

Type V Class Outpost

No Visual Data Available in this Database

RACE: Dominion

OVERALL COMBAT RATING: 314.08

Note: See the rules for outposts and Ion torpedoes. Base receives +15% to all sensor rolls regarding cloaked ships.

General Ship Data

Size Class: 14
Damage Control Points: 12
Superstructure Points: 100
Atmosphere Capable: No
Landing Capable: No
Damage Chart: Outpost
Stress Charts: -/-

Cloaking Cost: N/A
Rating:

Crew Data

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

Power Data

Anit-Matter Reactor Output: 100
Conventional
Reactor Output: 40
Total Power Available: 140
Warp Rating: N/A

Weapon Data

Beam Weapon Type: Phased
Polaron
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) (0-9)
(+2) (10-20)
(+1) (21-30)

Missile Weapon Type: Ion
Torpedo
Number of Weapons: 8
Firing Arcs: 8 360
Degree
Firing Chart Column: P
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 #: 70
Maximum Absorption: 290
(per shield, per volley)

Evasive Maneuvers Data

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

Ship Rating Information:

Defensive Rating: 302
Offensive Rating: 104

Next Generation Era

Type X Class Base

No Visual Data Available in this Database

RACE: Dominion
OVERALL COMBAT RATING: 1094.8

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: 750
Transports (10-man): 6
Transports (20-man): 8

Power Data
Anti-Matter Reactor Output: 180
Conventional
Reactor Output: 50
Total Power Available: 230
Warp Rating: N/A

Weapon Data
Beam Weapon Type: Phased
Polaron
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:
(+3) (0-10)
(+2) (11-25)
(+1) (26-48)
Missile Weapon Type: Ion
Torpedo
Number of Weapons: 12
Firing Arcs: 6 360
Degree
2 each in
shield
arcs 1 & 2,
3 & 4,
5 & 6
Firing Chart Column: P
Power To Arm: 1
Damage: 20

Note: See the rules for outposts and Ion torpedoes. Base receives +15% to all sensor rolls regarding cloaked ships.

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: 400
(per shield, per volley)

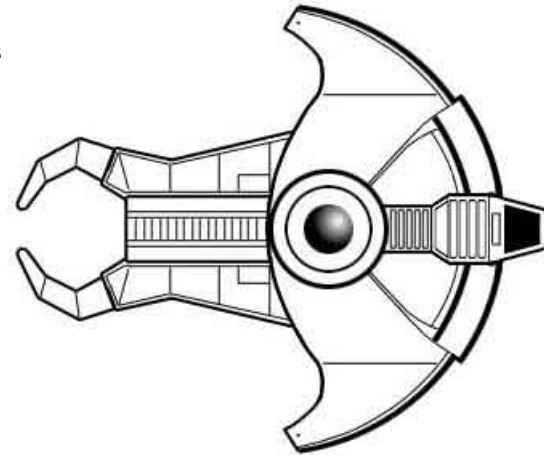
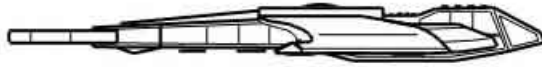
Evasive Maneuvers Data
Maneuverability: 0/3
ECM: (+30%)

Ship Rating Information:
Defensive Rating: 460
Offensive Rating: 238

Next Generation Era

Tarik 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
3	4 (+30%)	6	3	18	6	1 f/p/s	6	C	1 f/a	8	H	Particle/Photon

RACE: Cardassian Union/Dominion
OVERALL COMBAT RATING: 22.71

General Ship Data

Size Class: 3
Damage Control Points: 5
Superstructure Points: 15
Atmosphere Capable: Yes
Landing Capable: Yes

Stress Charts: E/F

Cloaking Cost: N/A
Rating:

Crew Data

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

Power Data

Left Warp Engine Output: 14
Right Warp Engine Output: 14
Impulse Engine Output: 12
Total Power Available: 40
Warp Rating: 14

Weapon Data

Beam Weapon Type: Disruptor
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:

Missile Weapon Type: Photon
 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: 12
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

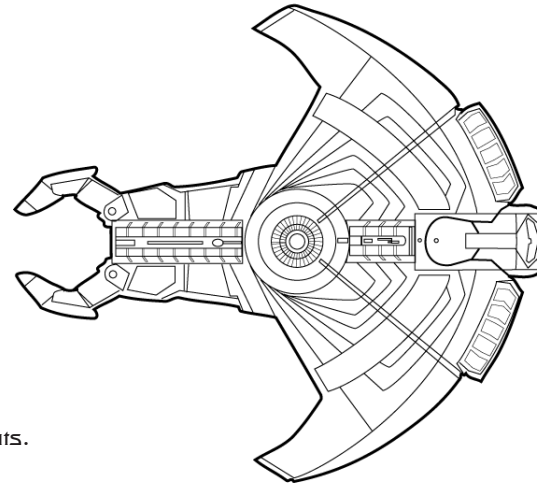
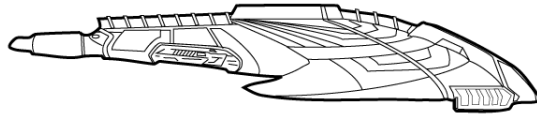
Maneuverability: 4 (+30%)

Ship Rating Information:

Defensive Rating: 104.8
Offensive Rating: 21.67

Next Generation Era

Hideki Class Scout



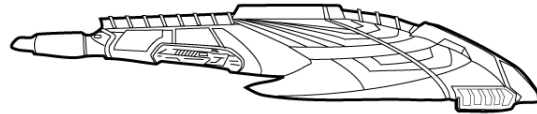
RACE: Cardassian Union/Dominion
OVERALL COMBAT RATING: 42.78

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

General Ship Data Size Class: 5 Damage Control Points: 4 Superstructure Points: 20 Atmosphere Capable: Yes Landing Capable: Yes Stress Charts: D/E		Weapon Data Beam Weapon Type: Particle Beam Number of Weapons: 4 Firing Arcs: 2 Shield Arcs 1, 2, 3 and 4 1 Shield Arcs 1, 2, 3 and 5		Movement Data Impulse Movement Ratio: 2/1 Thruster Movement Ratio: 1/1 Maximum Impulse Speed: 16 Maximum Thruster Speed: 8 Maximum Acceleration/Decel: 4	
Cloaking Cost: N/A Rating:		Firing Chart Column: Y Maximum Power Allocation: 6 Maximum Power Emitted rate: 2 Damage Modifier: (+3) (0-10) (+2) (11-17) (+1) (18-24)		Shield Data Maximum Deflection: 8 Shield Power Cost: 1 Shield Durability: 3 Minimum Damage #: 25 Maximum Absorption: 95 (per shield, per volley)	
Crew Data Crew: 35 Troops: 20 Transports (5-man): 4		Missile Weapon Type: Photon Torpedo Number of Weapons: 2 Firing Arcs: 1 f, 1 f/a Firing Chart Column: S Power To Arm: 1 Damage: 15		Evasive Maneuvers Data Maneuverability: 5 (+30%)	
Power Data Left Warp Engine Output: 20 Right Warp Engine Output: 20 Impulse Engine Output: 20 Total Power Available: 60 Warp Rating: 16				Ship Rating Information: Defensive Rating: 119.5 Offensive Rating: 35.8	

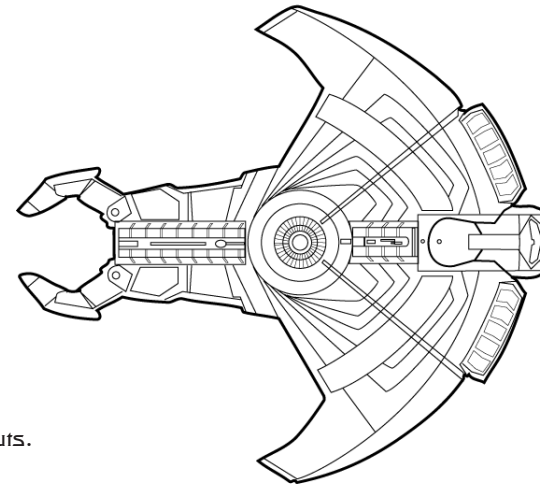
Next Generation Era

Kelvin Class Destroyer



RACE: Cardassian Union/Dominion
OVERALL COMBAT RATING: 85.25

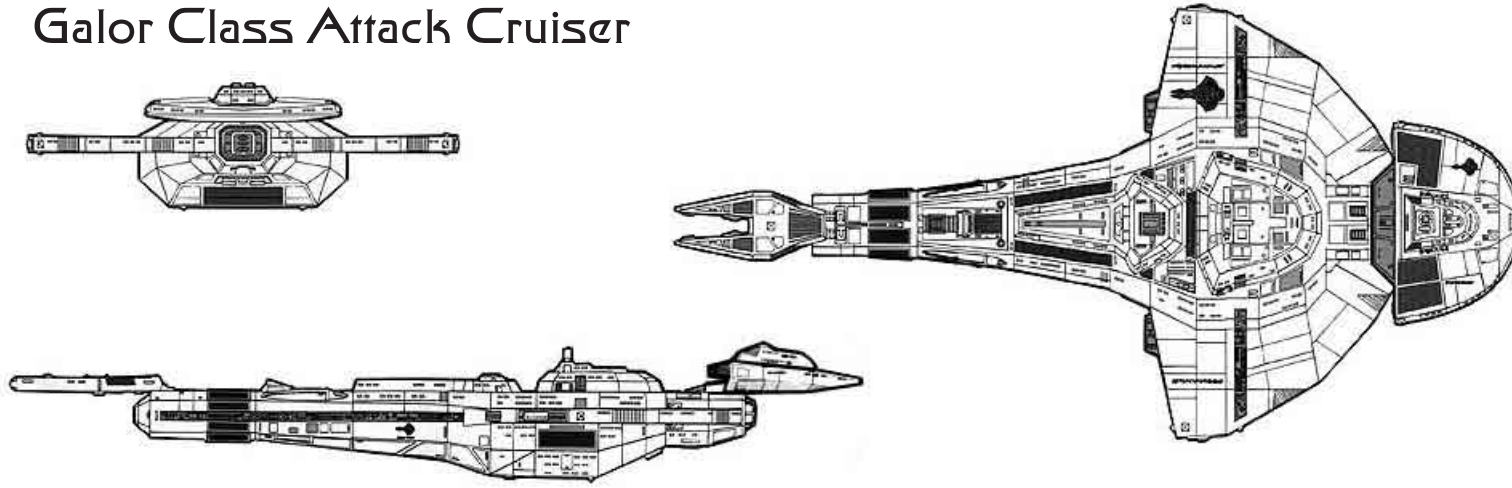
Note: This is a scout ship. See the rules section on Mines for special rules for scouts. Ship receives +10% on all search rolls for cloaked ships (Active Sensors).



General Ship Data		Weapon Data		Movement Data	
Size Class:	7	Beam Weapon Type:	Particle Beam	Impulse Movement Ratio:	3/1
Damage Control Points:	6	Number of Weapons:	6	Thruster Movement Ratio:	2/1
Superstructure Points:	35	Firing Arcs:	4 Shield Arcs 1, 2, 3, 1 Shield Arcs 1, 2, 3, and 4	Maximum Impulse Speed:	14
Atmosphere Capable:	Yes		1 Shield Arcs 1,2,3 and 5	Maximum Thruster Speed:	8
Landing Capable:	Yes			Maximum Acceleration/Decel:	4
Stress Charts:	€/€	Firing Chart Column:	AA	Shield Data	
Cloaking Cost:	N/A	Maximum Power Allocation:	6	Maximum Deflection :	8
Rating:		Maximum Power Emitted rate:	2	Shield Power Cost:	1
Crew Data		Damage Modifier:		Shield Durability:	4
Crew:	100	(+3)	(0-10)	Minimum Damage #:	35
Troops:	30	(+2)	(11-20)	Maximum Absorption:	125
Transports (6-man):	5	(+1)	(21-30)	(per shield, per volley)	
Power Data		Missile Weapon Type:	Photon	Evasive Manuevers Data	
Left Warp Engine Output:	30		Torpedo	Maneuverability:	4 (+30%)
Right Warp Engine Output:	30	Number of Weapons:	4	Ship Rating Information:	
Impulse Engine Output:	22	Firing Arcs:	4 f/a	Defensive Rating:	148
Total Power Available:	82	Firing Chart Column:	S	Offensive Rating:	57.5
Warp Rating:	16	Power To Arm:	1	Next Generation Era	
		Damage:	15		

Next Generation Era

Galor Class Attack Cruiser



RACE: Cardassian Union/Dominion
OVERALL COMBAT RATING: 188.93

Ship used by the Obsidian order often had a cloaking device. These ships have a Defensive rating of 246 and and OCR of 205.65. The cloak cost is 18/6 and the rating is 70%

General Ship Data	
Size Class:	12
Damage Control Points:	8
Superstructure Points:	85
Atmosphere Capable:	No
Landing Capable:	No
Stress Charts:	D/F
Cloaking Cost:	N/A
Rating:	
Crew Data	
Crew:	475
Troops:	150
Transports (6-man):	10

Power Data	
Left Warp Engine Output:	40
Right Warp Engine Output:	40
Impulse Engine Output:	32
Total Power Available:	112
Warp Rating:	14

Weapon Data	
Beam Weapon Type:	Particle Beam
Number of Weapons:	7
Firing Arcs:	3 Shield arcs 1,2,3 2 f/p, 2 f/s
Firing Chart Column:	Y
Maximum Power Allocation:	9
Maximum Power Emitted rate:	3
Damage Modifier:	(+3) (0-10) (+2) (11-16) (+1) (17-24)
Missile Weapon Type:	Photon Torpedo
Number of Weapons:	4
Firing Arcs:	2 f, 2 f/a
Firing Chart Column:	S
Power To Arm:	1
Damage:	15

Movement Data	
Impulse Movement Ratio:	4/1
Thruster Movement Ratio:	3/1
Maximum Impulse Speed:	14
Maximum Thruster Speed:	7
Maximum Acceleration/Decel:	4

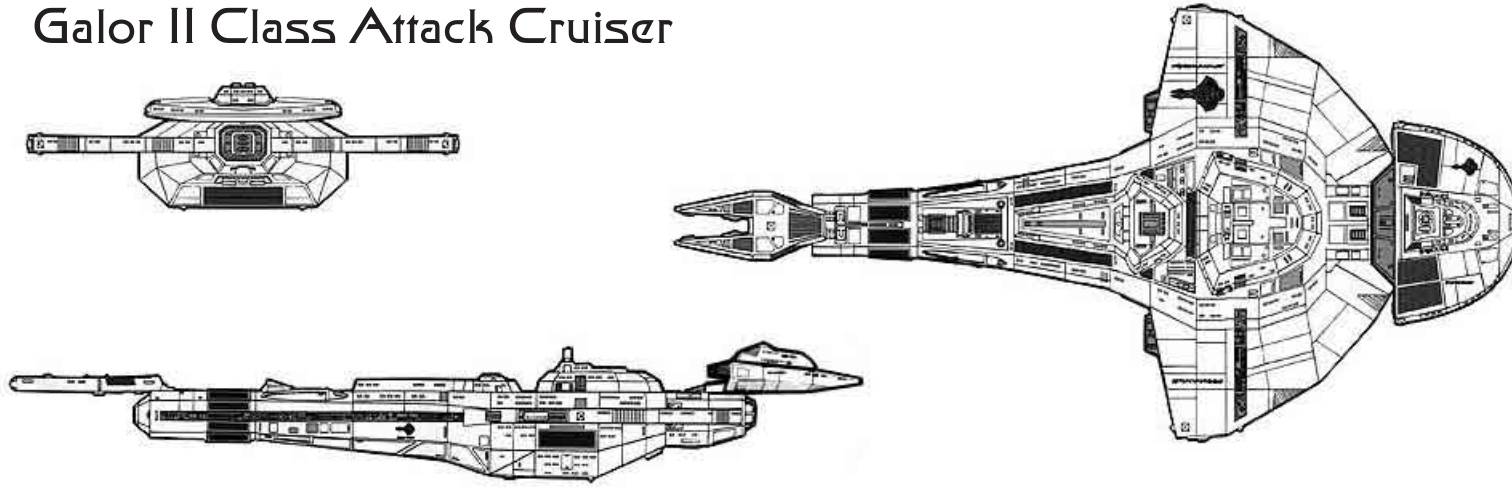
Shield Data	
Maximum Deflection :	8
Shield Power Cost:	1
Shield Durability:	7
Minimum Damage #:	45
Maximum Absorption:	200
(per shield, per volley)	

Evasive Manuevers Data	
Maneuverability:	3 (+20%)

Ship Rating Information:	
Defensive Rating:	226
Offensive Rating:	83.6

Next Generation Era

Galor II Class Attack Cruiser



RACE: Cardassian Union/Dominion
OVERALL COMBAT RATING: 225.85

Ship used by the Obsidian order often had a cloaking device. These ships have a Defensive rating of 268.58 and an OCR of 248.43. The cloak cost is 18/6 and the rating is 70%.

General Ship Data	
Size Class:	13
Damage Control Points:	8
Superstructure Points:	90
Atmosphere Capable:	No
Landing Capable:	No
Stress Charts:	D/F
Cloaking Cost:	N/A
Rating:	
Crew Data	
Crew:	475
Troops:	150
Transports (6-man):	10

Power Data	
Left Warp Engine Output:	50
Right Warp Engine Output:	50
Impulse Engine Output:	40
Total Power Available:	140
Warp Rating:	15

Weapon Data	
Beam Weapon Type:	Particle Beam
Number of Weapons:	8
Firing Arcs:	4 Shield arcs 1,2,3 2 f/p, 2 f/s
Firing Chart Column:	Y
Maximum Power Allocation:	9
Maximum Power Emitted rate:	3
Damage Modifier:	(+3) (0-10) (+2) (11-16) (+1) (17-24)
Missile Weapon Type:	Photon Torpedo
Number of Weapons:	5
Firing Arcs:	3 f, 2 f/a
Firing Chart Column:	S
Power To Arm:	1
Damage:	15

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

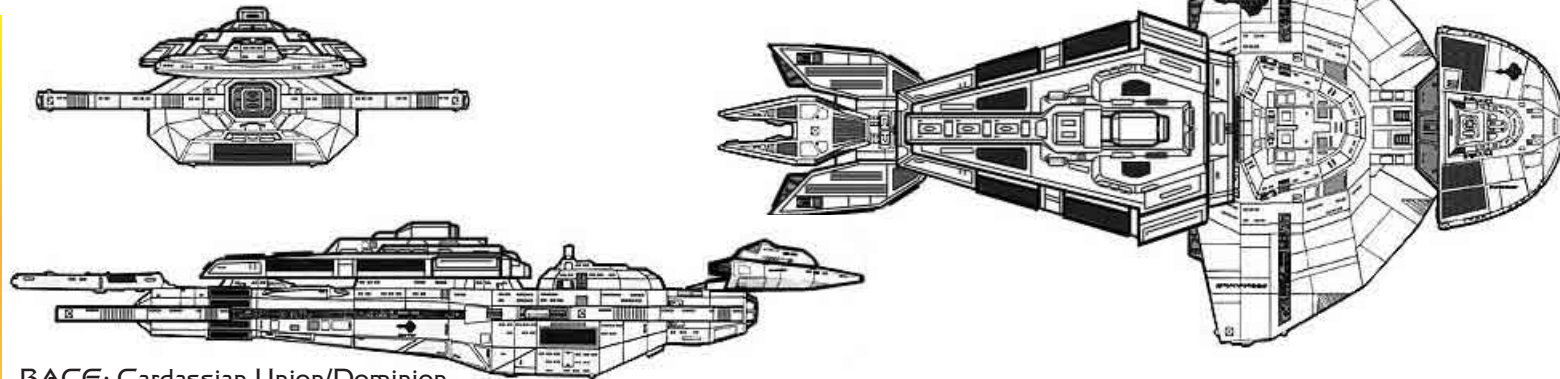
Shield Data	
Maximum Deflection :	8
Shield Power Cost:	2
Shield Durability:	7
Minimum Damage #:	50
Maximum Absorption:	215
(per shield, per volley)	

Evasive Maneuvers Data	
Maneuverability:	2 (+20%)

Ship Rating Information:	
Defensive Rating:	244.17
Offensive Rating:	92.5

Next Generation Era

Keldon Class Attack Cruiser



RACE: Cardassian Union/Dominion
OVERALL COMBAT RATING: 323.75

Ship used by the Obsidian order often had a cloaking device. These ships have a Defensive rating of 344 and an OCR of 356.38. The cloak cost is 20/10 and the rating is 70% 200 of the troops are housed in a removable module, as are the 20 man transporters. Keldons may mount other pods equivalent to Federation EPS, Medical, or light gunboat tender DEM's but the pods mount no torpedo tubes. See the rules on DEM's

General Ship Data

Size Class: ☐ 14
Damage Control Points: ☐ 10
Superstructure Points: ☐ 125
Atmosphere Capable: ☐ No
Landing Capable: ☐ No

Stress Charts: ☐ E/F
Cloaking Cost: ☐ N/A
Rating: ☐

Crew Data

Crew: ☐ 625
Troops: ☐ 100
☐ (+200)
Transporters (6-man): ☐ 5
Transporters (20-man): ☐ 6

Power Data

Left Warp Engine Output: ☐ 54
Right Warp Engine Output: ☐ 54
Impulse Engine Output: ☐ 46
Total Power Available: ☐ 154
Warp Rating: ☐ 14

Weapon Data

Beam Weapon Type: ☐ Particle Beam
Number of Weapons: ☐ 9
Firing Arcs: ☐ 3 Shield ☐
☐ arcs 1,2,3
☐ 3 f/p, 3 f/s

Firing Chart Column: ☐ AA
Maximum Power Allocation: ☐ 9
Maximum Power Emitted rate: ☐ 3
Damage Modifier: ☐
(+3) ☐ (0-11) ☐
(+2) ☐ (12-21) ☐
(+1) ☐ (22-30) ☐

Missile Weapon Type: ☐ Photon
☐ Torpedo
Number of Weapons: ☐ 6
Firing Arcs: ☐ 4 f, 2 f/a
Firing Chart Column: ☐ X
Power To Arm: ☐ 1
Damage: ☐ 15

Movement Data

Impulse Movement Ratio: ☐ 5/1
Thruster Movement Ratio: ☐ 4/1
Maximum Impulse Speed: ☐ 15
Maximum Thruster Speed: ☐ 9
Maximum Acceleration/Decel: ☐ 3

Shield Data

Maximum Deflection: ☐ 8
Shield Power Cost: ☐ 2
Shield Durability: ☐ 8
Minimum Damage #: ☐ 75
Maximum Absorption: ☐ 280
(per shield, per volley)

Evasive Maneuvers Data

Maneuverability: ☐ 2 (+20%)

Ship Rating Information:

Defensive Rating: ☐ 312.5
Offensive Rating: ☐ 103.6

Next Generation Era

Taldor Class Battleship



RACE: Cardassian Union/Dominion
OVERALL COMBAT RATING: 543.17

General Ship Data

Size Class: 14
Damage Control Points: 12
Superstructure Points: 135
Atmosphere Capable: No
Landing Capable: No
Stress Charts: E/F
Cloaking Cost: N/A
Rating:

Crew Data

Crew: 675
Troops: 210
Transports (6-man): 5
Transports (20-man): 6

Power Data

Left Warp Engine Output: 60
Right Warp Engine Output: 60
Impulse Engine Output: 60
Total Power Available: 180
Warp Rating: 14

Weapon Data

Beam Weapon Type: Particle Beam
Number of Weapons: 12
Firing Arcs: 6 Shield
arcs 1,2,3
3 f/p, 3 f/s

Firing Chart Column: AA
Maximum Power Allocation: 9
Maximum Power Emitted rate: 3
Damage Modifier:
(+3) (0-11)
(+2) (12-21)
(+1) (22-30)

Missile Weapon Type: Photon
Torpedo
Number of Weapons: 6
Firing Arcs: 4 f, 2 f/a
Firing Chart Column: X
Power To Arm: 1
Damage: 20

Movement Data

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

Shield Data

Maximum Deflection: 9
Shield Power Cost: 2
Shield Durability: 9
Minimum Damage #: 80
Maximum Absorption: 360
(per shield, per volley)

Evasive Manuevers Data

Maneuverability: 2 (+20%)

Ship Rating Information:

Defensive Rating: 369
Offensive Rating: 147.2

Next Generation Era

Cardassian Fleet Outpost

RACE: Cardassian Union

OVERALL COMBAT RATING: 381.15

No Visual Data Available in this Database

Note: See the rules for outposts.

General Ship Data Size Class: 18 Damage Control Points: 8 Superstructure Points: 150 Atmosphere Capable: No Landing Capable: No Damage Chart: Outpost Stress Charts: -/- Cloaking Cost: N/A Rating: Crew Data Crew: 450 Troops: 300 Transports (10-man): 6 Transports (20-man): 4	Weapon Data Beam Weapon Type: Particle Beam Number of Weapons: 9 Firing Arcs: 9 360 Degree Firing Chart Column: AA Maximum Power Allocation: 6 Maximum Power Emitted rate: 2 Damage Modifier: (+3) (0-8) (+2) (9-21) (+1) (22-30) Missile Weapon Type: Photon Torpedo Number of Weapons: 4 Firing Arcs: 4 360 Degree Firing Chart Column: S Power To Arm: 1 Damage: 25	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: 275 (per shield, per volley) Evasive Maneuvers Data Maneuverability: 0/2 ECM: (+25%) Ship Rating Information: Defensive Rating: 315 Offensive Rating: 121
Power Data Anti-Matter Reactor Output: 100 Conventional Reactor Output: 30 Total Power Available: 130 Warp Rating: N/A		Next Generation Era

Gul Class Base

RACE: Cardassian Union
OVERALL COMBAT RATING: 1265.92

No Visual Data Available in this Database

General Ship Data

Size Class:	20
Damage Control Points:	12
Superstructure Points:	200
Atmosphere Capable:	No
Landing Capable:	No
Damage Chart:	Outpost
Stress Charts:	-/-

Cloaking Cost: N/A
Rating:

Crew Data

Crew:	775
Troops:	650
Tranpsorters (10-man):	6
Tranpsorters (20-man):	8

Power Data

Anit-Matter Reactor Output:	200
Conventional Reactor Output:	48
Total Power Available:	248
Warp Rating:	N/A

Weapon Data

Beam Weapon Type: ☐ Particle ☐
☐ Beam
 Number of Weapons:
 Firing Arcs:
☐ Degree
☐ 2 each in
☐ shield arcs
☐ 1 & 2, 3 & 4,
☐ 5 & 6

<input type="checkbox"/>	Firing Chart Column:	<input type="text"/>	Z
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<input type="checkbox"/>	Maximum Power Emitted rate:	<input type="text"/>	3
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<input type="checkbox"/>		(+2) <input type="text"/>	(13-28) <input type="text"/>
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Missile Weapon Type:	Photon
	Torpedo
Number of Weapons:	8
Firing Arcs:	5 360

Firing Chart Column: ☐ S ☐
 Power To Arm: ☐ 1
 Damage: ☐ 30

Note: See the rules for outposts.

Movement Data

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

Shield Data

Maximum Deflection :	9
Shield Power Cost:	2
Shield Durability:	10
Minimum Damage #:	70
Maximum Absorption:	370
(per shield, per volley)	

Evasive Maneuvers Data

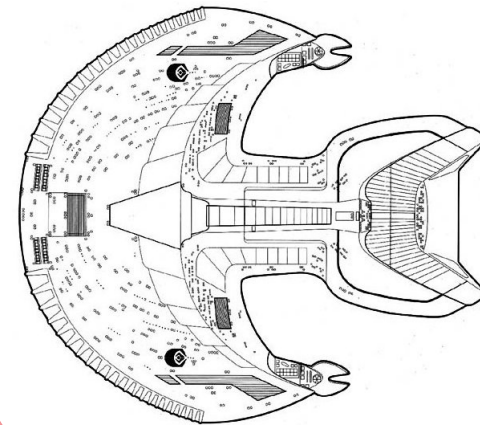
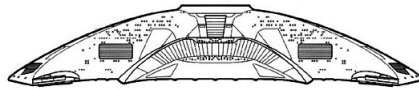
Maneuverability: ☐ 0/3
ECM: ☐ (+25%)

Ship Rating Information:

Defensive Rating:	430
Offensive Rating:	294.4

Next Generation Era

D'kora Class Marauder



RACE: Ferengi Cooperative
OVERALL COMBAT RATING: 256.51

Note: See the rules fro Ferengi Pulsars.

General Ship Data

Size Class: 12
Damage Control Points: 9
Superstructure Points: 85
Atmosphere Capable: Yes
Landing Capable: No

Stress Charts: E/F

Cloaking Cost: N/A
Rating:

Crew Data

Crew: 450
Troops: 85
Transports (5-man): 10

Power Data

Left Warp Engine Output: 45
Right Warp Engine Output: 45
Impulse Engine Output: 36
Total Power Available: 126
Warp Rating: 14

Weapon Data

Beam Weapon Type: Disruptor
Number of Weapons: 10
Firing Arcs: 4 f/p, 4 f/s, 2 360 Degree
Firing Chart Column: AA
Maximum Power Allocation: 6
Maximum Power Emitted rate: 2
Damage Modifier:
(+4) (0-1)
(+3) (2-7)
(+2) (8-20)
(+1) (21-30)

Beam Weapon Type: Pulsar
Number of Weapons: 1
Firing Arcs: Special
Firing Chart Column: Special
Maximum Power Allocation: 5
Maximum Power Emitted rate: 5
Damage: Special

Missile Weapon Type: Warp Drone
Number of Weapons: 5
Firing Arcs: 4 f, 1 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: 8
Maximum Acceleration/Decel: 4

Shield Data

Maximum Deflection: 8
Shield Power Cost: 2
Shield Durability: 8
Minimum Damage #: 40
Maximum Absorption: 280
(per shield, per volley)

Evasive Manuevers Data

Maneuverability: 2 (+15%)

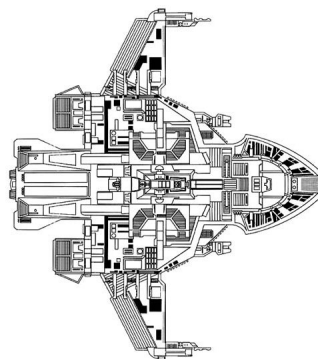
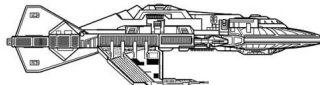
Ship Rating Information:

Defensive Rating: 261.75
Offensive Rating: 98

Next Generation Era

Peregrin-C Class Raider (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: Maquise United Federation of Planets

OVERALL COMBAT RATING: 34.34

Ship has 5 points of ablative armor on all locations. When using massed gunboat rules, the first three hull boxes on the control sheet represent armor boxes and are crossed out first

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	22	10	1 f/p/s	8	C	1 f/a	10	I	Phaser/Photon

General Ship Data

Size Class: ☐ 3
 Damage Control Points: ☐ 6
 Superstructure Points: ☐ 16
 Atmosphere Capable: ☐ Yes
 Landing Capable: ☐ Yes

Stress Charts: ☐ C/D

Cloaking Cost: ☐ N/A
 Rating: ☐

Crew Data

Crew: ☐ 6
 Troops: ☐ 15
 Transports (10-man): ☐ 2

Power Data

Left Warp Engine Output: ☐ 18
 Right Warp Engine Output: ☐ 18
 Impulse Engine Output: ☐ 10
 Total Power Available: ☐ 46 ☐
 Warp Rating: ☐ 15

Evasive Maneuvers Data

☐ Maneuverability: 5 (+35%)

Weapon Data

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

(+3) ☐ (0-5)
 (+2) ☐ (6-12)
 (+1) ☐ (13-20)

Beam Weapon Type: ☐ Phaser
 Number of Weapons: ☐ 2
 Firing Arcs: ☐ 2 360 ☐
 Degree

Firing Chart Column: ☐ U
 Maximum Power Allocation: ☐ 3
 Maximum Power Emitted rate: ☐ 1
 Damage Modifier: ☐

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

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

Movement Data

Impulse Movement Ratio: ☐ 1/1
 Thruster Movement Ratio: ☐ 1/1
 Maximum Impulse Speed: ☐ 14
 Maximum Thruster Speed: ☐ 9
 Maximum Acceleration/Decel: ☐ 5

Shield Data

Maximum Deflection: ☐ 8
 Shield Power Cost: ☐ 1
 Shield Durability: ☐ 4
 Minimum Damage #: ☐ 20
 Maximum Absorption: ☐ 80
 (per shield, per volley)

Ship Rating Information:

Defensive Rating: ☐ 117.75
 Offensive Rating: ☐ 72.5

Next Generation Era

Sanctuary Class Base

RACE: Maquis

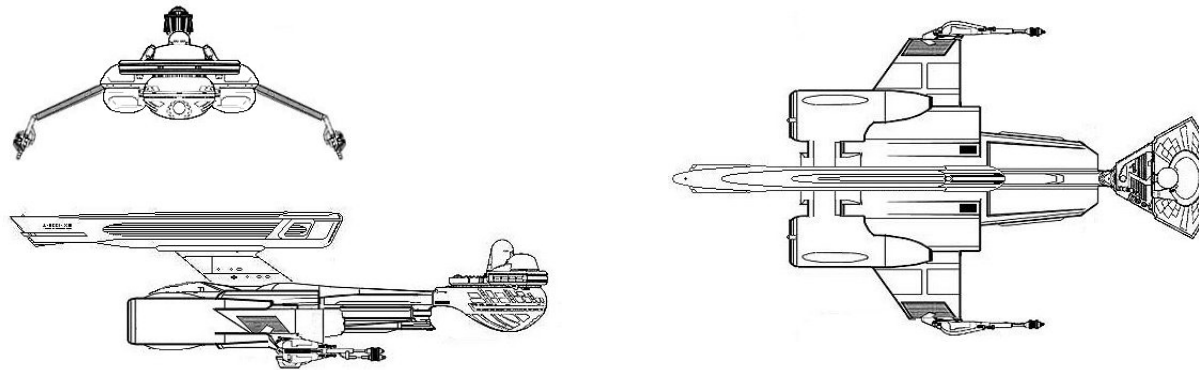
OVERALL COMBAT RATING: 638.75

No Visual Data Available in this Database

Note: See the rules for outposts. Some bases fitted with 5 points of ablative armor in all locations. Such bases are Defensive rating 410 and OCR 717.5

General Ship Data Size Class: 16 Damage Control Points: 14 Superstructure Points: 150 Atmosphere Capable: No Landing Capable: No Damage Chart: Outpost Stress Charts: -/- Cloaking Cost: N/A Rating: Crew Data Crew: 200 Troops: 400 Transports (10-man): 6 Transports (20-man): 4	Weapon Data Beam Weapon Type: Phaser Number of Weapons: 10 Firing Arcs: 10 360 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: Photon Number of Weapons: 6 Firing Arcs: 6 360 Degree Firing Chart Column: S Power To Arm: 1 Damage: 25	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 #: 80 Maximum Absorption: 320 (per shield, per volley) Evasive Maneuvers Data Maneuverability: 0/3 ECM: (+35%) Ship Rating Information: Defensive Rating: 365 Offensive Rating: 175
Power Data Anti-Matter Reactor Output: 100 Conventional Reactor Output: 80 Total Power Available: 180 Warp Rating: N/A		Next Generation Era

Corsair Class Light Raider, Variant #1



RACE: Orion Syndicates

OVERALL COMBAT RATING: 49.95

Note: Raiders with 5 points of ablative armor or a cloaking device have defense rating 147.5 and OCR of 54.57. Ships with both cloaks AND 5 points of ablative armor in all locations have defensive ratings of 160.5 and OCR's of 59.38.

General Ship Data

Size Class: 6
 Damage Control Points: 7
 Superstructure Points: 28
 Atmosphere Capable: Yes
 Landing Capable: Yes

Stress Charts: D/E

Cloaking Cost: N/A
 Rating:

Crew Data

Crew: 40
 Troops: 60
 Transporters (10-man): 6

Power Data

Center Engine Output: 38
 Impulse Engine Output: 22
 Total Power Available: 60
 Warp Rating: 16

Weapon Data

Beam Weapon Type: Disrupter
 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: Photon
 Number of Weapons: 2
 Firing Arcs: 2 f/a
 Firing Chart Column: S
 Power To Arm: 1
 Damage: 25

Movement Data

Impulse Movement Ratio: 2/1
 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 #: 30
 Maximum Absorption: 110
 (per shield, per volley)

Evasive Maneuvers Data

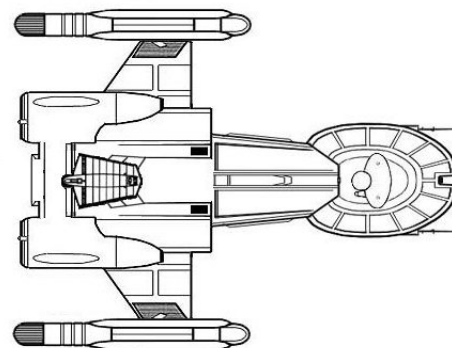
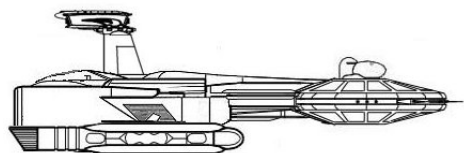
Maneuverability: 4 (+30%)

Ship Rating Information:

Defensive Rating: 135
 Offensive Rating: 37

Next Generation Era

Corsair Class Light Raider, Variant #2



RACE: Orion Syndicates

OVERALL COMBAT RATING: 49.95

Note: Raiders with 5 points of ablative armor or a cloaking device have defense rating 147.5 and OCR of 54.57. Ships with both cloaks AND 5 points of ablative armor in all locations have defensive ratings of 160.5 and OCR's of 59.38.

General Ship Data

Size Class: 6
 Damage Control Points: 7
 Superstructure Points: 28
 Atmosphere Capable: Yes
 Landing Capable: Yes

Stress Charts: D/E

Cloaking Cost: N/A
 Rating:

Crew Data

Crew: 40
 Troops: 60
 Transporters (10-man): 6

Power Data

Left Warp Engine Output: 20
 Right Warp Engine Output: 20
 Impulse Engine Output: 22
 Total Power Available: 60
 Warp Rating: 16

Weapon Data

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

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

Missile Weapon Type: Plasma Torpedo

Number of Weapons: 2
 Firing Arcs: 2 f/a
 Firing Chart Column: F
 Power To Arm: 2
 Damage: 25

Movement Data

Impulse Movement Ratio: 2/1
 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 #: 30
 Maximum Absorption: 110
 (per shield, per volley)

Evasive Manuevers Data

Maneuverability: 4 (+30%)

Ship Rating Information:

Defensive Rating: 135
 Offensive Rating: 37

Next Generation Era

Dagger Class Destroyer

No Visual Data Available in this Database

RACE: The Breen

OVERALL COMBAT RATING: 56.28

Note: See the rules for Breen Energy Disruption Weapons.

General Ship Data

Size Class: 7
Damage Control Points: 6
Superstructure Points: 25
Atmosphere Capable: Yes
Landing Capable: No

Stress Charts: D/F

Cloaking Cost: N/A
Rating:

Crew Data

Crew: 80
Troops: 30
Transporters (5-man): 4

Power Data

Left Warp Engine Output: 24
Right Warp Engine Output: 24
Impulse Engine Output: 20
Total Power Available: 68
Warp Rating: 16

Weapon Data

Beam Weapon Type: Disruptors
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:
(+4) (0-2)
(+3) (3-8)
(+2) (9-16)
(+1) (17-24)

Missile Weapon Type: Ion
Torpedo
Number of Weapons: 4
Firing Arcs: 1 f/a, 3 f
Firing Chart Column: S
Power To Arm: 1
Damage: 15

Missile Weapon Type: Energy
Distruption
Number of Weapons: 1
Firing Arcs: 1 f
Firing Chart Column: L
Power To Arm: 1
Damage: Special
10

Movement Data

Impulse Movement Ratio: 3/1
Thruster Movement Ratio: 2/1
Maximum Impulse Speed: 15
Maximum Thruster Speed: 8
Maximum Acceleration/Decel: 4

Shield Data

Maximum Deflection: 8
Shield Power Cost: 1
Shield Durability: 4
Minimum Damage #: 30
Maximum Absorption: 120
(per shield, per volley)

Evasive Manuevers Data

Maneuverability: 4 (+25%)

Ship Rating Information:

Defensive Rating: 134
Offensive Rating: 40

Next Generation Era

Scimitar Class Light Cruiser

No Visual Data Available in this Database

RACE: The Breen

OVERALL COMBAT RATING: 138.00

Note: See the rules for Breen Energy Disruption Weapons.

General Ship Data

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

Stress Charts: D/F

Cloaking Cost: N/A
Rating:

Crew Data

Crew: 220
Troops: 65
Transporters (5-man): 10

Power Data

Left Warp Engine Output: 32
Right Warp Engine Output: 32
Impulse Engine Output: 30
Total Power Available: 94
Warp Rating: 15

Weapon Data

Beam Weapon Type: Disruptors
Number of Weapons: 8
Firing Arcs: 4 f/p, 4 f/s
Firing Chart Column: Y
Maximum Power Allocation: 6
Maximum Power Emitted rate: 2
Damage Modifier:
(+4) (0-2)
(+3) (3-8)
(+2) (9-16)
(+1) (17-24)

Missile Weapon Type: Ion
Torpedo
Number of Weapons: 4
Firing Arcs: 1 f/a, 3 f
Firing Chart Column: S
Power To Arm: 1
Damage: 15

Missile Weapon Type: Energy
Distruption
Number of Weapons: 2
Firing Arcs: 2 f
Firing Chart Column: L
Power To Arm: 1
Damage: Special
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 #: 40
Maximum Absorption: 180
(per shield, per volley)

Evasive Manuevers Data

Maneuverability: 4 (+25%)

Ship Rating Information:

Defensive Rating: 184
Offensive Rating: 75

Next Generation Era

Scythe Class Heavy Cruiser

No Visual Data Available in this Database

RACE: The Breen

OVERALL COMBAT RATING: 168.75

Note: See the rules for Breen Energy Disruption Weapons.

General Ship Data

Size Class: 11
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: 420
Troops: 120
Transports (10-man): 8

Power Data

Left Warp Engine Output: 34
Right Warp Engine Output: 34
Impulse Engine Output: 32
Total Power Available: 100
Warp Rating: 14

Weapon Data

Beam Weapon Type: Disruptors
Number of Weapons: 8
Firing Arcs: 4 f/p, 4 f/s
Firing Chart Column: Y
Maximum Power Allocation: 6
Maximum Power Emitted rate: 2
Damage Modifier:
(+4) (0-2)
(+3) (3-8)
(+2) (9-16)
(+1) (17-24)

Missile Weapon Type: Ion
Torpedo
Number of Weapons: 4
Firing Arcs: 1 f/a, 3 f
Firing Chart Column: S
Power To Arm: 1
Damage: 15

Missile Weapon Type: Energy
Distruption
Number of Weapons: 2
Firing Arcs: 2 f
Firing Chart Column: P
Power To Arm: 1
Damage: Special
10

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 #: 45
Maximum Absorption: 205
(per shield, per volley)

Evasive Manuevers Data

Maneuverability: 3 (+25%)

Ship Rating Information:

Defensive Rating: 225
Offensive Rating: 75

Next Generation Era

Reaper Class Battlecruiser



RACE: The Breen

OVERALL COMBAT RATING: 298.44

Note: See the rules for Breen Energy Disruption Weapons.

General Ship Data

Size Class: 14
 Damage Control Points: 10
 Superstructure Points: 100
 Atmosphere Capable: No
 Landing Capable: No

Stress Charts: E/F

Cloaking Cost: N/A
 Rating:

Crew Data

Crew: 510
 Troops: 150
 Transports (10-man): 10

Power Data

Left Warp Engine Output: 44
 Right Warp Engine Output: 44
 Impulse Engine Output: 42
 Total Power Available: 130
 Warp Rating: 14

Weapon Data

Beam Weapon Type: Disruptors
 Number of Weapons: 10
 Firing Arcs: 2 f/p/s
 4 f/p, 4 f/s
 Firing Chart Column: Y
 Maximum Power Allocation: 6
 Maximum Power Emitted rate: 3
 Damage Modifier:
 (+4) (0-2)
 (+3) (3-8)
 (+2) (9-16)
 (+1) (17-24)

Missile Weapon Type: Ion
 Torpedoes
 Number of Weapons: 4
 Firing Arcs: 2 f/a, 2 f
 Firing Chart Column: S
 Power To Arm: 1
 Damage: 25

Missile Weapon Type: Energy
 Disruption
 Number of Weapons: 3
 Firing Arcs: 3 f/a
 Firing Chart Column: P
 Power To Arm: 1
 Damage: Special/
 10

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: 8
 Minimum Damage #: 55
 Maximum Absorption: 275
 (per shield, per volley)

Evasive Maneuvers Data

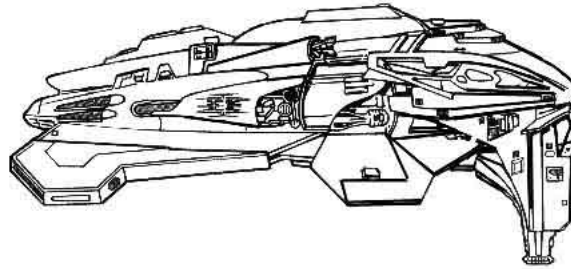
Maneuverability: 2 (+20%)

Ship Rating Information:

Defensive Rating: 283.5
 Offensive Rating: 105.27

Next Generation Era

Kazon Scout Ship



RACE: Kazon

OVERALL COMBAT RATING: 41.17

Note: See the rules for Kazon ships and weapons

General Ship Data

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

Stress Charts: D/F

Cloaking Cost: N/A
 Rating:

Crew Data

Crew: 6
 Troops: 6
 Transporters (5-man): N/A

Power Data

Center Warp Engine Output: 36
 Impulse Engine Output: 16
 Total Power Available: 52
 Warp Rating: 10

Weapon Data

Beam Weapon Type: Heavy Laser
 Number of Weapons: 6
 Firing Arcs: 4 f/p/s, 2 a/p/s
 Firing Chart Column: C
 Maximum Power Allocation: 5(9)
 Maximum Power Emitted rate: 3
 Damage Modifier:

(+3) (0-4)
 (+2) (5-8)
 (+1) (9-12)

Missile Weapon Type: None

Movement Data

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

Shield Data

Maximum Deflection: 7
 Shield Power Cost: 1
 Shield Durability: 3
 Minimum Damage #: 15
 Maximum Absorption: 55
 (per shield, per volley)

Evasive Maneuvers Data

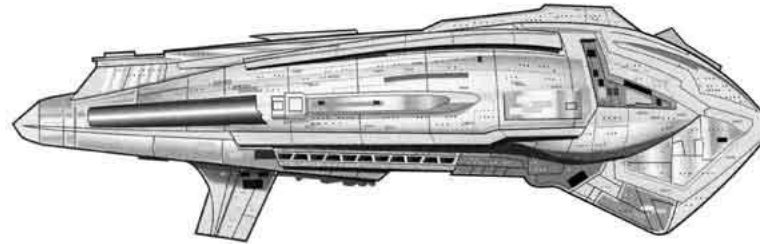
Maneuverability: 5 (+30%)

Ship Rating Information:

Defensive Rating: 95
 Offensive Rating: 43.34

Next Generation Era

Ral Class Warship



RACE: Bajoran Defense Forces

OVERALL COMBAT RATING: 181.57

Note: Can dock up to 4 scout class ships. See the rules for Kazon ships and weapons.

General Ship Data

Size Class: 13
Damage Control Points: 7
Superstructure Points: 90
Atmosphere Capable: No
Landing Capable: No

Stress Charts: F/G

Cloaking Cost: N/A
Rating:

Crew Data

Crew: 550
Troops: 120
Transporters (5-man): N/A

Power Data

Center Warp Engine Output: 75
Impulse Engine Output: 45
Total Power Available: 120
Warp Rating: 12

Weapon Data

Beam Weapon Type: Heavy Laser
Number of Weapons: 10
Firing Arcs: 6 f/p/s,
4 a/p/s
Firing Chart Column: U
Maximum Power Allocation: 5 (9)
Maximum Power Emitted rate: 3
Damage Modifier:

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

Missile Weapon Type: None

Movement Data

Impulse Movement Ratio: 5/1
Thruster Movement Ratio: 4/1
Maximum Impulse Speed: 12
Maximum Thruster Speed: 8
Maximum Acceleration/Decel: 4

Shield Data

Maximum Deflection: 8
Shield Power Cost: 2
Shield Durability: 5
Minimum Damage #: 35
Maximum Absorption: 180
(per shield, per volley)

Evasive Maneuvers Data

Maneuverability: 2 (+20%)

Ship Rating Information:

Defensive Rating: 209.5
Offensive Rating: 86.67

Next Generation Era

Next Generation Era Starship Comments

United Federation of Planets

Rio Grande Class Runabout: These small utility vessels are used by Starbases and ships to perform long range patrol duties that require more firepower than a shuttle, but do not warrant the assigning of a full sized starship. There are 3 different versions available; a cargo carrier, a troop carrier, and an attack version. The version listed is the attack version, and the conversion to the troop carrier is also mentioned. All runabouts can be configured for any of the 3 missions within a few hours.

Oberth Class Scout: This is an upgrade of the old Oberth design. It sports improved shields and weaponry. These ships are mostly used for peaceful science and exploration missions, as they do not hold up well in heavy combat situations.

Nova Class Scout: The Nova class ship is used mostly for scientific missions, nevertheless it is a powerful ship for its size. The only glaring weakness is the slow maximum warp speed.

Saber Class Scout: The Saber class of ships went into production just before the Intrepid class. They are intended for a fleet scout/escort ship. They mount better shields than the Oberth class, and better firepower and troop compliment than the Eagle class ships that are also fulfilling a similar role.

U.S.S. Defiant/Defiant Class Escort: The U.S.S. Defiant was a test bed for a new scout design. The Defiant has overpowered engines and a Romulan Cloaking device. The actual production models lack these two items, but retain other advanced features such as ablative armor and pulse phasers. See the rules book section on Defiant for more on this ship.

Eagle Class Destroyer: This is an upgrade to the older Eagle class. Ablative armor and better shields have been added to increase protection, and the firepower has been enhanced as well. These ships will gradually be phased out in favor of the Saber class scout.

Intrepid Class Destroyer: The latest destroyer design in the fleet, the Intrepid class has one of the most advanced computer designs in space. They have good firepower and protection. New production ships have integral ablative armor, and existing models are being retrofitted with ablative armor.

New Orleans Class Attack Frigate: The New Orleans Class Attack Frigate is one of the few ships in the Federation fleet specifically designed as primarily a warship. It is often used to escort convoys or because of its large number of troops, in planetary and base assaults.

Miranda Class Cruiser: Upgraded version of the old Miranda class. On some ships, the photons on the roll bar have been moved to the primary hull, and extra sensors have been added. Some ships retain the roll bar.

Constitution II Class: Now mostly used as a training ship, the final upgrade of the Constitution class is still a fairly effective ship.

Centaur Class Cruiser: This ship started as a possible upgrade program for the Miranda class, but turned out so different that it is now in production on its own.

Norway Class Light Assault Cruiser: The Norway class was developed to help Starfleet cope with the Borg threat. It is the first starship to mount the powerful new phaser cannon.

Steamrunner Class Escort Cruiser: The Steamrunner was designed as a command ship for convoy escort in hostile territory. It has seen use in the Dominion war as a heavy fleet scout and as a flotilla command ship.

Constellation Class Cruiser: An older design, the Constellation class is being phased out. The unusual features of this ship include 4 warp engines, as opposed to the usual 2.

Akira Class Attack Cruiser: The Akira class went into production about the same time as the Galaxy class. It has excellent firepower and shielding for its size. Akira class ships have participated in every major engagement of the Dominion conflict, as well as in the latest Borg incursions.

Excelsior Class Battlecruiser: This is an upgrade of the old Excelsior battleship. The class' smaller size compared to new battleships has caused Starfleet to reclassify these ships as Battlecruisers.

Ambassador Class Battlecruiser: An upgrade of the old Ambassador class. Although an older design, the Ambassador class is still a useful ship design in this time frame.

Nebula Class Attack Cruiser: Heavily influenced by the successful Miranda class, the Nebula class features the ability to mount any DEM in the Federation inventory. Nebula class ships are one of the best all around designs in the fleet.

Galaxy Class Battlecruiser: The Galaxy class was intended to be fleet command ships. The design is a powerful one, but bad luck seems to have followed these ship, as many of the original production run have been destroyed already. The ship has the ability to detach the saucer section. In this configuration, the stardrive section becomes a very effective warship, while the saucer is a non-warp capable, "giant lifeboat" more than a separate starship.

Sovereign Class Battleship: This is the most powerful ship design on the fleet. The sovereign class mounts the heaviest firepower and best shields available in the Federation, as well as integral ablative armor. It has the capability to mount 1 DEM, but since the ship already has tremendous firepower, if any module is mounted it is usually a scout module or a Gunboat tender module.

Subic Bay Class Mobile Fleet Repair Facility: An upgrade of the standard MFRF with better shields and ablative armor.

Patton Class Defense Base: These small bases are designed as listening posts along hostile borders. If a conflict comes, then they would be reinforced by fleet units.

Starbase: The standard starbase used by Starfleet.

USS Prometheus: This experimental design has not been adopted for general use by Starfleet. It boast good armor and the Multi-Vector Attack Mode.

Klingon Empire

Bloodhawk Class Gunboat: The success of the Federation Runabout and Peregrine class gunboats, the Klingons introduced their own design shortly before the Dominion war. They were used extensively in system defenses, to allow the larger fleet units to take advantage of their cloaks and raid enemy installation.

B'rel Class Scout: An upgrade to the older scout model. Still an effective patrol and scout ship.

Falcon Class Destroyer: This is an upgrade to the original falcon design. Improvements in firepower and shields make it a very effective destroyer design.

K'vort Class Cruiser: An upgrade from the older K'vort class. One of the few Klingon Cruisers that are still armed with photon torpedoes rather than disrupter cannons.

K'tinga Class Cruiser: Latest incarnation of the venerable D-7 design, it features upgrades in shield and beam weapons, and replaces the photon launchers with disrupter cannons.

Vor'Cha Class Attack Cruiser: This ship class was the first to mount the disrupter cannon. The Mark I is the original configuration of the ship, while the Mark II is an upgrade to keep pace with the more advanced Federation and Cardassian ships.

Negh'Var Class Battleship: The actual class name for this ship is not known at the time of this printing, but on ship of this type, the Negh'Var, was a flagship for the Klingon fleet in the Bajoran sector. This is the most powerful Klingon ship design to date.

H-7 Class Mobile Fleet Repair Facility: Upgrade of the standard FMRF.

Klingon Defense Outpost: The typical Klingon Defense outpost. (There is no graphic available for this outpost.)

Klingon Starbase: The typical Klingon Starbase. (There is no graphic available for this Starbase.)

Romulan Empire

Centurion Class Gunboat: These small ships are not equipped with cloaking devices. They are used commonly for defense of outposts and Starbases, and are carried by gunboat tenders into battle, as the tenders can cloak.

Romulan Scout: This scout ship is one of the smallest of any race, but its cloaking device makes it effective none the less.

Type A Warbird: An upgrade from of the older Type A class Warbird.

Type B Warbird: An upgrade of the older Type B class Warbird.

Battle Bird Class Warbird: very capable design. Smaller than the D'Daridex series, but almost as powerful. (Thanks to Sci-Fi Arts for the design.)

D'Daridex Class Warbirds: This is the current standard large hull design of the Romulan Empire. There are several versions that are denoted by different mark numbers, but externally appear virtually the same. The Mk I is an attack cruiser version, and the MK II is a Battlecruiser version. The Mk III is a modular design. It has several detachable modules that mount between the wings. One such module adds 100 troops and more transporters. Thus equipped, the Mk III is often used as an attack transport in base and planetary assaults.

Romulan Defense Outpost: The typical Romulan Defense outpost. (There is no graphic available for this outpost.)

Romulan Starbase: The typical Romulan starbase. (There is no graphic available for this Starbase.)

Gorn (Note that names given in all Gorn sections are Federation code names.)

Viper Class Scout: A small but capable scout, it is the first non-human designed ship to mount ablative armor.

Alligator Class Destroyer: Upgrade of the old Alligator class.

Python Class Cruiser: Upgrade of the old Miranda based Python Class.

Gargoyle Class Battlecruiser: An upgrade of the older Gargoyle class design.

Tyrannosaurus Rex Class Battlecruiser: The largest ship in the Gorn fleet, the T-Rex is a fearsome opponent.

Gorn Diamond Back Outpost and Anaconda Starbase: Typical outpost and starbase layouts for the Gorn race.

Bajorans

Bajoran Fighter: The smallest ship in the game, this is a small single man gunboat. They are used for customs enforcement, patrol duty, etc.

Bajoran Assault ship: A non-warp capable ship used for customs enforcement and general patrol duties.

Deep Space Nine: Although originally a civilian station, DS9 is now one of the most heavily armed stations in the Federation.

The Borg

Borg Cubes: In general, Borg Cubes are heavier designs than the equivalent size sphere. Several sizes are given in this database.

Borg Spheres: Spheres have a variety of uses. The Escape Sphere is a smaller vessel used to escape heavily damaged Assault Cubes. Other spheres are used for patrol and attack missions.

The Cardassians/Dominion

Jem'Hadar ships: Most Jem'Hadar ships are fast and maneuverable. They also have durable shields. The Dominion favors large numbers of the smaller ship designs, but has ample numbers of the very capable battlecruiser and battleship designs to call upon as well.

Tarik Class Gunboat: The Cardassian entry into the Gunboat race. It is a rather vanilla design, but fills its niche fairly well.

Hideki Class Scout: The Hideki is a capable scout comparable to the Nova or B'rel Classes of scouts.

Kelvin Class Destroyer (Cardassian): This destroyer looks very similar to the Hideki class scout, and in fact, several instances have been recorded where ships have engaged Kelvin class ships thinking they were actually Hideki class ships. Kelvin class destroyers are well liked by their crews for their excellent combination of defensive and offensive capabilities.

Galor Class Attack Cruiser (Cardassian): This is the most numerous ship in the Cardassian fleet, and are not to be taken lightly in combat. They mount powerful beam weapons, but their missile weapons are fairly light.

Galor II Class Attack Cruiser (Cardassian): The Cardassians have begin upgrading a percentage of their Galor class cruisers. The upgrade is intended to let it engage Federation Ambassador and Excelsior class cruisers, as well as the Romulan D'Daridex Mk IV

Keldon Class Attack Cruiser (Cardassian): Originally designed for use by the Obsidian Order, these ships are now in more wide spread use in the Cardassian Fleet. They have a large troop module attached that makes them useful in assault situations.

Taldor Class Battleship: The largest ship in the Cardassian fleet, the Taldor has the most powerful beam weapon salvo known to alpha or beta quadrant ships.

Cardassian Defense Outpost: The typical Cardassian Defense outpost. (There is no graphic available for this outpost.)

Cardassian Starbase: The typical Cardassian starbase. (There is no graphic available for this Starbase.)

Ferengi

D'korai Marauder: The Ferengi Marauder is a familiar sight throughout the galaxy, although not always a welcome one! Marauders are designed to fight individually, but can engage in fleet engagements as long as they keep some distance between each ship to allow use of their pulsar weapon.

Maquis

Peregrine-C Gunboat: These Gunboats were developed by the Federation for Starfleet use, and are currently deployed by Starfleet in large numbers. Many were taken by Maquis officers because they are easy to repair and maintain, essential for clandestine organizations. This is a very capable gunboat, but still must attack in packs to have any chance against a larger opponent.

Maquis Haven Class Supply Outpost: This outpost is basically a forward supply base. The Maquis rely on hiding their bases rather than brute force for protection. (There is no graphic available for this outpost.)

Maquis Sanctuary Class Defense Outpost: This is a larger outpost used in areas where detection is a greater probability. (There is no graphic available for this outpost.)

The Orion Syndicate

Corsair Class Light Raider: Orion ships are largely pieced together from the hulls of captured or illegally purchased vessels. The Syndicate makes their own shield generators and other standard ship components, but must rely on captured military grade weapons and engines.

Included here are 2 versions of the Orion light raider-based on the Klingon Destroyer design by Mateen Greenway.

The Breen

The energy dissipating weapon of the Breen was an incredible shock to all of the members of the Federation Alliance. Their entry into the Dominion war in support of the Founders would have turned the tide had the Cardassians not eventually switched sides. The ships here are hypothetical designs for several classes of ships. The one ship actually seen on DS9 is the Battlecruiser design.

Kazon

Kazon Scout: There are several different types of Kazon scouts. Only a generic version is presented here.

Kazon Ral Class Warship: These large ships carry up to 6 gunboats. Kazon ships do not have missile weapons.



Images by Mateen Greenway

Hypothetical Ship Designs

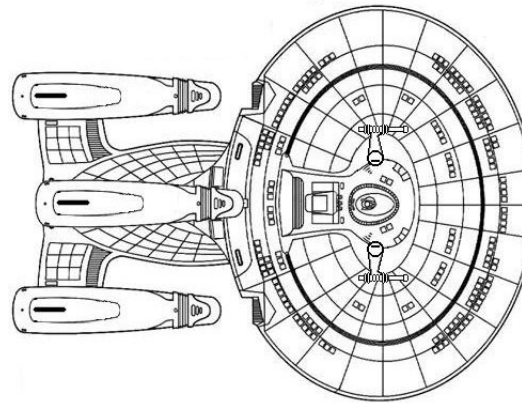
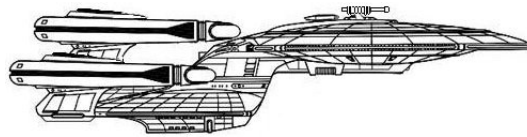
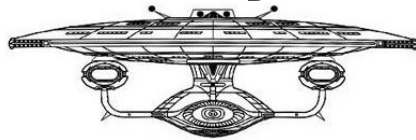


Eric Peterson/Matt Allen



United Federation of Planets

Ticonderoga Class Battleship



RACE: United Federation of Planets
OVERALL COMBAT RATING: 1386.00

General Ship Data

Size Class: ☐ 14
Damage Control Points: ☐ 15
Superstructure Points: ☐ 150
Atmosphere Capable: ☐ No
Landing Capable: ☐ No

Stress Charts: ☐ E/F

Cloaking Cost: ☐ 12/6
Rating: ☐ 75%

Crew Data

Crew: ☐ 600
Troops: ☐ 300
Transporters (10-man): ☐ 5
Transporters (20-man): ☐ 5

Power Data

Left Warp Engine Output: ☐ 55
Center Warp Engine Output: ☐ 55
Right Warp Engine Output: ☐ 55
Impulse Engine Output: ☐ 40
Total Power Available: ☐ 205
Warp Rating: ☐ 18

Evasive Maneuvers Data

☐ Maneuverability: 2 (+20%)

Weapon Data

Beam Weapon Type: ☐ Phaser
Number of Weapons: ☐ 10
Firing Arcs: ☐ 8 300 ☐ Degree
☐ Collimator
☐ 2 360 degree

Firing Chart Column: ☐ Z
Maximum Power Allocation: ☐ 9
Maximum Power Emitted rate: ☐ 3
Damage Modifier:
(+3) ☐ (0-14)
(+2) ☐ (15-29)
(+1) ☐ (30-48)

Beam Weapon Type: ☐ Phaser
☐ Cannon
Number of Weapons: ☐ 6
Firing Arcs: ☐ 6 f
Firing Chart Column: ☐ U
Maximum Power Allocation: ☐ 6
Maximum Power Emitted rate: ☐ 2
Damage Modifier:
(+3) ☐ (0-6)
(+2) ☐ (7-10)
(+1) ☐ (11-18)

Ships have trans-warp drives.
See the rules for Borg ships for rules for trans warp drives.

Ships have 10 points of ablative armor in all locations. Beam weapons do 5 points of damage per power point emitted. See the rules for phaser cannons

Center warp engine takes damage on thruster hits. When a thruster hit is rolled, roll a d10. 1-5 is thruster, 6-0 is center warp engine

Missile Weapon Type: ☐ Quantum
☐ Torpedo
Number of Weapons: ☐ 6
Firing Arcs: ☐ 6 f/a
Firing Chart Column: ☐ X
Power To Arm: ☐ 1
Damage: ☐ 35

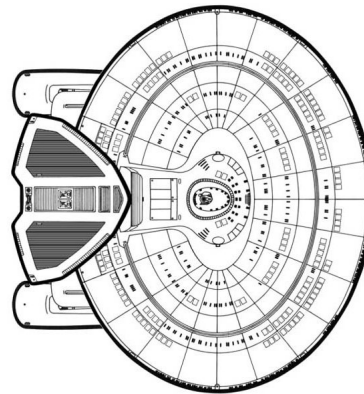
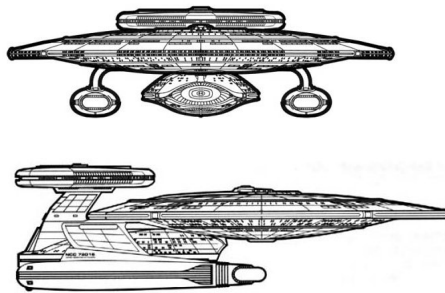
☐ Movement Data
☐ Impulse Movement Ratio: ☐ 4/1
☐ Thruster Movement Ratio: ☐ 3/1
☐ Maximum Impulse Speed: ☐ 16
☐ Maximum Thruster Speed: ☐ 9
☐ Maximum Acceleration/Decel: ☐ 4

☐ Shield Data
Maximum Deflection : ☐ 10
Shield Power Cost: ☐ 2
Shield Durability: ☐ 15
Minimum Damage #: ☐ 110
Maximum Absorption: ☐ 500
(per shield, per volley)

Ship Rating Information:
Defensive Rating: ☐ 660
Offensive Rating: ☐ 210

Hypothetical Ship

Phoenix Class Battlecruiser



RACE: United Federation of Planets
OVERALL COMBAT RATING: 1173.92

General Ship Data

Size Class: ☐ 13
Damage Control Points: ☐ 14
Superstructure Points: ☐ 140
Atmosphere Capable: ☐ No
Landing Capable: ☐ No

Stress Charts: ☐ E/F

Cloaking Cost: ☐ 12/6
Rating: ☐ 75%

Crew Data

Crew: ☐ 480
Troops: ☐ 200
Transporters (10-man): ☐ 4
Transporters (20-man): ☐ 4

Power Data

Left Warp Engine Output: ☐ 70 ☐
Right Warp Engine Output: ☐ 70
Impulse Engine Output: ☐ 50
Total Power Available: ☐ 190
Warp Rating: ☐ 18

Evasive Maneuvers Data

☐ Maneuverability: 3 (+25%)

Weapon Data

Beam Weapon Type: ☐ Phaser ☐
Number of Weapons: ☐ 10 ☐
Firing Arcs: ☐ 8 300 ☐
☐ Degree ☐
☐ Collimator ☐
☐ 2 360 degree ☐

Firing Chart Column: ☐ Z ☐
Maximum Power Allocation: ☐ 9 ☐
Maximum Power Emitted rate: ☐ 3 ☐
Damage Modifier: ☐
(+3) ☐ (0-14) ☐
(+2) ☐ (15-29) ☐
(+1) ☐ (30-48) ☐

Beam Weapon Type: ☐ Phaser ☐
☐ Cannon ☐
Number of Weapons: ☐ 4 ☐
Firing Arcs: ☐ 4 f ☐
Firing Chart Column: ☐ U ☐
Maximum Power Allocation: ☐ 6 ☐
Maximum Power Emitted rate: ☐ 2 ☐
Damage Modifier: ☐
(+3) ☐ (0-6) ☐
(+2) ☐ (7-10) ☐
(+1) ☐ (11-18) ☐

Missile Weapon Type: ☐ Quantum ☐
☐ Torpedo ☐
Number of Weapons: ☐ 6 ☐
Firing Arcs: ☐ 6 f/a ☐
Firing Chart Column: ☐ X ☐
Power To Arm: ☐ 1 ☐
Damage: ☐ 35 ☐

Movement Data

☐ Impulse Movement Ratio: ☐ 4/1 ☐
☐ Thruster Movement Ratio: ☐ 3/1 ☐
☐ Maximum Impulse Speed: ☐ 16 ☐
☐ Maximum Thruster Speed: ☐ 9 ☐
☐ Maximum Acceleration/Decel: ☐ 5 ☐

Shield Data

Maximum Deflection : ☐ 10 ☐
Shield Power Cost: ☐ 2 ☐
Shield Durability: ☐ 14 ☐
Minimum Damage #: ☐ 100 ☐
Maximum Absorption: ☐ 475 ☐
(per shield, per volley)

Ship Rating Information:

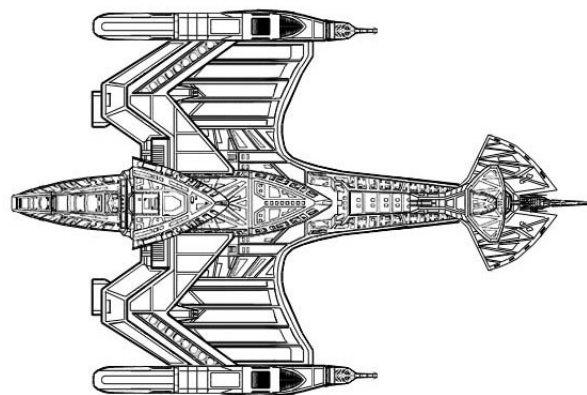
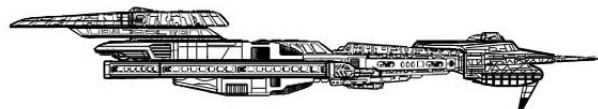
Defensive Rating: ☐ 638 ☐
Offensive Rating: ☐ 184 ☐

Hypothetical Ship



The Klingon Empire

Voodieh Class Attack Cruiser



RACE: Klingon Empire

OVERALL COMBAT RATING: 995.88

Ships have trans-warp drives. See the rules for Borg ships for rules for trans warp drives. Beam weapons do 5 points of damage per power point emitted.

General Ship Data

Size Class: 14
Damage Control Points: 14
Superstructure Points: 150
Atmosphere Capable: No
Landing Capable: No

Stress Charts: C/D

Cloaking Cost: 12/6
Rating: 75%

Crew Data

Crew: 425
Troops: 200
Transporters (10-man): 10

Power Data

Left Warp Engine Output: 70
Right Warp Engine Output: 70
Impulse Engine Output: 45
Total Power Available: 185
Warp Rating: 18

Weapon Data

Beam Weapon Type: Disruptor
Number of Weapons: 12
Firing Arcs: 5 f/p, 5 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

Number of Weapons: 4
Firing Arcs: 4 f/a
Firing Chart Column: W
Power To Arm: 1
Damage: 60

Movement Data

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

Shield Data

Maximum Deflection: 10
Shield Power Cost: 2
Shield Durability: 14
Minimum Damage #: 90
Maximum Absorption: 485
(per shield, per volley)

Evasive Maneuvers Data

Maneuverability: 3 (+25%)

Ship Rating Information:

Defensive Rating: 579
Offensive Rating: 172

Hypothetical Ship



The Romulan Empire

Advanced Warbird

No Visual Data Available in this Database

RACE: Romulan Empire

OVERALL COMBAT RATING: 1014.8

Ships have trans-warp drives. See the rules for Borg ships for rules for trans warp drives. Beam weapons do 6 points of damage per power point emitted.

General Ship Data

Size Class: 15
Damage Control Points: 15
Superstructure Points: 175
Atmosphere Capable: No
Landing Capable: No

Stress Charts: D/E

Cloaking Cost: 12/6
Rating: 85%

Crew Data

Crew: 550
Troops: 225
Transporters (20-man): 6

Power Data

Left Warp Engine Output: 65
Right Warp Engine Output: 65
Impulse Engine Output: 40
Total Power Available: 170
Warp Rating: 18

Weapon Data

Beam Weapon Type: Disruptor
Number of Weapons: 10
Firing Arcs: 3 f/p, 3 f/s,
4 f/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

Number of Weapons: 4
Firing Arcs: 4 f/a
Firing Chart Column: P
Power To Arm: 2
Damage: 60

Movement Data

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

Shield Data

Maximum Deflection: 10
Shield Power Cost: 2
Shield Durability: 14
Minimum Damage #: 100
Maximum Absorption: 490
(per shield, per volley)

Evasive Maneuvers Data

Maneuverability: 2 (+20%)

Ship Rating Information:

Defensive Rating: 590
Offensive Rating: 172

Hypothetical Ship

Hypothetical Ship Designs

These ships are hypothetical designs from a few decades later than the Next Generation Era.

Ticonderoga Class Battleship: A 3-wap engine design based on the old Galaxy class Battlecruiser. These ships were the first to mount the powerful Phaser Cannon.

Phoenix Class Battlecruiser: This design is based on the earlier Nebula Class. Not quite as powerful as the Ticonderoga class, but still able to handle most any enemy threat.

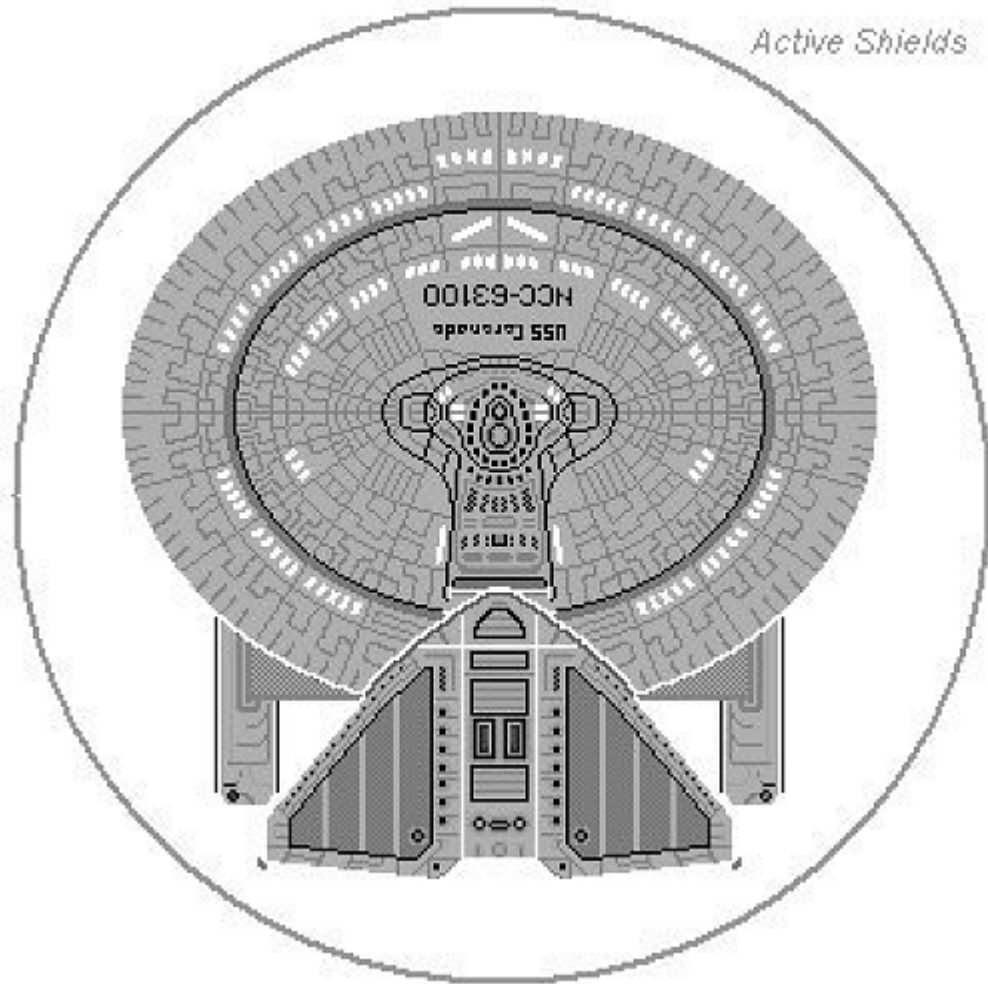
Voodieh Class Attack Cruiser: The most advanced Klingon ship of the Era.

Advanced Warbird: The most advanced Romulan Ship of the Era.



Image by Tachy

Shield Detail Charts



Ross Glenn

Shield Step Details-Original Series Ships

Ship Class: Constitution Class Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	60
	81-90	8	55
	71-80	7	50
2	61-70	6	45
	51-60	5	40
	41-50	5	35
	31-40	4	30
	21-30	3	25
	11-20	2	20
	01-10	1	15

Ship Class: M Class Freighter

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	7	40
	81-90	6	35
	71-80	6	30
2	61-70	5	25
	51-60	4	25
	41-50	3	20
	31-40	3	20
	21-30	2	15
	11-20	2	10
	01-10	1	10

Ship Class: K Class Space Station

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	85
	81-90	8	80
	71-80	7	75
2	61-70	7	70
	51-60	6	65
	41-50	5	60
	31-40	5	50
	21-30	4	40
	11-20	3	30
	01-10	2	20

Ship Class: Eagle Class Destroyer

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	50
	81-90	7	45
	71-80	7	40
2	61-70	5	35
	51-60	5	30
	41-50	4	25
	31-40	3	25
	21-30	3	20
	11-20	2	15
	01-10	1	12

Ship Class: Klingon D-7 Battlecruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	55
	81-90	7	50
	71-80	7	45
2	61-70	6	40
	51-60	5	35
	41-50	4	30
	31-40	4	25
	21-30	3	20
	11-20	2	15
	01-10	1	15

Ship Class: Bird of Prey Class Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	50
	81-90	7	45
	71-80	6	40
2	61-70	5	35
	51-60	4	30
	41-50	4	25
	31-40	3	25
	21-30	3	20
	11-20	2	15
	01-10	1	12

Shield Step Details-Original Series Ships

Ship Class: Romulan D-7 Battlecruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	52
	81-90	7	48
	71-80	7	45
2	61-70	6	40
	51-60	5	35
	41-50	4	30
	31-40	4	25
	21-30	3	20
	11-20	2	15
	01-10	1	15

Ship Class: Gorn Cobra Class Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	50
	81-90	7	45
	71-80	7	40
2	61-70	6	35
	51-60	5	30
	41-50	4	25
	31-40	3	20
	21-30	3	20
	11-20	2	15
	01-10	1	15

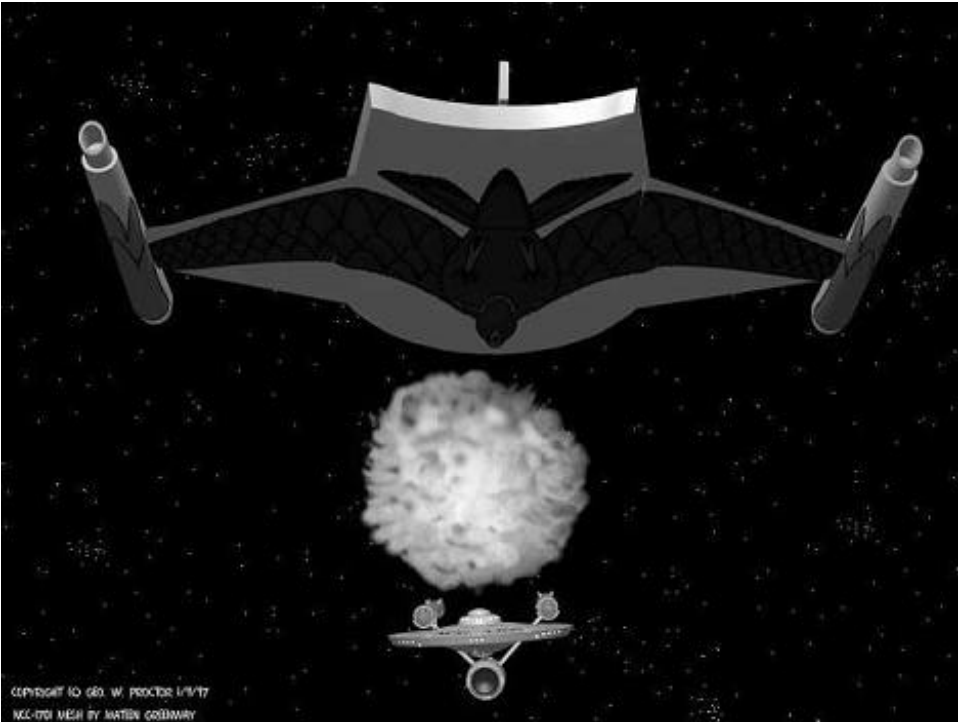


Image by G. Proctor

Shield Step Details-Pre-Next Generation Ships

Ship Class: Oberth Class Scout

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	7	55
	81-90	6	50
	71-80	6	45
2	61-70	5	40
	51-60	5	35
	41-50	4	30
	31-40	4	25
	21-30	3	25
	11-20	2	20
	01-10	1	15

Ship Class: Eagle Class Destroyer

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	7	75
	81-90	7	70
	71-80	6	65
2	61-70	6	60
	51-60	5	55
	41-50	4	50
	31-40	4	45
	21-30	3	40
	11-20	2	30
	01-10	1	20

Ship Class: New Orleans Class Heavy Destroyer

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	80
	81-90	7	70
	71-80	7	65
2	61-70	6	60
	51-60	5	55
	41-50	4	50
	31-40	4	45
	21-30	3	40
	11-20	2	30
	01-10	1	20

Ship Class: Miranda Class Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	90
2	81-90	8	80
	71-80	7	75
	61-70	7	70
	51-60	6	65
3	41-50	5	60
	31-40	4	55
	21-30	3	45
	11-20	2	35
	01-10	1	25

Ship Class: Constitution II Class Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	100
2	81-90	8	90
	71-80	7	80
	61-70	7	75
	51-60	6	70
	41-50	5	65
3	31-40	4	55
	21-30	3	45
	11-20	2	35
	01-10	1	25

Ship Class: Excelsior Class Battlecruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	120
2	81-90	8	110
	71-80	7	100
	61-70	7	90
	51-60	6	80
	41-50	5	70
3	31-40	4	60
	21-30	3	50
	11-20	2	40
	01-10	1	30

Shield Step Details-Pre-Next Generation Ships

Ship Class: Ambassadors Class Battleship

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic. %	Max Defl.	Max Absorb.
1	91-100	8	130
2	81-90	8	120
	71-80	7	110
	61-70	7	95
	51-60	6	85
	41-50	5	75
3	31-40	4	65
	21-30	3	55
	11-20	2	45
	01-10	1	35

Ship Class: Subic Bay Class FMRF

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic. %	Max Defl.	Max Absorb.
1	91-100	7	90
2	81-90	7	80
	71-80	6	75
	61-70	6	65
	51-60	5	55
	41-50	4	50
3	31-40	4	45
	21-30	3	40
	11-20	2	30
	01-10	1	20

Ship Class: Regula Class Research Outpost

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic. %	Max Defl.	Max Absorb.
1	91-100	8	90
2	81-90	8	80
	71-80	7	75
	61-70	6	65
	51-60	6	55
	41-50	5	50
3	31-40	4	45
	21-30	3	40
	11-20	2	30
	01-10	1	20

Ship Class: Federation Starbase

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic. %	Max Defl.	Max Absorb.
1	91-100	8	130
2	81-90	8	110
	71-80	7	95
	61-70	7	85
	51-60	6	75
	41-50	5	70
3	31-40	4	60
	21-30	3	50
	11-20	2	40
	01-10	1	30

Ship Class: B'rel Class Scout

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic. %	Max Defl.	Max Absorb.
1	91-100	7	65
	81-90	7	60
	71-80	6	55
2	61-70	6	50
	51-60	5	45
	41-50	4	40
	31-40	4	35
	21-30	3	30
	11-20	2	25
	01-10	1	15

Ship Class: Falcon Class Destroyer

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic. %	Max Defl.	Max Absorb.
1	91-100	7	70
	81-90	7	65
	71-80	6	60
2	61-70	6	55
	51-60	5	50
	41-50	4	45
	31-40	4	40
	21-30	3	35
	11-20	2	30
	01-10	1	20

Shield Step Details-Pre-Next Generation Ships

Ship Class: K'vort Class Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	85
2	81-90	7	75
	71-80	7	70
	61-70	7	85
	51-60	6	70
	41-50	5	60
3	31-40	4	50
	21-30	3	40
	11-20	2	30
	01-10	1	20

Ship Class: K'Tinga Class Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	85
2	81-90	8	75
	71-80	7	70
	61-70	7	65
	51-60	6	60
	41-50	5	55
3	31-40	4	45
	21-30	3	40
	11-20	2	30
	01-10	1	20

Ship Class: H-7 Class MFRF

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	7	80
2	81-90	7	75
	71-80	6	70
	61-70	6	65
	51-60	5	60
	41-50	4	50
3	31-40	4	45
	21-30	3	40
	11-20	2	30
	01-10	1	20

Ship Class: Klingon Defense Outpost

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	120
2	81-90	8	110
	71-80	7	100
	61-70	7	85
	51-60	6	70
	41-50	5	60
3	31-40	4	50
	21-30	3	40
	11-20	2	30
	01-10	1	20

Ship Class: Type A Warbird

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	85
	81-90	7	80
	71-80	7	75
2	61-70	6	70
	51-60	6	65
	41-50	5	60
	31-40	4	50
	21-30	3	40
	11-20	2	30
	01-10	1	20

Ship Class: Type B Warbird

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	125
2	81-90	8	115
	71-80	7	100
	61-70	7	90
	51-60	6	80
	41-50	5	70
3	31-40	4	60
	21-30	3	50
	11-20	2	40
	01-10	1	30

Shield Step Details-Pre-Next Generation Ships

Ship Class: Romulan Defense Outpost

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	120
2	81-90	8	110
	71-80	8	100
	61-70	7	90
	51-60	6	80
	41-50	5	70
3	31-40	4	55
	21-30	3	40
	11-20	2	30
	01-10	1	20

Ship Class: Alligator Class Destroyer

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	7	65
	81-90	7	60
	71-80	6	55
2	61-70	6	50
	51-60	5	45
	41-50	4	40
	31-40	4	35
	21-30	3	30
	11-20	2	25
	01-10	1	20

Ship Class: Python Class Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	90
2	81-90	7	80
	71-80	7	70
	61-70	6	60
	51-60	5	50
	41-50	5	45
3	31-40	4	40
	21-30	3	35
	11-20	2	30
	01-10	1	20

Ship Class: Gargoyle Class Battlecruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	115
2	81-90	8	105
	71-80	7	95
	61-70	7	85
	51-60	6	75
	41-50	5	70
3	31-40	4	60
	21-30	3	50
	11-20	2	40
	01-10	1	30



Image by the Wolfpack

Shield Step Details-Next Generation Ships

Ship Class: Rio Grande Class Runabout

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	65
	81-90	7	60
	71-80	7	55
2	61-70	6	50
	51-60	6	45
	41-50	5	40
	31-40	4	30
	21-30	3	25
	11-20	2	20
	01-10	1	15

Ship Class: Oberth Class Scout

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	7	80
	81-90	7	70
	71-80	6	60
2	61-70	6	55
	51-60	5	50
	41-50	4	40
	31-40	4	35
	21-30	3	30
	11-20	2	25
	01-10	1	20

Ship Class: Nova Class Scout

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	110
	81-90	7	105
	71-80	7	95
2	61-70	6	85
	51-60	5	75
	41-50	4	60
	31-40	4	50
	21-30	3	40
	11-20	2	30
	01-10	1	25

Ship Class: Saber Class Scout

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	120
	81-90	7	110
	71-80	7	100
2	61-70	6	90
	51-60	5	80
	41-50	4	60
	31-40	4	50
	21-30	3	40
	11-20	2	30
	01-10	1	25

Ship Class: U.S.S. Defiant Class Escort

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	185
2	81-90	8	165
	71-80	7	135
	61-70	6	115
	51-60	6	100
	41-50	5	85
3	31-40	4	70
	21-30	3	55
	11-20	2	45
	01-10	1	30

Ship Class: Eagle Class Destroyer

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	120
	81-90	7	105
	71-80	7	95
2	61-70	6	85
	51-60	5	70
	41-50	5	65
	31-40	4	55
	21-30	3	45
	11-20	2	35
	01-10	1	25

Shield Step Details-Next Generation Ships

Ship Class: Intrepid Class Destroyer

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	135
	81-90	8	120
	71-80	7	105
2	61-70	6	90
	51-60	6	80
	41-50	5	65
	31-40	4	55
	21-30	3	45
	11-20	2	40
	01-10	1	35

Ship Class: New Orleans Class Frigate

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	180
	81-90	8	165
	71-80	7	150
2	61-70	7	130
	51-60	6	110
	41-50	5	90
	31-40	4	75
	21-30	3	60
	11-20	2	50
	01-10	1	40

Ship Class: Miranda Class Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	190
2	81-90	8	170
	71-80	7	150
	61-70	7	130
	51-60	6	105
	41-50	5	95
3	31-40	4	75
	21-30	3	65
	11-20	2	55
	01-10	1	40

Ship Class: Constitution II Class Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	200
2	81-90	8	180
	71-80	7	160
	61-70	6	140
	51-60	6	110
	41-50	5	100
3	31-40	4	85
	21-30	3	70
	11-20	2	60
	01-10	1	40

Ship Class: Centaur Class Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	200
2	81-90	8	185
	71-80	7	165
	61-70	7	145
	51-60	6	115
	41-50	5	100
3	31-40	4	85
	21-30	3	70
	11-20	2	60
	01-10	1	45

Ship Class: Norway Class Light Assault Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	200
2	81-90	8	185
	71-80	7	165
	61-70	7	145
	51-60	6	115
	41-50	5	100
3	31-40	4	85
	21-30	3	70
	11-20	2	60
	01-10	1	45

Shield Step Details-Next Generation Ships

Ship Class: Steamrunner Class Escort Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	200
2	81-90	8	185
	71-80	7	165
	61-70	7	145
	51-60	6	115
	41-50	5	100
3	31-40	4	85
	21-30	3	70
	11-20	2	60
	01-10	1	45

Ship Class: Constellation Class Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	210
2	81-90	8	190
	71-80	7	170
	61-70	6	150
	51-60	6	130
	41-50	5	110
3	31-40	4	90
	21-30	3	70
	11-20	2	50
	01-10	1	30

Ship Class: Akira Class Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	210
2	81-90	8	185
	71-80	7	165
	61-70	7	145
	51-60	6	125
	41-50	5	110
3	31-40	4	90
	21-30	3	70
	11-20	2	50
	01-10	1	35

Ship Class: Excelsior Class Battlecruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	225
2	81-90	8	200
	71-80	7	185
	61-70	7	165
	51-60	6	135
	41-50	5	115
3	31-40	4	100
	21-30	3	85
	11-20	2	65
	01-10	1	40

Ship Class: Ambassador Class Battlecruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	250
2	81-90	8	220
	71-80	7	195
	61-70	7	165
	51-60	6	140
	41-50	5	120
3	31-40	4	105
	21-30	3	90
	11-20	2	75
	01-10	1	50

Ship Class: Nebula Class Attack Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	290
2	81-90	8	250
	71-80	7	200
	61-70	7	175
	51-60	6	145
	41-50	5	125
3	31-40	4	100
	21-30	3	80
	11-20	2	65
	01-10	1	40

Shield Step Details-Next Generation Ships

Ship Class: Galaxy Class Battlecruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	290
2	81-90	8	250
	71-80	7	200
	61-70	7	175
	51-60	6	145
	41-50	5	125
3	31-40	4	100
	21-30	3	80
	11-20	2	65
	01-10	1	40

Ship Class: Galaxy Class, Saucer Only

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	240
2	81-90	8	210
	71-80	7	175
	61-70	7	150
	51-60	6	130
	41-50	5	115
3	31-40	4	95
	21-30	3	85
	11-20	2	60
	01-10	1	40

Ship Class: Galaxy Class, Stardrive Only

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	290
2	81-90	8	250
	71-80	7	200
	61-70	7	175
	51-60	6	145
	41-50	5	125
3	31-40	4	100
	21-30	3	80
	11-20	2	65
	01-10	1	40

Ship Class: Sovereign Class Battleship

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	9	375
2	81-90	9	350
	71-80	8	320
	61-70	8	290
	51-60	7	250
	41-50	6	200
3	31-40	5	170
	21-30	4	130
	11-20	3	105
	01-10	2	90

Ship Class: Subic Bay Class MFRF

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	210
2	81-90	8	190
	71-80	7	175
	61-70	7	165
	51-60	6	140
	41-50	5	120
3	31-40	4	95
	21-30	3	75
	11-20	2	65
	01-10	1	40

Ship Class: Patton Class Outpost

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	9	260
2	81-90	8	235
	71-80	8	200
	61-70	7	180
	51-60	6	140
	41-50	5	115
3	31-40	4	100
	21-30	3	90
	11-20	2	75
	01-10	1	60

Shield Step Details-Next Generation Ships

Ship Class: Gibraltar Class Starbase

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	9	400
2	81-90	9	345
	71-80	8	305
	61-70	8	275
	51-60	7	235
	41-50	6	195
3	31-40	5	165
	21-30	4	145
	11-20	3	120
	01-10	2	95

Ship Class: Prometheus Class Attack Ship

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	210
2	81-90	8	190
	71-80	7	170
	61-70	7	150
	51-60	6	130
	41-50	5	110
3	31-40	5	90
	21-30	4	70
	11-20	3	50
	01-10	2	30

Ship Class: Bloodhawk Class Gunboat

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	70
	81-90	7	65
	71-80	6	60
2	61-70	6	55
	51-60	5	50
	41-50	4	45
	31-40	4	35
	21-30	3	30
	11-20	2	20
	01-10	1	15

Ship Class: B'rel Class Scout

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	100
	81-90	7	90
	71-80	7	80
2	61-70	6	70
	51-60	5	65
	41-50	4	60
	31-40	4	50
	21-30	3	40
	11-20	2	30
	01-10	1	20

Ship Class: Falcon Class Destroyer

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	120
	81-90	7	105
	71-80	7	95
2	61-70	6	85
	51-60	6	70
	41-50	5	65
	31-40	4	55
	21-30	3	45
	11-20	2	35
	01-10	1	25

Ship Class: K'vort Class Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	185
2	81-90	8	165
	71-80	7	145
	61-70	7	120
	51-60	6	100
3	41-50	5	80
	31-40	4	60
	21-30	3	40
	11-20	2	30
	01-10	1	20

Shield Step Details-Next Generation Ships

Ship Class: K'tinga Class Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	185
2	81-90	8	170
	71-80	7	150
	61-70	7	125
	51-60	6	105
	41-50	5	85
3	31-40	4	70
	21-30	3	45
	11-20	2	30
	01-10	1	20

Ship Class: Vor'Cha (Mkl) Class Attack Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	205
2	81-90	8	185
	71-80	7	170
	61-70	7	150
	51-60	6	135
	41-50	5	115
3	31-40	4	95
	21-30	3	75
	11-20	2	55
	01-10	1	35

Ship Class: Vor'Cha (MkII) Class Attack Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	270
2	81-90	8	245
	71-80	7	210
	61-70	7	190
	51-60	6	165
	41-50	5	145
3	31-40	4	120
	21-30	3	95
	11-20	2	70
	01-10	1	40

Ship Class: Negh'Var Type Battleship

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	9	360
2	81-90	9	320
	71-80	8	280
	61-70	8	250
	51-60	7	220
	41-50	6	190
3	31-40	5	160
	21-30	4	120
	11-20	2	90
	01-10	1	75

Ship Class: H-7 Class MFRF

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	240
2	81-90	7	210
	71-80	7	180
	61-70	6	160
	51-60	6	140
	41-50	5	120
3	31-40	4	100
	21-30	3	80
	11-20	2	60
	01-10	1	40

Ship Class: Klingon Defense Outpost

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	9	280
2	81-90	8	260
	71-80	7	240
	61-70	7	210
	51-60	6	180
	41-50	5	165
3	31-40	4	145
	21-30	3	120
	11-20	2	80
	01-10	1	50

Shield Step Details-Next Generation Ships

Ship Class: Klingon Starbase

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	9	380
2	81-90	8	340
	71-80	8	300
	61-70	8	250
	51-60	7	220
	41-50	6	195
3	31-40	5	165
	21-30	4	125
	11-20	3	100
	01-10	2	80

Ship Class: Centurion Scout Gunboat

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	65
	81-90	7	60
	71-80	7	55
2	61-70	6	50
	51-60	6	45
	41-50	5	40
	31-40	4	30
	21-30	3	25
	11-20	2	20
	01-10	1	15

Ship Class: Romulan Scout Class

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	95
	81-90	7	85
	71-80	7	75
2	61-70	6	60
	51-60	5	50
	41-50	4	45
	31-40	4	35
	21-30	3	30
	11-20	2	25
	01-10	1	15

Ship Class: Type A Warbird

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	135
	81-90	8	120
	71-80	7	105
2	61-70	6	90
	51-60	6	80
	41-50	5	65
	31-40	4	55
	21-30	3	45
	11-20	2	40
	01-10	1	35

Ship Class: Type B Warbird

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	185
2	81-90	8	165
	71-80	7	145
	61-70	7	120
	51-60	6	100
	41-50	5	80
3	31-40	4	60
	21-30	3	40
	11-20	2	30
	01-10	1	20

Ship Class: Battle Bird Class Warbird

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	200
2	81-90	7	180
	71-80	7	155
	61-70	6	135
	51-60	6	105
	41-50	5	95
3	31-40	4	80
	21-30	3	60
	11-20	2	50
	01-10	1	40

Shield Step Details-Next Generation Ships

Ship Class: D'Daridex Class Warbird (MK I)

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	270
2	81-90	8	240
	71-80	7	210
	61-70	7	185
	51-60	6	155
	41-50	6	125
3	31-40	5	95
	21-30	3	75
	11-20	2	60
	01-10	1	40

Ship Class: D'Daridex Class Warbird (MKII)

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	9	340
2	81-90	9	295
	71-80	8	250
	61-70	8	220
	51-60	7	200
	41-50	6	170
3	31-40	5	150
	21-30	4	120
	11-20	3	85
	01-10	2	50

Ship Class: D'Daridex Class Warbird (MK III)

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	215
2	81-90	8	195
	71-80	7	175
	61-70	7	150
	51-60	6	130
	41-50	5	115
3	31-40	4	95
	21-30	3	75
	11-20	2	60
	01-10	1	40

Ship Class: Romulan Observation Outpost

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	9	275
2	81-90	8	240
	71-80	7	210
	61-70	6	185
	51-60	6	165
	41-50	5	130
3	31-40	4	105
	21-30	3	90
	11-20	2	75
	01-10	1	50

Ship Class: Romulan Starbase

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	9	390
2	81-90	8	350
	71-80	8	305
	61-70	7	270
	51-60	7	220
	41-50	6	200
3	31-40	5	175
	21-30	4	150
	11-20	3	110
	01-10	2	90

Ship Class: Viper Class Scout

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	100
	81-90	7	80
	71-80	7	70
2	61-70	6	60
	51-60	5	50
	41-50	4	45
	31-40	4	40
	21-30	3	35
	11-20	2	30
	01-10	1	25

Shield Step Details-Next Generation Ships

Ship Class: Alligator Class Destroyer

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	125
	81-90	7	110
	71-80	7	100
2	61-70	6	90
	51-60	6	75
	41-50	5	65
	31-40	4	55
	21-30	3	45
	11-20	2	35
	01-10	1	25

Ship Class: Python Class Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	185
2	81-90	8	165
	71-80	7	145
	61-70	6	125
	51-60	6	100
3	41-50	5	85
	31-40	4	75
	21-30	3	65
	11-20	2	55
	01-10	1	40

Ship Class: Gargoyle Class Battlecruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	200
2	81-90	8	185
	71-80	7	165
	61-70	7	145
	51-60	6	115
	41-50	5	100
3	31-40	4	85
	21-30	3	70
	11-20	2	60
	01-10	1	45

Ship Class: Tyrannosaurus Rex Class Battleship

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	290
2	81-90	8	250
	71-80	7	200
	61-70	7	175
	51-60	6	145
	41-50	5	125
3	31-40	4	100
	21-30	3	80
	11-20	2	65
	01-10	1	40

Ship Class: Diamond Back Class Outpost

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	9	280
2	81-90	8	245
	71-80	7	205
	61-70	7	180
	51-60	6	150
	41-50	5	130
3	31-40	4	105
	21-30	3	85
	11-20	2	65
	01-10	1	40

Ship Class: Anaconda Class Starbase

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	9	380
2	81-90	8	340
	71-80	8	280
	61-70	7	250
	51-60	6	205
	41-50	6	185
3	31-40	5	160
	21-30	4	130
	11-20	3	110
	01-10	2	80

Shield Step Details-Next Generation Ships

Ship Class: Bajoran Fighter

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	50
	81-90	7	45
	71-80	6	40
2	61-70	6	35
	51-60	5	30
	41-50	5	25
	31-40	4	20
	21-30	3	15
	11-20	2	15
	01-10	1	10

Ship Class: Bajoran Corvette

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	110
	81-90	7	95
	71-80	6	80
2	61-70	6	70
	51-60	5	60
	41-50	5	50
	31-40	4	40
	21-30	3	30
	11-20	2	20
	01-10	1	15

Ship Class: Deep Space 9

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	9	410
2	81-90	9	370
	71-80	8	330
	61-70	8	290
	51-60	8	250
	41-50	7	210
3	31-40	6	175
	21-30	5	130
	11-20	4	105
	01-10	3	95

Ship Class: Borg Escape Sphere

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	125
	81-90	7	105
	71-80	7	90
2	61-70	6	80
	51-60	6	70
	41-50	5	60
	31-40	5	50
	21-30	4	35
	11-20	3	30
	01-10	2	20

Ship Class: Borg Scout Sphere

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	125
	81-90	7	105
	71-80	7	90
2	61-70	6	80
	51-60	6	70
	41-50	5	60
	31-40	5	50
	21-30	4	35
	11-20	3	30
	01-10	2	20

Ship Class: Borg Tactical Sphere

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	180
	81-90	7	165
	71-80	7	135
2	61-70	6	105
	51-60	6	90
	41-50	5	70
	31-40	5	60
	21-30	4	50
	11-20	3	40
	01-10	2	30

Shield Step Details-Next Generation Ships

Ship Class: Borg Tactical Cube

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	210
2	81-90	7	195
	71-80	7	165
	61-70	6	135
	51-60	6	120
	41-50	5	90
3	31-40	5	70
	21-30	4	60
	11-20	3	50
	01-10	2	40

Ship Class: Borg Assault Sphere

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	280
2	81-90	7	245
	71-80	7	195
	61-70	6	170
	51-60	6	145
	41-50	5	125
3	31-40	5	100
	21-30	4	80
	11-20	3	65
	01-10	2	40

Ship Class: Borg Assault Cube

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	9	400
2	81-90	8	345
	71-80	8	305
	61-70	8	275
	51-60	7	235
	41-50	6	195
3	31-40	5	165
	21-30	4	145
	11-20	3	120
	01-10	2	95

Ship Class: Jem'Hadar Gunboat

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	80
	81-90	7	70
	71-80	7	65
2	61-70	6	55
	51-60	6	50
	41-50	5	40
	31-40	4	35
	21-30	3	30
	11-20	2	25
	01-10	1	25

Ship Class: Jem'Hadar Scout

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	120
	81-90	7	105
	71-80	7	95
2	61-70	6	85
	51-60	5	75
	41-50	4	60
	31-40	4	50
	21-30	3	40
	11-20	2	30
	01-10	1	25

Ship Class: Jem'Hadar Corvette

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	150
	81-90	8	135
	71-80	7	115
2	61-70	7	100
	51-60	6	85
	41-50	5	70
	31-40	4	60
	21-30	3	50
	11-20	2	40
	01-10	1	30

Shield Step Details-Next Generation Ships

Ship Class: Jem'Hadar Lt. Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	190
2	81-90	8	170
	71-80	7	155
	61-70	7	135
	51-60	6	115
	41-50	5	95
3	31-40	4	80
	21-30	3	60
	11-20	2	50
	01-10	1	40

Ship Class: Jem'Hadar Heavy Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	220
2	81-90	8	205
	71-80	7	190
	61-70	7	165
	51-60	6	135
	41-50	5	105
3	31-40	4	90
	21-30	3	75
	11-20	2	60
	01-10	1	40

Ship Class: Jem'Hadar Attack Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	250
2	81-90	8	220
	71-80	7	190
	61-70	7	155
	51-60	6	135
	41-50	5	110
3	31-40	4	95
	21-30	3	80
	11-20	2	70
	01-10	1	50

Ship Class: Jem'Hadar Battlecruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	300
2	81-90	8	275
	71-80	7	245
	61-70	7	215
	51-60	6	175
	41-50	5	135
3	31-40	4	110
	21-30	3	95
	11-20	2	75
	01-10	1	50

Ship Class: Jem'Hadar Battleship

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	9	340
2	81-90	9	310
	71-80	8	265
	61-70	7	235
	51-60	7	205
	41-50	6	175
3	31-40	5	145
	21-30	4	115
	11-20	3	95
	01-10	2	75

Ship Class: Dominion Type V Outpost

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	9	290
2	81-90	9	255
	71-80	8	220
	61-70	7	195
	51-60	7	165
	41-50	6	140
3	31-40	5	115
	21-30	4	95
	11-20	3	75
	01-10	2	55

Shield Step Details-Next Generation Ships

Ship Class: Dominion Type X Starbase

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	9	400
2	81-90	9	350
	71-80	8	310
	61-70	7	280
	51-60	7	245
	41-50	6	200
3	31-40	5	170
	21-30	4	150
	11-20	3	120
	01-10	2	100

Ship Class: Tarik Class Gunboat

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	65
	81-90	7	60
	71-80	7	55
2	61-70	6	50
	51-60	6	45
	41-50	5	40
	31-40	4	35
	21-30	3	30
	11-20	2	20
	01-10	1	15

Ship Class: Hideki Class Scout

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	95
	81-90	7	85
	71-80	7	75
2	61-70	6	65
	51-60	6	55
	41-50	5	50
	31-40	4	45
	21-30	3	35
	11-20	2	30
	01-10	1	20

Ship Class: Kelvin Class Destroyer

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	125
	81-90	8	115
	71-80	7	100
2	61-70	6	85
	51-60	6	75
	41-50	5	65
	31-40	4	55
	21-30	3	45
	11-20	2	35
	01-10	1	30

Ship Class: Galor Class Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	200
2	81-90	8	185
	71-80	7	165
	61-70	7	140
	51-60	6	115
	41-50	5	105
3	31-40	4	90
	21-30	3	70
	11-20	2	50
	01-10	1	30

Ship Class: Galor II Class Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	215
2	81-90	8	195
	71-80	7	180
	61-70	7	160
	51-60	6	135
	41-50	5	110
3	31-40	4	95
	21-30	3	80
	11-20	2	60
	01-10	1	40

Shield Step Details-Next Generation Ships

Ship Class: Keldon Class Attack Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	280
2	81-90	8	245
	71-80	7	210
	61-70	7	180
	51-60	6	145
	41-50	5	115
3	31-40	4	90
	21-30	3	75
	11-20	2	60
	01-10	1	45

Ship Class: Taldor Class Battleship

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	9	360
2	81-90	9	320
	71-80	8	275
	61-70	8	245
	51-60	7	210
	41-50	6	180
3	31-40	5	150
	21-30	4	110
	11-20	3	80
	01-10	2	70

Ship Class: Cardassian Fleet Outpost

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	275
2	81-90	8	240
	71-80	7	210
	61-70	7	180
	51-60	6	155
	41-50	5	130
3	31-40	4	105
	21-30	3	95
	11-20	2	65
	01-10	1	45

Ship Class: Cardassian Starbase

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	9	370
2	81-90	8	330
	71-80	8	295
	61-70	8	260
	51-60	7	230
	41-50	6	200
3	31-40	5	165
	21-30	4	145
	11-20	3	125
	01-10	2	100

Ship Class: D'Kora Class Marauder

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	280
2	81-90	8	250
	71-80	7	220
	61-70	7	190
	51-60	6	165
	41-50	5	125
3	31-40	4	105
	21-30	3	90
	11-20	2	65
	01-10	1	45

Ship Class: Peregrine-C Class Gunboat

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	80
	81-90	8	70
	71-80	7	60
2	61-70	7	50
	51-60	6	45
	41-50	5	40
	31-40	4	35
	21-30	3	30
	11-20	2	25
	01-10	1	20

Shield Step Details-Next Generation Ships

Ship Class: Haven Class Outpost

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	260
2	81-90	8	230
	71-80	7	200
	61-70	7	170
	51-60	6	140
	41-50	5	100
3	31-40	4	90
	21-30	3	80
	11-20	2	70
	01-10	1	60

Ship Class: Sanctuary Class Base

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	9	320
2	81-90	8	280
	71-80	8	255
	61-70	7	230
	51-60	7	195
	41-50	6	175
3	31-40	5	150
	21-30	4	125
	11-20	3	105
	01-10	2	95

Ship Class: Corsair Class Light Raiders

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	110
	81-90	8	95
	71-80	7	85
2	61-70	7	75
	51-60	6	60
	41-50	5	50
	31-40	4	45
	21-30	3	35
	11-20	2	25
	01-10	1	20

Ship Class: Dagger Class Destroyer

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	120
	81-90	8	100
	71-80	7	80
2	61-70	7	70
	51-60	6	60
	41-50	5	50
	31-40	4	40
	21-30	3	30
	11-20	2	25
	01-10	1	20

Ship Class: Scimitar Class Light Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	180
	81-90	8	155
	71-80	7	135
2	61-70	7	110
	51-60	6	90
	41-50	5	75
	31-40	4	60
	21-30	3	40
	11-20	2	30
	01-10	1	20

Ship Class: Sythe Class Heavy Cruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	205
2	81-90	8	175
	71-80	7	150
	61-70	7	125
	51-60	6	105
3	41-50	5	80
	31-40	4	65
	21-30	3	40
	11-20	2	30
	01-10	1	20

Shield Step Details-Next Generation Ships

Ship Class: Reaper Class Battlecruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	275
2	81-90	8	245
	71-80	7	215
	61-70	7	190
	51-60	6	160
	41-50	5	130
3	31-40	4	95
	21-30	3	75
	11-20	2	60
	01-10	1	40

Ship Class: Kazon Scout

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	7	55
	81-90	7	40
	71-80	6	45
2	61-70	6	40
	51-60	5	35
	41-50	4	30
	31-40	4	25
	21-30	3	25
	11-20	2	20
	01-10	1	15

Ship Class: Kazon Warship

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	8	180
	81-90	7	160
	71-80	6	145
2	61-70	6	135
	51-60	5	100
	41-50	4	75
	31-40	4	60
	21-30	3	50
	11-20	2	40
	01-10	1	30



Matreen Greenway

Shield Step Details-Hypothetical Ships

Ship Class: Ticonderoga Class Battleship

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	10	500
2	81-90	9	460
	71-80	9	405
	61-70	8	375
	51-60	8	330
	41-50	7	300
3	31-40	7	265
	21-30	6	225
	11-20	6	195
	01-10	5	165

Ship Class: Phoenix Class Battlecruiser

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	10	475
2	81-90	9	430
	71-80	9	395
	61-70	8	355
	51-60	8	320
	41-50	7	290
3	31-40	7	260
	21-30	6	220
	11-20	5	190
	01-10	4	160

Ship Class: Klingon Advanced Battlecruiser Design

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	10	485
2	81-90	9	445
	71-80	9	400
	61-70	8	380
	51-60	8	335
	41-50	7	300
3	31-40	7	265
	21-30	6	220
	11-20	5	195
	01-10	4	160

Ship Class: Advanced Romulan Warbird Design

Leak Step/Max. Absorption/Deflection			
Leak Step:	Shield Effic.%	Max Defl.	Max Absorb.
1	91-100	10	480
2	81-90	9	440
	71-80	9	400
	61-70	8	375
	51-60	8	325
	41-50	7	295
3	31-40	7	255
	21-30	6	215
	11-20	6	190
	01-10	5	160



Image by Eric Peterson

A WORD ON MINIATURES AND COUNTERS

At the time of this writing, there are very few companies that make Star Trek™ related game products. Those products that are made are usually in short supply. Nevertheless, there are several options the Final Frontier player has in finding miniatures or counters to use for the game. The authors hope to have images suitable to be used for counters for some of the ships available on their web site, but failing that, here are some ideas of where you can get counters or miniatures:

- 1) Micro Machines™ has a fairly extensive Star Trek™ collection, but they are no longer in production. These make excellent miniatures, if you can find them. (They are usually easiest to find at on line auction sites like e-bay.) One word of caution: keep them in a cool place. They tend to warp if exposed to high temperatures or direct sunlight.
- 2) If you have any of the old FASA™ products, you can use them. These are out of print, but can be found at the flea markets at most gaming conventions, and are often sold on the Internet as well.
- 3) Task Force Games™ makes miniatures for its Starfleet Battles™ Line. They also make counters called "MegaHex™" that are very nice. The counters come with a large hex map that can be used to play on. They do not have any Next Generation style ships, but you can substitute other ship designs.
- 4) Check out your local video and drug store. Star Trek™ items such as key chains and desk displays are becoming more common, and some make good miniatures. Hallmark even made some small, detailed Christmas ornaments that make very good (but very expensive) miniatures.
- 5) There some larger Star Trek™ ship toys out in toy stores. These take up too much room in general, but hey, if you have a ton of space, then use a scale of 1 hex = 6 or 12 inches, 1 hex side turn = 60 degrees, and go for it!
- 6) Last Unicorn Games™ had a license to produce Star Trek™ game items. They put out some miniatures. See their web site for the latest details:
<http://www.lastunicorngames.com> (Note that in 2001 a new company will have the license and will produce miniatures.
- 7) Any local game store will have hex maps in stock. There is a size and price range in hex maps out there for just about everyone.

If you find a good source of counters or miniatures, please let us know!

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Our web site: <http://www.AcademyHQ.com>

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