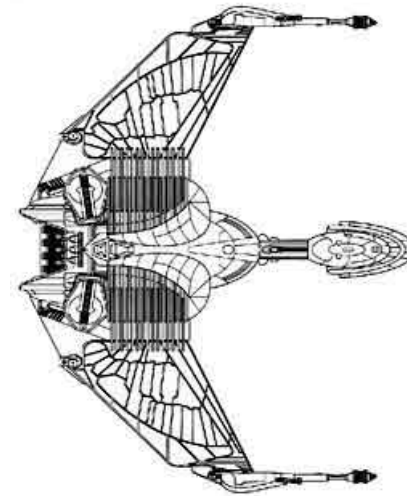
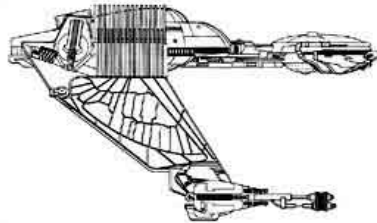
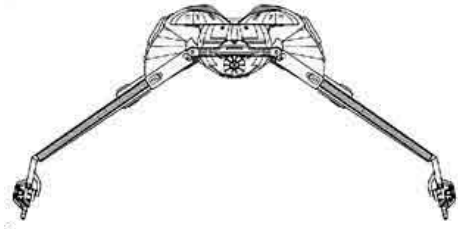


# K'vort Class Cruiser



RACE: Klingon Empire  
OVERALL COMBAT RATING: 45.94

## General Ship Data

Size Class: 10  
Damage Control Points: 6  
Superstructure Points: 32  
Atmosphere Capable: Yes  
Landing Capable: No

Stress Charts: F/G

Cloaking Cost: 15/7  
Rating: 65%

## Crew Data

Crew: 225  
Troops: 45  
Transporters (6-man): 5

## Power Data

Left Warp Engine Output: 24  
Right Warp Engine Output: 24  
Impulse Engine Output: 12  
Total Power Available: 60  
Warp Rating: 9

## 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) (2-5)  
(+2) (6-9)  
(+1) (10-18)

Missile Weapon Type: Photon  
Torpedo

Number of Weapons: 4  
Firing Arcs: 3 f, 1 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: 9  
Maximum Thruster Speed: 6  
Maximum Acceleration/Decel: 3

## Shield Data

Maximum Deflection: 8  
Shield Power Cost: 1  
Shield Durability: 4  
Minimum Damage #: 20  
Maximum Absorption: 85  
(per shield, per volley)

## Evasive Maneuvers Data

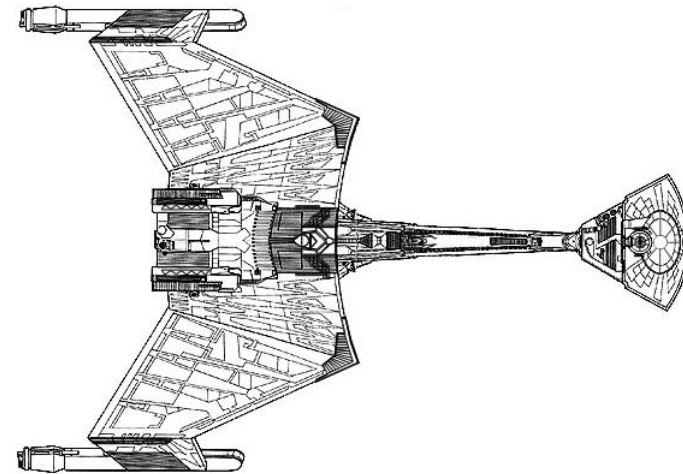
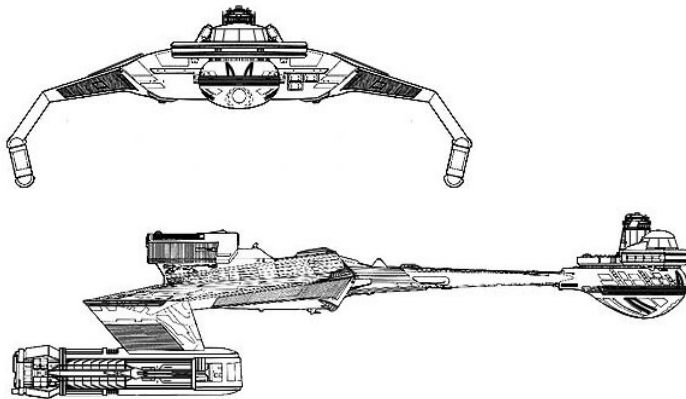
Maneuverability: 2 (+25%)

## Ship Rating Information:

Defensive Rating: 126.75  
Offensive Rating: 36.25

Pre-Next Generation Era

# K'ringa Class Cruiser



RACE: Klingon Empire  
OVERALL COMBAT RATING: 48.93

## General Ship Data

Size Class: 10  
Damage Control Points: 6  
Superstructure Points: 35  
Atmosphere Capable: Yes  
Landing Capable: No

Stress Charts: F/G

Cloaking Cost: N/A  
Rating:

## Crew Data

Crew: 375  
Troops: 50  
Transporters (6-man): 5

## Power Data

Left Warp Engine Output: 22  
Right Warp Engine Output: 22  
Impulse Engine Output: 16  
Total Power Available: 60  
Warp Rating: 9

## 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) (2-4)  
(+2) (5-10)  
(+1) (11-18)

Missile Weapon Type: Photon  
Torpedo

Number of Weapons: 4  
Firing Arcs: 3 f, 1 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: 9  
Maximum Thruster Speed: 6  
Maximum Acceleration/Decel: 3

## Shield Data

Maximum Deflection: 8  
Shield Power Cost: 1  
Shield Durability: 4  
Minimum Damage #: 25  
Maximum Absorption: 85  
(per shield, per volley)

## Evasive Maneuvers Data

Maneuverability: 3 (+25%)

## Ship Rating Information:

Defensive Rating: 135  
Offensive Rating: 36.25

Pre-Next Generation Era

# H-7 Mobile Fleet Repair Facility (MFRF)

No Visual Data Available in this Database

RACE: Klingon Empire

OVERALL COMBAT RATING: 27.07

## General Ship Data

Size Class: 8  
Damage Control Points: 22  
Superstructure Points: 32  
Atmosphere Capable: No  
Landing Capable: No

Stress Charts: G/K

Cloaking Cost: N/A  
Rating:

## Crew Data

Crew: 225  
Troops: 120  
Transports (5-man): 5  
(Cargo): 4

## Power Data

Right Warp Engine: 13  
Left Warp Engine: 13  
Impulse Engine Output: 12  
Total Power Available: 38  
Warp Rating: 8

## Weapon Data

Beam Weapon Type: Disruptor  
Number of Weapons: 4  
Firing Arcs: 4 360 Degree  
Firing Chart Column: V  
Maximum Power Allocation: 3  
Maximum Power Emitted rate: 1

Damage Modifier:  
(+4) (0-1)  
(+3) (2-7)  
(+2) (8-15)  
(+1) (16-20)

Missile Weapon Type: Photon  
Number of Weapons: 1  
Firing Arcs: 1 360 Degree  
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: 8  
Maximum Thruster Speed: 4  
Maximum Acceleration/Decel: 2

## Shield Data

Maximum Deflection: 7  
Shield Power Cost: 1  
Shield Durability: 5  
Minimum Damage #: 20  
Maximum Absorption: 80  
(per shield, per volley)

## Evasive Maneuvers Data

Maneuverability: 1 (+10%)

## Ship Rating Information:

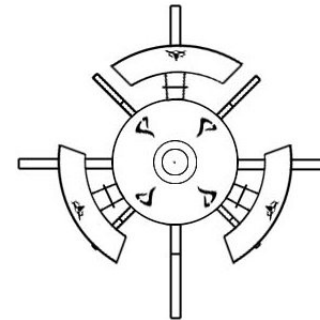
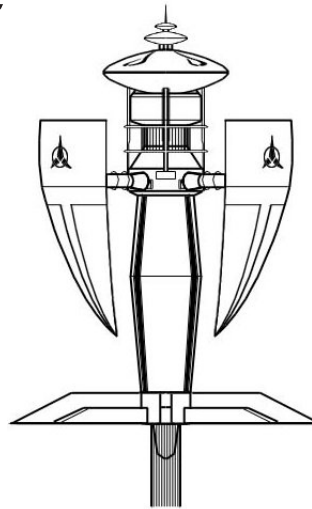
Defensive Rating: 110.5  
Offensive Rating: 24.5

Pre-Next Generation Era

# Defense Force Outpost

Design and Image by Mateen Greenway

RACE: Klingon Empire  
OVERALL COMBAT RATING: 172.72



Note: See the rules for outposts.

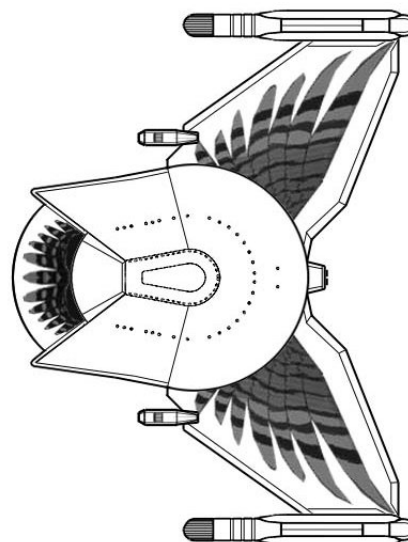
General Ship Data		Weapon Data		Movement Data	
Size Class:	16	Beam Weapon Type:	Disruptor	Impulse Movement Ratio:	10/1
Damage Control Points:	10	Number of Weapons:	8	Thruster Movement Ratio:	N/A
Superstructure Points:	100	Firing Arcs:	8 360 Degree	Maximum Impulse Speed:	3
Atmosphere Capable:	No	Firing 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:		Maximum Deflection :	8
Cloaking Cost:	N/A	(+4)	(0-2)	Shield Power Cost:	2
Rating:		(+3)	(3-8)	Shield Durability:	7
Crew Data		(+2)	(9-17)	Minimum Damage #:	35
Crew:	375	(+1)	(18-24)	Maximum Absorption:	120
Troops:	300	Missile Weapon Type:	Photon	(per shield, per volley)	
Transports (10-man):	6	Number of Weapons:	4	Evasive Maneuvers Data	
Transports (20-man):	2	Firing Arcs:	4 360 Degree	Maneuverability:	0/2
Power Data		Firing Chart Column:	R	ECM:	(+20%)
Anit-Matter Reactor Output:	80	Power To Arm:	1	Ship Rating Information:	
Conventional		Damage:	15	Defensive Rating:	176.25
Reactor Output:	35			Offensive Rating:	98
Total Power Available:	115				
Warp Rating:	N/A				

Pre-Next Generation Era



# The Romulan Empire

# Warbird, Type A



RACE: Romulan Empire  
OVERALL COMBAT RATING: 42.96

Note: See rules for Plasma Torpedoes

Ship Design by Eric Peterson

## General Ship Data

Size Class: 10  
Damage Control Points: 6  
Superstructure Points: 30  
Atmosphere Capable: Yes  
Landing Capable: No

Stress Charts: F/G

Cloaking Cost: 12/6  
Rating: 70%

## Crew Data

Crew: 320  
Troops: 45  
Transporters (6-man): 5

## Power Data

Left Warp Engine Output: 24  
Right Warp Engine Output: 24  
Impulse Engine Output: 12  
Total Power Available: 60  
Warp Rating: 9

## Weapon Data

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

## Damage Modifier:

(+4) (0-1)  
(+3) (2-3)  
(+2) (4-8)  
(+1) (9-16)

Missile Weapon Type: Plasma  
Torpedo

Number of Weapons: 4  
Firing Arcs: 4 f  
Firing Chart Column: K  
Power To Arm: 1  
Damage: 10

## Movement Data

Impulse Movement Ratio: 3/1  
Thruster Movement Ratio: 2/1  
Maximum Impulse Speed: 9  
Maximum Thruster Speed: 6  
Maximum Acceleration/Decel: 4

## Shield Data

Maximum Deflection: 8  
Shield Power Cost: 1  
Shield Durability: 4  
Minimum Damage #: 25  
Maximum Absorption: 85  
(per shield, per volley)

## Evasive Maneuvers Data

Maneuverability: 3 (+25%)

## Ship Rating Information:

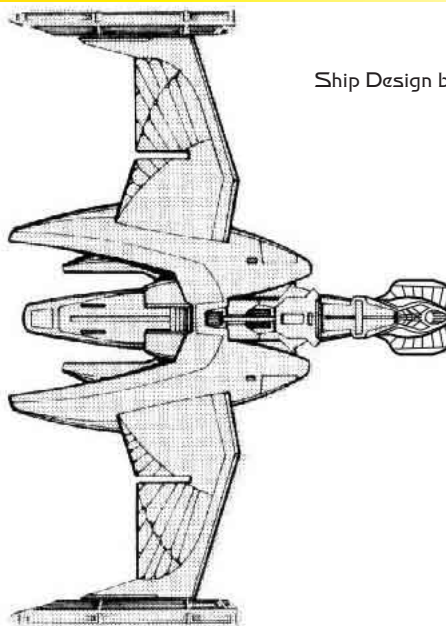
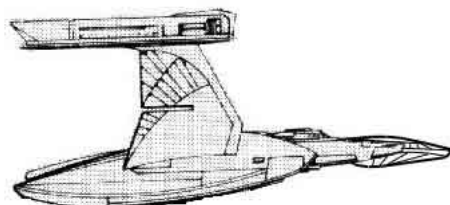
Defensive Rating: 125.75  
Offensive Rating: 34.17

Pre-Next Generation Era



# Warbird, Type B

Ship Design by Eric Peterson



RACE: Romulan Empire  
OVERALL COMBAT RATING: 91.03

See the rules for plasma torpedoes

## General Ship Data

Size Class: ☐ 11  
Damage Control Points: ☐ 7  
Superstructure Points: ☐ 50  
Atmosphere Capable: ☐ No  
Landing Capable: ☐ No

Stress Charts: ☐ F/G

Cloaking Cost: ☐ 12/6  
Rating: ☐ 70%

## Crew Data

Crew: ☐ 380  
Troops: ☐ 60  
Transporters (6-man): ☐ 5

## Power Data

Left Warp Engine Output: ☐ 40  
Right Warp Engine Output: ☐ 40  
Impulse Engine Output: ☐ 25  
Total Power Available: ☐ 105  
Warp Rating: ☐ 11

## 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: ☐ 6  
Maximum Power Emitted rate: ☐ 2

## Damage Modifier:

(+4) ☐ (0-1) ☐  
(+3) ☐ (2-4) ☐  
(+2) ☐ (5-9) ☐  
(+1) ☐ (10-18) ☐

Missile Weapon Type: ☐ Plasma ☐  
☐ Torpedo ☐

Number of Weapons: ☐ 4 ☐  
Firing Arcs: ☐ 4 f ☐  
Firing Chart Column: ☐ K ☐  
Power To Arm: ☐ 2 ☐  
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 #: ☐ 25  
Maximum Absorption: ☐ 125  
(per shield, per volley)

## Evasive Maneuvers Data

Maneuverability: ☐ 2 (+20%)

## Ship Rating Information:

Defensive Rating: ☐ 165.5  
Offensive Rating: ☐ 55

Pre-Next Generation Era

# Type 1 Outpost

RACE: Romulan Empire

OVERALL COMBAT RATING: 177.76

No Visual Data Available in this Database

Note: See the rules for outposts and plasma torpedoes. Plasma torpedoes are original series era type.

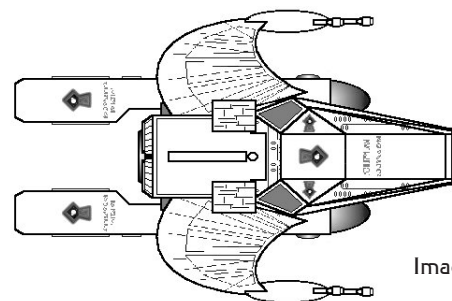
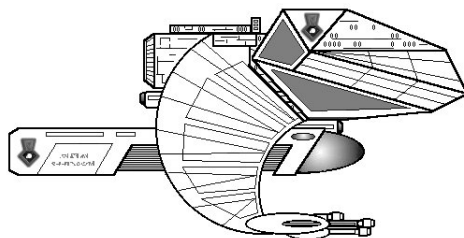
General Ship Data		Weapon Data		Movement Data	
Size Class:	18	Beam Weapon Type:	Disruptor	Impulse Movement Ratio:	10/1
Damage Control Points:	10	Number of Weapons:	8	Thruster Movement Ratio:	N/A
Superstructure Points:	130	Firing Arcs:	8 360 Degree	Maximum Impulse Speed:	3
Atmosphere Capable:	No	Firing Chart Column:	AA	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:	(+4) (0-1)	Maximum Deflection :	8
Cloaking Cost:	N/A		(+3) (2-8)	Shield Power Cost:	2
Rating:			(+2) (9-18)	Shield Durability:	6
			(+1) (19-30)	Minimum Damage #:	40
Crew Data		Missile Weapon Type:	Plasma Torpedo	Maximum Absorption:	120
Crew:	375			(per shield, per volley)	
Troops:	250	Number of Weapons:	3	Evasive Maneuvers Data	
Transports (10-man):	6	Firing Arcs:	3 360 Degree	Maneuverability:	0/2
Transports (20-man):	2	Firing Chart Column:	M	ECM:	(+20%)
Power Data		Power To Arm:	2	Ship Rating Information:	
Anit-Matter Reactor Output:	80	Damage:	32	Defensive Rating:	202
Conventional				Offensive Rating:	88
Reactor Output:	36				
Total Power Available:	116				
Warp Rating:	N/A				

Pre-Next Generation Era



# The Gorn Alliance

## Alligator Class Destroyer



Images by Dale McKee

RACE: Gorn Alliance

OVERALL COMBAT RATING: 27.37

Note: See rules on blasters.

General Ship Data	
Size Class:	7
Damage Control Points:	5
Superstructure Points:	25
Atmosphere Capable:	Yes
Landing Capable:	No

Stress Charts: ☐ G/H

Cloaking Cost:  $\square$  N/A  
Rating:

Crew Data	
Crew:	150
Troops:	35
Tranpsorters (10-man):	3

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:	Particle Beam
Number of Weapons:	4
Firing Arcs:	2 f/p, 2 f/s
Firing Chart Column:	U
Maximum Power Allocation:	3
Maximum Power Emitted rate:	1
Damage Modifier:	
(+4)	(0-1)
(+3)	(2-5)
(+2)	(6-9)
(+1)	(10-18)

Missile Weapon Type:	Photon
Number of Weapons:	2
Firing Arcs:	2 f/a
Firing Chart Column:	S
Power To Arm:	1
Damage:	10
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:		2/1
Thruster Movement Ratio:		1/1
Maximum Impulse Speed:		9
Maximum Thruster Speed:		6
Maximum Acceleration/Decel:		3

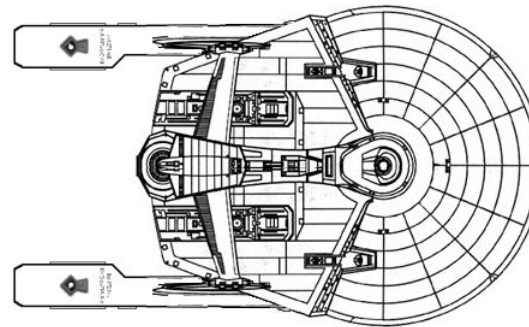
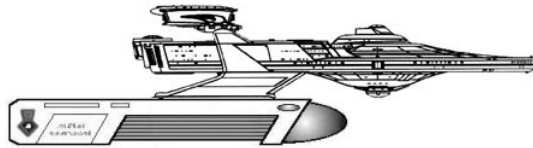
Shield Data	
Maximum Deflection :	7
Shield Power Cost:	1
Shield Durability:	4
Minimum Damage #:	30
Maximum Absorption:	65
(per shield, per volley)	

Evasive Maneuvers Data  
Maneuverability: ☐ 4 (+25%)

Ship Rating Information:  
 Defensive Rating: 120.75  
 Offensive Rating: 22.67

## Pre-Next Generation Era

# Python Class Cruiser



Images by Dale McKee

RACE: Gorn Alliance  
OVERALL COMBAT RATING: 40.83

Note: See the rules on Blasters

## General Ship Data

Size Class: ☐ 11  
Damage Control Points: ☐ 6  
Superstructure Points: ☐ 35  
Atmosphere Capable: ☐ No  
Landing Capable: ☐ No

Stress Charts: ☐ E/F

Cloaking Cost: ☐ N/A  
Rating: ☐

## Crew Data

Crew: ☐ 310  
Troops: ☐ 40 ☐  
Transports (10-man): ☐ 4

## Power Data

Left Warp Engine Output: ☐ 24  
Right Warp Engine Output: ☐ 24  
Impulse Engine Output: ☐ 20  
Total Power Available: ☐ 68  
Warp Rating: ☐ 9

## Weapon Data

Beam Weapon Type: ☐ Particle  
☐ Beam

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) ☐ (2-5)  
(+2) ☐ (6-9)  
(+1) ☐ (10-18)

Missile Weapon Type: ☐ Photon ☐  
☐ Torpedo ☐

Number of Weapons: ☐ 1 ☐  
Firing Arcs: ☐ 2 f/a ☐  
Firing Chart Column: ☐ S ☐  
Power To Arm: ☐ 1 ☐  
Damage: ☐ 20 ☐

Missile Weapon Type: ☐ Blaster ☐  
Number of Weapons: ☐ 2  
Firing Arcs: ☐ 2 f/a ☐  
Firing Chart Column: ☐ B ☐  
Power To Arm: ☐ 1 ☐  
Damage: ☐ 10 ☐

## 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: ☐ 1  
Shield Durability: ☐ 5  
Minimum Damage #: ☐ 25  
Maximum Absorption: ☐ 90  
(per shield, per volley)

## Evasive Maneuvers Data

Maneuverability: ☐ 2 (+20%)

## Ship Rating Information:

Defensive Rating: ☐ 119.5  
Offensive Rating: ☐ 34.17

Pre-Next Generation Era

# Gargoyle Class Battlecruiser

No Visual Data Available in this Database

RACE: Gorn Alliance  
OVERALL COMBAT RATING: 181.5

Note: See the rules on blasters.

## General Ship Data

Size Class: 10  
Damage Control Points: 8  
Superstructure Points: 60  
Atmosphere Capable: No  
Landing Capable: No

Stress Charts: G/H

Cloaking Cost: N/A  
Rating:

## Crew Data

Crew: 480  
Troops: 60  
Transports (10-man): 4

## Power Data

Left Warp Engine Output: 35  
Right Warp Engine Output: 35  
Impulse Engine Output: 25  
Total Power Available: 95  
Warp Rating: 10

## Weapon Data

Beam Weapon Type: Particle Beam  
Number of Weapons: 8  
Firing Arcs: 4 f/p  
4 f/s  
Firing Chart Column: Y  
Maximum Power Allocation: 3  
Maximum Power Emitted rate: 1  
Damage Modifier:  
(+4) (0-1)  
(+3) (2-7)  
(+2) (8-11)  
(+1) (12-24)

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

Missile Weapon Type: Blaster  
Number of Weapons: 4  
Firing Arcs: 4 f/a  
Firing Chart Column: B  
Power To Arm: 1  
Damage: 10

## Movement Data

Impulse Movement Ratio: 4/1  
Thruster Movement Ratio: 3/1  
Maximum Impulse Speed: 9  
Maximum Thruster Speed: 6  
Maximum Acceleration/Decel: 3

## Shield Data

Maximum Deflection: 8  
Shield Power Cost: 2  
Shield Durability: 5  
Minimum Damage #: 45  
Maximum Absorption: 115  
(per shield, per volley)

## Evasive Maneuvers Data

Maneuverability: 2 (+20%)

## Ship Rating Information:

Defensive Rating: 159  
Offensive Rating: 48.34

Next Generation Era

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## Pre-Next Generation Ship Comments

### United Federation of Planets

Oberth Class Scout: Oberth class scouts are used for exploration more than fleet support. The extensive sensor suite is housed in a pylon slung beneath the ship. While useful as exploration vessels, Oberth class ships do not stand up well during any type of combat situation.

Eagle Class Destroyers: These ships are used in many different capacities, including convoy escorts, patrol ships, etc. The extensive sensor suite housed in the hull section that supports the single warp engine allows these ships to function as fleet scouts as well. Eagle class ships are much more suited to the fleet scout role.

New Orleans Class Heavy Destroyer: Introduced to fill patrol and escort roles, the New Orleans packs a good punch and has good defensive capability as well. The layout is much like the Ambassador class, only much smaller. Its capabilities are much like the Constitution II class, and in fact it took over many of the duties of that class as it was phased out.

Miranda Class Cruiser: Designed to complement the fleet's Constitution II class cruisers, Miranda class cruisers are a good mix of firepower and defensive capabilities. The "Roll Bar" placement of the photon launcher allows better fields of fire than the Constitution II class.

Constitution II Class Cruiser: These ships are an improvement on the original Constitution class cruisers. They mount the best shields in the fleet until the introduction of the Excelsior class and the Ambassador Class. While these are capable ships, their high maintenance costs and higher crew complements compared to the Miranda Class caused Starfleet to eventually phase this class of ships out. Nevertheless, several examples of this class survived into the Next Generation era, mostly as training ships.

Excelsior Class Battlecruiser: While small compared to later battlecruiser designs, the Excelsior class represented a qualitative leap in Federation ship design. The Shields and firepower of the Excelsior class made it the most powerful ship in the Federation fleet until the addition of the Ambassador class.

Ambassador Class Battleship: the Ambassador class marks the pinnacle of Federation ship design in the Pre-Next Generation era. It was a match for any ship in space during this time. An Ambassador class ship answering a Klingon Distress call from a colony under attack by the Romulans ushered in the era of peace and cooperation between the Federation and the Klingon Empire.

Subic Bay Class Fleet Repair Facility: these ships are mobile frames that allow damaged ships to be repaired without returning to a Starbase. These valuable assets must be protected by other ships, as they have little firepower themselves.

Regula Type Research Station: These stations are designed as research outposts. Their upgraded sensors allow them the same bonuses as scout ships. Even so, they are not well armed or shielded compared to other outposts, as they are research stations not meant to see combat. The combat version of the station is the Patton Class.

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Starbase Class Station: These behemoths are used by starfleet to service its vessels, as well as to run the administration of many of the sectors the Federation controls. These stations are heavily shielded and armed, and only a well prepared and powerful task force would even consider attacking such a target.

## Klingon Empire

B'rel Class Scout Ship: The B'rel class is a small but effective scout. The small crews make the ship vulnerable to boarding, but its cloaking device allows it to cloak and evade any threat that may be too great for the ship to handle. B'rel class scouts have good firepower for their size.

Falcon Class Destroyer: This is a hypothetical design for a Klingon Destroyer. Thanks to Mateen Greenway for allowing us to use his design.

K'vort Class Cruiser: At first glance, the K'vort and B'rel classes look identical. In actuality, the K'vort is much larger and mounts much better systems. The advantage to having the same basic shapes allows both ships to be built by the same equipment, thus keeping re-tooling time at ship yards down. K'vort class ships are on a par with the K'ringa class, but have the added advantage of a cloaking device.

K'ringa Class Cruiser: This ship is the direct descendant of the D-7 class of the original series. The lack of missile weapons has been addressed with the addition of forward and aft photon torpedo tubes. The K'ringa has good firepower, but its shields lack the staying power of contemporary Federation shields.

H-7 Mobile Fleet Repair Facility: The Klingon counterpart of the Federation MFRF, it also needs escorts when in a combat area.

Defense outpost: Almost the equivalent of a Federation starbase, Klingon defense outposts, like all bases, are a fearsome thing to face. They mount heavy firepower, and have good shields.

## Romulan Empire

Romulan Warbird, Type A: The Romulan designs here are speculative in appearance and in capability. To this point, we really have not seen what the Romulan ships of the period looked like. This model of the Warbird is about equal to the K'ringa class. (Thanks to Eric Peterson and Matt Allen for allowing us to use their design and artwork for these ships.)

Romulan Warbird, Type B: The Type B is much more powerful than the Type A, having a heavily reinforced hull and better shields and weapons. It outclasses most Klingon ships of the period, and is a match for most Federation ships as well. (Thanks again to Eric Peterson and Matt Allen for the artwork.)

Romulan Defense Base: The Romulan starbase is the smallest of the bases of the period, but are still a potent adversary.

## Gorn Alliance

Gorn Alligator class Destroyer: Not much is known about the Gorn and their ships. While they are allies of a sort to the Federation, they are a very solitary race. Most of the battles they fight are against the Romulans. This destroyer is a capable design, and Gorn blasters in general can be a powerful weapon if used properly.

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Gorn Python Class Cruiser: As part of the cooperation between the Federation and the Gorn, the Federation sold several Miranda Class hulls to the Gorn, who in turn installed their own engines and weapons. The Python class cruiser is the result.

Gargoyle Class Battlecruiser: The Gargoyle class was deployed to counter the Romulan introduction of the Type B Warbird. While still not as fearsome as the Type B, it fares much better against the Gorn nemesis, the Romulans, than does the Python or Alligator classes.



Image by The Wolfpack

# Next Generation, Deep Space 9 and Voyager Era Starships



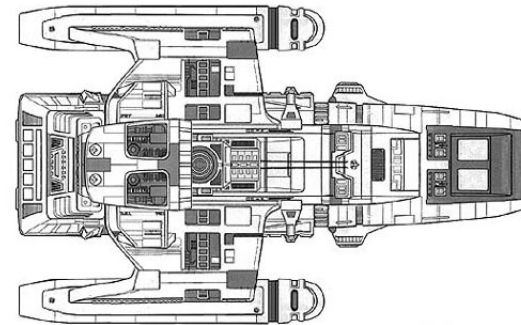
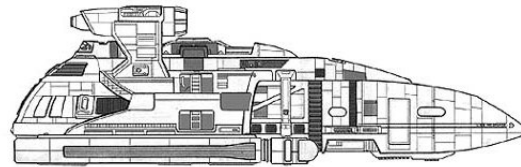
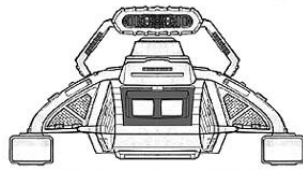
Eric Peterson/Matt Allen



# United Federation of Planets

# Rio Grande (Runabout) Class Gunboat

NOTE: The data on this sheet is for detailed gunboat to gunboat battles. Use the Mass Gunboat rules and data for battles between starships and gunboats.



RACE: United Federation of Planets  
OVERALL COMBAT RATING: 21.44

Note: Scouts receive +10% to all search rolls to detect cloaked ships. See the mine rules for additional rules for scouts. (Ship not a scout in transport configuration. Later versions have 5 points of ablative armor. OCR increases to 25 if so equipped.

Data listed is for Attack version. Transport version reduces torpedo damage to 10 and adds 20 troops and 1 20 man transporter. This transporter is automatically powered at no cost each turn. Transport

## Mass Gunboat Data

Size	Maneuver Rating	Impulse Speed/phase	Thruster Speed/phase	Shields	Hull	Beam Weapon Arcs	Beam Weapon Damage	Beam to Hit Table	Missile Weapon Arcs	Missile Weapon Damage	Missile to Hit Table	Weapons Types
2	5 (+30%)	7	2	18	6	1 f/p/s	6	A	1 f/a	10	I	Phaser/Photon

### General Ship Data

Size Class: ☐ 2  
Damage Control Points: ☐ 5  
Superstructure Points: ☐ 14  
Atmosphere Capable: ☐ Yes  
Landing Capable: ☐ Yes

Stress Charts: ☐ D/E

Cloaking Cost: ☐ N/A  
Rating: ☐

### Crew Data

Crew: ☐ 4  
Troops: ☐ 2  
Transporters (2-man): ☐ 1

### Power Data

Left Warp Engine Output: ☐ 15  
Right Warp Engine Output: ☐ 15  
Impulse Engine Output: ☐ 10  
Total Power Available: ☐ 40  
Warp Rating: ☐ 12

### Weapon Data

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

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

Missile Weapon Type: ☐ Photon ☐  
☐ Torpedo ☐  
Number of Weapons: ☐ 2  
Firing Arcs: ☐ 2-Shield arcs 1, 2, 3, and 5 ☐  
Firing Chart Column: ☐ N ☐  
Power To Arm: ☐ 1 ☐  
Damage: ☐ 15 ☐

### Movement Data

Impulse Movement Ratio: ☐ 1/1  
Thruster Movement Ratio: ☐ 1/2  
Maximum Impulse Speed: ☐ 10  
Maximum Thruster Speed: ☐ 8  
Maximum Acceleration/Decel: ☐ 4

### Shield Data

Maximum Deflection: ☐ 8  
Shield Power Cost: ☐ 1  
Shield Durability: ☐ 3  
Minimum Damage #: ☐ 15  
Maximum Absorption: ☐ 65  
(per shield, per volley)

### Evasive Maneuvers Data

Maneuverability: ☐ 5 (+35%)

### Ship Rating Information:

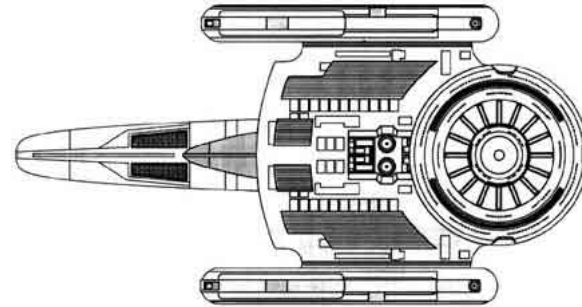
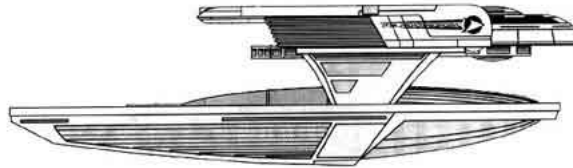
Defensive Rating: ☐ 102.1  
Offensive Rating: ☐ 21

Next Generation Era

# 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).

Dominion war ships have 5 points of ablative armor in all locations. Defensive rating increases to 112.5, OCR increases to 33.75



RACE: United Federation of Planets  
OVERALL COMBAT RATING: 30.75

## General Ship Data

Size Class: 6  
Damage Control Points: 5  
Superstructure Points: 18  
Atmosphere Capable: Yes  
Landing Capable: No

Stress Charts: E/F

Cloaking Cost: N/A  
Rating:

## Crew Data

Crew: 20  
Troops: 10  
Transporters (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: 16

## Weapon Data

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

(+3) (0-5)  
(+2) (6-12)  
(+1) (13-22)

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

## Movement Data

Impulse Movement Ratio: 2/1  
Thruster Movement Ratio: 2/1  
Maximum Impulse Speed: 12  
Maximum Thruster Speed: 8  
Maximum Acceleration/Decel: 4

## Shield Data

Maximum Deflection: 7  
Shield Power Cost: 1  
Shield Durability: 3  
Minimum Damage #: 20  
Maximum Absorption: 80  
(per shield, per volley)

## Evasive Manuevers Data

Maneuverability: 4 (+30%)

## Ship Rating Information:

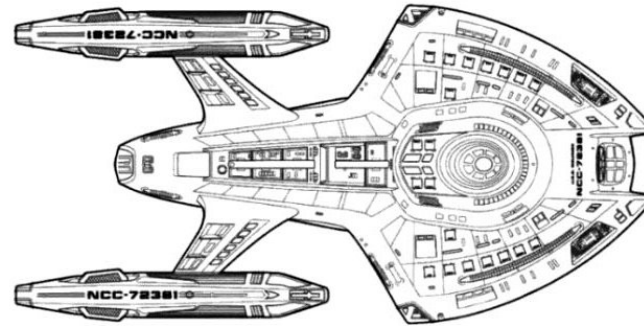
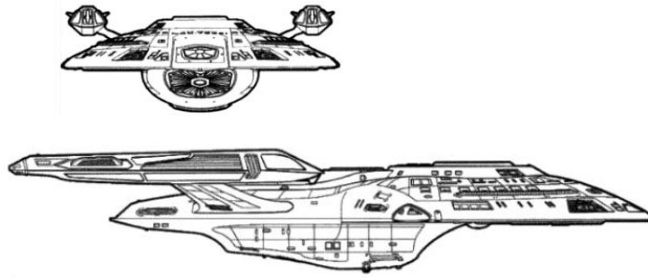
Defensive Rating: 102.5  
Offensive Rating: 30

Next Generation Era

# Nova 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.

Ships have 5 points of ablative armor in all locations. All phasers are collimator mounts.



RACE: United Federation of Planets  
OVERALL COMBAT RATING: 52.84

## General Ship Data

Size Class: 6  
Damage Control Points: 6  
Superstructure Points: 24  
Atmosphere Capable: Yes  
Landing Capable: Yes

Stress Charts: E/F

Cloaking Cost: N/A  
Rating:

## Crew Data

Crew: 60  
Troops: 20  
Transporters (5-man): 3

## Power Data

Left Warp Engine Output: 24  
Right Warp Engine Output: 24  
Impulse Engine Output: 10  
Total Power Available: 58  
Warp Rating: 12

## 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) (0-8)  
(+2) (9-16)  
(+1) (17-24)

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

## Movement Data

Impulse Movement Ratio: 2/1  
Thruster Movement Ratio: 1/1  
Maximum Impulse Speed: 12  
Maximum Thruster Speed: 8  
Maximum Acceleration/Decel: 4

## Shield Data

Maximum Deflection: 8  
Shield Power Cost: 1  
Shield Durability: 3  
Minimum Damage #: 30  
Maximum Absorption: 110  
(per shield, per volley)

## Evasive Manuevers Data

Maneuverability: 5 (+30%)

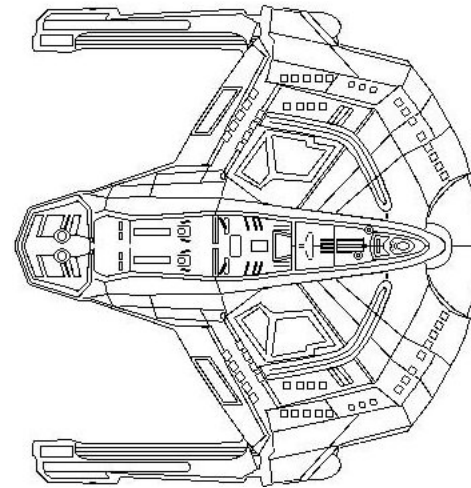
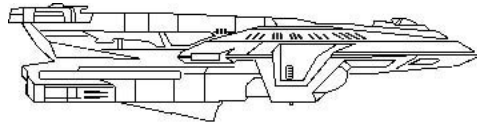
## Ship Rating Information:

Defensive Rating: 144  
Offensive Rating: 36.7

Next Generation Era



# Saber Class Scout



RACE: United Federation of Planets  
OVERALL COMBAT RATING: 62.4

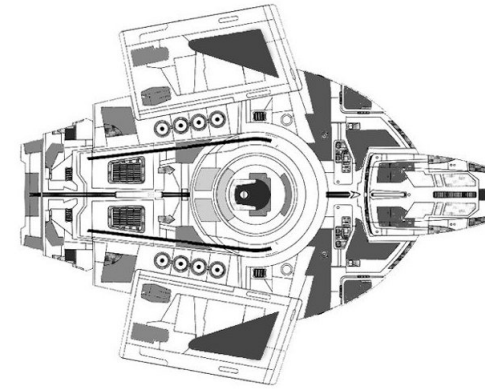
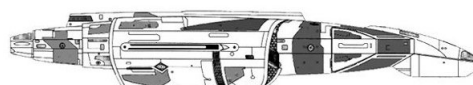
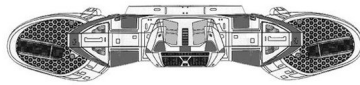
Note: This is a scout ship. See the rules section on mines for special rules for scouts. Ship receives +10% on all search rolls for cloaked ships (Active Sensors).

Ships have 5 points of ablative armor in all locations. f/p and f/s arc phasers are 120 degree collimator mounts

<b>General Ship Data</b>		<b>Weapon Data</b>		<b>Movement Data</b>	
Size Class:	6	Beam Weapon Type:	Phaser	Impulse Movement Ratio:	2/1
Damage Control Points:	6	Number of Weapons:	8	Thruster Movement Ratio:	1/1
Superstructure Points:	28	Firing Arcs:	3 f/p, 3 f/s 2 360 Deg	Maximum Impulse Speed:	12
Atmosphere Capable:	Yes	Firing Chart Column:	Y	Maximum Thruster Speed:	8
Landing Capable:	No	Maximum Power Allocation:	3	Maximum Acceleration/Decel:	4
Stress Charts:	D/E	Maximum Power Emitted rate:	1		
Cloaking Cost:	N/A	Damage Modifier:		<b>Shield Data</b>	
Rating:		(+3)	(0-10)	Maximum Deflection :	8
		(+2)	(11-17)	Sheild Power Cost:	1
		(+1)	(18-24)	Shield Durability:	4
<b>Crew Data</b>				Minimum Damage #:	30
Crew:	60			Maximum Absorption:	120
Troops:	40			(per shield, per volley)	
Transporters (6-man):	5	Missile Weapon Type:	Photon	<b>Evasive Manuevers Data</b>	
			Torpedo	Maneuverability:	4 (+30%)
		Number of Weapons:	2		
		Firing Arcs:	2 f/a	<b>Ship Rating Information:</b>	
		Firing Chart Column:	S	Defensive Rating:	156
		Power To Arm:	1	Offensive Rating:	40
		Damage:	20		
<b>Power Data</b>					
Left Warp Engine Output:	22				
Right Warp Engine Output:	22				
Impulse Engine Output:	16				
Total Power Available:	60				
Warp Rating:	17				

## Next Generation Era

# Defiant Class Escort



RACE: United Federation of Planets

OVERALL COMBAT RATING: 203.5 (228)

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).

Production models do not have overpowered engines. See the rule section on USS Defiant.

Defiant has 20 points of ablative armor in all locations. Production models have 15 points of ablative armor in all locations. USS Defiant has a cloaking device, but officially she is the only ship that has one. It may be that other ships of the class have cloaking devices.

## General Ship Data

Size Class:	6
Damage Control Points:	6
Superstructure Points:	28
Atmosphere Capable:	Yes
Landing Capable:	Yes
Stress Charts:	D/E
Cloaking Cost:	N/A
	(20/11)
Rating:	(75%)

## Crew Data

Crew:	50
Troops:	30
Transports (10-man):	2

## Power Data

Left Warp Engine Output:	32 (45)
Right Warp Engine Output:	32 (45)
Impulse Engine Output:	30
Total Power Available:	94 (120)
Warp Rating:	16

## Evasive Maneuvers Data

Maneuverability:	4 (+25%)
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## Weapon Data

Beam Weapon Type:	Phaser
Number of Weapons:	4
Firing Arcs:	2 p/a, 2 s/a
Firing Chart Column:	Y
Maximum Power Allocation:	3
Maximum Power Emitted rate:	1
Damage Modifier:	
(+3)	(0-9)
(+2)	(10-16)
(+1)	(17-24)

## Beam Weapon Type:

Beam Weapon Type:	Pulse
	Phaser
Number of Weapons:	8
Firing Arcs:	8 f
Firing Chart Column:	E
Maximum Power Allocation:	6
Maximum Power Emitted rate:	2
Damage Modifier:	
(+3)	(0-5)
(+2)	(6-9)
(+1)	(10-15)

Values other than Maneuverability that are in parenthesis are for the USS Defiant only

Missile Weapon Type:	Quantum
	Torpedo
Number of Weapons:	2
Firing Arcs:	2 f/a
Firing Chart Column:	X
Power To Arm:	1
Damage:	30

## Movement Data

Impulse Movement Ratio:	3/1
Thruster Movement Ratio:	2/1
Maximum Impulse Speed:	14
Maximum Thruster Speed:	9
Maximum Acceleration/Decel:	4

## Shield Data

Maximum Deflection :	8
Shield Power Cost:	1
Shield Durability:	7
Minimum Damage #:	30
Maximum Absorption:	185
(per shield, per volley)	

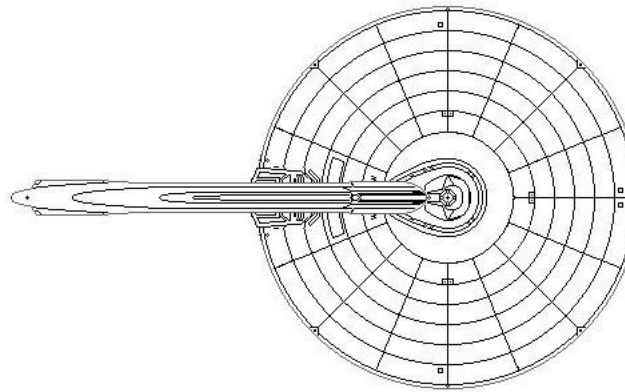
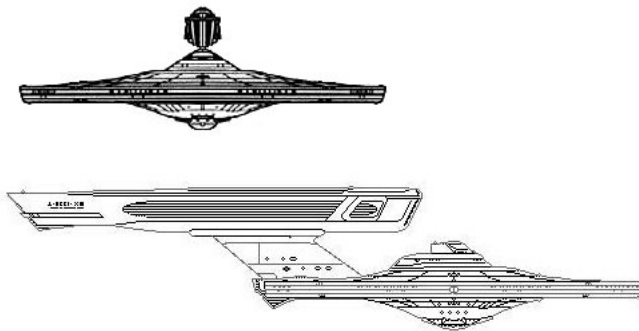
## Ship Rating Information:

Defensive Rating:	203.5
	(228)
Offensive Rating:	100

Next Generation Era

# Eagle Class Destroyer

Ship design by Eric Peterson, Image by Tom Gage



RACE: United Federation of Planets  
OVERALL COMBAT RATING: 60.47

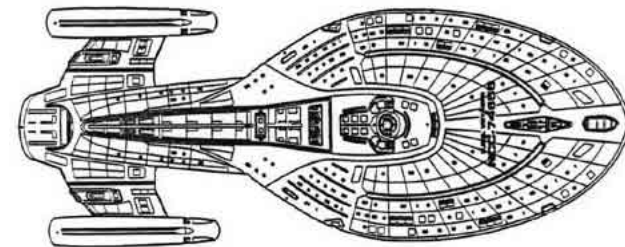
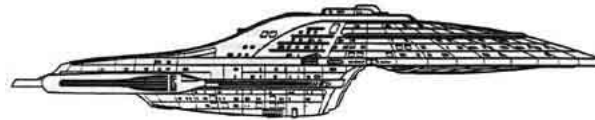
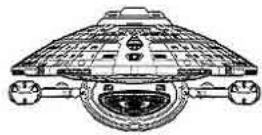
Note: This is a scout ship. See the rules section on Mines for special rules for scouts. Ship receives +10% on all search rolls for cloaked ships (Active Sensors).

Ships have 5 points of ablative armor in all locations.

General Ship Data		Weapon Data		Movement Data	
Size Class:	6	Beam Weapon Type:	Phaser	Impulse Movement Ratio:	2/1
Damage Control Points:	6	Number of Weapons:	8	Thruster Movement Ratio:	1/1
Superstructure Points:	30	Firing Arcs:	2 f, 3 f/p, 3 f/s	Maximum Impulse Speed:	12
Atmosphere Capable:	Yes	Firing Chart Column:	Y	Maximum Thruster Speed:	6
Landing Capable:	No	Maximum Power Allocation:	3	Maximum Acceleration/Decel:	4
Stress Charts:	D/F	Maximum Power Emitted rate:	1		
Cloaking Cost:	N/A	Damage Modifier:		Shield Data	
Rating:		(+3)	(0-10)	Maximum Deflection :	8
		(+2)	(11-18)	Shield Power Cost:	1
		(+1)	(18-24)	Shield Durability:	4
Crew Data				Minimum Damage #:	30
Crew:	150	Missile Weapon Type:	Photon	Maximum Absorption:	120
Troops:	35		Torpedo	(per shield, per volley)	
Transporters (6-man):	5	Number of Weapons:	2	Evasive Manuevers Data	
		Firing Arcs:	2 f/a	Maneuverability:	4 (+30%)
		Firing Chart Column:	S		
		Power To Arm:	1	Ship Rating Information:	
		Damage:	20	Defensive Rating:	157.75
				Offensive Rating:	38.33
Power Data					
Center Warp Engine Output:	36				
Impulse Engine Output:	22				
Total Power Available:	58				
Warp Rating:	15				

Next Generation Era

# Intrepid Class Destroyer



RACE: United Federation of Planets  
OVERALL COMBAT RATING: 94.46

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).

Intrepid class ships have Variable Geometry Warp Engines. This is what gives the phasers their large arcs. The phasers are collimator mounts. Warp out is delayed by 1 phase after announcement while the engines change configuration.

Ships have 5 points of ablative armor in all locations.

## General Ship Data

Size Class: 7  
Damage Control Points: 7  
Superstructure Points: 36  
Atmosphere Capable: Yes  
Landing Capable: Yes

Stress Charts: D/E

Cloaking Cost: N/A  
Rating:

## Crew Data

Crew: 120  
Troops: 30  
Transporters (6-man): 5

## Power Data

Left Warp Engine Output: 28  
Right Warp Engine Output: 28  
Impulse Engine Output: 20  
Total Power Available: 76  
Warp Rating: 17

## Weapon Data

Beam Weapon Type: Phaser  
Number of Weapons: 5  
Firing Arcs: 2 Shield  
Arcs 1, 2, 5, 6  
2 Shield  
Arcs 2, 3, 4, 5  
1 360 Degree

Firing Chart Column: AA  
Maximum Power Allocation: 6  
Maximum Power Emitted rate: 2  
Damage Modifier:  
(+3) (0-10)  
(+2) (11-20)  
(+1) (21-30)

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

## Movement Data

Impulse Movement Ratio: 3/1  
Thruster Movement Ratio: 2/1  
Maximum Impulse Speed: 15  
Maximum Thruster Speed: 9  
Maximum Acceleration/Decel: 4

## Shield Data

Maximum Deflection: 8  
Shield Power Cost: 1  
Shield Durability: 4  
Minimum Damage #: 40  
Maximum Absorption: 135  
(per shield, per volley)

## Evasive Manuevers Data

Maneuverability: 4 (+30%)

## Ship Rating Information:

Defensive Rating: 171.75  
Offensive Rating: 55

Next Generation Era



General Ship Data		
Size Class:		7
Damage Control Points:		9
Superstructure Points:		45
Atmosphere Capable:		No
Landing Capable:		No
Stress Charts:		F/G
Cloaking Cost:		N/A
Rating:		
Crew Data		
Crew:		250
Troops:		180
Tranpsorters (6-man):		5
Tranpsorters (20-man):		5

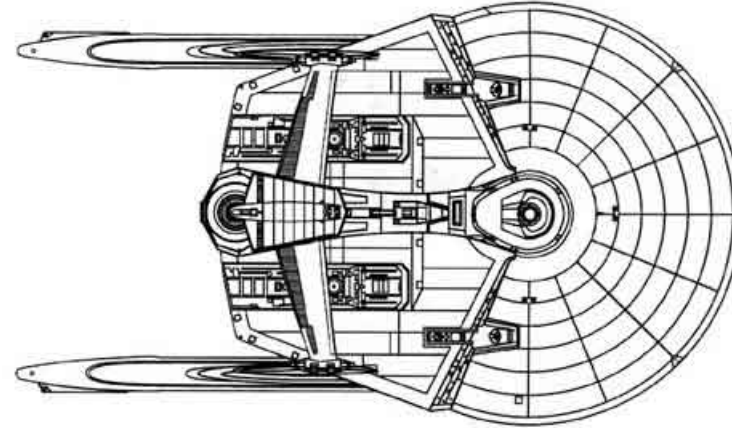
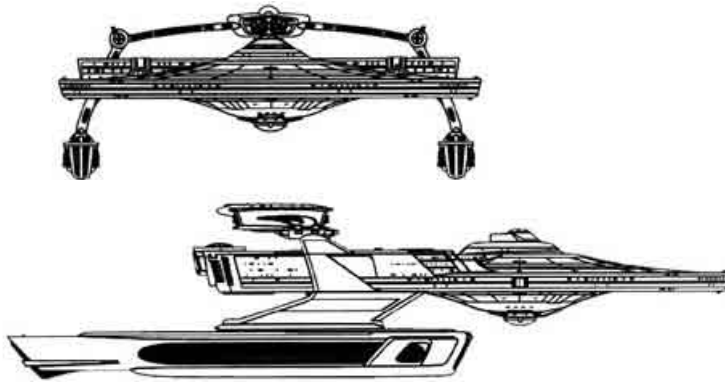
Weapon Data	
Beam Weapon Type:	Phaser
Number of Weapons:	6
Firing Arcs:	4 300
	° Degree
	2 360
	° Degree
Firing Chart Column:	Y
Maximum Power Allocation:	6
Maximum Power Emitted rate:	2
Damage Modifier:	
(+3)	(0-10)
(+2)	(11-18)
(+1)	(18-24)
Missile Weapon Type:	Photon
	Torpedo
Number of Weapons:	6
Firing Arcs:	6 f/a
Firing Chart Column:	S
Power To Arm:	1
Damage:	15

Shield Data	
Maximum Deflection :	8
Shield Power Cost:	1
Shield Durability:	5
Minimum Damage #:	40
Maximum Absorption:	180
(per shield, per volley)	

Ship Rating Information:  
 Defensive Rating: 209.5  
 Offensive Rating: 63.74

59

# Miranda Class Cruiser



RACE: United Federation of Planets  
OVERALL COMBAT RATING: 144.92

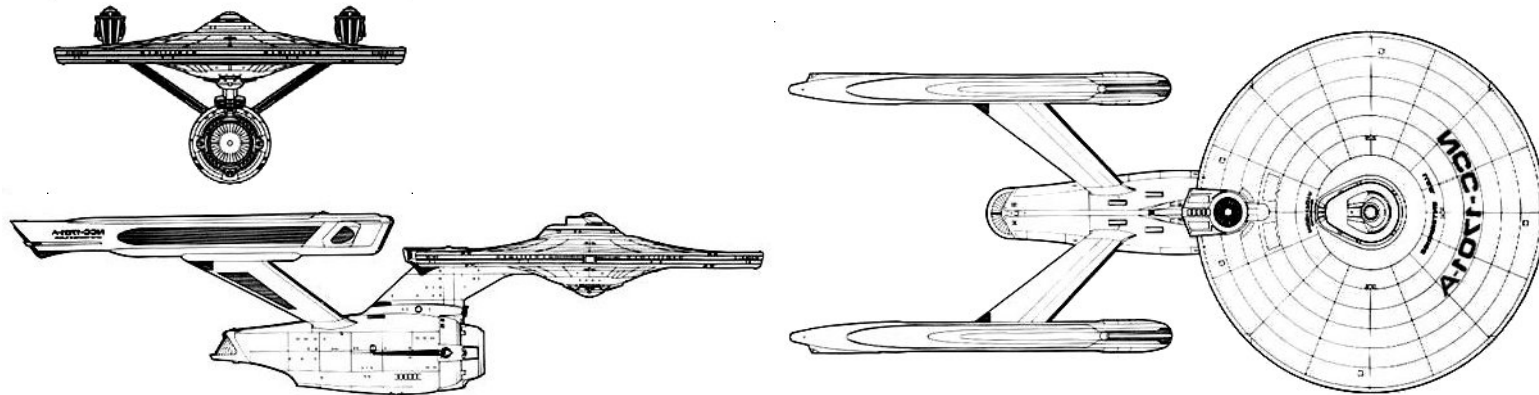
Ships have 5 points of ablative armor in all locations.

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:	8	Thruster Movement Ratio:	3/1
Superstructure Points:	48	Firing Arcs:	2 f, 3 f/p, 3 f/s	Maximum Impulse Speed:	14
Atmosphere Capable:	Yes	Firing Chart Column:	Y	Maximum Thruster Speed:	8
Landing Capable:	No	Maximum Power Allocation:	6	Maximum Acceleration/Decel:	4
Stress Charts:	E/F	Maximum Power Emitted rate:	2		
Cloaking Cost:	N/A	Damage Modifier:	(+3) (0-10) (+2) (11-18) (+1) (18-24)	Shield Data	
Rating:				Maximum Deflection :	8
Crew Data		Missile Weapon Type:	Photon Torpedo	Shield Power Cost:	1
Crew:	375	Number of Weapons:	4	Shield Durability:	6
Troops:	80	Firing Arcs:	4 f/a	Minimum Damage #:	45
Transports (6-man):	5	Firing Chart Column:	S	Maximum Absorption:	190
Transports (20-man):	1	Power To Arm:	1	(per shield, per volley)	
		Damage:	20	Evasive Manuevers Data	
Power Data				Maneuverability:	3 (+20%)
Left Warp Engine Output:	35			Ship Rating Information:	
Right Warp Engine Output:	35			Defensive Rating:	215.75
Impulse Engine Output:	30			Offensive Rating:	67.17
Total Power Available:	100				
Warp Rating:	14				

Next Generation Era



# Constitution II Class Cruiser



RACE: United Federation of Planets  
OVERALL COMBAT RATING: 145.42

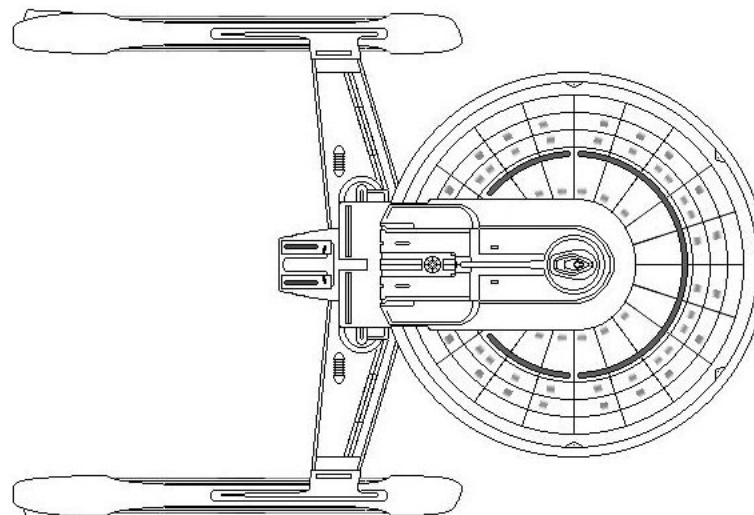
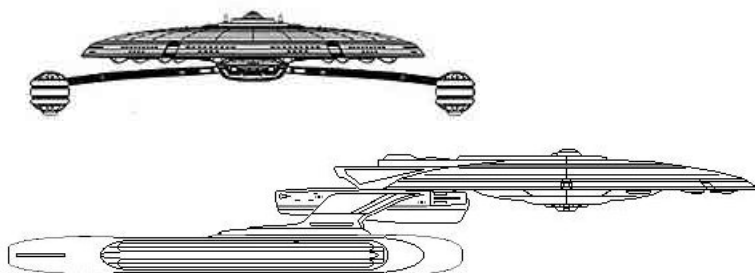
Ships have 5 points of ablative armor in all locations.

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:	8	Thruster Movement Ratio:	3/1
Superstructure Points:	50	Firing Arcs:	4 f, 2 f/p, 2 f/s	Maximum Impulse Speed:	14
Atmosphere Capable:	Yes	Firing Chart Column:	Y	Maximum Thruster Speed:	8
Landing Capable:	No	Maximum Power Allocation:	6	Maximum Acceleration/Decel:	4
Stress Charts:	E/F	Maximum Power Emitted rate:	2		
Cloaking Cost:	N/A	Damage Modifier:	(+3) (0-10) (+2) (11-18) (+1) (18-24)	Shield Data	
Rating:				Maximum Deflection :	8
Crew Data		Missile Weapon Type:	Photon Torpedo	Shield Power Cost:	1
Crew:	425	Number of Weapons:	4	Shield Durability:	6
Troops:	80	Firing Arcs:	4 f	Minimum Damage #:	45
Transports (6-man):	5	Firing Chart Column:	S	Maximum Absorption:	190
Transports (20-man):	1	Power To Arm:	1	(per shield, per volley)	
		Damage:	20	Evasive Manuevers Data	
Power Data				Maneuverability:	3 (+20%)
Left Warp Engine Output:	35			Ship Rating Information:	
Right Warp Engine Output:	35			Defensive Rating:	216.5
Impulse Engine Output:	32			Offensive Rating:	67.17
Total Power Available:	102				
Warp Rating:	14				

Next Generation Era

# Centaur Class Cruiser

Top and Side Images by Tom Gage



RACE: United Federation of Planets  
OVERALL COMBAT RATING: 173.55

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).

Ships have 5 points of ablative armor in all locations.

All phasers are collimator mounts.

General Ship Data	
Size Class:	9
Damage Control Points:	8
Superstructure Points:	50
Atmosphere Capable:	Yes
Landing Capable:	No
Stress Charts:	E/F
Cloaking Cost:	N/A
Rating:	
Crew Data	
Crew:	350
Troops:	90
Transports (6-man):	5
Transports (20-man):	2

Power Data	
Left Warp Engine Output:	40
Right Warp Engine Output:	40
Impulse Engine Output:	22
Total Power Available:	102
Warp Rating:	15

Weapon Data	
Beam Weapon Type:	Phaser
Number of Weapons:	8
Firing Arcs:	6 300 Degree, 2 360 Degree
Firing Chart Column:	Y
Maximum Power Allocation:	6
Maximum Power Emitted rate:	2
Damage Modifier:	(+3) (0-10) (+2) (11-18) (+1) (18-24)
Missile Weapon Type:	Photon Torpedo
Number of Weapons:	4
Firing Arcs:	Shield Arcs 1,2,3, and 5
Firing Chart Column:	X
Power To Arm:	1
Damage:	20

Movement Data	
Impulse Movement Ratio:	4/1
Thruster Movement Ratio:	3/1
Maximum Impulse Speed:	14
Maximum Thruster Speed:	8
Maximum Acceleration/Decel:	4

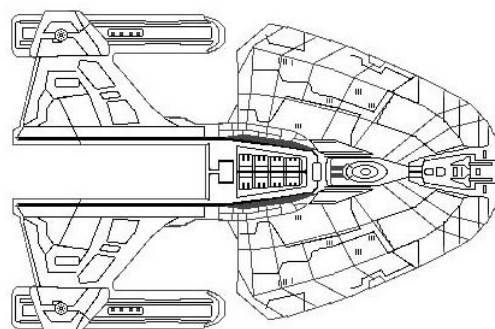
Shield Data	
Maximum Deflection :	8
Shield Power Cost:	1
Shield Durability:	6
Minimum Damage #:	45
Maximum Absorption:	200
(per shield, per volley)	

Evasive Maneuvers Data	
Maneuverability:	3 (+25%)

Ship Rating Information:	
Defensive Rating:	222.5
Offensive Rating:	78

Next Generation Era

# Norway Class Light Attack Cruiser



RACE: United Federation of Planets  
OVERALL COMBAT RATING: 163.3

Ship has 5 points of ablative armor in all location

See the rules for Phaser Cannons Regular phasers are collimator mounts

## General Ship Data

Size Class: 8  
Damage Control Points: 8  
Superstructure Points: 40  
Atmosphere Capable: Yes  
Landing Capable: No

Stress Charts: E/F

Cloaking Cost: N/A  
(20/11)  
Rating: (75%)

## Crew Data

Crew: 225  
Troops: 70  
Transports (6-man): 5  
Transports (20-man): 1

## Power Data

Left Warp Engine Output: 34  
Right Warp Engine Output: 34  
Impulse Engine Output: 20  
Total Power Available: 88  
Warp Rating: 15

## Evasive Maneuvers Data

Maneuverability: 3 (+25%)

## Weapon Data

Beam Weapon Type: Phaser  
Number of Weapons: 6  
Firing Arcs: 4 300 Degree  
2 260 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)

Beam Weapon Type: Phaser  
Cannon

Number of Weapons: 2  
Firing Arcs: 2 f  
Firing Chart Column: U  
Maximum Power Allocation: 3  
Maximum Power Emitted rate: 1  
Damage Modifier:

(+3) (0-6)  
(+2) (7-10)  
(+1) (11-18)

Missile Weapon Type: Quantum  
Torpedo  
Number of Weapons: 3  
Firing Arcs: 2 f, 1 a  
Firing Chart Column: X  
Power To Arm: 1  
Damage: 30

## Movement Data

Impulse Movement Ratio: 3/1  
Thruster Movement Ratio: 2/1  
Maximum Impulse Speed: 14  
Maximum Thruster Speed: 8  
Maximum Acceleration/Decel: 4

## Shield Data

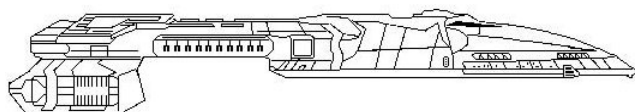
Maximum Deflection: 8  
Shield Power Cost: 1  
Shield Durability: 6  
Minimum Damage #: 45  
Maximum Absorption: 200  
(per shield, per volley)

## Ship Rating Information:

Defensive Rating: 218.5  
Offensive Rating: 74.74

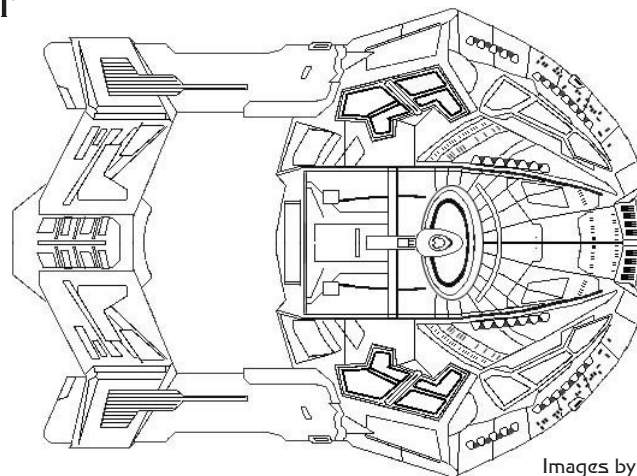
Next Generation Era

# Steamrunner Class Escort Cruiser



RACE: United Federation of Planets  
OVERALL COMBAT RATING: 180.99

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).



Images by Tom Gage

Ships have 10 points of ablative armor in all locations.

General Ship Data	
Size Class:	10
Damage Control Points:	8
Superstructure Points:	50
Atmosphere Capable:	Yes
Landing Capable:	No
Stress Charts:	D/E
Cloaking Cost:	N/A
Rating:	
Crew Data	
Crew:	250
Troops:	75
Transports (6-man):	5
Transports (20-man):	1

Power Data	
Left Warp Engine Output:	32
Right Warp Engine Output:	32
Impulse Engine Output:	28
Total Power Available:	92
Warp Rating:	14

Weapon Data	
Beam Weapon Type:	Phaser
Number of Weapons:	8
Firing Arcs:	6 300
	Degree
	2 360
	Degree
Firing Chart Column:	Y
Maximum Power Allocation:	6
Maximum Power Emitted rate:	2
Damage Modifier:	
(+3)	(0-10)
(+2)	(11-18)
(+1)	(18-24)

Missile Weapon Type:	Photon
	Torpedo
Number of Weapons:	4
Firing Arcs:	2 f, 2 f/a
Firing Chart Column:	X
Power To Arm:	1
Damage:	20

Movement Data	
Impulse Movement Ratio:	3/1
Thruster Movement Ratio:	2/1
Maximum Impulse Speed:	14
Maximum Thruster Speed:	8
Maximum Acceleration/Decel:	4

Shield Data	
Maximum Deflection :	8
Shield Power Cost:	1
Shield Durability:	6
Minimum Damage #:	45
Maximum Absorption:	200
(per shield, per volley)	

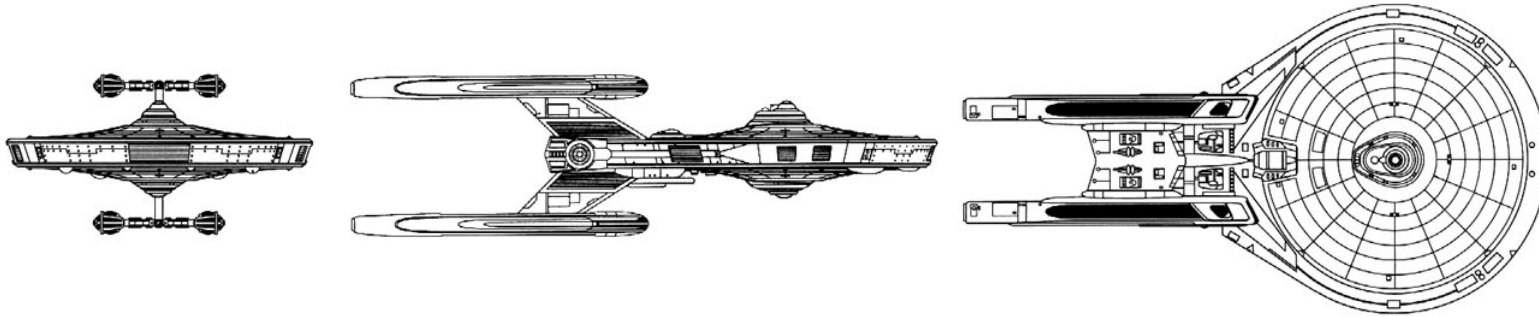
Evasive Maneuvers Data	
Maneuverability:	3 (+25%)

Ship Rating Information:	
Defensive Rating:	232.25
Offensive Rating:	77.93

Next Generation Era



# Constellation Class Cruiser



RACE: United Federation of Planets  
OVERALL COMBAT RATING: 188.16

Note: Ship has 4 warp engines: an upper and lower left and right warp engine. Hit locations that read right or left warp engine must be randomly distributed between the upper and lower warp engines. See the rules on tactical heading changes for more special rules for his ship.

## General Ship Data

Size Class: ☐ 12  
Damage Control Points: ☐ 8  
Superstructure Points: ☐ 48  
Atmosphere Capable: ☐ No  
Landing Capable: ☐ No

Stress Charts: ☐ E/F

Cloaking Cost: ☐ N/A  
Rating: ☐

## Crew Data

Crew: ☐ 350  
Troops: ☐ 55  
Transports (6-man): ☐ 5

## Power Data

Left Warp Engine Output: ☐ 32 (16/16)  
Right Warp Engine Output: ☐ 32 (16/16)  
Impulse Engine Output: ☐ 16  
Total Power Available: ☐ 80  
Warp Rating: ☐ 14

## Weapon Data

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

Missile Weapon Type: ☐ Photon ☐ Torpedo  
Number of Weapons: ☐ 6  
Firing Arcs: ☐ 6 f/a  
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: ☐ 14  
Maximum Thruster Speed: ☐ 6  
Maximum Acceleration/Decel: ☐ 4

## Shield Data

Maximum Deflection: ☐ 8  
Shield Power Cost: ☐ 1  
Shield Durability: ☐ 6  
Minimum Damage #: ☐ 40  
Maximum Absorption: ☐ 210  
(per shield, per volley)

## Evasive Maneuvers Data

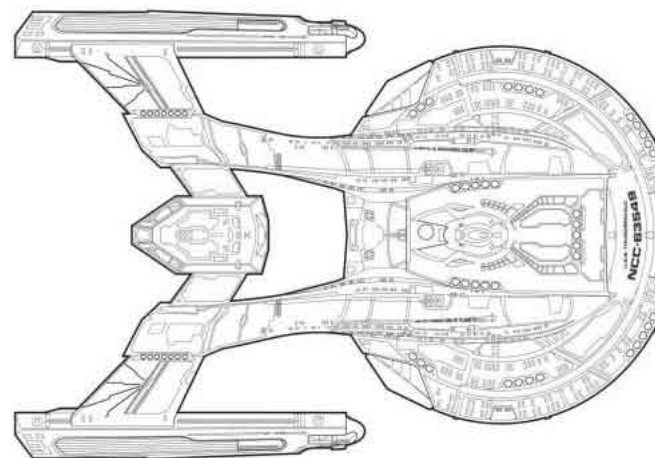
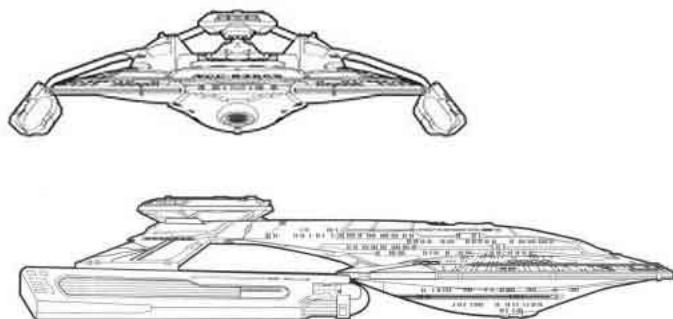
Maneuverability: ☐ 2 (+20%)

## Ship Rating Information:

Defensive Rating: ☐ 224  
Offensive Rating: ☐ 84

Next Generation Era

# Akira Class Attack Cruiser



RACE: United Federation of Planets  
OVERALL COMBAT RATING: 199.5

Ships have 5 points of ablative armor in all locations except the superstructure. The superstructure has 10 points of ablative armor.

All phasers are collimator mounts.

General Ship Data	
Size Class:	II
Damage Control Points:	10
Superstructure Points:	75
Atmosphere Capable:	No
Landing Capable:	No
Stress Charts:	D/E
Cloaking Cost:	N/A
Rating:	
Crew Data	
Crew:	420
Troops:	140
Transports (6-man):	5
Transports (20-man):	2
Power Data	
Left Warp Engine Output:	42
Right Warp Engine Output:	42
Impulse Engine Output:	32
Total Power Available:	116
Warp Rating:	15

Weapon Data	
Beam Weapon Type:	Phaser
Number of Weapons:	8
Firing Arcs:	6 300 Degree, 2 360 Degree
Firing Chart Column:	AA
Maximum Power Allocation:	6
Maximum Power Emitted rate:	2
Damage Modifier:	(+3) (0-10) (+2) (11-20) (+1) (21-30)
Missile Weapon Type:	Photon Torpedo
Number of Weapons:	4
Firing Arcs:	4 f/a
Firing Chart Column:	X
Power To Arm:	1
Damage:	20

Movement Data	
Impulse Movement Ratio:	4/1
Thruster Movement Ratio:	3/1
Maximum Impulse Speed:	14
Maximum Thruster Speed:	8
Maximum Acceleration/Decel:	4

Shield Data	
Maximum Deflection :	8
Shield Power Cost:	2
Shield Durability:	7
Minimum Damage #:	50
Maximum Absorption:	210
(per shield, per volley)	

Evasive Manuevers Data	
Maneuverability:	3 (+25%)

Ship Rating Information:	
Defensive Rating:	256
Offensive Rating:	77.93

Next Generation Era