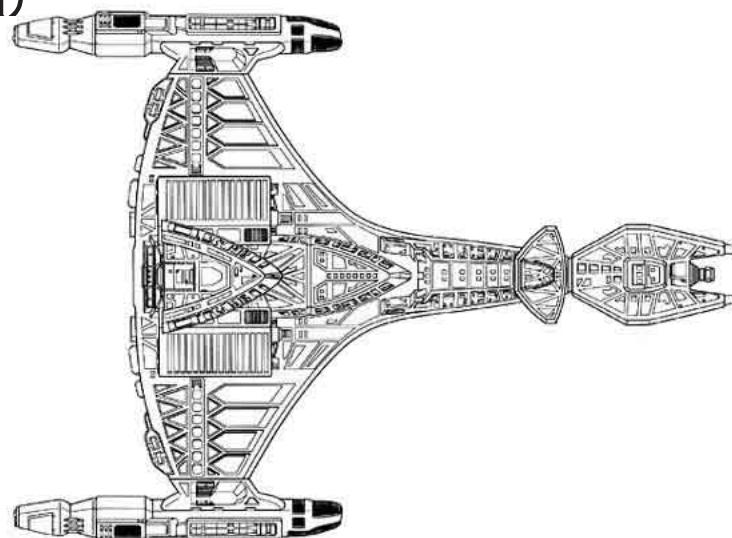
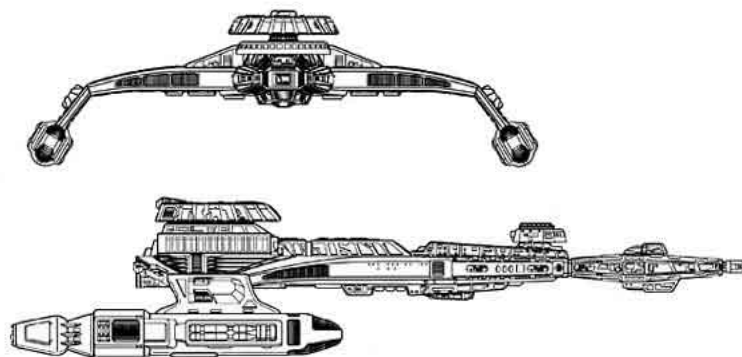


Vor'Cha Class Attack Cruiser (Mk II)



RACE: Klingon Empire
OVERALL COMBAT RATING: 306.5

Notes: Late Dominion war upgrade changes Disruptor Cannon damage to 40, power to arm to 2. Warp Engine Power increases to 47 each. Offensive Rating increases to 104.66, OCR to 327.35

General Ship Data

Size Class: 13
Damage Control Points: 10
Superstructure Points: 110
Atmosphere Capable: No
Landing Capable: No

Stress Charts: D/F

Cloaking Cost: 20/5
Rating: 70%

Crew Data

Crew: 425
Troops: 125
Transporters (10-man): 8

Power Data

Left Warp Engine Output: 45
Right Warp Engine Output: 45
Impulse Engine Output: 45
Total Power Available: 135
Warp Rating: 14

Weapon Data

Beam Weapon Type: Disruptor
Number of Weapons: 10
Firing Arcs: 4 f/p, 4 f/s,
2 360 Deg

Firing Chart Column: AA
Maximum Power Allocation: 6
Maximum Power Emitted rate: 3
Damage Modifier:

(+4) (0-2)
(+3) (3-7)
(+2) (8-18)
(+1) (19-30)

Missile Weapon Type: Disruptor
Cannon
Number of Weapons: 4
Firing Arcs: 3 f, 1 360
Deg

Firing Chart Column: P
Power To Arm: 1
Damage: 30

Movement Data

Impulse Movement Ratio: 5/1
Thruster Movement Ratio: 4/1
Maximum Impulse Speed: 14
Maximum Thruster Speed: 8
Maximum Acceleration/Decel: 4

Shield Data

Maximum Deflection: 8
Shield Power Cost: 2
Shield Durability: 8
Minimum Damage #: 70
Maximum Absorption: 270
(per shield, per volley)

Evasive Maneuvers Data

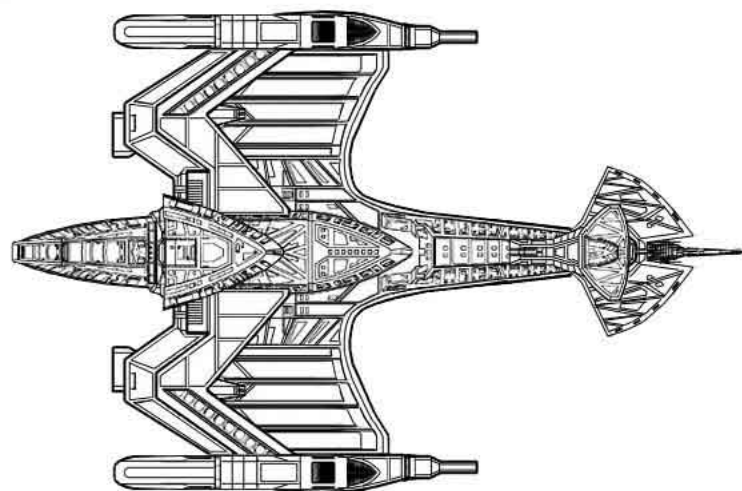
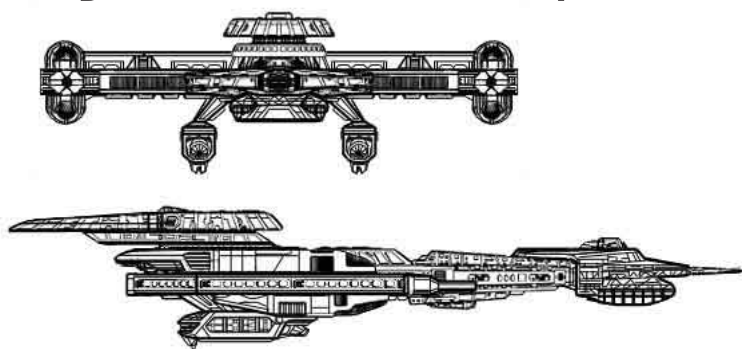
Maneuverability: 2 (+15%)

Ship Rating Information:

Defensive Rating: 312.75
Offensive Rating: 98

Next Generation Era

Negh'Var Class Battleship



RACE: Klingon Empire

OVERALL COMBAT RATING: 531.9

Note: Dominion war upgrade increases Disruptor Cannon damage to 35. Offensive rating increases to 140, OCR increases to 551.6

General Ship Data

Size Class: 12
 Damage Control Points: 10
 Superstructure Points: 120
 Atmosphere Capable: No
 Landing Capable: No

Stress Charts: D/F

Cloaking Cost: 18/6
 Rating: 70%

Crew Data

Crew: 450
 Troops: 200
 Transporters (10-man): 10

Power Data

Left Warp Engine Output: 58
 Right Warp Engine Output: 58
 Impulse Engine Output: 48
 Total Power Available: 164
 Warp Rating: 15

Weapon Data

Beam Weapon Type: Disruptor
 Number of Weapons: 10
 Firing Arcs: 4 f/p, 4 f/s, 2 f/a
 Firing Chart Column: AA
 Maximum Power Allocation: 9
 Maximum Power Emitted rate: 3
 Damage Modifier:
 (+4) (0-2)
 (+3) (3-8)
 (+2) (9-20)
 (+1) (21-30)

Missile Weapon Type: Disruptor Cannon
 Number of Weapons: 6
 Firing Arcs: 4 f, 2 f/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: 15
 Maximum Thruster Speed: 8
 Maximum Acceleration/Decel: 4

Shield Data

Maximum Deflection: 9
 Shield Power Cost: 2
 Shield Durability: 9
 Minimum Damage #: 75
 Maximum Absorption: 360
 (per shield, per volley)

Evasive Maneuvers Data

Maneuverability: 2 (+20%)

Ship Rating Information:

Defensive Rating: 394
 Offensive Rating: 135

Next Generation Era

H-7 Mobile Fleet Repair Facility (MFRF)

No Visual Data Available in this Database

RACE: Klingon Empire

OVERALL COMBAT RATING: 116.6

General Ship Data

Size Class: 8
 Damage Control Points: 18
 Superstructure Points: 42
 Atmosphere Capable: No
 Landing Capable: No

Stress Charts: F/G

Cloaking Cost: N/A
 Rating:

Crew Data

Crew: 210
 Troops: 130
 Transports (5-man): 8
 (Cargo): 4

Power Data

Right Warp Engine: 25
 Left Warp Engine: 25
 Impulse Engine Output: 14
 Total Power Available: 64
 Warp Rating: 12

Weapon Data

Beam Weapon Type: Disruptor
 Number of Weapons: 4
 Firing Arcs: 4 360 Degree
 Firing Chart Column: V
 Maximum Power Allocation: 9
 Maximum Power Emitted rate: 3

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

Missile Weapon Type: Disruptor
 Number of Weapons: 1
 Firing Arcs: 1 360 Degree

Firing Chart Column: F
 Power To Arm: 1
 Damage: 30

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: 8
 Shield Power Cost: 1
 Shield Durability: 7
 Minimum Damage #: 45
 Maximum Absorption: 240
 (per shield, per volley)

Evasive Maneuvers Data

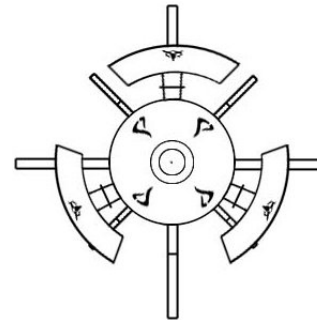
Maneuverability: 1 (+10%)

Ship Rating Information:

Defensive Rating: 212
 Offensive Rating: 55

Next Generation Era

RACE: Klingon Empire
OVERALL COMBAT RATING: 385.31



General Ship Data	
Size Class:	□ 15
Damage Control Points:	□ 11
Superstructure Points:	□ 140
Atmosphere Capable:	□ No
Landing Capable:	□ No
Damage Chart:	□ Outpost
Stress Charts:	□ -/-
Cloaking Cost:	□ N/A
Rating:	
Crew Data	
Crew:	□ 300
Troops:	□ 275
Tranpsorters (10-man):	□ 6
Tranpsorters (20-man):	□ 4

Size Class:	15
Damage Control Points:	11
Superstructure Points:	140
Atmosphere Capable:	No
Landing Capable:	No
Damage Chart:	Outpost
Stress Charts:	-/-

Crew Data

Crew:	300
Troops:	275
Tranpsorters (10-man):	6
Tranpsorters (20-man):	4

Anit-Matter Reactor Output:	100
Conventional Reactor Output:	30
Total Power Available:	130
Warp Rating:	N/A

Beam Weapon Type:	Disruptor
Number of Weapons:	8
Firing Arcs:	8 360
	Degree
Firing Chart Column:	AA
Maximum Power Allocation:	6
Maximum Power Emitted rate:	2
Damage Modifier:	
(+4)	(0-2)
(+3)	(3-7)
(+2)	(8-20)
(+1)	(21-30)

Number of Weapons:	5	Cannon
Firing Arcs:	5	360 Degree
Firing Chart Column:	P	
Power To Arm:	2	
Damage:	35	

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

Maximum Deflection :	9
Shield Power Cost:	2
Shield Durability:	8
Minimum Damage #:	70
Maximum Absorption:	280
(per shield, per volley)	

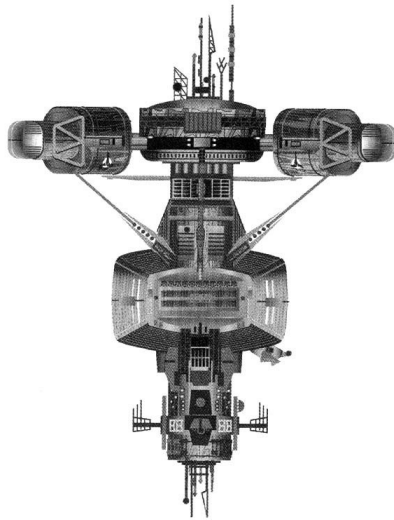
Maneuverability: ☐ 0/2
ECM: ☐ (+25%)

Defensive Rating:	308.25
Offensive Rating:	125

88

Fortress Class Base

RACE: Klingon Empire
OVERALL COMBAT RATING: 1280.25



General Ship Data

Size Class: 20
Damage Control Points: 14
Superstructure Points: 200
Atmosphere Capable: No
Landing Capable: No
Damage Chart: Outpost
Stress Charts: -/-

Cloaking Cost: N/A
Rating:

Crew Data

Crew: 450
Troops: 650
Transports (10-man): 5
Transports (20-man): 8

Power Data

Anit-Matter Reactor Output: 180
Conventional
Reactor Output: 68
Total Power Available: 248
Warp Rating: N/A

Weapon Data

Beam Weapon Type: Disruptor
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:
(+4) (0-3)
(+3) 6-12
(+2) (13-28)
(+1) (29-48)

Missile Weapon Type: Disruptor
Number of Weapons: 9
Firing Arcs: 3 360
Degree

2 each in
shield
arcs 1 & 2,
3 & 4,
5 & 6
Firing Chart Column: P
Power To Arm: 2
Damage: 35

Note: See the rules for outposts.
Dominion war upgrade increases disruptor
cannon damage to 40. Offense increases
to 292, OCR to 1314.00

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: 9
Shield Power Cost: 2
Shield Durability: 10
Minimum Damage #: 80
Maximum Absorption: 380
(per shield, per volley)

Evasive Maneuvers Data

Maneuverability: 0/3
ECM: (+30%)

Ship Rating Information:

Defensive Rating: 450
Offensive Rating: 284.5

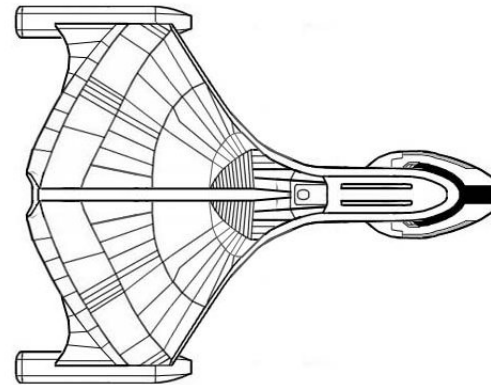
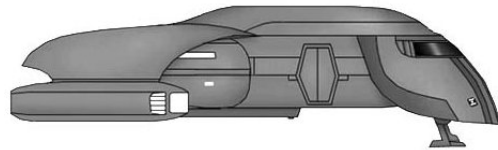
Next Generation Era



The Romulan Empire

Centurion 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.



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	3	18	6	1 f/p/s	6	C	1 f	8	H	Disruptor/Plasma

RACE: Romulan Empire
OVERALL COMBAT RATING: 24.55

General Ship Data

Size Class: 2
Damage Control Points: 4
Superstructure Points: 14
Atmosphere Capable: Yes
Landing Capable: Yes

Stress Charts: D/E

Cloaking Cost: N/A
Rating:

Crew Data

Crew: 4
Troops: 6
Transporters (5-man): 1

Power Data

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

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: 3
Maximum Power Emitted rate: 1

Damage Modifier:

(+4) (0-1)
(+3) (2-3)
(+2) (4-10)
(+1) (11-20)

Missile Weapon Type: Plasma
 Torpedo

Number of Weapons: 2
Firing Arcs: 2 f
Firing Chart Column: K
Power To Arm: 1
Damage: 15

Movement Data

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

Shield Data

Maximum Deflection: 8
Shield Power Cost: 1
Shield Durability: 3
Minimum Damage #: 25
Maximum Absorption: 65
(per shield, per volley)

Evasive Maneuvers Data

Maneuverability: 5 (+30%)

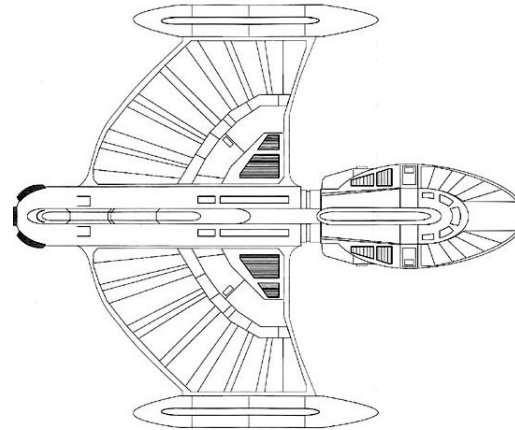
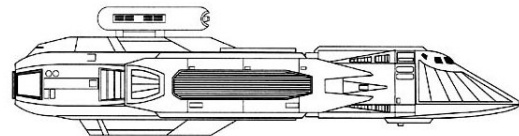
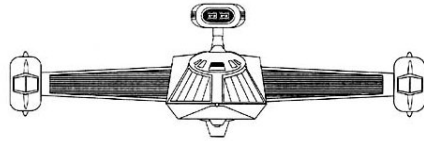
Ship Rating Information:

Defensive Rating: 102.3
Offensive Rating: 24

Next Generation Era

Romulan Scout Class

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: Romulan Empire
OVERALL COMBAT RATING: 43.71

See the rules for plasma torpedoes

General Ship Data

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

Stress Charts: D/E

Cloaking Cost: 6/2
Rating: 70%

Crew Data

Crew: 2
Troops: 10
Transporters (10-man): 1

Power Data

Left Warp Engine Output: 16
Right Warp Engine Output: 16
Impulse Engine Output: 13
Total Power Available: 45
Warp Rating: 16

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: 3
Maximum Power Emitted rate: 1

Damage Modifier:

(+4) 0-1
(+3) 2-3
(+2) 4-10
(+1) 11-20

Missile Weapon Type: Plasma Torpedo

Number of Weapons: 2
Firing Arcs: 2f
Firing Chart Column: K
Power To Arm: 1
Damage: 15

Movement Data

Impulse Movement Ratio: 1/1
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: 95
(per shield, per volley)

Evasive Maneuvers Data

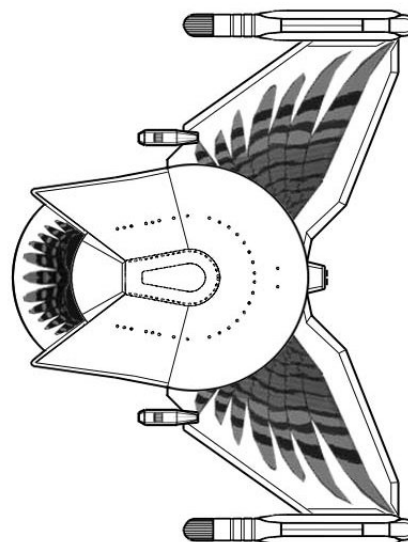
Maneuverability: 5 (+35%)

Ship Rating Information:

Defensive Rating: 134.5
Offensive Rating: 32.5

Next Generation Era

Warbird, Type A



RACE: Romulan Empire
OVERALL COMBAT RATING: 98.98

Note: See rules for PLasma Torpedoes

Ship Design by Eric Peterson

General Ship Data

Size Class: 7
Damage Control Points: 7
Superstructure Points: 40
Atmosphere Capable: Yes
Landing Capable: No

Stress Charts: D/E

Cloaking Cost: 12/4
Rating: 75%

Crew Data

Crew: 200
Troops: 45
Transporters (6-man): 5

Power Data

Left Warp Engine Output: 34
Right Warp Engine Output: 34
Impulse Engine Output: 12
Total Power Available: 80
Warp Rating: 14

Weapon Data

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

Damage Modifier:

(+4) (0-2)
(+3) (3-9)
(+2) (10-18)
(+1) (19-30)

Missile Weapon Type: Plasma
Torpedo

Number of Weapons: 4
Firing Arcs: 2 f, 2 f/a
Firing Chart Column: K
Power To Arm: 1
Damage: 15

Movement Data

Impulse Movement Ratio: 3/1
Thruster Movement Ratio: 2/1
Maximum Impulse Speed: 12
Maximum Thruster Speed: 6
Maximum Acceleration/Decel: 4

Shield Data

Maximum Deflection: 8
Shield Power Cost: 1
Shield Durability: 5
Minimum Damage #: 40
Maximum Absorption: 135
(per shield, per volley)

Evasive Maneuvers Data

Maneuverability: 3 (+25%)

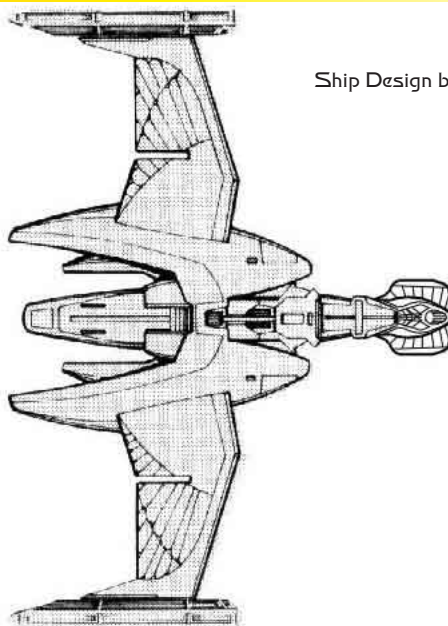
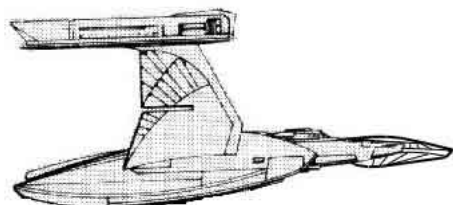
Ship Rating Information:

Defensive Rating: 176.75
Offensive Rating: 56

Next Generation Era

Warbird, Type B

Ship Design by Eric Peterson



RACE: Romulan Empire
OVERALL COMBAT RATING: 162.64

See the rules for plasma torpedoes

General Ship Data

Size Class: 11
Damage Control Points: 8
Superstructure Points: 50
Atmosphere Capable: No
Landing Capable: No

Stress Charts: F/G

Cloaking Cost: 12/4
Rating: 75%

Crew Data

Crew: 300
Troops: 80
Transporters (10-man): 4

Power Data

Left Warp Engine Output: 36
Right Warp Engine Output: 36
Impulse Engine Output: 30
Total Power Available: 102
Warp Rating: 14

Weapon Data

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

Damage Modifier:

(+4) (0-1)
(+3) (2-6)
(+2) (7-11)
(+1) (12-18)

Missile Weapon Type: Plasma
Torpedo

Number of Weapons: 4
Firing Arcs: 2 f, 2 f/a
Firing Chart Column: K
Power To Arm: 1
Damage: 20

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

Evasive Maneuvers Data

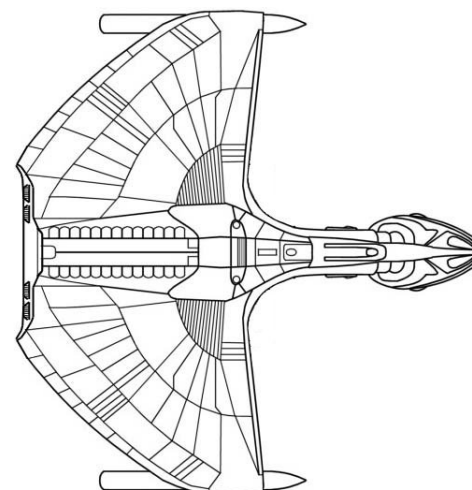
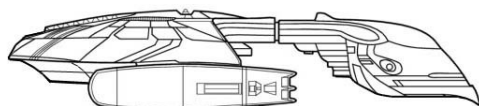
Maneuverability: 2 (+20%)

Ship Rating Information:

Defensive Rating: 214
Offensive Rating: 76

Next Generation Era

Battlebird Class Warbird



RACE: Romulan Empire
OVERALL COMBAT RATING: 194.27

Notes: See the rules for plasma torpedoes.

Ship design by Cooper at www.scifi-art.com Stats by Stuart Thayn

General Ship Data

Size Class:	10
Damage Control Points:	9
Superstructure Points:	90
Atmosphere Capable:	No
Landing Capable:	No
Stress Charts:	E/F
Cloaking Cost:	18/4
Rating:	75%
Crew Data	
Crew:	350
Troops:	150
Transporters (10-man):	8

Power Data

Left Warp Engine Output:	42
Right Warp Engine Output:	42
Impulse Engine Output:	33
Total Power Available:	117
Warp Rating:	15

Weapon Data

Beam Weapon Type:	Disruptor
Number of Weapons:	8
Firing Arcs:	4 f, 2 f/p/a, 2 f/s/a
Firing Chart Column:	Y
Maximum Power Allocation:	6
Maximum Power Emitted rate:	2
Damage Modifier:	
(+4)	(0-2)
(+3)	(3-9)
(+2)	(10-18)
(+1)	(19-30)
Missile Weapon Type:	Plasma Torpedo
Number of Weapons:	5
Firing Arcs:	4 f, 1 a
Firing Chart Column:	Q
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 #:	45
Maximum Absorption:	200
(per shield, per volley)	

Evasive Manuevers Data

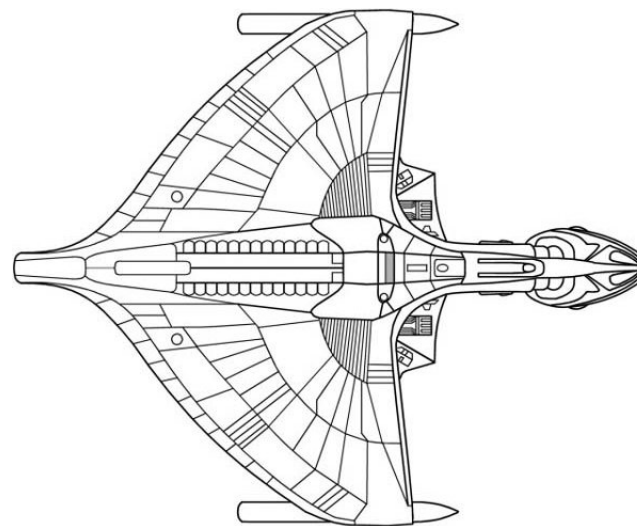
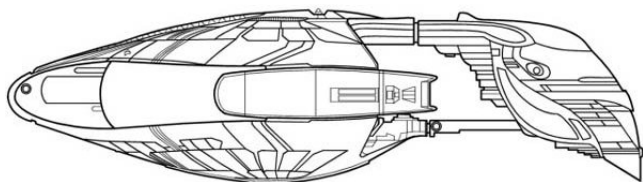
Maneuverability:	3 (+20%)
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Ship Rating Information:

Defensive Rating:	251
Offensive Rating:	77.4

Next Generation Era

D'Daridex Class Warbird (Mk I)



RACE: Romulan Empire
OVERALL COMBAT RATING: 389.71

Notes: See the rules for plasma torpedoes

General Ship Data

Size Class: ☐ 13
Damage Control Points: ☐ 9
Superstructure Points: ☐ 125
Atmosphere Capable: ☐ No
Landing Capable: ☐ No
Damage Chart: ☐ B
Stress Charts: ☐ D/F

Cloaking Cost: ☐ 20/4
Rating: ☐ 75%

Crew Data

Crew: ☐ 450
Troops: ☐ 175
Transporters (10-man): ☐ 8

Power Data

Left Warp Engine Output: ☐ 44
Right Warp Engine Output: ☐ 44
Impulse Engine Output: ☐ 44
Total Power Available: ☐ 132
Warp Rating: ☐ 15

Weapon Data

Beam Weapon Type: ☐ Disruptor
Number of Weapons: ☐ 10
Firing Arcs: ☐ 4 f, 3 f/p/a,
☐ 3 f/s/a
Firing Chart Column: ☐ AA
Maximum Power Allocation: ☐ 6
Maximum Power Emitted rate: ☐ 3
Damage Modifier:
(+4) ☐ (0-2) ☐
(+3) ☐ (3-9) ☐
(+2) ☐ (10-18) ☐
(+1) ☐ (19-30) ☐

Missile Weapon Type: ☐ Plasma
☐ Torpedo
Number of Weapons: ☐ 5
Firing Arcs: ☐ 4 f, 1 a
Firing Chart Column: ☐ Q
Power To Arm: ☐ 1
Damage: ☐ 30

Movement Data

Impulse Movement Ratio: ☐ 5/1
Thruster Movement Ratio: ☐ 4/1
Maximum Impulse Speed: ☐ 15
Maximum Thruster Speed: ☐ 6
Maximum Acceleration/Decel: ☐ 4

Shield Data

Maximum Deflection: ☐ 8
Shield Power Cost: ☐ 2
Shield Durability: ☐ 8
Minimum Damage #: ☐ 60
Maximum Absorption: ☐ 270
(per shield, per volley)

Evasive Maneuvers Data

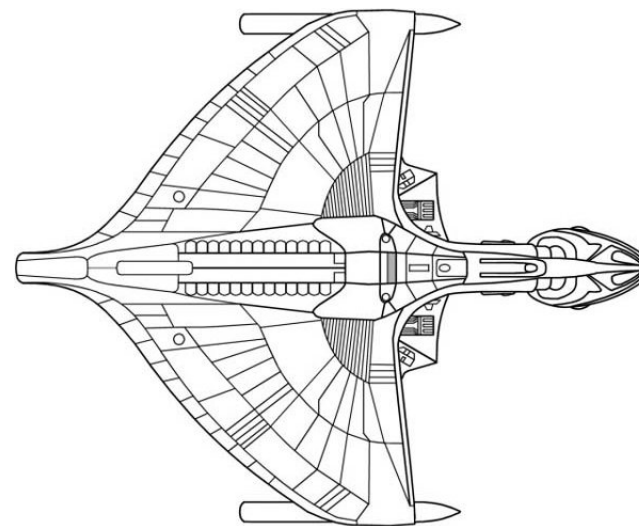
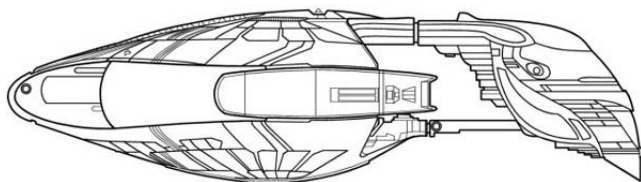
Maneuverability: ☐ 2 (+20%)

Ship Rating Information:

Defensive Rating: ☐ 320.75
Offensive Rating: ☐ 121.5

Next Generation Era

D'Daridex Class Warbird (Mk II)



RACE: Romulan Empire

OVERALL COMBAT RATING: 531.35

Notes: See the rules for plasma torpedoes Dominion War upgrade increases max absorption to 360. Defensive rating for this ship is 409 and OCR is 545.36

General Ship Data

Size Class: 16
Damage Control Points: 12
Superstructure Points: 145
Atmosphere Capable: No
Landing Capable: No

Stress Charts: D/F

Cloaking Cost: 25/7
Rating: 75%

Crew Data

Crew: 450
Troops: 200
Transporters (10-man): 10

Power Data

Left Warp Engine Output: 60
Right Warp Engine Output: 60
Impulse Engine Output: 50
Total Power Available: 170
Warp Rating: 14

Weapon Data

Beam Weapon Type: Disruptor
Number of Weapons: 10
Firing Arcs: 4 f, 3 f/p/a, 3 f/s/a
Firing Chart Column: AA
Maximum Power Allocation: 9
Maximum Power Emitted rate: 3
Damage Modifier:
(+4) (0-2)
(+3) (3-9)
(+2) (10-20)
(+1) (21-30)

Missile Weapon Type: Plasma
Torpedo
Number of Weapons: 6
Firing Arcs: 4 f, 2 f/a
Firing Chart Column: Q
Power To Arm: 2
Damage: 30

Movement Data

Impulse Movement Ratio: 5/1
Thruster Movement Ratio: 4/1
Maximum Impulse Speed: 15
Maximum Thruster Speed: 6
Maximum Acceleration/Decel: 4

Shield Data

Maximum Deflection: 9
Shield Power Cost: 2
Shield Durability: 9
Minimum Damage #: 80
Maximum Absorption: 340
(per shield, per volley)

Evasive Maneuvers Data

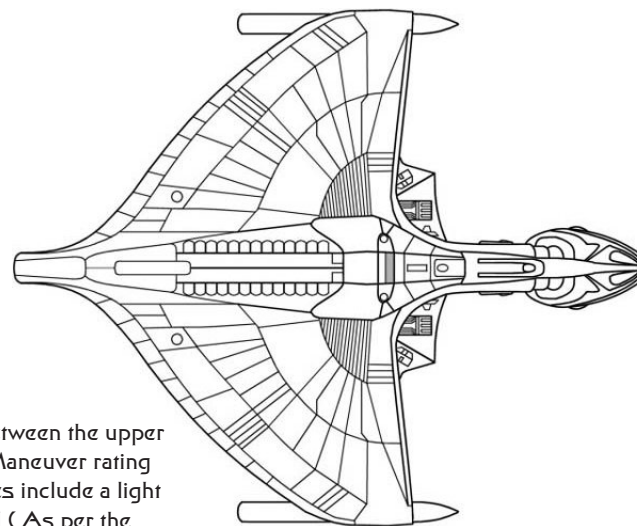
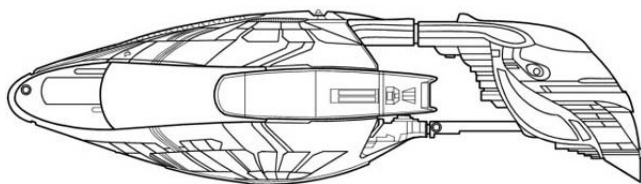
Maneuverability: 2 (+15%)

Ship Rating Information:

Defensive Rating: 398.5
Offensive Rating: 133.34

Next Generation Era

D'Daridex Class Warbird (Mk III)



RACE: Romulan Empire

OVERALL COMBAT RATING: 212.55 (217.23 with pod)

Notes: See the rules for plasma torpedoes. Ship may mount a troop module between the upper and lower wings. This adds 100 troops and four 20 man assault transporters. Maneuver rating is reduced by 1 and thruster cost goes to 4/1 if troop pod is added. Other modules include a light gunboat tender pod (as Federation DEM but no torpedo tubes) and an ESP pod (As per the Federation DEM but no torpedoes) See the rules on DEM's

General Ship Data

Size Class:	12
Damage Control Points:	9
Superstructure Points:	110
Atmosphere Capable:	No
Landing Capable:	No
Stress Charts:	E/F
Cloaking Cost:	20/4
Rating:	75%
Crew Data	
Crew:	350
Troops:	150
	(+100)
Transporters (20-man):	5 (+4)

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:	Disruptor
Number of Weapons:	8
Firing Arcs:	4 f, 2 f/p/a, 2 f/s/a
Firing Chart Column:	AA
Maximum Power Allocation:	6
Maximum Power Emitted rate:	2
Damage Modifier:	
(+4)	(0-2)
(+3)	(3-9)
(+2)	(10-18)
(+1)	(19-30)
Missile Weapon Type:	Plasma
	Torpedo
Number of Weapons:	5
Firing Arcs:	4 f, 1 f/a
Firing Chart Column:	Q
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 #:	40
Maximum Absorption:	215
(per shield, per volley)	

Evasive Maneuvers Data

Maneuverability:	3 (+20%)
------------------	----------

Ship Rating Information:

Defensive Rating:	272.5
Offensive Rating:	78

Next Generation Era

Fleet Observation Outpost

RACE: Romulan Empire

OVERALL COMBAT RATING: 372.96

No Visual Data Available in this Database

Note: See the rules for outposts and plasma torpedoes.

General Ship Data		Weapon Data		Movement Data	
Size Class:	15	Beam Weapon Type:	Disruptor	Impulse Movement Ratio:	10/1
Damage Control Points:	10	Number of Weapons:	8	Thruster Movement Ratio:	N/A
Superstructure Points:	125	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:		Shield Data	
		(+4)	(0-1)	Maximum Deflection :	9
Cloaking Cost:	N/A	(+3)	(2-8)	Shield Power Cost:	2
Rating:		(+2)	(9-18)	Shield Durability:	8
		(+1)	(19-30)	Minimum Damage #:	60
Crew Data				Maximum Absorption:	275
Crew:	320			(per shield, per volley)	
Troops:	250	Missile Weapon Type:	Plasma	Evasive Maneuvers Data	
Transports (10-man):	6	Number of Weapons:	6	Maneuverability:	0/2
Transports (20-man):	4	Firing Arcs:	6 360 Degree	ECM:	(+25%)
		Firing Chart Column:	Q	Ship Rating Information:	
Power Data		Power To Arm:	1	Defensive Rating:	296
Anit-Matter Reactor Output:	100	Damage:	30	Offensive Rating:	126
Conventional					
Reactor Output:	28				
Total Power Available:	128				
Warp Rating:	N/A				

Next Generation Era

Aviary Class Base

RACE: Romulan Empire
OVERALL COMBAT RATING: 1161.45

No Visual Data Available in this Database

[illegible]

Next Generation Era

The Gorn Alliance

Viper Class Scout

No Visual Data Available in this Database

RACE: Gorn Alliance

OVERALL COMBAT RATING: 43.34

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).

Ship has 5 points of ablative armor in all locations.

General Ship Data

Size Class: 6
Damage Control Points: 6
Superstructure Points: 20
Atmosphere Capable: Yes
Landing Capable: No

Stress Charts: D/E

Cloaking Cost: N/A
Rating:

Crew Data

Crew: 15
Troops: 20
Transports (10-man): 2

Power Data

Left Warp Engine Output: 20
Right Warp Engine Output: 20
Impulse Engine Output: 14
Total Power Available: 54
Warp Rating: 15

Weapon Data

Beam Weapon Type: Particle Beam

Number of Weapons: 6
Firing Arcs: 3 f/p, 3 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: 1
Firing Arcs: 1 f/a
Firing Chart Column: S
Power To Arm: 1
Damage: 15

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

Shield Data

Maximum Deflection: 8
Shield Power Cost: 1
Shield Durability: 3
Minimum Damage #: 25
Maximum Absorption: 100
(per shield, per volley)

Evasive Manuevers Data

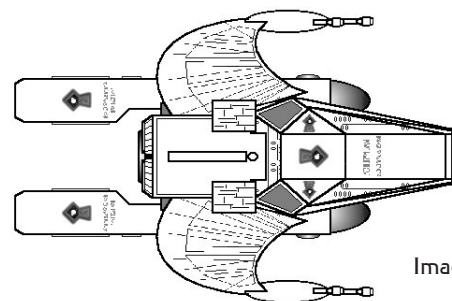
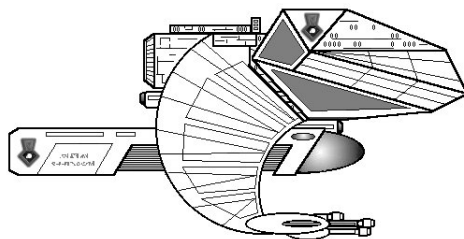
Maneuverability: 4 (+25%)

Ship Rating Information:

Defensive Rating: 130
Offensive Rating: 33.34

Next Generation Era

Alligator Class Destroyer



Images by Dale McKee

RACE: Gorn Alliance

OVERALL COMBAT RATING: 92.51

Note: Ship has 5 points of ablative armor in all locations. See rules on Blasters

General Ship Data

Size Class: ☐ 7
 Damage Control Points: ☐ 6
 Superstructure Points: ☐ 35
 Atmosphere Capable: ☐ Yes
 Landing Capable: ☐ No

Stress Charts: ☐ D/F

Cloaking Cost: ☐ N/A
 Rating: ☐

Crew Data

Crew: ☐ 125
 Troops: ☐ 35
 Transports (10-man): ☐ 3

Power Data

Left Warp Engine Output: ☐ 32
 Right Warp Engine Output: ☐ 32
 Impulse Engine Output: ☐ 24
 Total Power Available: ☐ 88
 Warp Rating: ☐ 16

Weapon Data

Beam Weapon Type: ☐ Particle Beam
 Number of Weapons: ☐ 6
 Firing Arcs: ☐ 3 f/p.
☐ 3 f/s
 Firing Chart Column: ☐ Y
 Maximum Power Allocation: ☐ 6
 Maximum Power Emitted rate: ☐ 2
 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: ☐ 2
 Damage: ☐ 10

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: ☐ 125
 (per shield, per volley)

Evasive Maneuvers Data

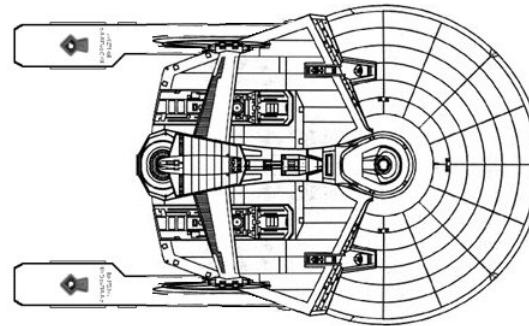
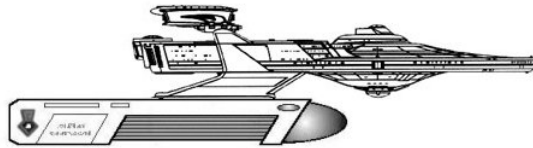
Maneuverability: ☐ 4 (+25%)

Ship Rating Information:

Defensive Rating: ☐ 163.25
 Offensive Rating: ☐ 56.67

Next Generation Era

Python Class Cruiser



Images by Dale McKee

RACE: Gorn Alliance

OVERALL COMBAT RATING: 141.7

Note: See rules on blasters. Ship has 5 points of ablative armor in all locations.

General Ship Data

Size Class:	11
Damage Control Points:	7
Superstructure Points:	65
Atmosphere Capable:	No
Landing Capable:	No

Stress Charts: E/F

Cloaking Cost: N/A
Rating:

Crew Data

Crew:	300
Troops:	60
Transports (10-man):	6

Power Data

Left Warp Engine Output:	34
Right Warp Engine Output:	34
Impulse Engine Output:	22
Total Power Available:	90
Warp Rating:	14

Weapon Data

Beam Weapon Type: Particle Beam

Number of Weapons: 6
Firing Arcs: 3 f/p, 3 f/s

Firing Chart Column: Y

Maximum Power Allocation: 6

Maximum Power Emitted rate: 2

Damage Modifier:

(+4)	(0-1)
(+3)	(2-7)
(+2)	(8-11)
(+1)	(12-24)

Missile Weapon Type: Photon Torpedo

Number of Weapons: 3
Firing Arcs: 3 f/a
Firing Chart Column: S
Power To Arm: 1
Damage: 20

Missile Weapon Type: Blaster

Number of Weapons: 4
Firing Arcs: 4 f/a
Firing Chart Column: D
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:	7
Maximum Acceleration/Decel:	4

Shield Data

Maximum Deflection :	8
Shield Power Cost:	1
Shield Durability:	6
Minimum Damage #:	40
Maximum Absorption:	185
(per shield, per volley)	

Evasive Maneuvers Data

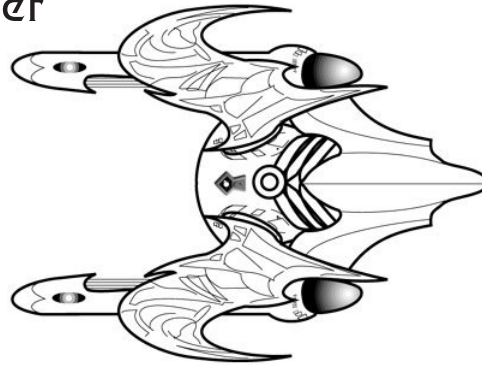
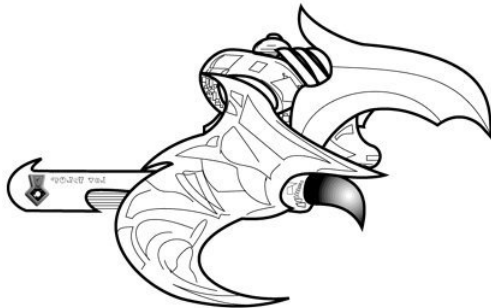
Maneuverability: 3 (+25%)

Ship Rating Information:

Defensive Rating:	218
Offensive Rating:	65

Next Generation Era

Gargoyle Class Battlecruiser



Images by Dale McKee

RACE: Gorn Alliance

OVERALL COMBAT RATING: 181.5

Note: See rules on blasters. Ship has 5 points of ablative armor in all locations.

General Ship Data

Size Class: ☐ 11
 Damage Control Points: ☐ 8
 Superstructure Points: ☐ 80
 Atmosphere Capable: ☐ No
 Landing Capable: ☐ No

Stress Charts: ☐ E/F

Cloaking Cost: ☐ N/A
 Rating: ☐

Crew Data

Crew: ☐ 350
 Troops: ☐ 90 ☐
 Transports (10-man): ☐ 9

Power Data

Left Warp Engine Output: ☐ 46
 Right Warp Engine Output: ☐ 46
 Impulse Engine Output: ☐ 24
 Total Power Available: ☐ 116
 Warp Rating: ☐ 14

Weapon Data

Beam Weapon Type: ☐ Particle Beam
 Number of Weapons: ☐ 8
 Firing Arcs: ☐ 2 f/a 3 f/p, 3 f/s ☐
 Firing Chart Column: ☐ Y
 Maximum Power Allocation: ☐ 6
 Maximum Power Emitted rate: ☐ 2
 Damage Modifier:
 (+4) ☐ (0-1)
 (+3) ☐ (2-7)
 (+2) ☐ (8-11)
 (+1) ☐ (12-24)

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

Missile Weapon Type: ☐ Blaster ☐
 Number of Weapons: ☐ 4
 Firing Arcs: ☐ 4 f/a ☐
 Firing Chart Column: ☐ T ☐
 Power To Arm: ☐ 1 ☐
 Damage: ☐ 15 ☐

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 #: ☐ 45
 Maximum Absorption: ☐ 200
 (per shield, per volley)

Evasive Manuevers Data

Maneuverability: ☐ 3 (+20%)

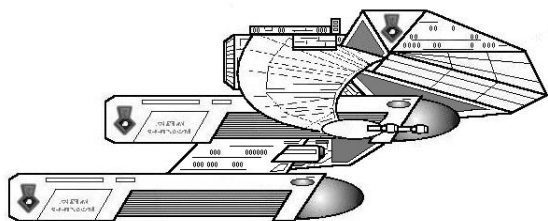
Ship Rating Information:

Defensive Rating: ☐ 242
 Offensive Rating: ☐ 75

Next Generation Era

Tyrannosaurus Rex Class Battleship

Images by Dale McKee



RACE: Gorn Alliance
OVERALL COMBAT RATING: 353.18

Note: Ship has 5 points of ablative armor in all locations. Center warp engine is hit when neither port nor starboard is specified and when an impulse hit is called for, roll a d10. A 5 or less is the impulse engine, otherwise it is a center warp engine hit.

General Ship Data

Size Class: 13
Damage Control Points: 9
Superstructure Points: 110
Atmosphere Capable: No
Landing Capable: No

Stress Charts: E/F

Cloaking Cost: N/A
Rating:

Crew Data

Crew: 450
Troops: 150
Transports (20-man): 6

Power Data

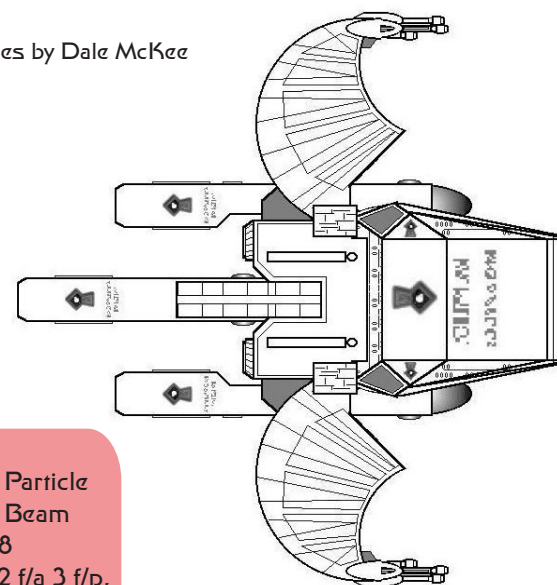
Left Warp Engine Output: 36
Center Warp Engine: 36
Right Warp Engine Output: 36
Impulse Engine Output: 36
Total Power Available: 144
Warp Rating: 15

Weapon Data

Beam Weapon Type: Particle Beam
Number of Weapons: 8
Firing Arcs: 2 f/a 3 f/p, 3 f/s
Firing Chart Column: Y
Maximum Power Allocation: 9
Maximum Power Emitted rate: 3
Damage Modifier:
(+4) (0-2)
(+3) (3-9)
(+2) (10-16)
(+1) (17-24)

Missile Weapon Type: Photo Torpedo
Number of Weapons: 3
Firing Arcs: 3 f/a
Firing Chart Column: X
Power To Arm: 1
Damage: 20

Missile Weapon Type: Blast
Number of Weapons: 6
Firing Arcs: 6 f/a
Firing Chart Column: T
Power To Arm: 1
Damage: 15



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: 9
Minimum Damage #: 60
Maximum Absorption: 290
(per shield, per volley)

Evasive Maneuvers Data

Maneuverability: 2 (+15%)

Ship Rating Information:

Defensive Rating: 326
Offensive Rating: 108.34

Next Generation Era

Diamond Back Class Outpost

No Visual Data Available in this Database

RACE: Gorn Alliance

OVERALL COMBAT RATING: 325.97

Note: .See rules for outposts. Some units have 5 points of ablative armor in all locations. Such units have defensive ratings of 325 and OCR's of 359.12.

General Ship Data

Size Class: 14
Damage Control Points: 10
Superstructure Points: 110
Atmosphere Capable: No
Landing Capable: No
Damage Chart: Outpost
Stress Charts: -/-

Cloaking Cost: N/A
Rating:

Crew Data

Crew: 200
Troops: 250
Transsorters (10-man): 4
Transsorters (20-man): 4

Power Data

Anit-Matter Reactor Output: 90
Conventional
Reactor Output: 40
Total Power Available: 130
Warp Rating: N/A

Weapon Data

Beam Weapon Type: Particle Beam
Number of Weapons: 8
Firing Arcs: 8 360 Degree
Firing Chart Column: Y
Maximum Power Allocation: 6
Maximum Power Emitted rate: 2
Damage Modifier: (+4) (0-2)
(+3) (3-9)
(+2) (10-16)
(+1) (17-24)

Missile Weapon Type: Photon Torpedo
Number of Weapons: 3
Firing Arcs: 3 360 Degree
Firing Chart Column: X
Power To Arm: 1
Damage: 25

Missile Weapon Type: Blaster
Number of Weapons: 4
Firing Arcs: 4 360 Degree
Firing Chart Column: T
Power To Arm: 1
Damage: 15

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: 9
Shield Power Cost: 2
Shield Durability: 8
Minimum Damage #: 65
Maximum Absorption: 280
(per shield, per volley)

Evasive Manuevers Data

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

Ship Rating Information:

Defensive Rating: 295
Offensive Rating: 110.5

Next Generation Era

Anaconda Class Base

No Visual Data Available in this Database

RACE: Gorn Alliance

OVERALL COMBAT RATING: 1061.48

Note: .See rules for outposts. Some units have 5 points of ablative armor in all locations. Such units have defensive ratings of 489 and OCR's of 1163.82

General Ship Data

Size Class:	20
Damage Control Points:	14
Superstructure Points:	200
Atmosphere Capable:	No
Landing Capable:	No
Damage Chart:	Outpost
Stress Charts:	-/-

Cloaking Cost: N/A
Rating:

Crew Data

Crew:	450
Troops:	550
Transports (10-man):	6
Transports (20-man):	6

Power Data

Anit-Matter Reactor Output:	120
Conventional	
Reactor Output:	100
Total Power Available:	220
Warp Rating:	N/A

Weapon Data

Beam Weapon Type:	Particle Beam
Number of Weapons:	14
Firing Arcs:	8 360 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:	
(+4)	(0-2)
(+3)	(3-10)
(+2)	(11-27)
(+1)	(28-48)

Missile Weapon Type:	Photon Torpedo
Number of Weapons:	6
Firing Arcs:	3 360 Degree
Firing Chart Column:	X
Power To Arm:	1
Damage:	20

Missile Weapon Type:	Blaster
Number of Weapons:	4
Firing Arcs:	4 360 Degree
Firing Chart Column:	T
Power To Arm:	1
Damage:	20

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 :	9
Shield Power Cost:	2
Shield Durability:	10
Minimum Damage #:	80
Maximum Absorption:	380
(per shield, per volley)	

Evasive Manuevers Data

Maneuverability:	0/3
ECM:	(+30%)

Ship Rating Information:

Defensive Rating:	446
Offensive Rating:	238

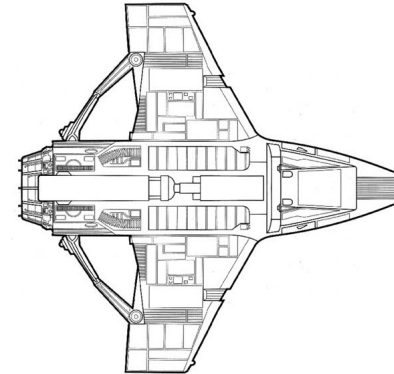
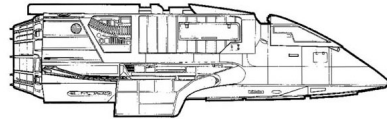
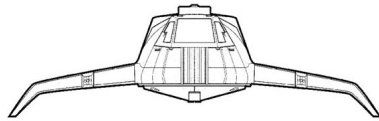
Next Generation Era



The Other Races

Fighter Class Attack Shuttle

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: Bajoran Defense Forces
OVERALL COMBAT RATING: 18.8

Note: Only Bridge hits cause a possible crew loss roll. Damage control can repair systems, but not hull or engine/thruster damage. Can not be boarded. Usually assigned in groups of at least 2.

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
1	5 (+35%)	8	4	18	2	1 f/p/s	6	A	1 f	8	H	Phaser/Photon

General Ship Data

Size Class: ☐ 1
Damage Control Points: ☐ 0
Superstructure Points: ☐ 8
Atmosphere Capable: ☐ Yes
Landing Capable: ☐ Yes

Stress Charts: ☐ C/D

Cloaking Cost: ☐ N/A
Rating: ☐

Crew Data

Crew: ☐ 1
Troops: ☐ 0
Transporters (2-man): ☐ None

Power Data

Center Warp Engine Output: ☐ 25
Impulse Engine Output: ☐ 15
Total Power Available: ☐ 40
Warp Rating: ☐ 14

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) ☐ (0-4) ☐
(+2) ☐ (5-9) ☐
(+1) ☐ (10-15) ☐

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

Movement Data

Impulse Movement Ratio: ☐ 1/1
Thruster Movement Ratio: ☐ 1/2
Maximum Impulse Speed: ☐ 16
Maximum Thruster Speed: ☐ 9
Maximum Acceleration/Decel: ☐ 5

Shield Data

Maximum Deflection: ☐ 8
Shield Power Cost: ☐ 1
Shield Durability: ☐ 3
Minimum Damage #: ☐ 10
Maximum Absorption: ☐ 50
(per shield, per volley)

Evasive Maneuvers Data

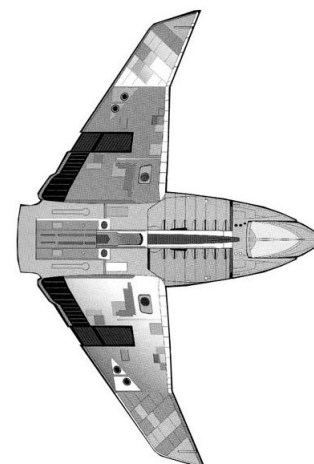
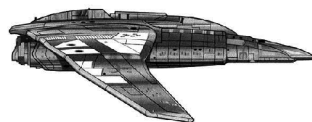
Maneuverability: ☐ 6 (+35%)

Ship Rating Information:

Defensive Rating: ☐ 94
Offensive Rating: ☐ 20

Next Generation Era

Assault Class Corvette



RACE: Bajoran Defense Forces

OVERALL COMBAT RATING: 63.9

Note: Dominion war upgrade adds 5 points of ablative armor to this ship class. Defense increases to 143 and OCR to 70.29

Ship is not warp capable. Warp engine hits are applied to the warp reactor. The reactor can not be severed from the ship. Instead, apply overage in damage to the superstructure.

General Ship Data

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

Stress Charts: D/E

Cloaking Cost: N/A
Rating:

Crew Data

Crew: 30
Troops: 20
Transporters (5-man): 2

Power Data

Warp reactor Output: 50
Impulse Engine Output: 20
Total Power Available: 70
Warp Rating: 14

Weapon Data

Beam Weapon Type: Phaser
Number of Weapons: 6
Firing Arcs: 3 f/p, 3 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: 20

Movement Data

Impulse Movement Ratio: 2/1
Thruster Movement Ratio: 1/1
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 #: 20
Maximum Absorption: 110
(per shield, per volley)

Evasive Manuevers Data

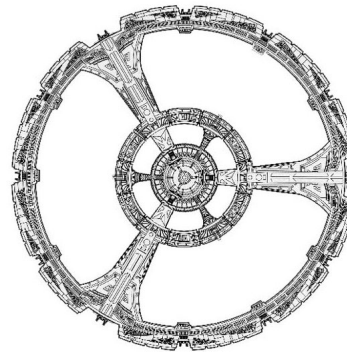
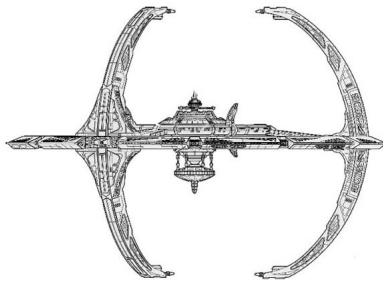
Maneuverability: 4 (+30%)

Ship Rating Information:

Defensive Rating: 130
Offensive Rating: 49.16

Next Generation Era

Deep Space 9 Class Base



RACE: Bajor/United Federation of Planets
OVERALL COMBAT RATING: 2256.8

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: 500
Troops: 600
Transports (10-man): 6
Transports (20-man): 10

Power Data

Anit-Matter Reactor Output: 200
Conventional
Reactor Output: 100
Total Power Available: 300
Warp Rating: N/A

Weapon Data

Beam Weapon Type: Phaser
Number of Weapons: 24
Firing Arcs: 12 360

Degree

4 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) (0-10)

(+2) (11-20)

(+1) (21-30)

Missile Weapon Type: Photon

Torpedo

Number of Weapons: 14

Firing Arcs: 8 360

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. 360 degree torpedo launchers are 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.

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: 9
Shield Power Cost: 2
Shield Durability: 10
Minimum Damage #: 80
Maximum Absorption: 410
(per shield, per volley)

Evasive Maneuvers Data

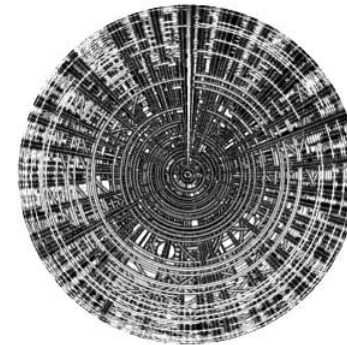
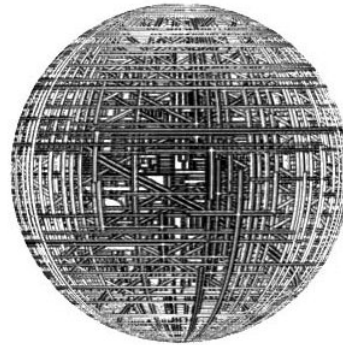
Maneuverability: 0/3
ECM: (+30%)

Ship Rating Information:

Defensive Rating: 560
Offensive Rating: 403

Next Generation Era

Escape Sphere



RACE: Borg Collective

OVERALL COMBAT RATING: 126.0

Note: Borg ships have a lot of special rules that apply. See the rules on the Borg.

Pulsars do only 3d10 - target shield durability damage not 5d10 as stated in the Borg rules

Force projectors do only 3d10 damage to shields when using post ST: First Contact rules.

General Ship Data

Size Class: 7
Damage Control Points: 6
Superstructure Points: 30
Atmosphere Capable: Yes
Landing Capable: No

Stress Charts: D/E

Cloaking Cost: N/A
Rating:

Crew Data

Crew: 500
Troops: Special
Transports (10-man): 4

Power Data

Left Warp Engine Output: 22
Right Warp Engine Output: 22
Impulse Engine Output: 22
Total Power Available: 66
Warp Rating: Special

Weapon Data

Beam Weapon Type: Anti-Proton
Number of Weapons: 4
Firing Arcs: 4 360 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: Pulsar
Number of Weapons: 1
Firing Arcs: 1 360 Degree
Firing Chart Column: L
Power To Arm: 1
Damage: Special

Missile Weapon Type: Force Projector
Number of Weapons: 1
Firing Arcs: 1 360 Degree
Firing Chart Column: L
Power To Arm: 1
Damage: Special

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: 125
(per shield, per volley)

Evasive Manuevers Data

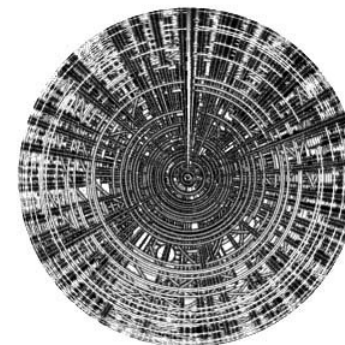
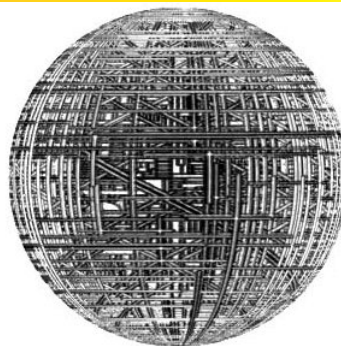
Maneuverability: 4 (+30%)

Ship Rating Information:

Defensive Rating: 180
Offensive Rating: 70

Next Generation Era

Scout Sphere



RACE: Borg Collective

OVERALL COMBAT RATING: 119.00

Note: Borg ships have a lot of special rules that apply. See the rules on the Borg.

Pulsars do only 3d10 - target shield durability damage not 5d10 as stated in the Borg rules

Force projectors do only 3d10 damage to shields when using post ST: First Contact rules.

General Ship Data

Size Class: 7
Damage Control Points: 6
Superstructure Points: 30
Atmosphere Capable: Yes
Landing Capable: No

Stress Charts: D/E

Cloaking Cost: N/A
Rating:

Crew Data

Crew: 150
Troops: Special
Transporters (5-man): 4

Power Data

Left Warp Engine Output: 22
Right Warp Engine Output: 22
Impulse Engine Output: 22
Total Power Available: 66
Warp Rating: Special

Weapon Data

Beam Weapon Type: Anti-Proton
Number of Weapons: 4
Firing Arcs: 4 360 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: Pulsar
Number of Weapons: 1
Firing Arcs: 1 360 Degree
Firing Chart Column: L
Power To Arm: 1
Damage: Special

Missile Weapon Type: Force Projector
Number of Weapons: 1
Firing Arcs: 1 360 Degree
Firing Chart Column: L
Power To Arm: 1
Damage: Special

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: 125
(per shield, per volley)

Evasive Maneuvers Data

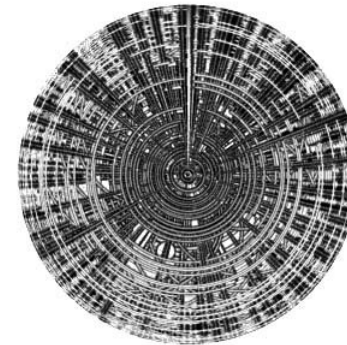
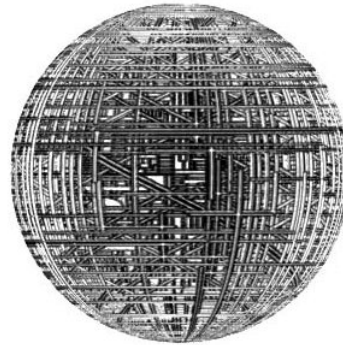
Maneuverability: 4 (+30%)

Ship Rating Information:

Defensive Rating: 170
Offensive Rating: 70

Next Generation Era

Tactical Sphere



RACE: Borg Collective
OVERALL COMBAT RATING: 252.00

Note: Borg ships have a lot of special rules that apply. See the rules on the Borg.

Pulsars do only 3d10 - target shield durability damage not 5d10 as stated in the Borg rules

Force projectors do only 3d10 damage to shields when using post ST: First Contact rules.

General Ship Data

Size Class: 7
Damage Control Points: 6
Superstructure Points: 35
Atmosphere Capable: Yes
Landing Capable: No

Stress Charts: D/E

Cloaking Cost: N/A
Rating:

Crew Data

Crew: 250
Troops: Special
Transporters (5-man): 6

Power Data

Left Warp Engine Output: 30
Right Warp Engine Output: 30
Impulse Engine Output: 20
Total Power Available: 66
Trans Warp Rating: 15

Weapon Data

Beam Weapon Type: Anti-Proton
Number of Weapons: 6
Firing Arcs: 6 360 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: Pulsar
Number of Weapons: 2
Firing Arcs: 2 360 Degree
Firing Chart Column: L
Power To Arm: 1
Damage: Special

Missile Weapon Type: Force Projector
Number of Weapons: 1
Firing Arcs: 1 360 Degree
Firing Chart Column: L
Power To Arm: 1
Damage: Special

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: 180
(per shield, per volley)

Evasive Manuevers Data

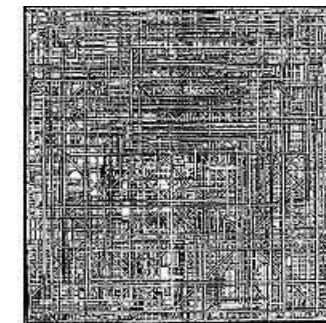
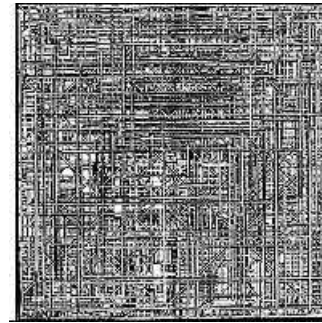
Maneuverability: 4 (+30%)

Ship Rating Information:

Defensive Rating: 210
Offensive Rating: 120

Next Generation Era

Tactical Cube



RACE: Borg Collective

OVERALL COMBAT RATING: 305.00

Note: Borg ships have a lot of special rules that apply. See the rules on the Borg.

Pulsars do only 3d10 - target shield durability damage not 5d10 as stated in the Borg rules

Force projectors do only 4d10 damage to shields when using post ST: First Contact rules.

General Ship Data

Size Class: 10
Damage Control Points: 8
Superstructure Points: 45
Atmosphere Capable: No
Landing Capable: No

Stress Charts: E/F

Cloaking Cost: N/A
Rating:

Crew Data

Crew: 550
Troops: Special
Transporters (5-man): 10

Power Data

Left Warp Engine Output: 35
Right Warp Engine Output: 35
Impulse Engine Output: 26
Total Power Available: 96
Warp Rating: Special

Weapon Data

Beam Weapon Type: Anti-Proton
Number of Weapons: 8
Firing Arcs: 8 360 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: Pulsar
Number of Weapons: 2
Firing Arcs: 2 360 Degree
Firing Chart Column: L
Power To Arm: 1
Damage: Special

Missile Weapon Type: Force Projector
Number of Weapons: 2
Firing Arcs: 2 360 Degree
Firing Chart Column: L
Power To Arm: 1
Damage: Special

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: 7
Minimum Damage #: 55
Maximum Absorption: 210
(per shield, per volley)

Evasive Maneuvers Data

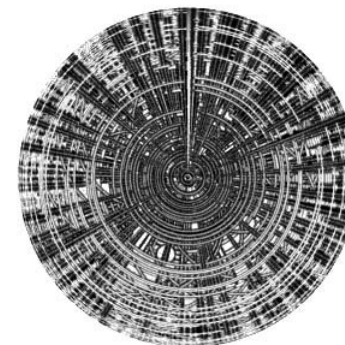
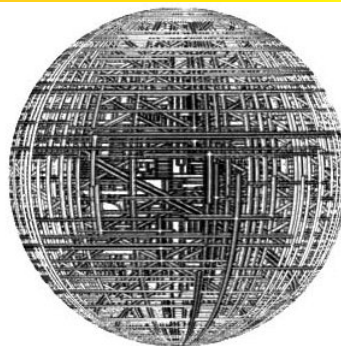
Maneuverability: 3 (+20%)

Ship Rating Information:

Defensive Rating: 250
Offensive Rating: 122

Next Generation Era

Assault Sphere



RACE: Borg Collective
OVERALL COMBAT RATING: 524.4

Note: Borg ships have a lot of special rules that apply. See the rules on the Borg.

Pulsars and Force Projectors the values listed in the rules for damage.

General Ship Data	
Size Class:	12
Damage Control Points:	10
Superstructure Points:	80
Atmosphere Capable:	No
Landing Capable:	No
Stress Charts:	E/F
Cloaking Cost:	N/A
Rating:	
Crew Data	
Crew:	1000
Troops:	Special
Transports (10-man):	8

Power Data	
Left Warp Engine Output:	44
Right Warp Engine Output:	44
Impulse Engine Output:	40
Total Power Available:	128
Trans Warp Rating:	15

Weapon Data	
Beam Weapon Type:	Anti-Proton
Number of Weapons:	10
Firing Arcs:	10 360
	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:	
Missile Weapon Type:	Pulsar
Number of Weapons:	2
Firing Arcs:	2 360
	Degree
Firing Chart Column:	L
Power To Arm:	1
Damage:	Special
Missile Weapon Type:	
Missile Weapon Type:	Force
Number of Weapons:	3
Firing Arcs:	3 360
	Degree
Firing Chart Column:	L
Power To Arm:	1
Damage:	Special

Movement Data	
Impulse Movement Ratio:	4/1
Thruster Movement Ratio:	3/1
Maximum Impulse Speed:	12
Maximum Thruster Speed:	8
Maximum Acceleration/Decel:	4

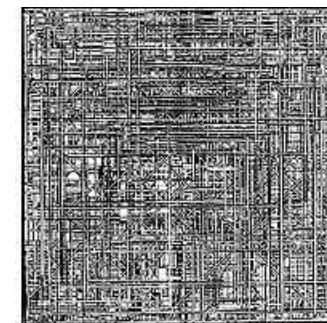
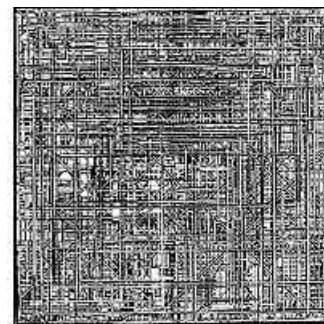
Shield Data	
Maximum Deflection :	8
Shield Power Cost:	2
Shield Durability:	8
Minimum Damage #:	70
Maximum Absorption:	280
(per shield, per volley)	

Evasive Maneuvers Data	
Maneuverability:	2 (+20%)

Ship Rating Information:	
Defensive Rating:	345
Offensive Rating:	152

Next Generation Era

Assault Cube



RACE: Borg Collective

OVERALL COMBAT RATING: 2067.44

Note: Borg ships have a lot of special rules that apply. See the rules on the Borg.

Pulsars and Force projectors do damage as listed in the borg rules.

General Ship Data

Size Class: 32
Damage Control Points: 12
Superstructure Points: 250
Atmosphere Capable: No
Landing Capable: No

Stress Charts: E/F

Cloaking Cost: N/A
Rating:

Crew Data

Crew: 2500
Troops: Special
Transports (10-man): 10

Power Data

Left Warp Engine Output: 65
Right Warp Engine Output: 65
Impulse Engine Output: 60
Total Power Available: 190
Trans Warp Rating: 14

Weapon Data

Beam Weapon Type: Anti-Proton
Number of Weapons: 12
Firing Arcs: 12 360 Degree
Firing Chart Column: AA
Maximum Power Allocation: 9
Maximum Power Emitted rate: 3
Damage Modifier:
(+3) (0-10)
(+2) (11-20)
(+1) (21-30)

Missile Weapon Type: Pulsar
Number of Weapons: 6
Firing Arcs: 6 360 Degree
Firing Chart Column: L
Power To Arm: 1
Damage: Special

Missile Weapon Type: Force Projector
Number of Weapons: 9
Firing Arcs: 9 360 Degree
Firing Chart Column: L
Power To Arm: 1
Damage: Special

Movement Data

Impulse Movement Ratio: 5/1
Thruster Movement Ratio: 4/1
Maximum Impulse Speed: 14
Maximum Thruster Speed: 4
Maximum Acceleration/Decel: 4

Shield Data

Maximum Deflection: 9
Shield Power Cost: 2
Shield Durability: 10
Minimum Damage #: 100
Maximum Absorption: 400
(per shield, per volley)

Evasive Maneuvers Data

Maneuverability: 2 (+10%)

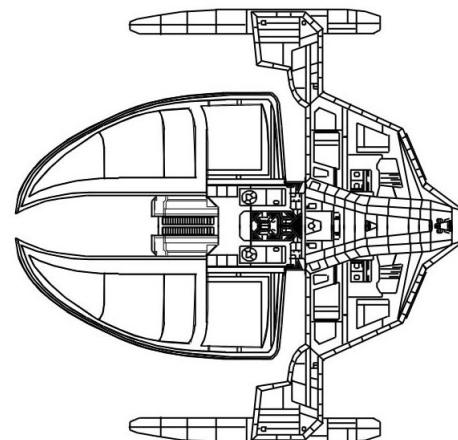
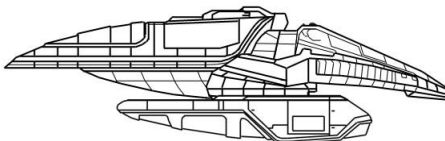
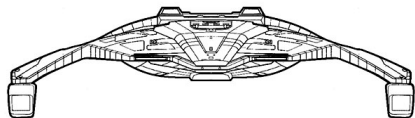
Ship Rating Information:

Defensive Rating: 601
Offensive Rating: 344

Next Generation Era

Jem'Hadar 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: Dominion

OVERALL COMBAT RATING: 24.53

Jem'Hadar ship can not be tractorored while the facing shield is powered and operational. Jem'Hadar ships get a +15% bonus to all sensor rolls against cloaked ships.

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
3	4 (+30%)	7	3	24	6	1 f/p/s	8	C	1 f/a	10	I	Proton/Ion

General Ship Data

Size Class: ☐ 4
 Damage Control Points: ☐ 5
 Superstructure Points: ☐ 14
 Atmosphere Capable: ☐ Yes
 Landing Capable: ☐ Yes
 Stress Charts: ☐ A/B

Cloaking Cost: ☐ N/A
 Rating: ☐

Crew Data

Crew: ☐ 6
☐ (1 vorta)
 Troops: ☐ 10
 Transporters (10-man): ☐ 1

Power Data

Left Warp Engine Output: ☐ 15
 Right Warp Engine Output: ☐ 15
 Impulse Engine Output: ☐ 14
 Total Power Available: ☐ 44
 Warp Rating: ☐ 14

Weapon Data

Beam Weapon Type: ☐ Phased ☐
☐ Polaron
 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) ☐ (0-3) ☐
 (+2) ☐ (4-6) ☐
 (+1) ☐ (7-18) ☐

Missile Weapon Type: ☐ Ion ☐
☐ Torpedo ☐
 Number of Weapons: ☐ 4 ☐
 Firing Arcs: ☐ 4 f/a ☐
 Firing Chart Column: ☐ T ☐
 Power To Arm: ☐ 1 ☐
 Damage: ☐ 7 ☐

Movement Data

Impulse Movement Ratio: ☐ 1/1
 Thruster Movement Ratio: ☐ 1/1
 Maximum Impulse Speed: ☐ 16
 Maximum Thruster Speed: ☐ 9
 Maximum Acceleration/Decel: ☐ 5

Shield Data

Maximum Deflection: ☐ 8
 Shield Power Cost: ☐ 1
 Shield Durability: ☐ 3
 Minimum Damage #: ☐ 25
 Maximum Absorption: ☐ 80
 (per shield, per volley)

Evasive Manuevers Data

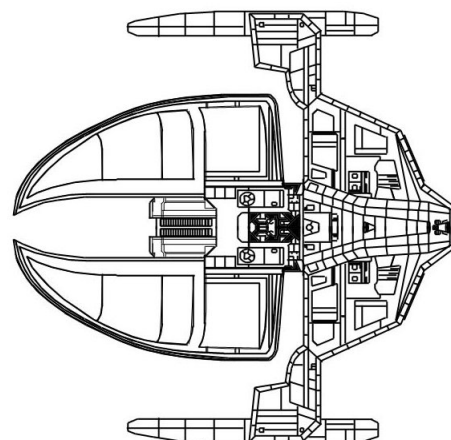
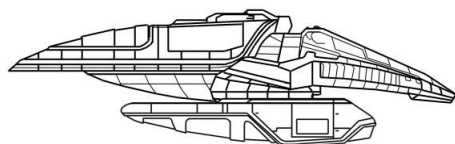
Maneuverability: ☐ 5 (+30%)

Ship Rating Information:

Defensive Rating: ☐ 111.5
 Offensive Rating: ☐ 22

Next Generation Era

Jem'Hadar Scout



RACE: Dominion

OVERALL COMBAT RATING: 46.1

Jem'Hadar ship can not be tractorred while the facing shield is powered and operational. Ships get a +20% bonus to all sensor rolls against cloaked ships.

General Ship Data

Size Class: 4
Damage Control Points: 4
Superstructure Points: 20
Atmosphere Capable: Yes
Landing Capable: Yes

Stress Charts: D/F

Cloaking Cost: N/A
Rating:

Crew Data

Crew: 6
(1 vorta)
Troops: 15
Transsorters (10-man): 1

Power Data

Left Warp Engine Output: 22
Right Warp Engine Output: 22
Impulse Engine Output: 16
Total Power Available: 60
Warp Rating: 17

Weapon Data

Beam Weapon Type: Phased
Polaron
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) (0-5)
(+2) (6-12)
(+1) (13-24)

Missile Weapon Type: Ion
Torpedo
Number of Weapons: 3
Firing Arcs: 2 f, 1 f/a
Firing Chart Column: K
Power To Arm: 1
Damage: 10

Movement Data

Impulse Movement Ratio: 2/1
Thruster Movement Ratio: 1/1
Maximum Impulse Speed: 16
Maximum Thruster Speed: 9
Maximum Acceleration/Decel: 5

Shield Data

Maximum Deflection: 8
Shield Power Cost: 1
Shield Durability: 4
Minimum Damage #: 25
Maximum Absorption: 120
(per shield, per volley)

Evasive Manuevers Data

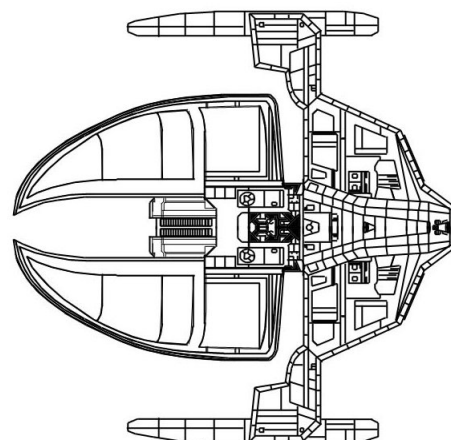
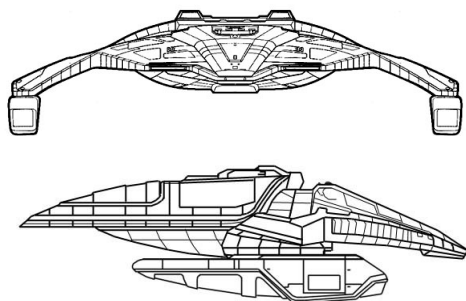
Maneuverability: 5 (+30%)

Ship Rating Information:

Defensive Rating: 133.75
Offensive Rating: 34.47

Next Generation Era

Jem'Hadar Corvette



RACE: Dominion

OVERALL COMBAT RATING: 84.26

Jem'Hadar ship can not be tractorred while the facing shield is powered and operational. Jem'Hadar ships get a +15% bonus to all sensor rolls against cloaked ships.

General Ship Data

Size Class: 6
 Damage Control Points: 6
 Superstructure Points: 25
 Atmosphere Capable: Yes
 Landing Capable: Yes
 Stress Charts: D/F

Cloaking Cost: N/A
 Rating:

Crew Data

Crew: 12
 (1 vorta)
 Troops: 30
 Transsorters (10-man): 3

Power Data

Left Warp Engine Output: 24
 Right Warp Engine Output: 24
 Impulse Engine Output: 16
 Total Power Available: 64
 Warp Rating: 16

Weapon Data

Beam Weapon Type: Phased
 Polaron
 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) (0-5)
 (+2) (6-12)
 (+1) (13-24)

Missile Weapon Type: Ion
 Torpedo
 Number of Weapons: 6
 Firing Arcs: 6 f/a
 Firing Chart Column: K
 Power To Arm: 1
 Damage: 10

Movement Data

Impulse Movement Ratio: 2/1
 Thruster Movement Ratio: 1/1
 Maximum Impulse Speed: 16
 Maximum Thruster Speed: 9
 Maximum Acceleration/Decel: 5

Shield Data

Maximum Deflection: 8
 Shield Power Cost: 1
 Shield Durability: 5
 Minimum Damage #: 35
 Maximum Absorption: 150
 (per shield, per volley)

Evasive Manuevers Data

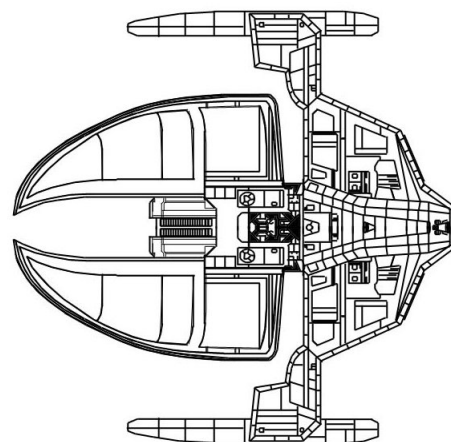
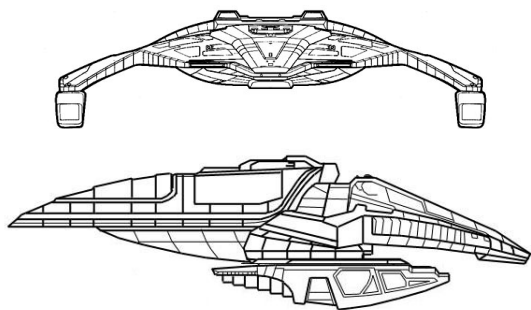
Maneuverability: 4 (+30%)

Ship Rating Information:

Defensive Rating: 160.5
 Offensive Rating: 52.5

Next Generation Era

Jem'Hadar Light Cruiser



RACE: Dominion

OVERALL COMBAT RATING: 118.90

Jem'Hadar ship can not be tractorred while the facing shield is powered and operational. Jem'Hadar ships get a +15% bonus to all sensor rolls against cloaked ships.

General Ship Data

Size Class: 7
Damage Control Points: 7
Superstructure Points: 45
Atmosphere Capable: Yes
Landing Capable: No
Stress Charts: D/F

Cloaking Cost: N/A
Rating:

Crew Data

Crew: 75
(1 vorta)
Troops: 80
Transsorters (10-man): 6

Power Data

Left Warp Engine Output: 30
Right Warp Engine Output: 30
Impulse Engine Output: 20
Total Power Available: 80
Warp Rating: 15

Weapon Data

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

(+3) (0-4)
(+2) (5-10)
(+1) (11-24)

Missile Weapon Type: Ion
Torpedo
Number of Weapons: 6
Firing Arcs: 6 f/a
Firing Chart Column: L
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: 5

Shield Data

Maximum Deflection: 8
Shield Power Cost: 1
Shield Durability: 7
Minimum Damage #: 40
Maximum Absorption: 190
(per shield, per volley)

Evasive Manuevers Data

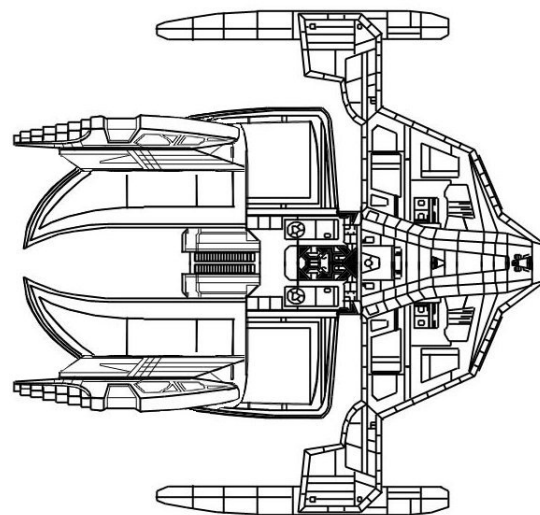
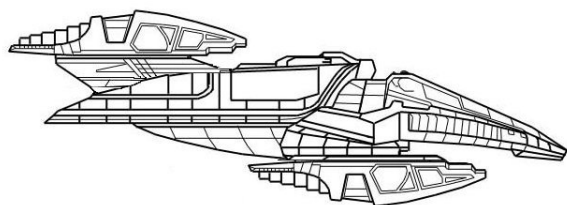
Maneuverability: 4 (+25%)

Ship Rating Information:

Defensive Rating: 205
Offensive Rating: 58

Next Generation Era

Jem'Hadar Heavy Cruiser



RACE: Dominion

OVERALL COMBAT RATING: 186.2

Jem'Hadar ship can not be tractorored while the facing shield is powered and operational. Jem'Hadar ships get a +15% bonus to all sensor rolls against cloaked ships.

General Ship Data

Size Class: ☐ 10
 Damage Control Points: ☐ 8
 Superstructure Points: ☐ 65
 Atmosphere Capable: ☐ No
 Landing Capable: ☐ No
 Stress Charts: ☐ D/F

Cloaking Cost: ☐ N/A
 Rating: ☐

Crew Data

Crew: ☐ 275
☐ (5 vorta)
 Troops: ☐ 125
 Transports (15-man): ☐ 5

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: ☐ Phased ☐
☐ Polaron
 Number of Weapons: ☐ 8
 Firing Arcs: ☐ 3 f/p, 3 f/s,
☐ 2 360
☐ Degree
 Firing Chart Column: ☐ AA
 Maximum Power Allocation: ☐ 6
 Maximum Power Emitted rate: ☐ 2
 Damage Modifier: ☐

Missile Weapon Type: ☐ Ion ☐
☐ Torpedo
 Number of Weapons: ☐ 6
 Firing Arcs: ☐ 6 f/a ☐
 Firing Chart Column: ☐ O ☐
 Power To Arm: ☐ 1 ☐
 Damage: ☐ 15

Movement Data

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

Shield Data

Maximum Deflection : ☐ 8
 Shield Power Cost: ☐ 2
 Shield Durability: ☐ 8
 Minimum Damage #: ☐ 55
 Maximum Absorption: ☐ 220
 (per shield, per volley)

Evasive Manuevers Data

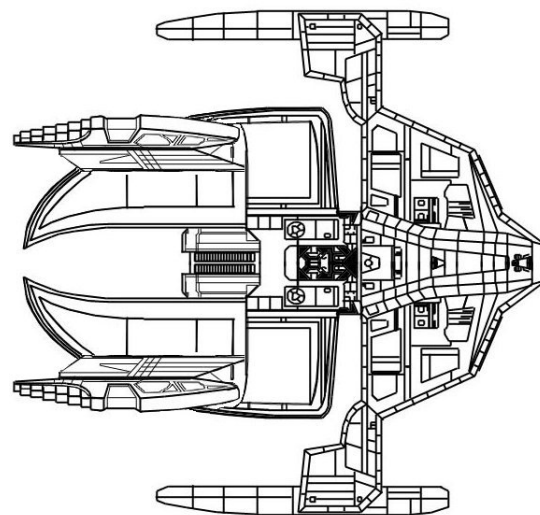
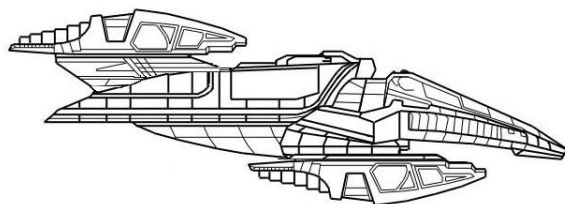
Maneuverability: ☐ 4 (+25%)

Ship Rating Information:

Defensive Rating: ☐ 245
 Offensive Rating: ☐ 76

Next Generation Era

Jem'Hadar Attack Cruiser



RACE: Dominion

OVERALL COMBAT RATING: 220

Jem'Hadar ship can not be tractorored while the facing shield is powered and operational. Jem'Hadar ships get a +15% bonus to all sensor rolls against cloaked ships.

General Ship Data

Size Class:	10
Damage Control Points:	8
Superstructure Points:	70
Atmosphere Capable:	No
Landing Capable:	No
Stress Charts:	D/F
Cloaking Cost:	N/A
Rating:	
Crew Data	
Crew:	290
	(5 vorta)
Troops:	130
Transports (15-man):	5

Power Data

Left Warp Engine Output:	44
Right Warp Engine Output:	44
Impulse Engine Output:	32
Total Power Available:	120
Warp Rating:	15

Weapon Data

Beam Weapon Type:	Phased	
	Polaron	
Number of Weapons:	8	
Firing Arcs:	3 f/p, 3 f/s,	
	2 360	
	Degree	
Firing Chart Column:	AA	
Maximum Power Allocation:	6	
Maximum Power Emitted rate:	2	
Damage Modifier:		
	(+3)	(0-8)
	(+2)	(9-18)
	(+1)	(19-30)
Missile Weapon Type:	Ion	
	Torpedo	
Number of Weapons:	6	
Firing Arcs:	6 f/a	
Firing Chart Column:	O	
Power To Arm:	1	
Damage:	20	

Movement Data

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

Shield Data

Maximum Deflection :	8
Shield Power Cost:	2
Shield Durability:	8
Minimum Damage #:	55
Maximum Absorption:	250
(per shield, per volley)	

Evasive Manuevers Data

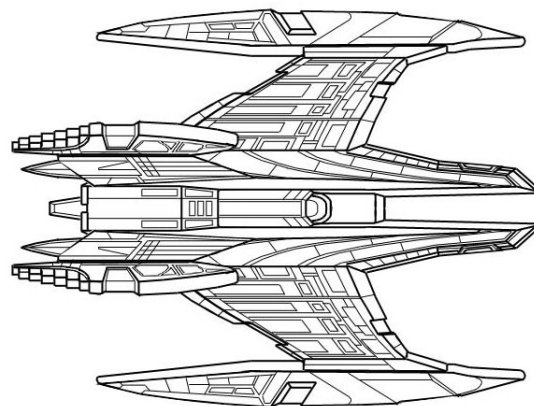
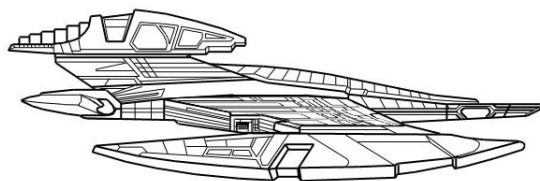
Maneuverability:	3 (+25%)
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Ship Rating Information:

Defensive Rating:	275
Offensive Rating:	80

Next Generation Era

Jem'Hadar Battlecruiser



RACE: Dominion

OVERALL COMBAT RATING: 368.5

Jem'Hadar ship can not be tractorred while the facing shield is powered and operational. Jem'Hadar ships get a +15% bonus to all sensor rolls against cloaked ships.

General Ship Data

Size Class: ☐ 12
 Damage Control Points: ☐ 10
 Superstructure Points: ☐ 95
 Atmosphere Capable: ☐ No
 Landing Capable: ☐ No
 Stress Charts: ☐ E/F

Cloaking Cost: ☐ N/A
 Rating: ☐

Crew Data

Crew: ☐ 500
☐ (10 vorta)
 Troops: ☐ 160
 Transports (15-man): ☐ 6

Power Data

Left Warp Engine Output: ☐ 45
 Right Warp Engine Output: ☐ 45
 Impulse Engine Output: ☐ 32
 Total Power Available: ☐ 122
 Warp Rating: ☐ 15

Weapon Data

Beam Weapon Type: ☐ Phased ☐
☐ Polaron
 Number of Weapons: ☐ 9
 Firing Arcs: ☐ 6 Shield ☐
☐ Arcs 1,2,3,
☐ and 5
☐ 3 360
☐ Degree

Firing Chart Column: ☐ AA ☐
 Maximum Power Allocation: ☐ 6 ☐
 Maximum Power Emitted rate: ☐ 3 ☐
 Damage Modifier: ☐
 (+3) ☐ (0-8) ☐
 (+2) ☐ (9-18) ☐
 (+1) ☐ (19-30) ☐

Missile Weapon Type: ☐ Ion ☐
☐ Torpedo ☐
 Number of Weapons: ☐ 6 ☐
 Firing Arcs: ☐ 6 f/a ☐
 Firing Chart Column: ☐ O ☐
 Power To Arm: ☐ 1 ☐
 Damage: ☐ 25 ☐

Movement Data

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

Shield Data

Maximum Deflection : ☐ 8
 Shield Power Cost: ☐ 2
 Shield Durability: ☐ 9
 Minimum Damage #: ☐ 65
 Maximum Absorption: ☐ 300
 (per shield, per volley)

Evasive Maneuvers Data

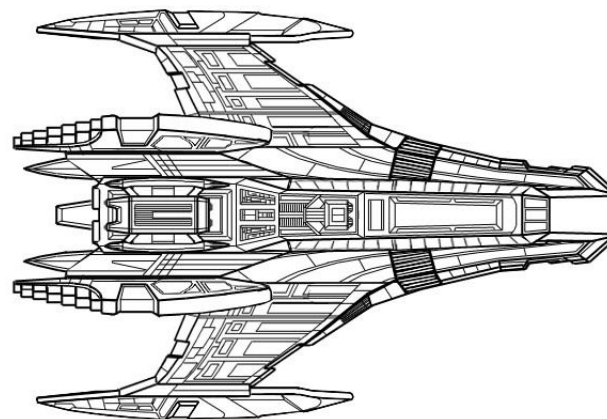
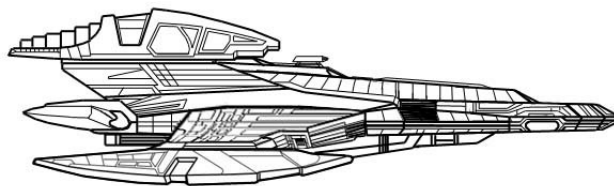
Maneuverability: ☐ 2 (+25%)

Ship Rating Information:

Defensive Rating: ☐ 335
 Offensive Rating: ☐ 110

Next Generation Era

Jem'Hadar Battleship



RACE: Dominion

OVERALL COMBAT RATING: 509.76

Jem'Hadar ship can not be tractorored while the facing shield is powered and operational. Jem'Hadar ships get a +15% bonus to all sensor rolls against cloaked ships.

General Ship Data

Size Class: ☐ 14
 Damage Control Points: ☐ 11
 Superstructure Points: ☐ 120
 Atmosphere Capable: ☐ No
 Landing Capable: ☐ No

Stress Charts: ☐ E/F

Cloaking Cost: ☐ N/A
 Rating: ☐

Crew Data

Crew: ☐ 560
☐ (12 vorta)
 Troops: ☐ 240
 Transports (15-man): ☐ 8

Power Data

Left Warp Engine Output: ☐ 60
 Right Warp Engine Output: ☐ 60
 Impulse Engine Output: ☐ 40
 Total Power Available: ☐ 160
 Warp Rating: ☐ 15

Weapon Data

Beam Weapon Type: ☐ Phased ☐
☐ Polaron
 Number of Weapons: ☐ 10
 Firing Arcs: ☐ 8 Shield ☐
☐ Arcs 1,2,3, and 5
☐ 2 360
☐ Degree

Firing Chart Column: ☐ AA ☐
 Maximum Power Allocation: ☐ 9 ☐
 Maximum Power Emitted rate: ☐ 3 ☐
 Damage Modifier: ☐
 (+3) ☐ (0-9) ☐
 (+2) ☐ (10-18) ☐
 (+1) ☐ (19-30) ☐

Missile Weapon Type: ☐ Ion ☐
☐ Torpedo ☐
 Number of Weapons: ☐ 6 ☐
 Firing Arcs: ☐ 6 f/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: ☐ 15
 Maximum Thruster Speed: ☐ 9
 Maximum Acceleration/Decel: ☐ 4

Shield Data

Maximum Deflection : ☐ 9
 Shield Power Cost: ☐ 2
 Shield Durability: ☐ 10
 Minimum Damage #: ☐ 75
 Maximum Absorption: ☐ 340

Evasive Manuevers Data

Maneuverability: ☐ 2 (+20%)

Ship Rating Information:

Defensive Rating: ☐ 354
 Offensive Rating: ☐ 144

Next Generation Era