

# SHIP RECOGNITION MANUAL THE FEDERATION



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## STARSHIP RECOGNITION MANUAL

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### Damage Charts A (Engine Forward)

Die Roll	Forward	Die Roll	Starboard-Forward	Die Roll	Port-Forward
1	Sensors out 1-2 turns	1	Sensors out 1-2 turns	1	Sensors out 1-2 turns
2	Forward shield gen damage (.05)	2	Starboard Fwd shield gen damage	2	Port Fwd shield gen damage
3	One forward weapon damaged	3	Starboard Warp Engine	3	Port Warp Engine
4	Superstructure (1)	4	Starboard Warp Engine	4	Port Warp Engine
5	Superstructure (2)	5	Starboard Warp Engine (2)	5	Port Warp Engine (2)
6	One forward weapon damaged	6	Starboard Warp Engine	6	Port Warp Engine
7	Port Warp Engine	7	Superstructure (1)	7	Superstructure (1)
8	Starboard Warp Engine	8	Superstructure (2)	8	Superstructure (2)
9	Bridge personnel out	9	One stbd-frd weapon damaged (.05)	9	One port-frd weapon damaged (.05)
10	Bridge personnel out	10	Bridge personnel out	10	Bridge personnel out

Die Roll	Aft	Die Roll	Starboard-Aft	Die Roll	Port-Aft
1	Tractor beam damaged	1	Starboard warp engine	1	Port warp engine
2	One aft weapon damaged	2	One stb-aft weapon damaged	2	One port-aft weapon damaged
3	Superstructure (1)	3	Impulse engine (.02)	3	Impulse engine (.02)
4	Superstructure (2)	4	Superstructure (.02)	4	Superstructure (.02)
5	Superstructure (3)	5	Superstructure (1)	5	Superstructure (1)
6	Impulse engine	6	Superstructure (1)	6	Superstructure (1)
7	Impulse engine	7	Superstructure (2)	7	Superstructure (2)
8	Starboard Warp Engine	8	Superstructure (5)	8	Superstructure (5)
9	Port Warp Engine	9	Superstructure (5)	9	Superstructure (5)
10	Aft shield generator damaged	10	Stbd-aft shield gen damaged	10	port-aft shield gen damaged

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### Damage Charts B (Engine Central)

Die Roll	Forward	Die Roll	Starboard-Forward	Die Roll	Port-Forward
1	Sensors out 1-2 turns	1	Sensors out 1-2 turns	1	Sensors out 1-2 turns
2	Forward shield gen damage (0.05)	2	Starboard Fwd shield gen damage	2	Port Fwd shield gen damage
3	One forward weapon damaged	3	Starboard Warp Engine	3	Port Warp Engine
4	Superstructure (1)	4	Starboard Warp Engine	4	Port Warp Engine
5	Superstructure (5)	5	Starboard Warp Engine	5	Port Warp Engine
6	One forward weapon damaged	6	Superstructure (.02)	6	Superstructure (.02)
7	Superstructure (5)	7	Superstructure (1)	7	Superstructure (1)
8	Superstructure (1)	8	Superstructure (2)	8	Superstructure (2)
9	Bridge personnel out	9	One stbd-frd weapon damaged (.05)	9	One port-frd weapon damaged (.05)
10	Bridge personnel out	10	Bridge personnel out	10	Bridge personnel out

Die Roll	Aft	Die Roll	Starboard-Aft	Die Roll	Port-Aft
1	Tractor beam damaged	1	Superstructure (2)	1	Superstructure (2)
2	One aft weapon damaged	2	One stb-aft weapon damaged (.05)	2	One port-aft weapon damaged (.05)
3	Superstructure (1)	3	Impulse engine (.02)	3	Impulse engine (.02)
4	Superstructure (2)	4	Starboard Warp Engine	4	Port Warp Engine
5	Superstructure (3)	5	Starboard Warp Engine	5	Port Warp Engine
6	Impulse engine	6	Starboard Warp Engine	6	Port Warp Engine
7	Impulse engine	7	Superstructure (1)	7	Superstructure (1)
8	Starboard Warp Engine (2)	8	Superstructure (2)	8	Superstructure (2)
9	Port Warp Engine (2)	9	Superstructure (5)	9	Superstructure (5)
10	Aft shield generator damaged	10	Stbd-aft shield gen damaged	10	port-aft shield gen damaged

### Damage Charts C (Engines to Rear)

Die Roll	Forward	Die Roll	Starboard-Forward	Die Roll	Port-Forward
1	Sensors out 1-2 turns	1	Sensors out 1-2 turns	1	Sensors out 1-2 turns
2	Forward shield gen damage (0.05)	2	Starboard Fwd shield gen damage	2	Port Fwd shield gen damage
3	One forward weapon damaged	3	Starboard warp engine	3	Port warp engine
4	Superstructure (1)	4	Superstructure (.02)	4	Superstructure (.02)
5	Superstructure (2)	5	Superstructure (1)	5	Superstructure (1)
6	One forward weapon damaged	6	Superstructure (2)	6	Superstructure (2)
7	Superstructure (2)	7	Superstructure (2)	7	Superstructure (2)
8	Superstructure (3)	8	Superstructure (5)	8	Superstructure (5)
9	Bridge personnel out	9	One stbd-frd weapon damaged	9	One port-frd weapon damaged
10	Bridge personnel out	10	Bridge personnel out	10	Bridge personnel out

Die Roll	Aft	Die Roll	Starboard-Aft	Die Roll	Port-Aft
1	Tractor beam damaged	1	Starboard warp engine	1	Port warp engine
2	One aft weapon damaged	2	Starboard warp engine	2	Port warp engine
3	Superstructure (1)	3	Starboard warp engine	3	Port warp engine
4	Starboard Warp Engine	4	Impulse engine (.02)	4	Impulse engine (.02)
5	Starboard Warp Engine	5	Superstructure (1)	5	Superstructure (1)
6	Impulse engine	6	Superstructure (1)	6	Superstructure (1)
7	Impulse engine	7	Superstructure (2)	7	Superstructure (2)
8	Port Warp Engine	8	Superstructure (5)	8	Superstructure (5)
9	Port Warp Engine	9	Stbd-aft shield gen damaged	9	Port -aft shield gen damaged
10	Aft shield generator damaged	10	One stbd-aft weapon damaged (.05)	10	One port -aft weapon damaged (.05)

### BADER CLASS SCOUT

#### Ship Data

Hull Numbers: 6801-6950  
Vessel Type: Scout  
Contractor: A'Alakor Landiss Inc.  
Cost: 1226.0 MCr  
Metric Tonnage: 120,000mt  
Max Safe Crs Speed: WF 7  
Emergency Speed: WF 9

#### Dimensions

Length (Overall): 232.73m  
Breadth (Overall): 179.83m  
Height (Overall): 79.55m  
Deck Ceiling Height: 3.0m (avg)  
Cargo Units: 510

#### Mobility Data

Warp Engines: 2  
Type: FWE  
Maneuver Points Ratio: 3/1  
Power Units: 13 each  
Stress Charts: G/K

#### Impulse Engine

Type: FID  
Power Units: 4

#### Armaments

Type: 3 banks of 2 ea FH-8 phasers  
(F/S), (F/P)

Firing Chart: 5

Power Ranges: 0-5

Type: 2 FP-3 photon torpedoes (F)

Firing Chart: 18

Power to Arm: 1 power point each

#### Deflectors

Type: FSH

Power Ratio: 1/2

Shield Points: 12

Damage Charts: C

Superstructure: 16

#### Transporters:

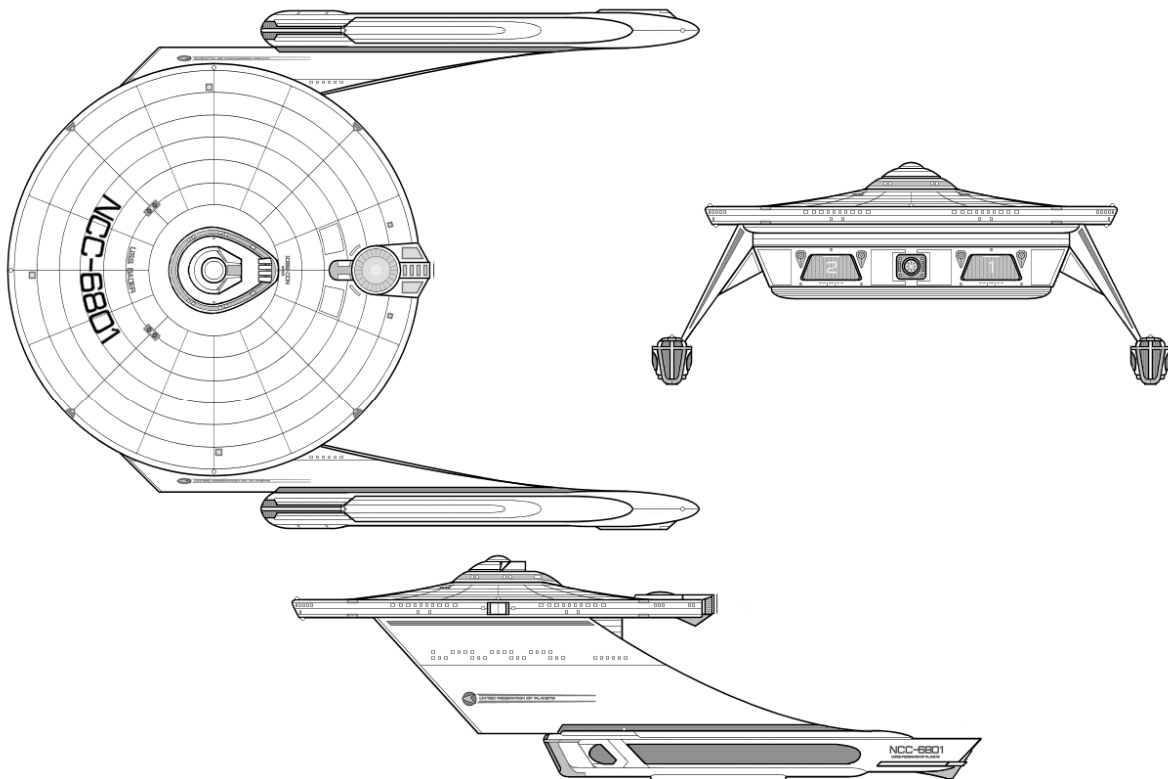
3 6-person standard use

2 22-person emergency

2 cargo

Shuttlecraft: 4

Crew Requirements: 264



Passenger Facilities: Up to 45 civilians

The *Bader* class scout was designed and constructed by A'Alakor Landiss Inc, an Andorian shipyard. The class, however, is named after a legendary Earth figure, again showing the powerful influence of the UFP naming committee. The *Bader* is equipped with small civilian Starfleet vessels. The *Bader* class, however, normally has a small civilian research contingent aboard to carry out research. In fact, the *Bader* class is the vessel normally associated with the coveted Sagan Award for research, in which a group of individuals or a corporation receives the use of a research vessel and its crew for a 2 year period for research contributing to the advancement of Federation science. The *Bader* is an excellent vessel for this purpose. The phrase "Flying a *Bader*," heard often around research facilities near the annual competition time, originates from these endeavors.

### KAREKH CLASS EXPLORER

#### Ship Data

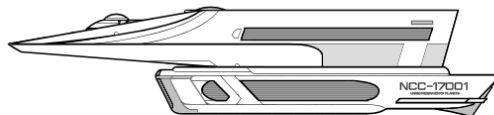
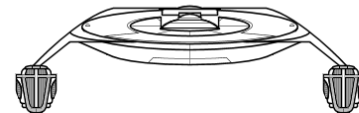
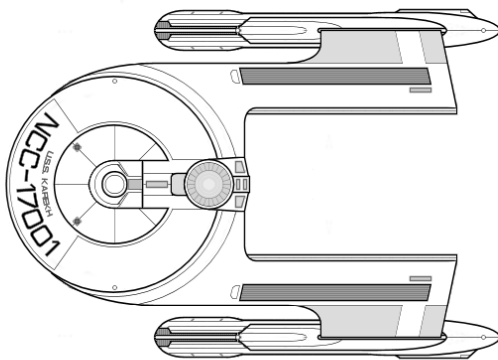
Hull Numbers: 17001—17125  
Vessel Type: Explorer, Small  
Contractor: S'Lek Varien  
Cost: 16 MCr  
Metric Tonnage: 6,000mt  
Max Safe Crs Speed: WF 7.5  
Emergency Speed: WF 9

#### Dimensions

Length (Overall): 35.18m  
Breadth (Overall): 26.90m  
Height (Overall): 6.80m  
Deck Ceiling Height: 2.8m (avg)  
Cargo Units: 8

#### Mobility Data

Warp Engines: 2  
Type: FWA  
Maneuver Points Ratio: 1.5/1  
Power Units: 6 each  
Stress Charts: G/K  
Impulse Engine  
Type: FIA  
Power Units: 2



Armaments  
None

Deflectors  
Type: FSB  
Power Ratio: 1/2  
Shield Points: 6

Damage Charts: B  
Superstructure: 5

Transporters:  
1 2-person standard use

Crew Requirements: 5 normal (up to 10)

Passenger Facilities: None

The *Karekh* is a Vulcan designed and built exploration vessel. It has two decks similar in configuration to the *Mission* class. One notable difference between this and other Federation vessels of its type is its lack of weaponry. The ship does have good deflectors, but they are for the protection of the crew against unknowns rather than against hostiles. The *Karekh* is used to explore areas not deemed important enough to warrant large ships, or as initial exploration ships to determine the need for larger vessels with extensive facilities.

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### BRENTON CLASS CRUISER

Ship Data  
Hull Numbers: 1200-1250  
Vessel Type: Cruiser  
Contractor: A'Alakor Landiss Inc.  
Cost: 1476.0 MCr  
Metric Tonnage: 160,000mt  
Max Safe Crs Speed: WF 6  
Emergency Speed: WF 8

Dimensions  
Length (Overall): 259.39m  
Breadth (Overall): 253.88m  
Height (Overall): 55.43m  
Deck Ceiling Height: 3.0m (avg)  
Cargo Units: 450

Mobility Data  
Warp Engines: 2  
Type: FWF  
Maneuver Points Ratio: 4/1  
Power Units: 20 each  
Stress Charts: G/L  
Impulse Engine  
Type: FID  
Power Units: 4

Armaments  
Type: 3 banks of 2 each FH-5 phasers  
(F, F/P, F/S)  
Firing Chart: 17  
Power Ranges: 0-4  
  
Type: 2 FP-3 photon torpedoes (2F, A)  
Firing Chart: 18  
Power to Arm: 1 power point each

Deflectors  
Type: FSK  
Power Ratio: 1/2  
Shield Points: 14

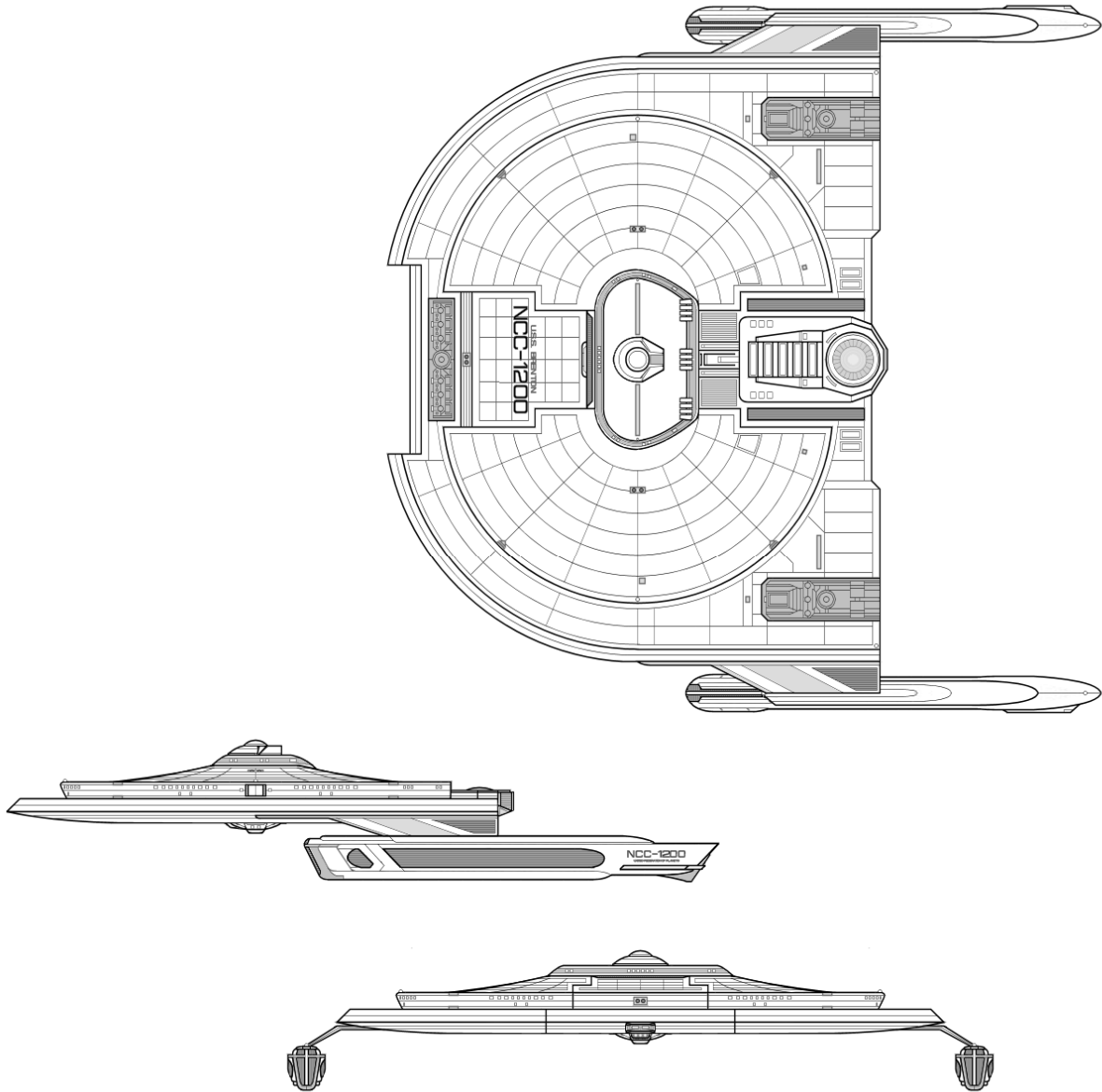
Damage Charts: C  
Superstructure: 18

Transporters:  
4 6-person standard use  
3 22-person emergency  
2 cargo

Shuttlecraft: 4

Crew Requirements: 378  
Passenger Facilities: None Standard

The *Brenton* was designed as a fill-in for the *Enterprise/Constitution* classes of cruisers. The *Brenton* is cheaper to build and cheaper to operate, having a much smaller crew. The *Brenton* also was designed more for combat than for research, though it does have some facilities on board. The *Brenton* was designed for the older style warp nacelles, but was changed during construction when the newer design became standard usage. The aft-firing torpedo caused may an opponent to think twice before attacking from the rear. In fact, when the *Brenton* class first saw combat with the Klingons, the Klingons were allowed to approach from the rear. The Klingons, seeing the perfect chance to attack, were annihilated at close range by the "stupid, crippled Federation captains". This action has caused the Klingons to treat the *Brentons* with respect.



### SUNSHINE CLASS LINER

#### Ship Data

Hull Numbers: NOO1230-NOO1255  
Vessel Type: Passenger Liner  
Contractor: Antares Liners, Inc.  
Cost: 807.5 MCr  
Metric Tonnage: 130,000mt  
Max Safe Crs Speed: WF 6  
Emergency Speed: WF 8

#### Dimensions

Length (Overall): 327.93m  
Breadth (Overall): 232.73m

Height (Overall): 74.05m  
Deck Ceiling Height: 3.0m (avg)  
Cargo Units: 1007

#### Mobility Data

Warp Engines: 2  
Type: FWE  
Maneuver Points Ratio: 4/1  
Power Units: 8 each  
Stress Charts: G/K

#### Impulse Engine

Type: FIC  
Power Units: 1

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Armaments  
None

Deflectors  
Type: FSA  
Power Ratio: 1/1  
Shield Points: 6

Damage Charts: C  
Superstructure: 20

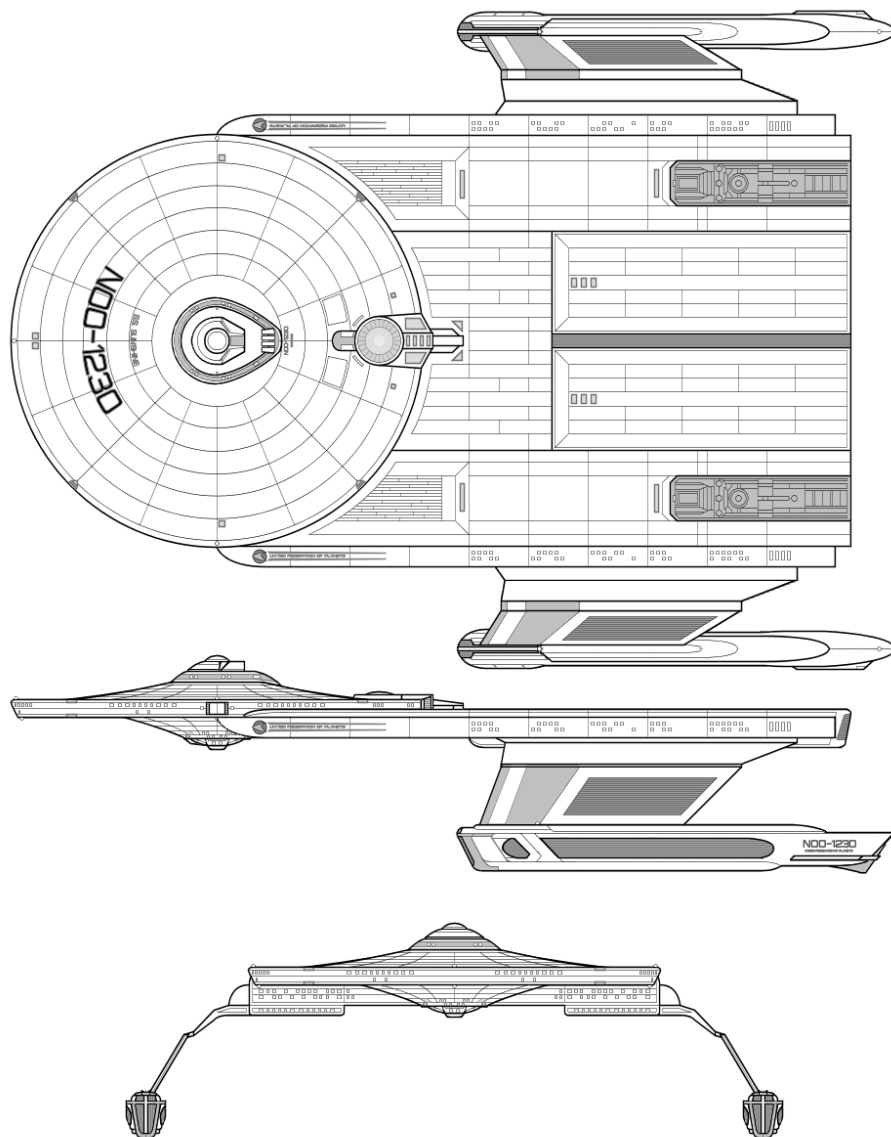
Transporters:  
10 6-person standard use  
8 22-person emergency  
5 cargo

Shuttlecraft: 6 carried, with facilities for 20

Crew Requirements: 245

Passenger Facilities: Up to 600

The *Sunshine* class passenger liner is considered the most luxurious in the Federation. The service is the best, the staterooms are the finest, the gambling is honest (most of the time), and, naturally, the prices are the highest. The regular accommodation staterooms are affordable for most vacationers, and waiting lists can be up to one year long for passage on a round trip ticket. These staterooms are comparable to those found on 20th century ocean-going liners. The Royal Suites on the *Sunshine* class, however, have to be seen to be believed. Some of these suites have private





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physical fitness centers with staff. The largest suite on the vessel even has a small private pool.

The *Sunshine* class is equipped with deflectors of minimal combat strength, instead of just the normal navigational deflectors. Although these ships

do not operate in hostile area there is always the risk of pirates, so the deflectors were incorporated into the design. No offensive weaponry is carried for ship to ship combat, but hand weapons are carried aboard, locked in several small arms lockers.

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### C'LAIH CLASS SHUTTLE

#### Ship Data

Hull Numbers: 91701-92500  
Vessel Type: Long-range Shuttle  
Contractor: M'Yengh Yards Ltd.  
Cost: 13.25 MCr  
Metric Tonnage: 5250mt  
Max Safe Crs Speed: WF 7.5  
Emergency Speed: WF 9

#### Dimensions

Length (Overall): 25.7m  
Breadth (Overall): 24.8m  
Height (Overall): 7.6m  
Deck Ceiling Height: 2.8m (avg)  
Cargo Units: 2

#### Mobility Data

Warp Engines: 2  
Type: FWA  
Maneuver Points Ratio: 1.5/1  
Power Units: 6 each  
Stress Charts: G/K  
Impulse Engine  
Type: FIA

Power Units: 2

#### Armaments

None

#### Deflectors

Type: FSA  
Power Ratio: 1/1  
Shield Points: 6

#### Damage Charts: B

Superstructure: 6

#### Transporters:

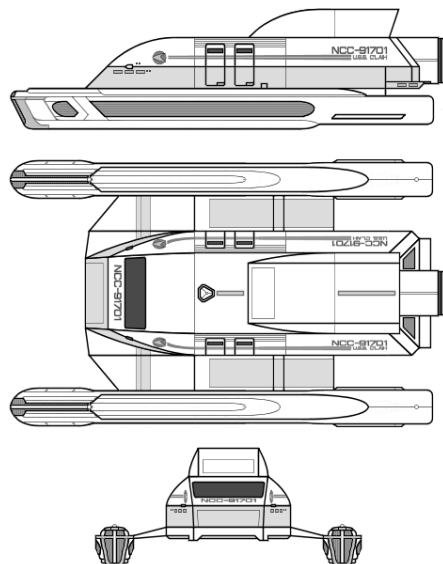
None

#### Shuttlecraft: 4

#### Crew Requirements: 1

#### Passenger Facilities: 1 or 2

The *C'Laih* is a Catian designed long-range shuttle. It has two low-ceilinged decks with very little space. The vessel is operated by one crew member and automatics in the ship's computer.



## DERF CLASS SURVEY SHIP

### Ship Data

Hull Numbers: 20100-20179  
Vessel Type: Survey Ship  
Contractor: Chandley Works, Ltd.  
Cost: 927 MCr  
Metric Tonnage: 115,000mt  
Max Safe Crs Speed: WF 6  
Emergency Speed: WF 8

### Dimensions

Length (Overall): 274m  
Breadth (Overall): 128m  
Height (Overall): 65m  
Deck Ceiling Height: 3.2m (avg)  
Cargo Units: 350

### Mobility Data

Warp Engines: 2  
Type: FWD  
Maneuver Points Ratio: 2/1  
Power Units: 18 each  
Stress Charts: M/G

### Impulse Engine

Type: FID  
Power Units: 4

### Armaments

Type: 2 banks of 2 each FH-4 phasers  
(F/S, F/P)

Firing Chart: 16

Power Ranges: 0-3

### Deflectors

Type: FSH

Power Ratio: 1/2

Shield Points: 12

### Damage Charts: C

Superstructure: 11

### Transporters:

2 6-person standard use

1 cargo

### Shuttlecraft:

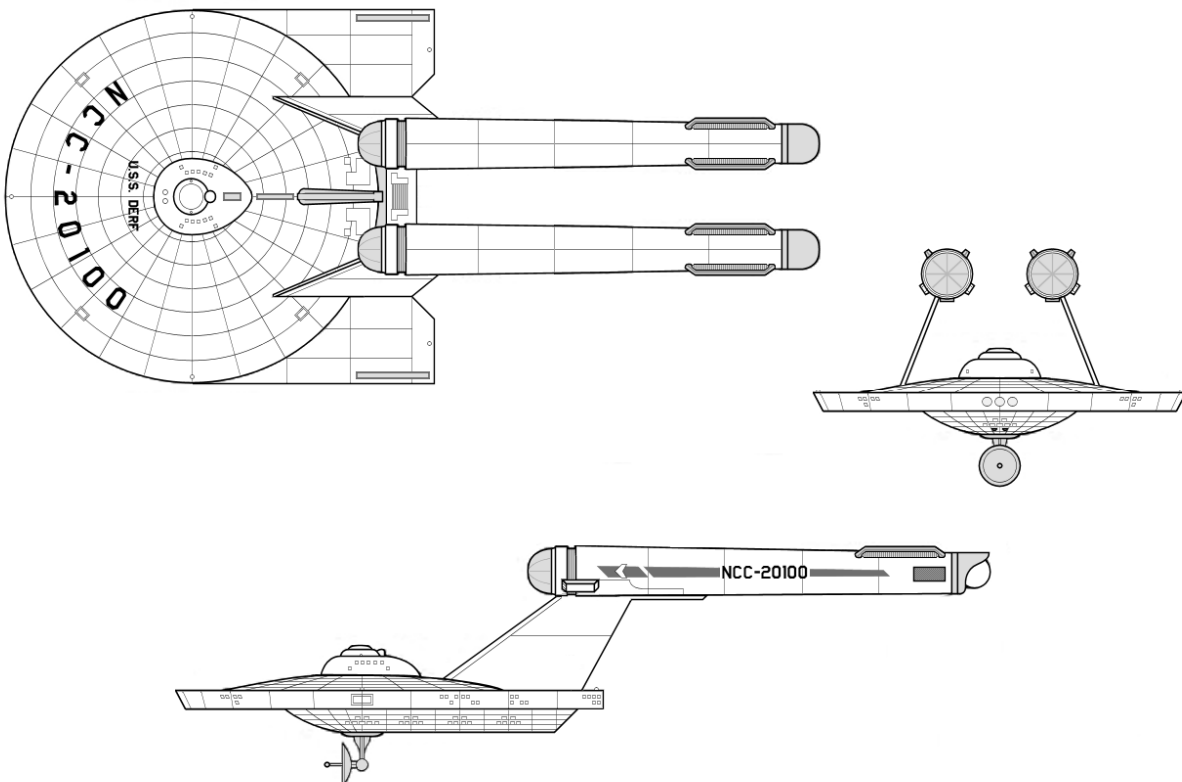
2 passenger

5 work pod shuttles

### Crew Requirements: 72

(Below minimal requirements due to nature of vessel.)

Passenger Facilities: None



The *Derf* class is a medium exploration ship used for survey work. The circular top hull is four decks high. The uppermost small deck is the bridge. The second holds weapons, crew quarters, and lounges. The third deck has crew quarters and recreation areas. The fourth deck is for recycling, fabrication, ships computers, and hydroponics. The lower hull is also 4 decks. The top 3 are 3.2m high, the fourth is 9m. The top 2 are storage forward and engineering in the rear 1/3 of each. Transporters (2 6-man, 1 small cargo) are here. The 3rd deck is mostly parts storage, and the bottom deck is mostly open space. Shuttles recover buoys, then enter forward, where the retrieved equipment undergoes an "assembly line" maintenance routine. When repaired, a shuttle takes the device out the aft doors and replaces it on the navigation route. Early warning sensors, beacons, and communications relay stations undergo the same treatment. Special shuttles with small tractor beams are used for this procedure. Vessels are named after historical places in the Federation.

### BAKER CLASS DESTROYER

#### Ship Data

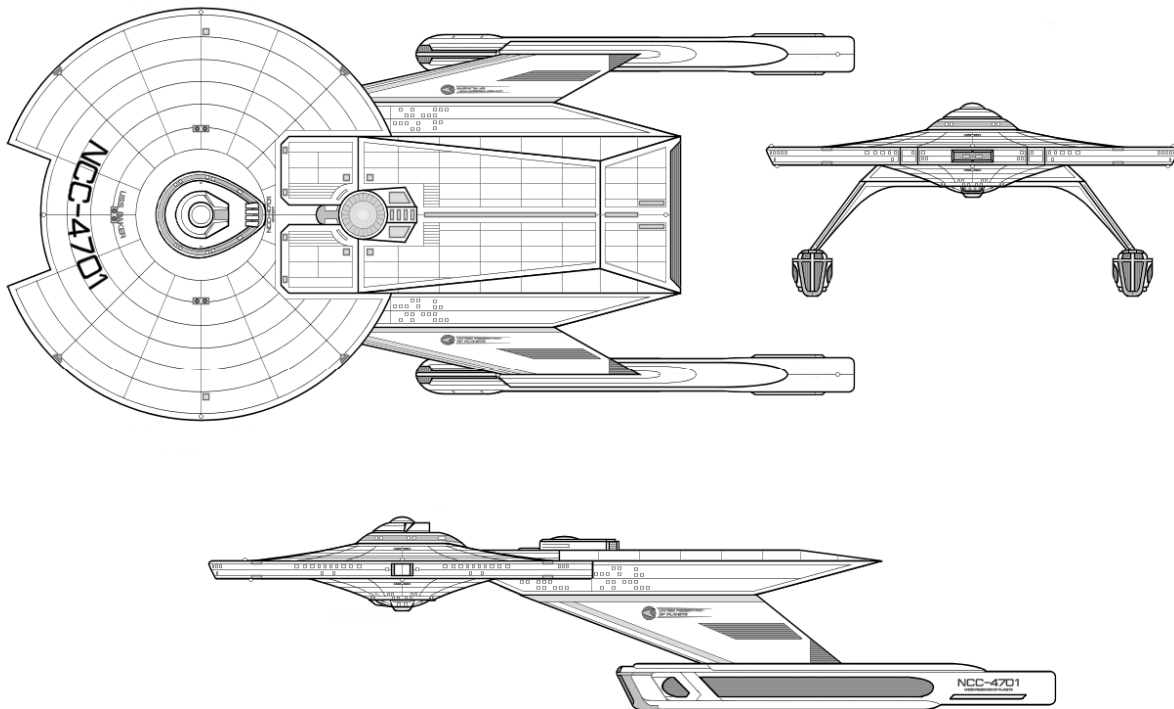
Hull Numbers: 4701-5000  
Vessel Type: Destroyer  
Contractor: Federation Naval Yards  
Cost: 1246.5MCr  
Metric Tonnage: 122,000mt  
Max Safe Crs Speed: WF 7  
Emergency Speed: WF 9

#### Dimensions

Length (Overall): 301.70m  
Breadth (Overall): 148.10m  
Height (Overall): 76.59m  
Deck Ceiling Height: 3.0m (avg)  
Cargo Units: 110

#### Mobility Data

Warp Engines: 2  
Type: FWE  
Maneuver Points Ratio: 3/1  
Power Units: 13 each  
Stress Charts: G/K  
Impulse Engine  
Type: FID  
Power Units: 4



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### Armaments

Type: 3 banks of 2 each FH-8 phasers  
(F, F/S, F/P)

Firing Chart: 5

Power Ranges: 0-5

Type: 2 FP-2 photon torpedoes (2F)

Firing Chart: 3

Power to Arm: 1 point each

### Deflectors

Type: FSI

Power Ratio: 1/3

Shield Points: 12

Damage Charts: C

Superstructure: 15

### Transporters:

4 6-person standard use

2 22-person emergency

1 small cargo

### Shuttlecraft:

2 7- passenger

5 work pod shuttles

Crew Requirements: 265

Passenger Facilities: None

The *Baker* class destroyer is slated to gradually replace the older *Larson* class. Equipped with more powerful weaponry, the vessel is expected to be very popular along the borders. The *Baker* was the first combat vessel to be design from the ground up with the newer style warp nacelles. The *Barker* has been ordered into mass production, with the first order totaling 300 of the ships.

## CHANDLEY CLASS FRIGATE

### Ship Data

Hull Numbers: 2301-2350

Vessel Type: Frigate

Contractor: Chandley Works Ltd.

Cost: 1748.5MCr

Metric Tonnage: 175,000mt

Max Safe Crs Speed: WF 7

Emergency Speed: WF 8

### Dimensions

Length (Overall): 314.82m

Breadth (Overall): 261.92m

Height (Overall): 90.13m

Deck Ceiling Height: 3.0m (avg)

Cargo Units: 825

### Mobility Data

Warp Engines: 2

Type: FWC

Maneuver Points Ratio: 3/1

Power Units: 16 each

Stress Charts: O/M

Impulse Engine

Type: FIF

Power Units: 16

### Armaments

Type: 3 banks of 2 each FH-11 phasers  
(F, F/P, F/S)

Firing Chart: 20

Power Ranges: 0-10

Type: 4 FP-6 photon torpedoes (2F, 2A)

Firing Chart: 13

Power to Arm: 1 power point

### Deflectors

Type: FSO

Power Ratio: 1/3

Shield Points: 16

Damage Charts: C

Superstructure: 20

### Transporters:

8 6-person standard use

8 22-person emergency

4 cargo

### Shuttlecraft: 6

Crew Requirements: 363

Passenger Facilities: Has accommodations for up to 250 Marines with equipment.

The *Chandley* class Frigate is designed primarily as a fighting vessel. The fore and aft torpedoes along with powerful phasers make it a formidable foe indeed. And if the opponens lowers shields, either voluntarily or involuntarily, the *Chandley* is ready. The class normally carries a Marine company for use as reinforcements for use in boarding parties or for landing parties planetside. These Marines are housed in the "wings" of the vessel.

The *Chandley* carries the rare distinction of being named after the company the built the class. This is due to the fact that the contracting company is owned by the descendants of Rear Admiral Tho-

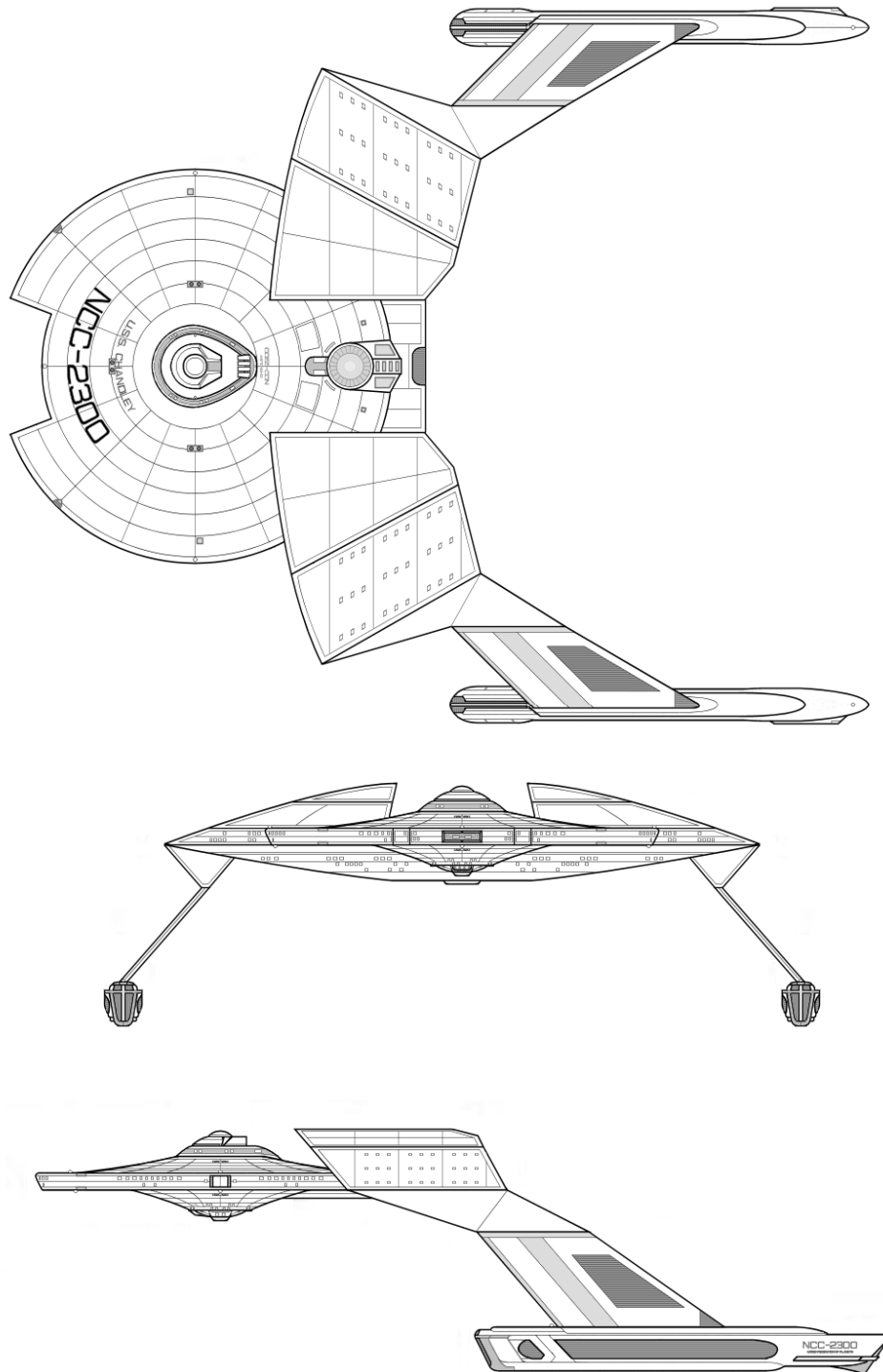
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mas Chandley, an old Earth planet-side naval hero. Thomas Chandley was highly decorated in the Aleutian Naval conflict of 2003 because of the brilliant strategic blockade he executed. The

UFP unanimously decided to name the class after Chandley when it was discovered that the Chandley firm had submitted the lowest bid for the class.



### LOKNAR CLASS FRIGATE

#### Ship Data

Hull Numbers: 2700-2799  
Vessel Type: Frigate  
Contractor: Rakala Industries, Inc.  
Cost: 1186.0MCr  
Metric Tonnage: 100,000mt  
Max Safe Crs Speed: WF 7  
Emergency Speed: WF 9

#### Dimensions

Length (Overall): 290.0m  
Breadth (Overall): 127.0m  
Height (Overall): 56.0m  
Deck Ceiling Height: 3.0m (avg)  
Cargo Units: 280

#### Mobility Data

Warp Engines: 2  
Type: FWE  
Maneuver Points Ratio: 3/1  
Power Units: 13 each  
Stress Charts: G/K

#### Impulse Engine

Type: FIC  
Power Units: 3

#### Armaments

Type: 4 banks of 2 each FH-5 phasers  
(F/P, F/S, 2A)

Firing Chart: 17

Power Ranges: 0-4

Type: 4 FP-3 photon torpedoes (3F, A)

Firing Chart: 18

Power to Arm: 1 power point

#### Deflectors

Type: FSK

Power Ratio: 1/2

Shield Points: 14

Damage Charts: C

Superstructure: 14

#### Transporters:

3 6-person standard use

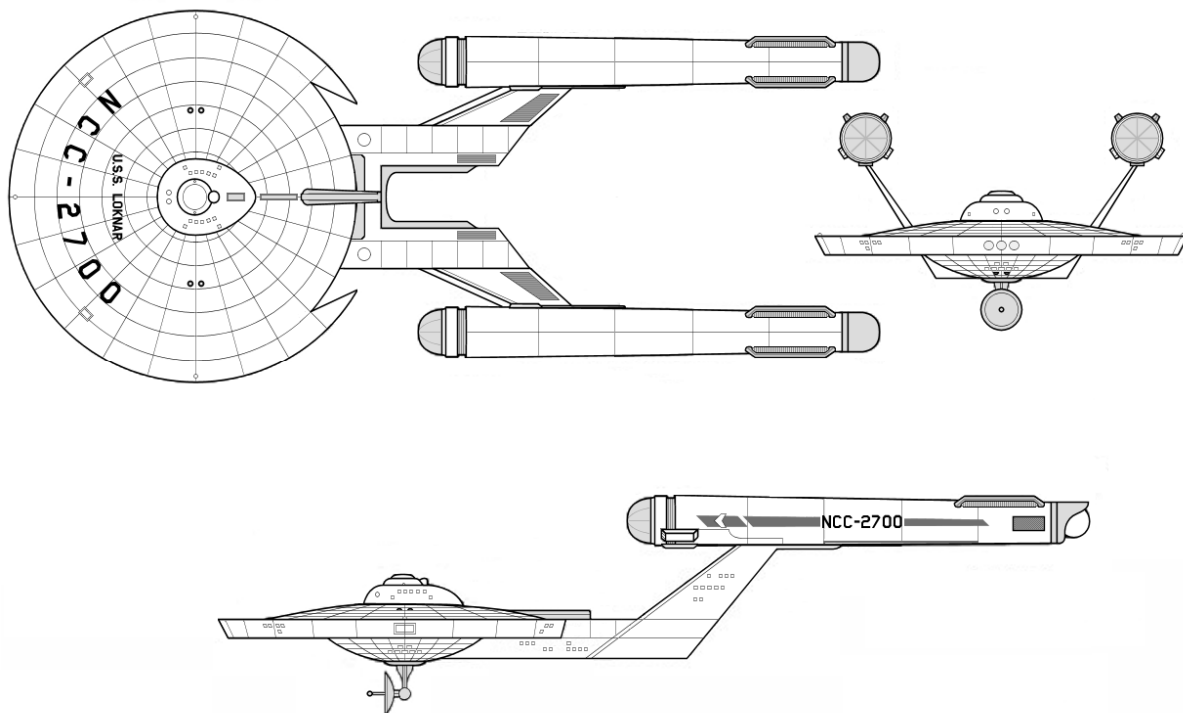
1 22-person emergency

1 cargo

Shuttlecraft: 2

Crew Requirements: 72

Much below the normal minimum.



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This is a 'muscle' ship of the Federation. An Andorian design, the ship is designed to move quickly to trouble spots and fight. The weaponry is not as formidable as it first appears however. The 8 phasers are not individually as powerful as those on the heavy cruiser. The difference is in total firepower. The ship is designed solely for fighting. There are no research facilities.

The main hull contains weaponry system controls, quarters, mess, recreation facilities, etc. The 5m high small area atop the ship contains the

bridge and AC/water recycling equipment. The connector contains additional crew facilities, the engineering hull section contains warp controls, hydroponics, waste recycling, etc. The rear hull are contains the impulse engine room, additional weaponry controls, cargo area, and shuttle bays. The *Loknar* class carries 2 shuttles, each with its own landing and storage facilities.

Incidentally, some Vulcans do serve on *Loknar* class ships, but there are no ships of this class crewed predominantly by Vulcans.

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### RANGER CLASS SCOUT

#### Ship Data

Hull Numbers: 7101-7150

Vessel Type: Scout, Small

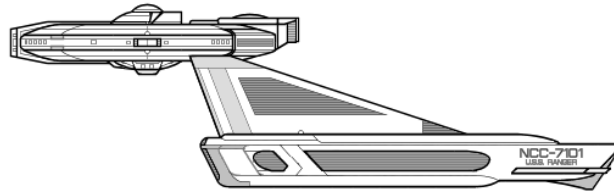
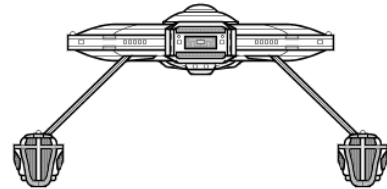
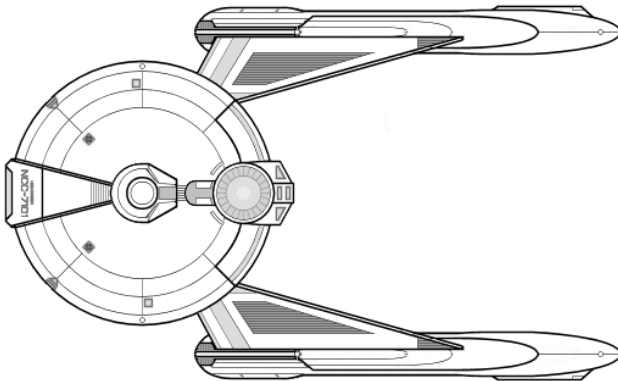
Contractor: Rakala Industries, Inc.

Cost: 281.5MCr

Metric Tonnage: 39,000mt

Max Safe Crs Speed: WF 8

Emergency Speed: WF 9



### Dimensions

Length (Overall): 86.8m  
 Breadth (Overall): 57.36m  
 Height (Overall): 20.8m  
 Deck Ceiling Height: 3.0m (avg)  
 Cargo Units: 20

### Mobility Data

Warp Engines: 2  
     Type: FWB  
     Maneuver Points Ratio: 2/1  
     Power Units: 14 each  
     Stress Charts: M/O  
 Impulse Engine  
     Type: FIB  
     Power Units: 4

### Armaments

Type: 2 single FH-2 phasers  
     (F/S, F/P)  
 Firing Chart: 3  
 Power Ranges: 0-3  
  
 Type: 2 FP-3 photon torpedoes (F, A)  
 Firing Chart: 18  
 Power to Arm: 1 power point

### Deflectors

Type: FSF  
 Power Ratio: 1/2  
 Shield Points: 10

Damage Charts: C  
 Superstructure: 10

### Transporters:

2 6-person standard use  
 1 12-person emergency  
 2 cargo

Shuttlecraft: 2

Crew Requirements: 73

Passenger Facilities: None

The *Ranger* class scout is a small vessel with extremely cramped crew quarters for a Federation vessel. It is used in areas requiring small, lightly armed vessels. The *Ranger* is popular as a convoy escort in hazardous areas. The *Ranger* class usually work in groups of 2 or 3 ships for mutual protection. Note the aft firing torpedo in addition to the one forward.

## OVERFIELD CLASS FREIGHTER

### Ship Data

Hull Numbers: 72301-72465  
 Vessel Type: Freighter  
 Contractor: Antares Liners, Inc.  
 Cost: 876.5MCr  
 Metric Tonnage: 145,000mt  
 Max Safe Crs Speed: WF 6  
 Emergency Speed: WF 8

### Dimensions

Length (Overall): 327.93m  
 Breadth (Overall): 195.91m  
 Height (Overall): 37.24m  
 Deck Ceiling Height: 3.0m (avg)  
 Cargo Units: 52,700

### Mobility Data

Warp Engines: 2  
     Type: FWE  
     Maneuver Points Ratio: 4/1  
     Power Units: 8 each  
     Stress Charts: G/K  
 Impulse Engine  
     Type: FIC  
     Power Units: 1

### Armaments

None

### Deflectors

Type: FSA  
 Power Ratio: 1/1  
 Shield Points: 6

Damage Charts: C  
 Superstructure: 15

### Transporters:

2 6-person standard use  
 4 small cargo  
 4 large cargo

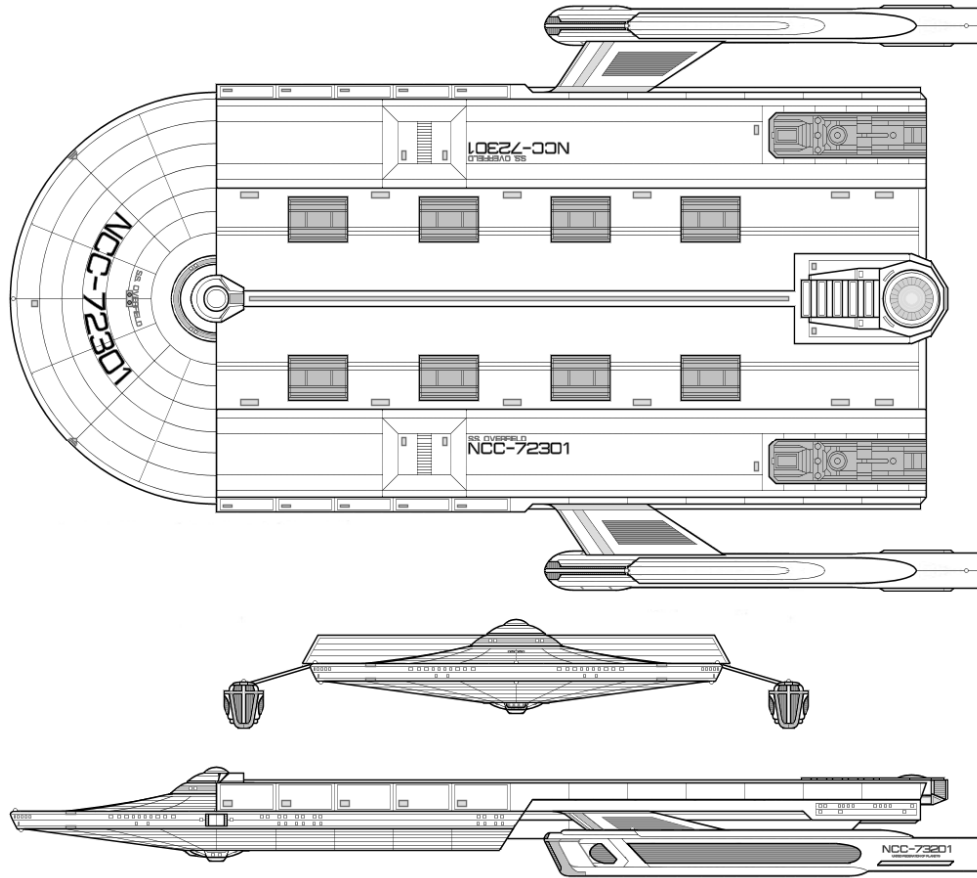
Shuttlecraft: 1 passenger  
 1 cargo

Crew Requirements: 86

Passenger Facilities: 8 staterooms accommodating up to 16 persons.

The *Overfield* class freighter has many interior configurations. Its most common is as a normal cargo vessel, transporting containers. The vessel does have variants for carrying liquids and bulk





items (such as grain). In these modes, the ship is fitted with special locks topside for the movement of the materials. The huge cargo area has specially designed movable partitions allowing for many interior configurations. The vessel can be pressed into service as a troop transport, albeit with not very comfortable living conditions. The

observer will note the four airlocks on both sides of the ship on the lower surface of the forward hull. These are for docking cargo shuttles. Large elevators and conveyors move material to these inside the vessel, allowing for two centralized customs and paperwork stations.

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### LAWEYSA CLASS FREIGHTER

#### Ship Data

Hull Numbers: 70926-71500  
 Vessel Type: Large Freighter  
 Contractor: Rakala Industries, Inc.  
 Cost: 778.0MCr  
 Metric Tonnage: 128,000mt  
 Max Safe Crs Speed: WF 6  
 Emergency Speed: WF 8

#### Dimensions

Length (Overall): 245.85m  
 Breadth (Overall): 174.76m  
 Height (Overall): 44.85m  
 Deck Ceiling Height: 3.0m (avg)  
 Cargo Units: 25,500

#### Mobility Data

Warp Engines: 2  
 Type: FWE  
 Maneuver Points Ratio: 4/1  
 Power Units: 8 each  
 Stress Charts: G/K  
 Impulse Engine  
 Type: FIC  
 Power Units: 1

#### Armaments

None

#### Deflectors

Type: FSA

Power Ratio: 1/1  
Shield Points: 6

Damage Charts: B  
Superstructure: 14

Transporters:  
2 6-person standard use  
2 small cargo  
4 large cargo

Crew Requirements: 65  
Below minimum, cargo vessels do not require large crews.

Passenger Facilities: None

The *Laweya* class freighter is a cargo vessel. It has no provisions for passengers, although it can and has been used as a transport for Federation Marines in emergencies. It is one of the largest cargo vessels in the Federation. Although a Starfleet design (Andorian, to be exact), the vessel is available commercially. Few corporations, let alone individuals, can afford to maintain the large ship once they have purchased it. In commercial use, the vessel is normally found on "milk runs" on which it can carry a guaranteed sold cargo in order to at least break even.

## ENTERPRISE CLASS HEAVY CRUISER

### Ship Data

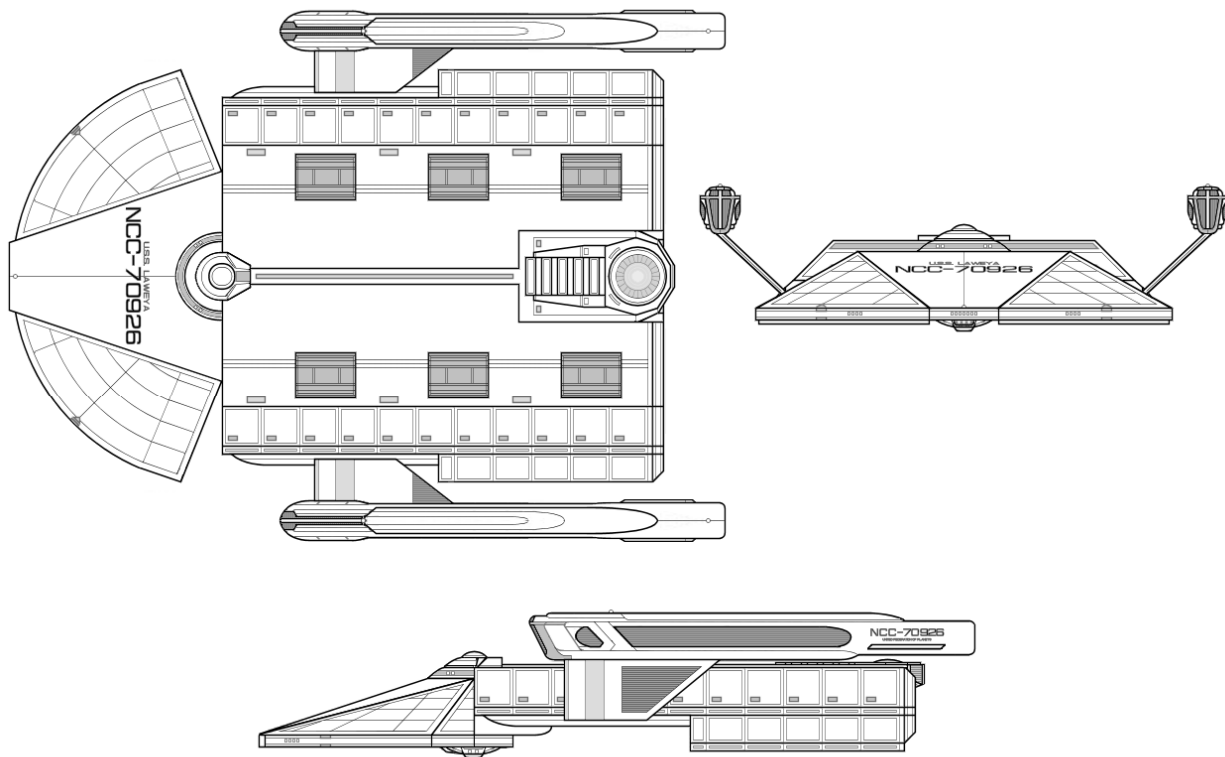
Hull Numbers: 1701-1750  
Vessel Type: Heavy Cruiser  
Contractor: Federation Naval Yards.  
Cost: 1695.5MCr  
Metric Tonnage: 170,000mt  
Max Safe Crs Speed: WF 8  
Emergency Speed: WF 10

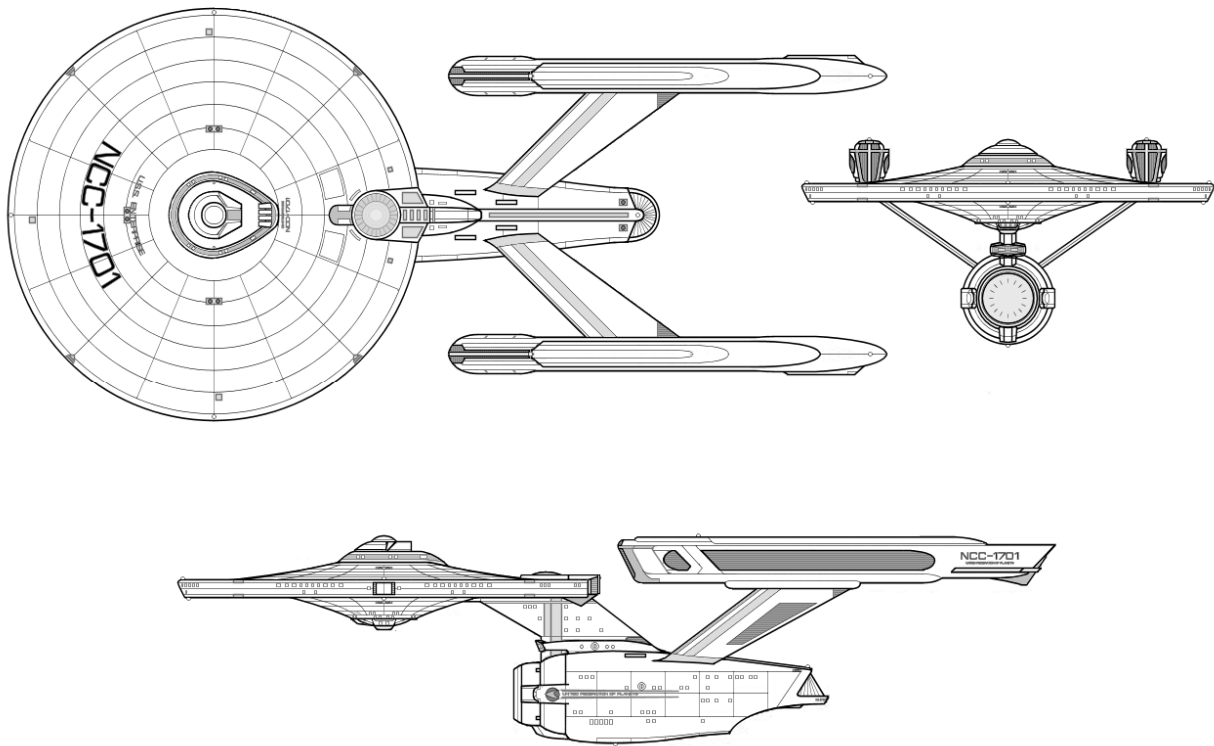
### Dimensions

Length (Overall): 301.700m  
Breadth (Overall): 130.65m  
Height (Overall): 74.05m  
Deck Ceiling Height: 3.0m (avg)  
Cargo Units: 450

### Mobility Data

Warp Engines: 2  
Type: FWG  
Maneuver Points Ratio: 4/1  
Power Units: 26 each  
Stress Charts: D/F  
Impulse Engine  
Type: FIE  
Power Units: 8





### Armaments

Type: 3 banks of 2 each FH-5 phasers  
(F, F/S, F/P)

Firing Chart: 20

Power Ranges: 0-10

Type: 2 FP-4 photon torpedoes (2F)

Firing Chart: 19

Power to Arm: 1 power point

### Deflectors

Type: FSP

Power Ratio: 1/4

Shield Points: 16

Damage Charts: C

Superstructure: 26

### Transporters:

4 6-person standard use

4 22-person emergency

2 cargo

Shuttlecraft: 4 (varies)

Crew Requirements: 412

Passenger Facilities: Varies

The *Enterprise* class heavy cruiser is the old *Constitution* class heavy cruiser redesigned. After the old *Enterprise* returned from its 5 year mission, it received such wide acclaim that when the time came for refitting it with new engines and equipment it was decided by popular decision that the *Enterprise* (the first to be refit) would be the new class name. It will be noted that the weaponry is more powerful than it was on the old class. The shields are not any strong to any given side, but due to power channeling redesign, more shielding power is available to all sides of the ship. It will also be noted that the new class is lighter than the old even though the superstructure is stronger. This is due primarily to the new engines being lighter than the old.

The dorsal weapons pod is the most noticeable physical change (except for the engines). This pod contains the photon torpedo facilities. The vessel is also equipped with docking facilities to handle the newer long range shuttles and repair pods. Other new *Enterprise* class vessels are being built to replace those *Constitution* class ships destroyed or lost. These vessels will carry the same names as their predecessors.

### RELIANT CLASS RESEARCH CRUISER

#### Ship Data

Hull Numbers: 26226-26300  
Vessel Type: Research Cruiser  
Contractor: Federation Naval Yards.  
Cost: 1338.0MCr  
Metric Tonnage: 162,000mt  
Max Safe Crs Speed: WF 6  
Emergency Speed: WF 8

#### Dimensions

Length (Overall): 232.73m  
Breadth (Overall): 140.06m  
Height (Overall): 63.47m  
Deck Ceiling Height: 3.0m (avg)  
Cargo Units: 400

#### Mobility Data

Warp Engines: 2  
Type: FWF  
Maneuver Points Ratio: 4/1  
Power Units: 20 each  
Stress Charts: G/L

#### Impulse Engine

Type: FIE  
Power Units: 8

#### Armaments

Type: 2 banks of 2 each FH-10 phasers  
(F/S, F/P)

Firing Chart: 12

Power Ranges: 0-7

Type: 2 FP-4 photon torpedoes (F/A)

Firing Chart: 19

Power to Arm: 1 power point

#### Deflectors

Type: FSL

Power Ratio: 1/3

Shield Points: 14

Damage Charts: C

Superstructure: 22

#### Transporters:

4 6-person standard use

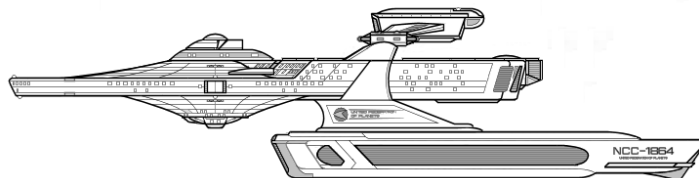
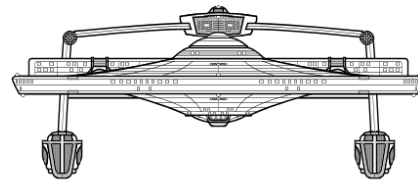
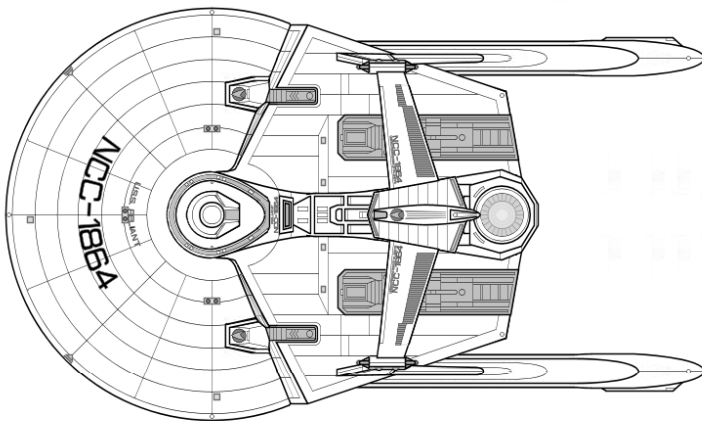
3 22-person emergency

2 cargo

Shuttlecraft: 4 (varies)

Crew Requirements: 336

Passenger Facilities: Will accommodate up to 75



civilian research personnel.

The *Reliant* class is a remake of the old *Anton* class cruiser. The *Reliant* class was one of the first vessel classes to be refit with the new style engines. One interesting note is that the engines on the *Reliant* are the old *constitution* class engines with the newer style outer nacelles. The *Anton* was equipped with phasers (three banks of 2) as the *Constitution* class was. With the refit, however, the main hull phasers were dismantled in some of the vessels and left intact but unpowered in others.

The *Reliant* class is primarily a research support cruiser, less heavily armed than ships like the *Enterprise*. The vessels are used in areas where hostiles or unknowns may be encountered but the research being performed does not warrant the use of larger vessels. The class is equipped with larger research facilities than the *Enterprise*, however, and has large quarters for civilian research personnel.

NOTE: The class vessel *Reliant* itself was destroyed in a battle with the *Enterprise* during the infamous "Wrath of Kahn" incident.

*Ship Recognition Manual: The Federation* contains 14 vessels of the United Federation of Planets. All currently available unclassified data for each ship is presented in this volume of the Ship Recognition Series along with all information necessary to add these vessels to your game. The study of the Ship Recognition Series is required at Starfleet Academy and has become a useful tool of all Starship commanders. This supplement includes ships such as the New *Enterprise*, *Reliant*, *Larson*, and many more.