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## STARSHIP CONSTRUCTION

## VESSEL TYPES

Vessel classifications are a quick reference to the overall capabilities and mission profile of a space vessel, albeit in somewhat broad terms. Each vessel serving in star fleet will be a member of one of the main vessel types as outlined below:

**Shuttlecraft:** The small space vessels, shuttlecraft are used for light loads (cargo or personnel) and relatively short ranges. Shuttles are also often used as auxiliary vessels for larger starships. Shuttles are capped at size class two.

**Fighter:** Effectively, a fighter is a shuttlecraft that's been geared for combat action. They are minimalist ships, with dedicated weaponry and speed, generally found only on carriers and starbases. Like regular shuttles, fighters are limited to size class two.

**Scout:** A scout is effectively a survey ship that's too small to be considered a capital vessel. Scout vessels automatically gain the 'survey' subtype, and tend to mass no larger than size category four.

**Destroyer:** A destroyer is a small warship designed to be rapidly deployed into combat operations. They're considered too small to be 'multi-purpose', and primarily geared towards weaponry and defense. Destroyers tend to be between size four and five. Destroyers may purchase their impulse engines at one less space than most other vessels.

**Escort:** An escort ship is designed primarily for defense. They generally operate in small battle groups and serve as protection for larger ships in a convoy, or screen protection for starbases. In a sense, they are similarly sized to, but functionally opposite of, destroyers. Escorts may purchase their impulse engines at one less space than most other vessels.

**Frigate:** A frigate represents the regular workhorse of the Federation fleet. Assigned to a variety of roles, frigates make up the bulk of the Federation fleet's forces. Frigates tend to be largely well balanced, with some functionality specific to the ship's intended missions. For the 2260's era, frigates cusp around the five and six size classes.

**Cruiser:** For the Federation, the cruiser is the mainstay vessel, capable of fulfilling a variety of roles. Star Fleet tactics and policy is balanced around the deployment of various cruisers when

planning missions. Cruisers type strike a well-rounded balance of weaponry, scientific gear, and speed. For the 2260's era, cruisers typically weigh in at size class six.

Cruisers can purchase missile weapons (such as photon torpedoes) at a one point reduced cost than normal (minimum of one space).

**Battleship:** Rare within the Federation fleet, battleships are among the heaviest ships fielded, with immense firepower and defenses. These ships are not built for general purposes, but solely for warfare and a deterrent against it. Battleships in the 2260's typically cusp between size classes six and seven.

Battleships can purchase missile weapons (such as photon torpedoes) at a one point reduced cost than normal (minimum of one space), as well as purchase shield grid systems at two points reduced cost (minimum of one space).

**Dreadnought:** The Federation has one class of dreadnought in its fleet, and it represents the most powerful combat-oriented ship that the Federation fields during the 2260's. For practical purposes, a dreadnought is simply a large battleship. The dreadnought is size seven.

**Carrier:** The primary role of a carrier vessel is to carry large numbers of smaller craft, such as shuttlecraft or fighters. Carriers in the Federation fleet tend to be very large (minimum size six), and are designed primarily for military operations. For a carrier vessel, the first shuttle-bay comes at no cost in space.

*Example: The Napoleon is a size seven heavy carrier. The first shuttle-bay cost no space, and allows for seven sizes' worth of shuttlecraft (made up of vessels of size one or two only). The second shuttle-bay costs two space, as normal, and offers an additional seven space for shuttles.*

**Transport:** Transports refer to cargo ships, freighters, passenger liners, or other vessels with the primary role of delivering goods and people from port to port. Transports start off with ten times its class size in cargo without cost, and can purchase additional cargo room at ten points of cargo per each additional space.

## VESSEL SUBTYPES

Some vessels are further classified with a sub-

type, which basically define a variation to the main type, denoting a change of weaponry or other equipment when compared to its base type.

**Command:** Command ships provide command and control for fleet commanders, and have facilities aboard for management of command and control operations. Command ships gain one maneuver bonus in each of the three categories (Command, Helm, and Tactical).

**Survey:** Survey vessels, research vessels, and other similar types, are ships designed primarily for scientific study or intelligence gathering (depending on how they're deployed). Vessels of these sub-types may purchase sensor packages at one less space than normal (minimum cost of one space).

**Light:** Ships classified as 'light' for their type are generally lightly armed for their mass, with their systems given over to speed and range. Light ships may install warp engines at one less space than normal (minimum cost of one space).

**Heavy:** Ships classified as 'heavy' for their type are more heavily armed, often coming at the expense of speed, scientific, or other non-combat systems. Heavy ships may install beam weaponry at one less space per weapon than normal (minimum cost of one space).

### STARSHIP CONSTRUCTION (2260'S)

#### Vessel Size

Starfleet vessels in the Constitution Era are just beginning to encroach on the size '7' range, with the bulk of the main-line ships sitting in at size '5'. At the upper end, generally only battleships, carriers, and the infamous dreadnought hit the maximum size of the era. Even most starbases (aside from the immense Spacedock One) only reach size seven or eight themselves.

#### Starship Structure

A starship's initial structure is its size class, multiplied by five. Structure points may be added or subtracted from the frame at the cost of one point of space per point of structure.

#### Crew Size Estimate

The total amount of crew of an a ship will largely be determined by its size and the mission profile that the ship is expected to serve. To get a rough idea of how many people it takes to crew a ship, look up the type it ship it is, then multiply it's size by the 'crew estimate multiplier' for its mission profile.

#### Atmosphere Capability

To make a ship capable of atmospheric entry and planetary landing (for class M worlds), the ship must be size six or less, and allocate space equal

| Starship Size | Maximum Space Available | Example Vessel      |
|---------------|-------------------------|---------------------|
| 1             | 21                      | Type F Shuttlecraft |
| 2             | 29                      | Type M Fighter      |
| 3             | 39                      | Mission Class       |
| 4             | 51                      | Giordano Class      |
| 5             | 65                      | Saladin Class       |
| 6             | 81                      | Constitution Class  |
| 7             | 99                      | Federation Class    |

| Starship Type               | Crew Estimate Multiplier |
|-----------------------------|--------------------------|
| Battleship, Dreadnought     | 15-20                    |
| Cruiser                     | 15-25                    |
| Destroyer                   | 1-10                     |
| Escort                      | 5-15                     |
| Explorer                    | 10-25                    |
| Frigate                     | 10-20                    |
| Scout                       | 1-5                      |
| Starbase                    | 20-50                    |
| Support, Auxiliary, Fighter | 1-10                     |

| Life Support System | Space              | Reliability | Availability |
|---------------------|--------------------|-------------|--------------|
| LS Mk4H             | 8 + Half Ship Size | D (H)       | 2241         |
| LS Mk4              | 3 + Half Ship Size | D           | 2241         |

| Operations System | Space              | Reliability | Availability |
|-------------------|--------------------|-------------|--------------|
| DTOS Mk4          | 3 + Half Ship Size | D           | 2252         |
| DTOS Mk3          | 4 + Half Ship Size | D           | 2241         |

| Sensor Suite | Space | Scanning Bonus | Reliability | Availability |
|--------------|-------|----------------|-------------|--------------|
| Class III    | 3     | 3/2/1/0/0      | D           | 2220         |
| Class III LR | 8     | 5/4/3/2/2      | D           | 2235         |
| Class III ER | 13    | 7/6/5/4/4      | D           | 2240         |

| Impulse Engine | Velocity Rating | Space           | Maximum Ship Size | Reliability | Availability |
|----------------|-----------------|-----------------|-------------------|-------------|--------------|
| IPS36          | .50             | 2               | 4                 | C           | 2241         |
| IPI72E         | .50C            | 3               | 6                 | D           | 2241         |
| IPI86E         | .75C            | 5               | 8                 | D           | 2241         |
| RSE            | .75C            | 7               | 10                | D           | 2260         |
| Warp Engine    | Velocity Rating | Space           | Maximum Ship Size | Reliability | Availability |
| FB24 Mk III    | WF 2/4          | 1/2 Ship Size   | 2                 | A           | 2232         |
| PB32 Mk III    |                 |                 |                   |             |              |
| Single*        | WF 5/7          | 4+1/2 Ship Size | 5                 | D           | 2240         |
| Tandem         | WF 6/8          | 4+1/2 Ship Size | 6                 | D           | 2240         |
| Triple*        | WF 7/9          | 4+1/2 Ship Size | 7                 | C           | 2250         |
| PB32 S         |                 |                 |                   |             |              |
| Single*        | WF 4/6          | 2+1/2 Ship Size | 4                 | D           | 2244         |
| Tandem         | WF 5/7          | 2+1/2 Ship Size | 4                 | D           | 2244         |
| Triple*        | WF 6/8          | 2+1/2 Ship Size | 5                 | C           | 2250         |
| Quad           | WF 7/9          | 2+1/2 Ship Size | 5                 | C           | 2260         |
| PB32L Mk III   |                 |                 |                   |             |              |
| Single*        | WF 5/7          | 5+1/2 Ship Size | 6                 | C           | 2250         |
| Tandem         | WF 6/8          | 5+1/2 Ship Size | 6                 | C           | 2250         |
| Triple*        | WF 7/9          | 5+1/2 Ship Size | 7                 | C           | 2254         |
| LN40 Mk 1      |                 |                 |                   |             |              |
| Single         | WF 6/8          | 4+1/2 Ship Size | 5                 | D           | 2264         |
| Tandem         | WF 7/9          | 4+1/2 Ship Size | 6                 | D           | 2264         |
| Triple         | WF 8/10         | 4+1/2 Ship Size | 7                 | C           | 2267         |
| LN40S Mk 1     |                 |                 |                   |             |              |
| Single         | WF 5/7          | 2+1/2 Ship Size | 4                 | D           | 2265         |
| Tandem         | WF 6/8          | 2+1/2 Ship Size | 5                 | D           | 2265         |
| Triple         | WF 7/9          | 2+1/2 Ship Size | 5                 | C           | 2267         |

to one have of the ship's size class.

**Note:** Atmosphere landing is assumed for a ship with an emergency separation system. This ability only refers to those ships which expect to take off again on their own power.

### Cargo Space

For ships of size class four or larger, initial cargo room is ten times the ship size. Five additional points of cargo is added for each space allocated after. For freighters and other cargo ships, this is doubled to ten points of cargo for each additional space.

For ships of size class three or smaller, initial cargo room is equal to the ship's size class. Additional points may be bought in the manner above.

### Operations Systems

For this era, there are only two computer operations system available, the DTOS Mk4 (Duotronic Operating System), and the older, bulkier, DTOS

Mk 3.

### Life Support System

For this era, only the LS - Mk4 life support system is available. Older generation models have long since been scrapped. By default, all Federation ships aside from freighters and cargo transports have this system as a hardened system.

### SENSOR SUITES

For most ships of the period, the Class III suite was the mainstay sensor system.

Ships with exploration and survey missions often were equipped with the 'LR' version of the suit (Enhanced Class III) which had more powerful sensor equipment, though at dramatic increase in size. (Dedicated scout-type ships can install

this at a cost of seven instead of eight spaces.)

Lastly, a select few ships were equipped with the Class III ER suite, a very powerful, but massive, sensor package with tremendous detail and accuracy. (Dedicated scout-type ships can install this at a cost of twelve instead of thirteen spaces.)

**Note:** The LR and ER systems are considered to have the enhanced sensor trait built into their designs already, and shouldn't be further modified with another enhancement trait.

### POWER SYSTEMS

Federation starships make use of three basic systems to generate power. Most of the time, the starship will have 'main' power available, which is power routed from the powerful matter/anti-matter engines. For all intents and purposes, main power will provide as much power as all the ship's other systems can take, and then some.

One step down is ‘auxiliary power’, which must be made ready when, for some reason, the main matter/anti-matter reactors are not available. In these cases, the power comes from the fusion-based impulse engines. Auxiliary power can manage most regular systems, as well as some weapons and even the warp drive if need be. Other than seriously reduced output, auxiliary power is severely limited in duration, depending on the relative amount of power drain.

**Impulse Engines**

The Federation makes use of three basic impulse drive systems. The most common on Starships is the IPI86E, which is used for most capital vessels. Auxiliary and civilian vessels generally make use of the smaller and more-affordable IPI72E (or variants thereof).

The IPS36 is primarily used for shuttlecraft, fighters, and small couriers.

*Note: This is the only system in this guide that’s at odds with those presented in either the Narrator’s Guide or Starships. This is because the official information for the impulse drives (as first mentioned by the Franz Joseph technical manual) give the engines a rating of .75C instead of .5C.*

In 2260, the RSE impulse engine system was developed, which would be put into use on ships also making use of the LN-40 warp drive system. As such, the new impulse engine type would only see limited use before the uprated capabilities of the RSM and LN-64 engines of 2270.

**Warp Engines (PB-32)**

The mainstay engine of the Federation for this period is the PB-32 series. The MK III version has be-

come the favorite of engineers all over Star Fleet and can be found most nearly all large Federation ships.

The PB32-S engine is a smaller, less powerful variant often used on smaller support craft as well as military patrol-oriented ships which skirt between systems.

The ‘long’ version of the engine seldom sees use, due to their sheer size and cost, but are employed for super-heavy ships such as carriers.

The final engine of the period, the FB24, is largely reserved for shuttlecraft and similar vessels.

**Warp Engines (LN-40)**

The LN-40 series of warp engine was introduced in 2264 as a ‘stop-gap’ measure in technology. Faced with improving technology in the Klingon Empire, the Federation ordered that new ship construction for several key classes of starship would make use of the new engines, despite their performance not being as stellar an improvement over the PB-32 as originally hoped.

Despite this, both the LN40 and its ‘short’ variant, the LN40S, would see service for several years, until its replacement, the generation-defining LN-64, would come online in 2270.

*Note: ships with an odd-numbered arrangement of PB-32 warp engines automatically gain the ‘Defect: Warp Engines’ trait, along with the extra space that comes with them. Ships so equipped gain 5 points of space due to this defect.*

**WEAPONS AND DEFENSES**

| Beam Weapon                               | Space | Offense Value | Minimum Ship Size | Year Introduced |
|---|-------|---------------|-------------------|-----------------|
| Laser Type LCS-128                        | 3     | 3             | 5                 | 2190            |
| Phaser Type III                           | 2     | 3             | 4                 | 2244            |
| Phaser Type III-L                         | 1     | 2             | 2                 | 2244            |
| Phaser Type IV (Single Emitter, SPADIS)   | 2     | 3             | 4                 | 2253            |
| Phaser Type IV (Bank, SPADIS)             | 3     | 4             | 5                 | 2253            |
| Phaser Type IV-L (Single Emitter, SPADIS) | 1     | 2             | 2                 | 2253            |
| Missile Weapon                            | Space | Offense Value | Minimum Ship Size | Year Introduced |
| Photon Torpedo Mk 11 IF                   | 2     | 2             | 1                 | 2216            |
| Photon Ordinance Mk 11 IF                 | 1     | 2             | 2                 | 2219            |
| Photon Torpedo Mk 12 IF                   | 2     | 3             | 3                 | 2233            |
| Photon Ordinance Mk 12 IF                 | 1     | 3             | 1                 | 2234            |
| Photon Missile Mk 4 G                     | 6     | 6             | 4                 | 2251            |

**Phasers: SPADIS Jacketing**

The Type IV phasers used on Federation starships automatically have the ‘SPADIS Jacketing’ trait, which enables phasers to be used at warp speeds. When doing so, however, a starship *must* use the lock-on maneuver to target an enemy

| Total Offensive Value | Beam Penetration | Photon Penetration |
|-----------------------|------------------|--------------------|
| 4 or less             | 2/2/2/0/0        | 2/2/2/2/0          |
| 5-9                   | 3/3/2/0/0        | 3/3/3/3/3          |
| 10-14                 | 4/3/3/0/0        | 4/4/4/4/4          |
| 15-24                 | 4/4/4/0/0        | 5/5/5/5/5          |
| 25-34                 | 5/5/4/0/0        | 6/6/6/6/6          |
| 35-44                 | 6/5/5/0/0        | 7/7/7/7/7          |

Maximum Power: 16  
 Threshold: 1/3  
 Reliability: B

## SEPARATION SYSTEMS

### Emergency Separation

Space: 1

For many ships size four and over, an emergency separation system is in place which allows the jettison of the warp system and engineering section in time of crisis. The separation system seals off the two 'hulls' connected, and then blows them apart with a series of explosive bolts.

Usually this leaves the saucer section alone to act as a lifeboat. A ship with this system can only 'reunite' with repairs at a dry-dock. This is a desperate maneuver, and one to be used sparingly.

*Note: A Narrator may want to come up with his own statistics on each 'separated component' when and if this situation comes up. In general, the saucer section of a Federation ship acts as the 'lifeboat', and will operate only under impulse drive and power.*

### Transport System

Space: 2 (one on each component)

With the introduction of the Ptolemy class, a new 'separation system' was introduced. With this system, a 'host' ship can transport large, specific-purpose hulls to perform a variety of mission profiles.

In general, these pods provide large amounts of cargo or passenger space, but some have been designed to provide additional armament, or other capabilities to the ship that carries them.

The container may provide bonus power to the host ship (as well as its own systems), but may not boost the drive system of the vessel. When combined, the host vessel's warp and impulse drives are the *only* systems used for propulsion. If one of the connected pods has its own drive system, it is only in operation when the pod acts on its own, separated from the host vessel.

When combined with one or two pods, the host vessel's effective maximum warp rating is reduced by one point. Maneuver modifiers are also each reduced by one point.

## TRANSPORTERS

vessel, and does not gain the +3 bonus to-hit. Phasers of this period *cannot* successfully fire at warp speeds without lock on.

*Example: The Enterprise is attempting to attack a Klingon D-7 moving at warp speeds. To do so, Sulu must gain a 'lock' on the target to use phasers at those speeds. The 'Lock On' maneuver is rolled successfully against the Klingon's protection of 12. Though the lock on otherwise now performs as per the rules, it does not gain the plus three targeting bonus normally associated with lock on.*

Phasers do not need SPADIS jacketing to fire at sub-light speeds and lock-on may be used normally.

## Photon Torpedoes

### Photon Ordinance

Both types of torpedoes currently used by the Federation are also available as 'ordinance' package for use on fighters. For most purposes, they work exactly the same as regular torpedoes. However, an ordinance option only carries two of the indicated torpedo type, and must be replenished from a larger source (such as a starbase or carrier vessel).

### Photon Missiles

Photon missiles, also referred to as 'drones', are heavy weapons rarely employed in peacetime situations. Photon Missiles do tremendous damage, and have deluxe tracking systems within their warheads (gaining a +3 on attack rolls), making them deadly to come across.

Photon Missiles, however, may be targeted before impact at any range beyond short. One photon missile may be destroyed for each phaser bank (or other direct-fire weapon) available. Doing this, however, makes those weapons unavailable during the next turn.

### Deflector Shields

PFF 2a

Availability: 2245

Space: 6

Protection Rating: 13

Federation ships larger than size one gain an initial set of transporters equal to its size divided by two, rounded down. A 'set' includes a standard seven-person personnel transporter, a twenty-two person emergency transporter, and one cargo transporter. (Certain ship designs may 'shift' what's in the initial set, depending on the needs of the design.)

*Example: The size six Enterprise automatically gains three transporter sets into her frame, getting three personnel, cargo, and emergency transporter systems.*

Each additional transporter (regardless of type) costs one space on the vessel. Though size one do not have an initial set of transporters, they may install a transporter at one space per transporter system.

### SHUTTLE-BAY

A shuttle-bay takes up two space and can support a number of shuttlecraft (in size) up to the host vessel's own size class. The 'space' is assumed to consist of all the maintenance and support systems needed for each shuttle-bay. Only ships larger than size class two are allowed to purchase shuttle-bays.

*Example: The USS Enterprise is a size six heavy cruiser with a double-sized shuttle-bay. This means, at a cost of four space, the ship can support up to twelve size classes of shuttlecraft.*

Carrier type vessels gain its first shuttle-bay without any cost in space.

### MANEUVER MODIFIERS

A ship's maneuver modifier depends on its size and vessel type. There are three categories of maneuvers—command, helm, and tactical—with some ships able to perform certain maneuvers better than others.

Use the maneuver modifier table to determine the starting values of a ship's maneuver modifiers. (The number before the slash in each category). Starships then gain half their size (rounded up) plus one in additional bonuses to their modifiers.

Spread these bonuses out among the three types of modifiers, so long as none exceed their maximum possible values (the number after the slash).

| Ship Classification              | Command<br>Maneuver<br>Modifier | Helm<br>Maneuver<br>Modifier | Tactical<br>Maneuver<br>Modifier |
|----------------------------------|---------------------------------|------------------------------|----------------------------------|
| Battleship, Dreadnought          | +2/+4                           | -4/+1                        | +2/+4                            |
| Cruiser                          | +1/+3                           | -2/+2                        | +1/+4                            |
| Frigate                          | 0/+2                            | 0/+2                         | 0/+2                             |
| Destroyer, Escort                | 0/+2                            | +1/+3                        | 0/+3                             |
| Carrier, Transport, Scout        | -1/+1                           | 0/+3                         | -1/0                             |
| Shuttlecraft                     | -1/0                            | +1/+2                        | 0/+1                             |
| Fighter                          | -2/+1                           | +2/+3                        | 0/+2                             |
| Space Station, Starbase, Outpost | +3/+5                           | -10/0                        | +2/+5                            |

*Example: The USS Federation is a size seven dreadnought. It's starting maneuver values are +2C, -4H, +2T. Since the ship is size seven, it gains five bonus points for maneuver modifiers. The designer designs to boost the helm capabilities dramatically, giving us a final value of +2C, +1H, +2T.*

### A NOTE ABOUT SHIP CLASSES

In this guide you'll find numerous starship classes, as well as registries and detailed information on each type of ship. One thing to keep in mind, however, is that ships do change over the course of their careers.

Some ships gain 'experience' and become more efficient as their crews carefully work them. These ships may have more powerful weapons or shields, tweaked engines, or have enhancements in one of their other systems. A well-experienced ship like the *Enterprise*, for instance, would have enhancements all down the line, making the ship much more formidable than her 'construction-specs' would otherwise indicate. (Refer to the *Narrator's Guide* for rules on such enhancements.)

*Example: What the Enterprise is most famous for is her dramatically enhanced engines. Though the specs for the engines are the stock PB-32 version, they've become 'enhanced' over time. Through its enhancements, the Enterprise effectively has a rating of Warp 7/9, one full warp point above the stock ships of its class.*

On the other hand, some ships may be altered in drydock to perform new roles. This is a more extensive 'tweaking' of a ship's performance, often referred to as a running change. The best examples of this are the various *Miranda* class vessels refit for use in the *Next Generation* and *Deep Space Nine* era. Entire components can change wildly as old ships get on in their careers, and



their roles get redefined.

In these cases, the ship is effectively 'rebuilt' with the rules, with the changed components swapped around as per the rules in the *Narrator's Guide* and *Starships*.

*Example: The USS America, a Decatur class starship, is slightly redesigned in dry-dock due to an adjustment in thinking in how she had been deployed. The new design loses fifteen of its cargo space to make way for a rear-mounted torpedo-launcher system, dramatically improving her firepower for in the field.*

Even if two ships are of the same class, time and other issues may result in the two ships having significant differences in their capabilities.

# 3

## STARBASE CONSTRUCTION

| Starship Size | Maximum Space Available | Example Station                          |
|---------------|-------------------------|--|
| 5             | 65                      | G-Series Outpost                         |
| 6             | 81                      |  |
| 7             | 99                      |  |
| 8             | 119                     |  |
| 9             | 141                     |  |
| 10            | 165                     |  |
| 11            | 191                     |  |
| 12            | 219                     | K-Series Space Station Spacedock Mk II C |
| 13            | 249                     |  |
| 14            | 281                     |  |
| 15            | 315                     |  |
| 16            | 351                     |  |
|               |                         | Spacedock One                            |

of one space). Space docks *must* have at least one docking system.

**Supply:** These bases serve as depots of material and goods for ships which visit them. Supply bases start off with ten times its class size in cargo without cost, and can purchase additional cargo room at ten points of cargo per each additional space.

### STARBASE TYPE

**Administration:** Administration bases provide command and control for fleet commanders, and have facilities aboard for management of command and control operations. Administration bases gain one maneuver bonus in each of the three categories (Command, Helm, and Tactical).

**Armed:** Bases classified as 'armed' for their type are more heavily armed, often coming at the expense of non-combat systems. Armed type bases may install beam weaponry at one less space per weapon than normal (minimum cost of one space).

**Observation:** These types of starbases are designed primarily for scientific study or intelligence gather, and contain excellent sensor equipment and well-stocked laboratory equipment. Bases of these sub-types may purchases sensor packages at one less space than normal (minimum cost of one space).

**Personnel:** Bases which are designed primarily for personnel use, such as recreational bases, medical facilities, and so on, are designed with a heavy emphasis on comfort and life support systems. Any base with personnel as its primary focus automatically gains the 'Hardened Life Support' system trait. (Cumulative with any other equipment.)

**Spacedock:** These bases are designed primarily to build, repair, and maintain other vessels. Space docks may purchase engineering facilities at two points of space less than normal (minimum cost

### STARBASE SIZE

As with starships, the first step in pinning down details of a starbase concept is to determine how big the base is going to be. It's important to keep in mind that, even though starbases can be large structures, most aren't actually much larger than the Federation's ships of the line.

Most true starbases are at least size five. These small structures are generally small supply outposts, or single-purpose emplacements.

In general, full-service starbases, such as the K-Series space stations, hover around size seven, out-massing the *Constitution* class, but not by tremendous amounts. This size is considered 'optimum' for Federation star-base designs of the 2260s.

The largest artificial structure created by members of the Federation, Spacedock one, is at the upper limit of starbase construction, at a whopping size sixteen. This gargantuan structure would not be complete until the 2270s, however.

### STARSHIP STRUCTURE

A starship's initial structure is its size class, multiplied by five. Structure points may be added or subtracted from the frame at the cost of one point of space per point of structure.

#### Starship Structure

A starship's initial structure is its size class, multiplied by five. Structure points may be added or subtracted from the frame at the cost of one point of space per point of structure.

| Ship Classification              | Command Maneuver Modifier | Helm Maneuver Modifier | Tactical Maneuver Modifier |
|----------------------------------|---------------------------|------------------------|----------------------------|
| Space Station, Starbase, Outpost | +3/+5                     | -10/0                  | +2/+5                      |

### Crew Size Estimate

The total amount of crew of an a ship will largely be determined by its size and the mission profile that the ship is expected to serve.

To get a rough idea of how many people it takes to crew a ship, look up the type it ship it is, then multiply it's size by the 'crew estimate multiplier' for its mission profile.

### POWER SYSTEMS

In the 2260's, starbases are not equipped with either warp drive or impulse engines, which is why they're considered largely static emplacements. Instead, a starbase makes use of core generators, usually arrayed safely into a lattice of small generators, to feed power into a starbase's various systems.

#### Shuttlebays

A shuttle-bay takes up two space and can support a number of shuttlecraft (in size) up to the starbase's own size class. The 'space' is assumed to consist of all the maintenance and support systems needed for each shuttle-bay.

*Example: Space Station K-7 is a size seven starbase with a double-sized shuttle-bay. This means, at a cost of four space, the ship can support up to fourteen size classes of shuttlecraft.*

#### Docking System

A docking system is a linkage that allows vessels larger than size two to physically dock with the starbase. They usually consist of environmentally-protected gangways which extend from the station and link up to the hull of the docking vessel.

Each berth requires a number of spaces equal to the size of the starbase divided by two. Each berth can service one vessel each. A starbase can have up to half its size in docking systems mounted to it. Each ship so docking, however, must be at least one size class smaller than the station itself.

*Example: The Spacedock Mk II C exists primarily to construct and repair starships within its frame. To accomplish this, each spacedock is equipped with a docking system. For the size eight spacedock, system costs four space, and allows one ship of up to size seven to dock within it.*

*Note: Within Spacedock One's space doors are a number of docking systems. These do not act as*

| Power System | Space         | Maximum Base Size | Reliability | Availability |
|--------------|---------------|-------------------|-------------|--------------|
| FPD45A       | 8 + Half Size | 8                 | D           | 2245         |
| DFPD60A      | 7 + Half Size | 10                | D           | 2260         |
| DFPD73A      | 7 + Half Size | 16                | D           | 2271         |

*huge shuttle-bays, since there's no pressurization or maintenance of environment within the doors themselves. Instead, SD1 gains eight docking systems within her huge frame. Technically, the docking systems would also allow for ships up to size 15 to dock with her, but the arrangement of the docks within the giant space door reduces that size to seven.*

### ENGINEERING FACILITIES

Any base using docking systems may also have engineering facilities employed within the dock. These systems allow for improved construction and repair of ships docked to the facility.

A basic engineering facility costs one space for each docking system to which it will be attached (effectively improving that docking system) and grants a one point bonus to engineering feats made at that facility.

Improved engineering facilities cost an additional space per point of improvement for each docking system.

*Example: The Spacedock Mk II C has a substantial engineering facility attached to its main dock. The facilities grant a three-point bonus to engineering checks made at this dock system, and costs four points of space.*

Note that the facility bonus *only* occurs on the specific docking facility where an engineering facility is present. Any other docks within the base which do not have this facility (such as supply docks) will not grant this bonus.

### WEAPONS AND DEFENSES

#### Phasers

By and large, Starbases can and do field the same types of phasers that are found on Federation starships. Most bases not-expecting combat make use of a few Type IV single emitter batteries.

'Armed' bases, particularly those along the Klingon and Romulan frontier, are being uprated to include the relatively new Phaser IV-M heavy

weapon, deemed too heavy for starships, their raw power seems perfect for protected valued assets along the Federation frontier.

### Photon Torpedoes

Starbases make use of the Mk11 IF and Mk12 IF launchers, just as starships do. Larger, combat-designed bases also make use of the Photon Missile Mk 4G, though they remain somewhat rare (with commanders showing preference for the regular Mk 12 IF torpedoes instead).

| Beam Weapon                             | Space | Offense Value | Minimum Ship Size | Year Introduced |
|---|-------|---------------|-------------------|-----------------|
| Laser Type LCS-128                      | 3     | 3             | 5                 | 2190            |
| Phaser Type III                         | 2     | 3             | 4                 | 2244            |
| Phaser Type III-L                       | 1     | 2             | 2                 | 2244            |
| Phaser Type IV (Single Emitter, SPADIS) | 2     | 3             | 4                 | 2253            |
| Phaser Type IV (Bank, SPADIS)           | 3     | 4             | 5                 | 2253            |
| Phaser Type IV-M                        | 5     | 7             | 4                 | 2260            |
| Missile Weapon                          | Space | Offense Value | Minimum Ship Size | Year Introduced |
| Photon Torpedo Mk 11 IF                 | 2     | 2             | 1                 | 2216            |
| Photon Torpedo Mk 12 IF                 | 2     | 3             | 3                 | 2233            |
| Photon Missile Mk 4 G                   | 6     | 6             | 4                 | 2251            |

# 4

## FEDERATION RECOGNITION MANUAL



## BALSON CLASS HEAVY CRUISER

| Class Data        | System             |
|-------------------|--------------------|
| Class Type        | Heavy Cruiser (CA) |
| Origin            | UESPA / UFP        |
| Design            | Matthew Jefferies  |
| Year Commissioned | 2245               |

| Hull Data         | System         |
|-------------------|----------------|
| Size              | 7              |
| Tonnage           | 215,000MT      |
| Decks             | 25             |
| Length/Width/Beam | 302M/127 M/72M |
| Structure         | 45             |
| Crew (Officers)   | 50             |
| Crew (Enlisted)   | 380            |

| Tactical Data      | System   |
|--------------------|--|
| Beam Weaponry      | Phaser IV-B (SPADIS) F/V<br>Phaser IV-B (SPADIS) F/P<br>Phaser IV-B (SPADIS) F/S<br>Phaser IV (SPADIS) 2xA |
| Penetration        | (4/4/4/0/0)  |
| Missile Weaponry   | Mk 12 IF (2xF)   |
| Penetration        | (3/3/3/3/3)  |
| Deflector System   | PFF 2a   |
| Prot./Threshold    | (13/3)   |
| Maneuver Modifiers | +2C/+1H/+2T  |

| Propulsion Data  | System               |
|------------------|----------------------|
| FTL Drive System | PB-32 Tandem, WF 6/8 |
| SL Drive System  | IPI86E, .75c         |

| Operational Data  | System   |
|-------------------|--|
| Atmospheric       | None   |
| Cargo Units       | 70 Units   |
| Cloaking Device   | None   |
| Life Support      | LS Mk IV H   |
| Operations System | DTOS MK 4  |
| Sensor System     | Mk III LR  |
| Separation System | Emergency  |
| Shuttle-Bay       | Large (Size 14) (Aft)  |
| Auxiliary Vessels | 2x Type H Travel Pod<br>4x Type F Shuttlecraft<br>2x Type HF Shuttlecraft<br>2x Type AF Shuttlecraft |
| Tractor Beam      | 1 A/V  |
| Transporters      | 5 Std. / 4 Em. / 3 Cargo   |

| Class Traits                           |
|--|
| Hardened System: Life Support          |
| Enhanced System: Sensors               |
| Enhanced System: Deflector Shield Grid |
| Flaw: Warp Engine                      |

### CLASS INFORMATION

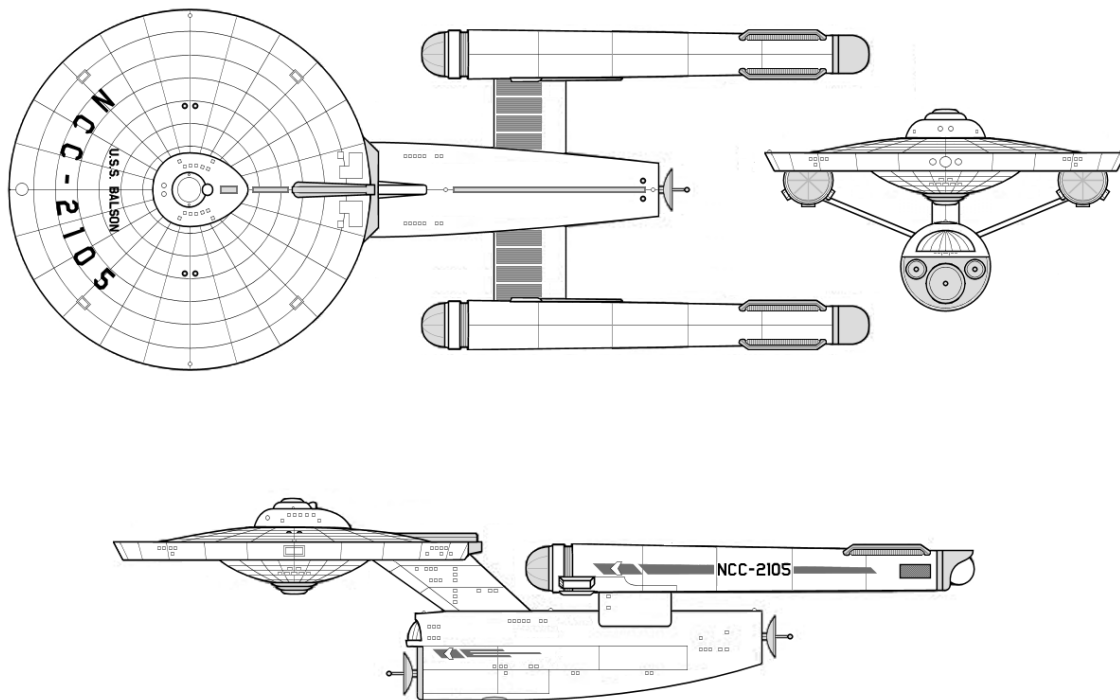
The *Balson* class is one of a handful of starship classes born out of the reductions of the Dreadnought project. This vessel, however, would retain much of the Dreadnought's capabilities, making use of the secondary hull assembly.

The primary 'mark down' for the *Balson* is the removal of the Federation class's primary hull and third PB-32 warp engine, replacing the upper assembly with a traditional primary saucer. The result is a sleeker, lighter vessel with a substantial decrease in overall cost, with not too much reduction in capabilities.

Despite being largely considered a success, the *Balson* class was intended all along to be a reduced version of the Dreadnought, and was appropriated accordingly. The three ships of the class have been assigned largely as 'deterrents' against Klingon or Romulan aggression, and are often employed as the centerpiece of battle-groups.

Though not as controversial as the 'politically incorrect' Dreadnought series, the *Balson* is seen, rightfully so, as a combat vessel first. With that distinction, numerous members of the Federation (most notably the Vulcans) are dramatically opposed to expand the program beyond the uprating of the existing ships of the class.





| Vessel Name  | Registry | Status as of January 2272                               |
|--------------|----------|---|
| USS Balson   | NCC-2105 | Inactive / Undergoing uprating to Balson (R) Class spec |
| USS Carlussi | NCC-2113 | Active / Starfleet command                              |
| USS Diekmann | NCC-2114 | Active / Starfleet command                              |

## CONSTITUTION CLASS HEAVY CRUISER

| Class Data        | System             |
|-------------------|--------------------|
| Class Type        | Heavy Cruiser (CA) |
| Origin            | UESPA / UFP        |
| Design            | Matthew Jefferies  |
| Year Commissioned | 2245               |

| Hull Data         | System         |
|-------------------|----------------|
| Size              | 6              |
| Tonnage           | 190,000MT      |
| Decks             | 24             |
| Length/Width/Beam | 290M/127 M/72M |
| Structure         | 40             |
| Crew (Officers)   | 40             |
| Crew (Enlisted)   | 385            |

| Tactical Data      | System   |
|--------------------|--|
| Beam Weaponry      | Phaser IV-B (SPADIS) F/V<br>Phaser IV-B (SPADIS) F/P<br>Phaser IV-B (SPADIS) F/S<br>Phaser IV (SPADIS) 2xA |
| Penetration        | (4/4/4/0/0)  |
| Missile Weaponry   | Mk 12 IF (2xF)   |
| Penetration        | (3/3/3/3/3)  |
| Deflector System   | PFF 2a   |
| Prot./Threshold    | (13/3)   |
| Maneuver Modifiers | +2C/+0H/+2T  |

| Propulsion Data  | System               |
|------------------|----------------------|
| FTL Drive System | PB-32 Tandem, WF 6/8 |
| SL Drive System  | IPI86E, .75c         |

| Operational Data  | System   |
|-------------------|--|
| Atmospheric       | None   |
| Cargo Units       | 70 Units   |
| Cloaking Device   | None   |
| Life Support      | LS Mk IV H   |
| Operations System | DTOS MK 4  |
| Sensor System     | Mk III LR  |
| Separation System | Emergency  |
| Shuttle-Bay       | Large (Size 12) (Aft)  |
| Auxiliary Vessels | 2x Type H Travel Pod<br>2x Type F Shuttlecraft<br>2x Type HF Shuttlecraft<br>2x Type AF Shuttlecraft |
| Tractor Beam      | 1 A/V  |
| Transporters      | 3 Std. / 3 Em. / 3 Cargo   |

### Class Traits

Hardened System: Life Support  
Enhanced System: Sensors

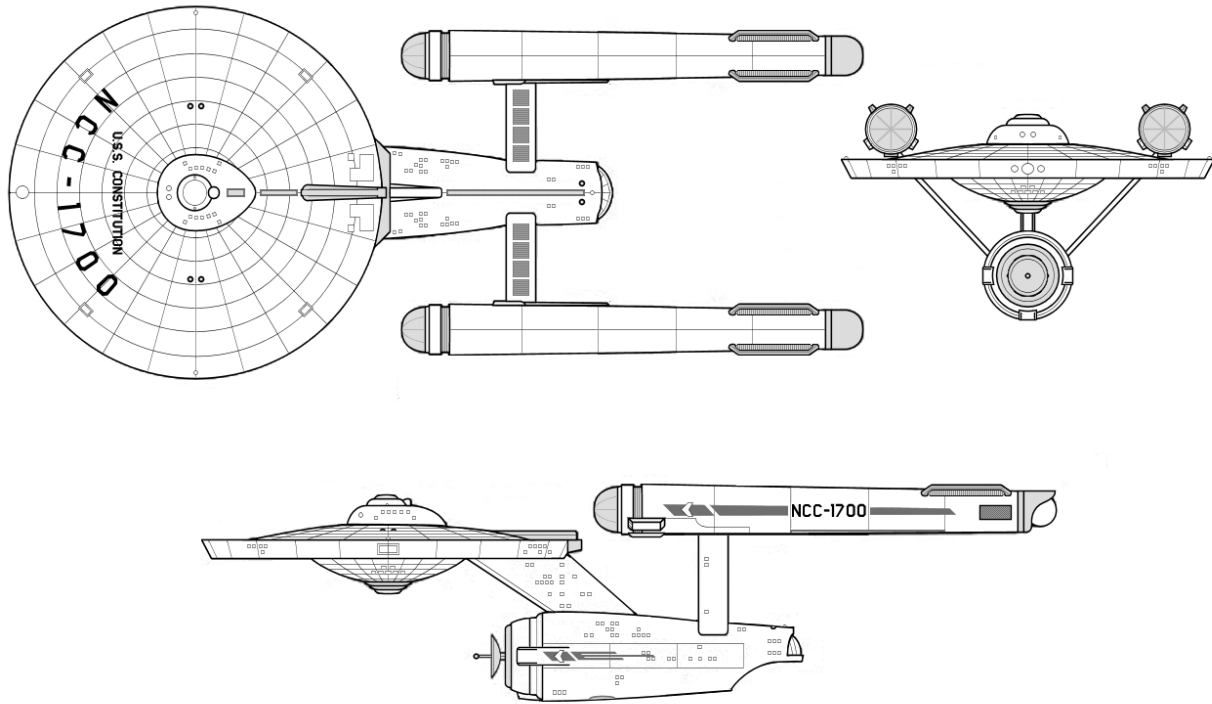
### CLASS INFORMATION

The *Constitution* class was launched in 2245 as a 'new generation' workhorse to replace the aging *Baton Rouge* class of ships. Where the *Baton Rouge* would represent the pinnacle of Earth design, Technical innovations from several Federation worlds would take the steps laid down by the *Baton Rouge*, refine them, creating an awe-inspiring new class of vessel.

It has been said that the *Constitution* class made both the Federation and Star Fleet what it is today. While that may be overstating things, there is no denying that the vessels have had a profound impact. The first main-line ship equipped with a dilithium focused M/AM warp drives, she could easily outpace most ships sent against her. Eventually equipped with the then-new Phaser MK III and MK IV suites, her combat abilities proved more than decisive many times.

Beyond combat, however, the *Constitution* class was sent out to explore the Federation frontier, with profound improvements in science and sensor capabilities. Ships of the class would expand the borders of the Federation, as well as the Federation's knowledge of what's in our galaxy.

As of 2271, however, the class was beginning to show her age, but a radical 'refit' uprating program was begun with the constitution herself to keep the ships in the fleet for at least the next quarter-century.



| Vessel Name       | Registry   | Status as of January 2272                                      |
|-------------------|------------|--|
| USS Constitution  | NCC-1700   | Class Ship; Uprated to Constitution (Refit) Class in 2271      |
| USS Constellation | NCC-1017   | Destroyed  |
| USS Shenzhou      | NCC-1018   | Decommissioned   |
| USS Buran         | NCC-1019   | Decommissioned   |
| USS Yamato        | NCC-1305-A | Uprated to Constitution (Refit) Class in 2271                  |
| USS Enterprise    | NCC-1701   | Uprated to Constitution (Refit) Class in 2271                  |
| USS Centurion     | NCC-1702   | Inactive / Undergoing uprating to Constitution (R) Class spec. |
| USS Hood          | NCC-1703   | Inactive / Undergoing uprating to Constitution (R) Class spec. |
| USS Bismark       | NCC-1704   | Destroyed  |
| USS Excalibur     | NCC-1705   | Decommissioned   |
| USS Exeter        | NCC-1706   | Active / Starfleet command                                     |
| USS Hood          | NCC-1707   | Active / Starfleet command                                     |
| USS Valiant       | NCC-1708   | Active / Starfleet command                                     |
| USS Lexington     | NCC-1709   | Active / Starfleet command                                     |
| USS Kongo         | NCC-1710   | Active / Starfleet command                                     |
| USS Potemkin      | NCC-1711   | Active / Starfleet command                                     |
| USS Victory       | NCC-1760   | Inactive / Undergoing uprating to Constitution (R) Class spec. |
| USS Defiant       | NCC-1764   | Missing in Action  |

## DIRECTORATE CLASS BATTLESHIP

| Class Data        | System          |
|-------------------|-----------------|
| Class Type        | Battleship (BB) |
| Origin            | UESPA / UFP     |
| Design            | Franz Joseph    |
| Year Commissioned | 2269            |

| Hull Data         | System         |
|-------------------|----------------|
| Size              | 7              |
| Tonnage           | 285,000MT      |
| Decks             | 24             |
| Length/Width/Beam | 316M/140 M/87M |
| Structure         | 50             |
| Crew (Officers)   | 43             |
| Crew (Enlisted)   | 387            |

| Tactical Data      | System   |
|--------------------|--|
| Beam Weaponry      | Phaser IV-B (SPADIS) F/V<br>Phaser IV-B (SPADIS) F/P<br>Phaser IV-B (SPADIS) F/S<br>Phaser IV (SPADIS) P<br>Phaser IV (SPADIS) S<br>Phaser IV (SPADIS) 2xA |
| Penetration        | (5/5/4/0/0)  |
| Missile Weaponry   | Mk 12 IF (2xF)<br>Mk 12 IF (1xA)   |
| Penetration        | (3/3/3/3/3)  |
| Deflector System   | PFF 2a E   |
| Prot./Threshold    | (13/4)   |
| Maneuver Modifiers | +2C/+1H/+2T  |

| Propulsion Data  | System               |
|------------------|----------------------|
| FTL Drive System | PB-32 Triple, WF 5/7 |
| SL Drive System  | IPI86E, .75c         |

| Operational Data  | System   |
|-------------------|--|
| Atmospheric       | None   |
| Cargo Units       | 70 Units   |
| Cloaking Device   | None   |
| Life Support      | LS Mk IV H   |
| Operations System | DTOS MK 4  |
| Sensor System     | Mk III LR  |
| Separation System | Emergency  |
| Shuttle-Bay       | Large (Size 14) (Aft)  |
| Auxiliary Vessels | 2x Type H Travel Pod<br>4x Type F Shuttlecraft<br>2x Type HF Shuttlecraft<br>2x Type AF Shuttlecraft |
| Tractor Beam      | 1 A/V  |
| Transporters      | 5 Std. / 4 Em. / 3 Cargo   |

| Class Traits                           |
|--|
| Hardened System: Life Support          |
| Enhanced System: Sensors               |
| Enhanced System: Deflector Shield Grid |
| Flaw: Warp Engine                      |

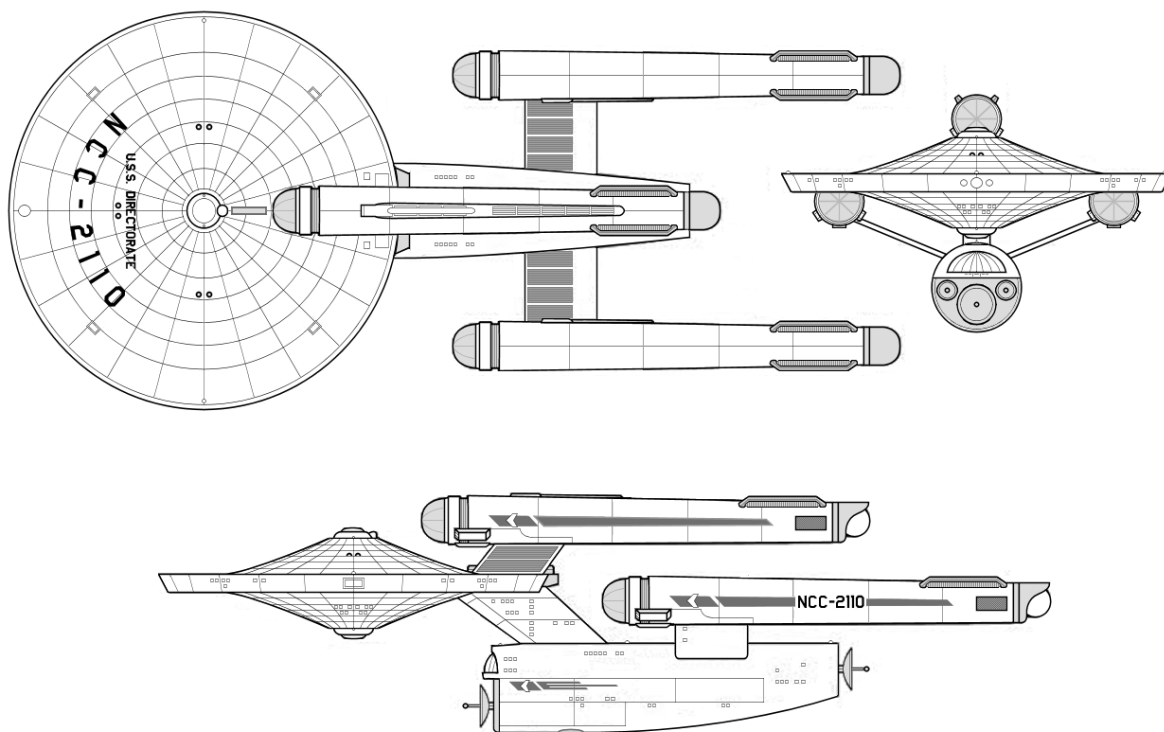
### CLASS INFORMATION

The term 'Dreadnought' never sat well with many members of the Federation council, and Star Fleet found itself constantly at odds in attempting to justify and maintain a line of craft that many in the council felt was 'too powerful' and 'too militaristic'.

When a variant arrangement of the third PB-32 was proposed to the *USS Directorate*, Star Fleet decided to alter the function of the class just slightly, 'downgrading' the *Directorate* to a regular-series battleship. Oddly enough, despite the near identical arrangement and capabilities of the vessel, Star Fleet wound up having a much easier time of the approval process.

The 're-classification' of the handful of ships of the *Directorate* variant would, according to the Star Fleet Registry, create a new 'Battleship' class. Functionally, however, the *Directorate* is nearly identical to the existing *Federation* class.

The *Directorate's* variant engine layout was hoped to alleviate some of the balance issues found in the PB-32 'odd engine' designs. Unfortunately, as with the *Saladin* (which already had the rotated alignment), the balance issues were only changed, not solved, keeping the *Directorate* from realizing her theoretical highest speeds.



| Vessel Name      | Registry | Status as of January 2272              |
|------------------|----------|--|
| USS Directorate  | NCC-2110 | Class Ship; Active / Starfleet command |
| USS Organization | NCC-2111 | Active / Starfleet command             |
| USS Star Union   | NCC-2112 | Active / Starfleet command             |
| USS Dominion     | NCC-2115 | Active / Starfleet command             |

## DOUGLASS (DY-100) CLASS TRANSPORT

| Class Data        | System            |
|-------------------|-------------------|
| Class Type        | Scout (SC)        |
| Origin            | UESPA / UFP       |
| Design            | Matthew Jefferies |
| Year Commissioned | 1992              |

| Hull Data         | System              |
|-------------------|---------------------|
| Size              | 3                   |
| Tonnage           | 15,000MT            |
| Decks             | 4                   |
| Length/Width/Beam | 100M/23 M/35M       |
| Structure         | 25                  |
| Crew (Officers)   | 6                   |
| Crew (Enlisted)   | 100 (In Suspension) |

| Tactical Data      | System  |
|--------------------|---|
| Beam Weaponry      | None  |
| Penetration        | (0/0/0/0/0)                                     |
| Missile Weaponry   | None  |
| Penetration        | (0/0/0/0/0)                                     |
| Deflector System   | None  |
| Prot./Threshold    | (0/0)   |
| Maneuver Modifiers | -4C/-4H/-4T (original)<br>+0C/+0H/+0T (uprated) |

| Propulsion Data  | System                                      |
|------------------|---|
| FTL Drive System | None (original)<br>WE-5 C, WF 3/5 (uprated) |
| SL Drive System  | RCS-15I, .2c                                |

| Operational Data  | System         |
|-------------------|----------------|
| Atmospheric       | None           |
| Cargo Units       | 150 Units      |
| Cloaking Device   | None           |
| Life Support      | Mk 1           |
| Operations System | MK 1           |
| Sensor System     | Basic          |
| Separation System | Cargo Jettison |
| Shuttle-Bay       | None           |
| Auxiliary Vessels | None           |
| Tractor Beam      | None           |
| Transporters      | None           |

| Class Traits   |
|----------------|
| Flaw: Obsolete |

### CLASS INFORMATION

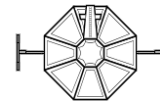
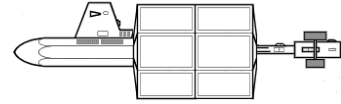
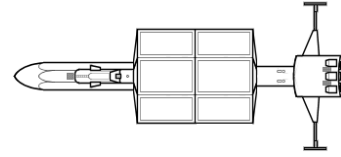
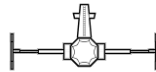
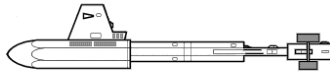
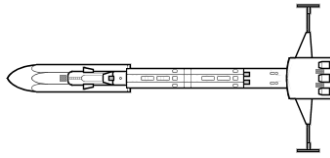
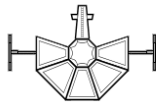
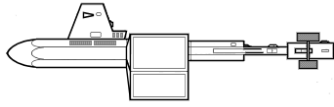
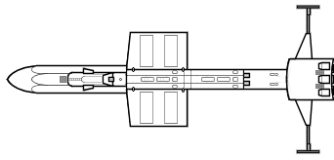
The DY-100 represented the first major 'star-faring' class of ship in human history and was easily the most sophisticated vessel of its age. The vessels were constructed on earth and lifted to orbit with rocket boosters. Once in orbit and space, they would fulfill a variety of roles for their service lifetime.

The chief advantage of the DY-100 design was its modular cargo system, which could be adapted for a variety of roles, such as satellite deployment, extra fuel stores, scientific equipment, etc. Some vessels were even adapted for top-secret interstellar probes, using primitive (and unreliable) cryogenic systems.

Propelled by a chemical/ion drive, however, even voyages between planets within the Sol system could take years. Traveling between star-systems would take decades with a maximum fuel load at maximum output. Though hardly a limitation in the class's initial years, this would eventually cause the replacement of the DY-100 with the DY-200 and related series.

Since their initial launches, the antiquated ships would be heavily modified. With the advent of the WE-5 Core warp system, for instance, most of the still active DY-100s were uprated to support the FTL system. Despite this uprating, when the DY-500 series was finally introduced, the DY-100 was cancelled.

Even though the ship is obsolete as of the 2260s, quite a few DY-100 series ships remain in Federation space, though none as manned ships. Known DY-100 vessels have all been converted to automation, but there are numerous gaps in records from the launch period of the class, and several ships are missing, or may have been 're-appropriated' in the intervening years.



| Vessel Name        | Registry | Status as of January 2272                 |
|--------------------|----------|---|
| SS Douglass        | DY-100   | Decommissioned, Preserved in Memory Alpha |
| SS Roswell         | DY-101   | Destroyed                                 |
| SS Victoria        | DY-102   | Decommissioned                            |
| SS Wade Hampton    | DY-103   | Converted to Automation                   |
| SS Wacosta         | DY-104   | Decommissioned                            |
| SS Longcaster      | DY-105   | Decommissioned                            |
| SS Minnow          | DY-106   | Destroyed                                 |
| SS Puerto Rican    | DY-107   | Converted to Automation                   |
| SS Juniper         | DY-108   | Converted to Automation                   |
| SS Botany Bay      | DY-109   | Destroyed                                 |
| SS Iberville       | DY-120   | Decommissioned                            |
| SS Salisbury       | DY-131   | Missing                                   |
| SS Monticello      | DY-158   | Decommissioned                            |
| SS Santa Maria     | DY-164   | Decommissioned                            |
| SS Woden           | DY-165   | Destroyed                                 |
| SS Lyon's Creek    | DY-166   | Missing                                   |
| SS Donald McKay    | DY-167   | Converted to Automation                   |
| SS Mary Luckenbach | DY-168   | Converted to Automation                   |
| SS Charybdis       | DY-169   | Missing                                   |
| SS Yuri Gagarin    | DY-170   | Missing                                   |
| SS Sakura Brae     | DY-171   | Decommissioned                            |
| SS Earhart         | DY-172   | Decommissioned                            |
| SS Morning Star    | DY-175   | Converted to Automation                   |
| SS Jacob           | DY-176   | Decommissioned                            |
| SS San Juan        | DY-177   | Destroyed                                 |
| SS Shenandoah      | DY-178   | Decommissioned                            |

## FEDERATION CLASS DREADNOUGHT

| Class Data        | System           |
|-------------------|------------------|
| Class Type        | Dreadnought (DN) |
| Origin            | UESPA / UFP      |
| Design            | Franz Joseph     |
| Year Commissioned | 2260             |

| Hull Data         | System         |
|-------------------|----------------|
| Size              | 7              |
| Tonnage           | 285,000MT      |
| Decks             | 24             |
| Length/Width/Beam | 316M/140 M/87M |
| Structure         | 50             |
| Crew (Officers)   | 43             |
| Crew (Enlisted)   | 387            |

| Tactical Data      | System   |
|--------------------|--|
| Beam Weaponry      | Phaser IV-B (SPADIS) F/V<br>Phaser IV-B (SPADIS) F/P<br>Phaser IV-B (SPADIS) F/S<br>Phaser IV (SPADIS) P<br>Phaser IV (SPADIS) S<br>Phaser IV (SPADIS) 2xA |
| Penetration        | (5/5/4/0/0)  |
| Missile Weaponry   | Mk 12 IF (2xF)<br>Mk 12 IF (1xA)   |
| Penetration        | (3/3/3/3/3)  |
| Deflector System   | PFF 2a E   |
| Prot./Threshold    | (13/4)   |
| Maneuver Modifiers | +2C/+1H/+2T  |

| Propulsion Data  | System               |
|------------------|----------------------|
| FTL Drive System | PB-32 Triple, WF 5/7 |
| SL Drive System  | IPI86E, .75c         |

| Operational Data  | System   |
|-------------------|--|
| Atmospheric       | None   |
| Cargo Units       | 70 Units   |
| Cloaking Device   | None   |
| Life Support      | LS Mk IV H   |
| Operations System | DTOS MK 4  |
| Sensor System     | Mk III LR  |
| Separation System | Emergency  |
| Shuttle-Bay       | Large (Size 14) (Aft)  |
| Auxiliary Vessels | 2x Type H Travel Pod<br>4x Type F Shuttlecraft<br>2x Type HF Shuttlecraft<br>2x Type AF Shuttlecraft |
| Tractor Beam      | 1 A/V  |
| Transporters      | 5 Std. / 4 Em. / 3 Cargo   |

| Class Traits                           |
|--|
| Hardened System: Life Support          |
| Enhanced System: Sensors               |
| Enhanced System: Deflector Shield Grid |
| Flaw: Warp Engine                      |

### CLASS INFORMATION

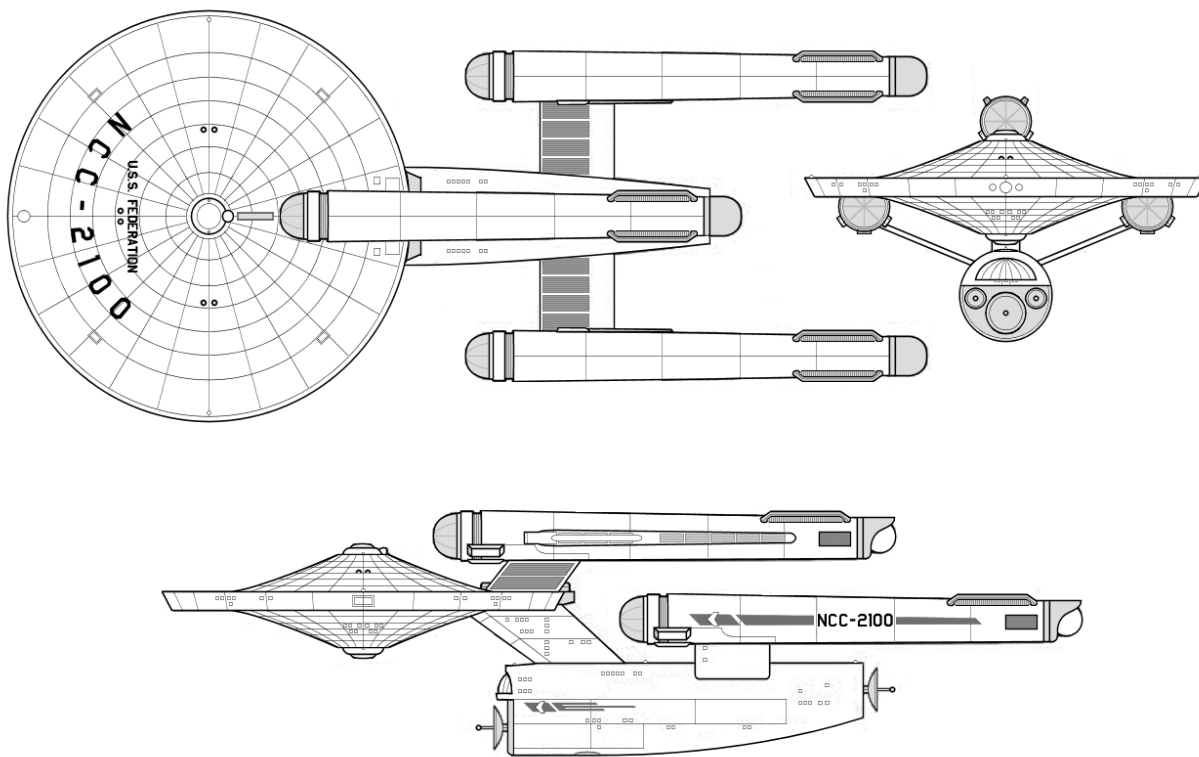
For her time, the *Federation* class was the most powerful, most well armed, and well shielded starship fielded by the Starfleet. She's also one of the biggest, only outclassed by the Federations' few carriers. Starfleet considered her a main deterrent to enemy ambitions, an 'ultimate weapon' in the face of rising Klingon aggression.

But she barely got made. The Dreadnought was an expensive ship, dedicated solely to warfare. She never sat well with some politicians, particularly Vulcans. The lone Dreadnought project was cancelled and restarted more than any other starship design in history before finally being started, albeit with cut funding, in 2260.

Those ships which were successfully built, however, had a staggering combat performance, superior to any vessel fielded by the Klingon or Romulan empires during that period. This performance was despite the use of the triple arrangement of the SB-32 engines which actually hampers the ship's maximum speed. It more than makes up for this deficiency in raw power, however.

The Dreadnought concept had a fatal blow to it, however, when the *USS Star Empire* was stolen in a desperate militant coup attempt to start a full-scale war with the Klingon Empire. The ship was destroyed, but the damage to the project was complete. The *USS Entente* would be the last Dreadnought that Starfleet would ever build, with even the planned refits of these expensive vessels being 'reclassified' as battleships.





| Vessel Name       | Registry | Status as of January 2272              |
|-------------------|----------|--|
| USS Federation    | NCC-2100 | Class Ship; Active / Starfleet command |
| USS Star League   | NCC-2101 | Active / Starfleet command             |
| USS Unificatum    | NCC-2102 | Active / Starfleet command             |
| USS Confederation | NCC-2117 | Active / Starfleet command             |
| USS Star Empire   | NCC-2118 | Destroyed                              |
| USS Trusteeship   | NCC-2119 | Active / Starfleet command             |
| USS Entente       | NCC-2120 | Destroyed                              |

## HERMES CLASS SCOUT

| Class Data        | System       |
|-------------------|--------------|
| Class Type        | Scout (SC)   |
| Origin            | UESPA / UFP  |
| Design            | Franz Joseph |
| Year Commissioned | 2245         |

| Hull Data         | System         |
|-------------------|----------------|
| Size              | 5              |
| Tonnage           | 95,000MT       |
| Decks             | 13             |
| Length/Width/Beam | 242M/127 M/60M |
| Structure         | 25             |
| Crew (Officers)   | 20             |
| Crew (Enlisted)   | 180            |

| Tactical Data      | System                   |
|--------------------|--------------------------|
| Beam Weaponry      | Phaser IV-B (SPADIS) F/V |
| Penetration        | (2/2/2/0/0)              |
| Missile Weaponry   | None                     |
| Penetration        | (0/0/0/0/0)              |
| Deflector System   | PFF 2a                   |
| Prot./Threshold    | (13/3)                   |
| Maneuver Modifiers | +0C/+0H/+1T              |

| Propulsion Data  | System               |
|------------------|----------------------|
| FTL Drive System | PB-32 Single, WF 5/7 |
| SL Drive System  | IPI86E, .75c         |

| Operational Data  | System                   |
|-------------------|--------------------------|
| Atmospheric       | None                     |
| Cargo Units       | 50 Space                 |
| Cloaking Device   | None                     |
| Life Support      | LS Mk IV H               |
| Operations System | DTOS MK 4                |
| Sensor System     | Mk III ER                |
| Separation System | Warp Engine Jettison     |
| Shuttle-Bay       | None                     |
| Auxiliary Vessels | 2x Type H Travel Pod     |
| Tractor Beam      | 1 A/V                    |
| Transporters      | 2 Std. / 2 Em. / 2 Cargo |

| Class Traits                  |
|-------------------------------|
| Hardened System: Life Support |
| Enhanced System: Sensors (2x) |
| Flaw: Warp Engine             |

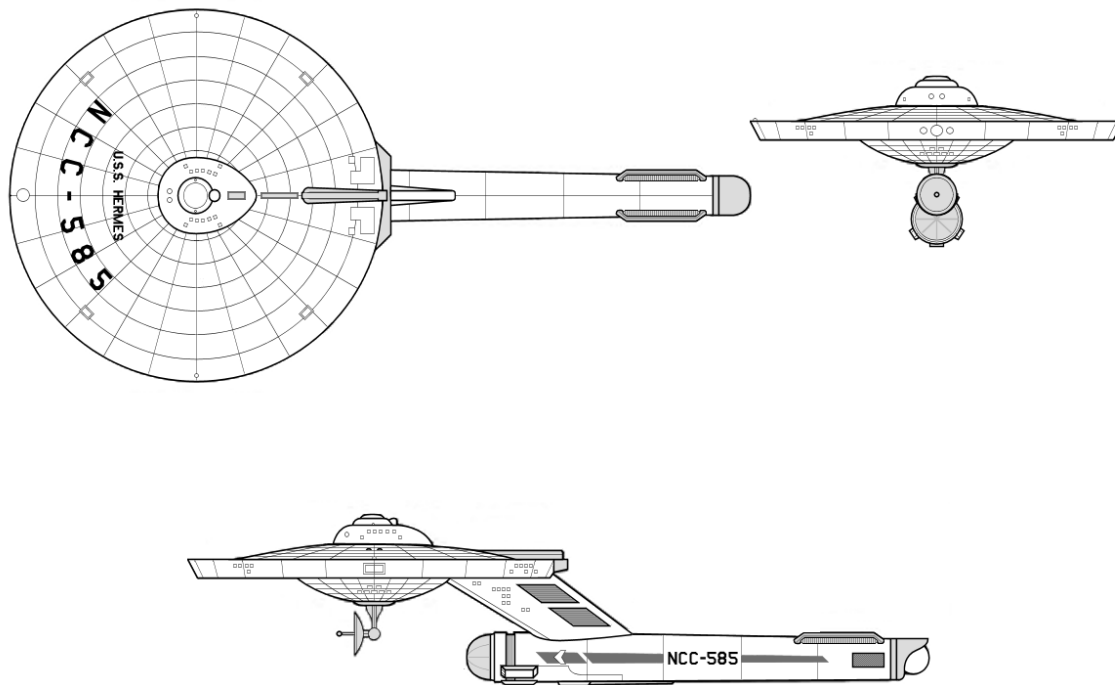
### CLASS INFORMATION

The *Hermes* class may be a model exercise in optimism, designed more to placate certain member worlds of the federation. With the 'Constitution project' seen as too militaristic, Star Fleet was ordered to create a dedicated explorer with the newest technologies to fulfill as purely 'scientific exploration role'. The result was the somewhat ill-conceived *Hermes* class.

Though the *Hermes* class boasts impressive sensor capabilities for her time, their light armament and problematic use of a single PB-32 engine left their extremely vulnerable in the field. While effective at stellar cartography and scientific work several *Hermes* class ships were lost early in their career, causing Star Fleet to rethink their use.

The remaining scouts serve largely within larger task forces or in 'safe zones', resigned largely to scientific work or acting as lead 'scouts' with other, more hardy ships providing escort.

The *Hermes* class was declared 'complete' in 2259, and replaced by a variety of other designs. Despite the hardships, the class was given a second lease on life once the upgraded *Hermes* (refit) class, which would remove the SB-32 flaw.



| Vessel Name    | Registry | Status as of January 2272                              |
|----------------|----------|--|
| USS Hermes     | NCC-585  | Upgraded to Hermes (Refit) class specifications (2271) |
| USS Anubis     | NCC-586  | Upgraded to Hermes (Refit) class specifications (2271) |
| USS Aeolus     | NCC-588  | Decommissioned   |
| USS Quintillus | NCC-590  | Destroyed  |
| USS Bridger    | NCC-591  | Active / Starfleet command                             |
| USS Cody       | NCC-594  | Active / Starfleet command                             |
| USS Revere     | NCC-595  | Active / Starfleet command                             |
| USS Bowie      | NCC-597  | Active / Starfleet command                             |
| USS Sacajawea  | NCC-598  | Destroyed  |

## HIROU CLASS BATTLE CRUISER

| Class Data        | System              |
|-------------------|---------------------|
| Class Type        | Battle Cruiser (BC) |
| Origin            | UESPA / UFP         |
| Design            | Steve Cole          |
| Year Commissioned | 2264                |

| Hull Data         | System         |
|-------------------|----------------|
| Size              | 6              |
| Tonnage           | 192,000MT      |
| Decks             | 22             |
| Length/Width/Beam | 290M/127 M/67M |
| Structure         | 40             |
| Crew (Officers)   | 32             |
| Crew (Enlisted)   | 345            |

| Tactical Data      | System   |
|--------------------|--|
| Beam Weaponry      | Phaser IV-B (SPADIS) F/V<br>Phaser IV-B (SPADIS) F/P<br>Phaser IV-B (SPADIS) F/S<br>Phaser IV (SPADIS) 2xA |
| Penetration        | (4/4/4/0/0)  |
| Missile Weaponry   | Mk 12 IF 2xF<br>Mk 12 IF A<br>Mk 4 G F   |
| Penetration        | (5/5/5/5/5)  |
| Deflector System   | PFF 2a   |
| Prot./Threshold    | (13/3)   |
| Maneuver Modifiers | +2C/+0H/+2T  |

| Propulsion Data  | System               |
|------------------|----------------------|
| FTL Drive System | PB-32 Tandem, WF 6/8 |
| SL Drive System  | IPI86E, .75c         |

| Operational Data  | System   |
|-------------------|--|
| Atmospheric       | None   |
| Cargo Units       | 70 Units                                       |
| Cloaking Device   | None   |
| Life Support      | LS Mk IV H                                     |
| Operations System | DTOS MK 4                                      |
| Sensor System     | Mk III LR                                      |
| Separation System | Emergency                                      |
| Shuttle-Bay       | Large (Size 12) (Aft)                          |
| Auxiliary Vessels | 2x Type H Travel Pod<br>4x Type F Shuttlecraft |
| Tractor Beam      | 1 A/V  |
| Transporters      | 3 Std. / 3 Em. / 3 Cargo                       |

### Class Traits

Hardened System: Life Support

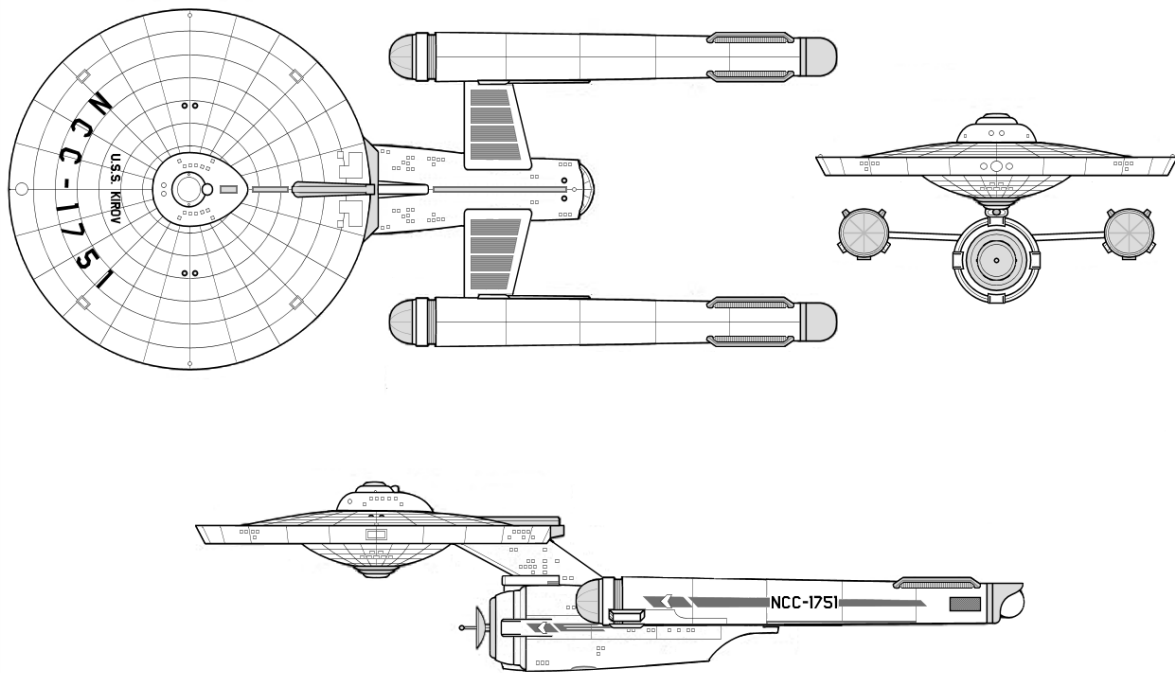
### CLASS INFORMATION

In the 2250s, threats to the Federation were increasing and seemingly ever-present. It was believed by many that Star Fleet needed to bolster its combat capabilities far beyond what Earth had maintained alone. Unfortunately, the budget for the fleet wasn't increased accordingly.

With this in mind, the decision was made for a battlecruiser variant of the venerable *Constitution* class. The basic plan was simple, cut down on the science equipment, and bolster the ship's design instead with increased firepower and a tougher overall structure.

It's not too surprising, then, that the *Kirov* performs much like the *Constitution* herself. Stronger in combat than her cousin, the *Kirov* sports an aft torpedo launcher (a modification which would be found later on many individual ships of the *Constitution* class) and a more rigid structure thanks primarily to its more substantial engine pylons.

As expected, however, the *Kirov* suffers dramatically in exploration and scientific duties. The lack of extended sensors also hampers the ship tactically, particularly when dealing with cloaked Romulan vessels. Despite this shortcoming, the *Kirov* is a formidable defender of Federation space.



| Vessel Name     | Registry | Status as of January 2272  |
|-----------------|----------|----------------------------|
| USS Kirov       | NCC-1751 | Active / Starfleet command |
| USS Australia   | NCC-1752 | Decommissioned             |
| USS New Zealand | NCC-1753 | Active / Starfleet command |
| USS Shangri-La  | NCC-1754 | Active / Starfleet command |
| USS New Jersey  | NCC-1755 | Destroyed                  |
| USS Forrest     | NCC-1762 | Active / Starfleet command |
| USS Ogarkov     | NCC-1763 | Active / Starfleet command |
| USS Montana     | NCC-1765 | Active / Starfleet command |
| USS Lemuria     | NCC-1766 | Active / Starfleet command |

## LARSON CLASS DESTROYER

| Class Data        | System         |
|-------------------|----------------|
| Class Type        | Destroyer (DD) |
| Origin            | UESPA / UFP    |
| Design            | Dana Knutson   |
| Year Commissioned | 2245           |

| Hull Data         | System         |
|-------------------|----------------|
| Size              | 5              |
| Tonnage           | 115,000MT      |
| Decks             | 13             |
| Length/Width/Beam | 271M/132 M/84M |
| Structure         | 30             |
| Crew (Officers)   | 43             |
| Crew (Enlisted)   | 180            |

| Tactical Data      | System   |
|--------------------|--|
| Beam Weaponry      | Phaser IV-B (SPADIS) F/V<br>Phaser IV-B (SPADIS) F/P<br>Phaser IV-B (SPADIS) F/S |
| Penetration        | (4/4/4/0/0)  |
| Missile Weaponry   | Mk 12 IF (2xF)   |
| Penetration        | (3/3/3/3/3)  |
| Deflector System   | PFF 2a   |
| Prot./Threshold    | (13/3)   |
| Maneuver Modifiers | +1C/+2H/+1T  |

| Propulsion Data  | System               |
|------------------|----------------------|
| FTL Drive System | PB-32 Single, WF 5/7 |
| SL Drive System  | IPI86E, .75c         |

| Operational Data  | System                   |
|-------------------|--------------------------|
| Atmospheric       | None                     |
| Cargo Units       | 50 Space                 |
| Cloaking Device   | None                     |
| Life Support      | LS Mk IV H               |
| Operations System | DTOS MK 4                |
| Sensor System     | Mk III                   |
| Separation System | Warp Engine Jettison     |
| Shuttle-Bay       | None                     |
| Auxiliary Vessels | 2x Type H Travel Pod     |
| Tractor Beam      | 1 A/V                    |
| Transporters      | 2 Std. / 2 Em. / 2 Cargo |

| Class Traits                  |
|-------------------------------|
| Hardened System: Life Support |
| Flaw: Warp Engine             |

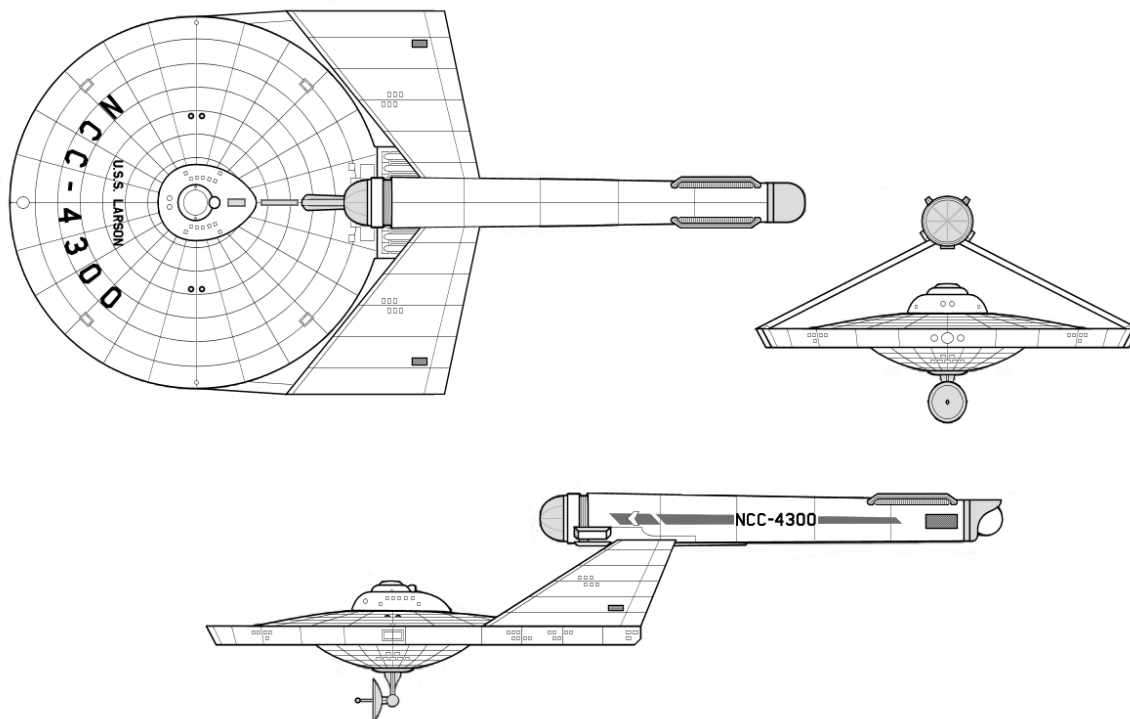
### CLASS INFORMATION

The *Larson* was an earlier *Constitution*-class style of design meant to supplement the military needs of Starfleet. As with the *Hermes*, it was decided to give the ship only one engine to save on cost as well as keep the ship 'light'. A second engine wasn't felt needed for a ship without a secondary hull, despite being very heavily armed for her size.

Like the *Hermes* and *Saladin*, the *Larson* suffers from instability problems at high-end warp speeds. Secondly, the lone warp nacelle was power-aplenty for the older laser batteries and shields, but is a bit weak to power more modern phasers. Despite these weaknesses, however, the *Larson* is a powerful fighter in the hands of a skilled commander and engineer.

Functionally, the *Larson* is extremely similar in performance to the *Saladin* class, boasting most of the same weapons and capabilities. The *Larson* has a small advantage in durability because of its extended hull (used to improve living quarters, by and large) as well as the redundant intermix feeding design.

Ships of the class have been present at most major military encounters since their launch in 2248. In particular, they gained notoriety in all but eradicating an Tzenkethi raiding fleet in short order. The Tzenkethi have since re-evaluated their strategies in the wake of their defeats.



| Vessel Name     | Registry | Status as of January 2272              |
|-----------------|----------|--|
| USS Larson      | NCC-4300 | Class Ship, Active / Starfleet command |
| USS Midway      | NCC-4301 | Decommissioned                         |
| USS Tannenburg  | NCC-4302 | Decommissioned                         |
| USS Trafalgar   | NCC-4303 | Destroyed                              |
| USS Thelenth    | NCC-4304 | Active / Starfleet command             |
| USS Waterloo    | NCC-4305 | Active / Starfleet command             |
| USS Borodino    | NCC-4306 | Active / Starfleet command             |
| USS Austerlitz  | NCC-4307 | Lost in Orion Conflict                 |
| USS Normandy    | NCC-4308 | Active / Starfleet command             |
| USS Marathon    | NCC-4309 | Active / Starfleet command             |
| USS Pharsalus   | NCC-4310 | Active / Starfleet command             |
| USS Crecy       | NCC-4311 | Missing in Action                      |
| USS Poitiers    | NCC-4312 | Active / Starfleet command             |
| USS Agincourt   | NCC-4313 | Active / Starfleet command             |
| USS Blenheim    | NCC-4314 | Active / Starfleet command             |
| USS Torgau      | NCC-4315 | Active / Starfleet command             |
| USS Eylau       | NCC-4316 | Active / Starfleet command             |
| USS Leyte       | NCC-4317 | Active / Starfleet command             |
| USS Leipzig     | NCC-4318 | Active / Starfleet command             |
| USS Beuna Vista | NCC-4319 | Active / Starfleet command             |
| USS Garbo       | NCC-4320 | Destroyed                              |
| USS Catinian    | NCC-4321 | Active / Starfleet command             |
| USS Gallipoli   | NCC-4322 | Active / Starfleet command             |
| USS Jutland     | NCC-4323 | Active / Starfleet command             |
| USS Anzio       | NCC-4324 | Active / Starfleet command             |

## LOKNAR CLASS FRIGATE

| Class Data        | System       |
|-------------------|--------------|
| Class Type        | Frigate (FF) |
| Origin            | UESPA / UFP  |
| Design            | Dana Knutson |
| Year Commissioned | 2259         |

| Hull Data         | System         |
|-------------------|----------------|
| Size              | 6              |
| Tonnage           | 115,000MT      |
| Decks             | 13             |
| Length/Width/Beam | 271M/132 M/84M |
| Structure         | 35             |
| Crew (Officers)   | 32             |
| Crew (Enlisted)   | 145            |

| Tactical Data      | System   |
|--------------------|--|
| Beam Weaponry      | Phaser IV-B (SPADIS) F/V<br>Phaser IV-B (SPADIS) F/P<br>Phaser IV-B (SPADIS) F/S |
| Penetration        | (4/4/4/0/0)  |
| Missile Weaponry   | Mk 12 IF (2xF)   |
| Penetration        | (3/3/3/3/3)  |
| Deflector System   | PFF 2a   |
| Prot./Threshold    | (13/3)   |
| Maneuver Modifiers | +1C/+2H/+1T  |

| Propulsion Data  | System               |
|------------------|----------------------|
| FTL Drive System | PB-32 Tandem, WF 6/8 |
| SL Drive System  | IPI86E, .75c         |

| Operational Data  | System  |
|-------------------|---|
| Atmospheric       | None  |
| Cargo Units       | 50 Space  |
| Cloaking Device   | None  |
| Life Support      | LS Mk IV H                                      |
| Operations System | DTOS MK 4                                       |
| Sensor System     | Mk III  |
| Separation System | Warp Engine Jettison                            |
| Shuttle-Bay       | Small, 2x Aft                                   |
| Auxiliary Vessels | 2x Type H Travel Pod<br>2x Class F Shuttlecraft |
| Tractor Beam      | 1 A/V   |
| Transporters      | 3 Std. / 3 Em. / 3 Cargo                        |

| Class Traits                  |
|-------------------------------|
| Hardened System: Life Support |

### CLASS INFORMATION

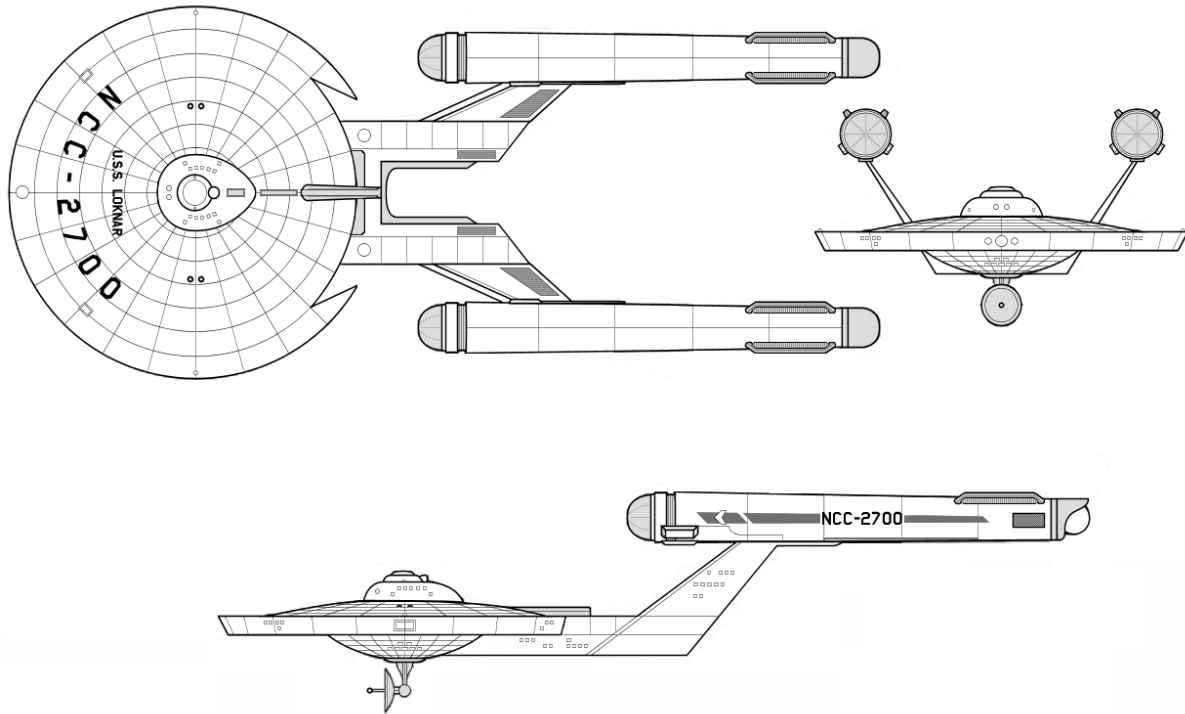
Though technically 'earth-borne' in design, the *Loknar* represented the first fleet design primarily intended for use by Andorians. The Andor defense fleet (wrapped into Starfleet completely SD 1400) was rapidly falling behind technologically (slightly inferior to Baton Rouge era vessels), and Andor was becoming increasingly desperate to have a modern vessel for their defense.

The Andorian argument won out, and their input both in design and purpose created one of the most widely-accepted designs in Starfleet. The *Loknar* proved herself quickly in border defense roles as well as serving in direct action during the Axanar rebellion. After that brief war, the *Loknar* quickly became the battle frigate of choice for Star Fleet.

Though a handful of *Loknar* class vessels still remain under Andor's direct command, the majority of builds were later appropriated as part of Star Fleet's general command, enabling their use for hot-spots across the Federation.

These frigates have proven so successful that they were among the first chosen to be given 'new leases on life' with the uprating program starting in 2270.





| Vessel Name      | Registry | Status as of January 2272                                |
|------------------|----------|--|
| USS Loknar       | NCC-2700 | Upated to Loknar (R) class specifications (2271)         |
| USS Ahkeil       | NCC-2701 | Upated to Loknar (R) class specifications (2271)         |
| USS Vernol       | NCC-2702 | Inactive / undergoing uprating to Loknar (R) Class spec. |
| USS Tarnis       | NCC-2703 | Inactive / undergoing uprating to Loknar (R) Class spec. |
| USS Alexandretta | NCC-2704 | Active / Andor Defense command                           |
| USS Morgan City  | NCC-2705 | Active / Andor Defense command                           |
| USS Troy         | NCC-2706 | Active / Andor Defense command                           |
| USS Farside      | NCC-2707 | Destroyed  |
| USS New America  | NCC-2708 | Decommissioned   |
| USS Kosk         | NCC-2709 | Active / Starfleet command                               |
| USS Borga        | NCC-2710 | Destroyed  |
| USS Peking       | NCC-2711 | Active / Starfleet command                               |
| USS Epcot        | NCC-2712 | Active / Starfleet command                               |
| USS Aldebaran    | NCC-2713 | Active / Starfleet command                               |
| USS Argus City   | NCC-2714 | Active / Starfleet command                               |
| USS Yorkshire    | NCC-2715 | Active / Starfleet command                               |
| USS Boirdi       | NCC-2718 | Missing in Action  |
| USS New Corinth  | NCC-2717 | Active / Starfleet command                               |
| USS Kyoto        | NCC-2718 | Active / Starfleet command                               |
| USS Petrograd    | NCC-2719 | Active / Starfleet command                               |

## MONOCEROS CLASS SCOUT (EXPERIMENTAL)

| Class Data        | System                   |
|-------------------|--------------------------|
| Class Type        | Scout/Experimental (SCX) |
| Origin            | UESPA / UFP              |
| Design            | Aridas Sofia             |
| Year Commissioned | 2260                     |

| Hull Data         | System        |
|-------------------|---------------|
| Size              | 5             |
| Tonnage           | 125,000MT     |
| Decks             | 11            |
| Length/Width/Beam | 226M/127M/57M |
| Structure         | 30            |
| Crew (Officers)   | 20            |
| Crew (Enlisted)   | 180           |

| Tactical Data      | System                   |
|--------------------|--------------------------|
| Beam Weaponry      | Phaser IV-B (SPADIS) F/V |
| Penetration        | (2/2/2/0/0)              |
| Missile Weaponry   | None                     |
| Penetration        | (0/0/0/0/0)              |
| Deflector System   | PFF 2a                   |
| Prot./Threshold    | (13/3)                   |
| Maneuver Modifiers | +1C/+0H/+0T              |

| Propulsion Data  | System               |
|------------------|----------------------|
| FTL Drive System | LN-40 Tandem, WF 7/9 |
| SL Drive System  | IPI86E, .75c         |

| Operational Data  | System                   |
|-------------------|--------------------------|
| Atmospheric       | None                     |
| Cargo Units       | 50 Space                 |
| Cloaking Device   | None                     |
| Life Support      | LS Mk IV H               |
| Operations System | DTOS MK 4                |
| Sensor System     | Mk III ER                |
| Separation System | Warp Engine Jettison     |
| Shuttle-Bay       | None                     |
| Auxiliary Vessels | 2x Type H Travel Pod     |
| Tractor Beam      | 1 A/V                    |
| Transporters      | 2 Std. / 2 Em. / 2 Cargo |

| Class Traits                  |
|-------------------------------|
| Hardened System: Life Support |
| Enhanced System: Sensors (2x) |

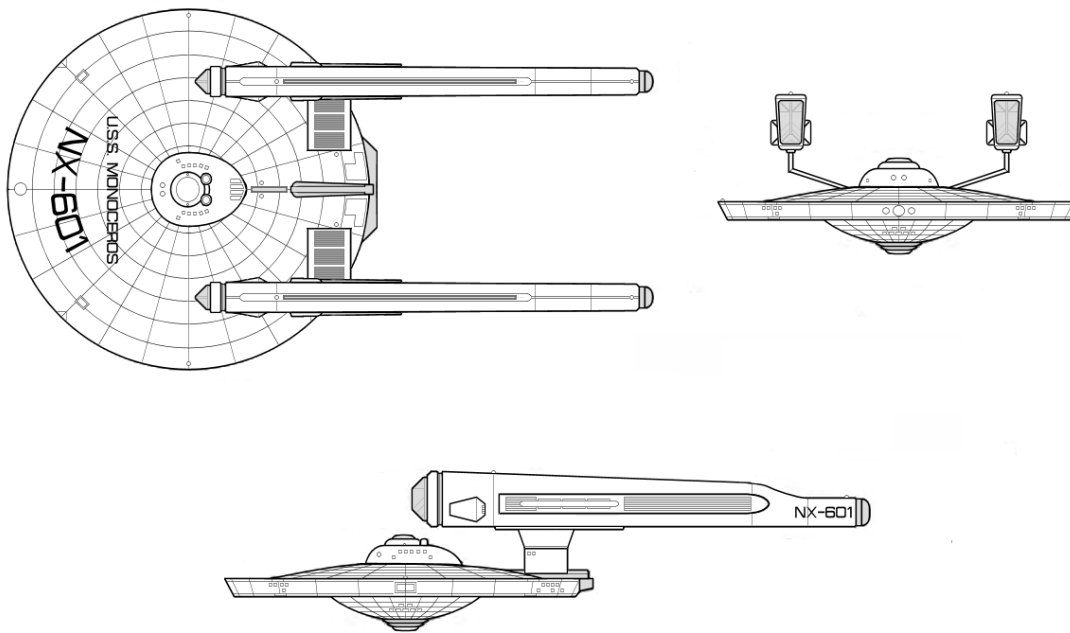
### CLASS INFORMATION

Though the PB-32 engine proved to be versatile and powerful, by the 2260's, the design was proving to be slightly dated. Fortunately, about this time, the first results of the 'linear warp' test project were completed, creating a more efficient warp drive system.

When the LN-40 was released, however, it was not the breakthrough in warp propulsion expected. While superior to the specifications of the PB-32 itself, many 'tweaked' PB-32 engines could still outperform the new drive system. Rather than being the generational breakthrough designed by Star Fleet, the LN-40 was considered a 'stop gap' technological update instead. Only new ships of certain classes would enjoy the newly designed engines.

The first vessel so equipped was the test-bed vessel herself, the *Monoceros*. The only vessel of its kind, the *Monoceros* was envisioned as a high-speed scout vessel to replace the *Nelson* and *Hermes* classes. Unfortunately, though the vessel proved capable and proved the concept of the linear warp drive sound, plans to continue the class were shelved with the approval of the *Oberth* class in 2269.

The *Monoceros'* last contribution to future Federation designs is the full embedding of the navigation deflector system into the ship's overall shield grid. The *Monoceros* is the first ship of her size to forgo the use of a deflection dish which is so prominent on designs of the age, a design feature which will become prominent on ships such as the USS *Miranda*.



| Vessel Name   | Registry | Status as of January 2272  |
|---------------|----------|----------------------------|
| USS Monoceros | NX-601   | Active / Starfleet command |

## POMPEY CLASS DESTROYER

| Class Data        | System         |
|-------------------|----------------|
| Class Type        | Destroyer (DD) |
| Origin            | UESPA / UFP    |
| Design            | Todd Guenther  |
| Year Commissioned | 2258           |

| Hull Data         | System         |
|-------------------|----------------|
| Size              | 5              |
| Tonnage           | 133,000MT      |
| Decks             | 13             |
| Length/Width/Beam | 234M/127 M/49M |
| Structure         | 25             |
| Crew (Officers)   | 20             |
| Crew (Enlisted)   | 180            |

| Tactical Data      | System   |
|--------------------|--|
| Beam Weaponry      | Phaser IV-B (SPADIS) F/V<br>Phaser IV-B (SPADIS) F/P<br>Phaser IV-B (SPADIS) F/S |
| Penetration        | (4/4/4/0/0)  |
| Missile Weaponry   | Mk 12 IF (2xF)   |
| Penetration        | (3/3/3/3/3)  |
| Deflector System   | PFF 2a   |
| Prot./Threshold    | (13/3)   |
| Maneuver Modifiers | +1C/+2H/+1T  |

| Propulsion Data  | System               |
|------------------|----------------------|
| FTL Drive System | PB-32 Tandem, WF 6/8 |
| SL Drive System  | IPI86E, .75c         |

| Operational Data  | System                   |
|-------------------|--------------------------|
| Atmospheric       | None                     |
| Cargo Units       | 50 Space                 |
| Cloaking Device   | None                     |
| Life Support      | LS Mk IV H               |
| Operations System | DTOS MK 4                |
| Sensor System     | Mk III                   |
| Separation System | Warp Engine Jettison     |
| Shuttle-Bay       | None                     |
| Auxiliary Vessels | 2x Type H Travel Pod     |
| Tractor Beam      | 1 A/V                    |
| Transporters      | 2 Std. / 2 Em. / 2 Cargo |

| Class Traits                  |
|-------------------------------|
| Hardened System: Life Support |

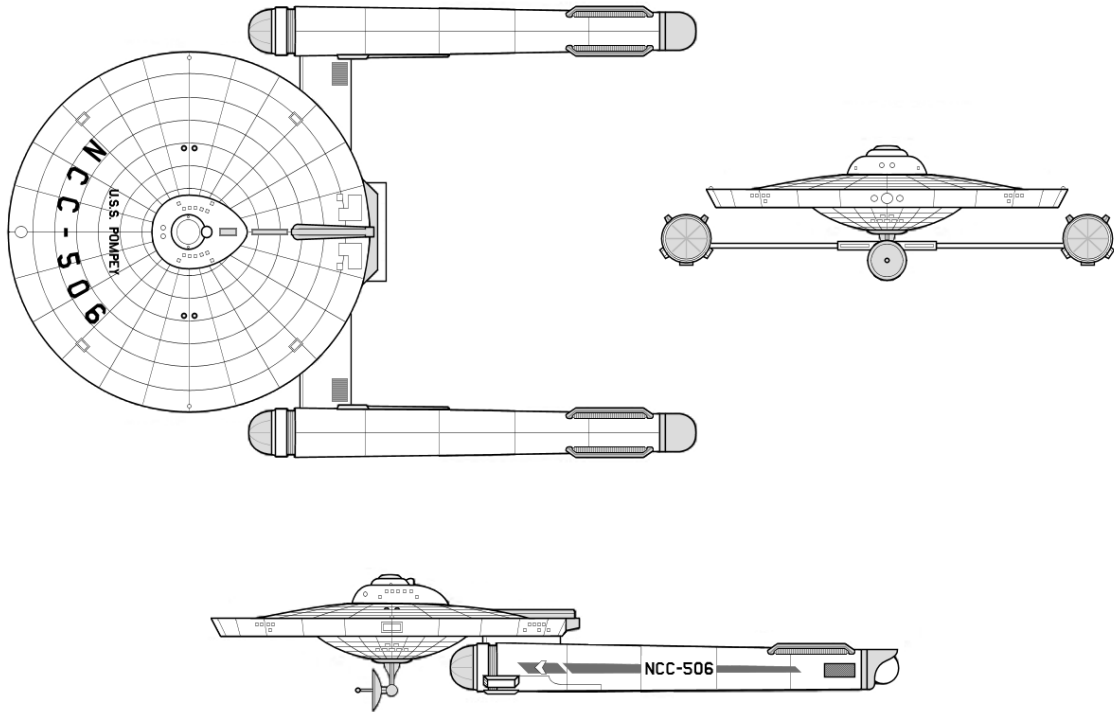
### CLASS INFORMATION

Though the *Saladin* class was a mainstay of Federation defense since its launch in 2245, the class was notorious for sometimes-dangerous warp imbalances beyond its rated cruising speed. This was due to balance issues of the PB-32 engines, which have difficulty maintaining a stable warp field at high velocities.

This imbalance was seen as a critical issue. Though the two 'single engine' destroyer classes would remain in service throughout the 'Constitution Era', Starfleet decided to put a halt to the commissioning of new *Saladin* class ships, and order an upgraded type of ship which would correct the warp problem.

The new design would correct the warp imbalance issue in a rather simple way. The 'neck' and single engine was replaced with an inverted 't' pylon with two warp engines at its side. This design would allow for a minimal amount of re-engineering to the ship's overall lines, keeping the ships somewhat close to their initial budget, rather than soak the expense of an entirely new class.

In addition to the correction to the warp engine imbalance, the maximum rated speeds of the *Pompey* class would increase from warp seven to warp eight, adding a quick-response capability to the new class over the other destroyers.



| Vessel Name     | Registry | Status as of January 2272  |
|-----------------|----------|----------------------------|
| USS Pompey      | NCC-506  | Active / Starfleet command |
| USS Kublai      | NCC-507  | Active / Starfleet command |
| USS Suleiman    | NCC-508  | Active / Starfleet command |
| USS Ahriman     | NCC-513  | Active / Starfleet command |
| USS Hashishiyun | NCC-516  | Active / Starfleet command |
| USS Azrael      | NCC-517  | Active / Starfleet command |
| USS Hamilcar    | NCC-518  | Active / Starfleet command |

## SALADIN CLASS DESTROYER

| Class Data        | System         |
|-------------------|----------------|
| Class Type        | Destroyer (DD) |
| Origin            | UESPA / UFP    |
| Design            | Franz Joseph   |
| Year Commissioned | 2245           |

| Hull Data         | System         |
|-------------------|----------------|
| Size              | 5              |
| Tonnage           | 95,000MT       |
| Decks             | 13             |
| Length/Width/Beam | 242M/127 M/60M |
| Structure         | 25             |
| Crew (Officers)   | 20             |
| Crew (Enlisted)   | 180            |

| Tactical Data      | System   |
|--------------------|--|
| Beam Weaponry      | Phaser IV-B (SPADIS) F/V<br>Phaser IV-B (SPADIS) F/P<br>Phaser IV-B (SPADIS) F/S |
| Penetration        | (4/4/4/0/0)  |
| Missile Weaponry   | Mk 12 IF (2xF)   |
| Penetration        | (3/3/3/3/3)  |
| Deflector System   | PFF 2a   |
| Prot./Threshold    | (13/3)   |
| Maneuver Modifiers | +1C/+2H/+1T  |

| Propulsion Data  | System               |
|------------------|----------------------|
| FTL Drive System | PB-32 Single, WF 5/7 |
| SL Drive System  | IPI86E, .75c         |

| Operational Data  | System                   |
|-------------------|--------------------------|
| Atmospheric       | None                     |
| Cargo Units       | 50 Space                 |
| Cloaking Device   | None                     |
| Life Support      | LS Mk IV H               |
| Operations System | DTOS MK 4                |
| Sensor System     | Mk III                   |
| Separation System | Warp Engine Jettison     |
| Shuttle-Bay       | None                     |
| Auxiliary Vessels | 2x Type H Travel Pod     |
| Tractor Beam      | 1 A/V                    |
| Transporters      | 2 Std. / 2 Em. / 2 Cargo |

| Class Traits                  |
|-------------------------------|
| Hardened System: Life Support |
| Flaw: Warp Engine             |

### CLASS INFORMATION

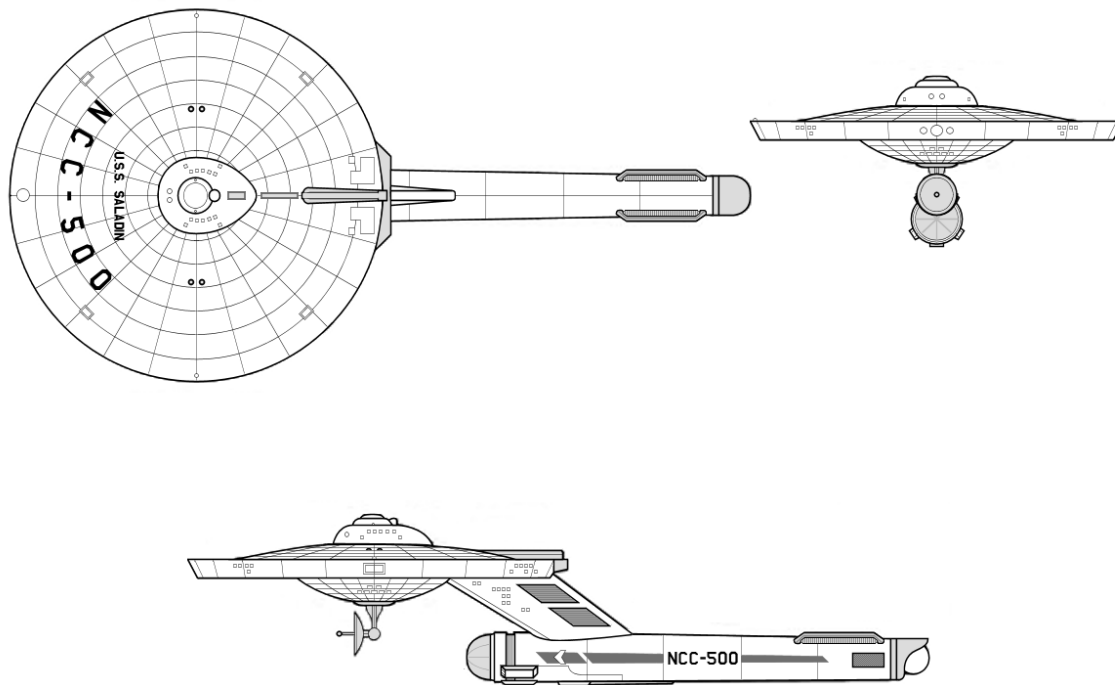
The *Saladin* class was, in theory, a 'perfect' light combat ship. The idea was to take the successful components of the Constitution class ships and strip them down to a lighter but still potent destroyer. And, in many ways, the *Saladin* does indeed perform moderately well.

Early into the class's production, however, a potentially severe problem began to manifest. Unlike the previous-generation engines, the PB-32 used on the *Saladin* would generate instability which could lead to accidental wormhole effects or structural damage if pressed near maximum outputs.

Even though a skilled engineer can compensate for this flaw, this was still obviously not an considered an acceptable situation for a ship designed to serve under high-stress conditions at a moment's notice!

Despite this shortcoming, the power generated by the SB-32 was still substantially greater than its predecessor and the 'safe' warp speeds also matched or slightly bettered the previous generation as well.

Though not as stellar as a performer as hoped, due to the instability of the single SB-32 engine, the destroyer was put into heavy production to serve as needed defense along the Neutral Zones and along vital but hot zone trade routes.



| Vessel Name   | Registry | Status as of January 2272                            |
|---------------|----------|--|
| USS Saladin   | NCC-500  | Decommissioned                                       |
| USS Ferrara   | NCC-422  | Active / UESPA Defense command                       |
| USS Milan     | NCC-423  | Active / UESPA Defense command                       |
| USS Pompeii   | NCC-424  | Destroyed  |
| USS Jenghiz   | NCC-501  | Decommissioned                                       |
| USS Darius    | NCC-502  | Active / Starfleet command                           |
| USS Alexander | NCC-503  | Upated to Jenghiz class specifications (2271)        |
| USS Sargon    | NCC-504  | Upated to Jenghiz class specifications (2271)        |
| USS Xerxes    | NCC-505  | Active / Starfleet command                           |
| USS Etzel     | NCC-509  | Destroyed  |
| USS Tamerlane | NCC-510  | Inactive / Undergoing uprating to Jenghiz Class spec |
| USS Alaric    | NCC-511  | Inactive / Undergoing uprating to Jenghiz Class spec |
| USS Hannibal  | NCC-512  | Active / Starfleet command                           |
| USS Rahman    | NCC-514  | Active / Starfleet command                           |
| USS Adad      | NCC-515  | Active / Starfleet command                           |
| USS Shaitan   | NCC-519  | Destroyed  |

## TYPE G OUTPOST

| Class Data        | System            |
|-------------------|-------------------|
| Class Type        | Armed Outpost     |
| Origin            | UESPA / UFP       |
| Design            | Matthew Jefferies |
| Year Commissioned | 2232              |

| Hull Data         | System       |
|-------------------|--------------|
| Size              | 5            |
| Tonnage           | 75,000MT     |
| Decks             | 30           |
| Length/Width/Beam | 74M/72M/129M |
| Structure         | 30           |
| Crew (Officers)   | 43           |
| Crew (Enlisted)   | 180          |

| Tactical Data      | System   |
|--------------------|--|
| Beam Weaponry      | Phaser IV-B (SPADIS) F/P<br>Phaser IV-B (SPADIS) F/S |
| Penetration        | (3/3/2/0/0)  |
| Missile Weaponry   | None   |
| Penetration        | (0/0/0/0/0)  |
| Deflector System   | PFF 2a E   |
| Prot./Threshold    | (13/4)   |
| Maneuver Modifiers | -C/-H/-T   |

| Power Data        | System  |
|-------------------|---------|
| Main Power Supply | DFPD60A |

| Operational Data  | System                            |
|-------------------|-----------------------------------|
| Atmospheric       | None                              |
| Cargo Units       | 50 Space                          |
| Cloaking Device   | None                              |
| Life Support      | LS Mk IV H                        |
| Operations System | DTOS MK 4                         |
| Sensor System     | Mk III LR                         |
| Separation System | None                              |
| Shuttle-Bay       | 1 Large, Ventral                  |
| Auxiliary Vessels | 4x Type F Shuttle                 |
| Tractor Beam      | 2x Type H Travel Pod              |
| Transporters      | 1 A/V<br>3 Std. / 3 Em. / 3 Cargo |

| Class Traits                           |
|--|
| Hardened System: Life Support          |
| Enhanced System: Sensors               |
| Enhanced System: Deflector Shield Grid |

### CLASS INFORMATION

One of the smallest 'permanent' manned Federation installations, the type G outpost primarily acts as a light orbital defense station. Equipped with two banks of Mk IV phasers, the outpost is primarily designed to deter against raiding parties and piracy along the space-lanes.

Type G outposts are commonly found around newly established colony worlds, or guarding mining facilities, and so on. A few have been hurriedly put into place along the Romulan Neutral Zone following the loss of listening outposts in 2267.

Though lightly armed, the Type G has proven particularly successful against both Romulans (thanks to its enhanced sensors) and against would-be raiders. Tough shields and reinforced structure make the Type G a reasonably tough nut to crack for their size.

Though the Type G has performed reasonable well in their role, they have begun to show their age, and Star Fleet has begun soliciting new designs for outposts to replace them during the 2270s and 2280s. Despite this, the Type G (or some modification thereof) is likely to remain in use for some time, as Several Federation worlds have expressed interest in purchasing any Type G outposts scheduled for decommissioning.



