

# The Final Frontier

Starship Combat in the Star Trek™ Universe

## Ship Data Sheets

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- 1) <http://www.sisyphus.com/demoindex.html>
- 2) <http://www.holodeck3.com>
- 3) <http://www.wolfpak359.co.uk/>
- 4) <http://www.shipschematics.net>

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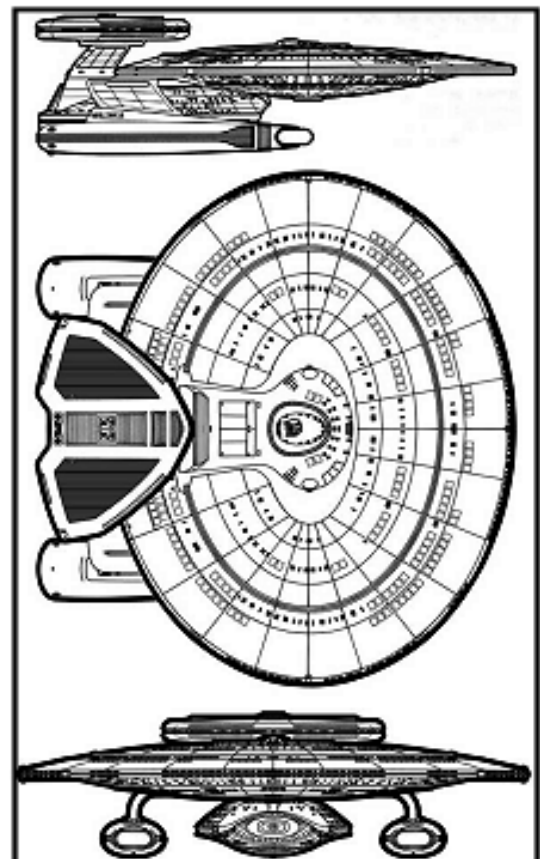
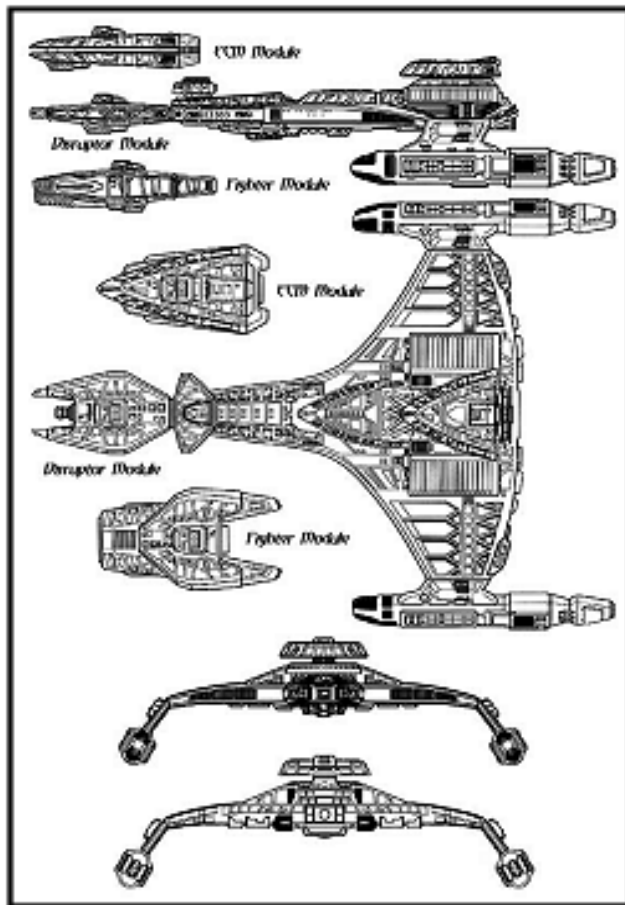
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## Ship Data Charts

### Introduction

This section includes the technical data on some of the ships available for use in The Final Frontier. Updated ship data can be found on the Final Frontier Web Site. (<http://sfattc.com>)

### Using the Ship Data Sheets

The data needed to represent each ship class is found on the ship data sheets. Each sheet is laid out in the same format to allow players to compare ship data easily. Each of the Sheet's major sections is explained below. Ship data sheets are included in this book for the starships of the United Federation of Planets, The Klingon Empire, The Romulan Empire, The Ferengi Empire, The Gorn Alliance, The Dominion, (to include the Jem'Hadar, Breen, and the Cardassian Empire), the Borg, the Kazon, and the Maquis.

The top of the sheet gives the class of the ship. Near the top are the race/political group that uses the ship, and the overall combat efficiency of the ship. This will be used to balance single ship vs. single ship combat scenarios. See the rule book for information on balancing scenarios. Where ever available, illustrations of the ship class is included at the top of the sheet as well. If this area is blank, then no illustration is available at this time.

The time era (original series, pre-next generation or next generation) can be found in the bottom right corner of the ship data sheet.

### General Ship Data:

The first section of the ship data sheets specifies information on the size class, damage control points, superstructure strength, atmosphere and landing capability, damage chart, and stress charts for the ship.

**Size Class:** The relative size of the ship. This is used in the game for towing ships and for determining if a ship may execute two hex side turns, etc. It has other implications in the campaign game.

**Damage Control Points:** The number of damage control points the ship has available to use in the shield efficiency/repair segment of the third phase of each turn to repair the ship.

**Superstructure Points:** This number gives the damage points that the superstructure can sustain before the ship becomes inoperable. This will match the number on the Damage & Combat Form in the Superstructure Damage track.

**Atmosphere Capable:** If yes, then the ship may enter the upper atmosphere of a planet without being destroyed if under helm control.

**Landing Capable:** If yes, then the ship may land on the surface of a planet if under helm control.

---

**Damage Chart:** Only outpost and bases have this entry. It is just to remind players that bases and outposts use a different main damage chart than ship do.

**Stress Charts:** This gives the charts used to determine damage caused by making emergency heading changes or two hex side turns in the case of larger ships. The first letter is the stress rating for the superstructure and the second letter is the stress rating of the engines.

**Cloaking Cost:** This consists of two numbers. The number to the left of the slash is the cost in power units to cloak the ship. The number to the right of the slash is how much power must remain in the cloaking device when the ship fades in. The difference of these two numbers is the amount of power that may be transferred to the shields when the ship fades in. If the words No Cloak are entered here, the ship does not have a cloaking device.

**Cloak Rating:** This is a percentage rating that reflects how hard the cloak is to detect. The higher the percentage, the better the cloak.

Crew Data:

**Crew:** This tells the number of crew members on a fully staffed ship. Casualties can reduce this number, decreasing the effectiveness of the vessel.

**Troops:** This is the number of security troops available to protect the ship, or to board other ships.

**Transporters:** This lists the number of transporters the ship carries, as well as how many people each transporter may move. See the rules on Cargo transporters for their effect on game play.

Power Data:

This section gives the data necessary to determine the power available.

**Left warp Engine Output:** This gives the power produced by the Left (Port) Warp engine. This line is used to fill out the Current Power Output section of the Damage & Combat Form at the beginning of the Game.

**Right warp Engine Output:** This gives the power produced by the Right (Starboard) Warp engine. This line is used to fill out the Current Power Output section of the Damage & Combat Form at the beginning of the Game.

Some ships will have a line called Center Warp Engine Output. This is for ships with only 1 or perhaps 3 warp engines. The same information as that found in the Left and Right Warp Engine sections above apply to the Center Warp Engine.

The Constellation class cruiser has 4 warp engines, and is divided into an upper and lower right and left warp engine. Divide hits randomly between the upper and lower warp engines.

**Impulse Engine Output:** This gives the power points produced by the impulse engines of the ship.

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Note that outposts have Mater-Anti-matter reactors and impulse (conventional ) reactors in place of engines.

**Total Power Units Available:** This tells the maximum amount of power that each ship has available in its undamaged state.

**Warp Rating:** This is a relative rating of the warp speeds for each ship. The fastest warp rating available is 18, or about warp 9.97.

#### Movement Data:

This gives the information needed to allocate power to generate movement.

**Impulse Move. Ratio:** This gives the power unit to movement point ratio for producing 1 point of impulse movement.

**Thruster Move. Ratio:** This gives the power unit to movement point ratio for producing one point of thruster movement.

**Maximum Impulse Speed:** This is the absolute maximum impulse speed the ship can produce.

**Maximum Thruster Speed:** This is the maximum number of thruster points per turn the ship may produce.

**Maximum Acceleration/Deceleration:** This number is the maximum number of impulse movement points by which a ship may accelerate or decelerate each turn.

#### Shield Data

This section provides information of the ships shields. See the rules for detailed explanations of what each piece of data means.

**Maximum Deflection Number:** This is the highest deflection number the shields may be powered to. The higher the number, the better the shields.

**Shield Power Cost:** This is the number of power points needed to charge on of the main shield arcs to 1 deflection number. This is multiplied by the desired deflection number to determine how much power is used to put up the shields. For example, if the power cost is 2, and the maximum deflection number is 8, then it would require  $2 * 8 = 16$  points of power to bring the shields up to full strength.

**Shield Durability Rating:** This is a rating that reflect how well the shields resist damage and how quickly they recover from damage. This number will be used to determine how much efficiency is lost from hits, how much damage leaks through shields and what percentage of efficiency is regained at the end of each phase.

**Minimum Damage Level:** This is the minimum damage needed to be scored on the shields to allow subsequent hits from other enemy ships to be made at a lower deflection rating. See the rules for how this is done.

**Maximum Absorption Rating:** This is the maximum amount of damage the shields can stop in any one volley.

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### Weapons Data:

This section gives the information required to allocate power to arm beam weapons and missile weapons, to aim them, and to determine hits and damage.

All weapons have these listings in common:

**Number of weapons:** How many of each weapon type is installed on the ship.

**Firing Arcs:** Each weapon has a field of fire determined by its placement on the ship. Four fields of fire are designated, but the placement of some weapons allow them to fire into more than one field. The four fields are *f* (forward), *p* (port), *s* (starboard), and *a* (aft); combinations are designated by a slash (/) such as *f/p* means that the weapon may fire into the forward and port arcs. 360 degree weapons may fire into any arc. 300 Degree Collimator rings fire into any hex not in the number 5 shield arc of the ship.

**Firing Chart Column:** This tells the column on the firing chart used to determine the base number to hit when firing each type of weapon.

Beam Weapons have these additional listings:

**Maximum power Allocation:** lists the number of power points that may be used to arm a beam weapon; damage done is four times the amount of power fired per phase. See the rules for special rules affecting Kazon beam weapons.

**Maximum Power Emitted Rate:** gives the maximum number of allocated power units that may be fired in one phase.

**Damage Modifier:** the bonuses some beam weapons give to successful hits at close ranges. The damage bonus is listed first, followed by the ranges at which that bonus is received.

Missile weapons have these listing in place of those for beam weapons:

**Power to Arm:** gives the power needed to arm a Missile weapon; while

**Damage:** gives the amount of damage points given by a missile weapon.

### Evasive Maneuvers Data

**Maneuverability Rating:** There are 2 ratings on this line. The first is a number. This is the rating used to reflect the normal combat maneuverability of a ship. The percentage is used when a ship executed emergency evasive maneuvers. Note that bases have 2 number separated by a slash. The first is always 0, and is the maneuverability rating used when the base is fired at. The second number is used when the base fires. Also, bases have no maneuverability percentage listed. They have an ECM bonus listed instead.

### Ship Rating Information:

These two rating are used when balancing multi-ship scenarios. See the rules on balancing scenarios of how these rating are used.



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**Defensive Rating:** This is a measure of the ship's superstructure value, shields, and the efficiency in which it converts power to movement and shields. The higher the number, the more effective the ship is at defending itself and absorbing damage.

**Offensive Rating:** This is the destructive power of a ship's weapons. It takes into account mostly the maximum damage the weapon can deliver, and the amount of power used in firing the weapon. The higher the offensive rating, the more effective the ship is in attacking.

**Notes:** This section is for special abilities or traits that specific ship types have. Be sure to make yourself familiar with any special abilities the ship type you are commanding may have. Any ships that have ablative armor listed as part of the design so not suffer any maneuver penalty when thus equipped.

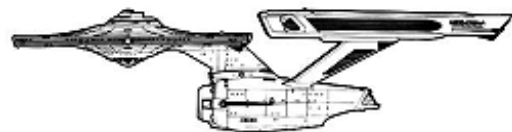
## Ship Descriptions

There are brief ship descriptions at the end of each section of the Data Sheets. These are general information sections designed to give a little information on the ship. They are not by any means definitive histories of ship classes. Players are encouraged to search the Internet for ship histories and names of ships in different classes. Also, there are several books at your local bookstore that can provide you with this information.

Please note that we do not have a ship construction book available at this time. There are currently no plans for one, but if enough interest is shown, we may publish one in the future.

## Shield Efficiency Charts

The section is found at the end of this book, and gives the data needed to fill in the chart at the bottom of the Shield Status Display of the ship control sheets. Each ship has an entry, and the ships are listed in the same order as the ship data sheets.



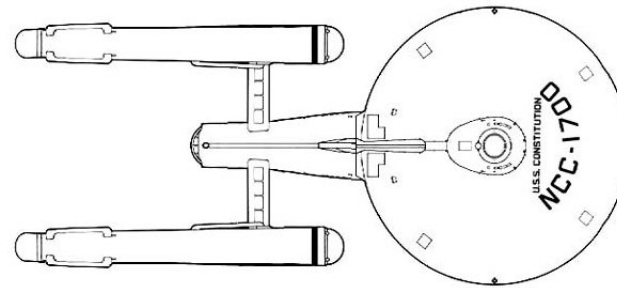
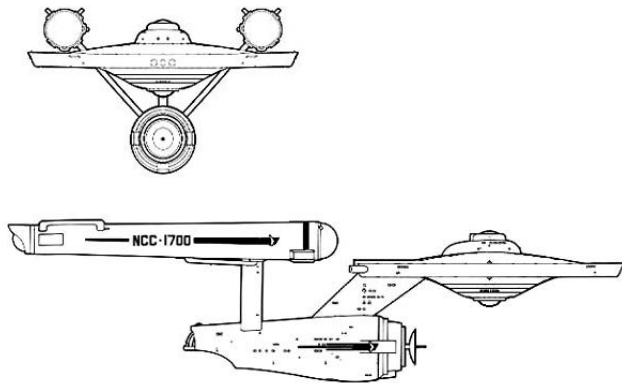
# The Original Series Era Starships





# United Federation of Planets

# Constitution Class Cruiser



RACE: United Federation of Planets  
OVERALL COMBAT RATING: 28.9

Note: Beam weapons do only 3 points of damage per poer point emitted.

General Ship Data			Weapon Data			Movement Data		
Size Class:	10		Beam Weapon Type:	Phaser		Impulse Movement Ratio:	3/1	
Damage Control Points:	6		Number of Weapons:	6		Thruster Movement Ratio:	2/1	
Superstructure Points:	30		Firing Arcs:	2 f, 2 f/s,		Maximum Impulse Speed:	10	
Atmosphere Capable:	Yes			2 f/p		Maximum Thruster Speed:	6	
Landing Capable:	No		Firing Chart Column:	E		Maximum Acceleration/Decel:	3	
Stress Charts:	G/H		Maximum Power Allocation:	3		<div>Shield Data</div> <div>Maximum Deflection : 8</div> <div>Sheild Power Cost: 1</div> <div>Shield Durability: 4</div> <div>Minimum Damage #: 20</div> <div>Maximum Absorption: 60</div> <div>(per shield, per volley)</div>		
Cloaking Cost:	N/A		Maximum Power Emitted rate:	1				
Rating:			Damage Modifier:					
			(+3)	(0-3)				
Crew Data			(+2)	(4-8)		<div>Evasive Manuevers Data</div> <div>Maneuverability: 2 (+20%)</div>		
Crew:	425		(+1)	(9-15)				
Troops:	60		Missile Weapon Type:	Photon		<div>Ship Rating Information:</div> <div>Defensive Rating: 91.25</div> <div>Offensive Rating: 33.67</div>		
Tranpsorters (6-man):	5			Torpedo				
Power Data			Number of Weapons:	4				
Left Warp Engine Output:	22		Firing Arcs:	4 f				
Right Warp Engine Output:	22		Firing Chart Column:	H				
Impulse Engine Output:	16		Power To Arm:	1				
Total Power Available:	60		Damage:	10				
Warp Rating:	7							

Original Series Era

# M Class Freighter

No Visual Data Available in this Database

RACE: United Federation of Planets

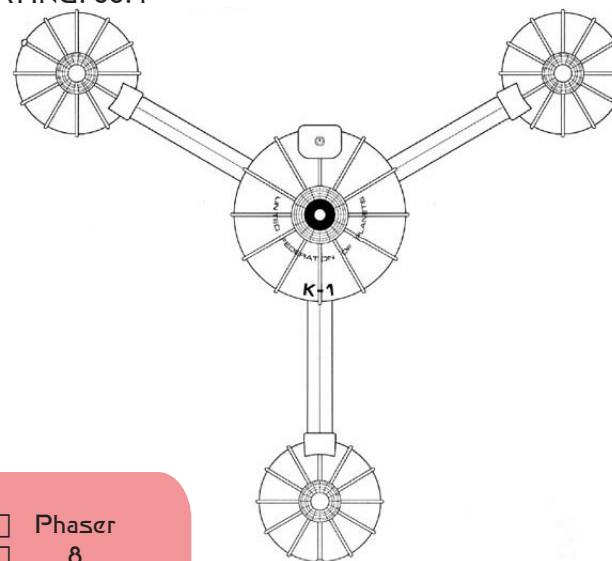
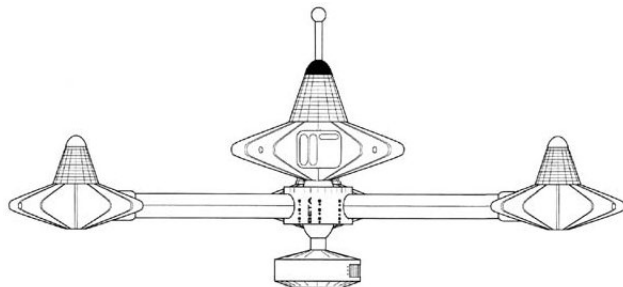
OVERALL COMBAT RATING: 1.65

Note: Beam weapon does only 3 points of damage per poer point emitted. Manned ships are being phased out for newer ships and replaced by robotic ships. Robotic ships have no weapons and no crews.

General Ship Data		Weapon Data		Movement Data	
Size Class:	7	Beam Weapon Type:	Phaser	Impulse Movement Ratio:	3/1
Damage Control Points:	3	Number of Weapons:	1	Thruster Movement Ratio:	2/1
Superstructure Points:	12	Firing Arcs:	1 360 Degree	Maximum Impulse Speed:	6
Atmosphere Capable:	No	Firing Chart Column:	A	Maximum Thruster Speed:	4
Landing Capable:	No	Maximum Power Allocation:	3	Maximum Acceleration/Decel:	2
Stress Charts:	K/L	Maximum Power Emitted rate:	1	Shield Data	
Cloaking Cost:	N/A	Damage Modifier:	(+3) (0-1)	Maximum Deflection :	7
Rating:			(+2) (2-4)	Shield Power Cost:	1
Crew Data			(+1) (5-10)	Shield Durability:	3
Crew:	30	Missile Weapon Type:	None	Minimum Damage #:	12
Troops:	5	Number of Weapons:		Maximum Absorption:	40
Tranpsorters (5-man):	2	Firing Arcs:		(per shield, per volley)	
Cargo:	4	Firing Chart Column:		Evasive Manuevers Data	
Power Data		Power To Arm:		Maneuverability: 1 (+05%)	
Left Engine Output:	10	Damage:		Ship Rating Information:	
Right Warp Engine Output:	10			Defensive Rating:	55
Impulse Engine Output:	8			Offensive Rating:	3
Total Power Available:	28			Original Series Era	
Warp Rating:	5				

# K-7 Class Station

RACE: United Federation of Planets  
OVERALL COMBAT RATING: 86.4



Note: See the rules for outposts and bases. Beam weapons do 4 points of damage per power point emitted.

**General Ship Data**  
Size Class: 15  
Damage Control Points: 8  
Superstructure Points: 100  
Atmosphere Capable: No  
Landing Capable: No  
Damage Chart: Outpost  
Stress Charts: -/-

Cloaking Cost: N/A  
Rating:

**Crew Data**  
Crew: 575  
Troops: 200  
Transports (5-man): 10

**Power Data**  
Anti-Matter Reactor Output: 84  
Conventional  
Reactor Output: 20  
Total Power Available: 104  
Warp Rating: N/A

**Weapon Data**  
Beam Weapon Type: Phaser  
Number of Weapons: 8  
Firing Arcs: 8 360 Degree  
Firing Chart Column: Y  
Maximum Power Allocation: 3  
Maximum Power Emitted rate: 1  
Damage Modifier:  
(+3) (0-6)  
(+2) (7-16)  
(+1) (21-24)  
Missile Weapon Type: Photon Torpedo  
Number of Weapons: 6  
Firing Arcs: 3 360 Degree  
1 each covering shield arcs 1 & 2, 3 & 4, and 5 & 6  
Firing Chart Column: H  
Power To Arm: 1  
Damage: 10

**Movement Data**  
Impulse Movement Ratio: 10/1  
Thruster Movement Ratio: N/A  
Maximum Impulse Speed: 3  
Maximum Thruster Speed: 0  
Maximum Acceleration/Decel: 1

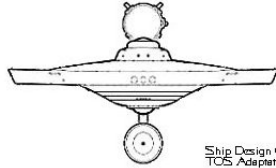
**Shield Data**  
Maximum Deflection: 8  
Shield Power Cost: 2  
Shield Durability: 7  
Minimum Damage #: 25  
Maximum Absorption: 85  
(per shield, per volley)

**Evasive Maneuvers Data**  
Maneuverability: 0/2  
ECM: (+20%)

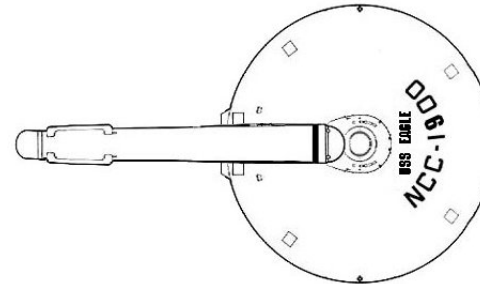
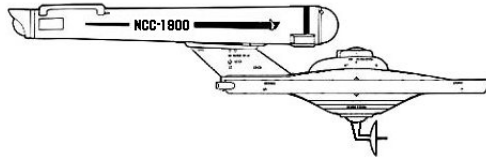
**Ship Rating Information:**  
Defensive Rating: 144  
Offensive Rating: 60

Original Series Era

# Eagle Class Destroyer



Ship Design Concept by Eric Peterson  
TCS Adaptation by Stuart Thain



RACE: United Federation of Planets

OVERALL COMBAT RATING: 17.7

Note: Beam weapons do only 3 points of damage per power point emitted. Ship is a scout. See rules for scout ships vs. mines. Ship gets +10% for all sensor rolls vs. cloaked ships.

## General Ship Data

Size Class: ☐ 7  
Damage Control Points: ☐ 4  
Superstructure Points: ☐ 20  
Atmosphere Capable: ☐ Yes  
Landing Capable: ☐ No

Stress Charts: ☐ F/G

Cloaking Cost: ☐ N/A  
Rating: ☐

## Crew Data

Crew: ☐ 200  
Troops: ☐ 30  
Transporters (5-man): ☐ 3 ☐

## Power Data

Center Engine Output: ☐ 30 ☐  
Impulse Engine Output: ☐ 16  
Total Power Available: ☐ 46  
Warp Rating: ☐ 7

## Weapon Data

Beam Weapon Type: ☐ Phaser  
Number of Weapons: ☐ 4  
Firing Arcs: ☐ 2 f/s,  
☐ 2 f/p  
Firing Chart Column: ☐ E  
Maximum Power Allocation: ☐ 3  
Maximum Power Emitted rate: ☐ 1  
Damage Modifier:  
(+3) ☐ (0-3) ☐  
(+2) ☐ (4-8) ☐  
(+1) ☐ (9-15) ☐

Missile Weapon Type: ☐ Photon ☐  
☐ Torpedo ☐  
Number of Weapons: ☐ 2 ☐  
Firing Arcs: ☐ 2 f ☐  
Firing Chart Column: ☐ H ☐  
Power To Arm: ☐ 1 ☐  
Damage: ☐ 10 ☐

## Movement Data

Impulse Movement Ratio: ☐ 2/1  
Thruster Movement Ratio: ☐ 1/1  
Maximum Impulse Speed: ☐ 10  
Maximum Thruster Speed: ☐ 6  
Maximum Acceleration/Decel: ☐ 3

## Shield Data

Maximum Deflection: ☐ 8  
Shield Power Cost: ☐ 1  
Shield Durability: ☐ 3  
Minimum Damage #: ☐ 15  
Maximum Absorption: ☐ 50  
(per shield, per volley)

## Evasive Maneuvers Data

Maneuverability: ☐ 3 (+25%)

## Ship Rating Information:

Defensive Rating: ☐ 88.5  
Offensive Rating: ☐ 20

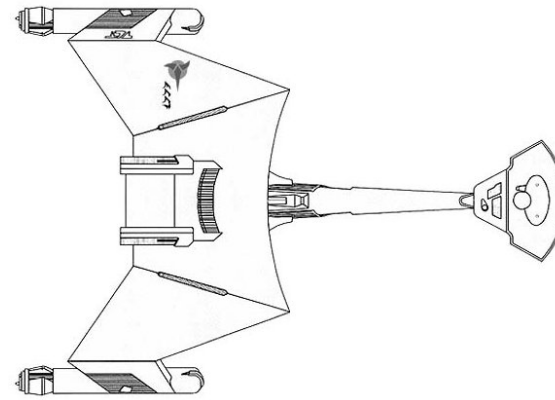
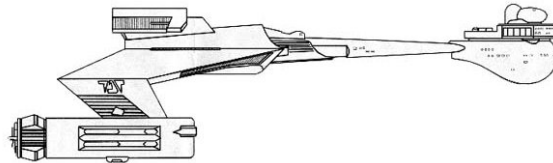
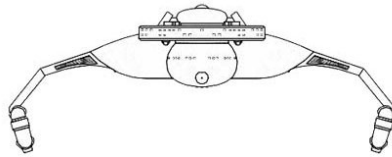
Original Series Era



# The Klingon Empire



# D-7 Class Cruiser



RACE: Klingon Empire

OVERALL COMBAT RATING: 23.05

Note: Beam weapons do 4 points of damage per power point emitted.

## General Ship Data

Size Class: 9  
 Damage Control Points: 5  
 Superstructure Points: 25  
 Atmosphere Capable: Yes  
 Landing Capable: No

Stress Charts: J/K

Cloaking Cost: N/A  
 Rating:

## Crew Data

Crew: 375  
 Troops: 60  
 Transporters (6-man): 5

## Power Data

Left Warp Engine Output: 20  
 Right Warp Engine Output: 20  
 Impulse Engine Output: 14  
 Total Power Available: 54  
 Warp Rating: 7

## Weapon Data

Beam Weapon Type: Disruptor  
 Number of Weapons: 6  
 Firing Arcs: 3 f/p, 3 f/s  
 Firing Chart Column: E  
 Maximum Power Allocation: 3  
 Maximum Power Emitted rate: 1

## Damage Modifier:

(+4) (0-1)  
 (+3) (2-3)  
 (+2) (4-7)  
 (+1) (8-15)

Missile Weapon Type: None

Number of Weapons:

Firing Arcs:

Firing Chart Column:

Power To Arm:

Damage:

## Movement Data

Impulse Movement Ratio: 3/1  
 Thruster Movement Ratio: 2/1  
 Maximum Impulse Speed: 9  
 Maximum Thruster Speed: 6  
 Maximum Acceleration/Decel: 3

## Shield Data

Maximum Deflection: 8  
 Shield Power Cost: 1  
 Shield Durability: 3  
 Minimum Damage #: 15  
 Maximum Absorption: 55  
 (per shield, per volley)

## Evasive Maneuvers Data

Maneuverability: 3 (+25%)

## Ship Rating Information:

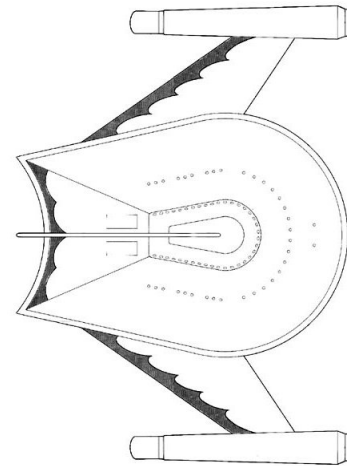
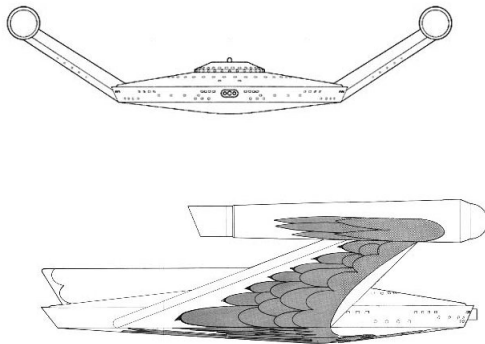
Defensive Rating: 92.5  
 Offensive Rating: 25

Original Series Era



# The Romulan Empire

# Bird of Prey Class Cruiser



RACE: Romulan Empire  
OVERALL COMBAT RATING: 24.08

Note: Beam weapons do 3 points of damage per power point emitted. See the rules for plasma torpedoes. Note that the original BOP had no warp engines and no disruptors. If this older ship is used, the warp rating is 0, and the ship may not warp out of a fight. Replace warp engines with reactors for 9 pts. each & maximum shield eff. is 80%

## General Ship Data

Size Class: 6  
Damage Control Points: 5  
Superstructure Points: 20  
Atmosphere Capable: No  
Landing Capable: No  
Stress Charts: J/K  
  
Cloaking Cost: 6/3  
Rating: 65%

## Crew Data

Crew: 80  
Troops: 25  
Transporters (5-man): 4

## Power Data

Left Warp Engine Output: 12  
Right Warp Engine Output: 12  
Impulse Engine Output: 10  
Total Power Available: 50  
Warp Rating: 6

## Weapon Data

Beam Weapon Type: Disruptor  
Number of Weapons: 2  
Firing Arcs: 1 f/p, 1 f/s  
Firing Chart Column: C  
Maximum Power Allocation: 3  
Maximum Power Emitted rate: 1

## Damage Modifier:

(+4) (0-1)  
(+3) (2-3)  
(+2) (4-6)  
(+1) (7-12)

Missile Weapon Type: Plasma Torpedo

Number of Weapons: 2  
Firing Arcs: 2 f  
Firing Chart Column: M  
Power To Arm: 2  
Damage: 32

## Movement Data

Impulse Movement Ratio: 2/1  
Thruster Movement Ratio: 1/1  
Maximum Impulse Speed: 8  
Maximum Thruster Speed: 4  
Maximum Acceleration/Decel: 3

## Shield Data

Maximum Deflection: 8  
Shield Power Cost: 1  
Shield Durability: 3  
Minimum Damage #: 12  
Maximum Absorption: 50  
(per shield, per volley)

## Evasive Maneuvers Data

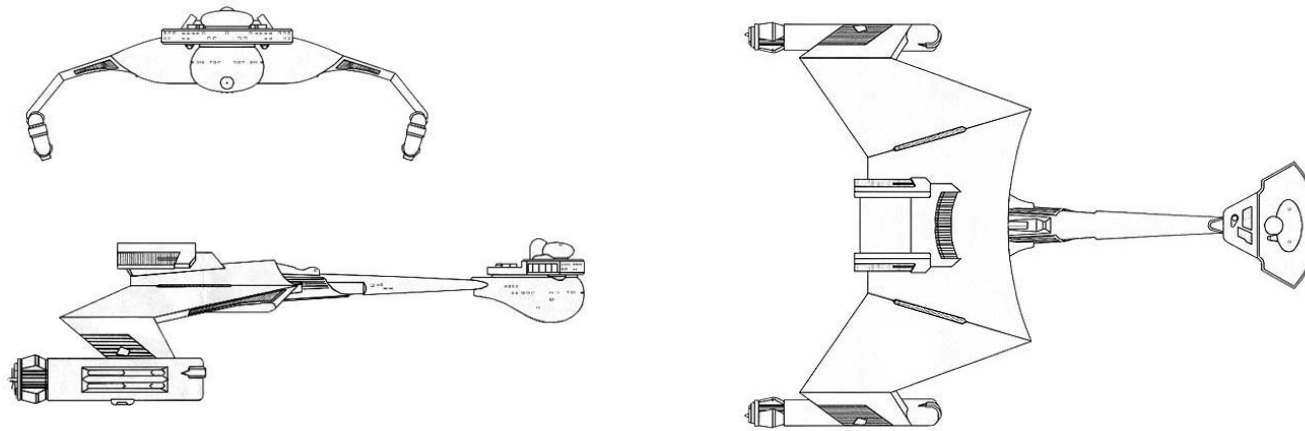
Maneuverability: 2 (+20%)

## Ship Rating Information:

Defensive Rating: 86  
Offensive Rating: 28

Original Series Era

## D-7R Class Cruiser



RACE: Romulan Empire  
OVERALL COMBAT RATING: 26.63

Note: Beam weapons do 3 points of damage per power point emitted. See the rules for plasma torpedoes.

### General Ship Data

Size Class: ☐ 9  
Damage Control Points: ☐ 5  
Superstructure Points: ☐ 25  
Atmosphere Capable: ☐ Yes  
Landing Capable: ☐ No

Stress Charts: ☐ J/K

Cloaking Cost: ☐ 6/3  
Rating: ☐ 65%

### Crew Data

Crew: ☐ 375  
Troops: ☐ 60  
Transporters (6-man): ☐ 5

### Power Data

Left Warp Engine Output: ☐ 20  
Right Warp Engine Output: ☐ 20  
Impulse Engine Output: ☐ 10  
Total Power Available: ☐ 50  
Warp Rating: ☐ 6

### Weapon Data

Beam Weapon Type: ☐ Disruptor  
Number of Weapons: ☐ 6  
Firing Arcs: ☐ 3 f/p, 3 f/s  
Firing Chart Column: ☐ C  
Maximum Power Allocation: ☐ 3  
Maximum Power Emitted rate: ☐ 1

### Damage Modifier:

(+4) ☐ (0-1)  
(+3) ☐ (2-3)  
(+2) ☐ (4-6)  
(+1) ☐ (7-12)

Missile Weapon Type: ☐ Plasma  
☐ Torpedo

Number of Weapons: ☐ 2  
Firing Arcs: ☐ 2 f  
Firing Chart Column: ☐ G  
Power To Arm: ☐ 2  
Damage: ☐ 16

### Movement Data

Impulse Movement Ratio: ☐ 3/1  
Thruster Movement Ratio: ☐ 2/1  
Maximum Impulse Speed: ☐ 9  
Maximum Thruster Speed: ☐ 6  
Maximum Acceleration/Decel: ☐ 3

### Shield Data

Maximum Deflection: ☐ 8  
Shield Power Cost: ☐ 1  
Shield Durability: ☐ 3  
Minimum Damage #: ☐ 15  
Maximum Absorption: ☐ 52  
(per shield, per volley)

### Evasive Maneuvers Data

Maneuverability: ☐ 3 (+25%)

### Ship Rating Information:

Defensive Rating: ☐ 97.42  
Offensive Rating: ☐ 27.34

Original Series Era

# The Gorn Alliance

# Cobra Class Cruiser

No Visual Data Available in this Database

RACE: Gorn Alliance

OVERALL COMBAT RATING: 17.16

Note: .Beamweapons do 3 points of damage per power point emitted. See the rules for blasters.

## General Ship Data

Size Class:	8
Damage Control Points:	5
Superstructure Points:	22
Atmosphere Capable:	Yes
Landing Capable:	No
Stress Charts:	F/G
Cloaking Cost:	N/A
Rating:	

## Crew Data

Crew:	250
Troops:	45
Transports (10-man):	3

## Power Data

Left Warp Engine Output:	20
Right Warp Engine Output:	20
Impulse Engine Output:	16
Total Power Available:	56
Warp Rating:	6

## Weapon Data

Beam Weapon Type:	Particle Beam
Number of Weapons:	6
Firing Arcs:	2 f, 2 f/p, 2 f/s
Firing Chart Column:	E
Maximum Power Allocation:	3
Maximum Power Emitted rate:	1
Damage Modifier:	

(+3)	(0-3)
(+2)	(4-8)
(+1)	(9-15)

Missile Weapon Type:	Blaster
Number of Weapons:	2
Firing Arcs:	2 f
Firing Chart Column:	B
Power To Arm:	2
Damage:	8

## Movement Data

Impulse Movement Ratio:	3/1
Thruster Movement Ratio:	2/1
Maximum Impulse Speed:	9
Maximum Thruster Speed:	4
Maximum Acceleration/Decel:	3

## Shield Data

Maximum Deflection :	8
Shield Power Cost:	1
Shield Durability:	3
Minimum Damage #:	15
Maximum Absorption:	50
(per shield, per volley)	

## Evasive Maneuvers Data

Maneuverability:	2 (+20%)
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## Ship Rating Information:

Defensive Rating:	78
Offensive Rating:	22

Original Series Era

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## The Original Series Era Starships.

Constitution Class Cruiser: This is the ship that started it all! Constitution class starships were used as exploration ships. One we know so well was sent on a 5 year exploration mission. They are a good balance of firepower, speed and shielding. They can stand up to any single ship from any of the Federation's adversaries.

M Class Freighters: These ships are nearing the end of their usefulness by the time we see them. They are older freighters, and many have been converted to robot ships for intersystem or short interstellar runs. The robot ships are unmanned and unarmed.

K Class Starbase: While these bases pale in power compared to later starbases, during their time they were powerful stations that helped the Federation expand their sphere of influence by providing a place for starship crews to spend some “shore leave” time off ship, as well as allowing the ships to be re-supplied.

Eagle Class Destroyer: This design is based on a design by Eric Peterson. The Eagle class destroyer is used to patrol trade routes, escort convoys, and as a scout ship.

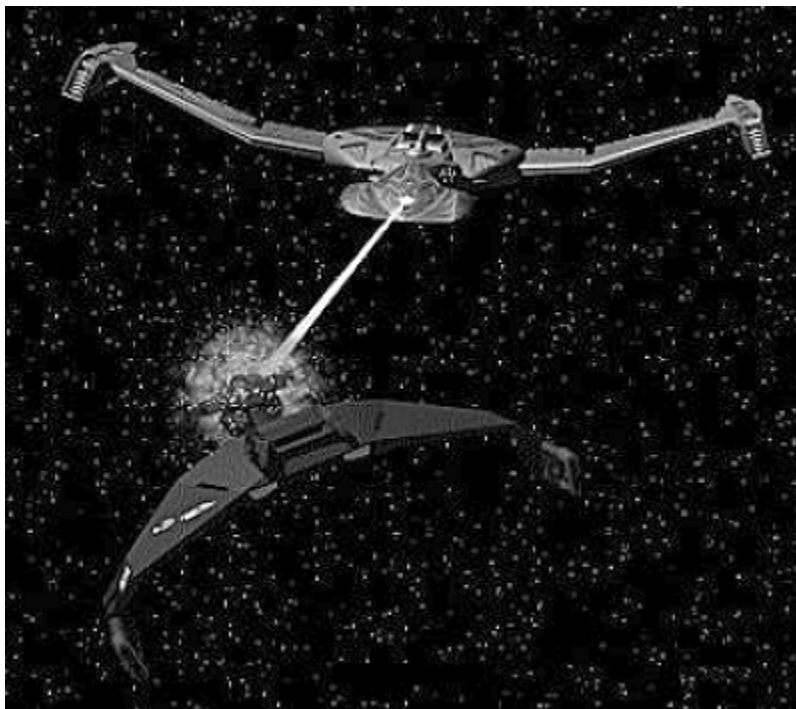
D-7 Class Battlecruiser: This sleek ship design has the distinction of being the only design to be seen in all eras of the Star Trek Universe. In this, its original configuration, it mounts no missile weapons. It does, however, mount the most powerful beam weapons of any ship in its day. While this ship tends to be vulnerable to the heavy salvos of its Federation adversaries, it is still a very capable ship design.

Romulan Bird of Prey: These Romulan ships mount a powerful plasma weapon, but have the glaring weakness of originally being incapable of warp flight. One of these ships destroyed several outposts in a probing attack until defeated by a Constitution class starship.

Romulan D-7 Battlecruiser: After the defeat of the Bird of Prey in the incident mentioned above, the Romulans determined they needed to boost their fleet strength. This led to a rather short-lived treaty between the Klingons and the Romulans. This treaty provided the Romulans with Klingon D-7 hulls, which they then mounted their own engines and weapons into. The Klingons received technical assistance that eventually allowed them to produce cloaking devices free of Romulan help. Romulan D-7's lack the heavy beam weapon firepower of the Klingon version, but make up for it with the punch of their plasma weapons.

Gorn Cruiser: Gorn ships have good firepower and shields. Their blaster weapons and the natural hand-to-hand combat skills combine to make the Gorn a fierce enemy. While the Gorn and the Federation initially were adversaries, the Gorn eventually signed a treaty with the Federation, and have lived in peace with them ever since.

# Pre- Next Generation Era Starships



Eric Peterson

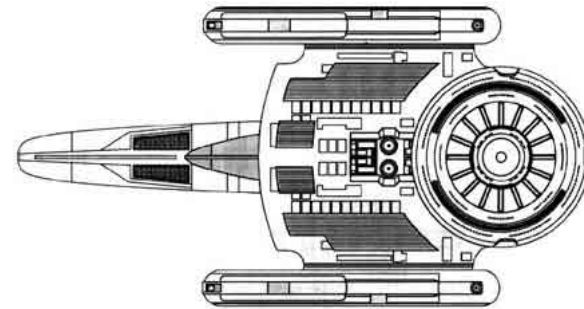
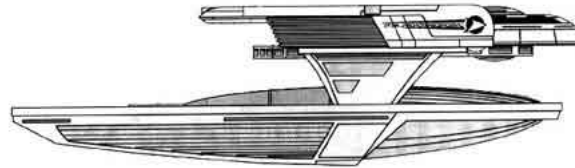




# United Federation of Planets

# Oberth Class Scout

Note: This is a scout ship. See the rules section on Mines for special rules for scouts. Ship receives +10% on all search rolls for cloaked ships (Active Sensors).



RACE: United Federation of Planets  
OVERALL COMBAT RATING: 16.9

## General Ship Data

Size Class: 6  
Damage Control Points: 4  
Superstructure Points: 12  
Atmosphere Capable: Yes  
Landing Capable: No  
Damage Chart: C  
Stress Charts: F/G

Cloaking Cost: N/A  
Rating:

## Crew Data

Crew: 35  
Troops: 10  
Transporters (5-man): 2

## Power Data

Left Warp Engine Output: 15  
Right Warp Engine Output: 15  
Impulse Engine Output: 12  
Total Power Available: 42  
Warp Rating: 10

## Weapon Data

Beam Weapon Type: Phaser  
Number of Weapons: 4  
Firing Arcs: 2 f/p, 2 f/s  
Firing Chart Column: E  
Maximum Power Allocation: 3  
Maximum Power Emitted rate: 1  
Damage Modifier:

(+3) (0-5)  
(+2) (6-9)  
(+1) (10-15)

Missile Weapon Type: Photon Torpedo  
Number of Weapons: 2  
Firing Arcs: 2 f  
Firing Chart Column: R  
Power To Arm: 1  
Damage: 10

## Movement Data

Impulse Movement Ratio: 2/1  
Thruster Movement Ratio: 1/1  
Maximum Impulse Speed: 10  
Maximum Thruster Speed: 6  
Maximum Acceleration/Decel: 3

## Shield Data

Maximum Deflection: 7  
Shield Power Cost: 1  
Shield Durability: 3  
Minimum Damage #: 20  
Maximum Absorption: 55  
(per shield, per volley)

## Evasive Manuevers Data

Maneuverability: 4 (+30%)

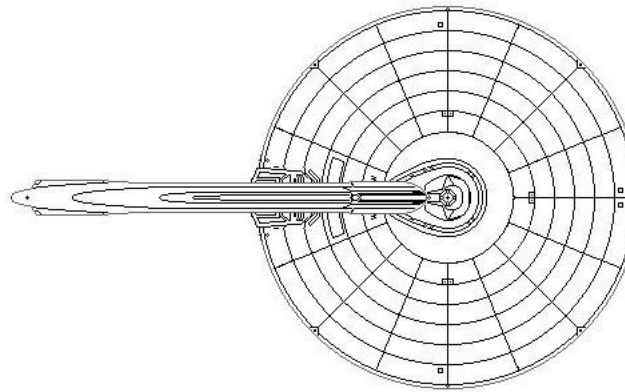
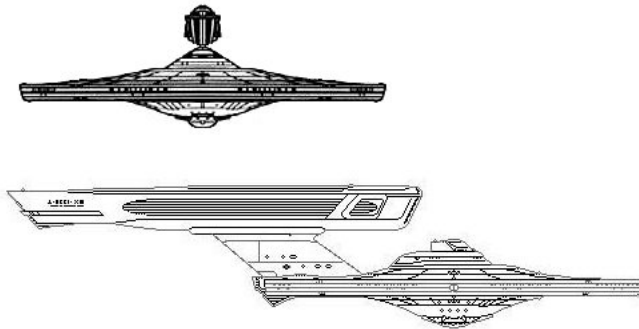
## Ship Rating Information:

Defensive Rating: 84.5  
Offensive Rating: 20

Pre-Next Generation Era

# Eagle Class Destroyer

Ship design by Eric Peterson, Image by Tom Gage



RACE: United Federation of Planets  
OVERALL COMBAT RATING: 33.00

Note: This is a scout ship. See the rules section on Mines for special rules for scouts. Ship receives +10% on all search rolls for cloaked ships (Active Sensors).

General Ship Data	
Size Class:	6
Damage Control Points:	5
Superstructure Points:	25
Atmosphere Capable:	Yes
Landing Capable:	No
Damage Chart:	C
Stress Charts:	E/F
Cloaking Cost:	N/A
Rating:	
Crew Data	
Crew:	150
Troops:	30
Transporters (6-man):	5

Power Data	
Center Warp Engine Output:	30
Impulse Engine Output:	20
Total Power Available:	50
Warp Rating:	10

Weapon Data	
Beam Weapon Type:	Phaser
Number of Weapons:	6
Firing Arcs:	2 f, 2 f/p, 2 f/s
Firing Chart Column:	L
Maximum Power Allocation:	3
Maximum Power Emitted rate:	1
Damage Modifier:	
(+3)	(0-4)
(+2)	(5-9)
(+1)	(10-16)
Missile Weapon Type:	
	Photon
	Torpedo
Number of Weapons:	2
Firing Arcs:	2 f/a
Firing Chart Column:	R
Power To Arm:	1
Damage:	15

Movement Data	
Impulse Movement Ratio:	2/1
Thruster Movement Ratio:	1/1
Maximum Impulse Speed:	10
Maximum Thruster Speed:	6
Maximum Acceleration/Decel:	4

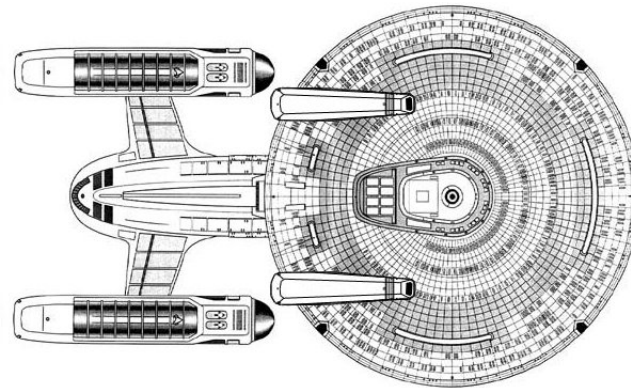
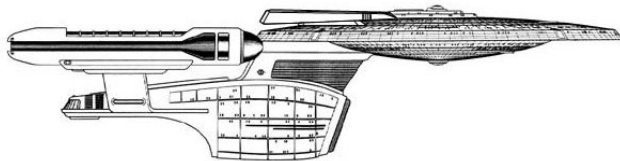
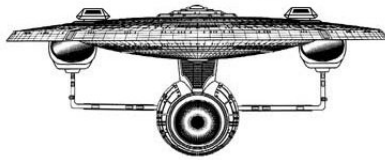
Shield Data	
Maximum Deflection :	7
Shield Power Cost:	1
Shield Durability:	4
Minimum Damage #:	25
Maximum Absorption:	75
(per shield, per volley)	

Evasive Manuevers Data	
Maneuverability:	4 (+30%)

Ship Rating Information:	
Defensive Rating:	110
Offensive Rating:	30

Pre-Next Generation Era

# New Orleans Class Heavy Destroyer



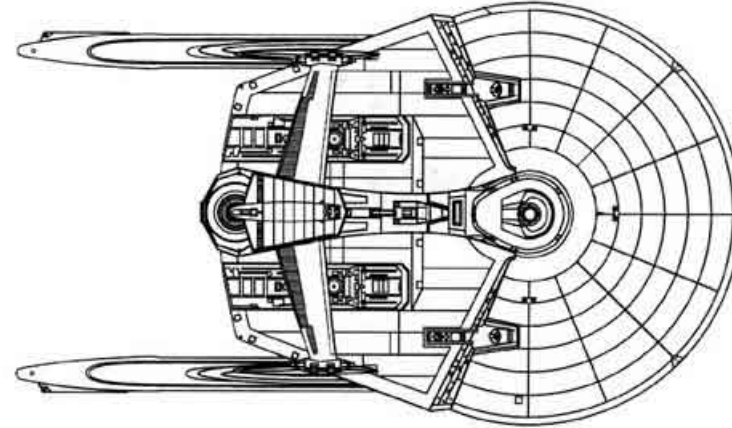
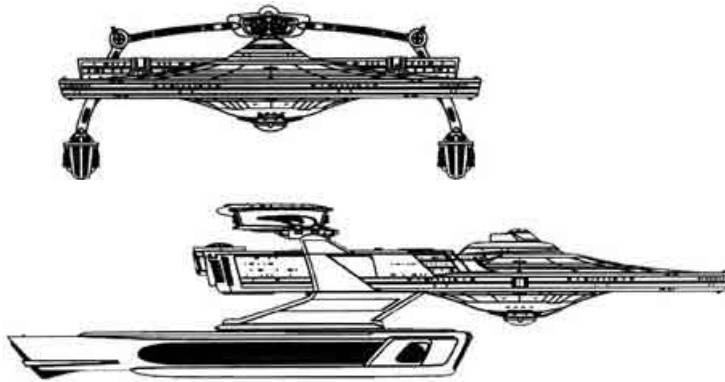
RACE: United Federation of Planets  
OVERALL COMBAT RATING: 36.26

All phaers are collimator mounts.

General Ship Data		Weapon Data		Movement Data	
Size Class:	7	Beam Weapon Type:	Phaser	Impulse Movement Ratio:	3/1
Damage Control Points:	6	Number of Weapons:	6	Thruster Movement Ratio:	2/1
Superstructure Points:	30	Firing Arcs:	2 f/a, 2 f/p, 2 f/s	Maximum Impulse Speed:	12
Atmosphere Capable:	No	Firing Chart Column:	Y	Maximum Thruster Speed:	6
Landing Capable:	No	Maximum Power Allocation:	3	Maximum Acceleration/Decel:	4
Damage Chart:	C	Maximum Power Emitted rate:	1		
Stress Charts:	D/E	Damage Modifier:	(+3) (0-10) (+2) (11-18) (+1) (18-24)	Shield Data	
Cloaking Cost:	N/A	Missile Weapon Type:	Photon Torpedo	Maximum Deflection :	8
Rating:		Number of Weapons:	4	Shield Power Cost:	1
Crew Data		Firing Arcs:	4 f/a	Shield Durability:	4
Crew:	305	Firing Chart Column:	S	Minimum Damage #:	25
Troops:	40	Power To Arm:	1	Maximum Absorption:	80
Transports (5-man):	6	Damage:	10	(per shield, per volley)	
Power Data				Evasive Manuevers Data	
Left Warp Engine Output:	25			Maneuverability:	3 (+25%)
Right Warp Engine Output:	25			Ship Rating Information:	
Impulse Engine Output:	12			Defensive Rating:	114.5
Total Power Available:	62			Offensive Rating:	31.67
Warp Rating:	12				

Pre-Next Generation Era

# Miranda Class Cruiser



RACE: United Federation of Planets  
OVERALL COMBAT RATING: 47.3

General Ship Data		Weapon Data		Movement Data	
Size Class:	II	Beam Weapon Type:	Phaser	Impulse Movement Ratio:	4/1
Damage Control Points:	7	Number of Weapons:	4	Thruster Movement Ratio:	3/1
Superstructure Points:	35	Firing Arcs:	2 f/p. <input type="checkbox"/> 2 f/s <input type="checkbox"/>	Maximum Impulse Speed:	10
Atmosphere Capable:	Yes	Firing Chart Column:	Y	Maximum Thruster Speed:	6
Landing Capable:	No	Maximum Power Allocation:	6	Maximum Acceleration/Decel:	3
Damage Chart:	C	Maximum Power Emitted rate:	2		
Stress Charts:	F/G	Damage Modifier:		Shield Data	
		(+3) <input type="checkbox"/>	(0-10) <input type="checkbox"/>	Maximum Deflection :	8
		(+2) <input type="checkbox"/>	(11-18) <input type="checkbox"/>	Shield Power Cost:	1
		(+1) <input type="checkbox"/>	(18-24) <input type="checkbox"/>	Shield Durability:	5
Cloaking Cost:	N/A	Missile Weapon Type:	Photon <input type="checkbox"/> Torpedo <input type="checkbox"/>	Minimum Damage #:	25
Rating:		Number of Weapons:	3	Maximum Absorption:	90
		Firing Arcs:	2 f, 1 a <input type="checkbox"/>	(per shield, per volley)	
Crew Data		Firing Chart Column:	S <input type="checkbox"/>	Evasive Manuevers Data	
Crew:	380	Power To Arm:	1 <input type="checkbox"/>	Maneuverability:	2 (+20%)
Troops:	50	Damage:	20 <input type="checkbox"/>		
Transports (6-man):	5			Ship Rating Information:	
				Defensive Rating:	129
				Offensive Rating:	36.67
Power Data					
Left Warp Engine Output:	24				
Right Warp Engine Output:	24				
Impulse Engine Output:	24				
Total Power Available:	72				
Warp Rating:	9				

Pre-Next Generation Era

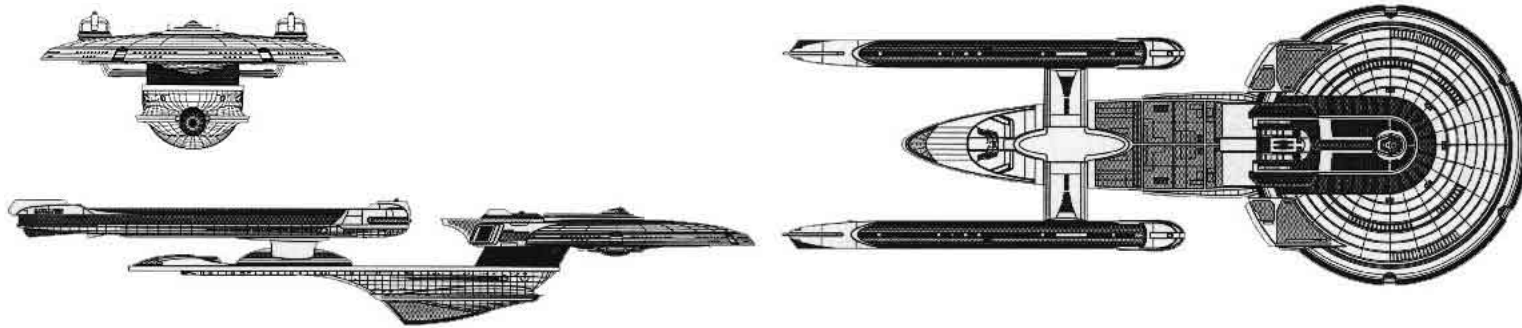


Technical drawings of the USS Enterprise (NCC-1701-A) from Star Trek: The Motion Picture. The top view shows the ship's profile with the nacelles and saucer section. The side view shows the ship's length and the position of the nacelles. The rear view shows the ship's stern and the saucer section.

General Ship Data		Weapon Data		Movement Data	
Size Class:	II	Beam Weapon Type:	Phaser	Impulse Movement Ratio:	4/1
Damage Control Points:	8	Number of Weapons:	6	Thruster Movement Ratio:	3/1
Superstructure Points:	40	Firing Arcs:	2 f, 2 f/p, 2 f/s	Maximum Impulse Speed:	10
Atmosphere Capable:	Yes	Firing Chart Column:	Y	Maximum Thruster Speed:	6
Landing Capable:	No	Maximum Power Allocation:	3	Maximum Acceleration/Decel:	3
Damage Chart:	C	Maximum Power Emitted rate:	1		
Stress Charts:	E/F	Damage Modifier:	(+3) (0-10) (+2) (11-18) (+1) (18-24)		
Cloaking Cost:	N/A	Missile Weapon Type:	Photon Torpedo		
Rating:		Number of Weapons:	2		
		Firing Arcs:	2 f		
		Firing Chart Column:	S		
		Power To Arm:	1		
		Damage:	20		
Crew Data		Shield Data		Evasive Manuevers Data	
Crew:	425	Maximum Deflection :	8	Maneuverability:	2 (+20%)
Troops:	60	Shield Power Cost:	1		
Transports (6-man):	5	Shield Durability:	5		
		Minimum Damage #:	30		
		Maximum Absorption:	100		
		(per shield, per volley)			
Power Data		Ship Rating Information:			
Left Warp Engine Output:	22	Defensive Rating:	138		
Right Warp Engine Output:	22	Offensive Rating:	31.67		
Impulse Engine Output:	22				
Total Power Available:	66				
Warp Rating:	9				

26

# Excelsior Class Battlecruiser



RACE: United Federation of Planets  
OVERALL COMBAT RATING: 80.47

## General Ship Data

Size Class: ☐ 12  
Damage Control Points: ☐ 8  
Superstructure Points: ☐ 50  
Atmosphere Capable: ☐ No  
Landing Capable: ☐ No  
Damage Chart: ☐ C  
Stress Charts: ☐ E/F

Cloaking Cost: ☐ N/A  
Rating: ☐

## Crew Data

Crew: ☐ 525  
Troops: ☐ 65  
Transports (10-man): ☐ 4

## Power Data

Left Warp Engine Output: ☐ 35  
Right Warp Engine Output: ☐ 35  
Impulse Engine Output: ☐ 24  
Total Power Available: ☐ 94  
Warp Rating: ☐ 12

## Evasive Maneuvers Data

☐ Maneuverability: 2 (+20%)

## Weapon Data

Beam Weapon Type: ☐ Phaser  
Number of Weapons: ☐ 4  
Firing Arcs: ☐ 2 f/p, 2 f/s  
Firing Chart Column: ☐ Y  
Maximum Power Allocation: ☐ 6  
Maximum Power Emitted rate: ☐ 2  
Damage Modifier: ☐

(+3) ☐ (0-10)  
(+2) ☐ (11-17)  
(+1) ☐ (18-24)

## Beam Weapon Type: ☐ Phaser

Number of Weapons: ☐ 4  
Firing Arcs: ☐ 2 a/p, 2 a/s  
Firing Chart Column: ☐ U  
Maximum Power Allocation: ☐ 3  
Maximum Power Emitted rate: ☐ 1  
Damage Modifier: ☐

(+3) ☐ (0-4)  
(+2) ☐ (5-12)  
(+1) ☐ (13-18)

Missile Weapon Type: ☐ Photon  
☐ Torpedo  
Number of Weapons: ☐ 4  
Firing Arcs: ☐ 2 f/p, 2 f/s  
Firing Chart Column: ☐ S  
Power To Arm: ☐ 1  
Damage: ☐ 15

## Movement Data

☐ Impulse Movement Ratio: ☐ 4/1  
☐ Thruster Movement Ratio: ☐ 3/1  
☐ Maximum Impulse Speed: ☐ 10  
☐ Maximum Thruster Speed: ☐ 6  
☐ Maximum Acceleration/Decel: ☐ 3

## Shield Data

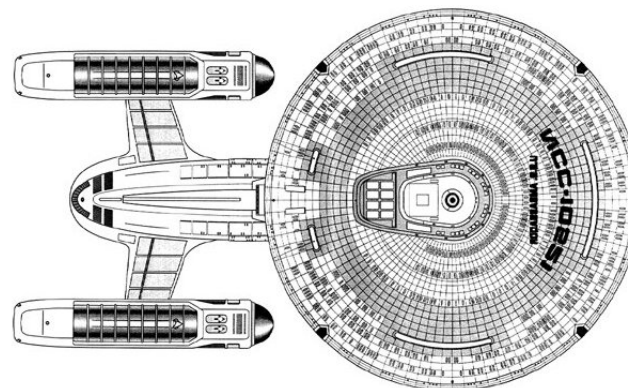
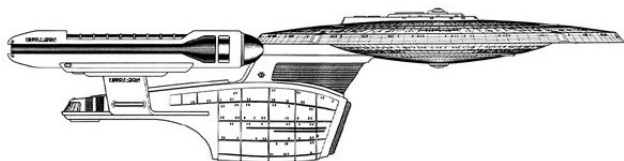
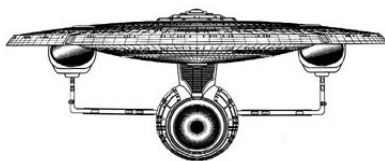
☐ Maximum Deflection: ☐ 8  
☐ Shield Power Cost: ☐ 2  
☐ Shield Durability: ☐ 5  
☐ Minimum Damage #: ☐ 35  
☐ Maximum Absorption: ☐ 120  
(per shield, per volley)

## Ship Rating Information:

Defensive Rating: ☐ 155.75  
Offensive Rating: ☐ 51.67

Pre-Next Generation Era

# Ambassador Class Battleship



RACE: United Federation of Planets  
OVERALL COMBAT RATING: 89.63

## General Ship Data

Size Class: 12  
Damage Control Points: 9  
Superstructure Points: 65  
Atmosphere Capable: No  
Landing Capable: No  
Damage Chart: C  
Stress Charts: E/F

Cloaking Cost: N/A  
Rating:

## Crew Data

Crew: 475  
Troops: 75  
Transports (6-man): 8

## Power Data

Left Warp Engine Output: 35  
Right Warp Engine Output: 35  
Impulse Engine Output: 28  
Total Power Available: 98  
Warp Rating: 12

## Weapon Data

Beam Weapon Type: Phaser  
Number of Weapons: 6  
Firing Arcs: 2 f/a, 2 f/s  
Firing Chart Column: Y  
Maximum Power Allocation: 6  
Maximum Power Emitted rate: 2  
Damage Modifier:  
(+3) (0-10)  
(+2) (11-17)  
(+1) (18-24)

Missile Weapon Type: Photon Torpedo  
Number of Weapons: 5  
Firing Arcs: 2 f, 1 f/p, 1 f/s, 1 a  
Firing Chart Column: S  
Power To Arm: 1  
Damage: 15

## Movement Data

Impulse Movement Ratio: 4/1  
Thruster Movement Ratio: 3/1  
Maximum Impulse Speed: 12  
Maximum Thruster Speed: 6  
Maximum Acceleration/Decel: 4

## Shield Data

Maximum Deflection: 8  
Shield Power Cost: 2  
Shield Durability: 5  
Minimum Damage #: 30  
Maximum Absorption: 130  
(per shield, per volley)

## Evasive Manuevers Data

Maneuverability: 2 (+20%)

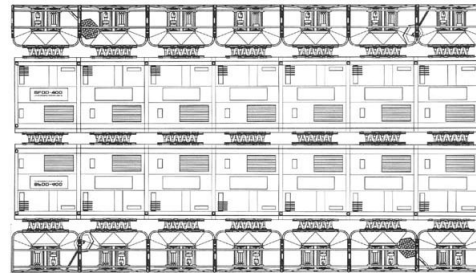
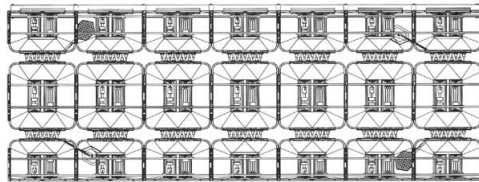
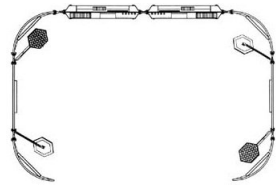
## Ship Rating Information:

Defensive Rating: 166.75  
Offensive Rating: 53.75

Pre-Next Generation Era



# Subic Bay Class Mobile Fleet Repair Facility (MFRF)



RACE: United Federation of Planets  
OVERALL COMBAT RATING: 24.3

## General Ship Data

Size Class:	8
Damage Control Points:	25
Superstructure Points:	30
Atmosphere Capable:	No
Landing Capable:	No
Damage Chart:	B
Stress Charts:	K/F
Cloaking Cost:	N/A
Rating:	

## Crew Data

Crew:	350
Troops:	140
Transports (6-man):	10
(Cargo):	4

## Power Data

Center Warp Engine:	30
Impulse Engine Output:	15
Total Power Available:	45
Warp Rating:	8

## Weapon Data

Beam Weapon Type:	Phaser
Number of Weapons:	2
Firing Arcs:	2 360 Degree
Firing Chart Column:	Y
Maximum Power Allocation:	6
Maximum Power Emitted rate:	2
Damage Modifier:	(+3) (0-10)
	(+2) (11-17)
	(+1) (18-24)

Missile Weapon Type:	Photon Torpedo
Number of Weapons:	1
Firing Arcs:	1 360 Degree
Firing Chart Column:	S
Power To Arm:	1
Damage:	20

## Movement Data

Impulse Movement Ratio:	3/1
Thruster Movement Ratio:	2/1
Maximum Impulse Speed:	8
Maximum Thruster Speed:	2
Maximum Acceleration/Decel:	2

## Shield Data

Maximum Deflection :	8
Shield Power Cost:	1
Shield Durability:	5
Minimum Damage #:	20
Maximum Absorption:	90
(per shield, per volley)	

## Evasive Maneuvers Data

Maneuverability:	1 (+10%)
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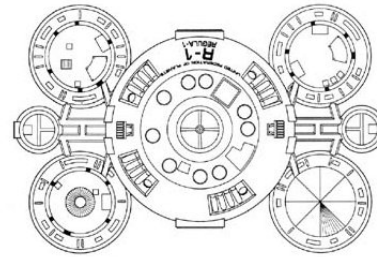
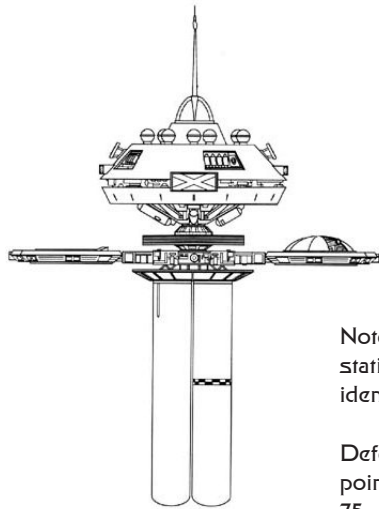
## Ship Rating Information:

Defensive Rating:	119.5
Offensive Rating:	20.34

Pre-Next Generation Era

# Regula/Patton Class Outpost

RACE: United Federation of Planets  
OVERALL COMBAT RATING: 76.41



Note: See the rules for outposts. Phasers are 4 damage point per power point emitted. This station receives the +10% bonus given for scout ships when searching for cloaked vessels, identifying anomalies, etc.

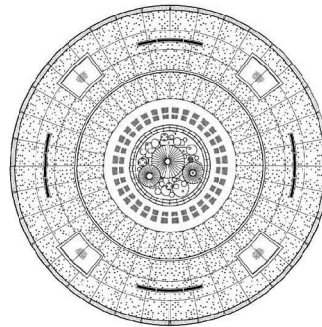
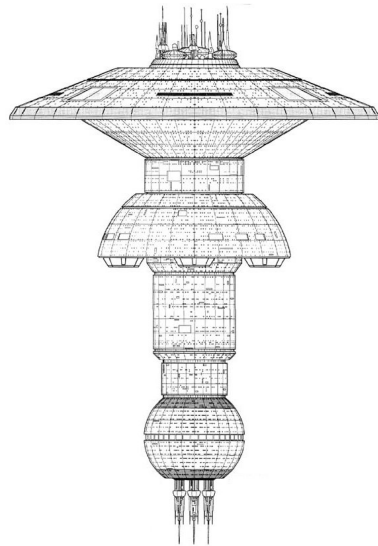
Defense outposts (Regula is a Science Outpost) increase photons to 4 360 deg., Beams do 6 points of damage per power point, conventional reactor +12 power. Troops increase to 100, crew to 75. No scout bonus given to the defense outpost's rolls vs. cloaked ships. Offense Rating = 76.34, Def. rating = 137.5 OCR = 104.96

General Ship Data		Weapon Data		Movement Data	
Size Class:	15	Beam Weapon Type:	Phaser	Impulse Movement Ratio:	10/1
Damage Control Points:	12	Number of Weapons:	6	Thruster Movement Ratio:	N/A
Superstructure Points:	70	Firing Arcs:	6 360 Degree	Maximum Impulse Speed:	3
Atmosphere Capable:	No	Firing Chart Column:	Y	Maximum Thruster Speed:	0
Landing Capable:	No	Maximum Power Allocation:	6	Maximum Acceleration/Decel:	1
Damage Chart:	Outpost	Maximum Power Emitted rate:	2	Shield Data	
Stress Charts:	-/-	Damage Modifier:	(+3) (0-10)	Maximum Deflection :	8
Cloaking Cost:	N/A		(+2) (11-17)	Shield Power Cost:	2
Rating:			(+1) (18-24)	Shield Durability:	5
Crew Data		Missile Weapon Type:	Photon Torpedo	Minimum Damage #:	30
Crew:	40	Number of Weapons:	2	Maximum Absorption:	90
Troops:	15	Firing Arcs:	2 360 Degree	(per shield, per volley)	
Transports (10-man):	2	Firing Chart Column:	S	Evasive Maneuvers Data	
Power Data		Power To Arm:	1	Maneuverability:	0/2
Anti-Matter Reactor Output:	60	Damage:	20	ECM:	(+15%)
Conventional		Ship Rating Information:		Defensive Rating:	132.5
Reactor Output:	30	Offensive Rating:		Offensive Rating:	57.67
Total Power Available:	90				
Warp Rating:	N/A				

Pre-Next Generation Era

# Gibraltar Class Base

RACE: United Federation of Planets  
OVERALL COMBAT RATING: 314.14



**General Ship Data**

Size Class: 18  
Damage Control Points: 12  
Superstructure Points: 125  
Atmosphere Capable: No  
Landing Capable: No  
Damage Chart: Outpost  
Stress Charts: -/-

Cloaking Cost: N/A  
Rating:

**Crew Data**

Crew: 400  
Troops: 350  
Transports (6-man): 10  
Transports (20-man): 2

**Power Data**

Anit-Matter Reactor Output: 90  
Conventional  
Reactor Output: 55  
Total Power Available: 145  
Warp Rating: N/A

**Weapon Data**

Beam Weapon Type: Phaser  
Number of Weapons: 12  
Firing Arcs: 6 360  
Degree  
2 each in  
shield arcs  
1 & 2, 3 & 4,  
5 & 6  
Firing Chart Column: AA  
Maximum Power Allocation: 6  
Maximum Power Emitted rate: 2  
Damage Modifier:  
(+3) (0-11)  
(+2) (12-24)  
(+1) (25-30)  
Missile Weapon Type: Photon  
Torpedo  
Number of Weapons: 5  
Firing Arcs: 2 360  
Degree  
1 each in  
shield  
arcs 1 & 2,  
3 & 4,  
5 & 6  
Firing Chart Column: S  
Power To Arm: 1  
Damage: 20

Note: See the rules for outposts.

**Movement Data**

Impulse Movement Ratio: 10/1  
Thruster Movement Ratio: N/A  
Maximum Impulse Speed: 3  
Maximum Thruster Speed: 0  
Maximum Acceleration/Decel: 1

**Shield Data**

Maximum Deflection: 8  
Shield Power Cost: 2  
Shield Durability: 7  
Minimum Damage #: 40  
Maximum Absorption: 130  
(per shield, per volley)

**Evasive Maneuvers Data**

Maneuverability: 0/2  
ECM: (+25%)

**Ship Rating Information:**

Defensive Rating: 217.75  
Offensive Rating: 144.27

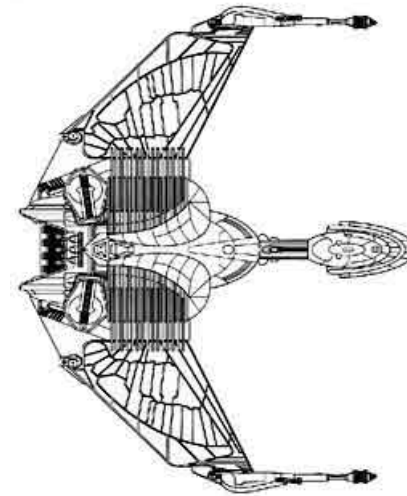
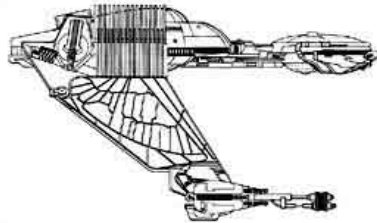
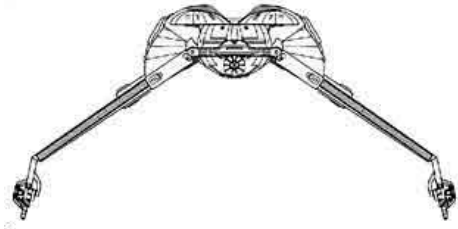
Pre-Next Generation Era



# The Klingon Empire

## B'rel Class Scout

Note: This is a scout ship. See the rules section on Mines for special rules for scouts. Ship receives +10% on all search rolls for cloaked ships (Active Sensors).



RACE: Klingon Empire  
OVERALL COMBAT RATING: 34.15

### General Ship Data

Size Class: 6  
Damage Control Points: 4  
Superstructure Points: 18  
Atmosphere Capable: Yes  
Landing Capable: Yes  
Damage Chart: C  
Stress Charts: E/F  
  
Cloaking Cost: 12/5  
Rating: 65%

### Crew Data

Crew: 12  
Troops: 12  
Transports (6-man): 2

### Power Data

Left Warp Engine Output: 18  
Right Warp Engine Output: 18  
Impulse Engine Output: 12  
Total Power Available: 48  
Warp Rating: 10

### Weapon Data

Beam Weapon Type: Disruptor  
Number of Weapons: 6  
Firing Arcs: 3 f/p, 3 f/s  
Firing Chart Column: C  
Maximum Power Allocation: 3  
Maximum Power Emitted rate: 1  
Damage Modifier:  
(+4) (0-1)  
(+3) (2-3)  
(+2) (4-6)  
(+1) (7-12)

Missile Weapon Type: Photon Torpedo  
Number of Weapons: 3  
Firing Arcs: 2f, 1a  
Firing Chart Column: I  
Power To Arm: 1  
Damage: 12

### Movement Data

Impulse Movement Ratio: 2/1  
Thruster Movement Ratio: 1/1  
Maximum Impulse Speed: 10  
Maximum Thruster Speed: 6  
Maximum Acceleration/Decel: 3

### Shield Data

Maximum Deflection: 7  
Shield Power Cost: 1  
Shield Durability: 3  
Minimum Damage #: 20  
Maximum Absorption: 65  
(per shield, per volley)

### Evasive Maneuvers Data

Maneuverability: 4 (+35%)

### Ship Rating Information:

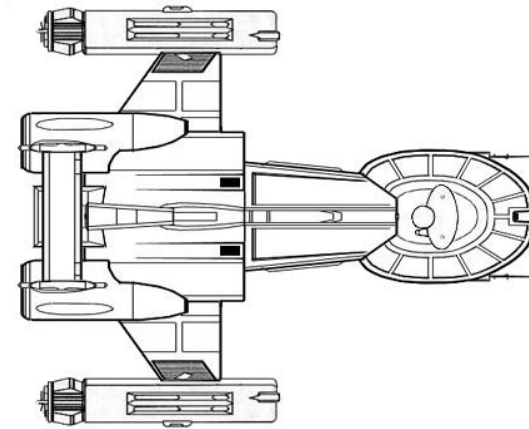
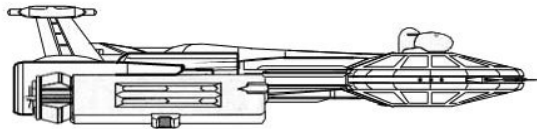
Defensive Rating: 105.1  
Offensive Rating: 32.5

Pre-Next Generation Era



# Falcon Class Destroyer

Note: This is a scout ship. See the rules section on Mines for special rules for scouts. Ship receives +10% on all search rolls for cloaked ships (Active Sensors).



RACE: Klingon Empire  
OVERALL COMBAT RATING: 37.05

## General Ship Data

Size Class: 7  
Damage Control Points: 5  
Superstructure Points: 22  
Atmosphere Capable: Yes  
Landing Capable: Yes  
Damage Chart: C  
Stress Charts: D/F  
  
Cloaking Cost: N/A  
Rating:

## Crew Data

Crew: 125  
Troops: 30  
Transporters (5-man): 6

## Power Data

Left Warp Engine Output: 20  
Right Warp Engine Output: 20  
Impulse Engine Output: 10  
Total Power Available: 50  
Warp Rating: 10

## Weapon Data

Beam Weapon Type: Disruptor  
Number of Weapons: 6  
Firing Arcs: 3 f/p, 3 f/s  
Firing Chart Column: U  
Maximum Power Allocation: 3  
Maximum Power Emitted rate: 1  
Damage Modifier:  
(+4) (0-1)  
(+3) (2-6)  
(+2) (7-12)  
(+1) (13-18)

Missile Weapon Type: Photon  
Torpedo  
Number of Weapons: 2  
Firing Arcs: 2 f/a  
Firing Chart Column: R  
Power To Arm: 1  
Damage: 15

## Movement Data

Impulse Movement Ratio: 3/1  
Thruster Movement Ratio: 2/1  
Maximum Impulse Speed: 11  
Maximum Thruster Speed: 6  
Maximum Acceleration/Decel: 4

## Shield Data

Maximum Deflection: 7  
Shield Power Cost: 1  
Shield Durability: 4  
Minimum Damage #: 25  
Maximum Absorption: 70  
(per shield, per volley)

## Evasive Manuevers Data

Maneuverability: 4 (+30%)

## Ship Rating Information:

Defensive Rating: 114  
Offensive Rating: 32.5

Pre-Next Generation Era