

This Station is large and spread out taking hours to walk from one end to the other. The up and down through decks and airlock on different levels from one ship to another. Very few ships have airlocks all on the same level with one another.

All the while the station is being added to with new Derelict starships at least once a month. With an increased from a possible 47,590 beings with only 5000 stations engineers and command staff to maintain the operations of all the ships. Another 5000 used to strip starships of there systems. With these to there is 10,000 with a permant staff of 885 store owners and employees.

A dozen gangs to run amuck without a standardized security force, several of the Ferengi Store Owners have hired Nausicaan's and Klingon as guards for the cargo bays used for shipments of goods to the station or as trading goods.

This collection of starships are from Across the Alpha and Beta Quadrant with a few from beyond the known space with a few species still undiscovered by the united Federation of Planets.

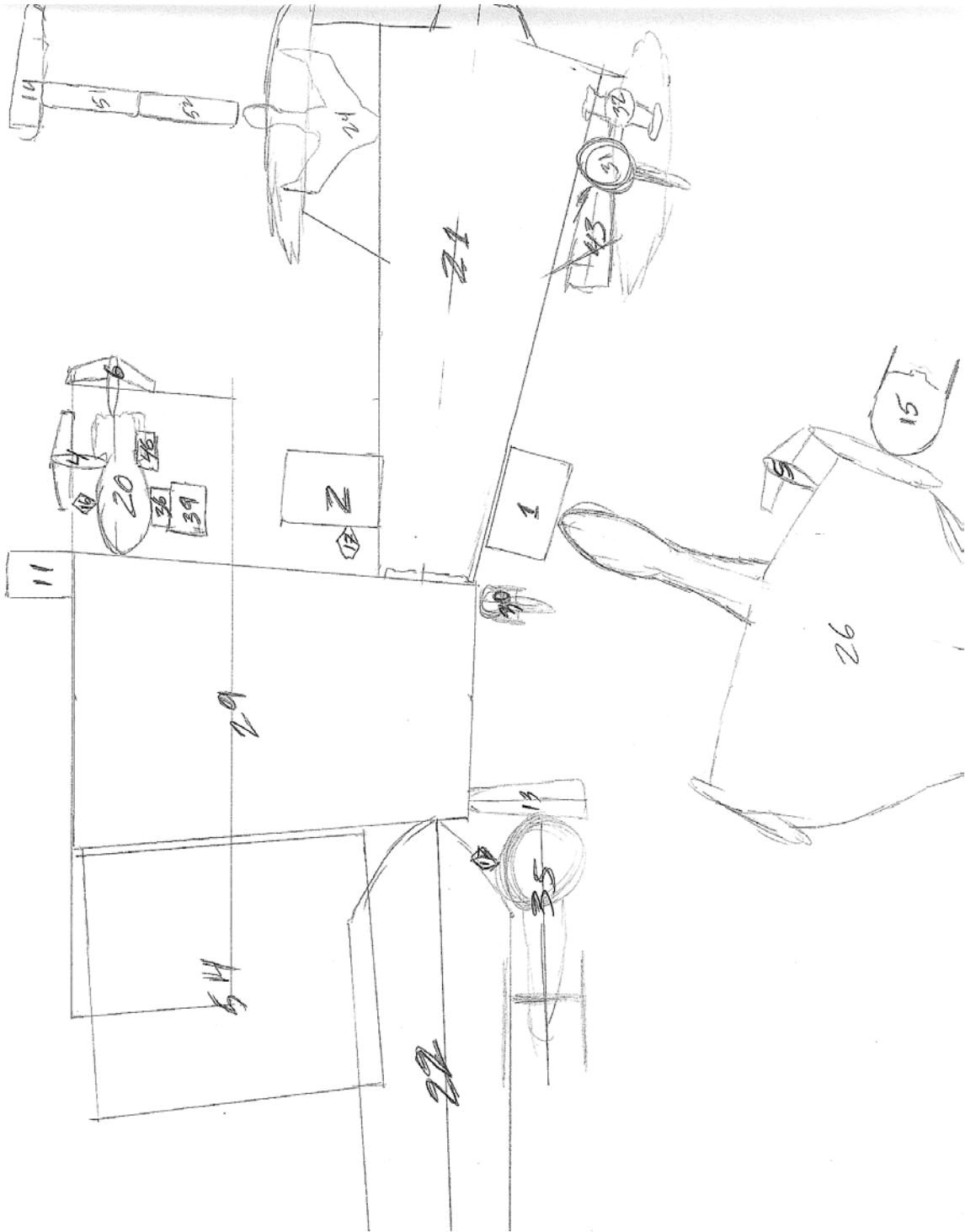
Personnal Note: Not all the Federation starships are actually the vessels that they really are. The names can easily be changed to another vessel of a species not yet created. The vessels are just a handy vessel for use.

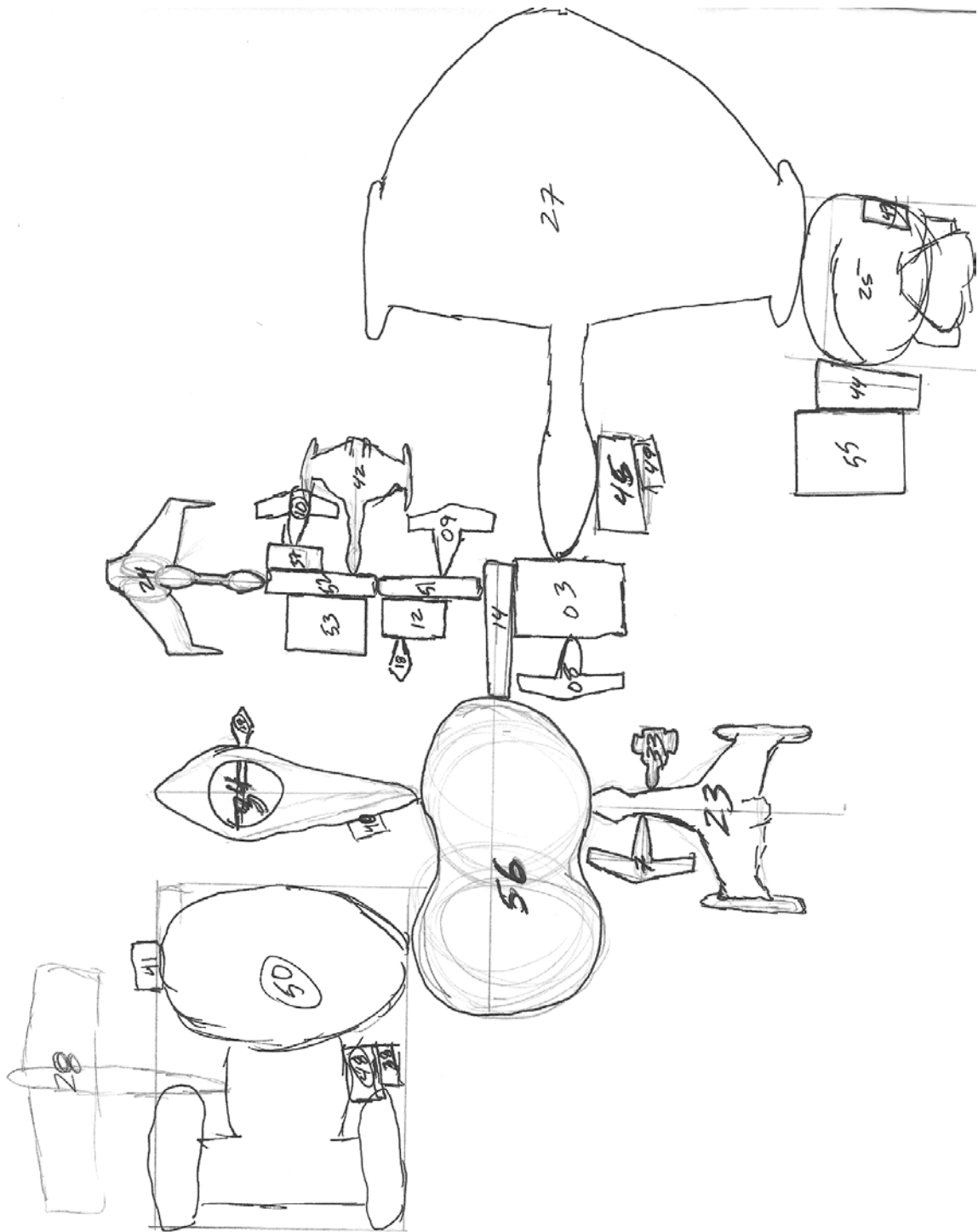
- * Federation Bark-Class Cargo Ship (11) with Reman Scimitar Warship (29) #1 Bow to #12 Scimitar aft Ports.
- * Dominion Jem'Hadar Warship (21) Docked with #1 (Deck 50) forward Bow with Remen Scimitar warship (29) #3 (Deck 45) port side (first third of the ship).
- * Antaries-class Freuighter (1) (deck 2) Docked with Jem'Hadar Warship (21) #5 Starboard (Deck 40)
- * Federation Intrepid-Class Scout (20) #2 docked Bow with (Deck 5) Reman Scimitar Warship (29) #8 port (deck 50)
- * Bajoran Assault Vessel (04) Deck 2 #1 docked with Intrepid-class scout (20) #6 (deck 11)
- * Romulan D'deradex-class Warbird (26) (deck 15) with Antaries-class Freighter (#3) (deck 2) port
- * Cardassian Salgor-class Freighter Docked bow airlock #1 (Deck 5) Forward Bow with Reman Scimitar Warbird #1 (deck 60)
- * Federation Dry Dock Docked only one airlock to Reman Scimitar Warship (29) Starboard #4 (Deck 45)
- * Federation Miranda-class Docked (Bow #2) (Deck 5) with Romulan D'deradex-class Warbird (26) Starbaord wing (#5) (Deck 31)
- * Federation Oberth-class Science Vessel (30) (#1) (deck 3) docked with Reman Scimitar Warship (29) (#2) (Deck 60)
- * Kazon Carrier Docked bow (#1) (deck 100) with Reman Scimitar Warship (29) #4 (deck 45) Starboard side
- * Federation Excelsior-Class Battleship (35) #1 (deck 7) Forward Bow with (13) Caardassian Salgor-class Freighter Port #4 airlock
- * Antaries-class Freighter (02) (deck 1) with Jem'Hadar Warship (21) Port (#2 airlock) (Deck 30)
- * Bajoran Assault Vessel Bow (05) (Airlock #1) (Deck 2) to Romulan D'deradex-class (deck 20) (#03) starboard wing
- * Bajoran Assault Vessel (6) (#1) (forward Deck 2) docked to Federation Intrepid-class Scout Vessel (20) aft starboard of the Shuttlebay (#7) (Deck 10)
- * Federation Civilian Space Cruiser (1) Bow dock to starboard (#4) (deck 5) Federation Intrepid-Class Scout (20)
- * Federation Erewon-Class Transport Starbaord Airlock Docked to (20) Federation Intrepid-class Scout (#3 docking port) port side
- * Cardassian Ju'Day-Class Civilian Freighter (39) I Docked #1 Starbaord docked to Federation Erewon-class Transport (36) Port Dock #2
- * Malgor-Class Civilian Freighter (46) Docked port to Federation Intrepid-class Scout (20) (#5 airlock)
- * Whorfin-Class Transport forward Bow Deck #4 Primary airlock docked to the Saladin-Class Destroyer (Deck #5) starbaord
- * (31) Saladin-class Bow, deck 5 #1 Docked with Jem'Hadar Warship (21) aft Port (#4) Deck 40

- * (43) Klingon Huc'ta-class Transport I docked to (31) Saladin-class Port #3 deck number 5 Starbaord
- * (17) Civilian Space Cruiser Docked to Excelsior-class Battleship Port (35) #3 (deck 7) Starboard
- * (56) Chodeck Heavy Cruiser #2 Forward Port Quarter Deck 12 Docked with Vulcan Science vessel (34) Forward starboard Deck 12
- * (23) Klingon Vor-Cha-class Attack Cruiser Deck 11 Docked to Chodeck starboard (56) #3 Forward starboard deck 12
- * Whorfin-class Transport (33) #1 Forward Bow Deck 4 docked to Klingon Vor'Cha-class Cruiser (23) #3 Deck 12 Starbaord Forward 1/3 of the starship
- * Bajoran Assault Vessel (7) Forward Bow airlock #1 docked to portside #2 Deck 12 Port forward 1/3 of the ship (Vor'Cha Class Attack Cruiser 23)
- * (14) Cardassian Salor-class Freighter II (#1 forward Bow) to (56)Chodeck warship (#1 Bow) Deck 12
- * (51) P'Tolemy-class Cargo Pod I (#1 Deck forward) Hull Docked to Cardassian Salor-class (14) Freighter #4 starboard
- * (24) Klingon K'Vort-Class Heavy Cruiser #2 Deck 9 aft Ventral to (21) Jem'Hadar Warship aft Starboard deck 40 #5 airlock
- * (03) Antaries-Class Freighter III #1 Forward Bow (14) Cardassian Salgor-Class Freighter II Port side aft airlock #4
- * Bajoran Assault Vessel V (08) bow airlock #1 Docked to Antaries-class Freighter III (03) Port #2 airlock
- * Bajoran Assault Vessel VI (09) Docked to (51) P'Tolemy-class Cargo Pod forward Port Side
- * Bark-class Cargo II (12) docked starboard side docked to starboard side P'tolemy-class Cargo Pod starboard side
- * (18) Civilian Space Cruiser III Docked to port side of (12) Bark-class Cargo Vessel II
- * (27) D'deradex-class Warbird II Bow #1 docked to (03) Antaries-class Freighter starboard side.
- * (42) Klingon D5 Cruiser Docked bow with (52) P'Tolemy-class Cargo Pod portside forward
- * (53) Drydock Frame I docked to (52) P'tolemy-class Class Cargo Pod
- * (37) Erwon-Class Transport II port side docked to (52) P'Tolemy-class Cargo Starbaord
- * (10) Bajoran Assault Vessels VII docked bow with (37) Erwon-class Transport II Starboard
- * (19) Civilan Space Cruiser IV docked to portside Warp Ring docking port to Vulcan D'Kyr Science Vessel
- * (25) Nebula-Class Tactical Vessel docked bow to (27) Romulan Warbird port side wing (deck 48)
- * (44) Klingon Huc'Ta-class Freighter II Docked to port side to (25) Nebula-Class Tactical Vessel port side
- * (47) Malgor-class Freighter II port side docked to (25) Nebula-Class Tactical Vessel secondary aft starboard engineering hull
- * (55) Drydock #3 frame docked to (44) Klingon Hac'ta-class Freighter starboard
- * (50) Galaxy-Class Explorer Forward Starbaord docked to (56) aft Chodeck warship aft port
- * (48) Malgor-class Freighter III port side dock to (50) Galaxy-class Explorer Starbaord aft dock
- * (38) Erwon-class Transport III port side docked (48) Malgor-class Freighter III starboard side to starboard side
- * (40) Cardassian Ju'Day-Class Frighter II to forward Starbaord (34) Vulcan Dykr Science Vessels
- * (41) Cardassian Ju'Day-Class Freighter III docked to (50) Galaxy-Class Explorer port side forward
- * (45) Klingon Huc'Ta-class Freighter III docked port side to port (27) D'deradex-class Warbird
- * (49) Cardassian Malgor-class Freightor IV port to (45) Klingon Huc'Ta-class Freighter III Starboard
- * (28) Romulan Valdore-class Warbird docked bow deck 10 with (50) Galaxy-class Explorer Port side deck 36 docking port

#	Vessel type	L	W	H	Resad	store	D-ports	Decks
01	Antaries Class Freighter I	200	130	45	280		3	3
02	Antaries Class Freighter II	200	130	45	640	3	3	3
03	Antaries Class Freighter III	200	130	45	640	6	3	3
04	Bajoran Assault Vessel I	140	221	51.76	680		2	2

05	Bajoran Assault Vessel II	140	221	51.76	680	2	2	2
06	Bajoran Assault Vessel III	140	221	51.76	680	2	2	2
07	Bajoran Assault Vessel IV	140	221	51.76	1080		2	2
08	Bajoran Assault Vessel V	140	221	51.76	1080	3	2	2
09	Bajoran Assault Vessel VI	140	221	51.76	340	3	2	2
10	Bajoran Assault Vessel VII	140	221	51.76	340		2	2
11	Bark-Class Cargo vessel I	130	78	29.9	915	6	3	3
12	Bark-Class Cargo vessel I	130	78	29.9	820		3	3
13	Cardassian Salgor-class Freighter	255	55	63.21	140		5	12
14	Cardassian Salgor-class Freighter	255	55	63.21	140	6	5	12
15	Miranda-class Starship	237	141	58	340	15	3	12
16	Civilian Space Cruiser I	51	13	8	60		1 fore	2
17	Civilian Space Cruiser II	51	13	8	60		1 fore	2
18	Civilian Space Cruiser III	51	13	8	60		1 fore	2
19	Civilian Space Cruiser IV	51	13	8	54		1 fore	2
20	Intrepid-class Scout vessel	344	133	66.4	2187	9	1f/2p/2s	15
21	Jem'Hadar Warship	1200	800	350	3700		1f/2p/2s	70
22	Kazon Carrier	1800	350	405	6050		1f/3p/3s	135
23	Vor'Cha-Class Attack Cruiser	481	341	106	2174	30	1f/2p/2s	22
24	Klingon K'Vort-class	323	335	141	3347		1f/1a	10
25	Nebula-Class Tactical Vessel	442	318	130	2470		1f/2p/2s	38
26	D'Deradex-class Warbird # I	1041	772	285	1805		1f/3p/3s	63
27	D'Deradex-class Warbird # II	1041	772	285	3905	12	1f/3p/3s	63
28	<i>Romulan Valdore-class Warbird</i>	665	666	80	1560		1f/2p/2s	20
29	Scimitar-Class Warbird	890	1351	245	2210	30	2f/3p/3s	70
30	Oberth-Class Science Vessel	120	55	25	230	9	1f	7
31	Saladin-class Destroyer/Frigates	242	127	60	504	18	1f/1p/1s	14
32	Whorfin-Class	127	37	22	297		1f/1p/1s	6
33	Whorfin-Class	127	37	22	297		1f/1p/1s	6
34	Vulcan Science Vessel	600	180	180	880		1f/1p/1s	11
35	Excelsior-class Battleship	567	186	78	1147	6	2p/2s	33
36	Erewon-class I	100	52	21	165		1p/1s	2
37	Erewon-class II	100	52	21	245		1p/1s	2
38	Erewon-class III	100	52	21	225		1p/1s	2
39	Cardassian Ju'Day-Class I	113	125	21	84		1p/1s	2
40	Cardassian Ju'Day-Class II	113	125	21	170		1p/1s	2
41	Cardassian Ju'Day-Class III	113	125	21	170	6	1p/1s	2
42	Klingon D5 Cruiser	257	200	58	230		1p/1s	5
43	Klingon Huc'ta-class Frighter I	187	95	42	231		1f/2p/2s	5
44	Klingon Huc'ta-class Frighter II	187	95	42	231	9	1f/2p/2s	5
45	Klingon Huc'ta-class Frighter III	187	95	42	231	6	1f/2p/2s	5
46	Malgor-class Frighter I	100	52	21	205		1p/1s	2
47	Malgor-class Frighter II	100	52	21	205		1p/1s	2
48	Malgor-class Frighter III	100	52	21	265		1p/1s	2
49	Malgor-class Frighter IV	100	52	21	270		1p/1s	2
50	Galaxy-class Explorer	642	463	195	1700	30	1f/3p/3s	42
51	P'Tolemy-class Cargo Pod I	200	40	40	900		1f/2p/2s/1a	11
52	P'Tolemy-class Cargo Pod II	200	40	40	1010		1f/2p/2s/1a	11
53	Dry dock frame 1	150	100	75	0		1p	
54	Dry dock frame 2	699	549	199	0		1p	
55	Dry dock frame 3	200	150	100	0		1p	
56	Chodeck Heavy Cruiser	510	306	128	880	30	1f/2s/2p	30
	Totals				51,495	253	185a	





(01) Antares-Class Starships

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

Hull Systems

Size: 5
Length: 200 meters
Beams: 130 meters
Height: 45 meters
Decks: 3
Mass: metric tons
SUs Available: 1000
SUs Used: 323

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 5 <6>
Resistance Inner Hull: 5 <6>

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

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 180/100
Crew Quarters
Spartan: 40 <2>
Basic: 40 <3>
Expanded: 50 <9>
Luxury: 10 <10>

Environmental Systems

Basic Life Support [6 Power/round] <20>
Reserve Life Support [3 Power/round] <10>
Gravity [3 Power/round] <5>
Consumable: 1 years worth <1>
Food Processor System <0>
Food Stores only: (20 foods and beverages) [0 Power/round]
Recreation Facilities: 1 [2 Power/round] <6>
Personal Transport: Jefferies tubes [1 Power/round] <3>
Fire Suppression System [1 Power/round when active] <3>
Cargo hold: 130,000 cubic meters <3>
Locations: Lower Cargo Bays (Amidship lower hull)
Escape Pods <1>
Number: 20
Capacity: 4 persons per pod

Propulsion Systems

Impulse Engine Type: 3 Type 2 (Driver assembly's destroyed) [2/5 Power/round] <15>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <3>

POWER SYSTEMS

Impulse Engine[s]: Three Type 2 (generate 24 power/engine/round)
Auxiliary Power: Two reactors (generate 10 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <10>
Standard Usable Power: 72

Operations systems

Computer Core 1: Amidship [5 Power/round] <6>
ODN <6>
Security Systems Rating: 1 <16>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Field [1 power/ Strength] <5>
Science Systems Rating: Removed

Tactical Systems

Shields (Forward, Aft, Port, Starboard) <6 (x4)=24> *embedded nacelles + 10 threshold +100 to shields*
Shield Generator: Class 1 (protection 100 +100) [10 power/shield/round]
Shield grid: Type A (25% increase to Protection 125)
Subspace field Distortion Amplifiers: Class
Epsilon (Threshold 10 +10)
Recharging System: Class (75 seconds)
Auto-Destruct System <5>

Auxiliary Spacecraft systems

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

2 docking ports (port and Starboard)

(02) Antares-Class Starships

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

Hull Systems

Size: 5
Length: 200 meters
Beams: 130 meters
Height: 45 meters
Decks: 3
Mass: metric tons
SUs Available: 1000
SUs Used: 322

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 5 <6>
Resistance Inner Hull: 5 <6>

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

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 140/500
Crew Quarters
Basic: 80 <8>
Expanded: 50 <9>
Luxury: 10 <10>

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 <1>
Food Processor System <0>
Food Stores only: (20 foods and beverages) [0 Power/round]
Recreation Facilities: 1 [2 Power/round] <6>
(a spartan mess hall and an exercise room)
Merchantile Facilities Rating 1 [2 Power/round] <8>
(1 bar and 2 Stores)
Personal Transport: Jefferies tubes [1 Power/round] <3>
Fire Suppression System [1 Power/round when active] <3>
Cargo hold: 130,000 cubic meters <4>
Locations: Lower Cargo Bays (Amidship lower hull)
Escape Pods <1>
Number: 20
Capacity: 4 persons per pod

Propulsion Systems

Reaction Control System (.025c) [2 Power/round when in use] <3>

POWER SYSTEMS

Fusion Reactor Class 10 (generate 100 power/round) <50>
Auxiliary Power: Two reactors (generate 10 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <10>
Standard Usable Power: 72

Operations systems

Computer Core 1: Amidship [5 Power/round] <6>
ODN <6>

Security Systems Rating: 1 <16>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Field [1 power/ Strength] <5>
Science Systems Rating: Removed
Tactical Systems
Shields (Forward, Aft, Port, Starboard) <6 (x4)=24> *embedded nacelles + 10 threshold +100 to shields*
Shield Generator: Class 1 (protection 100 +100) [10 power/shield/round]
Shield grid: Type A (25% increase to Protection 125)
Subspace field Distortion Amplifiers: Class
Epsilon (Threshold 10 +10)
Recharging System: Class (75 seconds)
Auto-Destruct System <5>

Auxiliary Spacecraft systems

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

2 docking ports (port and Starboard)

(03) Antares-Class Starships

Class and Type: Antares-class Cargo Carrier
Commissioning Date: N/A (Sometime within the 23rd Century)
Hull Systems
Size: 5
Length: 200 meters
Beams: 130 meters
Height: 45 meters
Decks: 3
Mass: metric tons
SUs Available: 1000
SUs Used: 339

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 5 <6>
Resistance Inner Hull: 5 <6>

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

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 140/500
Crew Quarters
Basic: 80 <8>
Expanded: 50 <9>
Luxury: 10 <10>

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 <1>
Food Processor System <0>
Food Stores only: (20 foods and beverages) [0 Power/round]
Recreation Facilities: 1 [2 Power/round] <6>
(a spartan mess hall and an exercise room)
Merchantile Facilities Rating 2 [4 Power/round] <8>
(1 bar/restraunt and 5 Stores)
Personal Transport: Jefferies tubes [1 Power/round] <3>
Fire Suppression System [1 Power/round when active] <3>
Cargo hold: 100,000 cubic meters <3>
Locations: Lower Cargo Bays (Amidship lower hull)
Escape Pods <1>
Number: 20
Capacity: 4 persons per pod
Propulsion Systems

Impulse Engine Type: 3 Type 2 (Driver assembly's destroyed) [2/5 Power/round] <15>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <3>

POWER SYSTEMS

Impulse Engine[s]: Three Type 2 (generate 24 power/engine/round)
Auxiliary Power: Two reactors (generate 10 Power/reactor/round) <6>
Emergency Power: Type A (generates 25 Power/round) <25>
EPS: Standard Power flow, +100 Power transfer/round <10>
Standard Usable Power: 72

Operations systems

Computer Core 1: Amidship [5 Power/round] <6>
ODN <6>

Security Systems Rating: 1 <16>
Anti-Intruder System: Yes [1 Power/round] <5>
Internal Force Field [1 power/ Strength] <5>
Science Systems Rating: Removed

Tactical Systems

Shields (Forward, Aft, Port, Starboard) <6 (x4)=24> *embedded nacelles + 10 threshold +100 to shields*
Shield Generator: Class 1 (protection 100 +100) [10 power/shield/round]
Shield grid: Type A (25% increase to Protection 125)
Subspace field Distortion Amplifiers: Class Epsilon (Threshold 10 +10)
Recharging System: Class (75 seconds)
Auto-Destruct System <5>

Auxiliary Spacecraft systems

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

2 docking ports (port and Starboard)

(04) BAJORAN ASSAULT VESSEL

Class and Type: Bajoran Assault Vessel

Commissioning Date: Unknown still used in the late 24th Century

HULL SYSTEMS

Size: 3

Length: 140.72 meters

Beam: 221.76 meters

Height: 51.76 meters

Decks: 2

Mass: 96,500 metric tons

SU's Available: 700

SU's Used: 543

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 1 (Protection 40/60) <15>

Backup: Class 1 (Protection 20) <8>

Backup: Class 1 (Protection 20) <8>

Specialized Hull Systems Atmospheric capability, Planetfall capability <8>

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 280/400

Crew Quarters

Barracks: Houses 240 Crewmembers <4>

Spartan: 20 <1>

Environmental Systems

Basic Life Support: [7 Power/round] <12>

Reserve Life Support: [3 Power/round] <6>

Emergency Life Support: 8 Emergency Shelters <6>

Gravity [2 Power/round] <3>

Consumable: 1 Year Worth <3>

Replicator Systems: None

Medical Facilities: 2 (+0 Test) [2 Power/round] <10>

Recreational Facilities: 2 Small Lounge [2 Power/round] <16>

Personal Transport: Jefferies tubes and

Turbolifts [0 Power/round] <9>

Fire Suppression System: [1 Power/round] <3>

Cargo Holds: 25,000 cubic Meters <1>

Locations: Midsection

Escape Pods <3>

Number: 50

Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Reaction Control System: (.025c) [2

Power/round when in use] <3>

POWER SYSTEMS

Fusion reactor: Class 20 (Generates 200 Power) <100>

Auxiliary Power: 2 reactors (Generate 5 Power/reactor/round) <6>

Emergency Power: Type A (Generates 25 Power/ round/use) <25>

EPS: Standard Power Transfer <15>

Standard Usable Power: 216

OPERATIONS SYSTEMS

Bridge: Forward Dorsal <15>

Computers: Core 1: Forward [5 Power/round] <6>

Optical Data Network <9>

Communications Systems <9>

Type: Class 4 [2 Power/round]

Strength: 4

Security: -4

Basic Upgrading: Alpha

Test Bonus +1

Security Upgrading: Delta <4>

Emergency Communications: [2 power/round] <1>

Transporters

Type: Personnel <13>

Pads: 5 [4 Power/use] (0.5 Power/Person)

Emitter/Receiver Array: Personnel Type 3 25,000 km range [1 Power/use]

Energizing/Transition Coils: Class H (Strength 8)

Location: 1 forward bay

Security Systems: Rating: 1 <4>

Anti-Intruder System: Yes [1 Power/round] <3>

Internal Force Fields: None – bulkhead doors

Science Systems Rating: 1 (+0) [1 Power/Round] <8>

Specialized Science Systems: None

Labs: 0

Shields (Forward, Aft, Port, Starboard) <14 (x4)>

Shield Generator: Class 2 (Protection 300) [20 Power/Shield/round] (+100 embedded nacelles)

Shield Grid: Type A (50% Increase to 450 Protection)

Subspace Field Distortion Amplifiers: Class Beta (Threshold: 60)

Shield Recharge System: Class 1 (45 second recharge)

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

Auto-Destruct System: Yes <3>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None

Captain's Yacht: None

(05) BAJORAN ASSAULT VESSEL

Class and Type: Bajoran Assault Vessel
Commissioning Date: Unknown still used in the late 24th Century

HULL SYSTEMS

Size: 3
Length: 140.72 meters
Beam: 221.76 meters
Height: 51.76 meters
Decks: 2
Mass: 96,500 metric tons
SU's Available: 700
SU's Used: 543

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 1 (Protection 40/60) <15>
Backup: Class 1 (Protection 20) <8>
Backup: Class 1 (Protection 20) <8>
Specialized Hull Systems Atmospheric capability, Planetfall capability <8>

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 280/400
Crew Quarters
Barracks: Houses 240 Crewmembers <4>
Spartan: 20 <1>

Environmental Systems
Basic Life Support: [7 Power/round] <12>
Reserve Life Support: [3 Power/round] <6>
Emergency Life Support: 8 Emergency Shelters <6>
Gravity [2 Power/round] <3>
Consumable: 1 Year Worth <3>
Replicator Systems: None
Medical Facilities: 2 (+0 Test) [2 Power/round] <10>
Merchantile facilities: 2 [4 Power/round] <18> (Bar/restraint and 5 stores)
Recreational Facilities: 2 Small Lounge [2 Power/round] <16>
Personal Transport: Jefferies tubes and Turbolifts [0 Power/round] <9>
Fire Suppression System: [1 Power/round] <3>
Cargo Holds: 25,000 cubic Meters <1>
Locations: Midsection
Escape Pods <3>
Number: 50
Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Reaction Control System: (.025c) [2
Power/round when in use] <3>

POWER SYSTEMS

Fusion reactor: Class 20 (Generates 200 Power) <100>
Auxiliary Power: 2 reactors (Generate 5 Power/reactor/round) <6>
Emergency Power: Type A (Generates 25 Power/ round/use) <25>
EPS: Standard Power Transfer <15>
Standard Usable Power: 216

OPERATIONS SYSTEMS

Computers: Core 1: Forward [5 Power/round] <6>
Optical Data Network <9>

Security Systems: Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <3>
Internal Force Fields: None – bulkhead doors
Science Systems Rating: 1 (+0) [1 Power/Round] <8>
Specialized Science Systems: None
Labs: 0

Shields (Forward, Aft, Port, Starboard) <14 (x4)>
Shield Generator: Class 2 (Protection 300) [20 Power/Shield/round] (+100 embedded nacelles)
Shield Grid: Type A (50% Increase to 450 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold: 60)
Shield Recharge System: Class 1 (45 second recharge)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System: Yes <3>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None
Captain's Yacht: None

(06) BAJORAN ASSAULT VESSEL

Class and Type: Bajoran Assault Vessel

Commissioning Date: Unknown still used in the late 24th Century

HULL SYSTEMS

Size: 3

Length: 140.72 meters

Beam: 221.76 meters

Height: 51.76 meters

Decks: 2

Mass: 96,500 metric tons

SU's Available: 700

SU's Used: 543

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 1 (Protection 40/60) <15>

Backup: Class 1 (Protection 20) <8>

Backup: Class 1 (Protection 20) <8>

Specialized Hull Systems Atmospheric capability, Planetfall capability <8>

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 280/400

Crew Quarters

Barracks: Houses 240 Crewmembers <4>

Spartan: 20 <1>

Environmental Systems

Basic Life Support: [7 Power/round] <12>

Reserve Life Support: [3 Power/round] <6>

Emergency Life Support: 8 Emergency Shelters <6>

Gravity [2 Power/round] <3>

Consumable: 1 Year Worth <3>

Replicator Systems: None

Medical Facilities: 2 (+0 Test) [2 Power/round] <10>

Merchantile facilities: 2 [4 Power/round] <18> (Bar/restraint and 5 stores)

Recreational Facilities: 2 Small Lounge [2 Power/round] <16>

Personal Transport: Jefferies tubes and Turbolifts [0 Power/round] <9>

Fire Suppression System: [1 Power/round] <3>

Cargo Holds: 25,000 cubic Meters <1>

Locations: Midsection

Escape Pods <3>

Number: 50

Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Reaction Control System: (.025c) [2

Power/round when in use] <3>

POWER SYSTEMS

Fusion reactor: Class 20 (Generates 200 Power) <100>

Auxiliary Power: 2 reactors (Generate 5 Power/reactor/round) <6>

Emergency Power: Type A (Generates 25 Power/ round/use) <25>

EPS: Standard Power Transfer <15>

Standard Usable Power: 216

OPERATIONS SYSTEMS

Computers: Core 1: Forward [5 Power/round] <6>

Optical Data Network <9>

Communications Systems <9>

Type: Class 4 [2 Power/round]

Strength: 4

Security: -4

Basic Uprating: Alpha

Test Bonus +1

Security Uprating: Delta <4>

Emergency Communications: [2 power/round] <1>

Security Systems: Rating: 1 <4>

Anti-Intruder System: Yes [1 Power/round] <3>

Internal Force Fields: None – bulkhead doors

Science Systems Rating: 1 (+0) [1 Power/Round] <8>

Specialized Science Systems: None

Labs: 0

Shields (Forward, Aft, Port, Starboard) <14 (x4)>

Shield Generator: Class 2 (Protection 300) [20 Power/Shield/round] (+100 embedded nacelles)

Shield Grid: Type A (50% Increase to 450 Protection)

Subspace Field Distortion Amplifiers: Class Beta (Threshold: 60)

Shield Recharge System: Class 1 (45 second recharge)

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

Auto-Destruct System: Yes <3>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None

Captain's Yacht: None

(07) BAJORAN ASSAULT VESSEL

Class and Type: Bajoran Assault Vessel
Commissioning Date: Unknown still used in the late 24th Century

HULL SYSTEMS

Size: 3

Length: 140.72 meters

Beam: 221.76 meters

Height: 51.76 meters

Decks: 2

Mass: 96,500 metric tons

SU's Available: 700

SU's Used: 425

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 1 (Protection 40/60) <15>

Backup: Class 1 (Protection 20) <8>

Specialized Hull Systems Atmospheric capability, Planetfall capability <8>

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 680/400

Crew Quarters

Spartan: 340 <17>

Environmental Systems

Basic Life Support: [7 Power/round] <12>

Reserve Life Support: [3 Power/round] <6>

Emergency Life Support: (8 Emergency Shelters) <6>

Gravity [2 Power/round] <3>

Consumable: 1 Year Worth <3>

Replicator Systems: None

Medical Facilities: 2 (+0 Test) [2 Power/round] <10>

Recreational Facilities: 2 Small Lounge [2 Power/round] <16>

Personal Transport: Jefferies tubes and Turbolifts [1 Power/round] <9>

Fire Suppression System: [1 Power/round] <3>

Cargo Holds: 91,000 cubic Meters <5>

Locations: Midsection

Escape Pods <3>

Number: 50

Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Reaction Control System: (.025c) [2 Power/round when in use] <3>

POWER SYSTEMS

Fusion Reactor: 2 Class 7/sF (Generates 75 power/round) <120>

Auxiliary Power: 2 reactors (Generate 5 Power/reactor/round) <6>

Emergency Power: Type A (Generates 25 Power/ round/use) <25>

EPS: Standard Power Transfer <15>

Standard Usable Power: 150

OPERATIONS SYSTEMS

Computer Core 1: Forward [5 Power/round] <6>

Core 2: Aft [5 Power/round] <6>

Optical Data Network <9>

Navigational Deflector: Removed

Sensor Systems

Long-range Sensors: [5 Power/Round] <9>

Range Package: Type 1 (Accuracy 3/4/7/10)

High Resolution: 4 light-years (.5/.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)

Strength Package: Class 1 (Strength 1)

Gain Package: Standard (+0)

Coverage: Standard

Lateral Sensors: [5 Power/round] <5>

Strength Package: Class 1 (Strength 1)

Gain Package: Standard (+0)

Coverage: Standard

Sensor Skill: 5

Communications Systems <9>

Type: Class 4 [2 Power/round]

Strength: 4

Security: -4

Basic Uprating: Alpha

Test Bonus +1

Security Uprating: Delta <4>

Emergency Communications: [2 power/round] <1>

Security Systems: Rating: 1 <4>

Anti-Intruder System: Yes [1 Power/round] <3>

Internal Force Fields: None – bulkhead doors

Science Systems Rating: 1 (+0) [1 Power/Round] <8>

Specialized Science Systems: None

Labs: 0

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <14 (x4)>

Shield Generator: Class 2 (Protection 300) [20 Power/Shield/round] (+100 embedded nacelles)

Shield Grid: Type A (50% Increase to 450 Protection)

Subspace Field Distortion Amplifiers: Class Beta (Threshold: 60)

Shield Recharge System: Class 1 (45 second recharge)

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

Auto-Destruct System: Yes <3>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None

Captain's Yacht: None

(08) BAJORAN ASSAULT VESSEL

Class and Type: Bajoran Assault Vessel

Commissioning Date: Unknown still used in the late 24th Century

HULL SYSTEMS

Size: 3

Length: 140.72 meters

Beam: 221.76 meters

Height: 51.76 meters

Decks: 2

Mass: 96,500 metric tons

SU's Available: 700

SU's Used: 477

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 1 (Protection 40/60) <15>

Backup: Class 1 (Protection 20) <8>

Specialized Hull Systems Atmospheric capability, Planetfall capability <8>

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 680/400

Crew Quarters

Spartan: 340 <17>

Environmental Systems

Basic Life Support: [8 Power/round] <12>

Reserve Life Support: [3 Power/round] <6>

Emergency Life Support: (8 Emergency Shelters) <6>

Gravity [2 Power/round] <3>

Consumable: 1 Year Worth <3>

Medical Facilities: 2 (+0 Test) [2 Power/round] <10>

Recreational Facilities: 2 Small Lounge [2 Power/round] <16>

Merchantile Facilities 1 [2 power/round] <8>

1 Bar and 2 stores

Personal Transport: Jefferies tubes and

Turbolifts [1 Power/round] <9>

Fire Suppression System: [1 Power/round] <3>

Cargo Holds: 91,000 cubic Meters <5>

Locations: Midsection

Escape Pods <3>

Number: 50

Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Reaction Control System: (.025c) [2

Power/round when in use] <3>

POWER SYSTEMS

Fusion Reactor: 2 Class 7/sF (Generates 75 power/round) <120>

Auxiliary Power: 2 reactors (Generate 5 Power/reactor/round) <6>

Emergency Power: Type A (Generates 25 Power/ round/use) <25>

EPS: Standard Power Transfer <15>

Standard Usable Power: 150

OPERATIONS SYSTEMS

Computers:

Core 1: Forward [5 Power/round] <6>

Optical Data Network <9>

Sensor Systems

Long-range Sensors: [5 Power/Round] <9>

Range Package: Type 1 (Accuracy 3/4/7/10)

High Resolution: 4 light-years (.5/.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)

Strength Package: Class 1 (Strength 1)

Gain Package: Standard (+0)

Coverage: Standard

Lateral Sensors: [5 Power/round] <5>

Strength Package: Class 1 (Strength 1)

Gain Package: Standard (+0)

Coverage: Standard

Navigational Sensors: [5 Power/round] <4>

Strength Package: Class 1 (Strength 1)

Gain Package: Standard (+0)

Sensor Skill: 5

Communications Systems <9>

Type: Class 4 [2 Power/round]

Strength: 4

Security: -4

Basic Uprating: Alpha

Test Bonus +1

Security Uprating: Delta <4>

Emergency Communications: [2 power/round] <1>

Transporters

Type: Personnel <13>

Pads: 5 [4 Power/use] (0.5 Power/Person)

Emitter/Receiver Array: Personnel Type 3

25,000 km range [1 Power/use]

Energizing/Transition Coils: Class H (Strength 8)

Location: 1 forward bay

Security Systems: Rating: 1 <4>

Anti-Intruder System: Yes [1 Power/round] <3>

Internal Force Fields: None – bulkhead doors

Science Systems none

Specialized Science Systems: None

Labs: 0

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <14 (x4)>

Shield Generator: Class 2 (Protection 300) [20 Power/Shield/round] (+100 embedded nacelles)

Shield Grid: Type A (50% Increase to 450 Protection)

Subspace Field Distortion Amplifiers: Class Beta
(Threshold: 60)

Shield Recharge System: Class 1 (45 second
recharge)

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

Auto-Destruct System: Yes <3>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None

Captain's Yacht: None

Docking port: 3 (forward/port/starboard)

(09) Bajoran Assault Vessel

Class and Type: Bajoran Assault Vessel
Commissioning Date: Unknown still used in the late 24th Century

HULL SYSTEMS

Size: 3

Length: 140.72 meters

Beam: 221.76 meters

Height: 51.76 meters

Decks: 2

Mass: 96,500 metric tons

SU's Available: 700

SU's Used: 467

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 1 (Protection 40/60) <15>

Backup: Class 1 (Protection 20) <8>

Specialized Hull Systems Atmospheric capability, Planetfall capability <8>

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 12/328/400

Crew Quarters

Spartan: 340 <17>

Environmental Systems

Basic Life Support: [7 Power/round] <12>

Reserve Life Support: [3 Power/round] <6>

Emergency Life Support: (8 Emergency Shelters) <6>

Gravity [2 Power/round] <3>

Consumable: 1 Year Worth <3>

Replicator Systems: None

Medical Facilities: 2 (+0 Test) [2 Power/round] <10>

Recreational Facilities: 2 Small Lounge [2 Power/round] <16>

Merchantile Facilities 1 [2 power/round] <8>

1 Bar and 2 stores

Personal Transport: Jefferies tubes and

Turbolifts [1 Power/round] <9>

Fire Suppression System: [1 Power/round] <3>

Cargo Holds: 91,000 cubic Meters <5>

Locations: Midsection

Escape Pods <3>

Number: 50

Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Reaction Control System: (.025c) [2

Power/round when in use] <3>

POWER SYSTEMS

Fusion Reactor: 2 Class 7/sF (Generates 75 power/round) <120>

Auxiliary Power: 2 reactors (Generate 5 Power/reactor/round) <6>

Emergency Power: Type A (Generates 25 Power/ round/use) <25>

EPS: Standard Power Transfer <15>

Standard Usable Power: 150

OPERATIONS SYSTEMS

Computer Core 1: Forward [5 Power/round] <6>

Optical Data Network <9>

Communications Systems <9>

Type: Class 4 [2 Power/round]

Strength: 4

Security: -4

Basic Uprating: Alpha

Test Bonus +1

Security Uprating: Delta <4>

Emergency Communications: [2 power/round] <1>

Security Systems: removed

Anti-Intruder System: Yes [1 Power/round] <3>

Internal Force Fields: None – bulkhead doors

Science Systems removed

Specialized Science Systems: None

Labs: 0

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <14 (x4)>

Shield Generator: Class 2 (Protection 300) [20 Power/Shield/round] (+100 embedded nacelles)

Shield Grid: Type A (50% Increase to 450 Protection)

Subspace Field Distortion Amplifiers: Class Beta (Threshold: 60)

Shield Recharge System: Class 1 (45 second recharge)

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

Auto-Destruct System: Yes <3>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None

Captain's Yacht: None

3 Docking ports (forward/port/starboard)

(10) Bajoran Assault Vessel

Class and Type: Bajoran Assault Vessel
Commissioning Date: Unknown still used in the late 24th Century

HULL SYSTEMS

Size: 3

Length: 140.72 meters

Beam: 221.76 meters

Height: 51.76 meters

Decks: 2

Mass: 96,500 metric tons

SU's Available: 700

SU's Used: 436

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 1 (Protection 40/60) <15>

Backup: Class 1 (Protection 20) <8>

Specialized Hull Systems Atmospheric capability, Planetfall capability <8>

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 12/328/400

Crew Quarters

Spartan: 340 <17>

Environmental Systems

Basic Life Support: [7 Power/round] <12>

Reserve Life Support: [3 Power/round] <6>

Emergency Life Support: (8 Emergency Shelters) <6>

Gravity [2 Power/round] <3>

Consumable: 1 Year Worth <3>

Replicator Systems: None

Medical Facilities: 2 (+0 Test) [2 Power/round] <10>

Recreational Facilities: 2 Small Lounge [2 Power/round] <16>

Personal Transport: Jefferies tubes and Turbolifts [1 Power/round] <9>

Fire Suppression System: [1 Power/round] <3>

Cargo Holds: 91,000 cubic Meters <5>

Locations: Midsection

Escape Pods <3>

Number: 50

Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Reaction Control System: (.025c) [2 Power/round when in use] <3>

POWER SYSTEMS

Warp Engines Type: Removed

Impulse Engine(s): Removed

Fusion Reactor: 2 Class 7/sF (Generates 75 power/round) <120>

Auxiliary Power: 2 reactors (Generate 5 Power/reactor/round) <6>

Emergency Power: Type A (Generates 25 Power/ round/use) <25>

EPS: Standard Power Transfer <15>

Standard Usable Power: 150

OPERATIONS SYSTEMS

Computers Core 1: Forward [5 Power/round] <6>

Core 2: Aft [5 Power/round] <6>

Optical Data Network <9>

Communications Systems <9>

Type: Class 4 [2 Power/round]

Strength: 4

Security: -4

Basic Uprating: Alpha

Test Bonus +1

Security Uprating: Delta <4>

Emergency Communications: [2 power/round] <1>

Security Systems: Rating: 1 <4>

Anti-Intruder System: Yes [1 Power/round] <3>

Internal Force Fields: None – bulkhead doors

Science Systems Rating: 1 (+0) [1 Power/Round] <8>

Specialized Science Systems: None

Labs: 0

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <14 (x4)>

Shield Generator: Class 2 (Protection 300) [20 Power/Shield/round] (+100 embedded nacelles)

Shield Grid: Type A (50% Increase to 450 Protection)

Subspace Field Distortion Amplifiers: Class Beta (Threshold: 60)

Shield Recharge System: Class 1 (45 second recharge)

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

Auto-Destruct System: Yes <3>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None

Captain's Yacht: None

(11) Class and Type: Bark-class Cargo Carrier

Hull Systems

Size: 4

Length: 130 meters

Beams: 78 meters

Height: 29.9 meters

Decks: 3

Mass: 78,000 metric tons

SUs Available: 800

SUs Used: 533

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 1 (Protection 40/60) <16>

Backup: Class 1 (Protection 20) <8>

Backup: Class 1 (Protection 20) <8>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 150/765

Crew Quarters

Spartan: 60 <3>

Basic: 30 <3>

Environmental Systems

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

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

Emergency Life Support (24 Emergency Shelters) <8>

Gravity [2 Power/round] <4>

Consumable: 1 years worth <4>

Food Processor System [4 Power/round] <4>

Industrial Replicator small network of replicators [2 power/round] <4>

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

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

(a spartan mess hall and an exercise room)

Merchantile Facilities [4 Power/round] <16>

(bar/restraunt and 5 stores)

Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <12>

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

Cargo hold: 15,000 cubic meters <1>

Locations: Lower Cargo Bays (Amidship lower hull)

Escape Pods <1>

Number: 20

Capacity: 4 persons per pod

Propulsion Systems

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

POWER SYSTEMS

Fusion Reactor Class 20 (generates 200 power round) (100)

Auxiliary Power: one reactors (generate 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: 144

Operations systems

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

ODN <12>

Security Systems Rating: 1 <4>

Anti-Intruder System: Yes [1 Power/round] <4>

Internal Force Field [1 power/ Strength] <4>

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

Laboratories: none

Shields (Forward, Aft, Port, Starboard) <16 (x 4 = 64)>

Shield Generator: Class 1 (protection 180 + 100) [18 power/shield/round]

embedded nacelles + 10 threshold +100 to shields

Shield grid: Type A (25% increase to Protection 225)

Subspace field Distortion Amplifiers: Class Beta (Threshold 60 +10)

Backup shield generators 4 (1 per shield)

Recharging System: Class 1 (45 seconds/9 rounds)

Auto-Destruct System <4>

Auxiliary Spacecraft systems

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

Standard Complement: one shuttlepod

Location(s): Main Shuttlebay

2 Docking Ports port and starboard amidship

(12) Class and Type: Bark-class Cargo Carrier

Hull Systems

Size: 4

Length: 130 meters

Beams: 78 meters

Height: 29.9 meters

Decks: 3

Mass: 78,000 metric tons

SUs Available: 800

SUs Used: 533

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 1 (Protection 40/60) <16>

Backup: Class 1 (Protection 20) <8>

Backup: Class 1 (Protection 20) <8>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 410/410

Crew Quarters

Spartan: 190 <10>

Basic: 30 <3>

Environmental Systems

Basic Life Support [10 Power/round] <16>

Reserve Life Support [5 Power/round] <8>

Emergency Life Support (24 Emergency Shelters) <8>

Gravity [2 Power/round] <4>

Consumable: 1 years worth <4>

Food Processor System [4 Power/round] <4>

Industrial Replicator small network of replicators [2 power/round] <4>

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

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

(a spartan mess hall and an exercise room)

Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <12>

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

Cargo hold: 15,000 cubic meters <1>

Locations: Lower Cargo Bays (Amidship lower hull)

Escape Pods <1>

Number: 20

Capacity: 4 persons per pod

Propulsion Systems

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

POWER SYSTEMS

Fusion Reactor Class 20 (generates 200 power round) (100)

Auxiliary Power: one reactors (generate 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: 144

Operations systems

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

ODN <12>

Security Systems Rating: 1 <4>

Anti-Intruder System: Yes [1 Power/round] <4>

Internal Force Field [1 power/ Strength] <4>

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

Laboratories: none

Shields (Forward, Aft, Port, Starboard) <16 (x 4 = 64)>

Shield Generator: Class 1 (protection 180 + 100) [18 power/shield/round]

embedded nacelles + 10 threshold +100 to shields

Shield grid: Type A (25% increase to Protection 225)

Subspace field Distortion Amplifiers: Class Beta (Threshold 60 +10)

Backup shield generators 4 (1 per shield)

Recharging System: Class 1 (45 seconds/9 rounds)

Auto-Destruct System <4>

Auxiliary Spacecraft systems

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

Standard Complement: one shuttlepod

Location(s): Main Shuttlebay

2 Docking Ports port and starboard amidship

(13) Salgar-class

Class and Type: Salgar-class Military Transport
Commissioning Date: 2362

Hull Systems

Size: 5
Length: 255.65 meters
Beams: 55.13 meters
Height: 63.21 meters
Decks: 12
Mass: 1,340,000 metric tons
SUs Available: 1300
SUs Used: 632

Hull Outer <25>
Hull Inner <25>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10
Protection/round]
Main: Class 4 (Protection 70/110) <26>
Backup: Class 4 (Protection 35) <13>
Backup: Class 4 (Protection 35) <13>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 140/

Crew Quarters
Spartan: 60 <3>
Basic: 20 <2>

Environmental Systems

Basic Life Support [11 Power/round] <20>
Reserve Life Support [6 Power/round] <10>
Emergency Life Support (30 Shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 1 years worth (plus cargo carried)
<1>
Food Processor System [5 Power/round] <5>
Industrial Replicators type: network of small
replicators [2 power/round] <5>
Industrial Replicator type: 1 Large Unit [2
Power/replicators/round] <3>
Medical Facilities: 3 (+0) [3 power/round] <15>
Recreation Facilities: 3 [6 Power/round] <24>
Personal Transport: turbolifts, Jefferies tubes [
Power/round] <15>
Fire Suppression System [1 Power/round when
active] <5>
Cargo hold: 200,000 cubic meters <3>
Locations: 6 cargo modules amidships
Escape Pods <6>
Number: 120
Capacity: 4 persons per pod

Propulsion Systems

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

POWER SYSTEMS

Fusion generator: Class 20 (generates 200
power/round) <100>
Auxiliary Power: Two reactors (generate 5
Power/reactor/round) <6>
Emergency Power: Type B (generates 30
Power/round) <30>
EPS: Standard Power flow, +80 Power
transfer/round <33>
Standard Usable Power: 200

Operations systems

Computer Core 1: Command hull [5
Power/round] <15>
ODN <15>

Security Systems Rating: 2 <8>

Anti-Intruder System: Yes [1 Power/round] <5>
Neutralization Field [1 power/3 Strength] <10>
Science Systems Rating: 1 (+0) [1 Power/round]
<10>

Shields (Forward, Aft, Port, Starboard) <27
(x4)=108>

Shield Generator: Class 2 (protection 240 + 100)
[24 power/shield/round]
*embedded nacelles + 10 threshold +100 to
shields*

Shield grid: Type B (33% increase to Protection
360)
Subspace field Distortion Amplifiers: Class Beta
(Threshold 80 +10)
Recharging System: Class 1 (45 seconds)
Backup shield Generators: 4 (1 per shield)
Auto-Destruct System <5>

Auxiliary Spacecraft systems

Shuttlebay(s): none
Standard Complement: none

(14) SALGAR-CLASS

Class and Type: Salgar-class Military Transport
Commissioning Date: 2362

Hull Systems

Size: 5
Length: 255.65 meters
Beams: 55.13 meters
Height: 63.21 meters
Decks: 12
Mass: 1,340,000 metric tons
SUs Available: 1300
SUs Used: 673

Hull Outer <25>
Hull Inner <25>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

Structural Integrity field [1 power/10
Protection/round]
Main: Class 4 (Protection 70/110) <26>
Backup: Class 4 (Protection 35) <13>
Backup: Class 4 (Protection 35) <13>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 140//
Crew Quarters
Spartan: 60 <3>
Basic: 20 <2>

Environmental Systems

Basic Life Support [11 Power/round] <20>
Reserve Life Support [6 Power/round] <10>
Emergency Life Support (30 Shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 1 years worth (plus cargo carried)
<1>
Food Processor System [5 Power/round] <5>
Industrial Replicators type: network of small
replicators [2 power/round] <5>
Industrial Replicator type: 1 Large Unit [2
Power/replicators/round] <3>
Medical Facilities: 3 (+0) [3 power/round] <15>
Recreation Facilities: 3 [6 Power/round] <24>
Merchantile Facilities 2 [4 power/round] <16>
(Bar/restraint and 5 shops)
Personal Transport: turbolifts, Jefferies tubes [
Power/round] <15>
Fire Suppression System [1 Power/round when
active] <5>
Cargo hold: 200,000 cubic meters <3>
Locations: 6 cargo modules amidships
Escape Pods <6>
Number: 120
Capacity: 4 persons per pod

Propulsion Systems

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

POWER SYSTEMS

Fusion generator: Class 20 (generates 200
power/round) <100>
Auxiliary Power: Two reactors (generate 5
Power/reactor/round) <6>
Emergency Power: Type B (generates 30
Power/round) <30>
EPS: Standard Power flow, +80 Power
transfer/round <33>
Standard Usable Power: 200

Operations systems

Computer Core 1: Command hull [5
Power/round] <15>
ODN <15>

Inertial Damping Field

Main <30>
Strength: 6 [3 Power/round]
Number: 2
Backup <9>
Strength: 4 [2 Power/round]
Number: 2
Attitude Control: 1 [1 Power/round] <2>

Security Systems Rating: 2 <8>

Anti-Intruder System: Yes [1 Power/round] <5>
Neutralization Field [1 power/3 Strength] <10>
Science Systems Rating: 1 (+0) [1 Power/round]
<10>

Shields (Forward, Aft, Port, Starboard) <27
(x4)=108>

Shield Generator: Class 2 (protection 240 + 100)
[24 power/shield/round]

*embedded nacelles + 10 threshold +100 to
shields*

Shield grid: Type B (33% increase to Protection
360)

Subspace field Distortion Amplifiers: Class Beta
(Threshold 80 +10)

Recharging System: Class 1 (45 seconds)

Backup shield Generators: 4 (1 per shield)

Auto-Destruct System <5>

Auxiliary Spacecraft systems

Shuttlebay(s): none

Standard Complement: none

(15) MIRANDA-CLASS STARSHIP

Class and Type: Miranda-class Cruiser

Commissioning Date: 2270s

HULL SYSTEMS

Size: 5

Length: 237.6 meters

Beam: 141.7 meters

Height: 58.0 meters

Decks: 11

Mass: 655,000 MT

SUs Available: 1500

SUs Used: 607

Hull Outer <20>

Hull Inner <20>

Resistance Outer Hull: <6>

Resistance Inner Hull: <6>

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

Main: Class K (Protection 70/110) <26>

Backup: Class K (Protection 35) <13>

Backup: Class K (Protection 35) <13>

PERSONNEL SYSTEMS

Class/Passengers/Evac: 340/

Crew Quarters

Barracks: house 120 Crewmembers<2>

Spartan: 80 <4>

Basic: 40 <4>

Expanded: 20 <4>

Environmental Systems

Basic Life Support [8 Power/round]<20>

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

Emergency Life Support (30 emergency shelters) <10>

Gravity [3 Power/round] <5>

Consumable: 3 years' worth <20>

Food Processors Mark V [5 Power/round] <18>

Medical Facilities: 6 (+1) [6 Power/round] <30>

Recreation Facilities: 6 [6 Power/round] <36>

1 main recreation deck, pleasant eating facilities, 1 large Lounge, 3 gyms, 3 small lounges, 1 arboretum

Merchente Facility 5 (15 establishments) [20 power/round] <40>

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

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

Cargo Holds: 100,000 cubic meters <9>

Locations: Eight Locations throughout ship

Escape Pods <8>

Number: 120

Capacity: 12 person per pod

PROPULSION SYSTEMS

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

POWER SYSTEMS

Fusion reactor: 1 Class 20 (generates 200 Power/engine/round)

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

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

EPS: Standard Power flow +150 Power transfer/round <40>

Standard Usable Power: 200

OPERATIONS SYSTEM

COMPUTERS

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

ODN <15>

COMMUNICATIONS SYSTEMS

Type: Mark V [5 Power/round] <19>

Strength: 5

Security: - 2

Basic Uprating: Type 1 (+1)

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

TRACTOR BEAMS

Emitter: Class Alpha [3 power/Strength used/round] <6>

Accuracy: 5/6/8/11

Location: Hanger deck (x2)

Security Systems Rating: 3 <12>

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

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

Science Systems Rating 1 (+0) [5 Power/round]<15>

Specialized Systems: None

Laboratories: 12 <4>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <25 (x 4)=100>

Shield Generator: Class 2 (Protection 400) [40 Power/shield/round]

Shield grid: Type B (33% increase to 533 Protection)

Subspace Field Distortion Amplifiers: Class Gamma (Threshold 130)

Recharging System: Class 0 (60 seconds)

Auto-Destruct System <5>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 8 size worth of ships <16>

Standard Compliment: 4 shuttles

Location(s): Aft port, aft starboard

(16) Class and Type: Civilian Space
Cruiser/Transport
Commissioning Date: 2240

HULL SYSTEMS

Size: 3
Length: 51 meters
Beam: 13 meters
Height: 8 meters
Decks: 2
Mass: 10,250 metric tons
SUs Available: 625
SUs Used: 615

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 Power/10
Protection/round]
Main: Class H (Protection 40/60) <15>
Backup: Class H (Protection 20) <8>
Backup: Class H (Protection 20) <8>

PERSONNEL SYSTEMS

Class/Passengers/Evac: 60/300 Sometimes more
Crew Quarters
Spartan: 10 <1>
Expanded: 30 <6>
Luxury: 10 <10>

Environmental Systems

Basic Life Support [7 Power/round] <12>
Reserve Life Support [4 power/round] <6>
Emergency Life Support (6 emergency shelters)
<6>
Gravity [2 Power/round] <3>
Consumable: 6 months worth <1>

Food Processors Mark I [1 Power/round] <3>
Industrial Fabrication Units: Mark V [4
Power/round] <6>
Medical Facilities: 4 (+0) [4 Power/round] <20>
Recreation Facilities: 3 [3 Power/round] <18>
Personnel Transport: Turbolift, Jefferies Tubes
[2 Power/round] <9>
Fire Suppression System [1 Power/round when
active] <3>
Cargo Holds: 10,000 cubic meters <1>
Locations: five locations throughout ship
Escape Pods <2>
Number: 20
Capacity: 4 person per pod

PROPULSION SYSTEMS

Reaction Control System (.025c) [2 Power/round
when in use] <3>

POWER SYSTEMS

Fusion Reactor Type: Class 20 (generates 200
Power/round) <100>
Location: Amidship
Auxiliary Power: 2 reactors (generates 5
Power/reactor/round) <6>
Emergency Power: Type B (generates 30
Power/round) <30>
EPS: Standard Power flow, +50 Power
transfer/round <15>
Standard Usable Power: 200

OPERATIONS SYSTEM

Computers (Pre-Duotronic) Core:[5
Power/round] <6>
Wiring <9>
Security Systems Rating: 1 <4>
Anti-Intruder System: [1 Power/round] <3>
Internal Force Fields [1 Power/3 Strength] <3>
Science Systems Rating 1 (+0) [1 Power/round]
<8>
Specialized Systems: None
Laboratories: None

TACTICAL SYSTEMS

Shields (Forward, Starboard, Aft, Port)<14 (x 4
= 56)>
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 <3>

AUXILIARY SPACECRAFT SYSTEM

Hanger decks: none

(17) Class and Type: Civilian Space
Cruiser/Transport
Commissioning Date: 2240

HULL SYSTEMS

Size: 3
Length: 51 meters
Beam: 13 meters
Height: 8 meters
Decks: 2
Mass: 10,250 metric tons
SUs Available: 625
SUs Used: 402

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 Power/10
Protection/round]
Main: Class H (Protection 40/60) <15>
Backup: Class H (Protection 20) <8>
Backup: Class H (Protection 20) <8>

PERSONNEL SYSTEMS

Class/Passengers/Evac: 60/300 Sometimes more
Crew Quarters
Spartan: 10 <1>
Expanded: 30 <6>
Luxury: 10 <10>

Environmental Systems
Basic Life Support [7 Power/round] <12>
Reserve Life Support [4 power/round] <6>
Emergency Life Support (6 emergency shelters)
<6>
Gravity [2 Power/round] <3>
Consumable: 6 months worth <1>

Food Processors Mark I [1 Power/round] <3>
Industrial Fabrication Units: Mark V [4
Power/round] <6>
Medical Facilities: 4 (+0) [4 Power/round] <20>
Recreation Facilities: 3 [3 Power/round] <18>
Personnel Transport: Turbolift, Jefferies Tubes
[2 Power/round] <9>
Fire Suppression System [1 Power/round when
active] <3>
Cargo Holds: 10,000 cubic meters <1>
Locations: five locations throughout ship
Escape Pods <2>
Number: 20
Capacity: 4 person per pod

PROPULSION SYSTEMS

Reaction Control System (.025c) [2 Power/round
when in use] <3>

POWER SYSTEMS

Fusion Reactor Type: Class 20 (generates 200
Power/round) <100>
Location: Amidship
Auxiliary Power: 2 reactors (generates 5
Power/reactor/round) <6>
Emergency Power: Type B (generates 30
Power/round) <30>
EPS: Standard Power flow, +50 Power
transfer/round <15>
Standard Usable Power: 200

OPERATIONS SYSTEM

Computers (Pre-Duotronic) Core:[5
Power/round] <6>
Wiring <9>
Security Systems Rating: 1 <4>
Anti-Intruder System: [1 Power/round] <3>
Internal Force Fields [1 Power/3 Strength] <3>
Science Systems Rating 1 (+0) [1 Power/round]
<8>
Specialized Systems: None
Laboratories: None

TACTICAL SYSTEMS

Shields (Forward, Starboard, Aft, Port)<14 (x 4
= 56)>
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 <3>

AUXILIARY SPACECRAFT SYSTEM

Hanger decks: none

(18) Class and Type: Civilian Space
Cruiser/Transport
Commissioning Date: 2240

HULL SYSTEMS

Size: 3
Length: 51 meters
Beam: 13 meters
Height: 8 meters
Decks: 2
Mass: 10,250 metric tons
SUs Available: 625
SUs Used: 402

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 Power/10
Protection/round]
Main: Class H (Protection 40/60) <15>
Backup: Class H (Protection 20) <8>
Backup: Class H (Protection 20) <8>

PERSONNEL SYSTEMS

Class/Passengers/Evac: 60/300 Sometimes more
Crew Quarters
Spartan: 10 <1>
Expanded: 30 <6>
Luxury: 10 <10>

Environmental Systems
Basic Life Support [7 Power/round] <12>
Reserve Life Support [4 power/round] <6>
Emergency Life Support (6 emergency shelters)
<6>
Gravity [2 Power/round] <3>
Consumable: 6 months worth <1>

Food Processors Mark I [1 Power/round] <3>
Industrial Fabrication Units: Mark V [4
Power/round] <6>
Medical Facilities: 4 (+0) [4 Power/round] <20>
Recreation Facilities: 3 [3 Power/round] <18>
Personnel Transport: Turbolift, Jefferies Tubes
[2 Power/round] <9>
Fire Suppression System [1 Power/round when
active] <3>
Cargo Holds: 10,000 cubic meters <1>
Locations: five locations throughout ship
Escape Pods <2>
Number: 20
Capacity: 4 person per pod

PROPULSION SYSTEMS

Reaction Control System (.025c) [2 Power/round
when in use] <3>

POWER SYSTEMS

Fusion Reactor Type: Class 20 (generates 200
Power/round) <100>
Location: Amidship
Auxiliary Power: 2 reactors (generates 5
Power/reactor/round) <6>
Emergency Power: Type B (generates 30
Power/round) <30>
EPS: Standard Power flow, +50 Power
transfer/round <15>
Standard Usable Power: 200

OPERATIONS SYSTEM

Computers (Pre-Duotronic) Core:[5
Power/round] <6>
Wiring <9>

Security Systems Rating: 1 <4>
Anti-Intruder System: [1 Power/round] <3>
Internal Force Fields [1 Power/3 Strength] <3>
Science Systems Rating 1 (+0) [1 Power/round]
<8>
Specialized Systems: None
Laboratories: None

TACTICAL SYSTEMS

Shields (Forward, Starboard, Aft, Port)<14 (x 4
= 56)>
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 <3>

AUXILIARY SPACECRAFT SYSTEM

Hanger decks: none

(19) Class and Type: Civilian Space
Cruiser/Transport
Commissioning Date: 2240

HULL SYSTEMS

Size: 3
Length: 51 meters
Beam: 13 meters
Height: 8 meters
Decks: 2
Mass: 10,250 metric tons
SUs Available: 625
SUs Used: 402

Hull Outer <12>
Hull Inner <12>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 Power/10
Protection/round]
Main: Class H (Protection 40/60) <15>
Backup: Class H (Protection 20) <8>
Backup: Class H (Protection 20) <8>

PERSONNEL SYSTEMS

Class/Passengers/Evac: 14/40/300 Sometimes
more
Crew Quarters
Spartan: 10 <1>
Expanded: 30 <6>
Luxury: 10 <10>

Environmental Systems
Basic Life Support [7 Power/round] <12>
Reserve Life Support [4 power/round] <6>
Emergency Life Support (6 emergency shelters)
<6>
Gravity [2 Power/round] <3>
Consumable: 6 months worth <1>

Food Processors Mark I [1 Power/round] <3>
Industrial Fabrication Units: Mark V [4
Power/round] <6>
Medical Facilities: 4 (+0) [4 Power/round] <20>
Recreation Facilities: 3 [3 Power/round] <18>
Personnel Transport: Turbolift, Jefferies Tubes
[2 Power/round] <9>
Fire Suppression System [1 Power/round when
active] <3>
Cargo Holds: 10,000 cubic meters <1>
Locations: five locations throughout ship
Escape Pods <2>
Number: 20
Capacity: 4 person per pod

PROPULSION SYSTEMS

Reaction Control System (.025c) [2 Power/round
when in use] <3>

POWER SYSTEMS

Fusion Reactor Type: Class 20 (generates 200
Power/round) <100>
Location: Amidship
Auxiliary Power: 2 reactors (generates 5
Power/reactor/round) <6>
Emergency Power: Type B (generates 30
Power/round) <30>
EPS: Standard Power flow, +50 Power
transfer/round <15>
Standard Usable Power: 200

OPERATIONS SYSTEM

Computers (Pre-Duotronic) Core:[5
Power/round] <6>
Wiring <9>
Security Systems Rating: 1 <4>
Anti-Intruder System: [1 Power/round] <3>
Internal Force Fields [1 Power/3 Strength] <3>
Science Systems Rating 1 (+0) [1 Power/round]
<8>
Specialized Systems: None
Laboratories: None

TACTICAL SYSTEMS

Shields (Forward, Starboard, Aft, Port)<14 (x 4
= 56)>
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 <3>

AUXILIARY SPACECRAFT SYSTEM

Hanger decks: none

(20) Intrepid Class

Class and Type: Intrepid-class Light Explorer
Commissioning Date: 2370
Hull Systems
Size: 6
Length: 344.42 meters
Beams: 133.42 meters
Height: 66.35 meters
Decks: 15
Mass: 700,000 metric tons
SUs Available: 2,250
SUs Used: 1013
Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 8 <9>
Resistance Inner Hull: 8 <9>
Structural Integrity field [1 power/10 Protection/round]
Main: Class 6 (Protection 90/130) <33>
Backup: Class 6 (Protection 45) <17>
Backup: Class 6 (Protection 45) <17>
PERSONNEL SYSTEMS
Crew/Passengers/Evac: 2187/3,550
Crew Quarters
Spartan: 800 <40>
Basic: 550 <55>
Expanded: 30 <6>
Luxury: 5 <5>
Unusual: 2 <2>
Environmental Systems
Basic Life Support [10 Power/round] <24>
Reserve Life Support [5 Power/round] <12>
Emergency Life Support (36 emergency shelters) <12>
Gravity [3 Power/round] <6>
Consumable: 3 years worth <18>
Food Replicators [6 Power/round] <6>
Industrial Replicator Network of small Replicators [2 Power/round] <6>
Medical Facilities: 8 (+2) [8 Power/round] <40>
Recreation Facilities: 5 [10 Power/round] <40>
(1 Main holodeck, 5 personal holodecks, pleasant eating facilities, 2 small lounges)
Merchantile Facilities 3 (Bar/restraint, 8 stores and some luxury goods) <24>
Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <18>
Fire Suppression System [1 Power/round when active] <6>
Cargo hold: 66,000 cubic meters <2>
Locations: Lower Cargo Bays 1-2 (accessed by doors on ventral side of the Saucer), Upper Cargo Bays 1-2, Several smaller bays in engineering hull.
Escape Pods <8>
Number: 140

Capacity: 8 persons per pod
Propulsion Systems
Location: Aft edge of warp nacelle pylons
Reaction Control System (.025c) [2 Power/round when in use] <6>
Power systems
Fusion Reactor Class 20 (generates 200 Power/round) <100>
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) <12>
Emergency Power: Type D (generates 40 Power/round) <40>
EPS: Standard Power flow, +300 Power transfer/round <60>
Standard Usable Power: 200
Operations systems
Computers Core 1 decks 6-7 [5 Power/round] <12>
Core 2: decks 10-11 [5 Power/round] <12>
ODN <18>
Emergency Communications: yes [2 Power/round] <1>
Tractor Beam Emitter: Class Alpha [3 Power/Strength used/round] <3>
Accuracy 5/6/8/11
Location: Main Shuttlebay
Security Systems Rating: 4 <16>
Anti-Intruder System: Yes [1 Power/round] <6>
Internal Force Field [1 power/3 strength] <6>
Science Systems Rating 3 (+2) [3 Power/round] <21>
Laboratories: 30 <6>
Tactical Systems
Shields (Forward, Aft, Port, Starboard) <36 (x 4 = 144)>
Shield Generator: Class 2 (Protection 300) [30 Power/shield/round]
Shield grid: Type C (50 % increase to 450 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class (45 seconds)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System <6>
Auxiliary Spacecraft systems
Shuttlebay(s): Capacity for 32 Size worth of ships <64>
Standard Complement: Four Type 8 and Twelve Type 9 shuttlecraft
Location(s): Main Shuttlebay aft of bridge, Secondary smaller Shuttlebay

(21) JEM'HADAR WARSHIP

Class and Type: Jem'Hadar Battleship
Commissioning Date: 2374 (see notes)

HULL SYSTEMS

Size: 11
Length: 1,200 meters
Beam: 800 meters
Height: 350 meters
Decks: 70
Mass: 9,500,000 metric tons
SUs Available: 4,000
SUs Used: 2876
Hull Outer <44>
Hull Inner <44>
Resistance Outer Hull: 10 <12>
Resistance Inner Hull: 10 <12>
Structural Integrity Field [1 Power/10 Protection/round]
Main: Class 7 (Protection 100/150) <41>
Backup 1: Class 7 (Protection 50) <21>
Backup 2: Class 7 (Protection 50) <21>
Specialized Hull: Ramming Hull <11>
PERSONNEL SYSTEMS
Class/Passengers/Evac: 3700/ /18,000
Crew Quarters
Spartan: 1600 <87>
Basic: 400 <40>
Expanded: 100 <20>
Environmental Systems
Basic Life Support [13 Power/round] <44>
Reserve Life Support [7 power/round] <22>
Gravity [6 Power/round] <11>
Consumable: 3 years' worth <33>
Industrial Replicators <23>
Type: Network of small replicators [2 Power/round]
Type: 4 large unit [2 power/replicator/round]
Recreation Facilities: 3 [2 Power/round] <24>
Location & type: 2 holodecks, 1 small lounge
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <44>
Fire Suppression System [1 Power/round when active] <11>
Cargo Holds: 600,000 cubic meters <18>
Locations: Throughout the lower decks of the Cruiser
Escape Pods <15>
Number: 280
Capacity: 8 person per pod

PROPULSION SYSTEMS

Reaction Control System (.025c) [2 Power/round when in use] <11>

POWER SYSTEMS

Fusion Reactor: 2 Class 20 (generates 200 each for 400 total Power/round) <100 (x 2 = 200)>
Location: main hull section
Auxiliary Power: 10 reactors (generates 5 Power/reactor/round) <30>
Emergency Power: Type F (generates 50 Power/round) <50>
EPS: Standard Power flow, +300 Power transfer/round <85>
Standard Usable Power: 400

OPERATIONS SYSTEM

Computers

Core 1: Forward Hull [5 Power/round] <22>
Core 2: Amid ship [5 Power/round] <22>
ODN <33>

Communications Systems

Type: Class5 [2 Power/round] <10>
Strength: 5
Security: -2
Emergency Communications: yes [2 Power/round] <1>
Tractor Beams Emitter: 2 Class Alpha [3 Power/Strength used/round] <6>
Accuracy: 5/6/8/11
Location: Aft hull Main Shuttlebays
Security Systems Rating: 5 <20>
Anti-Intruder System: Yes [1 Power/round] <11>

Internal Force Fields [1 Power/3 Strength] <11>
Science Systems Rating: 2 (+1) [2 Power/round] <21>

Specialized Systems: 2 <10>

Laboratories: 44 <10>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <67 (x 4 = 268)>

Shield Generator: Class 2 (Protection 300) [30 Power/shield/round]

Shield grid: Type C (50 % increase to 450 Protection)

Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)

Recharging System: Class (45 seconds)

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

Auto-Destruct System <11>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 75 size worth of ship <150>

Standard Compliment: 25 Jem'Hadar Fast Attack ship

Location(s): Three aft hulls

(22) KAZON CARRIER

Class and Type: Kazon Carrier

Commissioning Date: Unknown

HULL SYSTEMS

Size: 12

Length: 1800 (1920) meters

Beam: 350 meters

Height: 405 meters

Decks: 135 (152)

Mass: 11,206,000 (60,000,000) metric tons

SUs Available: 3400

SUs Used: 1377

Hull Outer <48>

Hull Inner <48>

Resistance Outer Hull: 8 <9>

Resistance Inner Hull: 8 <9>

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

Main: Class 3 (Protection 60/90) <18>

Backup: Class 3 (Protection 30) <9>

Backup: Class 3 (Protection 30) <9>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 6050/ /8,000

Crew Quarters

Barracks: Houses 2400 crewmembers <40>

Spartan: 900 <45>

Basic: 350 <35>

Environmental Systems

Basic Life Support [12 Power/round] <48>

Reserve Life Support [6 Power/round] <24>

Gravity [6 Power/round] <12>

Consumable: 3 years' worth <54>

Food Stores only 10 galley's and Mess facilities <20>

Medical Facilities: None

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

Location & type: Spartan mess hall

Personnel Transport: Turbolifts

Jefferies Tubes [2 Power/round] <36>

Fire Suppression System [1

Power/round when active] <12>

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

Locations: lower decks

Escape Pods <24>

Number: 900

Capacity: 8 person per pod

PROPULSION SYSTEMS

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

POWER SYSTEMS

Fusion Reactor Class 30 (generates 300 power/round) <150>

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

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

EPS: Standard Power flow +100 Power transfer/round <70>

Standard Usable Power:

OPERATIONS SYSTEM

COMPUTERS Core: Mid hull [5

Power/round] <24>

ODN <36>

SENSOR SYSTEMS

LONG-RANGE SENSORS [5 Power/round] <25>

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

High Resolution: 5 Light-year (.5/.6-1.0/1.1- 3.5/3.6-5.0)

Low Resolution: 14 Light-year's (1/1.1-3.5/3.6- 10.0/19.1-14.0)

Strength Package: Class 3 (Strength 3)

Gain Package: Class Alpha (+1)

Coverage: Standard

LATERAL SENSOR [5 Power/round] <28>

Strength Package: Class 3 (Strength 3)

Gain Package: Class Alpha (+1)

Coverage: Standard

Probes: 30 probes of varying types <3>

Sensor Skill: 2

COMMUNICATIONS SYSTEMS

Type: Class 2 [2 Power/round] <4>

Strength: 2

Security: -1

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

TRACTOR BEAMS: NONE

Transporters: None

Cloaking Device: None

Security Systems

Rating: 2 <8>

Anti-Intruder System: None

Internal Force Fields: None

Science Systems Rating 1 (+0) [1 Power/round] <19>

Specialized Systems: None

Laboratories: 10 <1>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <126 (x 4 = 504)

Shield Generator: Class 5 (Protection 950) [95 Power/shield/round]

Shield grid: Type B (33% increase to

1264 Protection)

Subspace Field Distortion Amplifiers:

Class Eta (Threshold 320)

Recharging System: Class 1 (45
seconds)

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

Auto-Destruct System: None

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 30 size
worth of ships <100>

Standard Compliment: Ten Kazon

Fighters, 20 shuttlepods

Location(s): Aft Ventral

(23) KLINGON VOR'CHA-CLASS STARSHIPS

Class and Type: *Vor'cha*-Class Attack Cruiser
Commissioning Date: 2360

HULL SYSTEMS

Size: 7

Length: 481.32 meters

Beam: 341.76 meters

Height: 106.87 meters

Decks: 22

Mass: 2,238,000 metric tons

SUs Available: 2,750

SUs Used: 1303

Hull Outer <28>

Hull Inner <28>

Resistance Outer Hull: 10 <12>

Resistance Inner Hull: 10 <12>

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

Main: Class 5 (Protection 80/120) <31>

Backup 1: Class 5 (Protection 40)<16>

Backup 2: Class 5 (Protection 40) <16>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 2174/7,350

Crew Quarters

Barracks: House 1,800 Crewmembers <30>

Spartan: 100 <5>

Basic: 100 <10>

Expanded: 70 <14>

Luxury: 3 <3>

Unusual: 1 <1>

Environmental Systems

Basic Life Support [12 Power/round] <28>

Reserve Life Support [6 power/round] <14>

Emergency Life Support (42 emergency shelters)
<14>

Gravity [4 Power/round] <7>

Consumable: 2 years' worth <14>

Food Replicators [7 Power/round] <7>

Industrial Replicators <7>

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

Type: 2 large unit [2 power/replicator/round]

Medical Facilities: 4 (+1) [4 Power/round] <20>

Recreation Facilities: 4 [8 Power/round] <32>

Location & type: No holodecks; a large mess hall;
two gyms; 2 combat practice areas

Merchantile Facilities 10 (30+ Establishments) [2
power/round] <80>

Personnel Transport: Turbolift, Jefferies Tubes
[2 Power/round] <21>

Fire Suppression System [1 Power/round when
active] <7>

Cargo Holds: 200,000 cubic meters <6>

Locations: Aft, ventral amidships, 12 other locations

Escape Pods <9>

Number: 160

Capacity: 8 person per pod

PROPULSION SYSTEMS

Reaction Control System (.025c) [2 Power/round
when in use] <7>

POWER SYSTEMS

Fusion reactor: Class 20 (generates 200

Power/round) <100>

Location: Engineering section

Auxiliary Power: 4 reactors (generates 5

Power/reactor/round) <12>

Emergency Power: Type E (generates 45

Power/round) <45>

EPS: Standard Power flow, +300 Power
transfer/round <65>

Standard Usable Power: 200

OPERATIONS SYSTEM

Computers Core: section, starboard [5 Power/round]
<14>

ODN <21>

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

Tractor Beams

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

Accuracy: 5/6/8/11

Location: Shuttlebays

Security Systems Rating: 4 <16>

Anti-Intruder System: Yes [1 Power/round] <7>

Internal Force Fields [1 Power/3 Strength] <7>

Science Systems Rating 2 (+1) [2 Power/round]
<17>

Laboratories: 8 <2>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <42 (x 4 =
168)>

Shield Generator: Class 2 (Protection 300) [30
Power/shield/round]

Shield grid: Type C (50 % increase to 450
Protection)

Subspace Field Distortion Amplifiers: Class Beta
(Threshold 100)

Recharging System: Class (45 seconds)

Backup Shield Generators: 4 (1 per shield) <8>

Auto-Destruct System <7>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 70 size worth of ships
<140>

Standard Compliment: 8 shuttles, 4 shuttlepods

Location(s): Aft

(24) Klingon K'VORT CLASS

Class and Type: K'Vort-class Battle cruiser

Commissioning Date: Mid 24th-century

HULL SYSTEMS

Size: 7

Length: 323.4 meters

Beam: 335.61 meters

Height: 140.73 meters

Decks: 10

Mass: 2,450,000 metric tons

SUs Available: 1,900

SUs Used: 1,107

Hull Outer <28>

Hull Inner <28>

Resistance Outer Hull: 10 <12>

Resistance Inner Hull: 10 <12>

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

Main: Class 6 (Protection 90/130) <34>

Backup : Class 6 (Protection 45) <17>

Backup : Class 6 (Protection 45) <17>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 3347/7,500

Crew Quarters

Barracks: House 2400 <40>

Spartan: 320 <16>

Basic: 180 <18>

Expanded: 120 <12>

Luxury: 7 <7>

Environmental Systems

Basic Life Support [11 Power/round] <28>

Reserve Life Support [6 Power/round] <14>

Emergency Life Support (42 emergency shelters) <14>

Gravity [4 Power/round] <7>

Consumable: 2 years' worth <14>

Replicator Systems

Food Replicators [7 Power/round] <7>

Industrial Replicators Type: Network of small replicators [2 Power/round] <7>

Medical Facilities: 4 (+1) [4 Power/round] <20>

Recreation Facilities: 5 [10 Power/round] <40>

Location & type: No Holodecks; 2 large mess halls, 2 gyms; 2 combat practice areas; one additional gym or combat practice area

Personnel Transport: Turbolift Jefferies Tubes [2 Power/round] <21>

Fire Suppression System [1 Power/round when active] <7>

Cargo Holds: 33,000 cubic meters <1>

Locations: Dorsal amidships

Escape Pods <8>

Number: 160

Capacity: 4 person per pod

PROPULSION SYSTEMS

Reaction Control System (.025c) [2 Power/round when in use] <7>

POWER SYSTEMS

Fussion Engine 2 class 20 (generates 200 Power/round) <200>

Location: Aft amidships

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

Emergency Power: Type E (generates 45 Power/round) <45>

EPS: Standard Power flow +250 Power transfer/round <60>

Standard Usable Power: 400

OPERATIONS SYSTEM

Computers Core 1: Engineering Ventral [5 Power/round] <14>

ODN <21>

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

Tractor Beam Emitter: Class Alpha [3 power/Strength used/round] <3>

Accuracy: 5/6/8/11

Location: Shuttlebay

Security Systems Rating: 4 <16>

Anti-Intruder System: Yes [1 Power/round] <7>

Internal Force Fields [1 Power/3 Strength] <7>

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

Laboratories: 7 <2>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) < 50 (x 4)>

Shield Generator: Class 5 (Protection 400) [40 Power/shield/round]

Shield grid: Type C (50 % increase to 600 Protection)

Subspace Field Distortion Amplifiers: Class Gamma (Threshold 133)

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield) <8>

Auto-Destruct System <7>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 12 size worth of ships <24>

Standard Compliment: 6 shuttles

Location(s): Aft dorsal Engineering

Captain's Yatch: no

(25) NEBULA CLASS

Class and Type: Nebula-class Exploration Cruiser

Commissioning Date: 2357

HULL SYSTEMS

Size: 7

Length: 442.3 meters

Beam: 318.11 meters

Height: 130.43 meters

Decks: 28

Mass: 3,309,000 metric tons

SUs Available: 2,500

SUs Used: 1265

Hull Outer <28>

Hull Inner <28>

Resistance Outer Hull: 8 <9>

Resistance Inner Hull: 8 <9>

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

Main: Class 6 (Protection 90/130)

Backup: Class 6 (Protection 50)

Backup: Class 6 (Protection 50)

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 2470/9,800

Crew Quarters

Barracks: houses 300 crewmembers <5>

Spartan: 600 <30>

Basic: 700 <70>

Expanded: 200 <40>

Luxury: 50 <50>

Unusual: 20 <20>

Environmental Systems

Basic Life Support [14 Power/round] <28>

Reserve Life Support [7 Power/round] <14>

Emergency Life Support (42 emergency shelters) <14>

Gravity [4 Power/round] <7>

Consumable: 3 years' worth <21>

Food Replicators [7 Power/round] <7>

Industrial Replicators Type: Network of small replicators [2 Power/round] <7>

Medical Facilities: 9 (+2) [9 Power/round] <45>

Recreation Facilities: 8 [16 Power/round] <64>

Mercantile Facility 10 (30+ establishments) [20 power/round] <80>

Personnel Transport: Turbolift Jefferies Tubes [2 Power/round] <21>

Fire Suppression System [1 Power/round when active] <6>

Cargo Holds: 200,000 cubic meters <6>

Locations: Saucer port, saucer starboard, engineering, 10 other locations

Escape Pods <9>

Number: 160

Capacity: 8 person per pod

PROPULSION SYSTEMS

Reaction Control System (.025c) [2 Power/round when in use] <7>

POWER SYSTEMS

Fusion Reactor Class 30 (generates 300 Power/round) <150>

Location: Engineering section

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

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

EPS: Standard Power flow +300 Power transfer/round <65>

Standard Usable Power: 300

OPERATIONS SYSTEM

Bridge: Saucer dorsal <35>

Auxiliary <21>

COMPUTERS Core 1: Saucer Port [5 Power/round] <14>

ODN: <21>

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

TRACTOR BEAMS

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

Accuracy: 5/6/8/11

Location: Shuttlebay

Security Systems Rating: 4 <16>

Anti-Intruder System: Yes [1 Power/round] <7>

Internal Force Fields [1Power/3 Strength] <7>

Science Systems Rating 3 (+2) [3 Power/round] <22>

Laboratories: 25 <6>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <42 (x 4 = 168)>

Shield Generator: Class 2 (Protection 300) [30 Power/shield/round]

Shield grid: Type C (50 % increase to 450 Protection)

Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)

Recharging System: Class (45 seconds)

Backup Shield Generators: 4 (1 per shield) <8>

Auto-Destruct System <7>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 91size worth of ships <182>

Standard Compliment: 12 shuttles, 6 shuttlepods

Location(s): aft

(26) ROMULAN D'DERIDEX CLASS STARSHIPS

Class and Type: *D'deridex*-Class Heavy Warbird
Commissioning Date: Mid-24th century

HULL SYSTEMS

Size: 10

Length: 1,041.65 meters

Beam: 772.43 meters

Height: 285.47 meters

Decks: 63

Mass: 4,320,000 metric tons

SUs Available: 3,325

SUs Used: 3,269

Hull Outer <40>

Hull Inner <40>

Resistance Outer Hull: 10 <12>

Resistance Inner Hull: 10 <12>

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

Main: Class 7 (Protection 100/150) <40>

Backup 1: Class 7 (Protection 50) <20>

Backup 2: Class 7 (Protection 50) <20>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 1,800/10,000

Crew Quarters

Spartan: 200 <10>

Basic: 1,000 <100>

Expanded: 300 <60>

Luxury: 85 <85>

Unusual: 20 <20>

Environmental Systems

Basic Life Support [12 Power/round] <40>

Reserve Life Support [6 power/round] <20>

Emergency Life Support (60 emergency shelters)
<20>

Gravity [5 Power/round] <10>

Consumable: 3 years' worth <30>

Food Replicators [10 Power/round] <10>

Industrial Replicators <29>

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

Type: 3 Large unit [2 power/replicator/round]

Medical Facilities: 9 (+2) [9 Power/round] <45>

Recreation Facilities: 7 [16 Power/round] <56>

Location & type: Three main holodecks; 15 personal
holodecks; large, pleasant eating facilities; 1 large
lounges; 3 small lounges

Personnel Transport: Turbolift, Jefferies Tubes [2
Power/round] <30>

Fire Suppression System [1 Power/round when
active] <10>

Cargo Holds: 400,000 cubic meters <12>

Locations: Ventral main hull, dorsal main hull, 15
other locations

Escape Pods <12>

Number: 220

Capacity: 8 person per pod

PROPULSION SYSTEMS

Reaction Control System (.025c) [2 Power/round
when in use] <10>

POWER SYSTEMS

Fusion reactor (generates Power/engine/round) <◇>

Auxiliary Power: 6 reactors (generates 5
Power/reactor/round) <18>

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

EPS: Standard Power flow, +360 Power
transfer/round <86>

Standard Usable Power:

OPERATIONS SYSTEM

Computers

Core 1: Command hull, [5 Power/round] <20>

ODN <30>

Security Systems Rating: 5 <20>

Anti-Intruder System: Yes [1 Power/round] <10>

Internal Force Fields [1 Power/3 Strength] <10>

Science Systems Rating 3 (+2) [3 Power/round]
<25>

Specialized Systems: 3 <15>

Laboratories: 25 <6>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <46 (x 4 =
184)>

Shield Generator: Class 2 (Protection 300) [30
Power/shield/round]

Shield grid: Type C (50 % increase to 450
Protection)

Subspace Field Distortion Amplifiers: Class Beta
(Threshold 100)

Recharging System: Class (45 seconds)

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

Auto-Destruct System <10>

AUXILIARY SPACECRAFT SYSTEM

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

Standard Compliment: 16 shuttles, 8 shuttlepods

Location(s): Main hull ventral, main hull dorsal

Captain's Yatch: yes <10>

(27) ROMULAN D'DERIDEX CLASS STARSHIPS

Class and Type: *D'deridex*-Class Heavy Warbird
Commissioning Date: Mid-24th century

HULL SYSTEMS

Size: 10

Length: 1,041.65 meters

Beam: 772.43 meters

Height: 285.47 meters

Decks: 63

Mass: 4,320,000 metric tonnes

SUs Available: 3,325

SUs Used: 2028

Hull Outer <40>

Hull Inner <40>

Resistance Outer Hull: 10 <12>

Resistance Inner Hull: 10 <12>

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

Main: Class 7 (Protection 100/150) <40>

Backup 1: Class 7 (Protection 50) <20>

Backup 2: Class 7 (Protection 50) <20>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 3905

Crew Quarters

Spartan: 600 <30>

Basic: 2,000 <200>

Expanded: 600 <120>

Luxury: 85 <85>

Unusual: 20 <20>

Environmental Systems

Basic Life Support [12 Power/round] <40>

Reserve Life Support [6 power/round] <20>

Emergency Life Support (60 emergency shelters)
<20>

Gravity [5 Power/round] <10>

Consumable: 3 years' worth <30>

Food Replicators [10 Power/round] <10>

Industrial Replicators <29>

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

Type: 3 Large unit [2 power/replicator/round]

Medical Facilities: 9 (+2) [9 Power/round] <45>

Recreation Facilities: 7 [16 Power/round] <56>

Location & type: Three main holodecks; 15 personal
holodecks; large, pleasant eating facilities; 1 large
lounges; 3 small lounges

Merchantile Facilities 4 (12 establishments) <32>

Personnel Transport: Turbolift, Jefferies Tubes [2
Power/round] <30>

Fire Suppression System [1 Power/round when
active] <10>

Cargo Holds: 400,000 cubic meters <12>

Locations: Ventral main hull, dorsal main hull, 15
other locations

Escape Pods <12>

Number: 220

Capacity: 8 person per pod

PROPULSION SYSTEMS

Reaction Control System (.025c) [2 Power/round
when in use] <10>

POWER SYSTEMS

Fusion Reactor 2 Class 20 (generates 200
Power/engine/round) <200>

Auxiliary Power: 6 reactors (generates 5
Power/reactor/round) <18>

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

EPS: Standard Power flow, +360 Power
transfer/round <86>

Standard Usable Power: 400

OPERATIONS SYSTEM

Computers

Core 1: [5 Power/round] <20>

ODN <30>

Sensor Systems removed

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

Tractor Beams

Emitter: Class Alpha [3 power/Strength used/round]
<9>

Accuracy: 5/6/8/11

Location: Shuttlebays

Transporters removed

Security Systems Rating: 5 <20>

Anti-Intruder System: Yes [1 Power/round] <10>

Internal Force Fields [1 Power/3 Strength] <10>

Science Systems Rating 3 (+2) [3 Power/round]
<25>

Specialized Systems: 3 <15>

Laboratories: 25 <6>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <46 (x 4 =
188)>

Shield Generator: Class 2 (Protection 300) [30
Power/shield/round]

Shield grid: Type C (50 % increase to 450
Protection)

Subspace Field Distortion Amplifiers: Class Beta
(Threshold 100)

Recharging System: Class (45 seconds)

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

Auto-Destruct System <10>

AUXILIARY SPACECRAFT SYSTEM

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

Standard Compliment: 16 shuttles, 8 shuttlepods

Location(s): Main hull ventral, main hull dorsal

Captain's Yatch: yes <10>

(28) VALDORE/NOREXAN-CLASS STARSHIPS

Class and Type: Valdore-class Battle cruiser &
Norexan-class Warbird

Commissioning Date: 2375

HULL SYSTEMS

Size: 8

Length: 665 meters

Beam: 666.3 meters

Height: 80.7 meters

Decks: 20

Mass: 5,000,000 metric tons

SUs Available: 3,000

SUs Used: 1,530

Hull Outer <32>

Hull Inner <32>

Resistance Outer Hull: 10 <12>

Resistance Inner Hull: 10 <12>

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

Main: Class 7 (Protection 100/150) <38>

Backup: Class 7 (Protection 50) <19>

Backup: Class 7 (Protection 50) <19>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 560/1000/4000

Crew Quarters

Barracks: Houses 1,000 Crewmembers <17>

Spartan: 280 <14>

Basic: 210 <21>

Expanded: 70 <14>

Luxury: 10 <10>

Unusual: 10 <10>

Environmental Systems

Basic Life Support [11 Power/round] <32>

Reserve Life Support [6 Power/round] <16>

Emergency Life Support (48 emergency shelters)
<16>

Gravity [4 Power/round] <8>

Consumable: 2 years' worth <16>

Food Replicators [8 Power/round] <8>

Industrial Replicators

Type: Network of small replicators [2 Power/round]
<8>

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

Medical Facilities: 7 (+2) [7 Power/round] <35>

Recreation Facilities: 5 [10 Power/round] <40>

Location & type: 1 main Holodeck, 5 personal
Holodecks, Pleasant eating facility, 2 small lounge

Personnel Transport: Turbolift, Jefferies Tubes [2
Power/round] <32>

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

Cargo Holds: 200,000 cubic meters <6>

Locations: Port and Starboard wings

Escape Pods <14>

Number: 260

Capacity: 8 person per pod

PROPULSION SYSTEMS

Reaction Control System (.025c) [2 Power/round
when in use] <8>

POWER SYSTEMS

Fusion Reactor 1 Type 30 (generates 300
power/round) <150>

Auxiliary Power: 6 reactors (generates 5
Power/reactor/round) <18>

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

EPS: Standard Power flow +300 Power
transfer/round <70>

Standard Usable Power: 728

OPERATIONS SYSTEM

Bridge: Dorsal forward <40>

Auxiliary bridge: off main engineering <24>

COMPUTERS

Core 1: Starboard [5 Power/round] <16>

Core 2: Port [5 Power/round] <16>

ODN <24>

SENSOR SYSTEMS

LONG-RANGE SENSORS [5 Power/round] 42

Range Package: Type 6 (Accuracy 3/4/7/10)

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

Low Resolution: 16 Light-year's (1.0/1.1 - 5.0/5.1 -
12.0/12.1 - 16.0)

Strength Package: Class 6 (Strength 6)

Gain Package: Class Beta (+2)

Coverage: Standard

LATERAL SENSOR [5 Power/round] <34>

Strength Package: Class 6 (Strength 6)

Gain Package: Class Beta (+2)

Coverage: Standard

Probes: 100 probes of varying types <10>

Sensor Skill: 5

FLIGHT CONTROL SYSTEMS

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

COMMUNICATIONS SYSTEMS

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

Strength: 6

Security: -2

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

TRACTOR BEAMS

Emitter: Class Gamma [3 Power/Strength used/round] <18>

Accuracy: 5/6/8/11

Location: aft ventral, forward ventral

Emitter: Class Alpha [3 power/Strength used/round] <6>

Accuracy: 5/6/8/11

Location: Shuttlebays port and starboard

Transporters

Type: Personnel [2 Power/use] <75>

Pads: 6

Emitter/Receiver Array: Personnel Type 5 (35,000 km range)

Energizing/Transition coils: Class F (Strength 6)

Number and Locations: 5 through out the ship

Type: Emergency [1 power/use] <65>

Pads: 28

Emitter/Receiver Array: Emergency Type 2 (10,000 km range)

Energizing/Transition coils: Class D (Strength 4)

Number and Locations: 5 through out ship

Type: Cargo [2 Power/use] <50>

Pads: 400 kg

Emitter/Receiver Array: Cargo Type 3 (40,000 km range)

Energizing/Transition coils: Class E (Strength 5)

Number and Locations: Five throughout in ships cargo sections

Security Systems Rating: 4 <16>

Anti-Intruder System: [1 Power/round] <8>

Internal Force Fields [1Power/3 Strength] <8>

Science Systems Rating 3 (+2) [3 Power/round] <23>

Specialized Systems: None <0>

Laboratories: 30 <6>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <(108 x 4)= 432>

Shield Generator: Class 6 (Protection 1200) [120 Power/shield/round]

Shield grid: Type C (50% increase to 1800 Protection)

Subspace Field Distortion Amplifiers: Class Theta (Threshold 400)

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield) <2>

Auto-Destruct System <8>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 24 size worth of ships <48>

Standard Compliment: 12 shuttles

Location(s): Two bays throughout ship

Notes: The vessel is under the process of being stripped of its systems.

(29) REMAN SCIMITAR CLASS STARSHIPS

Class and Type: Scimitar-Class Heavy Warbird
Commissioning Date: Mid-24th century

Hull Systems

Size: 11

Length: 890.6 meters

Beam: 1351.15 meters

Height: 245 meters

Decks: 70

Mass: 5,529,000 metric tones

SUs Available: 4,000

SUs Used: 1742 plus

Hull Outer <44>

Hull Inner <44>

Resistance Outer Hull: 10 <12>

Resistance Inner Hull: 10 <12>

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

Main: Class 7 (Protection 100/150) <40>

Backup 1: Class 7 (Protection 50) <20>

Backup 2: Class 7 (Protection 50) <20>

Personnel Systems

Crew/Passengers/Evac: 2210

Crew Quarters

Barracks: Houses 1020 Crewmembers <17>

Spartan: 400 <20>

Basic: 300 <30>

Expanded: 60 <12>

Luxury: 20 <20>

Unusual: 10 <10>

Environmental Systems

Basic Life Support [12 Power/round] <44>

Reserve Life Support [6 power/round] <22>

Emergency Life Support (60 emergency shelters)
<22>

Gravity [6 Power/round] <11>

Consumable: 3 years' worth <33>

Food Replicators [11 Power/round] <11>

Industrial Replicators <20>

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

Type: 3 Large unit [2 power/replicator/round]

Medical Facilities: 8 (+2) [8 Power/round] <40>

Recreation Facilities: 6 [2 Power/round] <48>

Merchantile Facilities Rating 10 (30 +
establishments) <80>

Location & type: 2 main holodecks; 10 personal
holodecks; 1 large pleasant eating facilities; 1 large
lounges; 2 small lounges

Personnel Transport: Turbolift, Jefferies Tubes [2
Power/round] <44>

Fire Suppression System [1 Power/round when
active] <11>

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

Locations: aft hull and 20 other locations

Escape Pods <16>

Number: 300

Capacity: 8 person per pod

PROPULSION SYSTEMS

Reaction Control System (.025c) [2 Power/round
when in use] <10>

POWER SYSTEMS

Fusion Reactor 2 Class 20 (generates 400
power/reactor/round) <200>

Auxiliary Power: 12 reactors (generates 5
Power/reactor/round) <26>

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

EPS: Standard Power flow, +1200 Power
transfer/round <165>

Standard Usable Power: 400

OPERATIONS SYSTEM

COMPUTERS Core: Main Hull, amid ship [5
Power/round] <20>

ODN <33>

Communications Systems removed

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

Tractor Beams

Emitter: Class Alpha [3 power/Strength used/round]
<3 <x 4 = 12>>

Accuracy: 5/6/8/11

Location: 1 each Shuttlebays

Transporters removed

Security Systems Rating: 5 <20>

Anti-Intruder System: Yes [1 Power/round] <11>

Internal Force Fields [1 Power/3 Strength] <11>

Science Systems Rating 3 (+2) [3 Power/round]
<21>

Specialized Systems: None

Laboratories: 2 <2>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <67 (x 4 =
268)>

Shield Generator: Class 2 (Protection 300) [30
Power/shield/round]

Shield grid: Type C (50 % increase to 450
Protection)

Subspace Field Distortion Amplifiers: Class Beta
(Threshold 100)

Recharging System: Class (45 seconds)

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

Auto-Destruct System <11>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 320 size worth of ships
<640>

Standard Compliment: 300 Reman Stinger fighters,
10 shuttles, 10 shuttlepods

Location(s): 4 Main hull

(30) OBERTH-CLASS

Class and Type: Oberth-Class Surveyor

Commissioning Date: 2275 period

HULL SYSTEMS

Size: 4

Length: 120.25 meters

Beam: 55.73 meters

Height: 25.3 meters

Decks: 7

Mass: 147,450 metric tons

SUs Available: 1,075

SUs Used: 543

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 K (Protection 70/110) <25>

Backup: Class I (Protection 35) <13>

Backup: Class I (Protection 35) <13>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 230/625

Crew Quarters

Barracks: House 120 Crewmembers <2>

Spartan: 40 <2>

Basic: 20 <2>

Expanded: 10 <2>

Environmental Systems

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

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

Emergency Life Support (24 emergency shelters) <8>

Gravity [2 Power/round] <4>

Consumable: 3 years' worth <24>

Manufacturing Systems

Food Processors: Mark V [5 Power/round] <14>

Medical Facilities: 6 (+1) [6 Power/round] <30>

Merchantile Facilities 3 (bar/restraint & 8 store, some luxury goods) <24>

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

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

Cargo Holds: 33,000 cubic meters <1>

Locations: Saucer Port, saucer starboard

Escape Pods <5>

Number: 100

Capacity: 4 person per pod

PROPULSION SYSTEMS

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

POWER SYSTEMS

Fussion Reactor Class 20 (generates 200

Power/round) <100>

Auxiliary Power: 2 reactors (generates 5

Power/reactor/round) <6>

Emergency Power: Type B (generates 30

Power/round) <30>

EPS: Standard Power flow +80 Power transfer/round <28>

Standard Usable Power: 200

OPERATIONS SYSTEM

COMPUTERS

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

ODN <12>

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

TRACTOR BEAM Emitter: Class Alpha [3 power/Strength used/round] <3 (x 2 = 6)>

Accuracy: 5/6/8/11

Location: Hanger Bay

Transporters

Type: Personnel [5 Power/use] <14>

Pads: 6

Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)

Energizing/Transition coils: Class F (Strength 6)

Number and Locations: one in saucer,

Type: Cargo [2 Power/use] <20>

Pads: 200 kg

Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)

Energizing/Transition coils: Class F (Strength 6)

Number and Locations: one in dorsal hull, one in ventral hull

Security Systems Rating: 2 <8>

Anti-Intruder System: yes [1 Power/round] <4>

Internal Force Fields [1 Power/3 Strength] <4>

Science Systems Rating 3 (+2) [3 Power/round] <19>

Laboratories: 22 <6>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard)

<18 (x 4) = 72>

Shield Generator: Class 1 (Protection 200)

[20 Power/shield/round]

Shield grid: Type B (33% increase to 267 Protection)

Subspace Field Distortion Amplifiers: Class Beta (Threshold 65)

Recharging System: Class 0 (60 seconds)

Auto-Destruct System <4>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 8 size worth of ships <16>

Standard Compliment: 2 shuttlecraft

Location(s): Aft edge of dorsal hull, to port and starboard of impulse engine

(31) Saladin-class Destroyer

Class and Type: Saladin-class Destroyer/Frigate
Commissioning Date: 2266

Hull Systems

Size: 6
Length: 242.5 meters
Beam: 127.1 meters
Height: 60 meters
Decks: 14
Mass: 300,000 metric tons
SU's Available: 1,250
SU's Used: 774

Hull Outer <24>
Hull Inner <24>
Resistance Outer Hull: 6 <6>
Resistance Inner Hull: 6 <6>

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

Main: Class J (Protection 60/90) <24>
Backup: Class J (Protection 30) <12>
Backup: Class J (Protection 30) <12>

Personnel Systems

Crew/Passengers/Evac: 504
Crew Quarters
Barracks: House 120 crewmembers <2>
Spartan: 40 <2>
Basic: 60 <6>
Expanded: 10 <1>
Luxury: 3 <2>
Unusual: 1 <1>

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: 1 years' worth <12>
Manufacturing system
Food Processors: Mark IV [4 Power/round] <18>
Industrial Fabrication Units: Mark VIII [5 Power/round] <21>
Medical Facilities: 6 (+1) [6 Power/round] <30>
Recreation Facilities: 5 [5 Power/round] <30>
Merchantile Facility: 6 (18 establishments) [12 power/round] <48>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <18>
Fire Suppression System [2 Power/round when active] <6>
Cargo Holds: 33,000 cubic meters <1>
Locations: Eight locations throughout ship

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

POWER SYSTEMS

Fusion Reactor: 1 Class 10 (generates 100 power/round) <50>
Auxiliary Power: 2 reactors (generates 5 Power/reactor/round) <6>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow +100 Power transfer/round <40>
Standard Usable Power: 100 (the rest is Power brought in from out side the ship via docking port)

OPERATIONS SYSTEM

Computer Core: Saucer [5 power/round] <12>
ODN <18>

Communications Systems

Type: Mark V [3 Power/round] <19>
Strength: 5
Security: -2
Basic Uprating: Type 1 (+1)
Emergency Communications: [2 Power/round] <1>

Anti-Intruder System: [1 Power/round] <6>
Internal Force Fields: [1Power/3 Strength] <6>

Shields (Forward, Aft, Port, Starboard) <29 (x4=116)>
Shield Generator: Class 2 (Protection 300) [30 Power/shield/round]
Shield grid: Type B (33% increase to 400 Protection)
Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 0 (60 seconds)
Auto-Destruct System <6>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None

3 Docking ports (forward, port & Starboard)

Notes: Warp nacelle destroyed in battle a century ago with the Klingon D5 cruiser.

(32) Whorfin-class

Class and Type: Whoefin-class Transport
Commissioning Date: 2270

HULL SYSTEMS

Size: 4
Length: 127.1 meters
Beam: 37.66 meters
Height: 22.33 meters
Decks: 6
Mass: 129,300 metric tons
SUs Available: 1,050
SUs Used: 609

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 I (Protection 50/80) <19>
Backup: Class I (Protection 25) <10>
Backup: Class I (Protection 25) <10>

PERSONNEL SYSTEMS

Class/Passengers/Evac: 22/265/2,950
Crew Quarters
Spartan: 60 <3>
Basic: 140 <14>
Expanded: 30 <6>
Luxury: 7 <7>

Environmental Systems

Basic Life Support [10 Power/round] <16>
Reserve Life Support [5 power/round] <8>
Emergency Life Support (24 emergency shelters) <8>
Gravity [2 Power/round] <4>
Consumable: 3 months' worth <1>
Food Processors: Mark IV [4 power/round] <12>
Industrial Fabrication Unit: Mark VII [5 Power/round] <12>
Medical Facilities: 6 (+1) [6 Power/round] <30>
Recreation Facilities: 7 [7 Power/round] <42>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <12>
Fire Suppression System [1 Power/round when active] <4>
Cargo Holds: 24,000 cubic meters <1>
Locations: eight locations throughout ship
Escape Pods <5>
Number: 80
Capacity: 8 person per pod

PROPULSION SYSTEMS

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

POWER SYSTEMS

Fusion Reactor Type: Class 20 (generates 200 Power/round) <100>
Location: Engineering
Auxiliary Power: 2 reactors (generates 5 power/reactor/round) <6>
Emergency Power: Type D (generates 40 power/round) <40>
EPS: Standard Power flow, +80 Power transfer/round <28>
Standard Usable Power: 200

OPERATIONS SYSTEM

Computers Core:[5 Power/round] <8>
ODN <12>

Sensor Systems

Long-range Sensors [5 Power/round] <20>
Range Package: Mark 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 (1/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Coverage: Standard
Sensors Skill: 2

Flight Control Systems

Inertial Damping Field
Main <16>
Strength: 7 [3 Power/round]
Number: 2
Backup <4>
Strength: 7 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems

Type: Mark IV [3 Power/round] <12>
Strength: 4
Security: -1
Emergency Communications: [1 Power/round] <1>

Tractor Beams

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

Location: Forward Ventral

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

Accuracy: 5/6/8/11

Location: Forward Ventral

Transporters

Type: Personnel [5 Power/use] <39>

Pads: 4

Emitter/Receiver Array: Personnel Mark 6 (26,000
km range)

Energizing/Transition coils: Class E (Strength 5)

Number and Location: one forward, two aft

Type: Emergency [4 Power/use] <36>

Pads: 22

Emitter/Receiver Array: Personnel Mark 4 (13,000
km range)

Energizing/Transition coils: Class E (Strength 5)

Number and Location: one forward, two aft

Type: Cargo [4 Power/use] <22>

Pads: 400 kg

Emitter/Receiver Array: Cargo Mark 4 (26,000 km
range)

Energizing/Transition Coils: Class E (Strength 5)

Number and location: One each in two largest cargo
bays

Security Systems Rating: <3>

Anti-Intruder System: Yes [1 Power/round] <4>

Internal Force Fields [1 Power/3 Strength] <4>

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

Specialized Systems: none

Laboratories: none

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard)<17 (x 4 =
68)>

Shield Generator: Class 2 (Protection 230) [23
Power/shield/round]

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

Subspace Field Distortion Amplifiers: Class Beta
(Threshold 75)

Recharging System: Class 0 (60 seconds)

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

Auto-Destruct System <4>

AUXILIARY SPACECRAFT SYSTEM

Hanger Deck(s): none

(33) Whorfin-class

Class and Type: Whoefin-class Transport
Commissioning Date: 2270

HULL SYSTEMS

Size: 4
Length: 127.1 meters
Beam: 37.66 meters
Height: 22.33 meters
Decks: 6
Mass: 129,300 metric tons
SUs Available: 1,050
SUs Used: 609

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 I (Protection 50/80) <19>
Backup: Class I (Protection 25) <10>
Backup: Class I (Protection 25) <10>

PERSONNEL SYSTEMS

Class/Passengers/Evac: 297
Crew Quarters
Spartan: 60 <3>
Basic: 140 <14>
Expanded: 30 <6>
Luxury: 7 <7>

Environmental Systems

Basic Life Support [10 Power/round] <16>
Reserve Life Support [5 power/round] <8>
Emergency Life Support (24 emergency shelters) <8>
Gravity [2 Power/round] <4>
Consumable: 3 months' worth <1>
Food Processors: Mark IV [4 power/round] <12>
Industrial Fabrication Unit: Mark VII [5 Power/round] <12>
Medical Facilities: 6 (+1) [6 Power/round] <30>
Recreation Facilities: 7 [7 Power/round] <42>
Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <12>
Fire Suppression System [1 Power/round when active] <4>
Cargo Holds: 24,000 cubic meters <1>
Locations: eight locations throughout ship
Escape Pods <5>
Number: 80
Capacity: 8 person per pod

PROPULSION SYSTEMS

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

POWER SYSTEMS

Fusion Reactor Type: Class 20 (generates 200 Power/round) <100>
Location: Engineering
Auxiliary Power: 2 reactors (generates 5 power/reactor/round) <6>
Emergency Power: Type D (generates 40 power/round) <40>
EPS: Standard Power flow, +80 Power transfer/round <28>
Standard Usable Power: 200

OPERATIONS SYSTEM

Computers Core:[5 Power/round] <8>
ODN <12>

Sensor Systems

Long-range Sensors [5 Power/round] <20>
Range Package: Mark 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 (1/1.1-3.0/3.1-8.0/8.1-12.0)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Coverage: Standard

Lateral Sensor [5 Power/round] <10>
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Coverage: Standard
Sensors Skill: 2

Flight Control Systems

Inertial Damping Field
Main <16>
Strength: 7 [3 Power/round]
Number: 2
Backup <4>
Strength: 7 [2 Power/round]
Number: 2
Attitude control [1 power/round] <1>

Communications Systems

Type: Mark IV [3 Power/round] <12>
Strength: 4
Security: -1
Emergency Communications: [1 Power/round] <1>

Tractor Beams

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

Location: Forward Ventral

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

Accuracy: 5/6/8/11

Location: Forward Ventral

Transporters

Type: Personnel [5 Power/use] <39>

Pads: 4

Emitter/Receiver Array: Personnel Mark 6 (26,000
km range)

Energizing/Transition coils: Class E (Strength 5)

Number and Location: one forward, two aft

Type: Emergency [4 Power/use] <36>

Pads: 22

Emitter/Receiver Array: Personnel Mark 4 (13,000
km range)

Energizing/Transition coils: Class E (Strength 5)

Number and Location: one forward, two aft

Type: Cargo [4 Power/use] <22>

Pads: 400 kg

Emitter/Receiver Array: Cargo Mark 4 (26,000 km
range)

Energizing/Transition Coils: Class E (Strength 5)

Number and location: One each in two largest cargo
bays

Security Systems Rating: <3>

Anti-Intruder System: Yes [1 Power/round] <4>

Internal Force Fields [1 Power/3 Strength] <4>

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

Specialized Systems: none

Laboratories: none

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard)<17 (x 4 =
68)>

Shield Generator: Class 2 (Protection 230) [23
Power/shield/round]

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

Subspace Field Distortion Amplifiers: Class Beta
(Threshold 75)

Recharging System: Class 0 (60 seconds)

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

Auto-Destruct System <4>

AUXILIARY SPACECRAFT SYSTEM

Hanger Deck(s): none

(34) Vulcan D'kyr-Class Combat 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: 747

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: 880

Crew Quarters

Spartan: 400 <20>

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 Stores and Nutrient Paste Systems [0 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

Reaction Control System (.025c) [2 Power/round when in use] <8>

POWER SYSTEMS

Fusion reactor Class 20 (generates 200

Power/engine/per round) <100>

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

TWO PRE-DUOTRONIC COMPUTER Core [1 Power/round] <8>

ODN (Data networking cables) <24>

COMMUNICATIONS SYSTEMS

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

Strength: 2

Security: -0

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

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

Shield (Forward, Aft, Port, Starboard) <30 (x 4 = 120)>

Shield Generator: Class 2 (Protection 300) [30 Power/Polarized Hull Plating /round]

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

Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)

Recharging System: Class 0 (90 seconds)

Backup Polarized Hull Plating Generators: 4 (1 per shield) <2>

Auto-Destruct System none <8>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 6 size worth of ships <12>

Standard Compliment: 4 shuttlepods

Location(s): aft ventral

(35) Class and Type: Excelsior-Class Explorer

Hull Systems

Size: 7

Length: 567.23 meters

Beam: 186.53 meters

Height: 78.89 meters

Decks: 33

Mass: 2,010,500 metric tons

SUs Available: 2,275

SUs Used: 1,057

Hull Outer <28>

Hull Inner <28>

Resistance Outer Hull: 8 <9>

Resistance Inner Hull: 8 <9>

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

Main: Class K (Protection 70/110) <26>

Backup: Class K (Protection 35) <14>

Backup: Class K (Protection 35) <14>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 1147

Crew Quarters

Barracks: House 300 Crewmembers <5>

Spartan: 280 <14>

Basic: 200 <20>

Expanded: 80 <16>

Luxury: 5 <5>

Unusual: 2 <2>

Environmental Systems

Basic Life Support [12 Power/round] <28>

Reserve Life Support [6 Power/round] <14>

Emergency Life Support (42 emergency shelters) <14>

Gravity [4 Power/round] <7>

Consumable: 2 years' worth <28>

Food Processors: Mark V [5 Power/round] <25>

Medical Facilities: 7 (+2) [7 Power/round] <35>

Recreation Facilities: 9 [9 Power/round] <54>

Mercantile Facilities: 2 (bar/restraint and 5 stores) [4 power/round] <16>

Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <21>

Fire Suppression System [1 Power/round when active] <7>

Cargo Holds: 66,000 cubic meters <2>

Locations: 16 locations throughout the ships

Escape Pods <9>

Number: 160

Capacity: 8 person per pod

PROPULSION SYSTEMS

Reaction Control System (.025c) [2 Power/round when in use] <7>

POWER SYSTEMS

Fusion Reactor 2 class 20 (generates 200 Power/round) <200>

Location: Engineering hull

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

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

EPS: Standard Power flow +150 Power transfer/round <50>

Standard Usable Power: 400

OPERATIONS SYSTEM

COMPUTERS Core: Saucer Section [5 Power/round] <14>

ODN <18>

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

TRACTOR BEAM Emitter: Class Alpha [3 power/Strength used/round] <3>

Accuracy: 5/6/8/11

Location: Hanger Bay

Security Systems Rating: 3 <12>

Anti-Intruder System: yes [1 Power/round] <7>

Internal Force Fields [1 Power/3 Strength] <7>

Science Systems Rating 3 (+2) [3 Power/round] <22>

Laboratories: 29 <6>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <43 (x 4) = 172>

Shield Generator: Class 3 (Protection 450) [45 Power/shield/round]

Shield grid: Type B (33% increase to 600 Protection)

Subspace Field Distortion Amplifiers: Class Gamma (Threshold 150)

Recharging System: Class 0 (60 seconds)

Auto-Destruct System <7>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 26 size worth of ships <52>

Standard Compliment: 4 shuttles

Location(s): Aft

(36) EREWON-CLASS

Class and Type: *Erewon*-class Colonial Transport
Commissioning: 2350

HULL SYSTEMS

Size: 3

Length: 100 meters

Beam: 52 meters

Height: 21.3 meters

Decks: 2

Mass: metric tones

SU's Available: 600

SU's Used: 424

HULL Outer <12>

Hull Inner <12>

Resistance Outer Hull: 2 <0>

Resistance Inner Hull: 2 <0>

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

Main: Class 1 (Protection 40/60) <15>

Primary Backup: Class 1 (Protection 20) <8>

Primary Backup: Class 1 (Protection 20) <8>

Specialized Hull Systems Atmospheric capability,
Planetfall capability <8>

PERSONAL SYSTEMS

Crew/Passengers/Evacuation 165

Crew Quarters

Barracks: Houses 60 crewmembers <1>

Spartan: 50 <3>

Basic: 5 <1>

Environmental Systems

Basic Life Support: [5 Power/round] <12>

Reserve Life Support: [2 Power/round] <6>

Emergency Life Support: 18 Emergency Shelters
<6>

Gravity [2 Power/round] <3>

Consumables: 1 Year Worth <3>

Replicator Systems:

Food Replicators [2 Power/round] <3>

Network of Small Replicators [2 Power/round] <3>

Medical Facilities: 13 (+1 Test) [3 Power/round]
<15>

Recreational Facilities: 2 Small Lounge [2
Power/round] <16>

Personal Transport: Jefferies tubes and Turbolifts [0
Power/round] <9>

Fire Suppression System: [1 Power/round] <3>

Cargo Holds: 66,000 cubic Meters <2>

Locations: Midsection

Escape Pods <2>

Number: 40

Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Reaction Control System: (.025c) [2 Power/round
when in use] <3>

POWER SYSTEMS

Fusion Reactor: Class 20 (Generates 200
power/round) <100>

Auxiliary Power: 2 reactors (Generate 5
Power/reactor/round) <6>

Emergency Power: Type C (Generates 35
Power/round/use) <35>

EPS: +100 Power Transfer <25>

Standard Usable Power: 200

OPERATIONS SYSTEMS

Inertial Damping Field

Main <12>

Strength: 7 [3 Power/round]

Number: 2

Backup <6>

Strength: 5 [2 Power/round]

Number 2

Attitude Control: [1 Power/round] <1>

Communications Systems <9>

Type: Class 3 [2 Power/round]

Strength: 3

Security: 0

Basic Uprating: Alpha

Test Bonus +1

Security Uprating: None <2>

Emergency Communications: [2 power/round] <1>

Tractor Beams

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

Accuracy: 5/6/8/11

Location: Aft

Security Systems: Rating: 1 <4>

Anti-Intruder System: Yes [1 Power/round] <3>

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

Science Systems Rating: 1 (+0) [1 Power/Round]
<8>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <9 (x4)>

Shield Generator: Class 1 (Protection 300) [20
Power/Shield/round] (+100 embedded nacelles)

Shield Grid: Type A (50% Increase to 675
Protection)

Subspace Field Distortion Amplifiers: Class Gamma
Threshold: 660 (50+10 (embedded nacelles))

Shield Recharge System: Class 1 (45 second
recharge)

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

Auto-Destruct System: Yes <3>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None

Captain's Yacht: None

(37) EREWON-CLASS

Class and Type: *Erewon*-class Colonial Transport
Commissioning: 2350

HULL SYSTEMS

Size: 3
Length: 100 meters
Beam: 52 meters
Height: 21.3 meters
Decks: 2
Mass: metric tones
SU's Available: 600
SU's Used: 424

HULL Outer <12>
Hull Inner <12>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 Power/ 10
Protection/round]
Main: Class 1 (Protection 40/60) <15>
Primary Backup: Class 1 (Protection 20) <8>
Primary Backup: Class 1 (Protection 20) <8>

Specialized Hull Systems Atmospheric capability,
Planetfall capability <8>

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 245

Crew Quarters
Barracks: Houses 120 crewmembers <2>
Spartan: 60 <3>
Basic: 5 <1>

Environmental Systems
Basic Life Support: [5 Power/round] <12>
Reserve Life Support: [2 Power/round] <6>
Emergency Life Support: 18 Emergency Shelters
<6>
Gravity [2 Power/round] <3>
Consumables: 1 Year Worth <3>
Replicator Systems:
Food Replicators [2 Power/round] <3>
Network of Small Replicators [2 Power/round] <3>
Medical Facilities: 13 (+1 Test) [3 Power/round]
<15>
Recreational Facilities: 2 Small Lounge [2
Power/round] <16>
Personal Transport: Jefferies tubes and Turbolifts [0
Power/round] <9>
Fire Suppression System: [1 Power/round] <3>
Cargo Holds: 66,000 cubic Meters <2>
Locations: Midsection
Escape Pods <2>

Number: 40
Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Reaction Control System: (.025c) [2 Power/round
when in use] <3>

POWER SYSTEMS

Fusion Reactor: Class 20 (Generates 200
power/round) <100>
Auxiliary Power: 2 reactors (Generate 5
Power/reactor/round) <6>
Emergency Power: Type C (Generates 35
Power/round/use) <35>
EPS: +100 Power Transfer <25>
Standard Usable Power: 200

OPERATIONS SYSTEMS

Security Systems: Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <3>
Internal Force Fields: Yes [1 Power/3 Strength] <3>
Science Systems Rating: 1 (+0) [1 Power/Round]
<8>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <9 (x4)>
Shield Generator: Class 1 (Protection 300) [20
Power/Shield/round] (+100 embedded nacelles)
Shield Grid: Type A (50% Increase to 675
Protection)
Subspace Field Distortion Amplifiers: Class Gamma
Threshold: 660 (50+10 (embedded nacelles)
Shield Recharge System: Class 1 (45 second
recharge)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System: Yes <3>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None
Captain's Yacht: None

(38) EREWON-CLASS

Class and Type: *Erewon*-class Colonial Transport
Commissioning: 2350

HULL SYSTEMS

Size: 3
Length: 100 meters
Beam: 52 meters
Height: 21.3 meters
Decks: 2
Mass: metric tones
SU's Available: 600
SU's Used: 424

HULL Outer <12>
Hull Inner <12>
Resistance Outer Hull: 2 <0>
Resistance Inner Hull: 2 <0>

Structural Integrity Field [1 Power/ 10
Protection/round]
Main: Class 1 (Protection 40/60) <15>
Primary Backup: Class 1 (Protection 20) <8>
Primary Backup: Class 1 (Protection 20) <8>

Specialized Hull Systems Atmospheric capability,
Planetfall capability <8>

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 225/600

Crew Quarters
Barracks: Houses 120 crewmembers <2>
Spartan: 50 <3>
Basic: 5 <1>

Environmental Systems
Basic Life Support: [5 Power/round] <12>
Reserve Life Support: [2 Power/round] <6>
Emergency Life Support: 18 Emergency Shelters
<6>
Gravity [2 Power/round] <3>
Consumables: 1 Year Worth <3>
Replicator Systems:
Food Replicators [2 Power/round] <3>
Network of Small Replicators [2 Power/round] <3>
Medical Facilities: 13 (+1 Test) [3 Power/round]
<15>
Recreational Facilities: 2 Small Lounge [2
Power/round] <16>
Personal Transport: Jefferies tubes and Turbolifts [0
Power/round] <9>
Fire Suppression System: [1 Power/round] <3>
Cargo Holds: 66,000 cubic Meters <2>
Locations: Midsection
Escape Pods <2>

Number: 40
Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Reaction Control System: (.025c) [2 Power/round
when in use] <3>

POWER SYSTEMS

Fusion Reactor: Class 20 (Generates 200
power/round) <100>
Auxiliary Power: 2 reactors (Generate 5
Power/reactor/round) <6>
Emergency Power: Type C (Generates 35
Power/round/use) <35>
EPS: +100 Power Transfer <25>
Standard Usable Power: 200

OPERATIONS SYSTEMS

Security Systems: Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <3>
Internal Force Fields: Yes [1 Power/3 Strength] <3>
Science Systems Rating: 1 (+0) [1 Power/Round]
<8>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <9 (x4)>
Shield Generator: Class 1 (Protection 300) [20
Power/Shield/round] (+100 embedded nacelles)
Shield Grid: Type A (50% Increase to 675
Protection)
Subspace Field Distortion Amplifiers: Class Gamma
Threshold: 660 (50+10 (embedded nacelles)
Shield Recharge System: Class 1 (45 second
recharge)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System: Yes <3>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None
Captain's Yacht: None

(39) Class and Type: *Ju'Day* -class Patrol Vessel

Commissioning: 2330

HULL SYSTEMS

Size: 3

Length: 113.5 meters

Beam: 125.2 meters

Height: 21.6 meters

Decks: 2

Mass: metric tonnes

SU's Available: 810

SU's Used: 527

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 2 (Protection 50/80) <18>

Primary Backup: Class 2 (Protection 25) <9>

Secondary Backup: Class 2 (Protection 25) <9>

Specialized Hull Systems

Atmospheric capability <3>

Planetfall capability <3>

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 84

Crew Quarters

Spartan: 40 <2>

Basic: 4 <1>

Environmental Systems

Basic Life Support: [5 Power/round] <12>

Reserve Life Support: [2 Power/round] <6>

Emergency Life Support: 18 Emergency

Shelters <6>

Gravity [2 Power/round] <3>

Consumables: 1 Years Worth <3>

Replicator Systems:

Food Replicators [2 Power/round] <3>

Network of Small Replicators [2 Power/round] <3>

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

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

Personal Transport: Jefferies tubes [0 Power/round] <3>

Fire Suppression System: [1 Power/round] <3>

Cargo Holds: 1,000 cubic Meters <1>

Locations: Aft section

Escape Pods <1>

Number: 10

Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Reaction Control System: (.025c) [2 Power/round when in use] <3>

POWER SYSTEMS

Fussion Reactor Class 20 (generates 200 power/round) <100>

Auxiliary Power: 2 reactors (Generate 5 Power/reactor/round) <6>

Emergency Power: Type C (Generates 35 Power/round/use) <35>

EPS: +100 Power Transfer <25>

Standard Usable Power: 200

OPERATIONS SYSTEMS

Computers: Core 1: Starboard Saucer [5 Power/round] <15>

Optical Data Network <15>

Inertial Damping Field

Main <12>

Strength: 8 [3 Power/round]

Number: 2

Backup <6>

Strength: 5 [2 Power/round]

Number 2

Attitude Control: [1 Power/round] <1>

Communications Systems <13>

Type: Class 5 [2 Power/round]

Strength: 5

Security: -1

Basic Uprating: Class Alpha

Test Bonus +1

Security Uprating: Class Gamma -1 <2>

Emergency Communications: [2 power/round] <1>

Tractor Beams

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

Accuracy: 5/6/8/11

Location: Aft

Transporters

Type: Personnel <15>

Pads: 4 [4 Power/use] (0.5 Power/Person)

Emitter/Receiver Array: Personnel Type 4 (30,000 km range) [2 Power/use]

Energizing/Transition Coils: Class H (Strength 8)

Location: 1 in Engineering

Type: Cargo <12>

Pads: 400 kilogram

Emitter/Receiver Array: Cargo Type 2

(40,000 km range) [1 Power/use]

Energizing/Transition Coils: Class H (Strength 8)

Location: 1 in Cargobay

Security Systems Rating: 1 <4>

Anti-Intruder System: Yes [1 Power/round] <3>

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

Science Systems Rating: 1 (+0) [1 Power/Round] <8>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <23(x4)>

Shield Generator: Class 2

Protection 450 [50 Power/Shield/round] (+100 embedded nacelles)

Shield Grid: Type C (50% Increase to 675 Protection)

Subspace Field Distortion Amplifiers: Class Gamma

Threshold: 160 (150+10 (embedded nacelles)

Shield Recharge System: Class 1 (45 second
recharge)

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

Auto-Destruct System: Yes <3>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None

Captain's Yacht: None

(40) Class and Type: *Ju'Day* -class Patrol Vessel

Commissioning: 2330

HULL SYSTEMS

Size: 3

Length: 113.5 meters

Beam: 125.2 meters

Height: 21.6 meters

Decks: 2

Mass: metric tonnes

SU's Available: 810

SU's Used: 527

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 2 (Protection 50/80) <18>

Primary Backup: Class 2 (Protection 25) <9>

Secondary Backup: Class 2 (Protection 25) <9>

Specialized Hull Systems

Atmospheric capability <3>

Planetfall capability <3>

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 170

Crew Quarters

Spartan: 80 <2>

Basic: 10 <1>

Environmental Systems

Basic Life Support: [5 Power/round] <12>

Reserve Life Support: [2 Power/round] <6>

Emergency Life Support: 18 Emergency Shelters <6>

Gravity [2 Power/round] <3>

Consumables: 1 Years Worth <3>

Replicator Systems:

Food Replicators [2 Power/round] <3>

Network of Small Replicators [2 Power/round] <3>

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

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

Personal Transport: Jefferies tubes [0 Power/round] <3>

Fire Suppression System: [1 Power/round] <3>

Cargo Holds: 1,000 cubic Meters <1>

Locations: Aft section

Escape Pods <1>

Number: 10

Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Reaction Control System: (.025c) [2 Power/round when in use] <3>

POWER SYSTEMS

Fusion Reactor Class 20 (generates 200 power/round) <100>

Auxiliary Power: 2 reactors (Generate 5 Power/reactor/round) <6>

Emergency Power: Type C (Generates 35 Power/round/use) <35>

EPS: +100 Power Transfer <25>

Standard Usable Power: 200

OPERATIONS SYSTEMS

Computers: Core 1: Starboard Saucer [5 Power/round] <15>

Optical Data Network <15>

Inertial Damping Field

Main <12>

Strength: 8 [3 Power/round]

Number: 2

Backup <6>

Strength: 5 [2 Power/round]

Number 2

Attitude Control: [1 Power/round] <1>

Communications Systems <13>

Type: Class 5 [2 Power/round]

Strength: 5

Security: -1

Basic Upgrading: Class Alpha

Test Bonus +1

Security Upgrading: Class Gamma -1 <2>

Emergency Communications: [2 power/round] <1>

Tractor Beams

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

Accuracy: 5/6/8/11

Location: Aft

Transporters

Type: Personnel <15>

Pads: 4 [4 Power/use] (0.5 Power/Person)

Emitter/Receiver Array: Personnel Type 4 (30,000 km range) [2 Power/use]

Energizing/Transition Coils: Class H (Strength 8)

Location: 1 in Engineering

Type: Cargo <12>

Pads: 400 kilogram

Emitter/Receiver Array: Cargo Type 2

(40,000 km range) [1 Power/use]
Energizing/Transition Coils: Class H (Strength 8)
Location: 1 in Cargobay

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <3>
Internal Force Fields: Yes [1 Power/3 Strength] <3>
Science Systems Rating: 1 (+0) [1 Power/Round]
<8>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <23(x4)>
Shield Generator: Class 2
Protection 450 [50 Power/Shield/round] (+100
embedded nacelles)
Shield Grid: Type C (50% Increase to 675
Protection)
Subspace Field Distortion Amplifiers: Class Gamma
Threshold: 160 (150+10 (embedded nacelles)
Shield Recharge System: Class 1 (45 second
recharge)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System: Yes <3>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None
Captain's Yacht: None

(41) Class and Type: *Ju'Day* -class Patrol Vessel

Commissioning: 2330

HULL SYSTEMS

Size: 3

Length: 113.5 meters

Beam: 125.2 meters

Height: 21.6 meters

Decks: 2

Mass: metric tonnes

SU's Available: 810

SU's Used: 527

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 2 (Protection 50/80) <18>

Primary Backup: Class 2 (Protection 25) <9>

Secondary Backup: Class 2 (Protection 25) <9>

Specialized Hull Systems

Atmospheric capability <3>

Planetfall capability <3>

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 170

Crew Quarters

Spartan: 80 <2>

Basic: 10 <1>

Environmental Systems

Basic Life Support: [5 Power/round] <12>

Reserve Life Support: [2 Power/round] <6>

Emergency Life Support: 18 Emergency Shelters <6>

Gravity [2 Power/round] <3>

Consumables: 1 Years Worth <3>

Replicator Systems:

Food Replicators [2 Power/round] <3>

Network of Small Replicators [2 Power/round] <3>

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

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

Merchantile Racilities 2 [4 power/round] <16> (bar/restraint & 5 store)

Personal Transport: Jefferies tubes [0 Power/round] <3>

Fire Suppression System: [1 Power/round] <3>

Cargo Holds: 1,000 cubic Meters <1>

Locations: Aft section

Escape Pods <1>

Number: 10

Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Reaction Control System: (.025c) [2 Power/round when in use] <3>

POWER SYSTEMS

Fusion Reactor Class 20 (generates 200 power/round) <100>

Auxiliary Power: 2 reactors (Generate 5 Power/reactor/round) <6>

Emergency Power: Type C (Generates 35 Power/round/use) <35>

EPS: +100 Power Transfer <25>

Standard Usable Power: 200

OPERATIONS SYSTEMS

Computers: Core 1: Starboard Saucer [5 Power/round] <15>

Optical Data Network <15>

Inertial Damping Field

Main <12>

Strength: 8 [3 Power/round]

Number: 2

Backup <6>

Strength: 5 [2 Power/round]

Number 2

Attitude Control: [1 Power/round] <1>

Communications Systems <13>

Type: Class 5 [2 Power/round]

Strength: 5

Security: -1

Basic Uprating: Class Alpha

Test Bonus +1

Security Uprating: Class Gamma -1 <2>

Emergency Communications: [2 power/round] <1>

Tractor Beams

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

Accuracy: 5/6/8/11

Location: Aft

Transporters

Type: Personnel <15>

Pads: 4 [4 Power/use] (0.5 Power/Person)

Emitter/Receiver Array: Personnel Type 4 (30,000 km range) [2 Power/use]

Energizing/Transition Coils: Class H (Strength 8)

Location: 1 in Engineering

Type: Cargo <12>

Pads: 400 kilogram

Emitter/Receiver Array: Cargo Type 2
(40,000 km range) [1 Power/use]
Energizing/Transition Coils: Class H (Strength 8)
Location: 1 in Cargobay

Security Systems Rating: 1 <4>
Anti-Intruder System: Yes [1 Power/round] <3>
Internal Force Fields: Yes [1 Power/3 Strength] <3>
Science Systems Rating: 1 (+0) [1 Power/Round]
<8>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <23(x4)>
Shield Generator: Class 2
Protection 450 [50 Power/Shield/round] (+100
embedded nacelles)
Shield Grid: Type C (50% Increase to 675
Protection)
Subspace Field Distortion Amplifiers: Class Gamma
Threshold: 160 (150+10 (embedded nacelles)
Shield Recharge System: Class 1 (45 second
recharge)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System: Yes <3>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None
Captain's Yacht: None

(42) Klingon D-5 Cruiser

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
Original SU's Used: 632
SU's Used: 503

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

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

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 230

CREW QUARTERS

Barracks: Houses 120 Crewmembers <2>
Spartan: 40 <2>
Basic: 20 <2>
Expanded 10 <2>

Environmental Systems

Basic Life Support [6 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>
Rplicators [5 Power/round] <5>
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

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

Power System

Fusion Reactor Class 20 (generates 200
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: 200

Operation Systems

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

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

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 [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

Shields (Forward (#1), Standard (#2), Aft (#3), Port
(#4)) <18 <x 4 = 72>
Shield Generator: Class 2 (Protection 300) [30
Power/Round]
Shield Grid: Type A (25% increase to 375
Protection)
Subspace Field Distortion Amplifiers: Class Beta
(Threshold 100)
Autodestruct System <4>

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

Docking ports: 1 forward Bow
3 (1 port/1 starboard forward hull/1forward bow)

(43) HUC'TA-CLASS

Class and Type: Huc'ta-class Merchant vessel
Transport
Commissioning Date: 2336

Hull Systems

Size: 5
Length: 187.53 meters
Beams: 94.36 meters
Height: 42.1 meters
Decks: 5
Mass: 248,000 metric tons (Plus mass of cargo, when loaded)
SUs Available: 1050
SUs Used: 681

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

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <23>
Backup: Class 3 (Protection 30) <12>
Backup: Class 3 (Protection 30) <12>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 231
Crew Quarters
Barrack: Houses 180 crewmembers <3>
Spartan: 20 <1>
Basic: 10 <1>
Expanded 1 <1>

Environmental Systems

Basic Life Support [9 Power/round] <20>
Reserve Life Support [5 Power/round] <10>
Emergency Life Support (30 Shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 1 years worth (plus cargo carried) <1>
Food Processor System [5 Power/round] <5>
Industrial Replicators type: network of small replicators [2 power/round] <5>
Medical Facilities: 2 (+0) [2 power/round] <10>
Recreation Facilities: 3 [6 Power/round] <24>
Personal Transport: turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 324,000 cubic meters <10>
Locations: eight 45 x 45 x 20 cargo modules amidships
Escape Pods <3>
Number: 60
Capacity: 4 persons per pod

Propulsion Systems

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

POWER SYSTEMS

Auxiliary Power: Two reactors (generate 5 Power/reactor/round) <6>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +100 Power transfer/round <35>
Standard Usable Power: 200

Operations systems

Computer Core 1: Command hull [5 Power/round] <10>
ODN <15>

Inertial Damping Field

Main <20>
Strength: 6 [3 Power/round]
Number: 2
Backup <9>
Strength: 4 [2 Power/round]
Number: 2
Attitude Control: 1 [1 Power/round] <2>

Security Systems Rating: 2 <8>

Anti-Intruder System: Yes [1 Power/round] <5>
Internal force Field [1 power/3 Strength] <5>

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

Labratories: 2 <2>

Shields (Forward, Aft, Port, Starboard) <28 (x4)=108>

Shield Generator: Class 2 (protection 300) [30 power/shield/round]
Shield grid: Type B (33% increase to Protection 400)
Subspace field Distortion Amplifiers: Class Beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup shield Generators: 4 (1 per shield)
Auto-Destruct System <5>

Auxiliary Spacecraft systems

Shuttlebay(s): Capacity fo 4 size worth ships
Standard Complement: 2 shuttlecraft
Location(s): Aft Ventral of main hull

(44) HUC'TA-CLASS

Class and Type: Huc'ta-class Merchant vessel
Transport
Commissioning Date: 2336

Hull Systems

Size: 5
Length: 187.53 meters
Beams: 94.36 meters
Height: 42.1 meters
Decks: 5
Mass: 248,000 metric tons (Plus mass of cargo, when loaded)
SUs Available: 1050
SUs Used: 705

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

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <23>
Backup: Class 3 (Protection 30) <12>
Backup: Class 3 (Protection 30) <12>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 231/1250
Crew Quarters
Barrack: Houses 180 crewmembers <3>
Spartan: 20 <1>
Basic: 10 <1>
Expanded 1 <1>

Environmental Systems

Basic Life Support [9 Power/round] <20>
Reserve Life Support [5 Power/round] <10>
Emergency Life Support (30 Shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 1 years worth (plus cargo carried) <1>
Food Processor System [5 Power/round] <5>
Industrial Replicators type: network of small replicators [2 power/round] <5>
Medical Facilities: 2 (+0) [2 power/round] <10>
Recreation Facilities: 3 [6 Power/round] <24>
Merchantile Facilities 3 [6 power/round] <24>
(bar/restaurant & 8 stores, some luxury goods)
Personal Transport: turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 324,000 cubic meters <10>
Locations: eight 45 x 45 x 20 cargo modules amidships
Escape Pods <3>

Number: 60
Capacity: 4 persons per pod

Propulsion Systems

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

POWER SYSTEMS

Auxiliary Power: Two reactors (generate 5 Power/reactor/round) <6>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +100 Power transfer/round <35>
Standard Usable Power: 200

Operations systems

Computer Core 1: Command hull [5 Power/round] <10>
ODN <15>

Security Systems Rating: 2 <8>

Anti-Intruder System: Yes [1 Power/round] <5>
Internal force Field [1 power/3 Strength] <5>

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

Labratories: 2 <2>

Shields (Forward, Aft, Port, Starboard) <28 (x4)=108>

Shield Generator: Class 2 (protection 300) [30 power/shield/round]
Shield grid: Type B (33% increase to Protection 400)

Subspace field Distortion Amplifiers: Class Beta (Threshold 100)

Recharging System: Class 1 (45 seconds)
Backup shield Generators: 4 (1 per shield)
Auto-Destruct System <5>

Auxiliary Spacecraft systems

Shuttlebay(s): Capacity fo 4 size worth ships
Standard Complement: 2 shuttlecraft
Location(s): Aft Ventral of main hull

(45) HUC'TA-CLASS

Class and Type: Huc'ta-class Merchant vessel
Transport
Commissioning Date: 2336

Hull Systems

Size: 5
Length: 187.53 meters
Beams: 94.36 meters
Height: 42.1 meters
Decks: 5
Mass: 248,000 metric tons (Plus mass of cargo, when loaded)
SUs Available: 1050
SUs Used: 697

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

Structural Integrity field [1 power/10 Protection/round]
Main: Class 3 (Protection 60/90) <23>
Backup: Class 3 (Protection 30) <12>
Backup: Class 3 (Protection 30) <12>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 231/1250
Crew Quarters
Barrack: Houses 180 crewmembers <3>
Spartan: 20 <1>
Basic: 10 <1>
Expanded 1 <1>

Environmental Systems

Basic Life Support [9 Power/round] <20>
Reserve Life Support [5 Power/round] <10>
Emergency Life Support (30 Shelters) <10>
Gravity [3 Power/round] <5>
Consumable: 1 years worth (plus cargo carried) <1>
Food Processor System [5 Power/round] <5>
Industrial Replicators type: network of small replicators [2 power/round] <5>
Medical Facilities: 2 (+0) [2 power/round] <10>
Recreation Facilities: 3 [6 Power/round] <24>
Merchantile Facilities 2 [4 power/round] <16> (bar/restaurant & 5 stores)
Personal Transport: turbolifts, Jefferies tubes [2 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo hold: 324,000 cubic meters <10>
Locations: eight 45 x 45 x 20 cargo modules amidships
Escape Pods <3>

Number: 60
Capacity: 4 persons per pod

Propulsion Systems

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

POWER SYSTEMS

Auxiliary Power: Two reactors (generate 5 Power/reactor/round) <6>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow, +100 Power transfer/round <35>
Standard Usable Power: 200

Operations systems

Computer Core 1: Command hull [5 Power/round] <10>
ODN <15>

Security Systems Rating: 2 <8>

Anti-Intruder System: Yes [1 Power/round] <5>
Internal force Field [1 power/3 Strength] <5>

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

Labratories: 2 <2>

Shields (Forward, Aft, Port, Starboard) <28 (x4)=108>

Shield Generator: Class 2 (protection 300) [30 power/shield/round]
Shield grid: Type B (33% increase to Protection 400)

Subspace field Distortion Amplifiers: Class Beta (Threshold 100)

Recharging System: Class 1 (45 seconds)
Backup shield Generators: 4 (1 per shield)
Auto-Destruct System <5>

Auxiliary Spacecraft systems

Shuttlebay(s): Capacity fo 4 size worth ships
Standard Complement: 2 shuttlecraft
Location(s): Aft Ventral of main hull

(46) MALGAR-CLASS

Class and Type: *Malgar*-class Modular Transport
Commissioning: 2350

HULL SYSTEMS

Size: 4
Length: 100 meters
Beam: 52 meters
Height: 21.3 meters
Decks: 2
Mass: metric tonnes
SU's Available: 1,000
SU's Used: 566

HULL Outer <12>
Hull Inner <12>
Resistance Outer Hull: <2>
Resistance Inner Hull: <2>

Structural Integrity Field [1 Power/ 10
Protection/round]
Main: Class 1 (Protection 40/60) <15>
Primary Backup: Class 1 (Protection 20) <8>
Primary Backup: Class 1 (Protection 20) <8>

Specialized Hull Systems: Atmospheric capability;
Planetfall capability <3>

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 205
Crew Quarters
Spartan: 100 <10>
Basic: 5 <1>

Environmental Systems
Basic Life Support: [5 Power/round] <12>
Reserve Life Support: [2 Power/round] <6>
Emergency Life Support: 18 Emergency Shelters
<6>
Gravity [2 Power/round] <3>
Consumables: 1 Year Worth <3>
Replicator Systems:
Food Replicators [2 Power/round] <3>
Network of Small Replicators [2 Power/round] <3>
Medical Facilities: 13 (+1 Test) [3 Power/round]
<15>
Recreational Facilities: 2 Small Lounge [2
Power/round] <16>
Personal Transport: Jefferies tubes and Turbolifts [0
Power/round] <9>
Fire Suppression System: [1 Power/round] <3>
Cargo Holds: 66,000 cubic Meters <2>
Locations: Midsection
Escape Pods <2>
Number: 40
Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Reaction Control System: (.025c) [2 Power/round
when in use] <3>

POWER SYSTEMS

Fusion Reactor: Class 20 (Generates 200
power/round)
Auxiliary Power: 2 reactors (Generate 5
Power/reactor/round) <6>
Emergency Power: Type C (Generates 35
Power/round) <35>
EPS: +100 Power Transfer <25>
Standard Usable Power: 200

OPERATIONS SYSTEMS

Bridge: Forward Dorsal <15>

Computers Core 1: Starboard Saucer [5
Power/round] <6>
Optical Data Network <9>

Navigational Deflector: [5 Power/round] <12>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward

Sensor Systems

Long-range Sensors: [5 Power/Round] <10>
Range Package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.0/3.1-
4.0)
Low Resolution: 12 light-years (1/1.1-3.0/3.1-
7.0/7.1-10)
Strength Package: Class 3 (Strength 3)
Gain Package: Standard
Test Result Bonus +0
Coverage: Standard

Lateral Sensors: [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Test Result Bonus: 0
Coverage: Standard
Sensor Skill: 5

Inertial Damping Field

Main <12>
Strength: 7 [3 Power/round]
Number: 2
Backup <6>
Strength: 5 [2 Power/round]
Number 2
Attitude Control: [1 Power/round] <1>

Communications Systems

Emergency Communications: [2 power/round] <1>

Tractor Beams

Emitter: Class Beta <9>

[3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: Aft

Transporters

Type: Personnel <15>

Pads: 8 [4 Power/use] (0.5 Power/Person)

Emitter/Receiver Array: Personnel Type 4 (30,000 km range) [2 Power/use]

Energizing/Transition Coils: Class H (Strength 8)

Location: 1 in Engineering

Type: Cargo <15>

Pads: 1000 kilogram

Emitter/Receiver Array: Cargo Type 2 (40,000 km range) [1 Power/use]

Energizing/Transition Coils: Class H (Strength 8)

Location: 1 in Cargobay

Security Systems:

Rating: 1 <4>

Anti-Intruder System: Yes [1 Power/round] <3>

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

Science Systems

Rating: 1 (+0) [1 Power/Round] <8>

Specialized Science Systems: None

Labs: 0

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <9 (x4)>

Shield Generator: Class 1 (Protection 300) [20 Power/Shield/round] (+100 embedded nacelles)

Shield Grid: Type A (50% Increase to 675 Protection)

Subspace Field Distortion Amplifiers: Class Gamma (Threshold: 660 (50+10 (embedded nacelles)))

Shield Recharge System: Class 1 (45 second recharge)

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

Auto-Destruct System: Yes <3>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None

Captain's Yacht: None

(47) MALGAR-CLASS

Class and Type: *Malgar*-class Modular Transport
Commissioning: 2350

HULL SYSTEMS

Size: 4
Length: 100 meters
Beam: 52 meters
Height: 21.3 meters
Decks: 2
Mass: metric tonnes
SU's Available: 1,000
SU's Used: 566

HULL Outer <12>
Hull Inner <12>
Resistance Outer Hull: <2>
Resistance Inner Hull: <2>

Structural Integrity Field [1 Power/ 10
Protection/round]
Main: Class 1 (Protection 40/60) <15>
Primary Backup: Class 1 (Protection 20) <8>
Primary Backup: Class 1 (Protection 20) <8>

Specialized Hull Systems: Atmospheric capability;
Planetfall capability <3>

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 205
Crew Quarters
Spartan: 100 <10>
Basic: 5 <1>

Environmental Systems
Basic Life Support: [5 Power/round] <12>
Reserve Life Support: [2 Power/round] <6>
Emergency Life Support: 18 Emergency Shelters
<6>
Gravity [2 Power/round] <3>
Consumables: 1 Year Worth <3>
Replicator Systems:
Food Replicators [2 Power/round] <3>
Network of Small Replicators [2 Power/round] <3>
Medical Facilities: 13 (+1 Test) [3 Power/round]
<15>
Recreational Facilities: 2 Small Lounge [2
Power/round] <16>
Personal Transport: Jefferies tubes and Turbolifts [0
Power/round] <9>
Fire Suppression System: [1 Power/round] <3>
Cargo Holds: 66,000 cubic Meters <2>
Locations: Midsection
Escape Pods <2>
Number: 40
Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Reaction Control System: (.025c) [2 Power/round
when in use] <3>

POWER SYSTEMS

Fusion Reactor: Class 20 (Generates 200
power/round)
Auxiliary Power: 2 reactors (Generate 5
Power/reactor/round) <6>
Emergency Power: Type C (Generates 35
Power/round) <35>
EPS: +100 Power Transfer <25>
Standard Usable Power: 200

OPERATIONS SYSTEMS

Bridge: Forward Dorsal <15>

Computers Core 1: Starboard Saucer [5
Power/round] <6>
Optical Data Network <9>

Navigational Deflector: [5 Power/round] <12>
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward

Sensor Systems

Long-range Sensors: [5 Power/Round] <10>
Range Package: Type 1 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.0/3.1-
4.0)
Low Resolution: 12 light-years (1/1.1-3.0/3.1-
7.0/7.1-10)
Strength Package: Class 3 (Strength 3)
Gain Package: Standard
Test Result Bonus +0
Coverage: Standard

Lateral Sensors: [5 Power/round] <4>
Strength Package: Class 2 (Strength 2)
Gain Package: Standard
Test Result Bonus: 0
Coverage: Standard
Sensor Skill: 5

Inertial Damping Field

Main <12>
Strength: 7 [3 Power/round]
Number: 2
Backup <6>
Strength: 5 [2 Power/round]
Number 2
Attitude Control: [1 Power/round] <1>

Communications Systems

Emergency Communications: [2 power/round] <1>

Tractor Beams

Emitter: Class Beta <9>

[3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: Aft

Transporters

Type: Personnel <15>

Pads: 8 [4 Power/use] (0.5 Power/Person)

Emitter/Receiver Array: Personnel Type 4 (30,000 km range) [2 Power/use]

Energizing/Transition Coils: Class H (Strength 8)

Location: 1 in Engineering

Type: Cargo <15>

Pads: 1000 kilogram

Emitter/Receiver Array: Cargo Type 2 (40,000 km range) [1 Power/use]

Energizing/Transition Coils: Class H (Strength 8)

Location: 1 in Cargobay

Security Systems:

Rating: 1 <4>

Anti-Intruder System: Yes [1 Power/round] <3>

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

Science Systems

Rating: 1 (+0) [1 Power/Round] <8>

Specialized Science Systems: None

Labs: 0

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <9 (x4)>

Shield Generator: Class 1 (Protection 300) [20 Power/Shield/round] (+100 embedded nacelles)

Shield Grid: Type A (50% Increase to 675 Protection)

Subspace Field Distortion Amplifiers: Class Gamma (Threshold: 660 (50+10 (embedded nacelles)))

Shield Recharge System: Class 1 (45 second recharge)

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

Auto-Destruct System: Yes <3>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None

Captain's Yacht: None

(48) MALGAR-CLASS

Class and Type: *Malgar*-class Modular Transport
Commissioning: 2350

HULL SYSTEMS

Size: 4
Length: 100 meters
Beam: 52 meters
Height: 21.3 meters
Decks: 2
Mass: metric tonnes
SU's Available: 1,000
SU's Used: 553

HULL Outer <12>
Hull Inner <12>
Resistance Outer Hull: <2>
Resistance Inner Hull: <2>

Structural Integrity Field [1 Power/ 10
Protection/round]
Main: Class 1 (Protection 40/60) <15>
Primary Backup: Class 1 (Protection 20) <8>
Primary Backup: Class 1 (Protection 20) <8>

Specialized Hull Systems: Atmospheric capability;
Planetfall capability <3>

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 265
Crew Quarters
Barrack: houses 60 Crewmembers <1>
Spartan: 100 <10>
Basic: 5 <1>

Environmental Systems
Basic Life Support: [5 Power/round] <12>
Reserve Life Support: [2 Power/round] <6>
Emergency Life Support: 18 Emergency Shelters
<6>
Gravity [2 Power/round] <3>
Consumables: 1 Year Worth <3>
Replicator Systems:
Food Replicators [2 Power/round] <3>
Network of Small Replicators [2 Power/round] <3>
Medical Facilities: 13 (+1 Test) [3 Power/round]
<15>
Recreational Facilities: 2 Small Lounge [2
Power/round] <16>
Personal Transport: Jefferies tubes and Turbolifts [0
Power/round] <9>
Fire Suppression System: [1 Power/round] <3>
Cargo Holds: 66,000 cubic Meters <2>
Locations: Midsection
Escape Pods <2>
Number: 40

Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Reaction Control System: (.025c) [2 Power/round
when in use] <3>

POWER SYSTEMS

Fusion Reactor: Class 20 (Generates 200
power/round)
Auxiliary Power: 2 reactors (Generate 5
Power/reactor/round) <6>
Emergency Power: Type C (Generates 35
Power/round) <35>
EPS: +100 Power Transfer <25>
Standard Usable Power: 200

OPERATIONS SYSTEMS

Bridge: Forward Dorsal <15>

Computers Core 1: Starboard Saucer [5
Power/round] <6>
Optical Data Network <9>

Tractor Beams

Emitter: Class Beta <9>
[3 Power/Strength used/round]
Accuracy: 5/6/8/11
Location: Aft

Transporters

Type: Personnel <15>
Pads: 8 [4 Power/use] (0.5 Power/Person)
Emitter/Receiver Array: Personnel Type 4 (30,000
km range) [2 Power/use]
Energizing/Transition Coils: Class H (Strength 8)
Location: 1 in Engineering

Type: Cargo <15>

Pads: 1000 kilogram
Emitter/Receiver Array: Cargo Type 2 (40,000 km
range) [1 Power/use]
Energizing/Transition Coils: Class H (Strength 8)
Location: 1 in Cargobay

Security Systems:

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

Science Systems

Rating: 1 (+0) [1 Power/Round] <8>
Specialized Science Systems: None
Labs: 0

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <9 (x4)>

Shield Generator: Class 1 (Protection 300) [20
Power/Shield/round] (+100 embedded nacelles)
Shield Grid: Type A (50% Increase to 675
Protection)
Subspace Field Distortion Amplifiers: Class Gamma
(Threshold: 660 (50+10 (embedded nacelles))
Shield Recharge System: Class 1 (45 second
recharge)
Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System: Yes <3>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None
Captain's Yacht: None

(49) MALGAR-CLASS

Class and Type: *Malgar*-class Modular Transport
Commissioning: 2350

HULL SYSTEMS

Size: 4
Length: 100 meters
Beam: 52 meters
Height: 21.3 meters
Decks: 2
Mass: metric tonnes
SU's Available: 1,000
SU's Used: 538

HULL Outer <12>
Hull Inner <12>
Resistance Outer Hull: <2>
Resistance Inner Hull: <2>

Structural Integrity Field [1 Power/ 10
Protection/round]
Main: Class 1 (Protection 40/60) <15>
Primary Backup: Class 1 (Protection 20) <8>
Primary Backup: Class 1 (Protection 20) <8>
Specialized Hull Systems: Atmospheric capability;
Planetfall capability <3>

PERSONAL SYSTEMS

Crew/Passengers/Evacuation: 270
Crew Quarters
Barrack: houses 60 Crewmembers <1>
Spartan: 100 <10>
Basic: 10 <2>

Environmental Systems
Basic Life Support: [5 Power/round] <12>
Reserve Life Support: [2 Power/round] <6>
Emergency Life Support: 18 Emergency Shelters
<6>
Gravity [2 Power/round] <3>
Consumables: 1 Year Worth <3>
Replicator Systems:
Food Replicators [2 Power/round] <3>
Network of Small Replicators [2 Power/round] <3>
Medical Facilities: 13 (+1 Test) [3 Power/round]
<15>
Recreational Facilities: 2 Small Lounge [2
Power/round] <16>
Personal Transport: Jefferies tubes and Turbolifts [0
Power/round] <9>
Fire Suppression System: [1 Power/round] <3>
Cargo Holds: 66,000 cubic Meters <2>
Locations: Midsection
Escape Pods <2>
Number: 40
Capacity: 4 Persons per pod

PROPULSION SYSTEMS

Reaction Control System: (.025c) [2 Power/round
when in use] <3>

POWER SYSTEMS

Fusion Reactor: Class 20 (Generates 200
power/round)
Auxiliary Power: 2 reactors (Generate 5
Power/reactor/round) <6>
Emergency Power: Type C (Generates 35
Power/round) <35>
EPS: +100 Power Transfer <25>
Standard Usable Power: 200

OPERATIONS SYSTEMS

Bridge: Forward Dorsal <15>
Computers Core 1: Starboard Saucer [5
Power/round] <6>
Optical Data Network <9>

Communications Systems
Emergency Communications: [2 power/round] <1>

Tractor Beams
Emitter: Class Beta <9>
[3 Power/Strength used/round]
Accuracy: 5/6/8/11
Location: Aft

Transporters Type: Cargo <15>
Pads: 1000 kilogram
Emitter/Receiver Array: Cargo Type 2 (40,000 km
range) [1 Power/use]
Energizing/Transition Coils: Class H (Strength 8)
Location: 1 in Cargobay

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

Science Systems Rating: 1 (+0) [1 Power/Round]
<8>
Specialized Science Systems: None
Labs: 0

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <9 (x4)>
Shield Generator: Class 1 (Protection 300) [20
Power/Shield/round] (+100 embedded nacelles)
Shield Grid: Type A (50% Increase to 675
Protection)
Subspace Field Distortion Amplifiers: Class Gamma
(Threshold: 660 (50+10 (embedded nacelles))
Shield Recharge System: Class 1 (45 second
recharge)

Backup Shield Generators: 4 (1 per shield) <4>
Auto-Destruct System: Yes <3>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): None

Captain's Yacht: None

(50) GALAXY CLASS STARSHIPS

Class and Type: *Galaxy*-Class Explorer

Commissioning Date: 2356

HULL SYSTEMS

Size: 8

Length: 642.51 meters

Beam: 463.73 meters

Height: 195.26 meters

Decks: 42

Mass: 4,500,000 metric tons

SUs Available: 3,130

SUs Used: 1629

Hull Outer <32>

Hull Inner <32>

Resistance Outer Hull: 8 <9>

Resistance Inner Hull: 8 <9>

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

Main: Class 5 (Protection 80/120) <32>

Backup 1: Class 5 (Protection 40) <16>

Backup 2: Class 5 (Protection 40) <16>

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 1,700

Crew Quarters

Spartan: 100 <5>

Basic: 950 <95>

Expanded: 385 <77>

Luxury: 110 <110>

Unusual: 55<55>

Environmental Systems

Basic Life Support [13 Power/round] <32>

Reserve Life Support [7 power/round] <16>

Emergency Life Support (48 emergency shelters) <16>

Gravity [4 Power/round] <8>

Consumable: 3 years' worth<24>

Food Replicators [8 Power/round] <8>

Industrial Replicators

Type: Network of small replicators [2 Power/round] <8>

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

Recreation Facilities: 8 [16 Power/round] <64>

Location & type: four main holodecks; 20 personal holodecks; large, pleasant eating facilities; 2 large lounges; 4 small lounges

Personnel Transport: Turbolift, Jefferies Tubes [2 Power/round] <24>

Merchantile facilities 10 (30+ establishments) [20 power/round] <80>

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

Cargo Holds: 400,000 cubic meters <12>

Locations: 18 main cargo holds and other minor holds throughout the ship

Escape Pods <10>

Number: 180

Capacity: 6 person per pod

PROPULSION SYSTEMS

Reaction Control System (.025c) [2 Power/round when in use] <8>

POWER SYSTEMS

Fusion Reactor 2 Class 20 (generates 200 Power/engine/round)

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

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

EPS: Standard Power flow, +330 Power transfer/round <73>

Standard Usable Power: 400

OPERATIONS SYSTEM

COMPUTERS Core port [5 Power/round] <16>

ODN <24>

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

Tractor Beams

Emitter: Class Alpha [3 power/Strength used/round] <9>

Accuracy: 5/6/8/11

Location: Shuttlebays 1, 2, and 3

Security Systems Rating: 4 <16>

Anti-Intruder System: Yes [1 Power/round] <8>

Internal Force Fields [1 Power/3 Strength] <8>

Science Systems Rating 3 (+2) [3 Power/round] <23>

Specialized Systems: 3 <15>

Laboratories: 32 <8>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <48 (x 4 = 192)>

Shield Generator: Class 2 (Protection 300) [30 Power/shield/round]

Shield grid: Type C (50 % increase to 450 Protection)

Subspace Field Distortion Amplifiers: Class Beta (Threshold 100)

Recharging System: Class (45 seconds)

Backup Shield Generators: 4 (1 per shield) <8>

Auto-Destruct System <8>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 62 size worth of ships <124>

Standard Compliment: 25 shuttles, 12 shuttlepods

Location(s): Main shuttlebay (saucer section), two smaller bays (engineering section, forward dorsal, port and starboard)

(51) TOS Ptolemy Cargo pod

Class and Type: Standard transport pod
Commissioning Date:

Hull Systems

Size: 5

Length: 200 meters

Beam: 40 meters

Height: 40 meters

Decks: 12

Mass: unknown metric tons

SUs Available: 1250

SUs Used: 780

Hull Outer <20>

Hull Inner <20>

Resistance Outer Hull: 6 <6>

Resistance Inner Hull: 6 <6>

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

Main: Class H (Protection 40/60) <17>

Backup: Class H (Protection 20) <9>

Backup: Class H (Protection 20) <9>

Personnel Systems

Crew/Passengers/Evac: 900/7,000

Crew Quarters

Barracks: House 240 Crewmembers <4>

Spartan: 220 <11>

Basic: 200 <20>

Expanded: 10 <10>

Luxury: 5 <5>

Unusual: 5 <5>

Environmental Systems

Basic Life Support [11 Power/round] <20>

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

Emergency Life Support (30 emergency shelters)
<10>

Gravity [3 Power/round] <5>

Consumable: 2 years' worth <20>

Manufacturing System

Food Processors: Mark VI [4 Power/round] <13>

Industrial Fabrication unit Mark VIII [5
power/round] <18>

Medical Facilities: 4 (+0) [6 Power/round] <20>

Recreation Facilities: 6 [6 Power/round] <36>

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

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

*For cargo pod only Cargo Holds: 300,000 cubic
meters <9>*

Escape Pods <9>

Number: 180

Capacity: 8 person per pod

PROPULSION SYSTEMS

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

POWER SYSTEMS

Fusion Reactor: 1 Class 9/sH (generates 99
Power/round) <80>

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

Emergency Power: Type E (generates 45
Power/round) <45>

EPS: Standard Power flow +50 Power transfer/round
<40>

Standard Usable Power: 99

OPERATIONS SYSTEM

Communications Systems

Type: Mark V [3 Power/round] <19>

Strength: 5

Security: -2 (Type A Upgrading)

Basic Upgrading: Type 1 (+1)

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

Tractor Beams Emitter: Class Alpha [3
power/Strength used/round] <3>

Accuracy: 5/6/8/11

Location: Hanger Bay

Security Systems Rating: 2 <8>

Anti-Intruder System: yes [1 Power/round] <6>

Internal Force Fields [1 Power/3 Strength] <6>

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

Specialized Systems: 0 <0>

Laboratories: 10 <1>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <20 (x 4)>

Shield Generator: Class 2 (Protection 200) [20
Power/shield/round]

Shield grid: Type A (25% increase to 250
Protection)

Subspace Field Distortion Amplifiers: Class Beta
(Threshold 70)

Recharging System: Class 0 (60 seconds)

Auto-Destruct System <6>

AUXILIARY SPACECRAFT SYSTEM

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

Standard Compliment: 20 shuttles

Location(s): Aft Hull

NOTES

Lost and recovered as part of the station now.

Docking ports (port & Starboard)

(52) TOS Ptolemy Cargo pod

Class and Type: Standard transport pod

Commissioning Date:

Hull Systems

Size: 5

Length: 200 meters

Beam: 40 meters

Height: 40 meters

Decks: 12

Mass: unknown metric tons

SUs Available: 1250

SUs Used: 803

Hull Outer <20>

Hull Inner <20>

Resistance Outer Hull: 6 <6>

Resistance Inner Hull: 6 <6>

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

Main: Class H (Protection 40/60) <17>

Backup: Class H (Protection 20) <9>

Backup: Class H (Protection 20) <9>

Personnel Systems

Crew/Passengers/Evac: 1020

Crew Quarters

Barracks: House 300 Crewmembers <5>

Spartan: 240 <19>

Basic: 210 <21>

Expanded: 20 <20>

Luxury: 5 <5>

Unusual: 5 <5>

Environmental Systems

Basic Life Support [11 Power/round] <20>

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

Emergency Life Support (30 emergency shelters) <10>

Gravity [3 Power/round] <5>

Consumable: 2 years' worth <20>

Manufacturing System

Food Processors: Mark VI [4 Power/round] <13>

Industrial Fabrication unit Mark VIII [5 power/round] <18>

Medical Facilities: 4 (+0) [6 Power/round] <20>

Recreation Facilities: 6 [6 Power/round] <36>

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

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

Cargo Holds: 166,000 cubic meters <8>

Location: Lower hull

Escape Pods <9>

Number: 180

Capacity: 8 person per pod

PROPULSION SYSTEMS

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

POWER SYSTEMS

Fusion Reactor: 1 Class 9/sH (generates 99 Power/round) <80>

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

Emergency Power: Type E (generates 45 Power/round) <45>

EPS: Standard Power flow +50 Power transfer/round <40>

Standard Usable Power: 99

OPERATIONS SYSTEM

Communications Systems

Type: Mark V [3 Power/round] <19>

Strength: 5

Security: -2 (Type A Uprating)

Basic Uprating: Type 1 (+1)

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

Tractor Beams Emitter: Class Alpha [3 power/Strength used/round] <3>

Accuracy: 5/6/8/11

Location: Hanger Bay

Security Systems Rating: 2 <8>

Anti-Intruder System: yes [1 Power/round] <6>

Internal Force Fields [1 Power/3 Strength] <6>

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

Specialized Systems: 0 <0>

Laboratories: 10 <1>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <20 (x 4)>

Shield Generator: Class 2 (Protection 200) [20 Power/shield/round]

Shield grid: Type A (25% increase to 250 Protection)

Subspace Field Distortion Amplifiers: Class Beta (Threshold 70)

Recharging System: Class 0 (60 seconds)

Auto-Destruct System <6>

AUXILIARY SPACECRAFT SYSTEM

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

Standard Compliment: 20 shuttles

Location(s): Aft Hull

NOTES

Lost and recoved as part of the station now.

Docking ports (port & Starboard)

(53) Dry Dock Frame 1

Class and Type: Dry dock Type I

Commissioning Date: 2122, 2230, 2367

Hull Systems

Size: 2 (8)

Length: 150 meters

Width: 100 meters

Height: 75 meters

Decks: 5

Mass: metric tons

SUs Available: 3,200

SUs Used: 1380

Hull Outer <32>

Hull Inner <32>

Resistance Outer Hull: 6 <6>

Resistance Inner Hull: 6 <6>

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

Main: Class 3 (Protection 60/90) <26>

Backup: Class 3 (Protection 30) <13>

Backup: Class 3 (Protection 30) <13>

PERSONNEL SYSTEMS

Crew/Inhabitants/Capacity:

Crew Quarters No quarters

Environmental Systems

Basic Life Support [10 Power/round] <32>

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

Emergency Life Support (48 emergency shelters) <32>

Gravity [4 Power/round] <8>

Consumable: 1 years worth <8>

Replicator Systems

Food Replicators [8 Power/round] <8>

Industrial Replicators Type: network of small

Replicators [2 Power/round] <8>

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

Medical Facilities: 6 (+1) [6 Power/round] <30>

EMH Mark II [4 Power/round when active] <15>

Recreation Facilities: 2 [4 Power/round] <16>

Mercantile Facilities: no mercantile

Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <24>

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

Cargo hold: 33,000 cubic meters <1>

Locations:

Escape Pods <11>

Number: 200

Capacity: 10 persons per pod

PROPULSION SYSTEMS

Reaction Control System (.025c) [2 Power/ round when in use] <8>

POWER SYSTEMS

Fusion Reactor: 1 type 30 (generates 300 Power/round) <150>

Locations: located throughout the stations lowest levels

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

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

EPS: Standard Power flow, +100 Power transfer/round <50>

Standard Usable Power: 300

Operations systems

Operations (OPS): <10>

2 Computers Core: [5 Power/round] <32>

Computer uprating Class Beta (+2) [2 power/round] <4>

ODN <24>

Sensor Systems

Long-range Sensors -- None

Lateral Sensors [5 Power/round] <10>

Strength Package: Class 5 (strength 5)

Gain Package: Class Standard (+0)

Coverage: Standard

Sensor Skill: 3

Communications Systems Type: Class 10 [2 power/round of use] <32>

Strength: 10

Security: -8 (Class Uprating Epsilon -3)

Basic Uprating: Class Beta (+2)

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

Security Systems Rating: 3 <12>

Anti-Intruder System: Yes [1 Power/round] <8>

Internal Force Field [1 power/3 Strength] <8>

Science Systems None

Tactical Systems None

Shields (Forward, Aft, Port, Starboard) <84 (x 4 = 336)>

Shield Generator: Class 4 (protection 800) [80 power/shield/round]

Shield grid: Type C (50% increase to Protection 1200)

Subspace field Distortion Amplifiers: Class Zeta (Threshold 270)

Recharging System: Class 1 (45 seconds (9 rounds))

Backup Shield Generators: (1 per shield) <2>

Auto-Destruct System <8>

Auxiliary Spacecraft systems

Shuttlebay(s): Capacity for Size 20 worth of ships <40>

Standard Complement: 8 work bees, 2 inspection pods (Travel Pods

Location(s): Main Shuttlebay

Docking bays: rating 8 number of docks (ships up to size 8) [may supply 80 power/round/ship] <8>

(54) Dry Dock 2

Basic Starfleet Dry dock Type II,

Class and Type: Dry dock Type II

Commissioning Date: 2122, 2230, 2367

Hull Systems

Size: 2 (8)

Length: 699 meters

Width: 549 meters

Height: 199 meters

Decks: 10

Mass: metric tons

SUs Available: 3,200

SUs Used: 1380

Hull Outer <32>

Hull Inner <32>

Resistance Outer Hull: 6 <6>

Resistance Inner Hull: 6 <6>

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

Main: Class 3 (Protection 60/90) <26>

Backup: Class 3 (Protection 30) <13>

Backup: Class 3 (Protection 30) <13>

PERSONNEL SYSTEMS

Crew/Inhabitants/Capacity:

Crew Quarters No quarters

Environmental Systems

Basic Life Support [10 Power/round] <32>

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

Emergency Life Support (48 emergency shelters)
<32>

Gravity [4 Power/round] <8>

Consumable: 1 years worth <8>

Replicator Systems

Food Replicators [8 Power/round] <8>

Industrial Replicators Type: network of small

Replicators [2 Power/round] <8>

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

Medical Facilities: 6 (+1) [6 Power/round] <30>

EMH Mark II [4 Power/round when active] <15>

Recreation Facilities: 2 [4 Power/round] <16>

Mercantile Facilities: no mercantile

Personal Transport: Turbolifts, Jefferies tubes [2
Power/round] <24>

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

Cargo hold: 33,000 cubic meters <1>

Locations:

Escape Pods <11>

Number: 200

Capacity: 10 persons per pod

PROPULSION SYSTEMS

Reaction Control System (.025c) [2 Power/ round
when in use] <8>

POWER SYSTEMS

Fusion Reactor: 1 type 30 (generates 300

Power/round) <150>

Locations: located throughout the stations lowest
levels

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

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

EPS: Standard Power flow, +100 Power
transfer/round <50>

Standard Usable Power: 300

Operations systems

Operations (OPS): <10>

2 Computers Core: [5 Power/round] <32>

Computer uprating Class Beta (+2) [2 power/round]
<4>

ODN <24>

Sensor Systems

Long-range Sensors -- None

Lateral Sensors [5 Power/round] <10>

Strength Package: Class 5 (strength 5)

Gain Package: Class Standard (+0)

Coverage: Standard

Sensor Skill: 3

Communications Systems Type: Class 10 [2
power/round of use] <32>

Strength: 10

Security: -8 (Class Uprating Epsilon -3)

Basic Uprating: Class Beta (+2)

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

Security Systems Rating: 3 <12>

Anti-Intruder System: Yes [1 Power/round] <8>

Internal Force Field [1 power/3 Strength] <8>

Science Systems None

Tactical Systems None

Shields (Forward, Aft, Port, Starboard) <84 (x 4 =
336)>

Shield Generator: Class 4 (protection 800)
[80 power/shield/round]

Shield grid: Type C (50% increase to Protection
1200)

Subspace field Distortion Amplifiers: Class Zeta
(Threshold 270)

Recharging System: Class 1 (45 seconds (9 rounds))

Backup Shield Generators: (1 per shield) <2>

Auto-Destruct System <8>

Auxiliary Spacecraft systems

Shuttlebay(s): Capacity for Size 20 worth of ships
<40>

Standard Complement: 8 work bees, 2 inspection
pods (Travel Pods

Location(s): Main Shuttlebay

Docking bays: rating 8 number of docks (ships up to
size 8) [may supply 80 power/round/ship] <8>

(55) Dry Dock

Basic Starfleet Dry dock Type II

Class and Type: Dry dock Type II

Commissioning Date: 2122, 2230, 2367

Hull Systems

Size: 2 (8)

Length: 200 meters

Width: 150 meters

Height: 100 meters

Decks: 7

Mass: metric tons

SUs Available: 3,200

SUs Used: 1380

Hull Outer <32>

Hull Inner <32>

Resistance Outer Hull: 6 <6>

Resistance Inner Hull: 6 <6>

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

Main: Class 3 (Protection 60/90) <26>

Backup: Class 3 (Protection 30) <13>

Backup: Class 3 (Protection 30) <13>

PERSONNEL SYSTEMS

Crew/Inhabitants/Capacity:

Crew Quarters No quarters

Environmental Systems

Basic Life Support [10 Power/round] <32>

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

Emergency Life Support (48 emergency shelters) <32>

Gravity [4 Power/round] <8>

Consumable: 1 years worth <8>

Replicator Systems

Food Replicators [8 Power/round] <8>

Industrial Replicators Type: network of small

Replicators [2 Power/round] <8>

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

Medical Facilities: 6 (+1) [6 Power/round] <30>

EMH Mark II [4 Power/round when active] <15>

Recreation Facilities: 2 [4 Power/round] <16>

Mercantile Facilities: no mercantile

Personal Transport: Turbolifts, Jefferies tubes [2 Power/round] <24>

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

Cargo hold: 33,000 cubic meters <1>

Locations:

Escape Pods <11>

Number: 200

Capacity: 10 persons per pod

PROPULSION SYSTEMS

Reaction Control System (.025c) [2 Power/ round when in use] <8>

POWER SYSTEMS

Fusion Reactor: 1 type 30 (generates 300

Power/round) <150>

Locations: located throughout the stations lowest levels

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

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

EPS: Standard Power flow, +100 Power transfer/round <50>

Standard Usable Power: 300

Operations systems

Operations (OPS): <10>

2 Computers Core: [5 Power/round] <32>

Computer uprating Class Beta (+2) [2 power/round] <4>

ODN <24>

Sensor Systems

Long-range Sensors -- None

Lateral Sensors [5 Power/round] <10>

Strength Package: Class 5 (strength 5)

Gain Package: Class Standard (+0)

Coverage: Standard

Sensor Skill: 3

Communications Systems Type: Class 10 [2 power/round of use] <32>

Strength: 10

Security: -8 (Class Uprating Epsilon -3)

Basic Uprating: Class Beta (+2)

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

Security Systems Rating: 3 <12>

Anti-Intruder System: Yes [1 Power/round] <8>

Internal Force Field [1 power/3 Strength] <8>

Science Systems None

Tactical Systems None

Shields (Forward, Aft, Port, Starboard) <84 (x 4 = 336)>

Shield Generator: Class 4 (protection 800) [80 power/shield/round]

Shield grid: Type C (50% increase to Protection 1200)

Subspace field Distortion Amplifiers: Class Zeta (Threshold 270)

Recharging System: Class 1 (45 seconds (9 rounds))

Backup Shield Generators: (1 per shield) <2>

Auto-Destruct System <8>

Auxiliary Spacecraft systems

Shuttlebay(s): Capacity for Size 20 worth of ships <40>

Standard Complement: 8 work bees, 2 inspection pods (Travel Pods

Location(s): Main Shuttlebay

Docking bays: rating 8 number of docks (ships up to size 8) [may supply 80 power/round/ship] <8>

(56) CHODAK HEAVY CRUISER

HULL SYSTEMS

Size: 7
Length: 510 meters
Beam: 306 meters
Height: 128 meters
Decks: 30
Mass: 3,000,000 metric tons
SUs Available: 2750
SUs Used: 1556

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

Structural Integrity Field [1
Power/10Protection/round]
Main: Class 6 (Protection 90/130) <34>
Backup: Class 6 (Protection 45) <17>
Backup: Class 6 (Protection 45) <17>

PERSONNEL SYSTEMS

Class/Passengers/Evac: 880
Crew Quarters
Spartan: 240 <12>
Basic: 290 <29>
Expanded: 90 <18>
Luxury: 70 <70>

Environmental Systems

Basic Life Support [12 Power/round] <28>
Reserve Life Support [6 power/round] <14>
Emergency Life Support (42 emergency shelters)
<14>
Gravity [7 Power/round] <7>
Consumable: 2 years' worth <14>
Food Replicators [7 Power/round] <7>

Industrial Replicators

Type: Network of small replicators [2 Power/round]
<7>
Type: 2 Large unit [2 power/replicator/round] <6>
Medical Facilities: 7 (+2) [7 Power/round] <35>
Recreation Facilities: 5 [10 Power/round] <40>
Merchantile Facilities: 10 (30+ establishments) [16
power/round] <80>
Personnel Transport: Turbolift, Jefferies Tubes [2
Power/round] <21>
Fire Suppression System [1 Power/round when
active] <7>
Cargo Holds: 200,000 cubic meters <6>
Locations: Various holds throughout the lower hull
Escape Pods <9>
Number: 160
Capacity: 6 person per pod

PROPULSION SYSTEMS

Reaction Control System (.025c) [2 Power/round
when in use] <7>

POWER SYSTEMS

Fusion Reactor: 2 Class 30 (generates 300
Power/reactor/round) <300>
Auxiliary Power: 4 reactors (generates 5
Power/reactor/round) <12>
Emergency Power: Type F (generates 50
Power/round) <50>
EPS: Standard Power flow, +300 Power
transfer/round <65>
Standard Usable Power: 600

OPERATIONS SYSTEM

Computers Core [5 Power/round] <14>
Uprating: Class Alpha (+1) [1
Power/computer/round] <2>
ODN <21>

Security Systems Rating: 5 <20>
Anti-Intruder System: Yes [1 Power/round] <7>
Internal Force Fields [1 Power/3 Strength] <7>
Science Systems Rating 3 (+2) [3 Power/round]
<22>
Specialized Systems: 1 <5>
Laboratories: 20 <4>

TACTICAL SYSTEMS

Shields (Forward, Aft, Port, Starboard) <95
(x4=380)>
Shield Generator: Class 6 (Protection 1200) [120
Power/shield/round]
Shield grid: Type C (50% increase to 1800
Protection)
Subspace Field Distortion Amplifiers: Class Thata
(Threshold 400)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) <7>
Auto-Destruct System<7>

AUXILIARY SPACECRAFT SYSTEM

Shuttlebay(s): Capacity for 20 size worth of ships
<40>
Location(s): aft
Docking ports Seven (three port/three starboard/one
forward)