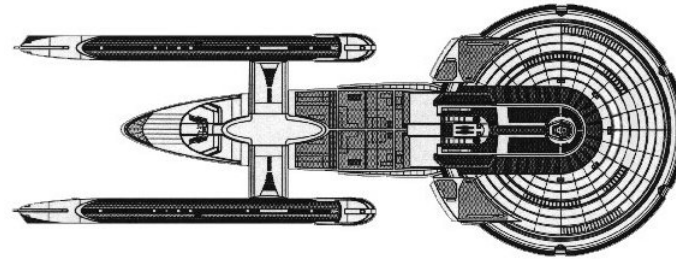
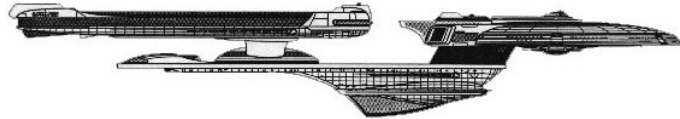
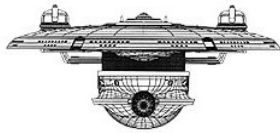


Excelsior Class Battlecruiser



RACE: United Federation of Planets
OVERALL COMBAT RATING: 230.85

Note: Ship has 5 points of ablative armor in all locations

General Ship Data	
Size Class:	12
Damage Control Points:	8
Superstructure Points:	75
Atmosphere Capable:	No
Landing Capable:	No
Stress Charts:	E/F
Cloaking Cost:	N/A
Rating:	
Crew Data	
Crew:	535
Troops:	140
Transports (6-man):	10
Transports (20-man):	2
Power Data	
Left Warp Engine Output:	45
Right Warp Engine Output:	45
Impulse Engine Output:	32
Total Power Available:	122
Warp Rating:	14

Weapon Data	
Beam Weapon Type:	Phaser
Number of Weapons:	8
Firing Arcs:	2 f, 2 f/s, 2 f/p, 2 s/p/a
Firing Chart Column:	Y
Maximum Power Allocation:	6
Maximum Power Emitted rate:	3
Damage Modifier:	(+3) (0-10) (+2) (11-17) (+1) (18-24)
Missile Weapon Type	
Missile Weapon Type:	Photon Torpedo
Number of Weapons:	8
Firing Arcs:	3 f/p, 3 f/s, 2 a
Firing Chart Column:	S
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:	6
Maximum Acceleration/Decel:	4

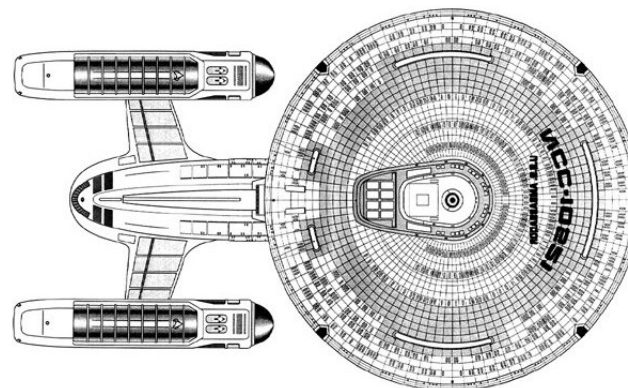
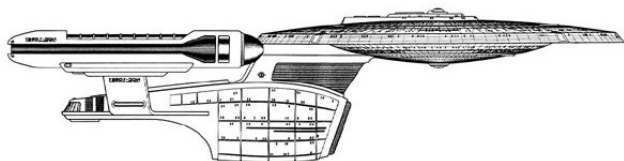
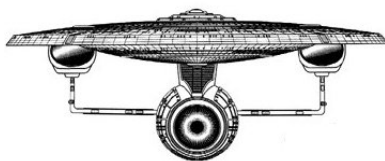
Shield Data	
Maximum Deflection :	8
Shield Power Cost:	2
Shield Durability:	7
Minimum Damage #:	40
Maximum Absorption:	225
(per shield, per volley)	

Evasive Manuevers Data	
Maneuverability:	2 (+20%)

Ship Rating Information:	
Defensive Rating:	256.5
Offensive Rating:	90

Next Generation Era

Ambassador Class Battlecruiser



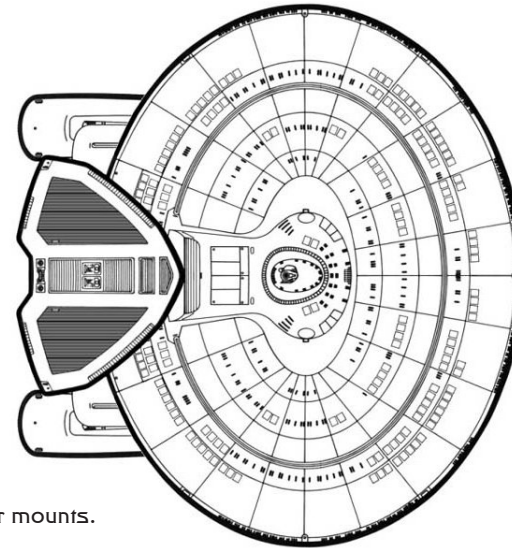
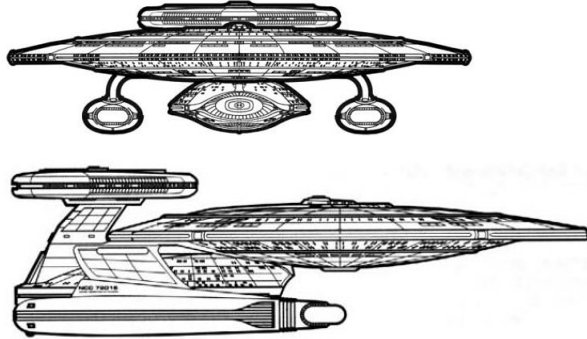
RACE: United Federation of Planets
OVERALL COMBAT RATING: 226.6

Note: Ship has 5 points of ablative armor in all locations

General Ship Data		Weapon Data		Movement Data	
Size Class:	12	Beam Weapon Type:	Phaser	Impulse Movement Ratio:	4/1
Damage Control Points:	10	Number of Weapons:	8	Thruster Movement Ratio:	3/1
Superstructure Points:	90	Firing Arcs:	2 f, 2 f/s, 2 f/p, 2 360 Degree	Maximum Impulse Speed:	14
Atmosphere Capable:	No			Maximum Thruster Speed:	8
Landing Capable:	No			Maximum Acceleration/Decel:	4
Stress Charts:	E/F	Firing Chart Column:	Y	Shield Data	
Cloaking Cost:	N/A	Maximum Power Allocation:	6		
Rating:		Maximum Power Emitted rate:	2		
		Damage Modifier:	(+3) (0-10) (+2) (11-17) (+1) (18-24)		
Crew Data		Missile Weapon Type:	Photon Torpedo	Evasive Manuevers Data	
Crew:	425	Number of Weapons:	8		
Troops:	125	Firing Arcs:	2 f, 2 f/p, 2 f/s, 2 a	Maneuverability:	
Transports (6-man):	5	Firing Chart Column:	S	Ship Rating Information:	
Transports (20-man):	2	Power To Arm:	1		
Power Data		Damage:	20	Defensive Rating:	283.25
Left Warp Engine Output:	44			Offensive Rating:	80
Right Warp Engine Output:	44				
Impulse Engine Output:	32				
Total Power Available:	120				
Warp Rating:	14				

Next Generation Era

Nebula Class Attack Cruiser



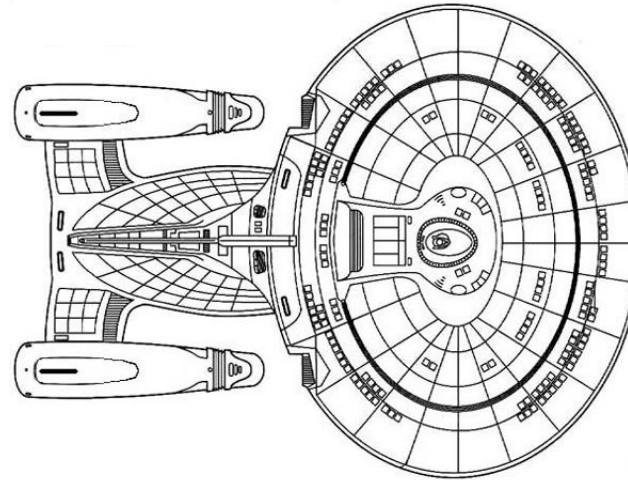
RACE: United Federation of Planets

OVERALL COMBAT RATING: 388.45

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

Nebula Class ships have one Universal Adapter Mount. This may mount any of the Detachable Equipment Modules (DEM's) listed in the rules for DEM's. See rules for DEM's.

General Ship Data		Weapon Data		Movement Data	
Size Class:	14	Beam Weapon Type:	Phaser	Impulse Movement Ratio:	5/1
Damage Control Points:	12	Number of Weapons:	10	Thruster Movement Ratio:	4/1
Superstructure Points:	100	Firing Arcs:	8 300	Maximum Impulse Speed:	14
Atmosphere Capable:	No		Degree, 2 360	Maximum Thruster Speed:	8
Landing Capable:	No		Degree	Maximum Acceleration/Decel:	4
Stress Charts:	E/F	Firing Chart Column:	AA	Shield Data	
Cloaking Cost:	N/A	Maximum Power Allocation:	6	Maximum Deflection :	8
Rating:		Maximum Power Emitted rate:	3	Shield Power Cost:	2
Crew Data		Damage Modifier:	(+3) (0-10)	Shield Durability:	8
Crew:	500		(+2) (11-20)	Minimum Damage #:	70
Troops:	150		(+1) (21-30)	Maximum Absorption:	290
Transports (6-man):	5	Missile Weapon Type:	Photon	(per shield, per volley)	
Transports (20-man):	2		Torpedo	Evasive Maneuvers Data	
Power Data		Number of Weapons:	6	Maneuverability:	2 (+20%)
Left Warp Engine Output:	46	Firing Arcs:	6 f/a	Ship Rating Information:	
Right Warp Engine Output:	46	Firing Chart Column:	X	Defensive Rating:	325.5
Impulse Engine Output:	44	Power To Arm:	1	Offensive Rating:	119.34
Total Power Available:	136	Damage:	20	Next Generation Era	
Warp Rating:	14				

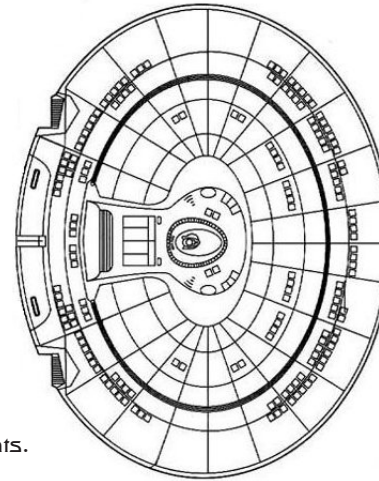
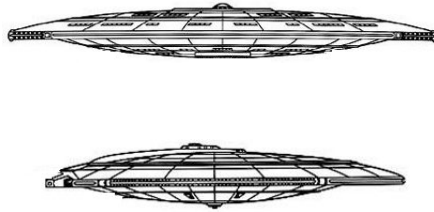


OVERALL COMBAT RATING: 397.4

Saucer and Stardrive may separate. See the rules for saucer separation and the separate control sheets for each section.

Next Generation Era

Galaxy Class Battlecruiser (Saucer)



RACE: United Federation of Planets
OVERALL COMBAT RATING: 106.1

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

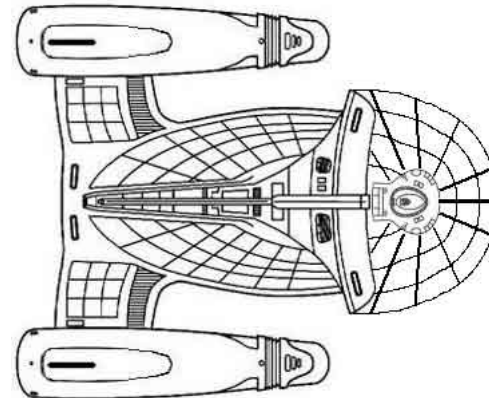
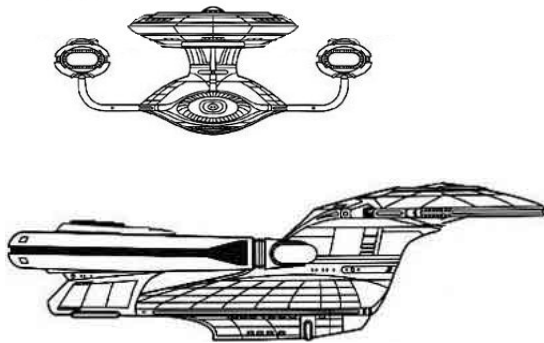
Ship has no warp engines. All warp engine hits are scored on the warp reactor. (Note that armor for the reactor always starts at 5 after separation.)

Saucer stores only 20 torpedoes. Torpedo tubes are small tubes that are not usable when the saucer and stardrive are joined.

[illegible]

Next Generation Era

Galaxy Class Battlecruiser (Stardrive)



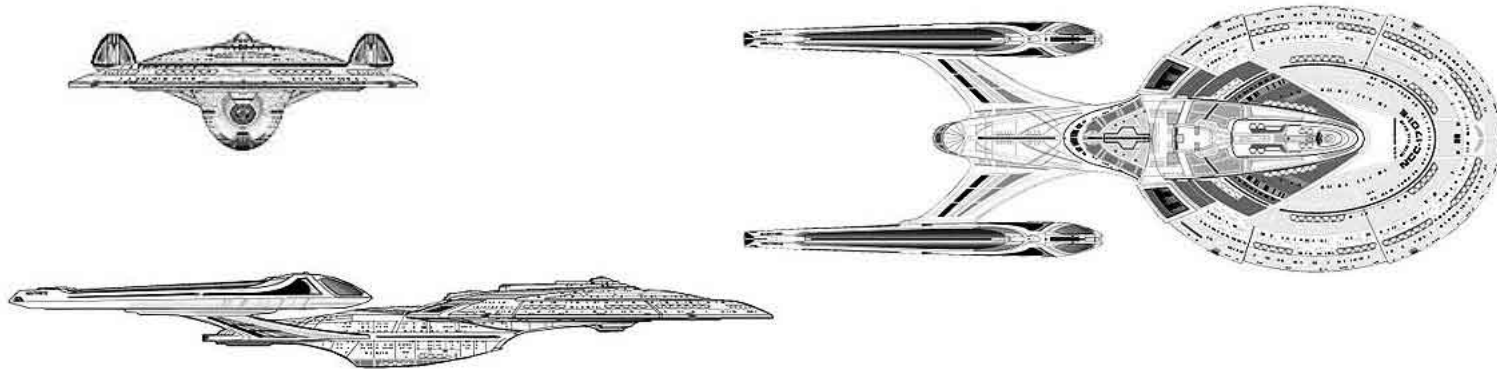
RACE: United Federation of Planets
OVERALL COMBAT RATING: 351.29

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

General Ship Data		Weapon Data		Movement Data	
Size Class:	9	Beam Weapon Type:	Phaser	Impulse Movement Ratio:	4/1
Damage Control Points:	8	Number of Weapons:	10	Thruster Movement Ratio:	3/1
Superstructure Points:	80	Firing Arcs:	8 300 °	Maximum Impulse Speed:	16
Atmosphere Capable:	Yes		2 360 °	Maximum Thruster Speed:	8
Landing Capable:	No		2 360 °	Maximum Acceleration/Decel:	4
Stress Charts:	D/F	Firing Chart Column:	Y	Shield Data	
Cloaking Cost:	N/A	Maximum Power Allocation:	6	Maximum Deflection :	8
Rating:		Maximum Power Emitted rate:	3	Shield Power Cost:	2
		Damage Modifier:	(+3) (0-10)	Shield Durability:	8
			(+2) (11-17)	Minimum Damage #:	60
			(+1) (18-24)	Maximum Absorption:	290
				(per shield, per volley)	
Crew Data		Missile Weapon Type:	Photon	Evasive Manuevers Data	
Crew:	300		Torpedo	Maneuverability:	2 (+20%)
Troops:	100	Number of Weapons:	6		
Transporters (6-man):	5	Firing Arcs:	6 f/a	Ship Rating Information:	
Transporters (20-man):	2	Firing Chart Column:	X	Defensive Rating:	301
		Power To Arm:	1	Offensive Rating:	119.34
		Damage:	20		
Power Data					
Left Warp Engine Output:	48				
Right Warp Engine Output:	48				
Impulse Engine Output:	30				
Total Power Available:	126				
Warp Rating:	16				

Next Generation Era

Sovereign Class Battleship



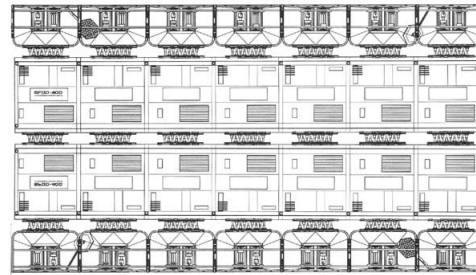
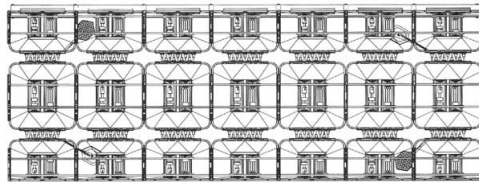
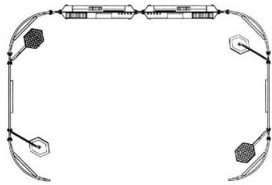
RACE: United Federation of Planets
OVERALL COMBAT RATING: 587.32

Ships have 10 points of ablative armor in all locations.

General Ship Data		Weapon Data		Movement Data	
Size Class:	12	Beam Weapon Type:	Phaser	Impulse Movement Ratio:	4/1
Damage Control Points:	12	Number of Weapons:	10	Thruster Movement Ratio:	3/1
Superstructure Points:	125	Firing Arcs:	8 300	Maximum Impulse Speed:	16
Atmosphere Capable:	Yes		Degree,	Maximum Thruster Speed:	9
Landing Capable:	No		2 360	Maximum Acceleration/Decel:	4
			Degree		
Stress Charts:	E/F	Firing Chart Column:	Z		
Cloaking Cost:	N/A	Maximum Power Allocation:	9	Shield Data	
Rating:		Maximum Power Emitted rate:	3	Maximum Deflection :	9
		Damage Modifier:		Shield Power Cost:	2
		(+3)	(0-14)	Shield Durability:	10
		(+2)	(15-29)	Minimum Damage #:	80
		(+1)	(30-48)	Maximum Absorption:	375
				(per shield, per volley)	
Crew Data		Missile Weapon Type:	Quantum		
Crew:	625		Torpedo		
Troops:	250	Number of Weapons:	6	Evasive Manuevers Data	
Transports (10-man):	5	Firing Arcs:	6 Shield	Maneuverability:	2 (+25%)
Transports (20-man):	5		Arcs 1, 2, 3		
			and 5	Ship Rating Information:	
		Firing Chart Column:	X	Defensive Rating:	409
		Power To Arm:	1	Offensive Rating:	143.6
		Damage:	30		
Power Data					
Left Warp Engine Output:	60				
Right Warp Engine Output:	60				
Impulse Engine Output:	46				
Total Power Available:	166				
Warp Rating:	17				

Next Generation Era

Subic Bay Class Mobile Fleet Repair Facility (MFRF)



RACE: United Federation of Planets
OVERALL COMBAT RATING: 94.46

Note: Ships have 10 points of ablative armor in all locations.

General Ship Data

Size Class: 8
Damage Control Points: 22
Superstructure Points: 40
Atmosphere Capable: No
Landing Capable: No

Stress Charts: F/G

Cloaking Cost: N/A
Rating:

Crew Data

Crew: 250
Troops: 140
Transports (6-man): 10
(Cargo): 5

Power Data

Center Warp Engine: 40
Impulse Engine Output: 15
Total Power Available: 55
Warp Rating: 12

Weapon Data

Beam Weapon Type: Phaser
Number of Weapons: 3
Firing Arcs: 3 360 Degree

Firing Chart Column: Y
Maximum Power Allocation: 9
Maximum Power Emitted rate: 3
Damage Modifier:

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

Missile Weapon Type: Photon
Number of Weapons: 2
Firing Arcs: 2 360 Degree

Firing Chart Column: S
Power To Arm: 1
Damage: 20

Movement Data

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

Shield Data

Maximum Deflection: 8
Shield Power Cost: 1
Shield Durability: 7
Minimum Damage #: 40
Maximum Absorption: 210
(per shield, per volley)

Evasive Maneuvers Data

Maneuverability: 1 (+10%)

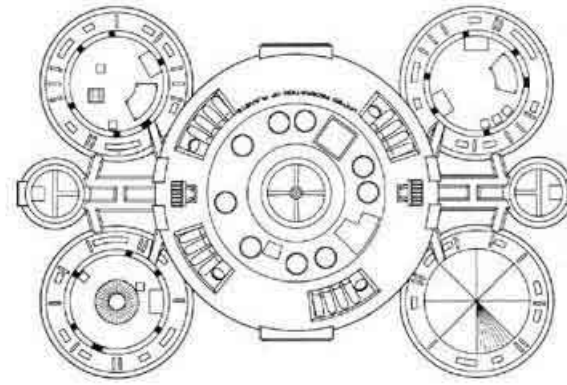
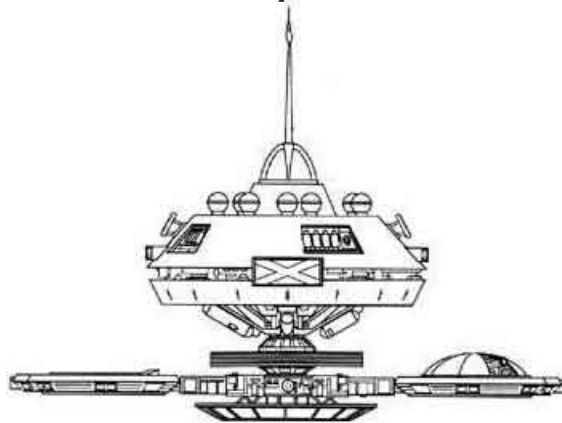
Ship Rating Information:

Defensive Rating: 171.75
Offensive Rating: 55

Next Generation Era

Patton Class Outpost

RACE: United Federation of Planets
OVERALL COMBAT RATING: 436.8



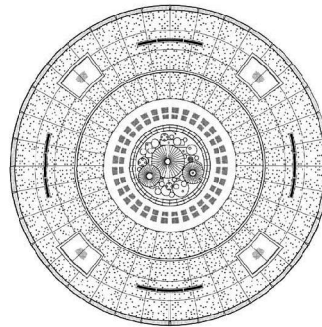
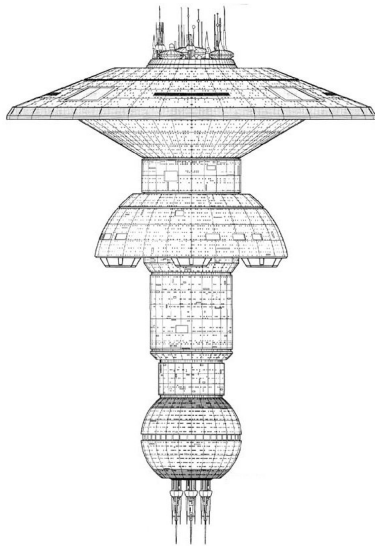
Note: See the rules for outposts. Base have 10 points of ablative armor in all locations. Dominion war upgrades refit the torpedo launchers to rapid fire launchers. These may arm 2 photon torpedoes per tube during power allocation, but may only fire one torpedo per tube each firing segment. Hits to the missile weapons prohibit any of the missiles armed for that tube from being fired. Offense increases to 120, OCR to 468

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:	8	Thruster Movement Ratio:	N/A
Superstructure Points:	150	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		
Stress Charts:	-/-	Damage Modifier:			
		(+3)	(0-10)		
		(+2)	(11-20)		
		(+1)	(21-30)		
Cloaking Cost:	N/A	Missile Weapon Type:	Photon Torpedo		
Rating:		Number of Weapons:	6		
		Firing Arcs:	6 360 Degree		
		Firing Chart Column:	X		
		Power To Arm:	1		
		Damage:	25		
Crew Data		Shield Data		Evasive Maneuvers Data	
Crew:	490	Maximum Deflection :	9	Maneuverability:	0/2
Troops:	350	Shield Power Cost:	2	ECM:	(+25%)
Transports (10-man):	6	Shield Durability:	8		
Transports (20-man):	5	Minimum Damage #:	70		
		Maximum Absorption:	290		
		(per shield, per volley)			
Power Data		Ship Rating Information:			
Anti-Matter Reactor Output:	80	Defensive Rating:	390		
Conventional		Offensive Rating:	112		
Reactor Output:	44				
Total Power Available:	124				
Warp Rating:	N/A				

Next Generation Era

Gibraltar Class Base

RACE: United Federation of Planets
OVERALL COMBAT RATING: 1545.8



General Ship Data
Size Class: 20
Damage Control Points: 15
Superstructure Points: 200
Atmosphere Capable: No
Landing Capable: No
Damage Chart: Outpost
Stress Charts: -/-

Cloaking Cost: N/A
Rating:

Crew Data
Crew: 575
Troops: 750
Transports (10-man): 6
Transports (20-man): 8

Power Data
Anti-Matter Reactor Output: 180
Conventional
Reactor Output: 80
Total Power Available: 260
Warp Rating: N/A

Weapon Data
Beam Weapon Type: Phaser
Number of Weapons: 16
Firing Arcs: 10 360
Degree
2 each in
shield arcs
1 & 2, 3 & 4,
5 & 6
Firing Chart Column: Z
Maximum Power Allocation: 9
Maximum Power Emitted rate: 3
Damage Modifier:
(+3) (0-12)
(+2) (13-28)
(+1) (29-48)
Missile Weapon Type: Photon
Torpedo
Number of Weapons: 12
Firing Arcs: 6 360
Degree
2 each in
shield
arcs 1 & 2,
3 & 4,
5 & 6
Firing Chart Column: X
Power To Arm: 1
Damage: 20

Note: See the rules for outposts. Base have 10 points of ablative armor in all locations. Dominion war upgrades refit the torpedo launchers to rapid fire launchers. These may arm 2 photon torpedoes per tube during power allocation, but may only fire one torpedo per tube each firing segment. Hits to the missile weapons prohibit any of the missiles armed for that tube from being fired. Offense increases to 302, OCR to 1781.8

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

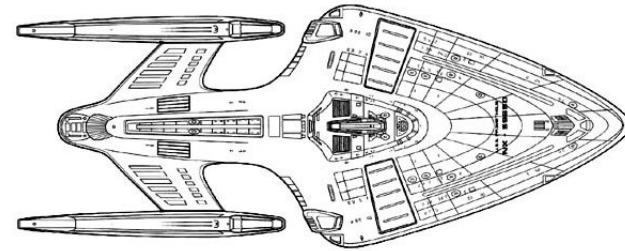
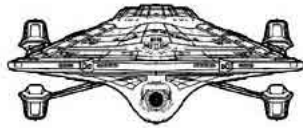
Shield Data
Maximum Deflection: 9
Shield Power Cost: 3
Shield Durability: 10
Minimum Damage #: 95
Maximum Absorption: 400
(per shield, per volley)

Evasive Maneuvers Data
Maneuverability: 0/3
ECM: (+30%)

Ship Rating Information:
Defensive Rating: 590
Offensive Rating: 262

Next Generation Era

Prometheus Class Attack Ship



TACTICAL MULTI-VECTOR ATTACK SEPARATION



RACE: United Federation of Planets
OVERALL COMBAT RATING: ????

Ship has 15 points of ablative armor on all locations. There are many special rules that apply to this ship. Read the rules section carefully

General Ship Data

Size Class: ☐ 11
Damage Control Points: ☐ 12
Superstructure Points: ☐ 70
(20, 25, 25)
Atmosphere Capable: ☐ Yes
Landing Capable: ☐ No

Stress Charts: ☐ D/E

Cloaking Cost: ☐ N/A
Rating: ☐

Crew Data

Crew: ☐ 70
Troops: ☐ 125
Transports (20-man): ☐ 3

Power Data

Left Warp Engine Output: ☐ 18/18
Right Warp Engine Output: ☐ 18/18
Center Warp Engine: ☐ 10
Impulse Engine Output: ☐ 20
Total Power Available: ☐ 102
Warp Rating: ☐ 18

Evasive Maneuvers Data

☐ Maneuverability: 4 (+30%)
Multi-Vector Mode: 5 (+30%)

Weapon Data

Beam Weapon Type: ☐ MVAA

Number of Weapons: ☐ 10

Firing Arcs: ☐

Section 1: 2 300 Deg. Collimator

Section 2: 4 300 Deg. Collimator

Section 3: 4 300 Deg. Collimator

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: ☐ 10

Firing Arcs: ☐

Section 1: 2 f/a

Section 2: 4 f/a Section 3: 4 f/a

Firing Chart Column: ☐ S

Power To Arm: ☐ 1

Damage: ☐ 15

When in normal mode only 6 tubes may fire.

Arcs are: 6 f/a

(Ship also has 10 regular phaser mounts for use in normal mode. All range damage and power as for the MVAA, but arcs are 2 360 deg and 8 300 degree collimator rings See special rules for this ship for more information)

Movement Data

Impulse Movement Ratio: ☐ 3/1
Thruster Movement Ratio: ☐ 2/1
Maximum Impulse Speed: ☐ 16
Maximum Thruster Speed: ☐ 9
Maximum Acceleration/Decel: ☐ 4

Shield Data

Maximum Deflection: ☐ 8
Shield Power Cost: ☐ 1
Shield Durability: ☐ 7
Minimum Damage #: ☐ 60
Maximum Absorption: ☐ 210
(per shield, per volley)

Ship Rating Information:

Defensive Rating: ☐ ??

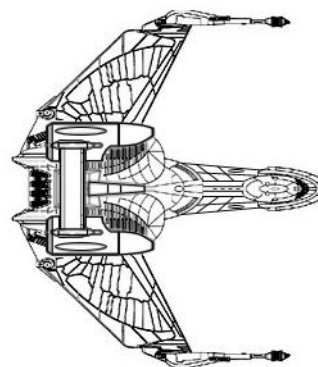
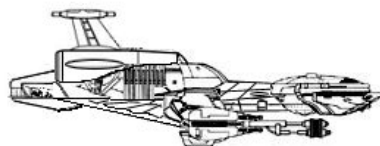
Offensive Rating: ☐ ??

Next Generation Era



The Klingon Empire

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: Klingon Empire
OVERALL COMBAT RATING: 29.96

	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(+35)	8	3	20	8	1 f/p/s	6	C	1 f	10	I	Disturber/Photo

Size Class:	5
Damage Control Points:	4
Superstructure Points:	15
Atmosphere Capable:	Yes
Landing Capable:	Yes

Cloaking Cost: N/A
Rating:

Crew:	6
Troops:	10
Transports (6-man):	2

Left Warp Engine Output:	16
Right Warp Engine Output:	16
Impulse Engine Output:	12
Total Power Available:	44
Warp Rating:	14

Beam Weapon Type:	Disruptor
Number of Weapons:	5
Firing Arcs:	f, 2 f/p, 2 f/s
Firing Chart Column:	U
Maximum Power Allocation:	3
Maximum Power Emitted rate:	1
Damage Modifier:	
(+4)	(0-2)
(+3)	(3-4)
(+2)	(5-8)
(+1)	(9-18)

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

Impulse Movement Ratio:	1/1
Thruster Movement Ratio:	1/1
Maximum Impulse Speed:	14
Maximum Thruster Speed:	8
Maximum Acceleration/Decel:	5

Maximum Deflection :	8
Shield Power Cost:	1
Shield Durability:	3
Minimum Damage #:	20
Maximum Absorption:	70
(per shield, per volley)	

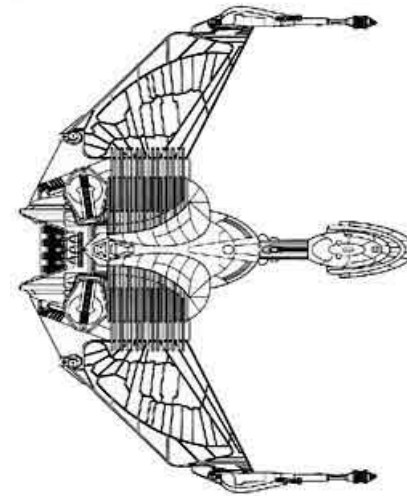
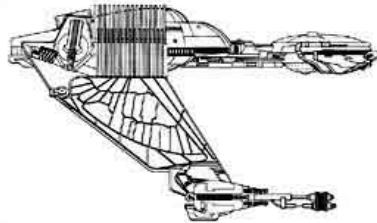
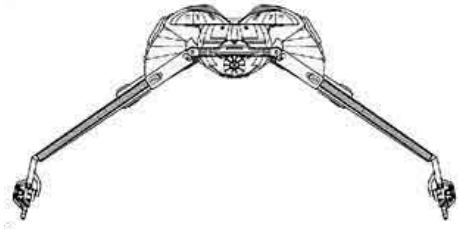
Maneuverability: \square 5 (+35%)

Defensive Rating: 107
Offensive Rating: 28

79

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: 45.93

General Ship Data

Size Class: 6
Damage Control Points: 5
Superstructure Points: 20
Atmosphere Capable: Yes
Landing Capable: Yes

Stress Charts: D/F

Cloaking Cost: 12/4
Rating: 68%

Crew Data

Crew: 16
Troops: 14
Transporters (6-man): 3

Power Data

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

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) (0-2)
(+3) (3-4)
(+2) (5-8)
(+1) (9-18)

Missile Weapon Type: Photon
Torpedo

Number of Weapons: 3
Firing Arcs: 2f, 1a
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: 14
Maximum Thruster Speed: 8
Maximum Acceleration/Decel: 5

Shield Data

Maximum Deflection: 8
Shield Power Cost: 1
Shield Durability: 3
Minimum Damage #: 20
Maximum Absorption: 100
(per shield, per volley)

Evasive Maneuvers Data

Maneuverability: 5 (+35%)

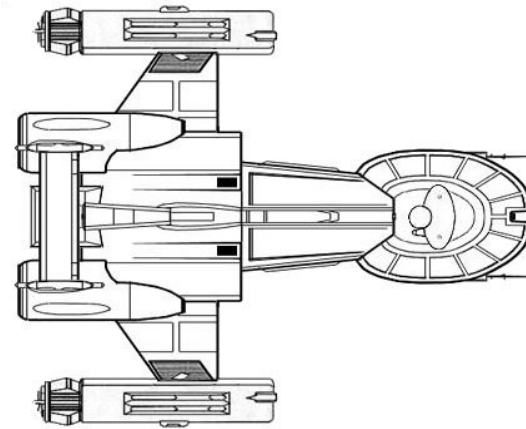
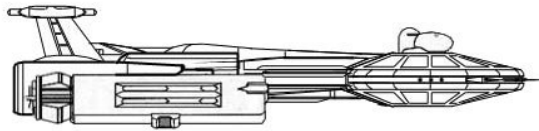
Ship Rating Information:

Defensive Rating: 132
Offensive Rating: 34.8

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: 62.8

General Ship Data

Size Class: 7
Damage Control Points: 7
Superstructure Points: 32
Atmosphere Capable: Yes
Landing Capable: Yes

Stress Charts: D/F

Cloaking Cost: 12/7
Rating: 65%

Crew Data

Crew: 80
Troops: 45
Transporters (6-man): 6

Power Data

Left Warp Engine Output: 25
Right Warp Engine Output: 25
Impulse Engine Output: 24
Total Power Available: 74
Warp Rating: 16

Weapon Data

Beam Weapon Type: Disruptor
Number of Weapons: 4
Firing Arcs: 2 f/p, 2 f/s
Firing Chart Column: V
Maximum Power Allocation: 6
Maximum Power Emitted rate: 2

Damage Modifier:

(+4) (0-2)
(+3) (3-8)
(+2) (9-15)
(+1) (16-20)

Missile Weapon Type: Disruptor
Cannon

Number of Weapons: 2
Firing Arcs: 2 f/a
Firing Chart Column: F
Power To Arm: 2
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: 4
Minimum Damage #: 35
Maximum Absorption: 120
(per shield, per volley)

Evasive Manuevers Data

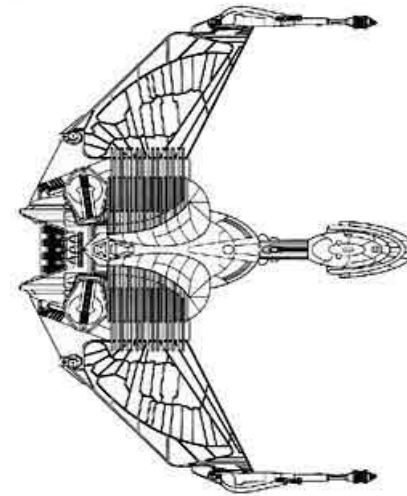
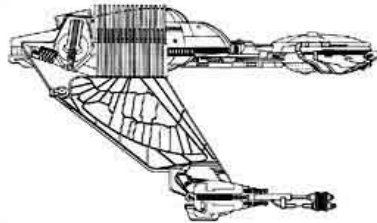
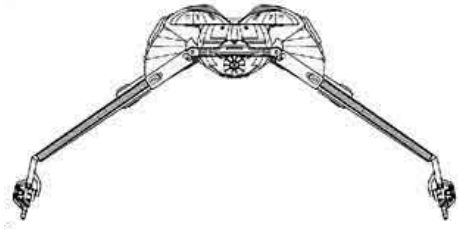
Maneuverability: 4 (+30%)

Ship Rating Information:

Defensive Rating: 157
Offensive Rating: 40

Next Generation Era

K'vort Class Cruiser



RACE: Klingon Empire
OVERALL COMBAT RATING: 123.09

General Ship Data

Size Class: 10
Damage Control Points: 7
Superstructure Points: 46
Atmosphere Capable: Yes
Landing Capable: No

Stress Charts: D/F

Cloaking Cost: 14/5
Rating: 65%

Crew Data

Crew: 260
Troops: 65
Transports (6-man): 5

Power Data

Left Warp Engine Output: 30
Right Warp Engine Output: 30
Impulse Engine Output: 22
Total Power Available: 82
Warp Rating: 14

Weapon Data

Beam Weapon Type: Disruptor
Number of Weapons: 6
Firing Arcs: 3 f/p, 3 f/s
Firing Chart Column: V
Maximum Power Allocation: 6
Maximum Power Emitted rate: 2

Damage Modifier:

(+4) (0-2)
(+3) (3-8)
(+2) (9-15)
(+1) (16-20)

Missile Weapon Type: Photon
Torpedo

Number of Weapons: 4
Firing Arcs: 3 f, 1 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: 8
Maximum Acceleration/Decel: 4

Shield Data

Maximum Deflection: 8
Shield Power Cost: 1
Shield Durability: 6
Minimum Damage #: 45
Maximum Absorption: 185
(per shield, per volley)

Evasive Maneuvers Data

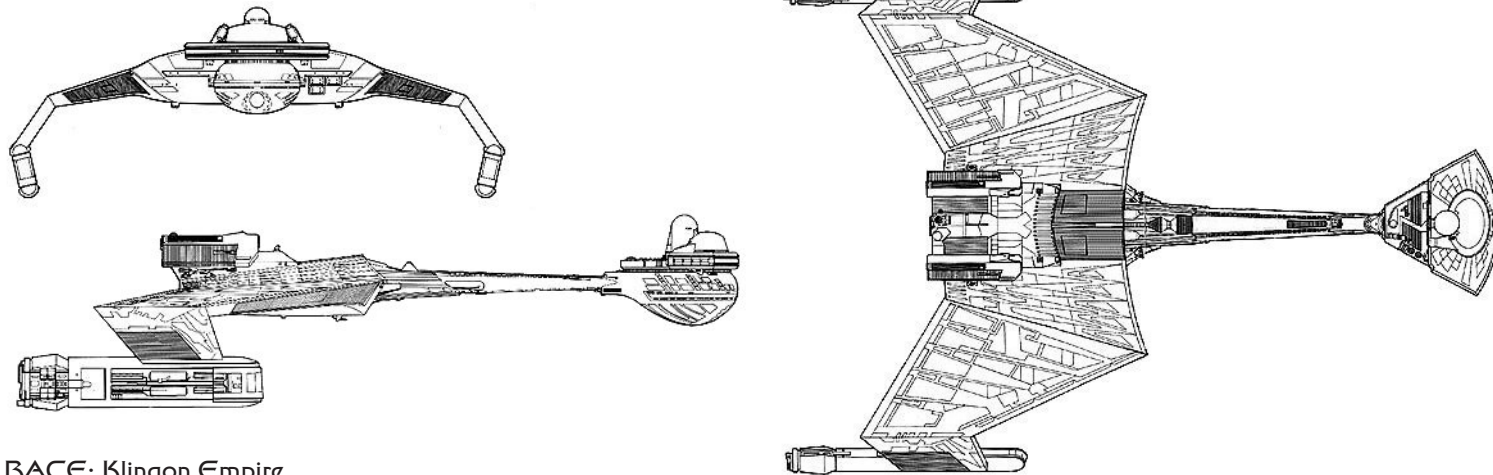
Maneuverability: 3 (+20%)

Ship Rating Information:

Defensive Rating: 211
Offensive Rating: 58.34

Next Generation Era

K'ringa Class Cruiser



RACE: Klingon Empire
OVERALL COMBAT RATING: 178.4

General Ship Data

Size Class: 10
Damage Control Points: 7
Superstructure Points: 45
Atmosphere Capable: Yes
Landing Capable: No

Stress Charts: D/F

Cloaking Cost: 14/5
Rating: 65%

Crew Data

Crew: 350
Troops: 75
Transporters (6-man): 6

Power Data

Left Warp Engine Output: 32
Right Warp Engine Output: 32
Impulse Engine Output: 32
Total Power Available: 96
Warp Rating: 14

Weapon Data

Beam Weapon Type: Disruptor
Number of Weapons: 8
Firing Arcs: 4 f/p, 4 f/s
Firing Chart Column: V
Maximum Power Allocation: 6
Maximum Power Emitted rate: 2

Damage Modifier:

(+4) (0-2)
(+3) (3-8)
(+2) (9-15)
(+1) (16-20)

Missile Weapon Type: Disruptor
Cannon

Number of Weapons: 4
Firing Arcs: 3 f, 1 a
Firing Chart Column: O
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: 185
(per shield, per volley)

Evasive Manuevers Data

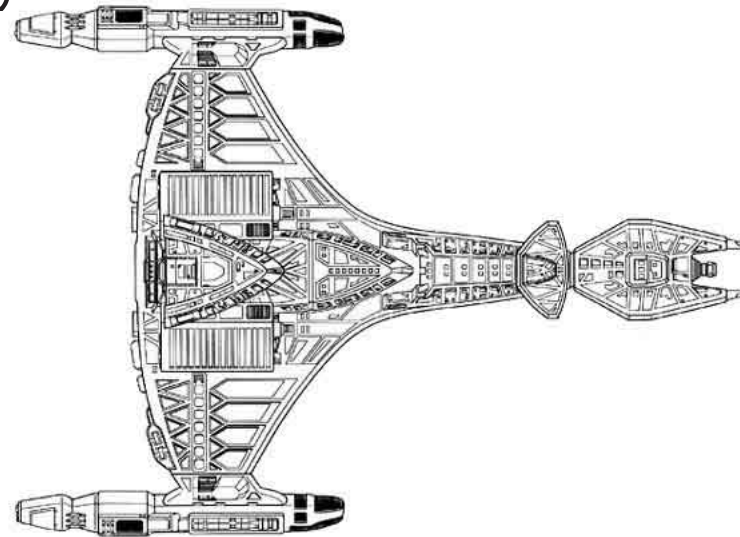
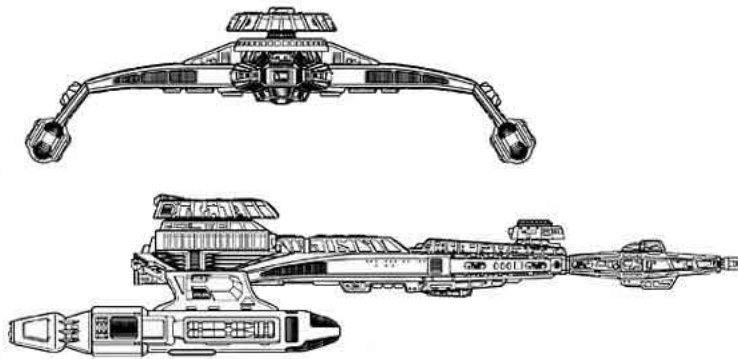
Maneuverability: 3 (+25%)

Ship Rating Information:

Defensive Rating: 223
Offensive Rating: 80

Next Generation Era

Vor'Cha Class Attack Cruiser (Mk I)



RACE: Klingon Empire

OVERALL COMBAT RATING: 198.79

Notes: Dominion war upgrade changes Disruptor Cannon damage to 40, power to arm to 2. Warp Engine Power increases to 46 each. Offensive Rating increases to 83.34, OCR to 213.75

General Ship Data

Size Class: 12
Damage Control Points: 8
Superstructure Points: 80
Atmosphere Capable: No
Landing Capable: No

Stress Charts: D/F

Cloaking Cost: 18/4
Rating: 68%

Crew Data

Crew: 395
Troops: 110
Transporters (6-man): 10

Power Data

Left Warp Engine Output: 44
Right Warp Engine Output: 44
Impulse Engine Output: 28
Total Power Available: 116
Warp Rating: 14

Weapon Data

Beam Weapon Type: Disruptor
Number of Weapons: 8
Firing Arcs: 3 f/p, 3 f/s,
2 f/a
Firing Chart Column: Y
Maximum Power Allocation: 6
Maximum Power Emitted rate: 2
Damage Modifier:
(+4) (0-2)
(+3) (3-7)
(+2) (8-16)
(+1) (17-24)

Missile Weapon Type: Disruptor
Cannon
Number of Weapons: 4
Firing Arcs: 3 f, 1 a
Firing Chart Column: P
Power To Arm: 1
Damage: 30

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: 205
(per shield, per volley)

Evasive Maneuvers Data

Maneuverability: 3 (+20%)

Ship Rating Information:

Defensive Rating: 256.5
Offensive Rating: 77.5

Next Generation Era