet have a few good
designs that work. Shielding and weapons
arrangements are about the only information that

could be discern the weapons emplacements and the weapons damage levels. I like the layouts to these ships with the weapons arrangements. The amount of weapons and placement make the vessel even more dangerous than the Standard D5 Cruiser I created earlier. For the NX-class increase the hull plating to the higher setting.

KLINGON D5 CRUISER (UPGRADE)

TACTICAL SYSTEMS

2 Forward Disruptor <19 (x 2 =38)>

Type: Mark 4 Disruptor Cannon

Damage: 100 [10 Power]

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

Targeting Systems: Accuracy: 6/7/9/12

Range: 10/20,000/80,000/200,000

Location: Bow port and starboard

Firing Arc: 360 degrees forward

Firing Modes: Standard, pulse

Ventral Disruptor Arrays <13 (x 2 = 26)>

Type: Mark 2 Disruptor Cannon

Damage: 60 [6 Power]

Number of Emitters: up to 2 Shots per round

Targeting Systems: Zero Accuracy: 6/7/9/12

Range: 10/30,000/100,000/300,000

Location: one on the mid ventral.

Firing Arc: 360 degrees

Firing Modes: Continuous, Pulse

Forward Torpedo Launcher <11>

Standard Load: Type I Photon Torpedo (140

Damage)

Spread: 2

Range: 15/100,000/400,000/750,000

Targeting System: Accuracy 6/7/9/12

Power: [20 + 5 per Torpedo fired]

Location: Forward, Ventral of Command section

Firing arc: Forward, but are self-guided.

Aft Torpedo Launcher <11>

Standard Load: Type I Photon Torpedo (140

Damage)

Spread: 2

Range: 15/100,000/400,000/750,000

Targeting System: Accuracy 6/7/9/12

Power: [20 + 5 per Torpedo fired]

Location: Aft, Engineering section

Firing arc: Forward, but are self-guided.

Disruptor Control Room <4>

Torpedo Control Room: (Optional) <4>

Torpedoes Carried: 50 (Optional) <5>

Shields (Forward (#1), Standard (#2), Aft (#3), Port (#4)) <19 <x 4 = 76>

Shield Generator: Class 2 (Protection 340) [34 Power/Round]

Shield Grid: Type A (25% increase to 425 Protection)

Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)

KLINGON D5T TORPEDO CRUISER

TACTICAL SYSTEMS

Light Disruptor Arrays <13>

Type: Mark 2 Disruptor Cannon

Damage: 60 [6 Power]

Number of Emitters: up to 2 Shots per round

Targeting Systems: Zero Accuracy: 6/7/9/12

Range: 10/30,000/100,000/300,000

Location: port and Starboard forward.

Firing Arc: 360 degrees

Firing Modes: Continuous, Pulse

Three Forward Torpedo Launcher <11 (x 3 = 33)>

Standard Load: Type I Photon Torpedo (140 Damage)

Spread: 2

Range: 15/100,000/400,000/750,000

Targeting System: Accuracy 6/7/9/12

Power: [20 + 5 per Torpedo fired]

Location: Forward, Ventral of Command section

Firing arc: Forward, but are self-guided.

Aft Torpedo Launcher <11>

Standard Load: Type I Photon Torpedo (140

Damage)

Spread: 2

Range: 15/100,000/400,000/750,000

Targeting System: Accuracy 6/7/9/12

Power: [20 + 5 per Torpedo fired]

Location: Aft, Engineering section

Firing arc: Forward, but are self-guided.

Disruptor Control Room <4>

Torpedo Control Room: (Optional) <4>

Torpedoes Carried: 50 (Optional) <5>

Shields (Forward (#1), Standard (#2), Aft (#3), Port (#4)) <18 <x 4 = 72>

Shield Generator: Class 2 (Protection 280) [28 Power/Round]

Shield Grid: Type A (25% increase to 350 Protection)

Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)

KLINGON D5F DEUTERIUM TANKER

External Deuterium Storage Pods: 100,000 <3>

Location: four per port and Starboard

TACTICAL SYSTEMS

Forward Disruptor <15>

Type: Mark 3 Disruptor Cannon

Damage: 80 [8 Power]

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

Targeting Systems: Accuracy: 6/7/9/12

Range: 10/20,000/80,000/200,000

Location: Bow

Firing Arc: 360 degrees forward

Firing Modes: Standard, pulse

Light Disruptor Arrays <13 (x 4 = 52)>

Type: Mark 2 Disruptor Cannon

Damage: 60 [6 Power]

Number of Emitters: up to 2 Shots per round

Targeting Systems: Zero Accuracy: 6/7/9/12

Range: 10/30,000/100,000/300,000

Location: one on the mid ventral.

Firing Arc: 360 degrees

Firing Modes: Continuous, Pulse

Disruptor Control Room <4>

Shields (Forward (#1), Standard (#2), Aft (#3),

Port (#4)) <18 <x 4 = 72>

Shield Generator: Class 2 (Protection 280) [28
Power/Round]

Shield Grid: Type A (25% increase to 350

Protection)

Subspace Field Distortion Amplifiers: Class Beta
(Threshold 100)

KLINGON RAPTOR-CLASS SCOUT/RAIDER

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

HULL SYSTEMS

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

HULL Outer <12>
HULL Inner <12>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

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

PERSONNEL SYSTEMS

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

Environmental Systems

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

Manufacturing Systems

Food Stores Only [0 Power/round] <2>
Industrial Fabrication Units: Mark I [1
Power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 [1 Power/round] <6>
Location: a Spartan mess, An exercise room
Personnel Transport: Turbolifts, Jefferies Tube: [2
Power/round] <15>
Fire Suppression Systems [1 Power/round when
active] <3>

Cargo Holds: 20,000 Cubic meters <1>
Locations: Lower decks

Propulsion Systems

Warp Drive Nacelles: Mark 3B <37>

Speed: 3.0/4.0/6.0
PIS: Class A (1 hours) <2>
Impulse Engines Type 2 (.25c / .5c) [1/2
Power/round] <5>
Location: Aft
Reaction Control Systems (.025)
[2 Power/Round when in use] <3>

Power System

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

Operation Systems

Bridge: <12>
Computers Core 1: [1 Power/round] <2>
ODN <9>

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

Sensor Systems

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

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

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

Flight Control Systems Autopilot: Shipboard
Systems (Flight Control) 1,

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

Navigational Computer

Main: Class 1 (+ 0) [0 Power/Round] <0>

Backups: Two <0>

Inertial Stabilizers

Main <6>

Strength: 5 [3 Power/Round]

Number: 2

Backup <2>

Strength: 4 [1 Power/Round]

Number: 2

Attitude Control: [1 Power/Round] <2>

Communications Systems

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

Strength: 2

Security: -0

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

Tractor Beams Emitter: Class Alpha [3

Power/Strength used/round] <3>

Accuracy: 5/6/8/11

Location: Aft Ventral

Transporters Type: Personnel [1 Power/Round] <8>

Pads: 6

Emitter/receiver array: Personnel Mark II (10,000 km range)

Energizing/transition coils: Class B (Strength 2)

Number and Location: one Amid Ship, upper decks

Type: Cargo [1 Power/Round] <4>

Pads: 200

Emitter/receiver array: Cargo Mark II (12,000 km range)

Energizing/transition coils: Class B (Strength 2)

Number and Location: One Lower Decks Cargo bays

Security Systems

Rating: 2 <8>

Anti-intruder Systems [1 Power/Round] <3>

Internal Force Fields [1 power/ 3 strength] <3>

Science Systems

Rating: 1 <10>

Specialized Systems: None

Laboratories: 0 <0>

TACTICAL SYSTEMS

Four Disruptor Arrays <21 (x 4 = 84)>

Type: Mark 4 Disruptor Cannon

Damage: 100 [10 Power]

Number of Emitters: up to 2 Shots per round

Targeting Systems: Zero Accuracy: 6/7/9/12

Range: 10/30,000/100,000/300,000

Location: one mounted on each wing tip, one on the bow command section and one aft.

Firing Arc: 360 degrees

Firing Modes: Continuous, Pulse

Forward Torpedo Launcher <11>

Standard Load: Type I Photon Torpedo (160

Damage)

Spread: 2

Range: 15/100,000/400,000/750,000

Targeting System: Accuracy 6/7/9/12

Power: [20 + 5 per Torpedo fired]

Location: Forward, Ventral of Command section

Firing arc: Forward, but are self-guided.

Disruptor Control Room <3>

Torpedo Control Room: (Optional) <3>

Torpedoes Carried: 20 (Optional) <2>

TA/T/TS: Class Zero [0 power/round] <3>

Strength: 6

Bonus: +0

Weapon Skill: 3

Shields (Forward (#1), Standard (#2), Aft (#3), Port (#4)) <12 <x 4 = 48>

Shield Generator: Class 2 (Protection 220) [22 Power/Round]

Shield Grid: Type A (25% increase to 275

Protection)

Subspace Field Distortion Amplifiers: Class Beta (Threshold 75)

Recharging System: Class 1 (75 seconds)

Autodestruct System <3>

AUXILIARY SPACECRAFT SYSTEMS Hanger

Deck(s): Capacity for 2 Size worth of ships <4>

Standard Compliment: 2 Shuttlepods

Location(s): Aft Section ventral

DESCRIPTION AND NOTES

Fleet data: Constructed in the early 22nd century

Variations of this scout ship can be found in the 24th century. The Raptor-class is a swift moving attack vessel designed for explorations and secondary as a scout ship

Noteworthy vessels/Service records/encounters:

Discovered by the Enterprise NX-01 sinking into the gas planet (2252); Personal note: It's not that the Klingons needed another Scout vessel. The Raptor has the look of a predatorial bird swooping in for the attack.

KLINGON RAPTOR-CLASS

SCOUT/RAIDER (Star Trek Wars version)

Class: Raptor-Class Scout

Commissioning Date: Before the mid 22nd century

HULL SYSTEMS

Size: 3

Length: 105 meters

Beam: 22 meters

Height: 37 meters

Mass: 9,000 MT

Deck: 3

SU's Available: 800

SU's Used: 469

HULL Outer <12>

HULL Inner <12>

Resistance Outer Hull: 6 <6>

Resistance Inner Hull: 6 <6>

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

Main: Class B (Protection 8/12) <6>

Backup: Class B (Protection 4) <3>

Specialized Hull: Atmospheric Capacity <3>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 18/5/50

Crew Quarters

Barracks Houses 10 Crewmembers <1>

Spartan: 10 <1>

Environmental Systems

Basic Life Support [3 Power/round] <12>

Reserve Life Support [2 Power/round] <3>

Emergency Life Support (None) <0>

Gravity [2 Power/round] <3>

Consumable: 1 years worth <2>

Manufacturing Systems

Food Stores Only [0 Power/round] <2>

Industrial Fabrication Units: Mark I [1

Power/round] <2>

Medical Facilities: 1 (+0) [1 Power/round] <5>

Recreation Facilities: 1 [1 Power/round] <6>

Location: a Spartan mess, An exercise room

Personnel Transport: Turbolifts, Jefferies Tube: [2
Power/round] <15>

Fire Suppression Systems [1 Power/round when
active] <3>

Cargo Holds: 20,000 Cubic meters <1>

Locations: Lower decks

Escape Pods: None

Propulsion Systems

Warp Drive Nacelles: Mark 3B <37>

Speed: 3.0/4.0/6.0

PIS: Class A (1 hours) <2>

Impulse Engines Type 2 (.25c / .5c) [1/2
Power/round] <5>

Location: Aft

Reaction Control Systems (.025)

[2 Power/Round when in use] <3>

Power System

Warp Engine

Type: Mark III (generates 100 power/round) <40>

Location: Amidships

Impulse Engine[s]: Type II (generates 8
Power/Round)

Auxiliary Power: 2 reactors (generates 5
Power/Round) <6>

Emergency Power: Type A (generates 25
Power/Round) <25>

EPS: Standard Power Flow: +150 power
transfer/round <25>

Standard Usable Power: 143

Operation Systems

Bridge: <12>

Computer Core 1: [1 Power/round] <2>

ODN <9>

Navigational Deflector [6 Power/round] <9>

Range: 8/15,000/40,000/125,000

Accuracy: 6/7/9/12

Location: Forward Dorsal Section

Sensor Systems

Long-range Sensors [5 Power/round] <10>

Range Package: Mark II (Accuracy 4/5/8/11)

High Resolution: 3 Light-Years (0.3/0.4-0.8/0.9-
1.5/1.6-3.0)

Low Resolution: 5 Light-Years (0.5/0.6-1.0/1.1-
3.5/3.6-5.0)

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)

Coverage: Standard

Lateral Sensors [5 Power/round] <2>

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)

Coverage: Standard

Navigational Sensors [5 Power/round] <4>

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)

Probes: 5 <1>

Sensor Skill: 3

Flight Control Systems

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

Navigational Computer

Main: Class 1 (+ 0) [0 Power/Round] <0>

Backups: Two <0>

Inertial Stabilizers

Main <6>

Strength: 5 [3 Power/Round]

Number: 2

Backup <2>

Strength: 4 [1 Power/Round]

Number: 2

Attitude Control: [1 Power/Round] <2>

Communications Systems

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

Strength: 2

Security: -0

Emergency Communications: [2 Power/Round]

<1>

Tractor Beams

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

Accuracy: 5/6/8/11

Location: Aft Ventral

Transporters

Type: Personnel [1 Power/Round] <8>

Pads: 6

Emitter/receiver array: Personnel Mark II (10,000
km range)

Energizing/transition coils: Class B (Strength 2)

Number and Location: one Amid Ship, upper decks

Type: Cargo [1 Power/Round] <4>

Pads: 200

Emitter/receiver array: Cargo Mark II (12,000 km
range)

Energizing/transition coils: Class B (Strength 2)

Number and Location: One Lower Decks Cargo
bays

Security Systems

Rating: 2 <8>

Anti-intruder Systems [1 Power/Round] <3>

Internal Force Fields [1 power/ 3 strength] <3>

Science Systems

Rating: 1 <10>

Specialized Systems: None

Laboratories: 0 <0>

TACTICAL SYSTEMS

Four Disruptor Arrays <21 (x 4 = 84)>

Type: Mark 4 Disruptor Cannon

Damage: 100 [10 Power]

Number of Emitters: up to 2 Shots per round

Targeting Systems: Zero Accuracy: 6/7/9/12

Range: 10/30,000/100,000/300,000

Location: one mounted on each wing tip, one on the
bow command section and one aft.

Firing Arc: 360 degrees

Firing Modes: Continuous, Pulse

Forward Torpedo Launcher <11>

Standard Load: Type I Photon Torpedo (140
Damage)

Spread: 2

Range: 15/100,000/400,000/750,000

Targeting System: Accuracy 6/7/9/12

Power: [20 + 5 per Torpedo fired]

Location: Forward, Ventral of Command section

Firing arc: Forward, but are self-guided.

Disruptor Control Room <3>

Torpedo Control Room: (Optional) <3>

Torpedoes Carried: 20 (Optional) <2>

TA/T/TS: Class Zero [0 power/round] <3>

Strength: 6

Bonus: +0

Weapon Skill: 3

Shields (Forward (#1), Standard (#2), Aft (#3), Port
(#4)) <12 <x 4 = 48>

Shield Generator: Class 2 (Protection 220) [22
Power/Round]

Shield Grid: Type A (25% increase to 275
Protection)

Subspace Field Distortion Amplifiers:

Class Beta (Threshold 75)

Recharging System: Class 1 (75 seconds)

Autodestruct System <3>

Auxiliary Spacecraft Systems

Hanger Deck(s): Capacity for 2 Size worth of ships
<4>

Standard Compliment: 2 Shuttlepods

Location(s): Aft Section ventral

DESCRIPTION AND NOTES

Fleet data: Constructed in the early 22nd century
Variations of this scout ship can be found in the
24th century. The Raptor-class is a swift moving
attack vessel designed for explorations and
secondary as a scout ship

Noteworthy vessels/Service records/encounters:
Discovered by the Enterprise NX-01 sinking into
the gas planet (2252);

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

KLINGON RAPTOR-CLASS SCOUT

(STAR TREK WARS VERSION)

Class and Type: Raptor-Class Scout/Raider

Commissioning Date: Before the mid 22nd century

HULL SYSTEMS

Size: 3

Length: 105 meters

Beam: 22 meters

Height: 37 meters

Mass: 9,000 MT

Deck: 3

SU's Available: 800

SU's Used: 469

HULL Outer <12>

HULL Inner <12>

Resistance Outer Hull: 6 <6>

Resistance Inner Hull: 6 <6>

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

Main: Class B (Protection 8/12) <6>

Backup: Class B (Protection 4) <3>

Specialized Hull: Atmospheric Capacity <3>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 18/5/50

Crew Quarters

Barracks Houses 10 Crewmembers <1>

Spartan: 10 <1>

Environmental Systems

Basic Life Support [3 Power/round] <12>

Reserve Life Support [2 Power/round] <3>

Emergency Life Support (None) <0>

Gravity [2 Power/round] <3>

Consumable: 1 years worth <2>

Manufacturing Systems

Food Stores Only [0 Power/round] <2>

Industrial Fabrication Units: Mark I [1 Power/round] <2>

Medical Facilities: 1 (+0) [1 Power/round] <5>

Recreation Facilities: 1 [1 Power/round] <6>

Location: a Spartan mess, An exercise room

Personnel Transport: Turbolifts, Jefferies Tube: [2 Power/round] <15>

Fire Suppression Systems [1 Power/round when active] <3>

Cargo Holds: 20,000 Cubic meters <1>

Locations: Lower decks

Escape Pods: None

Propulsion Systems

Warp Drive Nacelles: Mark 3B <37>

Speed: 3.0/4.0/6.0

PIS: Class A (1 hours) <2>

Impulse Engines Type: Type 2 (.25c / .5c) [1/2 Power/round] <5>

Location: Aft

Reaction Control Systems (.025)

[2 Power/Round when in use] <3>

Power System

Warp Engine Type: Mark III (generates 140 power/round) <52>

Location: Amidships

Impulse Engine[s]: Type II (generates 8 Power/Round)

Auxiliary Power: 2 reactors (generates 5 Power/Round) <6>

Emergency Power: Type A (generates 25 Power/Round) <25>

EPS: Standard Power Flow: +150 power transfer/round <25>

Standard Usable Power: 143

Operation Systems

Bridge: <12>

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

ODN <9>

Navigation Deflector [6 Power/round] <9>

Range: 8/15,000/40,000/125,000

Accuracy: 6/7/9/12

Location: Forward Dorsal Section

Sensor Systems

Long-range Sensors [5 Power/round] <10>

Range Package: Mark II (Accuracy 4/5/8/11)

High Resolution: 3 Light-Years (0.3/0.4-0.8/0.9-1.5/1.6-3.0)

Low Resolution: 5 Light-Years (0.5/0.6-1.0/1.1-3.5/3.6-5.0)

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)

Coverage: Standard

Lateral Sensors [5 Power/round] <8>

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)

Coverage: Standard

Navigation Sensors [5 Power/round] <10>

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)

Probes: 5 <1>
Sensor Skill: 3

Flight Control Systems

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

Navigational Computer

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

Inertial Stabilizers

Main <6>
Strength: 5 [3 Power/Round]
Number: 2
Backup <2>
Strength: 4 [1 Power/Round]
Number: 2
Attitude Control: [1 Power/Round] <2>

Communications Systems

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

Tractor Beams

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

Transporters

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

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

Cloaking Device: None

Security Systems

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

Science Systems

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

TACTICAL SYSTEMS

Two Disruptor Arrays <15 (x 2 = 30)>

Type: Mark 3 Disruptor Cannon
Damage: 80 [8 Power]
Number of Emitters: up to 2 Shots per round
Targeting Systems: Zero Accuracy: 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: one mounted on each wing tip
Firing Arc: 360 degrees
Firing Modes: Continuous, Pulse

Two Forward Torpedo Launcher <22>

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

Aft Torpedo Launcher <10>

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

Disruptor Control Room <3>

Torpedo Control Room: (Optional) <3>

Torpedoes Carried: 20 (Optional) <2>

TA/T/TS: Class Zero [0 power/round] <3>

Strength: 6

Bonus: +0

Weapon Skill: 3

Shields (Forward (#1), Standard (#2), Aft (#3), Port
(#4)) <12 <x 4 = 48>

Shield Generator: Class 2 (Protection 220) [22
Power/Round]

Shield Grid: Type A (25% increase to 275
Protection)

Subspace Field Distortion Amplifiers:

Class Beta (Threshold 75)

Recharging System: Class 1 (75 seconds)

Autodestruct System <3>

Auxiliary Spacecraft Systems

Hanger Deck(s): Capacity for 2 Size worth of ships
<4>

Standard Compliment: 2 Shuttlepods

Location(s): Aft Section ventral

DESCRIPTION AND NOTES

Fleet data: Constructed in the early 22nd century
Variations of this scout ship can be found in the
24th century. The Raptor-class is a swift moving
attack vessel designed for explorations and
secondary as a scout ship

Noteworthy vessels/Service records/encounters:

Discovered by the Enterprise NX-01 sinking into
the gas planet (2252);

KLINGON BIRD-OF-PREY

Class: D4 "Bird-of-Prey" Scout

Commissioning Date: Before the mid 22nd century

HULL SYSTEMS

Size: 3

Length: 100 meters

Beam: 80 meters

Height: 24 meters

Mass: 28,000 MT

Deck: 4

SU's Available: 750

SU's Used: 600

Hull Outer <12>

Hull Inner <12>

Resistance Outer Hull: 4 <3>

Resistance Inner Hull: 4 <3>

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

Main: Class B (Protection 8/12) <6>

Backup: Class B (Protection 4) <3>

Specialized Hull: Atmospheric Capacity <3>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 18/5/50

Crew Quarters

Barracks Houses 10 Crewmembers <1>

Spartan: 10 <1>

Environmental Systems

Basic Life Support [3 Power/round] <12>

Reserve Life Support [2 Power/round] <3>

Emergency Life Support (None) <0>

Gravity [2 Power/round] <3>

Consumable: 1 years worth <2>

Manufacturing Systems

Food Stores Only [0 Power/round] <2>

Industrial Fabrication Units: Mark I [1 Power/round] <2>

Medical Facilities: 1 (+0) [1 Power/round] <5>

Recreation Facilities: 1 [1 Power/round] <6>

Location: a Spartan mess, An exercise room

Personnel Transport: Turbolifts, Jefferies Tube: [2 Power/round] <15>

Fire Suppression Systems [1 Power/round when active] <3>

Cargo Holds: 20,000 Cubic meters <1>

Locations: Lower decks

Propulsion Systems

Warp Drive Nacelles: Mark 3.5A <38>

Speed: 3.5/4.5/6.5

PIS: Class A (10 hours) <14>

Impulse Engines Type: Type 2 (.25c / .5c) [1/2 Power/round] <5>

Location: Aft

Reaction Control Systems (.025) [2 Power/Round when in use] <3>

Power System

Warp Engine Type: Mark III (generates 100 power/round) <40>

Location: Amidships

Impulse Engine[s]: Type II (generates 8 Power/Round)

Auxiliary Power: 2 reactors (generates 5 Power/Round) <6>

Emergency Power: Type A (generates 25 Power/Round) <25>

EPS: Standard Power Flow: +150 power transfer/round <25>

Standard Usable Power: 108

Operation Systems

Bridge: <12>

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

Optical Data Network <9>

Navigational Deflector [6 Power/round] <9>

Range: 8/15,000/40,000/125,000

Accuracy: 6/7/9/12

Location: Forward Dorsal Section

Sensor Systems

Long-range Sensors [5 Power/round] <10>

Range Package: Mark II (Accuracy 4/5/8/11)

High Resolution: 3 Light-Years

(0.3/0.4-0.8/0.9-1.5/1.6-3.0)

Low Resolution: 5 Light-Years

(0.5/0.6-1.0/1.1-3.5/3.6-5.0)

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)

Coverage: Standard

Lateral Sensors [5 Power/round] <2>

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)

Coverage: Standard

Navigational Sensors [5 Power/round] <4>

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)

Probes: 5 <1>

Sensor Skill: 3

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

Navigational Computer

Main: Class 1 (+ 0) [0 Power/Round] <0>

Backups: Two <0>

Inertial Stabilizers

Main <6>

Strength: 5 [3 Power/Round]

Number: 2

Backup <2>

Strength: 4 [1 Power/Round]

Number: 2

Attitude Control: [1 Power/Round] <2>

Communications Systems

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

Strength: 2

Security: -0

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

Tractor Beams

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

Accuracy: 5/6/8/11

Location: Aft Ventral

Transporters

Type: Personnel [1 Power/Round] <8>

Pads: 6

Emitter/receiver array: Personnel Mark II (10,000 km range)

Energizing/transition coils: Class B (Strength 2)

Number and Location: one Amid Ship, upper decks

Type: Cargo [1 Power/Round] <4>

Pads: 200

Emitter/receiver array: Cargo Mark II (12,000 km range)

Energizing/transition coils: Class B (Strength 2)

Number and Location: One Lower Decks Cargo bays

Security Systems

Rating: 2 <8>

Anti-intruder Systems [1 Power/Round] <3>

Internal Force Fields [1 power/ 3 strength] <3>

Science Systems

Rating: 1 <10>

Specialized Systems: None

Laboratories: 0 <0>

TACTICAL SYSTEMS

Four Disruptor Arrays <17 (x 4 = 68)>

Type: Mark 3 Disruptor Cannon

Damage: 80 [8 Power]

Number of Emitters: up to 2 Shots per round

Targeting Systems: Zero Accuracy: 6/7/9/12

Range: 10/30,000/100,000/300,000

Location: one mounted on each wing tip, located under the secondary hull of the.

Firing Arc: 360 degrees

Firing Modes: Continuous, Pulse

Two Disruptor Arrays <13 (x 4 = 52)>

Type: Mark 2 Disruptor Cannon

Damage: 60 [6 Power]

Number of Emitters: up to 2 Shots per round

Targeting Systems: Zero Accuracy: 6/7/9/12

Range: 10/30,000/100,000/300,000

Location: one on either side of bow command section.

Firing Arc: 360 degrees

Firing Modes: Continuous, Pulse

Forward Torpedo Launcher <11>

Standard Load: Type I Photon Torpedo (140

Damage)

Spread: 2

Range: 15/100,000/400,000/750,000

Targeting System: Accuracy 6/7/9/12

Power: [20 + 5 per Torpedo fired]

Location: Forward, Ventral of Command section

Firing arc: Forward, but are self-guided.

Aft Torpedo Launcher <10>

Standard Load: Type I Photon Torpedo (140

Damage)

Spread: 1

Range: 15/100,000/400,000/750,000

Targeting System: Accuracy 6/7/9/12

Power: [20 + 5 per Torpedo fired]

Location: Forward, Ventral of Command section

Firing arc: Forward, but are self-guided

Disruptor Control Room <3>

Torpedoes Carried: 30 <3>

Torpedo Control Room: <3>

TA/T/TS: Class Zero [0 power/round] <3>

Strength: 6

Bonus: +0

Weapon Skill: 3

Shields (Forward (#1), Standard (#2), Aft (#3), Port (#4)) <12>x 4 = 48>

Shield Generator: Class 2 (Protection 250) [25 Power/Round]

Shield Grid: Type A (25% increase to 312 Protection)
Subspace Field Distortion Amplifiers:
Class Alpha (Threshold 80)
Recharging System: Class 1 (75 seconds)
Autodistruct System <3>

Auxiliary Spacecraft Systems

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

DESCRIPTION AND NOTES

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

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

Only a few of the first Bird-of-Prey's remained in service up to time of the mid 23rd century. Many constructed during the 22nd century had been as heavy service vehicles. Humans and Federation starships have encountered several first Bird-of-Prey's over the years of service. In time they would be highly automated and used strictly as small scout vessels with a minimum crew and left to the woes of exploration and spying on the enemy vessels.

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

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

Noteworthy vessels/Service records/encounters:

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

Enhanced Humans) and destroyed by the Human ships

Crew Break down

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

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

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

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

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

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

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

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

KLINGON BIRD-OF-PREY

(STAR TREK WARS)

Class: Ro'Tah-class "Bird-of-Prey"

Commissioning Date: 2147

HULL SYSTEMS

Size: 3

Length: 100 meters

Beam: 80 meters

Height: 24 meters

Mass: 28,000 MT

Deck: 4

SU's Available: 750

SU's Used: 555

Hull Outer <12>

Hull Inner <12>

Resistance Outer Hull: 4 <3>

Resistance Inner Hull: 4 <3>

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

Main: Class B (Protection 8/12) <6>

Backup: Class B (Protection 4) <3>

Specialized Hull: Atmospheric Capacity <3>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 18/5/50

Crew Quarters

Barracks Houses 10 Crewmembers <1>

Spartan: 10 <1>

Environmental Systems

Basic Life Support [3 Power/round] <12>

Reserve Life Support [2 Power/round] <3>

Emergency Life Support (None) <0>

Gravity [2 Power/round] <3>

Consumable: 1 years worth <2>

Manufacturing Systems

Food Stores Only [0 Power/round] <2>

Industrial Fabrication Units: Mark I [1 Power/round] <2>

Medical Facilities: 1 (+0) [1 Power/round] <5>

Recreation Facilities: 1 [1 Power/round] <6>

Personnel Transport: Turbolifts, Jefferies Tube: [2 Power/round] <15>

Fire Suppression Systems [1 Power/round when active] <3>

Cargo Holds: 20,000 Cubic meters <1>

Locations: Lower decks

Propulsion Systems

Warp Drive Nacelles: Mark 3.5A <38>

Speed: 3.5/4.5/6.5

PIS: Class A (10 hours) <14>

Impulse Engines Type: Type 2 (.25c / .5c) [1/2 Power/round] <5>

Location: Aft

Reaction Control Systems (.025) [2 Power/Round when in use] <3>

Power System

Warp Engine Type: Mark III (generates 100 power/round) <40>

Location: Amidships

Impulse Engine[s]: Type II (generates 8 Power/Round)

Auxiliary Power: 2 reactors (generates 5 Power/Round) <6>

Emergency Power: Type A (generates 25 Power/Round) <25>

EPS: Standard Power Flow: +150 power transfer/round <25>

Standard Usable Power: 108

Operation Systems

Bridge: <12>

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

Optical Data Network <9>

Navigational Deflector [6 Power/round] <9>

Range: 8/15,000/40,000/125,000

Accuracy: 6/7/9/12

Location: Forward Dorsal Section

Sensor Systems

Long-range Sensors [5 Power/round] <10>

Range Package: Mark II (Accuracy 4/5/8/11)

High Resolution: 3 Light-Years (0.3/0.4-0.8/0.9-1.5/1.6-3.0)

Low Resolution: 5 Light-Years (0.5/0.6-1.0/1.1-3.5/3.6-5.0)

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)

Coverage: Standard

Lateral Sensors [5 Power/round] <2>

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)

Coverage: Standard

Navigational Sensors [5 Power/round] <4>

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)

Probes: 5 <1>

Sensor Skill: 3

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

Navigational Computer

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

Inertial Stabilizers

Main <6>
Strength: 5 [3 Power/Round]
Number: 2
Backup <2>
Strength: 4 [1 Power/Round]
Number: 2
Attitude Control: [1 Power/Round] <2>

Communications Systems

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

Tractor Beams

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

Transporters

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

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

Security Systems

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

Science Systems

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

TACTICAL SYSTEMS

Four Disruptor Arrays <17 (x 4 = 34)>
Type: Mark 3 Disruptor Cannon

Damage: 80 [8 Power]
Number of Emitters: up to 2 Shots per round
Targeting Systems: Zero Accuracy: 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: one mounted on each wing tip, located under the secondary hull of the.
Firing Arc: 360 degrees
Firing Modes: Continuous, Pulse

Two Disruptor Arrays <13 (x 4 = 52)>

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

Forward Torpedo Launcher <11>

Standard Load: Type I Photon Torpedo (140 Damage)
Spread: 2
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per Torpedo fired]
Location: Forward, Ventral of Command section
Firing arc: Forward, but are self-guided.

Disruptor Control Room <3>

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

TA/T/TS: Class Zero [0 power/round] <3>

Strength: 6
Bonus: +0
Weapon Skill: 3

Shields (Forward (#1), Standard (#2), Aft (#3), Port (#4)) <12>x 4 = 48>

Shield Generator: Class 2 (Protection 250) [25 Power/Round]
Shield Grid: Type A (25% increase to 312 Protection)
Subspace Field Distortion Amplifiers:
Class Alpha (Threshold 80)
Recharging System: Class 1 (75 seconds)
Autodestruct System <3>

Auxiliary Spacecraft Systems

Hanger Deck(s): Capacity for 2 Size worth of ships <4>

Standard Compliment: 2 Shuttlepods
Location(s): Aft Section ventral

Enterprise Era Klingon C-8 Assault Transport

Class: C-8 Assault Transport
Commissioning Date: Before the mid 22nd century

HULL SYSTEMS

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

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

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

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 20/50/400

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

Environmental Systems

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

Manufacturing Systems

Food Stores Only [0 Power/round] <2>
Industrial synthesizer Units:[2 Power/round] <3>
Medical Facilities: 1 (+0) [1 Power/round] <6>
Recreation Facilities: 1 [1 Power/round] <6>
Location: a Spartan mess, An exercise room
Personnel Transport: Turbolifts, Jefferies Tube: [2 Power/round] <12>
Fire Suppression Systems [1 Power/round when active] <4>

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

Propulsion Systems

Warp Drive Nacelles: Mark 3 <30>
Speed: 3.0/4.0/5.0
PIS: Class F (8 hours of maximum warp) <12>
Impulse Engines Type 3 (.4c /.5c) [4/5 Power/round] <8>
Location: Aft
Reaction Control Systems (.025) [2 Power/Round when in use] <4>

Power System

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

Operation Systems

Bridge: <16>
Computers Core 1: [1 Power/round] <2>
Optical Data Network <12>

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

Sensor Systems

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

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

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

Flight Control Systems

Autopilot: Shipboard Systems (Flight Control) 1,
Coordination 1 [1 Power/round in use] <4>
Navigational Computer
Main: Class 1 (+ 0) [0 Power/Round] <0>
Backups: Two <0>
Inertial Stabilizers
Main <6>
Strength: 5 [3 Power/Round]
Number: 2
Backup <2>
Strength: 4 [1 Power/Round]
Number: 2
Attitude Control: [1 Power/Round] <2>

Communications Systems

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

Tractor Beams

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

Transporters

Type: Personnel [4 Power/Round] <8>
Pads: 6
Emitter/receiver array: Personnel Mark II (10,000
km range)
Energizing/transition coils: Class B (Strength 2)
Number and Location: 2, one upper deck, one aft
lower

Type: Cargo [2 Power/Round] <4>
Pads: 100 kg
Emitter/receiver array: Cargo Mark II (12,000 km
range)
Energizing/transition coils: Class B (Strength 2)
Number and Location: two Lower Decks Cargo
bays

Security Systems

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

Science Systems

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

TACTICAL SYSTEMS

Four Disruptor Arrays <21 (x 3 = 63)>
Type: Mark 4 Disruptor Cannon
Damage: 100 [10 Power]
Number of Emitters: up to 2 Shots per round
Targeting Systems: Zero Accuracy: 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: fd, fv, av.
Firing Arc: 360 degrees
Firing Modes: Continuous, Pulse

Forward Torpedo Launcher (Optional) <11 (x 2 =
22)>
Standard Load: Type I Photon Torpedo (140
Damage)
Spread: 1
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per Torpedo fired]
Location: 1 Forward Ventral port & 1 Forward
Ventral Starboard
Firing arc: Forward, but are self-guided.

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

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

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

Auxiliary Spacecraft Systems

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

DESCRIPTION AND NOTES

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

ROMULAN STEALTH WARSHIP

Class: Stealth Warship
Commissioning Date: Unknown

HULL SYSTEMS

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

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

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

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 100/20/500

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

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

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

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

Personnel Transport: Turbolifts, Jefferies Tube:
[2 Power/round] <20>
Fire Suppression Systems [1 Power/round when
active] <5>

Cargo Holds: 25,000 Cubic meters <1>
Locations: Lower decks
Escape Pods: None

Propulsion Systems

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

Reaction Control Systems (.025) [2
Power/Round when in use] <5>

Power System

Warp Engine Type: Mark III (generates 140
power/round) <52>

Location: Amidships
Impulse Engine[s]: Type II (generates 8
Power/Round)

Auxiliary Power: 2 reactors (generates 5
Power/Round) <6>

Emergency Power: Type A (generates 25
Power/Round) <25>

EPS: Standard Power Flow: +100 power
transfer/round <35>

Standard Usable Power: 143

Operation Systems

Bridge: <20>

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

ODN <15>

Navigational Deflector [6 Power/round] <15>

Range: 8/15,000/40,000/125,000

Accuracy: 6/7/9/12

Location: Forward Dorsal Section

Sensor Systems

Long-range Sensors [5 Power/round] <10>

Range Package: Mark II (Accuracy 4/5/8/11)
High Resolution: 3 Light-Years (0.3/0.4-0.8/0.9-
1.5/1.6-3.0)

Low Resolution: 5 Light-Years (0.5/0.6-1.0/1.1-
3.5/3.6-5.0)

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)

Coverage: Standard

Lateral Sensors [5 Power/round] <12>

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)

Coverage: Standard

Navigational Sensors [5 Power/round] <14>

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)

Probes: 15 <2>

Sensor Skill: 3

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

Navigational Computer

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

Inertial Stabilizers

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

Communications Systems

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

Tractor Beams

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

Transporters

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

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

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

Security Systems

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

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

TACTICAL SYSTEMS

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

Forward Port/Starboard Torpedo Launcher <11
(x 2 = 22)>
Standard Load: Type I Photon Torpedo (140
Damage)
Spread: 2
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per Torpedo fired]
Location: Forward, Ventral of Command
section, starboard and port
Firing arc: Forward, but are self-guided.

Disruptor Control Room <5>
Torpedoes Carried: 20 <2>
Torpedo Control Room: <3>

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

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

Autodistruct System <5>

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

DESCRIPTION AND NOTES

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

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

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

ROMULAN HOLOSHIP

Class and Type: Unknown Class Holoship
Commissioning Date: 2153

HULL SYSTEMS

Size: 3
Length: 90 meters
Beam: 40 meters
Height: 60 meters
Decks: 6
Mass: 80,000 metric tons
SUs Available: 750
SUs Used: 535 (with ablative 575)

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

Structural Integrity Field [1 Power/10
Protection/round]
Main: Class D (Protection 15/22) <8>
Backup: Class D (Protection 8) <4>
Backup: Class D (Protection 8) <4>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 20/10/100

Crew Quarters
Barracks: House 10 crewmembers <1>
Basic: 5 <1>
Spartan: 5 <1>

Environmental Systems

Basic Life Support [5 Power/round] <12>
Reserve Life Support [3 Power/round] <6>
Gravity [3 Power/round] <3>
Consumable: 1 years' worth <2>

Food Stores and Nutrient Paste Systems [0
Power/round] <5>
Industrial Fabrication Units: Mark I [1
power/round] <2>
Medical Facilities: 2 (+0) [2 Power/round] <10>
Recreation Facilities: 1 [1 Power/round] <8>
Location & type: 1 gym, mess hall

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

Cargo Holds: 10,000 cubic meters <1>
Locations: Lower decks

PROPULSION SYSTEMS

Warp drive Nacelles: Mark 3.5B <40>
Speed: 3.5/5.0/6.5 [1 power/.2 warp speed]
PIS: Type B (2 hours of Maximum warp) <4>
Impulse Engine Type: 1 type 3 (.4c/.5c) [4/5
Power/round] <8>
Location: Aft
Reaction Control System (.025c) [2 Power/round
when in use] <3>

POWER SYSTEMS

Warp Engine Type: Class (generates 200
Power/round) <60>
Location: Engineering section
Impulse Engine[s]: 1 class 3 (generates 10
Power/engine/per round)
Auxiliary Power: 2 reactors (generates 5
Power/reactor/round) <6>
Emergency Power: Type A (generates 25
Power/round) <25>
EPS: Standard Power flow +100 Power
transfer/round <20>
Standard Usable Power: 210

OPERATIONS SYSTEM

Bridge: dorsal saucer <12>
PRE-DUOTRONIC COMPUTER (SEE NOTES FOR
AUTOMATED VESSEL) Core [1 Power/round] <1>
ODN (Data networking cables) <9>

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

SENSOR SYSTEMS

LONG-RANGE SENSORS [5 Power/round] <12>
Range Package: Mark I (Accuracy 4/5/8/11)
High Resolution: 2 Light-year (.3/.4-.8/9-
1.8/1.9-3.0)
Low Resolution: 5 Light-year (.5/.6-3.0/3.1-
6.0/6.1-8.0)
Strength Package: Class 3 (Strength 3)
Gain Package: Standard (+0)
Coverage: Standard

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

NAVIGATIONAL SENSOR [5 Power/round] <11>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Probes: 5 probes of varying types <1>
Sensors Skill: 2

FLIGHT CONTROL SYSTEMS

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

NAVIGATIONAL COMPUTER

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

INERTIAL DAMPING FIELD

Main <6>
Strength: 5 [3 Power/round]
Number: 2
Backup <5>
Strength: 3 [2 Power/round]
Number: 2
Attitude control [1 Power/round] <2>

COMMUNICATIONS SYSTEMS

Type: Mark IV [3 Power/round of use] <19>
Strength: 4 (with uprating 5)
Security: -1 (with uprating -2)
Basic up rating package type 1
Security uprating package type A
Emergency Communications: yes [1
Power/round] <0>

TRACTOR EMITTERS [3 power/strength used/round] <3>

Accuracy 5/6/8/11
Location: aft ventral

Transporters: None

Cloaking Device: Hull Holoemitters: Class Beta
[20 power/Round] <9>

Security Systems

Rating: 1 <4>
Anti-Intruder System: none
Intruder Forcefields: none

Science Systems

Rating 1 (+0) [1 Power/round] <8>
Specialized Systems: None
Laboratories: 0 <0>

TACTICAL SYSTEMS

Three Disruptor Arrays <17 (x 3 = 51)>
Class Mark 3 Disruptor
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 5/12,000/36,000/125,000
Location: 1 forward, 1 port, 1 Starboard
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, pulse

TA/T/TS: Class alpha [0 Power/round] <6>

Strength: 6

Bonus: +0

Weapon Skill: 3

Shield (Forward, Aft, Port, Starboard) <14 (x 4 =
56)>

Shield Generator: Class 2 (Protection 230) [230
Power/shield /round]

Shield grid: Type A (25 % increase to 288
Protection)

Subspace Field Distortion Amplifiers: Class
alpha (Threshold 70)

Recharging System: Class 0 (90 seconds)

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

Auto-Destruct System none

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 1 size worth of ships
<2>

Standard Compliment: 1 shuttlepods

Location(s): aft ventral

NOTES: The Romulan Military's Experimental
Cloaking Device generating a false image of
another vessel around it's own. In return the
other ship would detect the vessel as the
projected vessel (+4 difficulty to the sensor
scan).

VULCAN PLANETARY DEFENSE VESSEL

Class and Type: D5 Cruiser (D5 Deuterium Tanker)

Commissioning Date: Mid 22nd Century, still in use in the late 23rd Century.

HULL SYSTEMS

Size: 4

Length: 110 m

Beam: 102 m

Height: 81 m

Decks: 4

Mass: 423,000 Metric Tons

SU's Available: 1200

SU's Used: 569

Hull Outer: <16>

Hull Inner: <16>

Resistance Outer Hull: 6 <6>

Resistance Inner Hull: 6 <6>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 58/20/100

CREW QUARTERS

Barracks: Houses 15 Crewmembers <1>

Spartan: 10 <1>

Basic: 5 <1>

Structural Integrity Field [1 power/ 10 Protection/Round]

Main: Class C (Protection 10/15) <9>

Backup 1: Class C (Protection 5) <5>

Backup 2: Class C (Protection 5) <5>

Environmental Systems

Basic Life Support [5 Power/round] <16>

Reserve Life Support [3 Power/round] <8>

Emergency Life Support (None) <0>

Gravity [3 Power/round] <4>

Consumable: 2 years worth <24>

Manufacturing Systems

Food stores only (galley) [0 Power/round] <2>

Industrial Synthesizers Units: Mark I [1 Power/round] <2>

Medical Facilities: 1 (+0) [1 Power/round] <5>

Recreation Facilities: 1 [1 Power/round] <5>

Location: a spartain mess, An exercise room

Personnel Transport: Turbolifts, Jefferies Tube: [2 Power/round] <12>

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

Cargo Holds: 50,000 Cubic meters <2>

Locations: Lower decks

(External Deuterium Storage Pods: 100,000 <3>)

(Location: four per port and Starboard)

Escape Pods <3>

Number: 40

Capacity: 4 Persons per pod

Propulsion Systems

Warp Drive Nacelles: Mark 3B <30>

Speed: 3.0/4.0/5.0

[1 Power/.2 warp factor]

PIS: Class B (2 hours) <4>

Impulse Engines Type: Type 1 (.1c / .2c) [1/2 Power/round] <2>

Location: Aft

Reaction Control Systems (.025) [2

Power/Round when in use] <4>

Power System

Warp Engine Type: III (generates 140 power/round) <52>

Location: Amidships

Impulse Engine[s]: Type I (generates 3 Power/Round)

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

Emergency Power: Type A (generates 25 Power/Round) <25>

EPS: Standard Power Flow: +150 power transfer/round <25>

Standard Usable Power: 143

Operation Systems

Bridge: <16>

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

ODN <12>

Navigational Deflector [6 Power/round] <12>

Range: 8/15,000/40,000/125,000

Accuracy: 6/7/9/12

Location: Forward Dorsal Section

Sensor Systems

Long-range Sensors [5 Power/round] <10>

Range Package: Mark II (Accuracy 4/5/8/11)

High Resolution: light-years (0.3/0.4-0.8/0.9-1.5/1.6-3.0)

Low Resolution: light-years

(0.5/0.6-1.0/1.1-3.5/3.6-5.0)

Strength Package: Class 2 (Strength 2)

Gain Package: Standard (+ 0)

Coverage: Standard

Lateral Sensors [5 Power/round] <2>

Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+ 0)
Coverage: Standard

Navigational Sensors [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard (+ 0)
Probes: 10 <1>
Sensor Skill: 3

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

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

Inertial Stabilizers
Main <16>
Strength: 6 [1 Power/Round]
Number: 2
Backup <2>
Strength: 4 [1 Power/Round]
Number: 2
Attitude Control: [1 Power/Round] <1>

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

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

Transporters: None

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

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

TACTICAL SYSTEMS

Partical weapons Array <13 (x2=26)>
Type: Type II Disruptor Cannon
Damage: 60 [6 Power]

Number of Emitters: up to 2 Shots per round
Targeting Systems: Zero Accuracy: 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: Forward port and starboard
Firing Arc: 360 degrees
Firing Modes: Continuous, Pulse

Forward Torpedo Launcher <11>
Standard Load: Type I Photon Torpedo (140
Damage)
Spread: 2
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per Torpedo fired]
Location: Forward, Ventral of Command section
Firing arc: Forward, but are self-guided.

Aft Torpedo Launcher <11>
Standard Load: Type I Photon Torpedo (140
Damage)
Spread: 2
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per Torpedo fired]
Location: Aft, Engineering section
Firing arc: Forward, but are self-guided.

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

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

Shields (Forward (#1), Standard (#2), Aft (#3),
Port (#4)) <16 <x 4 = 64>
Shield Generator: Class 2 (Protection 230) [23
Power/Round]
Shield Grid: Type A (25% increase to 288
Protection)
Subspace Field Distortion Amplifiers: Class Beta
(Threshold 70)

Autodistruct System <4>

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

DESCRIPTION AND NOTES

Fleet data:

Vulcan Starship Ti'Mur-Class Science Cruiser

Class and Type: Ti'Mur-Class Science Cruiser
Commissioning Date: 2130

HULL SYSTEMS

Size: 6
Length: 390 meters
Diameter: 102 meters
Decks: 17
Mass: 1,000,000 metric tons
SUs Available: 2500
SUs Used: 975

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

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

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 210/100/1000
Crew Quarters
Spartan: 160 <8>
Basic: 80 <8>

Environmental Systems

Basic Life Support [9 Power/round] <24>
Reserve Life Support [5 Power/round] <12>
Emergency Life Support (36 emergency shelters) <12>
Gravity [3 Power/round] <6>
Consumable: 2 years' worth <18>

Food Synthesizers [1 Power/round] <24>
Industrial Fabricator MK II [2 power/replicator/round] <3>

Medical Facilities: 3 (+0) [3 Power/round] <15>
Recreation Facilities: 3 [3 Power/round] <18>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>

Cargo Holds: 50,000 cubic meters <2>
Locations: Lower decks

Escape Pods: <3>
Number: 40

Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp drive Nacelles: Mark 3B (3.0/5.0/6.0) [1 Power/.2 warp factor] <37>
Upgrading packages: 1,2,3 and 4 to sustainable <20>
Speed: [1 power/.2 warp speed]
PIS: Type B (2 hours of Maximum warp) <4>
Impulse Engine Type: 1 type 3 (.25c/.5c) [2/5 Power/round] <8 (x2 = 16)>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <8>

POWER SYSTEMS

Warp Engine
Type: Mark V (generates 220 Power/round) <62>
Location: Engineering section
Impulse Engine[s]: 1 class 3 (generates 10 Power/engine/per round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow +50 Power transfer/round <30>
Standard Usable Power: 250

OPERATIONS SYSTEM

Bridge: dorsal saucer <32>
TWO PRE-DUOTRONIC COMPUTER Core [1 Power/round] <8>
ODN (Data networking cables) <24>
Navigational Deflector [6 Power/round] <24>
Range: 8/15,000/125,000
Accuracy: 6/7/9/12
Location: Forward Ventral saucer

SENSOR SYSTEMS

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

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

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

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

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

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

INERTIAL DAMPING FIELD
Main <10>
Strength: 6 [3 Power/round]
Number: 2
Backup <5>
Strength: 3 [2 Power/round]
Number: 2
Attitude control [1 Power/round] <1>

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

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

Transporters: None
Cloaking Device: None

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

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

TACTICAL SYSTEMS
Phase Cannons <8 (x 3 = 24)>
Class Gould (*Laser table*)
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting systems: Accuracy: 6/7/9/12

Range: 5/15,000/45,000/150,000
Location: two forward dorsal and one aft
Firing Arc: 120 degrees dorsal
Firing Modes: Standard

Phase Cannon Control room <6>

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

Shield (Forward, Aft, Port, Starboard) <19 (x 4 =
76)>
Shield Generator: Class 2 (Protection 200) [20
Power/Polarized Hull Plating /round]
Polarized Hull Plating grid: Type 0 (0 % increase
to 0 Protection)
Subspace Field Distortion Amplifiers: Class Beta
(Threshold 60)
Recharging System: Class 0 (90 seconds)
Backup Polarized Hull Plating Generators: 4 (1
per shield) <2>

Auto-Destruct System none

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

DESCRIPTION AND NOTES
Fleet Data: The Vulcans are skilled and highly
efficient in the building of their vessels. The
Ti'Mur-class Science Cruiser is a similar design
to that of the Surak-class with the exception of
the torpedo launchers.

NOTES: The vulcans tend to use vessels that are
generically similar to that of their predecessors and
are armed with standard weapons and defenses.

Vulcan Starship Surak-Class Combat/Light Explorer Cruiser

Class and Type: Surak-Class Combat/Light
Explorer Cruiser

Commissioning Date: 2122

HULL SYSTEMS

Size: 6

Length: 390 meters

Diameter: 102 meters

Decks: 17

Mass: 1,000,000 metric tons

SUs Available: 2500

SUs Used: 975

Hull Outer <24>

Hull Inner <24>

Resistance Outer Hull: 4 <3>

Resistance Inner Hull: 4 <3>

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

Main: Class E (Protection 20/30) <12>

Backup: Class E (Protection 10) <6>

Backup: Class E (Protection 10) <6>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 210/100/1000

Crew Quarters

Spartan: 160 <8>

Basic: 80 <8>

Environmental Systems

Basic Life Support [9 Power/round] <24>

Reserve Life Support [5 Power/round] <12>

Emergency Life Support (36 emergency shelters)
<12>

Gravity [3 Power/round] <6>

Consumable: 2 years' worth <18>

Food Synthesizers [1 Power/round] <24>

Industrial Fabricator MK II [2
power/replicator/round] <3>

Medical Facilities: 3 (+0) [3 Power/round] <15>

Recreation Facilities: 3 [3 Power/round] <18>

Personnel Transport: Turbolift, Jefferies Tubes
[2 Power/round] <18>

Fire Suppression System [1 Power/round when
active] <6>

Cargo Holds: 50,000 cubic meters <2>

Locations: Lower decks

Escape Pods: <3>

Number: 40

Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp drive Nacelles: Mark 3B (3.0/5.0/6.0) [1
Power/.2 warp factor] <37>

Upgrading packages: 1,2,3 and 4 to sustainable
<20>

Speed: [1 power/.2 warp speed]

PIS: Type B (2 hours of Maximum warp) <4>

Impulse Engine Type: 1 type 3 (.25c/.5c) [2/5
Power/round] <8 (x2 = 16)>

Location: Aft

Reaction Control System (.025c) [2 Power/round
when in use] <8>

POWER SYSTEMS

Warp Engine

Type: Mark V (generates 220 Power/round)
<62>

Location: Engineering section

Impulse Engine[s]: 1 class 3 (generates 10
Power/engine/per round)

Auxiliary Power: 4 reactors (generates 5
Power/reactor/round) <12>

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

EPS: Standard Power flow +50 Power
transfer/round <30>

Standard Usable Power: 250

OPERATIONS SYSTEM

Bridge: dorsal saucer <32>

TWO PRE-DUOTRONIC COMPUTER Core [1
Power/round] <8>

ODN (Data networking cables) <24>

Navigational Deflector [6 Power/round] <24>

Range: 8/15,000/125,000

Accuracy: 6/7/9/12

Location: Forward Ventral saucer

SENSOR SYSTEMS

LONG-RANGE SENSORS [5 Power/round] <7>

Range Package: Mark III (Accuracy 4/5/8/11)

High Resolution: 3 Light-year (.3/.4-.8/.9-

1.8/1.9-3.0)

Low Resolution: 8 Light-year (1/1.1-3.0/3.1-

6.0/6.1-8.0)

Strength Package: Class 0 (Strength 0)

Gain Package: Standard (+0)

Coverage: Standard

LATERAL SENSOR [5 Power/round] <11>

Strength Package: Class 0 (Strength 0)

Gain Package: Standard (+0)

Coverage: Standard

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

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

FLIGHT CONTROL SYSTEMS

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

NAVIGATIONAL COMPUTER

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

INERTIAL DAMPING FIELD

Main <10>
Strength: 6 [3 Power/round]
Number: 2
Backup <5>
Strength: 3 [2 Power/round]
Number: 2
Attitude control [1 Power/round] <1>

COMMUNICATIONS SYSTEMS

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

TRACTOR BEAM

Emitter: Class Beta [3 power/strength
used/round] <6>
Accuracy 5/6/8/11
Location: aft ventral

Transporters: None
Cloaking Device: None
Security Systems
Rating: 1 <4>
Anti-Intruder System: none

Science Systems

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

TACTICAL SYSTEMS

Phase Cannons <8 (x 3 = 24)>
Class Gould (*Laser table*)
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 5/15,000/45,000/150,000
Location: two forward dorsal and one aft
Firing Arc: 120 degrees dorsal

Firing Modes: Standard

Torpedo Launcher <6 (x 2 = 12)>
Standard Load: Photonic Torpedo (*a.k.a. Photon
Torpedo*) (120 damage)

Spread: 1
Range: 10/10,000/100,000/200,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: two forward (1 port, 1 starboard),
Firing Arc: forward, but are self-guided

Phase Cannon Control room <6>
Torpedo Control Room <6>
Torpedoes Carried: 40 <4>

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

Shield (Forward, Aft, Port, Starboard) <19 (x 4 =
76)>

Shield Generator: Class 2 (Protection 290) [29
Power/shield /round]
Polarized Hull Plating grid: Type 0 (0 % increase
to 0 Protection)
Subspace Field Distortion Amplifiers: Class Beta
(Threshold 85)
Recharging System: Class 0 (90 seconds)
Backup shield Generators: 4 (1 per shield) <2>

Auto-Destruct System none

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 6 size worth of ships
<12>
Standard Compliment: 4 shuttlepods
Location(s): aft ventral

DESCRIPTION AND NOTES

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

Vulcan Starship D'kyr-class Vulcan Combat Cruiser

CRUISER

Class and Type: D'kyr-Class Combat Cruiser

Commissioning Date: 2144

HULL SYSTEMS

Size: 8

Length: 600 meters

Diameter: 180 meters

Decks: 11

Mass: 4,670,000 metric tons

SUs Available: 2000

SUs Used: 975

Hull Outer <32>

Hull Inner <32>

Resistance Outer Hull: 4 <3>

Resistance Inner Hull: 4 <3>

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

Main: Class F (Protection 20/30) <16>

Backup: Class F (Protection 10) <8>

Backup: Class F (Protection 10) <8>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 340/40/1000

Crew Quarters

Spartan: 300 <15>

Basic: 80 <8>

Environmental Systems

Basic Life Support [9 Power/round] <32>

Reserve Life Support [5 Power/round] <16>

Emergency Life Support (48 emergency shelters)
<16>

Gravity [4 Power/round] <8>

Consumable: 3 years' worth <24>

Food Synthesizers [1 Power/round] <24>

Maintenance Workshops located throughout ship

20 shops [1 power/replicator/round] <8>

Medical Facilities: 3 (+0) [3 Power/round] <15>

Recreation Facilities: 1 [2 Power/round] <8>

Location & type: 1 gym, mess hall

Personnel Transport: Turbolift, Jefferies Tubes

[2 Power/round] <24>

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

Cargo Holds: 33,000 cubic meters <1>

Locations: Lower decks

Escape Pods: 100 <5>

Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp drive Nacelles: Mark 3B (3.0/5.0/6.0) [1
Power/.2 warp factor] <37>

Upgrading packages: 1,2,3 and 4 to sustainable
<20>

Speed: [1 power/.2 warp speed]

PIS: Type B (2 hours of Maximum warp) <4>

Impulse Engine Type: 2 type 3 (.25c/.5c) [2/5
Power/round] <8 (x2 = 16)>

Location: Aft

Reaction Control System (.025c) [2 Power/round
when in use] <8>

POWER SYSTEMS

Warp Engine

Type: Mark V (generates 220 Power/round)
<62>

Location: Engineering section

Impulse Engine[s]: 2 class 3 (generates 10
Power/engine/per round)

Auxiliary Power: 4 reactors (generates 5
Power/reactor/round) <12>

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

EPS: Standard Power flow +50 Power
transfer/round <30>

Standard Usable Power: 250

OPERATIONS SYSTEM

Bridge: dorsal saucer <32>

TWO PRE-DUOTRONIC COMPUTER Core [1
Power/round] <8>

ODN (Data networking cables) <24>

Navigational Deflector [6 Power/round] <24>

Range: 8/15,000/125,000

Accuracy: 6/7/9/12

Location: Forward Ventral saucer

SENSOR SYSTEMS

LONG-RANGE SENSORS [5 Power/round] <7>

Range Package: Mark III (Accuracy 4/5/8/11)

High Resolution: 3 Light-year (.3/.4-.8/.9-
1.8/1.9-3.0)

Low Resolution: 8 Light-year (1/1.1-3.0/3.1-
6.0/6.1-8.0)

Strength Package: Class 0 (Strength 0)

Gain Package: Standard (+0)

Coverage: Standard

LATERAL SENSOR [5 Power/round] <11>

Strength Package: Class 0 (Strength 0)

Gain Package: Standard (+0)

Coverage: Standard

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

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

FLIGHT CONTROL SYSTEMS

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

NAVIGATIONAL COMPUTER

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

INERTIAL DAMPING FIELD

Main <10>
Strength: 6 [3 Power/round]
Number: 2
Backup <5>
Strength: 3 [2 Power/round]
Number: 2
Attitude control [1 Power/round] <1>

COMMUNICATIONS SYSTEMS

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

TRACTOR BEAM

Emitter: Class Beta [3 power/strength
used/round] <6>
Accuracy 5/6/8/11
Location: aft ventral

Transporters: None
Cloaking Device: None

Security Systems

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

Science Systems

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

TACTICAL SYSTEMS

Plasma Cannons <6 (x 8 = 48)>
Class Schawlow (*Laser table*)
Damage: 60 [6 Power]
Number of Emitters: (up to 2 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 6/15,000/45,000/150,000

Location: four forward, four aft two dorsal, two
ventral
Firing Arc: 120 degrees dorsal
Firing Modes: Standard

Plasma Cannons <8 (x 3 = 24)>

Class Gould (*Laser table*)
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 5/15,000/45,000/150,000
Location: two forward dorsal and one aft
Firing Arc: 120 degrees dorsal
Firing Modes: Standard

TA/T/TS: Class alpha [0 Power/round] <6>

Strength: 7
Bonus: +0
Weapon Skill: 3

Shield (Forward, Aft, Port, Starboard) <32 (x 4 =
128)>

Shield Generator: Class 2 (Protection 370) [37
Power/shield /round]

Shield grid: Type 0 (0 % increase to 0
Protection)

Subspace Field Distortion Amplifiers: Class Beta
(Threshold 100)

Recharging System: Class 0 (90 seconds)

Backup Polarized Hull Plating Generators: 4 (1
per shield) <2>

Auto-Destruct System none

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 6 size worth of ships
<12>

Standard Compliment: 4 shuttlepods

Location(s): aft ventral

DESCRIPTION AND NOTES

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

SULIBAN CELL SHIP

Class and Type: Cell Ship
Commissioning Date: 2151

HULL SYSTEMS

Size: 1
Length: 3.25 meters
Beam: 3.25 meters
Height: 3.25 meters
Decks: 1
Mass: 7 metric tonnes
SUs Available: 325
SUs Used: 294

Hull Outer <4>
Hull Inner <4>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class D (Protection 15/22) <6>
Backup: Class D (Protection 8) <3>
Specialized Hull: Atmospheric Capabilibile, Planetfall capacity <2>

PERSONNEL SYSTEMS

Class/Passengers/Evac: 1/2/5
Crew Quarters: None

Environmental Systems

Basic Life Support [2 Power/round] <4>
Reserve Life Support [1 power/round] <2>
Gravity [1 Power/round] <1>
Consumable: 3 weeks worth <2>

Cargo Holds: 1/4 cubic meters <1>
Locations: Where needed

PROPULSION SYSTEMS

Warp drive Nacelles: Type Mark 3.5 <41>
Speed: 3.5/5.0/7.0 [1 power/.2 warp speed]
PIS: Type E (6 hours of Maximum warp) <10>
Special Configuration: Embedded Warp Nacelles <4>
Impulse Engine Type: Class 3 (.4c/.5c) [4/5 Power/round] <8>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <1>

POWER SYSTEMS

Warp Engine Type: Mark IV (generates 180 Power/round) <61>
Location: main hull

Impulse Engine[s]: 1 class 3 (generates 10 Power/engine/round)
Auxiliary Power: 1 reactors (generates 5 Power/reactor/round) <3>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +50 Power transfer/round <10>
Standard Usable Power: 200

OPERATIONS SYSTEM

Bridge: <4>
Computers Core (Pre Dou-tronic) [1 Power/round] <1>
ODN <3>

Navigational Deflector [6Power/round] <3>
Range: 8/15,000/40,000/125,000
Accuracy: 6/7/8/12
Location: Forward

Sensor Systems

Long-range Sensors [5 Power/round] <11>
Range Package: Type V (Accuracy 4/5/8/11)
High Resolution: 5 Light-year (.5/.6 - 1.0/1.1 - 3.5/3.6 - 5.0)
Low Resolution: 12 Light-years (1.0/1.1 - 3.0/3.1 - 8.0/8.1 - 12.0)
Strength Package: Class 0 (Strength 0)
Gain Package: Class Alpha (+0)
Coverage: Standard

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

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

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

Navigational Computer
Main: Class 1 (+0) [0 Power/round] <0>
Backup: none

Stabilizers
Main <2>
Strength: 7 [3 Power/round]
Number: 1
Backup <1>
Strength: 5 [2 Power/round]

Number: 1
Attitude control [1 power/round] <1>

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

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

Cloaking Device: Class 3 [40 Power/class/round]
<10>

Security Systems: None
Science Systems: None

TACTICAL SYSTEMS

1 Plasma Cannon <11>
Type: (Equal to Gould Class Laser)
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting Systems: Accuracy: 6/7/9/12
Range: 7/20,000/60,000/175,000
Location: Forward Ventral
Firing Arc: 360 Degrees
Firing Modes: Standard, Pulse

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

Shields (Forward, Aft, Port, Starboard) <4 (x 4 =
16)>
Shield Generator: Class 1 (Protection 150) [15
Power/shield/round]
Shield grid: Type A (25% increase to 188
Protection)
Subspace Field Distortion Amplifiers: Class
Alpha (Threshold 50)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <1>

AUXILIARY SPACECRAFT SYSTEM: None

SULIBAN MODULE SHIP

Class and Type: Module Ship
Commissioning Date: 2151

HULL SYSTEMS

Size: 2
Length: 40 meters
Beam: 8 meters
Height: 7 meters
Decks: 2
Mass: 1,000 metric tonnes
SUs Available: 625
SUs Used: 413

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

Structural Integrity Field [1 Power/10
Protection/round]
Main: Class D (Protection 15/22) <7>
Backup: Class D (Protection 8) <4> Backup:
Class D (Protection 8) <4>
Specialized Hull: Atmospheric Capabilibile,
Planetfall capacity <4>

PERSONNEL SYSTEMS

Class/Passengers/Evac: 2/12/120

Crew Quarters
Barracks Houses 6 Crewmembers <1>

Environmental Systems
Basic Life Support [3 Power/round] <8>
Reserve Life Support [2 power/round] <4>
Gravity [1 Power/round] <2>
Consumable: 6 weeks worth <3>

Food Systems (Equal to MK II Food Processor)
[2 power/round] <4>
Medical Facilities: 1 (+0) [1 Power/round] <5>

Cargo Holds: 30 cubic meters <1>
Locations: Lower Decks

PROPULSION SYSTEMS

Warp drive Nacelles: Type Mark 3.67 <42>
Speed: 3.0/6.0/7.0 [1 power/.2 warp speed]
PIS: Type E (6 hours of Maximum warp) <10>
Special Configuration: Embedded Warp Nacelles
<8>
Impulse Engine Type: 2 Class 3 (.4c/.5c) [4/5
Power/round] <8 (x 2 = 16)>
Location: Aft

Reaction Control System (.025c) [2 Power/round
when in use] <1>

POWER SYSTEMS

Warp Engine Type: Mark IV (generates 190
Power/round) <62>
Location: Lower deck hull
Impulse Engine[s]: 2 class 3 (generates 10
Power/engine/round)
Auxiliary Power: 2 reactors (generates 5
Power/reactor/round) <6>
Emergency Power: Type A (generates 25
Power/round) <25>
EPS: Standard Power flow, +50 Power
transfer/round <15>
Standard Usable Power: 220

OPERATIONS SYSTEM

Bridge: <8>
Computers Core (Pre Dou-tronic) [1
Power/round] <1>
ODN <6>

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

Sensor Systems

Long-range Sensors [5 Power/round] <11>
Range Package: Type V (Accuracy 4/5/8/11)
High Resolution: 5 Light-year (.5/.6 - 1.0/1.1 -
3.5/3.6 - 5.0)
Low Resolution: 12 Light-years (1.0/1.1 - 3.0/3.1
- 8.0/8.1 - 12.0)
Strength Package: Class 0 (Strength 0)
Gain Package: Class Alpha (+0)
Coverage: Standard

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

Navigational Sensor [5 Power/round] <5>
Strength Package: Class 0 (Strength 0)
Gain Package: Class Alpha (+0)
Probes 10 <1>
Sensors Skill: 2

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

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

Backup: none

Stabilizers

Main <8>

Strength: 7 [3 Power/round]

Number: 1

Backup <2>

Strength: 5 [2 Power/round]

Number: 1

Attitude control [1 power/round] <1>

Communications Systems

Type: Mark II [1 Power/round] <6>

Strength: 2

Security: -0

Emergency Communications: Yes [2

Power/round] <1>

Tractor Beams Emitter: Class Alpha [3

Power/Strength used/round] <3>

Accuracy: 5/6/8/11

Location: Aft

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

<11>

Security Systems

Rating: 1 <4>

Anti-Intruder System [1 Power/Round of use]

<2>

Internal Force Field [1 Power/3 Strength] <2>

Science Systems:

Rating 1 (+0) [1 Power/Round] <7>

Specialized Systems: none

Laboratories: none

TACTICAL SYSTEMS

2 Plasma Cannon <12 (x 2 = 24)>

Type: (Equal to Gould Class Laser)

Damage: 80 [8 Power]

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

Targeting Systems: Accuracy: 6/7/9/12

Range: 7/20,000/60,000/175,000

Location: Forward Ventral

Firing Arc: 360 Degrees

Firing Modes: Standard, Pulse

TA/T/TS: Class Alpha [0 Power/round] <0>

Strength: 6

Bonus: +0

Weapon Skill: 2

Shields (Forward, Aft, Port, Starboard) <11 (x 4 = 44)>

Shield Generator: Class 1 (Protection 200) [20 Power/shield/round]

Shield grid: Type A (25% increase to 250 Protection)

Subspace Field Distortion Amplifiers: Class Beta (Threshold 60)

Recharging System: Class 0 (60 seconds)

Auto-Destruct System <2>

AUXILIARY SPACECRAFT SYSTEM: None, but can externally Dock 12 Sulibon Cell ships

ANDORIAN WAR SHIP

Class and Type: Chaka-Class Cruiser
Commissioning Date: 2148

HULL SYSTEMS

Size: 5
Length: 285 meters
Beam: 278 meters
Height: 80 meters
Decks: 9
Mass: 500,000 metric tons
SUs Available: 1900
SUs Used: 753

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 4 <3>

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

PERSONNEL SYSTEMS

Class/Passengers/Evac: 120/40/600

Crew Quarters
Barracks Houses 60 Crewmembers <1>
Spartain: 40 <2>
Basic Quarters 20 <2>

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

Food Systems (Equal to MK II Food Processor)
[2 power/round] <4>
2 Industrial Fabrication: Units Mark III [3
Power/round] <10>
Medical Facilities: 4 (+0) [1 Power/round] <20>
Recreation Facilities: 5 [5 Power/Round] <30>

Cargo Holds: 50,000 cubic meters <2>
Locations: 10 location through Lower Decks

Escape Pods
Number: 20 <3>
Capacity: 6 persons per pod

PROPULSION SYSTEMS

Warp drive Nacelles: Type Mark 3B <37>
Speed: 3.0/4.0/6.0 [1 power/.2 warp speed]

PIS: Type D (5 hours of Maximum warp) <8>

Impulse Engine Type: 2 Class 3 (.4c/.5c) [4/5
Power/round] <8 (x 2 = 16)>
Location: Aft
Reaction Control System (.025c) [2 Power/round
when in use] <1>

POWER SYSTEMS

Warp Engine Type: Mark IV (generates 170
Power/round) <52>
Location: Lower deck hull
Impulse Engine[s]: 2 class 3 (generates 10
Power/engine/round)
Auxiliary Power: 2 reactors (generates 5
Power/reactor/round) <6>
Emergency Power: Type A (generates 25
Power/round) <25>
EPS: Standard Power flow, +50 Power
transfer/round <15>
Standard Usable Power: 190

OPERATIONS SYSTEM

Bridge: <20>
Computers Core (Pre Dou-tronic) [1
Power/round] <2>
ODN <15>

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

Sensor Systems

Long-range Sensors [5 Power/round] <7>
Range Package: Type Mark II (Accuracy
4/5/8/11)
High Resolution: 3 Light-year (.3/.4 - .8/.9 -
1.8/1.9 - 3.0)
Low Resolution: 8 Light-years (1.0/1.1 - 3.0/3.1
- 6.0/6.1 - 8.0)
Strength Package: Class 0 (Strength 0)
Gain Package: Class Alpha (+0)
Coverage: Standard

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

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

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

Navigation Computer

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

Backup: none

Stabilizers

Main <10>

Strength: 7 [3 Power/round]

Number: 2

Backup <5>

Strength: 5 [2 Power/round]

Number: 2

Attitude control [1 power/round] <1>

Communications Systems

Type: Mark III [1 Power/round] <9>

Strength: 3

Security: -1

Emergency Communications: Yes [2 Power/round] <0>

Universal Translator: Yes [1 Power/round] <0>

Tractor Beams Emitter: Class Alpha [3

Power/Strength used/round] <3>

Accuracy: 5/6/8/11

Location: Aft

Security Systems

Rating: 1 <4>

Anti-Intruder System [1 Power/Round of use] <5>

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

Science Systems:

Rating 1 (+0) [1 Power/Round] <10>

Specialized Systems: none

Laboratories: 4 <2>

TACTICAL SYSTEMS

2 Plasma Cannon <14 (x 2 = 28)>

Type:

Damage: 120 [12 Power]

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

Targeting Systems: Accuracy: 6/7/9/12

Range: 7/20,000/60,000/175,000

Location: Forward Ventral

Firing Arc: 360 Degrees

Firing Modes: Standard, Pulse

2 Plasma Cannon <10 (x 2 = 20)>

Type:

Damage: 100 [10 Power]

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

Targeting Systems: Accuracy: 6/7/9/12

Range: 7/20,000/60,000/175,000

Location: Forward Ventral

Firing Arc: 360 Degrees

Firing Modes: Standard, Pulse

4 Plasma Cannon <8 (x 4 = 32)>

Type: (equal to a Gould class Lasser)

Damage: 80 [8 Power]

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

Targeting Systems: Accuracy: 6/7/9/12

Range: 7/20,000/60,000/175,000

Location: Forward Ventral

Firing Arc: 360 Degrees

Firing Modes: Standard, Pulse

Torpedo Launcher <6 (x 2 = 12)>

Standard Load: Photonic Torpedo (*a.k.a. Photon Torpedo*) (120 damage)

Spread: 1

Range: 10/10,000/100,000/200,000

Targeting System: Accuracy 6/7/9/12

Power: [20 + 5 per torpedo fired]

Location: two forward (1 port, 1 starboard), one aft

Firing Arc: forward, but are self-guided

TA/T/TS: Class Alpha [0 Power/round] <0>

Strength: 6

Bonus: +0

Weapon Skill: 3

Shield (Forward, Aft, Port, Starboard) <19 (x 4 = 76)>

Shield Generator: Class 2 (Protection 290) [29 Power/shield /round]

Polarized Hull Plating grid: Type 0 (0 % increase to 0 Protection)

Subspace Field Distortion Amplifiers: Class Beta (Threshold 85)

Recharging System: Class 0 (90 seconds)

Backup shield Generators: 4 (1 per shield) <2>

Auto-Destruct System <5>

AUXILIARY SPACECRAFT SYSTEM

Hanger Deck(s): Capacity for 8 size worth of ships <16>

Standard Compliment: 2 Shuttlepods

Location(s): Ventral mis ship

THOLIAN STARSHIP

Class and type: Sliver-class Fast Frigate
Commissioning Date: 2085

HULL SYSTEMS

Size: 3
Length: 125 meters
Beam: 46.05 meters
Height: 46.05 meters
Mass: 9,000 MT
Deck: 4
SU's Available: 1000
SU's Used: 662

HULL Outer <12>
HULL Inner <12>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10
Protection/Round]
Main: Class F (Protection 25/37) <11>
Backup: Class F (Protection 13) <6>
Backup: Class F (Protection 13) <6>
Specialized Hull: Atmospheric Capacity <3>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 14/10/80
Crew Quarters
Barracks Houses 10 Crewmembers <1>
Spartan: 10 <1>

Environmental Systems
Basic Life Support [3 Power/round] <12>
Reserve Life Support [2 Power/round] <3>
Emergency Life Support (None) <0>
Gravity [2 Power/round] <3>
Consumable: 1 years worth <2>
Manufacturing Systems
Food Stores Only [0 Power/round] <2>
Industrial Fabrication Units: Mark I [1
Power/round] <2>
Medical Facilities: 1 (+0) [1 Power/round] <5>
Recreation Facilities: 1 [1 Power/round] <6>
Location: a Spartan mess, An exercise room
Personnel Transport: Turbolifts, Jefferies Tube:
[2 Power/round] <15>
Fire Suppression Systems [1 Power/round when
active] <3>

Cargo Holds: 20,000 Cubic meters <1>
Locations: Lower decks

Propulsion Systems

Warp Drive Nacelles: Mark 2B <28>
Speed: 2.5/3.5/5.5

PIS: Class E (6 hours) <10>
Embedded nacelles <12>
Impulse Engines Type 2 (.25c / .5c) [1/2
Power/round] <5>
Location: Aft
Reaction Control Systems (.025) [2
Power/Round when in use] <3>

Power System

Warp Engine Type: Mark III (generates 210
power/round) <61>
Location: Amidships
Impulse Engine[s]: Type II (generates 8
Power/Round)
Auxiliary Power: 2 reactors (generates 5
Power/Round) <6>
Emergency Power: Type A (generates 25
Power/Round) <25>
EPS: Standard Power Flow: +150 power
transfer/round <25>
Standard Usable Power: 232

Operation Systems

Bridge: <12>
Computers Core 1: [1 Power/round] <2>
ODN <9>

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

Sensor Systems

Long-range Sensors [5 Power/round] <14>
Range Package: Mark IV (Accuracy 4/5/8/11)
High Resolution: 4 Light-Years (0.5/0.6-1.0/1.1-
3.0/3.1-4.0)
Low Resolution: 10 Light-Years (1/1.1-3.0/3.1-
7.0/7.1-10.0)
Strength Package: Class 3 (Strength 3)
Gain Package: Standard (+ 0)
Coverage: Standard

Lateral Sensors [5 Power/round] <12>
Strength Package: Class 3 (Strength 3)
Gain Package: Standard (+ 0)
Coverage: Standard

Navigational Sensors [5 Power/round] <12>
Strength Package: Class 3 (Strength 3)
Gain Package: Standard (+ 0)
Probes: 8 <1>
Sensor Skill: 3

Flight Control Systems Autopilot: Shipboard
Systems (Flight Control) 2,

Coordination 1 [1 Power/round in use] <7>

Navigational Computer

Main: Class 1 (+ 0) [0 Power/Round] <0>

Backups: Two <0>

Inertial Stabilizers

Main <6>

Strength: 6 [3 Power/Round]

Number: 2

Backup <2>

Strength: 3 [1 Power/Round]

Number: 2

Attitude Control: [1 Power/Round] <1>

Communications Systems

Type: Mark II [3 Power/Round of use] <6>

Strength: 2

Security: -0

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

Tractor Beams Emitter: Class Alpha [3

Power/Strength used/round] <3>

Accuracy: 5/6/8/11

Location: Aft Ventral

Security Systems

Rating: 1 <4>

Anti-intruder Systems [1 Power/Round] <3>

Internal Force Fields [1 power/ 3 strength] <3>

Science Systems

Rating: 1 (+0) <10>

Specialized Systems: None

Laboratories: 0 <0>

TACTICAL SYSTEMS

Tholian Web Caster [25 Power/Round] <90>

Light Disruptor Arrays <13>

Type: Mark 2 Disruptor Cannon

Damage: 60 [6 Power]

Number of Emitters: up to 2 Shots per round

Targeting Systems: Zero Accuracy: 6/7/9/12

Range: 10/30,000/100,000/300,000

Location: forward

Firing Arc: 360 degrees

Firing Modes: Continuous, Pulse

Disruptor Control Room <3>

TA/T/TS: Class Zero [0 power/round] <3>

Strength: 6

Bonus: +0

Weapon Skill: 3

Shields (Forward (#1), Standard (#2), Aft (#3), Port (#4)) <11 <x 4 = 44>

Shield Generator: Class 2 (Protection 175) [17 Power/Round]

Shield Grid: Type A (25% increase to 220 Protection)

Subspace Field Distortion Amplifiers: Class Beta (Threshold 50)

Recharging System: Class 1 (75 seconds)

Autodestruct System <3>

AUXILIARY SPACECRAFT SYSTEMS

Hanger Deck(s): Capacity for 1 Size worth of ships <2>

Standard Compliment: 2 Shuttlepods

Location(s): Aft Section ventral

Construction Notes: Using two sources to build this particular vessel, the Enterprise Sourcebook from Far Relms and the game sheet from Tholian Sliver Fast Frigate of Star Trek Wars. This can be found at planetside.com. I took the length used it to decern the width and height would be the same as the width.

ORION RAIDER

Class and Type:

Commissioning Date: 2150

HULL SYSTEMS

Size: 3

Length: 150 meters

Beam: 140 meters

Height: 30 meters

Decks: 8

Mass: 85,000 metric tons

SUs Available: 1000

SUs Used: 523

Hull Outer <12>

Hull Inner <12>

Resistance Outer Hull: 3 <3>

Resistance Inner Hull: 3 <3>

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

Main: Class D (Protection 15/22) <8>

Backup 1: Class D (Protection 8) <4>

Backup 2: Class D (Protection 8) <4>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 25/10/150

Crew Quarters

Spartan: 40 <2>

Environmental Systems

Basic Life Support [5 Power/round] <12>

Reserve Life Support [3 Power/round] <6>

Gravity [3 Power/round] <3>

Consumable: 1 years' worth <2>

Food Stores and Nutrient Paste Systems [0 Power/round] <5>

Workshops located throughout ship 5 shops [1 power/round] <2>

Medical Facilities: 1 (+0) [2 Power/round] <5>

Recreation Facilities: 1 [2 Power/round] <8>

Personnel Transport: Turbolift, Jefferies Tubes [3 Power/round] <9>

Fire Suppression System [1 Power/round when active] <3>

Cargo Holds: 2,000 cubic meters <1>

Locations: Lower decks

PROPULSION SYSTEMS

Warp drive Nacelles: Mark 1 <3>

Speed: 1.0/1.1/1.2 [1 power/.2 warp speed]

PIS: Type A (1 hours of Maximum warp) <2>

Impulse Engine Type: 1 type 2 (.25c/.5c) [2/5 Power/round] <5>

Location: Aft

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

POWER SYSTEMS

Warp Engine Type: Class (generates 160 Power/round) <60>

Location: Engineering section

Impulse Engine[s]: 1 class 2 (generates 8 Power/engine/per round)

Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>

Emergency Power: Type A (generates 25 Power/round) <25>

EPS: Standard Power flow +50 Power transfer/round <30>

Standard Usable Power: 176

OPERATIONS SYSTEM

Bridge: dorsal saucer <12>

PRE-DUOTRONIC COMPUTER Core [1 Power/round] <1>

ODN (Data networking cables) <9>

Navigational Deflector [6 Power/round] <9>

Range: 8/15,000/125,000

Accuracy: 6/7/9/12

Location: Forward Ventral saucer

SENSOR SYSTEMS

LONG-RANGE SENSORS [5 Power/round] <9>

Range Package: Mark IV (Accuracy 4/5/8/11)

High Resolution: 4 Light-year (.5/.6-1.0/1.1-3.0/3.1-4.0)

Low Resolution: 10 Light-year (1.0/1.1-3.0/3.1-7.0/7.1-10.0)

Strength Package: Class 0 (Strength 0)

Gain Package: Standard (+0)

Coverage: Standard

LATERAL SENSOR [5 Power/round] <11>

Strength Package: Class 0 (Strength 0)

Gain Package: Standard (+0)

Coverage: Standard

NAVIGATIONAL SENSOR [5 Power/round] <11>

Strength Package: Class 0 (Strength 0)

Gain Package: Standard (+0)

Probes: 10 probes of varying types <1>

Sensors Skill: 3

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

NAVIGATIONAL COMPUTER

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

INERTIAL DAMPING FIELD

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

COMMUNICATIONS SYSTEMS

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

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

Type: Personnel [1 Power/Round] <7>
Pads: 4
Emitter/receiver array: Personnel Mark II (8,000 km range)
Energizing/transition coils: Class A (Strength 1)
Number and Location: one Amid Ship, upper decks

Type: Cargo [1 Power/Round] <3>
Pads: 200
Emitter/receiver array: Cargo Mark II (12,000 km range)
Energizing/transition coils: Class A (Strength 1)
Number and Location: one Amid Ship, Lower decks

Cloaking Device: None

Security Systems

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

Science Systems

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

TACTICAL SYSTEMS

Disruptor Cannons <12 (x 2 = 24)>
Class Type 3
Damage: 80 [8 Power]
Number of Emitters: (up to 2 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 5/12,000/36,000/125,000
Location: Forward hull and aft hull
Firing Arc: 180 degrees dorsal
Firing Modes: Standard

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

Polarized Hull Plating (Forward, Aft, Port, Starboard) <11 (x 4 = 44)>
Polarized Hull Plating Generator: Class 2 (Protection 210) [21 Power/Polarized Hull Plating /round]
Polarized Hull Plating grid: Type 0 (0 % increase to 0 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 70)
Recharging System: Class 0 (90 seconds)
Backup Polarized Hull Plating Generators: 4 (1 per shield) <1>

Auto-Destruct System none

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 1 size worth of ships <2>
Standard Compliment: 1 shuttlepods
Location(s): aft ventral