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STARSHIPS OF THE CARDASSIAN UNION



THE SHIP RECOGNITION MANUAL, VOLUME 2:

STARSHIPS OF THE CARDASSIAN UNION

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Welcome to the second *Ship Recognition Manual*—the first successor to Volume 1, *The Ships of Starfleet, Part 1*. As this books title indicates, it focuses on the ships of the Cardassian Union. Of the 30 ships contained herein, most are Cardassian military vessels, but a few are civilian ships, or ships created by Union member or allied species other than the Cardassians themselves.

To use this book, you should also have *Spacedock: The Advanced Starship Construction and Combat Manual*, available as a download from TrekRPG.Net. Otherwise the Starship Templates may prove somewhat confusing. You'll probably also find it helpful to have the first *SRM*, which covers canon Starfleet vessels.

SRM2: Cardassians includes several ships that previously appeared elsewhere, such as the *Galor* and *Guran* classes. Any Starship Templates in this book supercede those published in earlier volumes. The versions in this book use Cardassian-specific rules and, where necessary, correct errors in the original templates.

Chapter One, Cardassian Ship Classification, describes how the Cardassians classify their starships. It includes lists of representative classes of ships for each ship category.

Chapter Two, *Cardassian Ship Construction*, provides special rules and guidelines for constructing Cardassian ships. As you'll see, for the most part Cardassians build their ships using the ordinary *Spacedock* rules, but in a few instances (such as hulls, computers, and navigational deflectors), the rules for their ships differ slightly.

Chapter Three, *The Cardassian Ship Registry*, is where you'll find the meat of this book-the 30 Starship Templates, ranging from the *Aberax*-class Destroyer to the *Chk'tk'taa*-class Warship fielded by the H'n'k.

Corshasa Khaldok! - and I hope you enjoy the book.

Steven S. Long January, 2001

CARDASSIAN SHIP CLASSIFICATIONS

The widespread and diverse Cardassian Union uses a large fleet of starships, equally widespread and diverse, to patrol its territory, assist ships and planets in need, explore the galaxy within and beyond its borders, enforce its laws, and complete many other tasks. But unlike the UFPs Starfleet, which emphasizes peaceful and scientific missions, the Cardassian fleet embodies much of the Cardassian preoccupation with militarism, conquest, and the use of force to solve problems. The Cardassians build most of their vessels with combat first and foremost in mind. Other purposes, such as exploration, become secondary. Thus, a Cardassian vessels tends to have heavier armament than a comparative Starfleet vessel of roughly the same size and type.

Cardassian military vessels must seek the approval of the Central Command for all upgrades, alterations, and the like. For example, if a ship of the Sixth or Ninth Orders wished to improve its sensor systems and scientific facilities by removing some redundant tactical systems, it would have to ask the Central Command for permission–which it almost certainly would not receive. Similarly, civilian ships must register and license all significant additions, upgrades, or modifications to their ships with the Cardassian authorities.

Cardassian Ship Classes

The Cardassian fleet uses the following ship classifications: Battleships; Warships; Cruisers; Frigates; Fast Attack Ships; Destroyers; Escorts; Scouts; Specialized; and Support/Auxiliary. Cardassian civilian vessels, such as freighters and transports, do not differ in any significant degree from similar ships used by merchants, travelers, and prospectors throughout the Alpha and Beta Quadrants.

Battleships

Equipped with the heaviest shields and strongest weaponry available to the Central Command, *Battleships* are the largest, most powerful ships in the Cardassian fleet. They anchor most Cardassian space formations. Cardassian resource problems have limited the military to fielding only one Battleship class, the *Kagor*, and most Kagors were destroyed or heavily damaged during the Dominion War.

Shortly before the War began, the Starship Engineering Division of the Central Command proposed the creation of a second Battleship class, the *Gul'at*. During the War the Division's engineers refined their designs to include certain types of Dominion technology, but the fighting derailed the final development of the ship. Whether the designers will have the chance to make real their plans likely depends on the outcome of the current struggle for control of the former Cardassian Union; the Militarist, Bernakian, and Shamarian factions would almost certainly build the vessel; the Spiritualists (and probably the Democratists) would not.

Cardassian Battleships C (Representative Selection	
Class Kagor	Classification Code BA
Gul'at (proposed)	ВА

Warships

Sometimes known as "Light Battleships," *Warships* represent the step immediately below Battleship in the Cardassian military hierarchy. They come in three basic types (standard, Heavy, and Light variants); the sub-classification depends primarily on the power of the ship's tactical systems. Five classes of Warships currently exist, varying from pure powerhouses like the *Keldon* class, to more versatile ships like the *Kurgat*, which has large shuttlebays and acts as a carrier. During the Dominion War, the Central Command began work on a sixth type, a "Strike Warship" called the *Vothren*. Their intent was to combine the speed of a Destroyer with the power of a Warship. Unfortunately, wartime shortages, and the eventual defeat, caused the military to shelve the project.

Cardassian Warships Currently In Service (Representative Selection)

Durgor	WL
	VVL
Gural	WA
Keldon	WH
Kurgat	WH
Thalon	WA

Cruisers

The Cardassian military relies on *Cruisers* more than any other type of vessel. In any given fleet, the majority of ships are cruisers of one sort or another, ranging from the ubiquitous *Galor*-class Battle Cruiser to the much rarer *Valkar* Light Battle Cruiser.

The Assault Cruiser is a special type of Cardassian Cruiser which is, in essence, a Heavy Battle Cruiser. Equipped with weapons stronger than a Battle Cruiser's, but weaker than those of a Warship, it provides the Orders with a great deal of tactical flexibility. In some cases Assault Cruisers function as carriers. Both the *Dur'nat* and *Sholec* classes acquitted themselves well against the Klingons and

Cardassian Cruisers Currently In Service (Representative Selection)	
Class	Classification Code
Bel'shan	СА
Dhaval	CI (Incursion Cruiser)
Dur'nat	CAA (Assault Cruiser)
Galor	CB (Battle Cruiser)
Kalen	CB
Kurno	CI
Pro'met	СА
Sholec	CAA
Valkar	CBL (Light Battle Cruiser)

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the Federation during various 2370s wars

The *Incursion Cruiser*, on the other hand, goes a different route. Similar to a Federation "Fast Cruiser," it removes some weapons and shuns the common Cardassian embedded warp nacelle framework to create a battle cruiser-like ship with greater speed and maneuverability. Combined wings of Incursion Cruisers and Fast Attack Ships inflicted tremendous damage on enemy fleets during the Dominion War.

Frigates

The Central Command uses *Frigates*, fast medium-sized vessels, in the same roles Starfleet does: patrol, rapid response, and general military and escort duties. But compared to the Federation, the Cardassian Union has few classes of frigates; it relies on them much less than Starfleet does, preferring to use cruisers (particularly the *Galor*) instead.

The Cardassians designate as *Incursion Frigates* ships equivalent to Starfleet's fast frigates. They also have a *Strike Frigate* which is more powerfully armed than a Heavy Frigate, but still retains much of a standard Frigate's speed and maneuverability.

Cardassian Figates Currently In Service (Representative Selection)

Class	Classification Code
Dorneg	FR
Kheras	FL
Ragar	FI (Incursion Frigate)
Thalkar	FH
Vidren	FS (Strike Frigate)

Fast Attack Ships and Destroyers

The Cardassians employ two types of smaller ships, *Fast Attack Ships* and *Destroyers*, not used by Starfleet. Destroyers are military vessels generally smaller than Cruisers, but larger (and more heavily armed than) a Frigate. Fast Attack Ships are, basically, smaller, sleeker, faster Destroyers designed primarily for perimeter defense, patrol, and rapid response missions. Unsurprisingly, the Union refers to Fast Attack Ships maximized for perimeter defense as "Perimeter Defense Ships"; they correspond, at least in part, to Starfleet escorts used for perimeter patrol missions. The Central Command technically classifies the *Hideki*-class Fighter as a Fast Attack Ship.

Escorts and Scouts

The Cardassians tend to lump *Escorts* and *Scouts* together, using them almost interchangeably and building them with many of the same systems. Escorts typically have slightly heavier weaponry,

Cardassian Fast Attack Ships and Destroyers Currently In Service (Representative Selection)

Class	Classification Code
Aberax	DA (Destroyer)
Berak	FAS-PD (Fast Attack Ship
	-Perimeter Defense Ship)
Dakar	DH (Heavy Destroyer)
Guran	FAS
Hideki	XF
Rath'at	FAS

SHIP RECOGNITION MANUAL, VOL. 2 THE CARDASSIAN UNION and Scouts slightly better flight control systems, but otherwise they're often quite similar.

The Central Command favors the larger, more powerful versions of these types of ships, such as Destroyer Escorts and Heavy Scouts. It has even developed a special type of ship, the *Armed Scout*, for use in wartime. Only slightly weaker than a Heavy Scout, but possessing most of the maneuverability of a standard Scout, it's a favorite among Cardassian pilots.

Cardassian Escorts and Scouts Currently In Service (Representative Selection)

Class	Classification Code
Emred	SA (Armed Scout)
Mithras	ED (Destroyer Escort)
Nuras	SH
Sugren	EH
Sulor	ES
Thurak	SS

Research/Laboratory and Medical Vessels

Although many other societies regard the Cardassians as little more than cruel, brutal warriors, the Central Command actually engages in an extensive amount of scientific research. The Sixth and Ninth Fleets perform deep space exploration missions, conduct planetary and astronomical surveys, and study newly-discovered lifeforms. To assist them (and Cardassian civilian scientists) with these tasks, the Starship Engineering Division has created many different types of research vessels (including medical ships).

Cardassian Research/Laboratory and Medical	Vessels
Currently In Service (Representative Selection)

Class	Classification Code
Bren'thar	SVH
Gerar	MD
Hogera	SV
Nor'net	SRS/SRL
Sho'vash	MD
Thakar	SVH
Tronesh	SV
Voreska	SRS/SRL

Specialized, Support, and Auxiliary Vessels

The Cardassians have the usual motley assortment of support vessels for their main military fleet. These ships are on the low end of the totem pole when it comes to resource allocation, so many are older, in poor repair, or lacking certain amenities.

Of note in this category is the *Veras*-class Armed Courier, a type of vessel not found in Starfleet. As small and fast as a regular Courier, the *Veras* comes equipped with much stronger tactical systems than one would expect in a ship its size. The Cardassians use it to transport highly sensitive personnel and data. More than one enemy who expected such a small ship to be "easy pickings" has gotten stung by the *Veras*'s weaponry.

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Cardassian Specialized, Support and Auxiliary Vessels Currently In Service (Representative Selection)

Class	Classification Code
Amror	TNF (Fleet Tender)
Dabal	TTA
Jo'gra (Types 3-7)	IS
Raxas	SCF (Far Courier)
Salgar	TMF (Military Freighter)
Tharbalt (Types 3-9)	WS
Veras	SCA (Armed Courier)
Vul'at	TTO (Occupation Transport)

Starship Names

The Central Command does not identify its ships with a such as "U.S.S." or "I.K.D.F." It just gives its ships names—the *Ga'vet*, the *Trenac*. Markings on a vessel, and the contents of its prefix code and identification beacon, inform other Cardassian ships which Order and unit it belongs to.

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CARDASSIAN STARSHIP CONSTRUCTION

This chapter describes the process for constructing Cardassian ships using the *Spacedock* rules. Unless noted otherwise, all rules (including SU and Power costs) in *Spacedock* apply when you're creating Cardassian vessels.

For the most part, Cardassian ship technology does not differ significantly from the ship technology of the other major starfaring species; an officer in Starfleet or the Romulan Star Navy could figure out how to use a Cardassian ship's systems without too much difficulty (assuming he could read the control panels, or reprogram them for his own language). However, some intriguing variations exist, and they sometimes affect the way a Cardassian ship confronts opposition or copes with being attacked.

Starship Construction Basics

As noted in Chapter One, Cardassian ships don't have registry numbers, just names. Refer to the "Noteworthy Vessels" section of the Starship Templates in Chapter Three for plenty of examples of Cardassian ship names.

Materials, System Modularity, and Cross-Ship Compatability

Due to resource scarcity problems, Cardassian ship systems often use different proportions of component materials from ship to ship. For example, the hull on one *Galor*-class Battle Cruiser might contain a higher proportion of duranium than another *Galor*'s hull, since when the first one was built, there was more duranium available (or perhaps some other material was scarce, and the engineers increased the amount of duranium to compensate). This sometimes causes supply and logistical problems.

On the other hand, to maximize resource use efficiency, and to minimize the aforementioned logistical problems, the Cardassians design many of their systems for high degrees of modularity and compatability. For example, instead of creating a new transporter system and configuration for a new type of Battle Cruiser, they simply incorporate the exact same type of transporters used on other Battle Cruisers. Thus, Cardassian officers sometimes speak of "Galor -class disruptor banks" or "Aberax-class shield generators," since those particular systems are closely associated with the ship classes they were originally designed for. This allows Cardassian commanders to switch between ships with relatively little loss of efficiency; they know how the other ships work, since the systems on one ship are similar (if not identical) to those on another. But this cuts both ways; if an enemy locates a weakness in a particular system, he can sometimes exploit that weakness when fighting many different types of Cardassian ships.

Hulls and Hull Systems

Outer and Inner Hulls

SU Cost: 5 x Size each

Power Cost: None

Because they design their ships, first and foremost, for use in combat, the Cardassians construct them with simpler, sturdier spaceframes than those used by Starfleet. Therefore, Cardassian hulls provide more protection than the hulls on most vessels. To simulate this, Cardassian outer and inner hulls cost 5 x Size in SUs, rather than 4 x Size as on most other ships.

Ablative Armor

The Obsidian Order stole the technological secrets needed to construct starship ablative armor from Starfleet in the early 2370s. However, the advent of the Klingon-Cardassian War, followed by a civilian government and then the Dominion War, has prevented the Central Command from taking advantage of this information. Almost no Cardassian ships have ablative armor.

Structural Integrity Field

Since their hulls are stronger than those on most ships, the Cardassians often employ slightly weaker SIFs. Most Cardassian ships have SIFs in the Class 35 range. Only the largest and most powerful ships, such as the *Keldon*-class Heavy Warship, have Class 6 SIFs, and Class 7 SIFs are only found on ships uprated by the Dominion.

Personnel Systems

The accompanying tables provide information on Cardassian crew complements. These number represent average percentages by department; individual ships' complements may vary considerably from these figures.

Crew Quarters

On a Central Command ship, often a significant percentage of the crew accomodations are Spartan. Unlike the Federation, the Cardassian Union doesn't have the resources to waste making lowly soldiers' quarters the lap of luxury. Some Cardassian ships even use "hot racking," a system in which two or three crewmembers share the same rack (bed), with one sleeping while the other two are on duty.

Average Number	r of Cardas	ssian Crewmen By Ship Type	9
Ship Type	Average	Number of Crewmen per 100 S	Us
Battleship		26	
Courier		2	
Cruiser		22	
Destroyer		18	
Escort		2	
Frigate		19	
Medical		33	
Research/Labo	ratory	6	
Scout		4	
Surveyor		26	
Transport		2	
Warship		24	

A ship's Passenger complement is usually about 10-20% of its Crew, but this may vary depending upon the nature of the ship (a personnel transport or medical ship is built to carry more passengers than a Battleship or Cruiser). A ship's Evac complement ranges from 5-15 times the size of its Crew (again, this may vary from ship to ship).

Medical Facilities and Systems

Medical systems on Cardassian ships other then Medical Cruisers rarely exceed rating 6. The Cardassians do not possess Emergency Medical Hologram technology.

Recreation Facilities

SU Cost: 8 per rating (see table)

Power Cost: 2 Power per rating per round of use

Use the accompanying tables to determine the recreation facilities on a Cardassian ship. Note that the SU and Power costs per rating do not change from that for Starfleet vessels.

Ship Type	Typical Recreation Rating
Battleship	6-8
Courier	1-2
Cruiser	3-7
Destroyer	3-6
Escort	1-4
Frigate	2-6
Medical	3-7
Research/Laboratory	3-7
Scout	1-2
Surveyor	2-6
Transport	2-10
Warship	5-8

ian Rec	reation Rating
SUs	Notes
8	No holodecks; a spartan mess hall; no lounges; maybe an exercise room or gym
16	No holodecks; a spartan mess hall; 1 small lounge; 1 gym
24	No holodecks; a spartan mess hall; 2 small lounges; 2 gyms
32	No holodecks; large eating facilities; 2 small lounges; 2 gyms
40	No holodecks; pleasant eating facilities; 3 small lounges; 3 gyms
48	1 main holodeck; pleasant eating facilities; 1 large lounge; 3 small lounges; 3 gyms
56	1 main holodeck; 1 personal holodeck; large, pleasant eating facilities; 2 large lounges; 4 small lounges; 4 gyms
64	2 main holodecks; 2 personal holodecks; large, pleasant eating facilities; 3 large lounges; 4 small lounges; 4 gyms
72	3 main holodecks; 3 personal holodecks; large, pleasant/luxurious eating facilities; 4 large lounges; 6 small lounges; 6 gyms
80	4 main holodecks; 6 personal holodecks; large, luxurious eating facilities; 6 large lounges; 9 small lounges; 9 gyms
	 SUs 8 16 24 32 40 48 56 64 72

Cardassian	Crew Br	eakc	lowns
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Cardassian Crew Break	uuwiis						
Branch	Battleship	Warship	Cruiser	Frigate	FAS/Destroye	Escort/Scout	Science/Medical
Command	19	19	18	17	19	15	12
Operations							
Engineering/Technical	13	14	15	17	15	22	12
Operations, General	22	23	27	20	22	23	11
Security/Tactical	17	16	17	25	22	28	11
Science							
Medical/Support	15	16	11	13	13	09	38
Science/Research	14	12	12	08	09	03	16
Officers/Enlisted	18/82	17/83	22/78	15/85	15/85	35/65	30/70

Propulsion Systems

Warp Propulsion System

The Cardassian Union uses a unique form of warp drive technology. Because Cardassian industrial processes cannot produce antimatter as pure and refined as that manufactured by the Federation or Romulans, Cardassian warp drives use a magnetic latticework focused by a mineral called *ladarium* to help purify the antimatter before it interacts with the matter. Without ladarium, a Cardassian ship risks catastrophic warp core breach, since it cannot fully regulate the matter/antimatter reaction and resultant power flow. Cardassian ships carry ladarium as part of their consumables, but as with dilithium and crucial spare parts, always seem to run out at inopportune moments, which gives rise to difficulties and adventures.

In game terms, if a Cardassian ship has to use its warp core in any way-to attain warp speeds, or simply to generate power-without ladarium to purify the antimatter, the Narrator rolls 1d6 for every ten minute period of operation (or fraction thereof). On a 1, a catastrophic warp core failure occurs; the Narrators rolls on the table on page 93 of *Spacedock* to determine the results. Rules for emergency warp core shutdown, warp core ejection, and the like apply.

Cardassian warp drive systems experience several other problems as well. First, they do not mask their warp eddies and signatures well. Grant other ships trying to follow an eddy or trail from a Cardassian ship a +1 Test Result bonus to do so (see *Spacedock*, page 100).

Second, Cardassian warp engines are prone to loss of stability when exposed to stress placed on the ship by maneuvering. Whenever a Cardassian ship makes maneuvers which provide a total +5 or more worth of bonuses to attack or defense during a single round, the Narrator rolls 3d6. If he rolls a 3, catastrophic warp core failure occurs; the Narrators rolls on the table on page 93 of *Spacedock* to determine the results. Rules for emergency warp core

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shutdown, warp core ejection, and the like apply.

Warp Nacelles

Cardassians frequently employ embedded warp nacelle technology in their ship designs. This reduces the warp fields efficiency, and thus the ship's maximum speed, slightly (though they often use engine upgrades to overcome this effect). However, it increases the strength of its deflector shields, since the shield generators don't have to make the shield bubble large enough to cover pylons and nacelles. See page 35 of *Spacedock* for more information on embedded nacelles.

The maximum speed attainable by Cardassian vessels as of 2376 is Warp 9.7. Using technological information obtained from the Dominion, the Cardassians may learn how to exceed this speed, once they solve their current political troubles and can concentrate on such research again.

Power Systems

Cardassian vessels built prior to 2371 have a weakness in their EPS systems which enemies can exploit. The famed Klingon General Gornag, who fought the Cardassians during the Betreka Nebula Incident, first developed a maneuver for doing so. Cardassian ships have a special type of power junction just a few meters from each of their spiral-wave disruptors. By maneuvering in very close to the target ship (which usually involves some skilled flying, due to the number and placement of weapons on Cardassian ships), an enemy can hit a disruptor power junction with a disruptor blast, creating an overload in the EPS system which causes explosions throughout the Cardassian ship and decreases its ability to provide power to its systems.

To get close enough to perform the Gornag Maneuver, an attacker's Flight Control officer must spend a full round and succeed with a Moderate (8) Shipboard Systems (Flight Control) Test to get close enough to the Cardassian ship. Then the Tactical Officer targets the disruptor power junction by making an attack Test at a -10 penalty (he may cancel this called shot penalty in the normal fashion; see *Spacedock*, pages 110-11). If the attack succeeds, any damage which penetrates the shields and the hull's Resistance is *tripled*.

Operations Systems

Computer Systems

SU Cost: 3 x Size per computer core

Power Cost: 5 Power per active computer core

Cardassian ships use some advances in computer systems which the Federation and Klingons are studying. While Cardassian ship computers have a slightly slower processing speed than Starfleet computers, their higher levels of reinforcement allow them to withstand more damage, subspace field shock, and vibration. By studying Cardassian computers captured during the Dominion War, Starfleet hopes to develop a new computer that incorporates the Cardassian reinforcing technology with its own high-speed systems, creating a "hybrid" computer better than any model currently in use.

In game terms, Cardassian computers cost 3 x Size in SUs, rather than the usual 2 x Size. Cardassian ships may not take bioneural computer systems (unless the Narrator determines a ship has somehow been fitted with technology stolen from the Federation or a similarly advanced society), and may not take the Class Beta computer uprating package (in fact, they rarely take computer uprating packages at all).

Computers on older Cardassian ships (those manufactured prior to 2365 and not since uprated) are more susceptible to virus penetration and other forms of electronic warfare than modern

Cardassian vessels. When an enemy attempts to "hack" such computers, or engage in communications system-based electronic warfare against them, he receives a +1 Test Result bonus on all relevant Tests. (See *Spacedock*, pages 150, 153, for rules on electronic warfare.)

Navigational Deflector

SU Cost: 4 x Size for ships of Size 4 and lower; 5 x Size for ships of Size 5 and above

Power Cost: 5 Power per round of use

As a supplement to their main tactical systems, Cardassian ships using the *Galor*-class navigational deflector technology (roughly speaking, any ship of Size 5 or above) incorporate a redundant Class *Cheh'gesh* disruptor beam emitter into the deflector's technology. This makes the deflector cost 5 x Size in SUs for such ships, instead of the normal 4 x Size.

In game terms, the deflector-based disruptor uses the rules for "Main Deflector Phaser" on page 140 of *Spacedock*. However, using it requires no Tests; the disruptor functions as normal, but at 75% of normal strength (in other words, it does 105 damage at a cost of 14 Power, and can fire up to three shots per round with an Accuracy of 5/6/8/11). If the navigational deflector takes 25% or more of its SUs in damage, this disruptor ceases functioning until the crew repairs the deflector.

Transporters

Cardassian transporters suffer from some technological restrictions that Starfleet models do not. First, they have a maximum buffer storage time of four minutes, slightly more than half that of a Starfleet transporter. Second, their biofilters screen out only about half the substances that a Starfleet model would.

Security Systems: Internal Force Fields

SU Cost: 2 x Size

Power Cost: 2 Power per round per 3 Strength per force field

The Cardassians refer to their containment fields as *neutralization fields*. A neutralization field resembles an ordinary internal force field, but adds a device called a neutralization emitter to the system. This device allows the ship to generate the force field at lethal frequencies. Anyone who touches a neutralization field suffers injury. For each point of Strength a neutralization field has, it does 1+1d6 damage to anyone touching it. Thus, a Strength 5 field does 5+5d6 damage. This extra feature causes Cardassian internal force fields to cost more SUs and more Power than standard force fields. If necessary, the crew can turn off the neutralization feature, converting the containment fields to ordinary force fields and reducing the Power cost to the standard 1 Power per 3 Strength per force field.

Tactical Systems

Spiral-Wave Disruptors

The main weapon on most Cardassian ships is the spiral-wave disruptor. This weapon resembles the disruptors used by the Klingons and Romulans in most respects, but uses a different technology to transmit the energy to the weapon. To a certain extent, spiral-wave technology makes a disruptor more like a phaser (but not enough to differentiate it from other disruptors in game terms). The accompanying table provides Cardassian terminology for disruptors.

Cardassian ships frequently have a large weapon, sometimes the vessel's largest weapon, mounted aft-a decidedly unusual placement in the eyes of many non-Cardassians. This is a naval tradition dating back into Cardassia's ancient past. Wet navy captains, fearing

treachery, often mounted large weapons on the aft sides of their ships to discourage backstabbing or defection by other ships in their fleets. Additionally, they found that having a large aft weapon helped to discourage pursuit if they had to withdraw from the battlefield. In the modern day, the Cardassians have also discovered that in the three-dimensional combat environment of space, where a ship mounts its weapons often has little impact on its ability to bring those weapons to bear on a target. Many Cardassian ship maneuvers and fleet formations position ships with aft disruptor cannons so that they can use those weapons effectively.

Cardassian Targeting Systems

Cardassian ships use a targeting system similar in most respects to Starfleets Threat Assessment/Tracking/ Targeting System (TA/T/TS). Their targeting systems have the same SU and Power cost.

However, Cardassian systems enjoy one advantage over their Starfleet counterparts: they include a sophisticated automatic operation algorithm. During periods when the tactical officer cannot focus on every possible target (*i.e.*, in a large battle), the targeting system can fire some of the ship's weapons, albeit with somewhat less accuracy than the officer could.

In game terms, whenever a Cardassian ship confronts two or more targets, the tactical officer may use an action to activate the semi-autonomous firing system. Once activated, the system checks to determine which target(s) the tactical officer has chosen to fire at, then selects one additional target to fire at by itself. It has an Intellect of 2 and Shipboard Systems (Tactical) of 2 (3). It may fire any weapon on the ship which the tactical officer is not using and which remains capable of firing. The weapon has its normal range, but suffers a +2 Difficulty penalty to its Accuracy to reflect the somewhat inaccurate nature of semi-autonomous targeting. (For example, a weapon with a normal Accuracy of 4/5/7/10 has an Accuracy of 6/7/9/12 when fired by the system.) Firing the weapon costs the normal amount of Power, and the system can only fire the weapon once per round (and it may not Multifire).

On the other hand, Cardassian targeting systems sometimes lose targeting locks in multiple-launch situations. If a Cardassian ship makes more than two attacks (with any weapons controlled by the tactical systems) in a round, the Narrator rolls 2d6. If he rolls a 2, the ship loses all targeting locks; the tactical officers must either target enemy ships manually (see *Spacedock*, pages 91, 109) or spend one full round to re-establish all locks.

Shields

Remember that ships with embedded warp nacelles receive a bonus to their shields' Protection and Threshold.

Cardassian ships sometimes suffer from shield overload when their shields come under heavy attack. If a shield loses Protection equal to or greater than three times its Threshold in a single round (whether from one attack, or multiple attacks), the Narrator rolls 2d6. On a 2, the shields collapse entirely (the attacks which collapsed them do not cause any further damage to the ship). The crew must cycle them through their recharge period before it can activate them again.

Auxiliary Spacecraft Systems

The accompanying table lists suggested shuttlecraft complements for various types of Cardassian ships.

Suggested Cardassian Shuttle Complements

The following guidelines indicate the average number of Size 2 ships (shuttlecraft) Cardassian starships tend to carry (a ship may also carry Size 1 shuttlepods). A ship may substitute other small vessels, with the Narrator's permission. Generally speaking, ships should carry *only* shuttlecraft and shuttlepods (and in some instances, fighters); ships which belong to their own class and have names and registry numbers normally are not carried by other ships.

Battleship: 35-60 Courier: 0-1 Cruiser: 25-45 Escort: 0-2 Destroyer: 0-10 Frigate: 15-25 Medical: 2-10 Research/Laboratory: 3-12 Scout: 0-1 Surveyor: 5-15 Transport: 0-2 Warship: 25-40

Cardassian	Standard			
Disruptor Type	Disruptor Type	SU	Damage Sho	ots per Round
Class Khelra	Type 1	4	40	2
Class Marghet	Type 2	8	60	2
Class Tesh'ra	Type 3	12	80	2
Class Garshep	Type 4	16	100	2
Class Ebshar	Type 5	20	120	2
Class Cheh'gesh	Type 6	24	140	3
Class Carkhet	Type 7	28	160	3
Class Rentaile	Type 8	32	180	3
Class Ta'vor	Type 9	36	200	3
Class Pelrec	Type 10	40	220	3
Class Jhokhel	Type 11	44	240	5
Class Drevan	Type 12	48	260	5
Class Ul'khar	Type 13	52	280	5

C O N T

THE CARDASSIAN SHIP REGISTRY

This chapter provides *Spacedock* writeups for over two dozen Cardassian military and civilian ships, plus three ships of species belonging to the Cardassian Union. These ships supercede earlier Cardassian ship writeups in *The Ship Recognition Manual, Volume 1: The Ships of Starfleet, Part 1* and *The Dominion War Sourcebook,* since these Starship Templates make use of the new rules in this book for Cardassian ships and, where necessary, correct errors.

Cardassian Ship Construction Rules Changes Here's a quick summary of the main rules changes for building Cardassian ships:

- Hulls: both 5 x Size
- Warp travel: Warp 9.7 maximum
- Computers: 3 x Size, no bio-neurals, no Class Beta upratings
- Navigational Deflector: 5 x Size for Size 5 and larger ships
- Internal Force Fields: 2 x Size, and 2 Power per 3 Strength per field

CARDASSIAN MILITARY VESSELS

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ABERAX CLASS

Class and Type: Aberax-Class Destroyer Commissioning Date: 2362

HULL SYSTEMS

Size: 5

Length: 245.71 meters Beam: 92.35 meters Height: 38.50 meters Decks: 8 Mass: 420,000 metric tonnes SUs Available: 1,900 SUs Used: 1,829

Hull

Outer Inner	25 25	
Resistance	20	

Outer Hull:	8
Inner Hull:	8

Structural Integrity Field

Main: Class 4 (Protection 70/110)	26
[1 Power/10 Protection/round]	
Backup: Class 4 (Protection 35)	13
[1 Power/10 Protection/round]	
Backup: Class 4 (Protection 35)	13
[1 Power/10 Protection/round]	

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 225/200/3,000

Crew Quarters

Spartan: 140	7
Basic: 80	8
Expanded: 50	10
Luxury: 20	20
Unusual: 4	4
Environmental Systems	
Basic Life Support [10 Power/round]	20
Reserve Life Support [5 Power/round]	10
Emergency Life Support (30 emergency shelters)	10
Gravity [3 Power/round]	5
Consumables: 2 years' worth	10
Replicator Systems	
Food Replicators [5 Power/round]	5
Industrial Replicators	8
Type: Network of small replicators [2 Power/round]	
Type: 1 large unit [2 Power/replicator/round]	
Medical Facilities: 5 (+1) [5 Power/round]	25
Recreation Facilities: 5 [10 Power/round]	40
Personnel Transport:	15
Turbolifts, Jefferies tubes [2 Power/round]	
Fire Suppression System [1 Power/round when active]	5
Cargo Holds: 33,000 cubic meters	1
Locations: 6 locations throughout the ship	
Escape Pods	6
Number: 120	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

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Warp Drive Nacelles: Type 5C2 Speed: 4.9/7.9/9.1 [1 Power/.2 warp speed]	66
PIS: Type C (6 hours of Maximum warp) Special Configuration: Embedded	6 20
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft	18
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Amidships dorsal, port and starboard Reaction Control System (.025c) [2 Power/round when in use]	18 5
POWER SYSTEMS	5
Warp Engine Type: Class 7/M (generates 375 Power/round) Location: Amidships Impulse Engine[s]:	83
2 Class 3A (generate 28 Power/engine/round)	
Auxiliary Power:	
4 reactors (generate 5 Power/reactor/round) Emergency Power:	12
Type D (generates 40 Power/round)	40
Standard Power flow, +200 Power transfer/round	45
Standard Usable Power: 431	
OPERATIONS SYSTEMS	
Bridge: Forward dorsal	25
Computers Core 1: Forward [5 Power/round] Core 2: Amidships [5 Power/round] ODN	v15 15 15
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral	25
Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 5 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0) Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15) Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard	40
Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	20
Coverage: Standard Navigational Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	18
Probes: 30 Sensors Skill: 3	3

Flight Control Systems		TACTICAL SYSTEMS	
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use] Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2 Inertial Damping Field Main Strength: 9 [3 Power/round] Number: 3 Packup	11 2 2 30	Forward Starboard Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward point of starboard section of command he Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	5 ull
Backup Strength: 6 [2 Power/round] Number: 3 Attitude Control [1 Power/round] Communications Systems Type: Class 8 [2 Power/round] Strength: 8	9 1 19	Forward Port Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward point of port section of command hull	5
Security: -3 Basic Uprating: Class Alpha (+1) Emergency Communications: Yes [2 Power/round] Tractor Beams Emitter: Class Gamma [3 Power/Strength used/round]	1 9	Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse Dorsal Starboard Spiral-Wave Disruptor Array Class: Ta'vor	4
Accuracy: 4/5/7/10 Location: Forward Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Shuttlebay	9 3	Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal on starboard section of command hull Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	
Transporters Type: Personnel [5 Power/use] Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km range) Energizing/Transition Coils: Class F (Strength 6) Number and Location: One forward, one amidships Type: Emergency [5 Power/use] Pads: 16	30 52	Dorsal Port Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal on port section of command hull Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	4
Emitter/Receiver Array: Emergency Type 3 (15,000 km range) Energizing/Transition Coils: Class F (Strength 6) Number and Location: Two forward section, one amidships, one aft Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class F (Strength 6) Number and Location: Two forward section,	44	Ventral Starboard Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral on starboard section of command hull Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	4
one amidships, one aft Cloaking Device: None Security Systems Rating: 4 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength] Science Systems Rating 2 (+1) [2 Power/round] Specialized Systems: 1 Laboratories: 11	16 5 10 15 5 4	Ventral Port Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral on port section of command hull Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	4

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Dorsal Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Engineering dorsal amidships

Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse

Ventral Spiral-Wave Disruptor Arrays (2) 42 (x2)

Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Equidistantly along ventral side of Engineering hull Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse

Forward Torpedo Launcher (x2)

Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 **Power:** [20 + 5 per torpedo fired] Location: Ventral of command hull, port and starboard Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher (x2)

18 (x2) Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 **Power:** [20 + 5 per torpedo fired] Location: Aft, port and starboard Firing Arc: Aft, but are self-guided

Torpedoes Carried: 300

TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) Shield Generator: Class 4	48 (x4)
(Protection 610 + 100 [embedded nacelles])	
[61 Power/shield/round]	
Shield Grid: Type C (50% increase to 915 Protection)	
Subspace Field Distortion Amplifiers: Class Epsilon	
(Threshold 200 + 10 [embedded nacelles])	
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	4

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 10 Size worth of ships 20 Standard Complement: 5 shuttlecraft Location(s): Ventral, port and starboard Captain's Yacht: No

Description and Notes

Fleet data:

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18 (x2)

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The Aberax-class Destroyer is one of the most feared ships in the Cardassian fleet. Although not as large as the Galor-class Battle Cruis er or other ships more commonly associated with the Central Comman d, it packs nearly as much offensive "punch" as that ship. With its multiple disruptor batteries and four torpedo launchers (an unusually large number of launchers for a Cardassian ship), it can cause significant damage to ships much larger than it.

During the Dominion War, wings of Aberax-class Destroyers saw action in nearly every major battle. Backing upv the Battle Cruisers of both the Cardassians and the Jem'Hadar, they protected major assets while wreaking havoc among the Federation alliance fleets. Admiral Baltren Tozar of Starfleets Thirty-Fourth Fleet once described them as "the toughest thing ever flown by a spoonhead."

Like most Cardassian ships, the Aberax features embedded warp nacelles, giving it a streamlined appearance compared to most Starfleet and Klingon vessels. A roughly trapezoidal module attached to the forward dorsal edge of the main body contains the bridge and several other major systems. The aft end of the main body tapers, then flares out into a curved-edge axehead shape.

Noteworthy vessels/service records/encounters:

Aberax, prototype; Khobaroth, singlehandedly destroyed the Galaxyclass U.S.S. Hentar, NCC-71093, while that ship patrolled the Cardassian border (2374); Temural, accounted for five enemy ship casualties during the Third Battle of Vulcanis (2374).

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BEL'SHAN CLASS

Class and Type: Bel'shan-Class Cruiser Commissioning Date: 2334

HULL SYSTEMS

Size: 5

Length: 233.74 meters
Beam: 68.92 meters
Height: 36.55 meters
Decks: 8
Mass: 468,500 metric tonnes
SUs Available: 1,750
SUs Used: 1,634

Hull

Outer	25
Inner	25

Resistance

Structural Integrity Field 70/110

Main: Class 4 (Protection 70/110)	
[1 Power/10 Protection/round]	26
Backup: Class 4 (Protection 35)	
[1 Power/10 Protection/round]	13
Backup: Class 4 (Protection 35)	
[1 Power/10 Protection/round]	13

Specialized Hull: Atmospheric Capability

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 456/112/6,150

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	Quarters	
	Qual lei 3	

Crew Quarters	
Spartan: 200	10
Basic: 300	30
Expanded: 75	15
Luxury: 15	15
Unusual: 3	3
Environmental Systems	
Basic Life Support [11 Power/round]	20
Reserve Life Support [6 Power/round]	10
Emergency Life Support (30 emergency shelters)	10
Gravity [3 Power/round]	5
Consumables: 2 years' worth	10
Replicator Systems	
Food Replicators [5 Power/round]	5
Industrial Replicators	8
Type: Network of small replicators [2 Power/round]	
Type: 1 large unit [2 Power/replicator/round]	
Medical Facilities: 5 (+1) [5 Power/round]	25
Recreation Facilities: 4 [8 Power/round]	32
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	15
Fire Suppression System [1 Power/round when active]	5
Cargo Holds: 62,000 cubic meters	2
Locations: 12 locations throughout ship	
Escape Pods	6
Number: 120	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

Warp Drive 95 Nacelles: Type 6B **Speed:** 6.0/8.6/9.2 [1 Power/.2 warp speed] **PIS:** Type H (12 hours of Maximum warp) 16 Uprating: Package 1 for Standard, Sustainable, and Maximum 6 Special Configuration: Embedded 20 Impulse Engine Type: Class 4B (.65c/.85c) [6/8 Power/round] 23 Location: Aft of command hull, port and starboard Impulse Engine Type: Class 4B (.65c/.85c) [6/8 Power/round] 23 Location: Aft of engineering hull Reaction Control System (.025c) 5 [2 Power/round when in use] **POWER SYSTEMS** Warp Engine Type: Class 6/K (generates 320 Power/round) 72 Location: Engineering hull Impulse Engine[s]: 2 Class 4B (generate 38 Power/engine/round) Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) 9 **Emergency Power**: Type C (generates 35 Power/round) 35 EPS: Standard Power flow, +150 Power transfer/round 40

Standard Usable Power: 396

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OPERATIONS SYSTEMS

Bridge: Command hull dorsal	25
Auxiliary Control Room: Engineering hull	15
Computers Core 1: Location [5 Power/round] Core 2: Location [5 Power/round] ODN	15 5 5
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward, ventral of command hull	25
Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 5 (Accuracy 3/4/7/10) High Resolution: 5 light-years (5/.6-1.0/1.1-3.7/3.8-5.	
Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12 Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard	.1-15)
Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard	20
Navigational Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	18
Probes: 40 Sensors Skill: 4	4

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Flight Control Systems Autopilot:		TACTICA
Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use]	11	Forward D Class: Pel
Navigational Computer	2	Damage:
Main: Class 2 (+1) [1 Power/round] Backups: 2	2 2	Number Targeting
Inertial Damping Field	_	Range: 10
Main Strength: 9 [3 Power/round]	30	Location: Firing Arc:
Number: 3		Firing Mod
Backup Strength: 6 [2 Power/round]	6	Command I
Number: 2		Class: Ca
Attitude Control [1 Power/round]	1	Damage: Number
Communications Systems	19	Targeting
Type: Class 8 [2 Power/round] Strength: 8		Range: 10 Location:
Security: -3		Firing Arc:
Basic Uprating: Class Alpha (+1) Emergency Communications: Yes [2 Power/round]	1	Firing Mod
		Command I Class: Cal
Emitter: Class Gamma [3 Power/Strength used/round]	9	Damage:
Accuracy: 4/5/7/10 Location: Forward		Number
Emitter: Class Gamma [3 Power/Strength used/round]	9	Targeting Range: 10
Accuracy: 4/5/7/10		Location:
Location: Aft Emitter: Class Alpha [3 Power/Strength used/round]	3	Firing Arc: Firing Mod
Accuracy: 5/6/8/11		Engineering
Location: Shuttlebay		Class: Ca
Transporters Type: Personnel [5 Power/use]	30	Damage: Number
Pads: 6	50	Targeting
Emitter/Receiver Array:		Range: 10
Personnel Type 6 (40,000 km range) Energizing/Transition Coils: Class F (Strength 6)		Location: Firing Arc:
Number and Location: One forward, one amidships		Firing Mod
Type: Emergency [5 Power/use] Pads: 16	52	Engineering
Emitter/Receiver Array:		Class: Ca
Emergency Type 3 (15,000 km range) Energizing/Transition Coils: Class F (Strength 6)		Damage: Number
Number and Location: Two forward section,		Targeting
one amidships, one aft		Range: 10 Location:
Type: Cargo [4 Power/use] Pads: 400 kg	44	Firing Arc:
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)		Firing Mod
Energizing/Transition Coils: Class F (Strength 6) Number and Location: Two forward section,		Engineering Class: Cal
one amidships, one aft		Damage:
Cloaking Device: None		Number
Security Systems		Targeting Range: 10
Rating: 4 Anti-Intruder System: Yes [1 Power/round]	16 5	Location:
Neutralization Fields [2 Power/3 Strength]	10	Firing Arc: Firing Mod
Science Systems		Engineering
Rating 2 (+1) [2 Power/round]	15 5	Class: Ca
Specialized Systems: 1 Laboratories: 11	э 4	Damage: Number
		Targeting
		Range: 10 Location:
		Firing Arc:

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TACTICAL SYSTEMS

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Forward Disruptor Array	46
Class: Pelrec	
Damage: 220 [22 Power]	
Number of Shots: Up to 3 shots per round	
Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000	
Location: Forward edge of command hull	
Firing Arc: 360 degrees forward	
Firing Modes: Standard, Pulse	
Command Hull Starboard Disruptor Array	34
Class: Carkhet	54
Damage: 160 [16 Power]	
Number of Shots: Up to 3 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Starboard edge of command hull	
Firing Arc: 360 degrees starboard Firing Modes: Standard, Pulse	
•	
Command Hull Port Disruptor Array Class: Carkhet	34
Damage: 160 [16 Power]	
Number of Shots: Up to 3 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Port edge of command hull	
Firing Arc: 360 degrees port	
Firing Modes: Standard, Pulse	
Engineering Hull Starboard Disruptor Array	34
Class: Carkhet	
Damage: 160 [16 Power]	
Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Starboard edge of engineering hull	
Firing Arc: 360 degrees starboard	
Firing Modes: Standard, Pulse	
Engineering Hull Port Disruptor Array	34
Class: Carkhet	
Damage: 160 [16 Power]	
Number of Shots: Up to 3 shots per round	
Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000	
Location: Port edge of command hull	
Firing Arc: 360 degrees port	
Firing Modes: Standard, Pulse	
ngineering Hull Dorsal Disruptor Array	34
Class: Carkhet	51
Damage: 160 [16 Power]	
Number of Shots: Up to 3 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Dorsal side of engineering hull Firing Arc: 360 degrees dorsal	
Firing Modes: Standard, Pulse	
•	24
Engineering Hull Ventral Disruptor Array Class: Carkhet	34
Damage: 160 [16 Power]	
Number of Shots: Up to 3 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Ventral side of engineering hull	
Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	
ining modes. Standard, Luise	

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Forward Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 4 Range: 15/300,000/1,000,000/3,500,000

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Targeting System:Accuracy 4/5/7/10Power:[20 + 5 per torpedo fired]Location:Forward, ventral of command hullFiring Arc:Forward, but are self-guided

Torpedoes Carried:

40 Type II photon and stratospheric torpedoes

TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1

Weapons Skill: 3

Shields (Forward, Aft, Port, Starboard) 39	9 (x4)
Shield Generator:	
Class 3 (Protection 560 + 100 [embedded nacelles])	
[56 Power/shield/round]	
Shield Grid: Type B (33% increase to 746 Protection)	
Subspace Field Distortion Amplifiers:	
Class Delta (Threshold 186 + 10 [embedded nacelles])	
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	4
Auto-Destruct System	

AUXILIARY SPACECRAFT SYSTEMS

 Shuttlebay(s): Capacity for 18 Size worth of ships
 36

 Standard Complement: 9 shuttlecraft
 20

 Location(s):
 Aft of command hull, aft ventral of engineering hull.

 Captain's Yacht: No

Description and Notes

Fleet data:

Designed in the period immediately following the formal occupation of the planet Bajor, in part using Bajoran resources and ship schematics, the Belshan-class Cruiser has served the Cardassian people in many different roles in the past four decades. Created during a period of expansion and conquest, it was originally built to function as a planetary and system conquest, patrol, and suppression vessel—in short, to perform primarily short-range missions. Over the years its role expanded to fill many other niches, including some longer-range patrol, scouting, and support missions. Although not as sophisticated as many newer ships, it continues to perform efficiently and well in many different situations.

In 2371 the class underwent general upgrades. It received larger, better, and/or newer impulse engines, medical systems, communications systems, and computer subroutines. Other planned class upgrades were halted when the conflict with the Klingons broke out.

The Belshan clearly displays the Cardassian ship design principles and aesthetics which would fully embody themselves in the Galor and Keldon classes. It has a command hull shaped like a fat crescent (really, more of a half circle with a slight curve to its aft edge). A shallow "notch" in the forward edge of the command hull holds a powerful disruptor array and a torpedo launcher (the latter was added during general upgrades to the class in the 2350s and '60s; it was not part of the ship's original design). Two thick spars connect to the command hull ventrally (holding a deflector between their forward ends) and then project aft to join a guasi-cylindrical engineering hull which

has a series of paired "fin" like structures attached to its dorsal side. This results in a large "open" area between the command hull and

SHIP RECOGNITION MANUAL, VOL. 2 THE CARDASSIAN UNION engineering hull when the ship is viewed dorsally or ventrally. In some instances, this proves tactically advantageous, in that it minimizes the ship's profile from those angles. However, it has its drawbacks as well, since damaging or severing the spars can easily cut the ship in two, or at least prevent the crew from moving back and forth easily.

Noteworthy vessels/service records/encounters:

Bel'shan, prototype; *Ugara*, helped to quell Bajoran revolt (2341); *Ren'gara*, participated in Setlik III incident and aftermath (2347); *Khidalsha*, destroyed pirate band plaguing the systems of the Deltanis Sector (2355); *Pesh'tet*, hosted preliminary Federation-Cardassian peace negotiations (2366).

DAKAR CLASS

Class and Type: Dakar-Class Heavy Destroyer Commissioning Date: 2366

HULL SYSTEMS

Size: 7

Length: 436.28 meters Beam: 224.37 meters Height: 104.66 meters Decks: 23 decks Mass: 2,567,924 metric tonnes SUs Available: 2,400 SUs Used: 2,287

Hull

Outer Inner	35 35
Resistance	10
Outer Hull: 10	12

12

Structural Integrity Field

Main: Class 5 (Protection 80/120)	
[1 Power/10 Protection/round]	31
Backup: Class 5 (Protection 40)	
[1 Power/10 Protection/round	16
Backup: Class 5 (Protection 40)	
[1 Power/10 Protection/round]	16

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 353/113/6,725

Crew Quarters

Spartan: 180	9
Basic: 200	20
Expanded: 45	9
Luxury: 20	20
Unusual: 3	3
Environmental Systems	
Basic Life Support [11 Power/round]	28
Reserve Life Support [6 Power/round]	14
Emergency Life Support (42 emergency shelters)	14
Gravity [4 Power/round]	7
Consumables: 3 years' worth	21
Replicator Systems	
Food Replicators [7 Power/round]	7
Industrial Replicators	16
Type: Network of small replicators [2 Power/round]	
Type: 3 large units [2 Power/replicator/round]	
Medical Facilities: 5 (+1) [5 Power/round]	25
Recreation Facilities: 5 [10 Power/round]	40
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	21
Fire Suppression System [1 Power/round when active]	7
Cargo Holds: 80,000 cubic meters	3
Locations: 7 locations throughout the ship	
Escape Pods	9
Number: 160	
Capacity: 8 persons per pod	

PROPULSION SYSTEMS

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Standard Usable Power: 606		
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Di lage: Dilage module	33
Auxiliary Control Room: One in each secondary command hull 42	
Computers Core 1: Main command hull [5 Power/round] Core 2: Engineering hull [5 Power/round] ODN	21 21 21
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral	35
Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 6 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0) Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16) Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Courses Class det (+2)	44
Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard	20
Navigational Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	18
Probes: 50	5

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	Flight Control Systems Autopilot:	10	TACTICAL SYST
	Shipboard Systems (Flight Control) 3, Coordination 1 [1 Power/round in use]	10	Main Command Hull Forward Disruptor (
	Navigational Computer Main: Class 2 (+1) [1 Power/round]	2	Class: Drevan Damage: 260 [26 Pc
	Backups: 2 Inertial Damping Field	2	Number of Shots: Up Targeting System: Ac
	Main	42	Range: 10/30,000/100 Location: Forward edge
	Strength: 9 [3 Power/round] Number: 3 Backup	12	Firing Arc: 360 degree Firing Modes: Standard
	Strength: 6 [2 Power/round]	ΙZ	Starboard Secondar
	Number: 3 Attitude Control [2 Power/round]	2	Hull Disruptor Arrau Class: Jhokhel
	Communications Systems Type: Class 8 [2 Power/round]	21	Damage: 240 [24 Pc Number of Shots: Up
	Strength: 8		Targeting System: Ac Range: 10/30,000/100
	Security: -4 (Class Gamma uprating) Basic Uprating: Class Alpha (+1)		Location: Forward edge
	Emergency Communications: Yes [2 Power/round]	1	Firing Arc: 360 degree Firing Modes: Standard
	Tractor Beams Emitter: Class Delta [3 Power/Strength used/round]	12	Port Secondary Com
	Accuracy: 4/5/7/10 Location: Forward		Hull Disruptor Array Class: Jhokhel
	Emitter: Class Delta [3 Power/Strength used/round]	12	Damage: 240 [24 Pc Number of Shots: Up
	Accuracy: 4/5/7/10 Location: Aft		Targeting System: Ac
	Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11	6	Range: 10/30,000/100 Location: Forward edge
	Location: Shuttlebay (x2)		Firing Arc: 360 degree Firing Modes: Standard
	Transporters Type: Personnel [5 Power/use]	48	Forward Ventral
	Pads: 6 Emitter/Receiver Array:		Spiral-Wave Disrup Class: Ta'vor
	Personnel Type 6 (40,000 km range)		Damage: 200 [20 Pc Number of Shots: Up
	Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in main command hull,		Targeting System: Ac
	two in engineering hull Type: Emergency [5 Power/use]	60	Range: 10/30,000/100 Location: Ventral on for
	Pads: 20	00	one port, one starboa Firing Arc: 360 degree
	Emitter/Receiver Array: Emergency Type 3 (15,000 km range)		Firing Modes: Standard
	Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in main command hull,		Engineering Dorsal Spiral-Wave Disrup
	three in engineering hull	48	Class: Rentaile
	Type: Cargo [4 Power/use] Pads: 400 kg	40	Damage: 180 [18 Pc Number of Shots: Up
	Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7)		Targeting System: Ac Range: 10/30,000/100
	Number and Location: One in main command hull,		Location: Dorsal on en
	three in engineering hull Cloaking Device: None		one just aft of comma Firing Arc: 360 degree
	Security Systems		Firing Modes: Standard
	Rating: 4 Anti-Intruder System: Yes [1 Power/round]	16 7	Engineering Ventral Spiral-Wave Disrup
	Neutralization Fields [2 Power/3 Strength]	14	Class: <i>Rentaile</i> Damage: 180 [18 Pc
	Science Systems Rating 2 (+1) [2 Power/round]	17	Number of Shots: Up
	Specialized Systems: 2	10	Targeting System: Ac Range: 10/30,000/100
	Laboratories: 24	6	Location: Ventral on er

SYSTEMS

Forward Disruptor Cannon Class: Drevan	54
Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of main command hull Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	
Starboard Secondary Command Hull Disruptor Array Class: Jhokhel Damage: 240 [24 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of starboard secondary command hu	49 II
Firing Arc: 360 degrees forward (significant arc shadows) Firing Modes: Standard, Pulse	
Port Secondary Command Hull Disruptor Array Class: Jhokhel Damage: 240 [24 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of port secondary command hull Firing Arc: 360 degrees forward (significant arc shadows) Firing Modes: Standard, Pulse	49
Forward Ventral Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral on forward section of engineering hull, one port, one starboard Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	84
Engineering Dorsal Spiral-Wave Disruptor Arrays (2) Class: Rentaile Damage: 180 [18 Power] Number of Shots: Up to 2 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal on engineering hull, one on aft end, one just aft of command hulls section Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	76
Engineering Ventral Spiral-Wave Disruptor Arrays (2) Class: Rentaile Damage: 180 [18 Power] Number of Shots: Up to 2 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral on engineering hull, one on aft end, one just aft of command hulls section Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	76

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Aft Disruptor Cannon

Class: Jhokhel Damage: 240 [24 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse

Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage) Spread: 8 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward of main command hull Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage) Spread: 8 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Aft Firing Arc: Aft, but are self-guided

Torpedoes Carried: 100

TA/T/TS: Class Beta [1 Power/round]	9
Strength: 8	
Bonus: +1	

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) 73 (x4) Shield Generator: Class 5 (Protection 900 + 100 [embedded nacelles]) [90 Power/round] [90 Power/round] Shield Grid: Type B (33% increase to 1,200 Protection) Subspace Field Distortion Amplifiers:

Class Zeta (Threshold 300 + 10 [embedded nacelles])	
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	8
Auto-Destruct System	7

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 30 Size worth of ships Standard Complement: 20 shuttlecraft Location(s): Aft of main command hull, aft of engineering hull Captain's Yacht: No

Description and Notes

Fleet data:

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The most powerful destroyer fielded by the Central Command, the Dakar-class Heavy Destroyer actually seems more like a Cruiser or a Warship than a Destroyer. Larger than the Galor and most other Cardassian vessels, its design incorporates many standard Union ship features, such as multiple superstructure "levels" and half-oval- and crescent-shaped framings. Its large half-oval command hull, instead of projecting forward from a relatively narrow engineering hull as on the Galor or Keldon, sits firmly and fully atop the broad forward end of the engineering hull, which projects aft and tapers slightly before flaring out to create a larger than usual aft structure. To the port and starboard of the command hull, and slightly aft, are two smaller hull structures of the same shape. These can function as auxiliary command centers if necessary, but are normally used for other purposes.

At most times, the Cardassians use the Dakar as a long-range patrol vessel, one capable of keeping the peace throughout multiple systems or even sectors. Dakars are common sights among the worlds of the Iron Path, newly-pacified Union territory, and other places where the Central Command considers it necessary to display the flag prominently or provide a major deterrent to pirates, smugglers, and the like. During wars, the Central Command groups Dakars into pairs or squads of four and uses them to anchor formations of smaller ships in large fleets.

Noteworthy vessels/service records/encounters:

Dakar, prototype; Trenac, rescued the freighter Par'rhen from destruction due to loss of propulsion systems within the gravity well of Black Hole Garshep 5-11 (2369); Ghevros, destroyed the Klingon forward outpost and docked fleet in the Rendrilag system with a warp-speed suicide run (2373); Barek'tala, played a key role in the conquest of Benzar by destroying or crippling three defense platforms (2374); Firhel, destroyed four Federation alliance ships during the Chin'toka counteroffensive (2375).

DURGOR CLASS

Class and Type: Durgor-Class Light Warship Commissioning Date: 2368

HULL SYSTEMS

Size:: 7

Length: 408.42 meters Beam: 186.39 meters Height: 94.77 meters Decks: 20 decks Mass: 2,114,750 metric tonnes SUs Available: 2,350 SUs Used: 2,262

Hull

Outer	35
Inner	35

Resistance

Outer	Hull:	8	
Inner	Hull:	8	

Structural Integrity Field

Main: Class 5 (Protection 80/120)	
[1 Power/10 Protection/round]	31
Backup: Class 5 (Protection 40)	
[1 Power/10 Protection/round]	16
Backup: Class 5 (Protection 40)	
[1 Power/10 Protection/round]	16

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 395/300/5,350

Crew Quarters

Spartan: 200	10
Basic: 200	20
Expanded: 50	10
Luxury: 30	30
Unusual: 5	5
Environmental Systems	
Basic Life Support [11 Power/round]	28
Reserve Life Support [6 Power/round]	14
Emergency Life Support (42 emergency shelters)	14
Gravity [4 Power/round]	7
Consumables: 2 years' worth	
Replicator Systems	
Food Replicators [7 Power/round]	7
Industrial Replicators	13
Type: Network of small replicators [2 Power/round]	
Type: 2 large units [2 Power/replicator/round]	
Medical Facilities: 6 (+1) [6 Power/round]	30
Recreation Facilities: 5 [10 Power/round]	40
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	21
Fire Suppression System [1 Power/round when active]	7
Cargo Holds: 100,000 cubic meters	3
Locations: 10 locations throughout the ship	0
Escape Pods	8
Number: 140	
Capacity: 8 persons per pod	

PROPULSION SYSTEMS

Warp Drive Nacelles: Type 5E6 78 **Speed:** 5.0/9.0/9.6 [1 Power/.2 warp speed] **PIS:** Type E (8 hours of Maximum warp) 10 Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] 18 Location: Aft command hull Acceleration Uprating: Class Beta (75% acceleration) [2 Power/round when active] 4 Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] 18 Location: Near nacelle pylons Acceleration Uprating: Class Beta (75% acceleration) [2 Power/round when active] 4 Reaction Control System (.025c) 7 [2 Power/round when in use] POWER SYSTEMS Warp Engine Type: Class 10/P (generates 500 Power/round) 110 Location: Engineering amidships Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round) Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) 12 **Emergency Power**: Type C (generates 35 Power/round) 35 EPS: Standard Power flow, +200 Power transfer/round 55

Standard Usable Power: 556

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OPERATIONS SYSTEMS

Bridge: Bridge module	35
Computers Core 1: Forward hull [5 Power/round] Core 2: Engineering hull [5 Power/round] ODN	21 21 21
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral	35
Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0)	48
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-7 Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	17)
Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	20
Coverage: Standard Navigational Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	18
Prohes: 60	6

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Flight Control Systems Autopilot: Shipboard Systems (Flight Control) 3, Coordination 1 [1 Power/round in use]		T F
Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2 Inertial Damping Field	2 2	
Main Strength: 9 [3 Power/round]	42	
Number: 3 Backup Strength: 6 [2 Power/round] Number: 3	12	A
Attitude Control [2 Power/round]	2	
Communications Systems Type: Class 8 [2 Power/round] Strength: 8 Security: -4 (Class Gamma uprating) Basic Uprating: Class Alpha (+1)	21	
Emergency Communications: Yes [2 Power/round]	1	F
Tractor Beams Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10	12	S
Location: Forward Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft	12	
Envirter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Shuttlebay (x2)	6	6
Transporters Type: Personnel [5 Power/use] Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: One each in forward hull, bridge module, engineering hull	48	S
Type: Emergency [5 Power/use] Pads: 20 Emitter/Receiver Array: Emergency Type 3 (15,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in forward hull,	60	C S
one in bridge module, two in engineering hull Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in forward hull, three in engineering hull	48	C
Cloaking Device: None		S
Security Systems Rating: 4 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength]	16 7 14	
Science Systems Rating 2 (+1) [2 Power/round] Specialized Systems: 2 Laboratories: 21	17 10 6	

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TACTICAL SYSTEMS

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Forward Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward tip of forward hull Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	54
Aft Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	54
Forward Dorsal Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal on command hull, one port, one starboard Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	84
Forward Ventral Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral on command hull, one port, one starboard Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	84
Connecting Interhull Starboard Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Starboard on connecting interhull Firing Arc: 360 degrees starboard Firing Modes: Standard, Pulse	42
Connecting Interhull Port Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Port on connecting interhull Firing Arc: 360 degrees port Firing Modes: Standard, Pulse	42

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Engineering Dorsal Spiral-Wave Disruptor Arrays (2)

Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal on engineering hull, one in forward section, one in aft section Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse

Engineering Ventral

Spiral-Wave Disruptor Arrays (2)

84

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Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral on engineering hull, one in forward section, one in aft section Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse

Aft Spiral-Wave Disruptor Array

Class: Ta'vor

Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse

Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 **Power:** [20 + 5 per torpedo fired] Location: On forward end of connecting interhull, ventral of command hull Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 **Power:** [20 + 5 per torpedo fired] Location: Aft Firing Arc: Aft, but are self-guided Torpedoes Carried: 200

TA/T/TS: Class Beta [1 Power/round] 9 Strength: 8 Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard)	54 (x4)
Shield Generator:	
Class 3 (Protection 600) [60 Power/round]	
Shield Grid: Type B (33% increase to 800 Protection)	
Subspace Field Distortion Amplifiers:	
Class Delta (Threshold 200)	
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	8
Auto-Destruct Sustem	7

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 20 Size worth of ships Standard Complement: 10 shuttlecraft Location(s): Aft of command hull Captain's Yacht: No

Description and Notes

Fleet data:

One of the oddest-shaped ships in the Cardassian fleet (at least to Cardassian eyes), the Durgor-class Light Warship consists of a large, semi-circular command hull, a broad, downsloping connecting interhull that expands and merges into a broader engineering hull with a sort of diamond shape, and three external warp nacelles on pylons (one dorsal, one port, one starboard). It mounts disruptor arrays along the ventral and dorsal sides of both hulls and the port and starboard sides of the connecting interhull, and torpedo launchers forward and aft. The ships design owes much to Federation shipbuilding principles, which the Cardassians learned about during the Federation-Cardassian War.

The Central Command typically uses Durgors as support craft for larger warships in fleet formations. During the Dominion War, for example, Durgors filled wings based around Keldon-, Kurgat-, and Thalon-class ships. Most Cardassian officers consider the ship a "lightweight" in comparison to those heavier ships, scorning it because of its weaker firepower and shields, but its proponents favor its speed and maneuverability over those of larger Warships.

Noteworthy vessels/service records/encounters:

Durgor, prototype; Garhem Vetral, played crucial role in the conquest of Brentac V (2370); Tre'gahl, destroyed three B'rel-class Light Warbirds in a battle in the Monak system (2372); Ortash, participated in taking of Deep Space 9 (2373); Prenthot, stopped a surprise Klingon thrust into the lightly-defended Dendar system (2374).

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DUR'NAT CLASS

Class and Type: Dur'nat-Class Assault Cruiser Commissioning Date: 2365

HULL SYSTEMS

Size: 6

Length: 313.64 meters Beam: 157.22 meters Height: 56.00 meters Decks: 12 decks Mass: 779,450 metric tonnes SUs Available: 2,500 SUs Used: 2,418

Hull

Outer	30
Inner	30

Resistance

	Internity Cield
Inner Hull:	8
Outer Hull:	8

Structural Integrity Field N/a:-Cla г /г 00/100

Main: Class 5 (Protection 80/120)	
[1 Power/10 Protection/round]	30
Backup: Class 5 (Protection 40)	
[1 Power/10 Protection/round]	15
Backup: Class 5 (Protection 40)	
[1 Power/10 Protection/round]	15

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 315/453/5,450

Crew Quarters

Crew Quarters	
Spartan: 80	4
Basic: 250	25
Expanded: 80	16
Luxury: 15	15
Unusual: 3	3
Environmental Systems	
Basic Life Support [11 Power/round]	24
Reserve Life Support [6 Power/round]	12
Emergency Life Support (36 emergency shelters)	12
Gravity [3 Power/round]	6
Consumables: 2 years' worth	12
Replicator Systems	
Food Replicators [6 Power/round]	6
Industrial Replicators	9
Type: Network of small replicators [2 Power/round]	
Type: 1 large unit [2 Power/replicator/round]	
Medical Facilities: 4 (+1) [4 Power/round]	20
Recreation Facilities: 4 [8 Power/round]	32
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	18
Fire Suppression System [1 Power/round when active]	6
Cargo Holds: 33,000 cubic meters	1
Locations: 5 locations throughout the ship	
Escape Pods	7
Number: 140	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

Warp Drive Nacelles: Type 5D Speed: 4.9/8.3/9.1 [1 Power/.2 warp speed] PIS: Type C (6 hours of Maximum warp) Uprating: Package 2 for Maximum Special Configuration: Embedded	70 6 4 24
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft central hull	18
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft engineering Reaction Control System (.025c) [2 Power/round when in use]	18
POWER SYSTEMS Warp Engine Type: Class 10/P (generates 535 Power/round) Location: Engineering amidships	114

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Location: Engineering amidships	
Impulse Engine[s]:	
2 Class 3A (generate 28 Power/engine/round)	
Auxiliary Power:	
4 reactors (generate 5 Power/reactor/round)	12
Emergency Power:	
Type D (generates 40 Power/round)	40
EPS:	
Standard Power flow, +240 Power transfer/round	54

Standard Usable Power: 591

9 9

OPERATIONS SYSTEMS

Bridge: Forward dorsal	30
Computers Core 1: Forward wing section [5 Power/round] Core 2: Aft wing section [5 Power/round] ODN	18 18 18
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral	30
Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0) Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17) Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	48
Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	20
Coverage: Standard Navigational Sensors [5 Power/round] Strength Package: Class 7 (Strength 7)	18

Flight Control Systems

Gain Package: Class Beta (+2)

Autopilot:

Probes: 40

Sensors Skill: 4

Shipboard Systems (Flight Control) 3, Coordination 1 [1 Power/round in use]

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Navigational Computer Main: Class 2 (+1) [1 Power/round]	2	
Backups: 2 Inertial Damping Field	Z	
Main Strength: 9 [3 Power/round] Number: 3	36	
Backup Strength: 6 [2 Power/round]	9	
Number: 3 Attitude Control [2 Power/round]	2	
Communications Systems Type: Class 8 [2 Power/round] Strength: 8 Security: -4 (Class Gamma uprating) Basic Uprating: Class Alpha (+1) Emergency Communications: Yes [2 Power/round]	21	
Tractor Beams		
Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10	12	
Location: Forward Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10	12	9
Location: Aft Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Shuttlebay	3	
Transporters		
Type: Personnel [5 Power/use] Pads: 6	64	
Emitter/Receiver Array: Personnel Type 6 (40,000 km ran Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in bridge module,	ge)	
two in central hull, one in engineering hull Type: Emergency [5 Power/use] Pads: 16	42	
Emitter/Receiver Array: Emergency Type 3 (15,000 km rai Energizing/Transition Coils: Class G (Strength 7) Number and Location: Two in central hull,	ıge)	
one in engineering hull Type: Cargo [4 Power/use] Pads: 400 kg	48	١
Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: Two in central hull, two in engineering hull		
Cloaking Device: None		
Security Systems		
Rating: 4 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength]	16 6 12	\ S
Science Systems		
Rating 2 (+1) [2 Power/round] Specialized Systems: 1 Laboratories: 14	16 5 4	

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TACTICAL SYSTEMS	
Forward Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	54
Aft Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	54
Forward Ventral Spiral-Wave Disruptor Array (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward, ventral side of central hull Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	84
Wing Forward Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	84
Wing Aft Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	84
Wing Dorsal Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees dorsal	84

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Firing Modes: Standard, Pulse

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Wing Ventral Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Leasting: 0ne on stathaard wing one on part wing

Location: One on starboard wing, one on port wing Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse

Engineering Dorsal Spiral-Wave Disruptor Arrays (2) Class: Ta'vor

84

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18 (x3)

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84

Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: On engineering hull, one in forward section, one aft Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse

Engineering Ventral

Spiral-Wave Disruptor Arrays (2)

Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: On engineering hull, one in forward section, one aft Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse

Forward Torpedo Launcher (x3) 18 (x3)

Standard Load: Type II photon torpedo (200 Damage)Spread: 10Range: 15/300,000/1,000,000/3,500,000Targeting System: Accuracy 4/5/7/10Power: [20 + 5 per torpedo fired]Location: ForwardFiring Arc: Forward, but are self-guided

Aft Torpedo Launcher (x3)

Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Aft Firing Arc: Aft, but are self-guided

Torpedoes Carried: 500

TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) 58 (x4) Shield Generator: Class 4 (Protection 800 + 100 [embedded nacelles]) [80 Power/round] Shield Grid: Type B (33% increase to 1067 Protection) Subspace Field Distortion Amplifiers: Class Zeta (Threshold 260 + 10 [embedded nacelles]) Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield) 8

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

 Shuttlebay(s): Capacity for 25 Size worth of ships
 50

 Standard Complement:
 A mixture of Hideki-class fighters and shuttlecraft

 Location(s): Forward ventral, aft of bridge module

 Captain's Yacht: No

Description and Notes

Fleet data:

One of the Cardassians' heaviest cruisers, the Dur'nat-class Assault Cruiser boasts many powerful systems, including multiple spiral-wave disruptor arrays and six photon torpedo launchers. Many Cardassian officers prefer it to the more common Keldon- or Thalon-class vessels.

One drawback to this ship is its speed; many guls would like it to be faster. Some, using their vesala, have obtained warp engine upgrade s to make it as fast as a Galor-class Battle Cruiser. Some commanders also believe the Dur'nat has unusually weak shield junctions, due to the arrangement of the shield generators and shield grid; others dispute this assertion, and in fact only anecdotal evidence of it exists.

The Dur'nat resembles the Galor in some respects, but is broader and shorter-more compact. It has a half-oval-shaped central hull with a slight backward and downward curve (similar to the Hideki-class Fighter, but without that ship's detachable warhead). The central hull attaches to a broad, relatively short engineering hull. Bridging both hulls is a large, curvilinear superstructure, called by most Cardassians the bronet, or "ar ch." It holds the bridge and some other important sections of the ship. The aft end of the engineering hull features a large Disruptor Cannon similar to those found on many Cardassian vessels.

Noteworthy vessels/service records/encounters:

Dur'nat, prototype; *Velgarin*, destroyed two Vorcha-class ships in battle in the Dhavara Sector (2372); *U'chethe*, led a crucial wing attack during Dominion offensives in the Kalandra Sector (2374); *Borkoth*, joined Damar's rebellion (2375).

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EMRED CLASS

Class and Type: Emred-Class Armed Scout Commissioning Date: 2358

HULL SYSTEMS

Size: 3

Length: 62.35 meters Beam: 18.31 meters Height: 8.96 meters Decks: 2 Mass: 53 metric tonnes SUs Available: 950 SUs Used: 879

Hull

Outer	15	
Inner		

Resistance

Outer	Hull:	8
Inner	Hull:	8

Structural Integrity Field

Main: Class 3 (Protection 60/90)
[1 Power/10 Protection/round]
Backup: Class 3 (Protection 30)
[1 Power/10 Protection/round]
Backup: Class 3 (Protection 30)
[1 Power/10 Protection/round]

15

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21

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11

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 6/8/36

Crew Quarters

Crew Quarters	
Spartan: 12	1
Basic: 3	1
Expanded: None	
Luxury: None	
Unusual: None	
Environmental Systems	
Basic Life Support [4 Power/round]	12
Reserve Life Support [2 Power/round]	6
Emergency Life Support (18 emergency shelters)	6
Gravity [2 Power/round]	3
Consumables: .25 years' worth	1
Replicator Systems	
Food Replicators [3 Power/round]	3
Medical Facilities: 2 (+0) [2 Power/round]	10
Recreation Facilities: 1 [2 Power/round]	8
Personnel Transport: Jefferies tubes [0 Power/round]	3
Fire Suppression System [1 Power/round when active]	3
Cargo Holds: 2,000 cubic meters	1
Locations: Aft	
Escape Pods	1
Number: 10	

Number: 10 Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 6C	100
Speed: 5.9/8.9/9.1 [1 Power/.2 warp speed]	
PIS: Type E (8 hours of Maximum warp)	10
Special Configuration: Embedded	12

Impulse Engine Type: Class 4A (.6c/.85c) [6/8 Power/round]	22
Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] Location: Engineering section	2
Reaction Control System (.025c) [2 Power/round when in use]	3
POWER SYSTEMS	
Warp Engine Type: Class 5/H (generates 295 Power/round) Location: Engineering section Impulse Engine[s]: 1 Class 4A (generate 35 Power/engine/round)	65
Auxiliary Power: 2 reactors (generate 5 Power/reactor/round)	6
Emergency Power: Type B (generates 30 Power/round)	30
EPS: Standard Power flow, +100 Power transfer/round	25
Standard Usable Power: 330	
OPERATIONS SYSTEMS	
Bridge: Central dorsal	15
Computers Core 1: Aft of bridge [5 Power/round] ODN 9	9
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Ventral of command hull	12
Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 4 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14 Strength Package: Class 5 (Strength 5) Gain Package: Class Alpha (+1)	29)
Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 5 (Strength 5) Gain Package: Class Alpha (+1)	13
Coverage: Standard Navigational Sensors [5 Power/round] Strength Package: Class 5 (Strength 5) Gain Package: Class Alpha (+1)	12
Probes: 10 Sensors Skill: 4	1
Flight Control Systems	
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2	11
[1 Power/round in use] Navigational Computer	11
Main: Class 1 (+0) [0 Power/round] Backups: Two	0 0
Inertial Damping Field Main Strength: 9 [3 Power/round]	12
Number: 2 Backup	4
Strength: 6 [2 Power/round] Number: 2	
Attitude Control [1 Power/round]	1

Со

Type: Strer	ications Sys Class 5 [2 Power, ngth: 5	/round]	1	5	Firing <i>F</i>	on: Ventral ami Arc: 360 degr Modes: Standa	ees ventral		
Basi	rity: -3 (Class G c Uprating: Class ency Communicat	Alpha (+1)		A	Class:	al-Wave D <i>Ebshar</i> age: 120 [12	-		:
Accu		Power/Strength used/r tral	ound]	6	Numl Targe Range :	ber of Shots: eting System:	Up to 2 shots per r Accuracy 4/5/7/10)0,000/300,000	ound	
Emitter Accur		Power/Strength used	/round]	3	Firing A	Arc: 360 degr Modes: Standa	ees aft		
Transpo Type: Pads Emitt Energ Num	rters Personnel [4 Pow : 4 er/Receiver Array: gizing/Transition C ber and Location:	Personnel Type 6 (40 oils: Class F (Strength Aft of bridge	,000 km range)	4	Standar Spread Range: Targetir Power: Locatio	: 4 15/300,000/ ² ng System: A [20 + 5 per top: pn: Forward	II photon torpedo (1,000,000/3,500,000 ccuracy 4/5/7/10	•	
	Device: None	ć		т	•	es Carried:			
Rating: Anti-Int	truder System: Y	'es [1 Power/round] Power/3 Strength]			-	: Class Alpha th: 7	[1 Power/round]		
	Systems				/eapon	s Skill: 3			
Special	1 (+0) [1 Power/r ized Systems: N tories: 1			8 s 2	Shield Class	Generator: s 3 (Protection	Aft. Port. Star 460 + 100 [embed	-	24 (x
TACTI	CAL SYST	EMS				Power/shield/ro Grid: Type C (50% increase to 69	90 Protection)	
Forward Starboard Spiral-Wave Disru Class: Cheh'gesh Damage: 140 [14 Power] Number of Shots: Up to 3 shots per round	ruptor 3	0	Subspa Class Recharg	ace Field Distor s Gamma (Thre ging System:	rtion Amplifiers: shold 150 + 10 [e Class 1 (45 seconc ators: 4 (1 per shie	mbedded nacel Is)	lles])		
	eting System: Acc 10/30,000/100,0			Α	uto-De	struct Sys	tem		
	n: Forward edge Arc: 360 degrees	of ship, to starboard o forward	f central notch	Α	UXIL	IARY SP	ACECRAFT	[.] SYSTE	MS
	Modes: Standard,					bay(s): None			
Class:	I Port Spiral Cheh'gesh age: 140 [14 Pov	-Wave Disruptor	3	0	Captain	n's Yacht: No			
		to 3 shots per round		D)escri	ption an	d Notes		

Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of ship, to port of central notch Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse

Dorsal Spiral-Wave Disruptor

Class: Ebshar Damage: 120 [12 Power] Number of Shots: Up to 2 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal amidships Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse

Ventral Spiral-Wave Disruptor

Class: Ebshar

Damage: 120 [12 Power] Number of Shots: Up to 2 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000

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Descript
Fleet data:
Developed
reconnaissance
the Emred-cla

eloped during the Federation-Cardassian War to conduct ssance missions into enemy territory and behind enemy lines, red-class Armed Scout quickly became a favorite among Cardassian pilots. Its combination of maneuverability, speed, firepower, and strong shields make it a versatile ship, able to perform missions an ordinary Scout would have difficulty with.

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6

24 (x4)

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The main hull of the Emred has the typical fat crescent shape common to smaller Cardassian vessels, but with a deep, narrow forward notch. The ship's bridge is located on the dorsal side of the hull, right above where the notch terminates. The notch holds a torpedo launcher, and to either side of it on the forward edge of the hull are Chehgesh-class spiral-wave disruptors. The engineering hull aft of the main hull is similar to that of a Galor, but much smaller and less detailed.

Noteworthy vessels/service records/encounters:

Emred, prototype; Kol'gar, conducted deep scouting mission into Federation territory (2360-62); Uhn'tara, explored Kalanis Cluster (2371).

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GALOR CLASS

Class and Type: Galor-Class Battle Cruiser Commissioning Date: 2360

HULL SYSTEMS

Size: 6

Length: 371.88 meters
Beam: 192.23 meters
Height: 59.00 meters
Decks: 13 decks
Mass: 1,678,000 metric tonnes
SUs Available: 2,500
SUs Used: 2,400

Hull

Outer Inner		30 30
Resistance	0	0
Outer Hull:	8	9

9

5

40

20

40

5

24

12

12

6

12

6

9

30

32

18

6

5

8

Inner Hull: 8

Structu	ral Integrity Field	
Main:	Class 5 (Protection 80/120)	
[1 D	110 D. I. I'. /	

[1 Power/10 Protection/round]	30
Backup: Class 5 (Protection 40)	
[1 Power/10 Protection/round]	15
Backup: Class 5 (Protection 40)	
[1 Power/10 Protection/round]	15

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 300/485/5,600

Crew Quarters Spartan: 100 Basic: 400 Expanded: 100 Luxury: 40 Unusual: 5 **Environmental Systems** Basic Life Support [11 Power/round] Reserve Life Support [6 Power/round] Emergency Life Support (36 emergency shelters) Gravity [3 Power/round] Consumables: 2 years' worth **Replicator Systems** Food Replicators [6 Power/round] Industrial Replicators Type: Network of small replicators [2 Power/round] Type: 1 large unit [2 Power/replicator/round] Medical Facilities: 6 (+1) [6 Power/round] Recreation Facilities: 4 [8 Power/round] Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] Fire Suppression System [1 Power/round when active] Cargo Holds: 166,000 cubic meters Locations: 15 locations throughout the ship **Escape Pods** Number: 140 Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Drive	
Nacelles: Type 5D6	73
Speed: 5.0/8.4/9.6 [1 Power/.2 warp speed] PIS: Type C (6 hours of Maximum warp)	6
Uprating: Package 1 for Standard, Sustainable, and Maxir	
Special Configuration: Embedded	24
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft bridge module	18
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Forward wings	18
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round]	18
Location: Aft Reaction Control System (.025c) [2 Power/round when in use]	6
POWER SYSTEMS	
Warp Engine	
Type: Class 9/0 (generates 475 Power/round) Location: Engineering amidships	103
Impulse Engine[s]: 3 Class 3A (generate 28 Power/engine/round)	
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round)	12
Emergency Power:	
Type D (generates 40 Power/round)	40
Standard Power flow, +200 Power transfer/round	50
Standard Usable Power: 559	
OPERATIONS SYSTEMS	
OPERATIONS SYSTEMS Bridge: Command hull (forward dorsal)	30
Bridge: Command hull (forward dorsal)	
Bridge: Command hull (forward dorsal) Computers Core 1: Forward wing section [5 Power/round] Core 2: Aft wing section [5 Power/round]	30 18 18
Bridge: Command hull (forward dorsal) Computers Core 1: Forward wing section [5 Power/round] Core 2: Aft wing section [5 Power/round] ODN	18
Bridge: Command hull (forward dorsal) Computers Core 1: Forward wing section [5 Power/round] Core 2: Aft wing section [5 Power/round] ODN Navigational Deflector [5 Power/round]	18 18
Bridge: Command hull (forward dorsal) Computers Core 1: Forward wing section [5 Power/round] Core 2: Aft wing section [5 Power/round] ODN Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11	18 18 18
Bridge: Command hull (forward dorsal) Computers Core 1: Forward wing section [5 Power/round] Core 2: Aft wing section [5 Power/round] ODN Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral	18 18 18
Bridge: Command hull (forward dorsal) Computers Core 1: Forward wing section [5 Power/round] Core 2: Aft wing section [5 Power/round] ODN Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11	18 18 18
Bridge: Command hull (forward dorsal) Computers Core 1: Forward wing section [5 Power/round] Core 2: Aft wing section [5 Power/round] ODN Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10)	18 18 18 30
Bridge: Command hull (forward dorsal) Computers Core 1: Forward wing section [5 Power/round] Core 2: Aft wing section [5 Power/round] ODN Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0) Low Resolution: 17 light-years (.1/1.1-6.0/6.1-13.0/13.1)	18 18 18 30 48
Bridge: Command hull (forward dorsal) Computers Core 1: Forward wing section [5 Power/round] Core 2: Aft wing section [5 Power/round] ODN Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10) High Resolution: 5 light-years (5/.6-1.0/1.1-3.8/3.9-5.0) Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1) Strength Package: Class 7 (Strength 7)	18 18 18 30 48
Bridge: Command hull (forward dorsal) Computers Core 1: Forward wing section [5 Power/round] Core 2: Aft wing section [5 Power/round] ODN Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10) High Resolution: 5 light-years (5/.6-1.0/1.1-3.8/3.9-5.0) Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1- Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard	18 18 18 30 48) -17)
Bridge: Command hull (forward dorsal) Computers Core 1: Forward wing section [5 Power/round] Core 2: Aft wing section [5 Power/round] ODN Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10) High Resolution: 5 light-years (5/.6-1.0/1.1-3.8/3.9-5.0) Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1- Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard Lateral Sensors [5 Power/round]	18 18 18 30 48
Bridge: Command hull (forward dorsal) Computers Core 1: Forward wing section [5 Power/round] Core 2: Aft wing section [5 Power/round] ODN Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10) High Resolution: 5 light-years (5/.6-1.0/1.1-3.8/3.9-5.0) Low Resolution: 17 light-years (1/1.1-6.0/.6.1-13.0/13.1- Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	18 18 18 30 48) -17)
Bridge: Command hull (forward dorsal) Computers Core 1: Forward wing section [5 Power/round] Core 2: Aft wing section [5 Power/round] ODN Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10) High Resolution: 5 light-years (5/.6-1.0/1.1-3.8/3.9-5.0) Low Resolution: 17 light-years (1/1.1-6.0/.6.1-13.0/13.1) Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class 7 (Strength 7) Gain Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard	18 18 18 30 48) -17)
Bridge: Command hull (forward dorsal) Computers Core 1: Forward wing section [5 Power/round] Core 2: Aft wing section [5 Power/round] ODN Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10) High Resolution: 5 light-years (5/.6-1.0/1.1-3.8/3.9-5.0) Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1- Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard Navigational Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard Navigational Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard Navigational Sensors [5 Power/round] Strength Package: Class 7 (Strength 7)	18 18 18 30 48)-17) 20
Bridge: Command hull (forward dorsal) Computers Core 1: Forward wing section [5 Power/round] Core 2: Aft wing section [5 Power/round] ODN Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0) Low Resolution: 17 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0) Low Resolution: 17 light-years (.1/1.1-6.0/6.1-13.0/13.1- Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard Navigational Sensors [5 Power/round]	18 18 18 30 48)-17) 20

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Autopilot:	
Shipboard Systems (Flight Control) 3, Coordination 1 [1 Power/round in use]	10
Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2	2 2
Inertial Damping Field Main	36
Strength: 9 [3 Power/round] Number: 3 Backup	9
Strength: 6 [2 Power/round] Number: 3	
Attitude Control [2 Power/round]	2
Communications Systems Type: Class 8 [2 Power/round] Strength: 8 Security: -4 (Class Gamma uprating) Basic Uprating: Class Alpha (+1)	21
Emergency Communications: Yes [2 Power/round]	1
Tractor Beams Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward ventral	12
Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward dorsal	12
Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft ventral	12
Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Shuttlebay	3
Transporters Type: Personnel [5 Power/use]	32
Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km rang Energizing/Transition Coils: Class G (Strength 7) Number and Location: Forward wing section, of wing section	ge)
aft wing section Type: Emergency [5 Power/use] Pads: 16	56
Emitter/Receiver Array: Emergency Type 3 (15,000 km rar Energizing/Transition Coils: Class G (Strength 7) Number and Location: Two in forward wing section, two in aft wing section	ıge)
Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: Two in forward wing section,	48
two in aft wing section	
Cloaking Device: None	
Security Systems Rating: 4 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength]	16 6 12
Science Systems Rating 2 (+1) [2 Power/round] Specialized Systems: 1	16 5

TACTICAL SYSTEMS

Aft Disruptor Cannon

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Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	
Forward Spiral-Wave Disruptor Array (3 disruptors) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	126
Bridge Starboard Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Starboard wing of bridge module Firing Arc: 360 degrees starboard Firing Modes: Standard, Pulse	42
Bridge Port Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Port wing of bridge module Firing Arc: 360 degrees port Firing Modes: Standard, Pulse	42
Wing Forward Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	84
Wing Aft Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees Aft Firing Modes: Standard, Pulse	84

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Wing Dorsal Spiral-Wave Disruptor Arrays (2)

Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing

Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse

Wing Ventral

Spiral-Wave Disruptor Arrays (2)

Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse

Aft Dorsal Spiral-Wave Disruptor Array

Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft dorsal Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse

Aft Ventral Spiral-Wave Disruptor Array

Class: Ta'vor

Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft ventral Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse

Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 **Power:** [20 + 5 per torpedo fired] Location: Forward Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Aft Firing Arc: Aft, but are self-guided

Torpedoes Carried: 200

TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1

SHIP RECOGNITION MANUAL, VOL. 2

THE CARDASSIAN UNION

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) Shield Generator:	58 (x4)
Class 4 (Protection 800 + 100 [embedded nacelles])	[
80 Power shield//round]	
Shield Grid: Type B (33% increase to 1067 Protection)
Subspace Field Distortion Amplifiers:	
Class Zeta (Threshold 260 + 10 [embedded nacelles	;])
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	8
Auto-Destruct System	6

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 40 Size worth of ships 80 Standard Complement: A mixture of Hideki-class fighters and shuttlecraft Location(s): Forward ventral, aft of bridge module

Captain's Yacht: No

Description and Notes

Fleet data:

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The Galor-class Battle Cruiser, first encountered by the Federation during its conflicts with the Cardassians in the mid-24th century, is the primary fighting vessel of the Cardassian Union. While not as large or powerful as a Galaxy-class ship, it does boast an impressive array of spiral-wave disruptors, and can put up more of a fight than its size might initially suggest. (Its relative lack of torpedo launchers remains on e of its weaknesses, however.) Starfleet does not possess precise data on many aspects of the specifications and internal configuration of this ship, though it has learned much more during the Dominion War and its aftermath than it had previously.

The Galor-class Battle Cruiser consists of two roughly half-circleshaped sections, a small one (the command hull) containing the bridge and a much larger one (the main hull, whose two sides are sometimes called "wings") where most of the ship's primary systems are located, w ith a long "tail" behind them. The design reminds most humans of a fis h or insect of some kind, but to the Cardassians it represents the galor, a mythical hooded warrior-figure.

Noteworthy vessels/service records/encounters:

Galor, prototype; Jhar-Nesh, explored Vrosarian Nebula (2363); Khorelk, defeated the Galaxy-class U.S.S. Frontiersman in an encounter at Topharin III (2365); Drosheng, hosted diplomatic negotiations between the Cardassian Union and the Federation (2367-68); Peth'las, destroyed or defeated eleven Klingon capital ships during Klingon-Cardassian War (2372-73); Os'rusa, participated in conquest of Terok Nor (2373); Mapdon, destroyed three Federation ships during the Battle of Tyra (2374); Adro'as, participated in conquest of Betazed (2374); Hradis, crippled two D'deridex-class ships during the Romulan re-taking of Benzar (2374); Chodet, participated in Chin'toka counteroffensive (2375); Jengesh, destroyed a Jem'Hadar Carrier during the final battle for Cardassia Prime (2375).

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GURAN CLASS

Class and Type: Guran-Class Fast Attack Ship Commissioning Date: 2366

HULL SYSTEMS

Size: 4

Length: 115.37 meters Beam: 82.10 meters Height: 26.00 meters Decks: 5 Mass: 73,500 metric tonnes SUs Available: 1,300 SUs Used: 1,287

Hull

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Structural Integrity Field

Main: Class 4 (Protection 70/110)	
[1 Power/10 Protection/round]	25
Backup: Class 4 (Protection 35)	
[1 Power/10 Protection/round]	13
Backup: Class 4 (Protection 35)	
[1 Power/10 Protection/round]	13

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 75/50/580

Crew Quarters

Crew Quarters	
Spartan: 40	2
Basic: 40	4
Expanded: 25	5
Luxury: 12	12
Unusual: 3	3
Environmental Systems	
Basic Life Support [8 Power/round]	16
Reserve Life Support [4 Power/round]	8
Emergency Life Support (24 emergency shelters)	8
Gravity [2 Power/round]	4
Consumables: 1 years' worth	4
Replicator Systems	
Food Replicators [4 Power/round]	4
Industrial Replicators	4
Type: Network of small replicators [2 Power/round]	
Medical Facilities: 3 (+1) [3 Power/round]	15
Recreation Facilities: 3 [6 Power/round]	24
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	12
Fire Suppression System [1 Power/round when active]	4
Cargo Holds: 3,000 cubic meters	1
Locations: Aft	
Escape Pods	2
Number: 40	
Capacity: 4 persons per pod	

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PROPULSION SYSTEMS	
Warp Drive Nacelles: Type 5B6 Speed: 5.0/7.0/9.6 [1 Power/.2 warp speed] PIS: Type C (6 hours of Maximum warp) Uprating: Package 1 for Standard, Sustainable, and Maximum Special Configuration: Embedded	63 6 1 6 16
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] Location: Aft	18 2
Reaction Control System (.025c) [2 Power/round when in use]	4
POWER SYSTEMS	
Warp Engine Type: Class 6/K (generates 300 Power/round) Location: Amidships Impulse Engine[s]: 1 Class 3A (generate 28 Power/engine/round) Auxiliary Power:	70
3 reactors (generate 5 Power/reactor/round)	9
Emergency Power: Type D (generates 40 Power/round) EPS: Standard Power flow, +180 Power transfer/round	40 38
Standard Usable Power: 328	50
OPERATIONS SYSTEMS	
Bridge: Forward	20
Computers Core 1: Forward [5 Power/round] Core 2: Amidships [5 Power/round] ODN	12 12 12
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral	16
Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 4 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14) Strength Package: Class 7 (Strength 7)	33)

Strength Package: Class 7 (Strength 7) Gain Package: Class Alpha (+1)

Strength Package: Class 7 (Strength 7)

Strength Package: Class 7 (Strength 7)

Coverage: Standard

Coverage: Standard

Probes: 20

Sensors Skill: 3

Lateral Sensors [5 Power/round]

Gain Package: Class Alpha (+1)

Navigational Sensors [5 Power/round]

Gain Package: Class Alpha (+1)

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Flight Control Systems		Forward Dorsal
Autopilot:		Spiral-Wave Disruptor Arrays (x2)
Shipboard Systems (Flight Control) 3, Coordination 2	11	Class: Rentaile
[1 Power/round in use] Navigational Computer	11	Damage: 180 [18 Power] Number of Shots: Up to 3 shots per round
Main: Class 2 (+1) [1 Power/round]	2	Targeting System: Accuracy 4/5/7/10
Backups: Two	2	Range: 10/30,000/100,000/300,000
Inertial Damping Field		Location: Dorsal, to either side of bridge module
Main	16	Firing Arc: 360 degrees dorsal
Strength: 9 [3 Power/round]		Firing Modes: Standard, Pulse
Number: 2	4	Forward Ventral
Backup Strength: 6 [2 Power/round]	4	Spiral-Wave Disruptor Arrays (x2)
Number: 2		Class: Rentaile
Attitude Control [1 Power/round]	1	Damage: 180 [18 Power]
		Number of Shots: Up to 3 shots per round
Communications Systems Type: Class 7 [2 Power/round]	17	Targeting System: Accuracy 4/5/7/10
Strength: 7	17	Range: 10/30,000/100,000/300,000
Security: -3		Location: Ventral, to either side of bridge module Firing Arc: 360 degrees ventral
Basic Uprating: Class Alpha (+1)		Firing Modes: Standard, Pulse
Emergency Communications: No		v
Tractor Beams		Engineering Dorsal Spiral-Wave Disruptor
Emitter: Class Beta [3 Power/Strength used/round]	6	Class: Rentaile Damage: 180 [18 Power]
Accuracy: 5/6/8/11	0	Number of Shots: Up to 3 shots per round
Location: Forward		Targeting System: Accuracy 4/5/7/10
Emitter: Class Beta [3 Power/Strength used/round]	6	Range: 10/30,000/100,000/300,000
Accuracy: 5/6/8/11		Location: Engineering dorsal, amidships
Location: Aft		Firing Arc: 360 degrees dorsal
Transporters		Firing Modes: Standard, Pulse
Type: Personnel [4 Power/use]	30	Engineering Ventral Spiral-Wave Disruptor
Pads: 4		Class: Rentaile
Emitter/Receiver Array: Personnel Type 6 (40,000 km ran	ge)	Damage: 180 [18 Power]
Energizing/Transition Coils: Class G (Strength 7)		Number of Shots: Up to 3 shots per round
Number and Location: One forward, one amidships	20	Targeting System: Accuracy 4/5/7/10
Type: Emergency [5 Power/use] Pads: 16	28	Range: 10/30,000/100,000/300,000
Emitter/Receiver Array: Emergency Type 3 (15,000 km ra	nae)	Location: Engineering ventral, amidships
Energizing/Transition Coils: Class G (Strength 7)	ngc)	Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse
Number and Location: One forward, one amidships		v
Type: Cargo [4 Power/use]	24	Forward Torpedo Launcher
Pads: 400 kg		Standard Load: Type II photon torpedo (200 Damage)
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)		Spread: 6
Energizing/Transition Coils: Class G (Strength 7)		Range: 15/350,000/1,500,000/4,050,000 Targeting System: Accuracy 4/5/7/10
Number and Location: One forward, one amidships		Power: [20 + 5 per torpedo fired]
Cloaking Device: None		Location: Forward
Security Systems		Firing Arc: Forward, but are self-guided
Rating: 3	12	Aft Torpedo Launcher
Anti-Intruder System: Yes [1 Power/round]	4	Standard Load: Type II photon torpedo (200 Damage)
Neutralization Fields [2 Power/3 Strength]	8	Spread: 6
Science Systems		Range: 15/350,000/1,500,000/4,050,000
Rating 1 (+0) [1 Power/round]	9	Targeting System: Accuracy 4/5/7/10
Specialized Systems: None		Power: [20 + 5 per torpedo fired]
Laboratories: 5	2	Location: Aft
		Firing Arc: Aft, but are self-guided
TACTICAL SYSTEMS		Torpedoes Carried: 80
Forward Disruptor Cannon	42	TA/T/TS: Class Gamma [2 Power/round]
Class: Ta'vor		Strength: 9
Damage: 200 [20 Power]		Bonus: +2
Number of Shots: Up to 3 shots per round		Weapons Skill: 4
Targeting System: Accuracy 4/5/7/10		•
Range: 10/30,000/100,000/300,000 Location: Forward		

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GURAN CLASS

38 (x2)

38 (x2)

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Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

Shields (Forward, Aft, Port, Starboard) 32 (x4) Shield Generator: Class 3 (Protection 500 + 100 [embedded nacelles]) [50 Power/shield/round] Shield Grid: Type C (50% increase to 750 Protection) Subspace Field Distortion Amplifiers: Class Gamma (Threshold 150 + 10 [embedded nacelles]) Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield) 4 4

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None Captain's Yacht: No

Description and Notes

Fleet data:

The Guran is one of the oddest-looking ships fielded by the Central Command. Its main body closely resembles the Aberax-class Destroyer, but an enormous U-shaped superstructure attaches ventrally to the command hull, pointing forward. Long structures shaped like flattened cylinders attach to each side of the U; they can hold weapons, supplies, additional crew quarters, or the like.

During the Dominion War, the Central Command used Guran-class ships much like Hideki-class Scouts-to harass enemy capital ships whe n in large wings, and to oppose enemy ships like itself on a one-onone basis. Although not as heavily armed as the Jem'Hadar Fast Attack Ship, it achieved almost as good a record during the war due to the skills of the Central Command's pilots and crew.

Noteworthy vessels/service records/encounters:

Guran, prototype; Eth'gar, beamed first enemy troops onto Betazed (2374); Kordat, destroyed three Klingon Brakt-class Fast Attack ships while defending the Chin'toka system (2375).

C 0 N Т Π N U E D
HIDEKI CLASS

Class and Type: Hideki-Class Fighter Commissioning Date: 2370

HULL SYSTEMS

Size: 3

Length: 85.78 meters Beam: 60.14 meters Height: 12.43 meters Decks: 2 Mass: 120.000 metric tonnes SUs Available: 1,000 SUs Used: 855

Hull

Outer Inner	15 15
Resistance	
Outer Hull: 6	6
Inner Hull: 6	6

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Structural Integrity Field

Main: Class 3 (Protection 60/90)
[1 Power/10 Protection/round]
Backup: Class 3 (Protection 30)
[1 Power/10 Protection/round]
Backup: Class 3 (Protection 30)
[1 Power/10 Protection/round]

Specialized Hull: Atmospheric Capability

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 5/30/60

Crew Quarters	
Spartan: 10	
Basic: 20	
Expanded: None	
Luxury: None	
Unusual: None	

Environmental Systems

Basic Life Support [5 Power/round]	12
Reserve Life Support [3 Power/round]	6
Emergency Life Support (18 emergency shelters)	6
Gravity [2 Power/round]	3
Consumables: .15 years' worth	1
Replicator Systems	
Food Replicators [3 Power/round]	3
Industrial Replicators	3
Type: Network of small replicators [2 Power/round]	
Medical Facilities: 2 (+0) [2 Power/round]	10
Recreation Facilities: 1 [2 Power/round]	8
Personnel Transport: Jefferies tubes [0 Power/round]	3
Fire Suppression System [1 Power/round when active]	3
Cargo Holds: 2,000 cubic meters	1
Locations: Aft	
Escape Pods	1
Number: 20	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS Warp Drive 103 Nacelles: Type 6C6 **Speed:** 6.0/9.0/9.6 [1 Power/.2 warp speed] **PIS:** Type C (6 hours of Maximum warp) 6 Uprating: Package 1 for Standard, Sustainable, and Maximum 6 Special Configuration: Embedded 12 Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] 18 Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] 2 Location: Engineering section Reaction Control System (.025c) [2 Power/round when in use] 3 **POWER SYSTEMS** Warp Engine Type: Class 5/H (generates 280 Power/round) 63 Location: Engineering section Impulse Engine[s]: 1 Class 3A (generate 28 Power/engine/round) Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) 9 **Emergency Power:** Type B (generates 30 Power/round) 30 EPS: Standard Power flow, +100 Power transfer/round 25 Standard Usable Power: 308 **OPERATIONS SYSTEMS** Bridge: Central dorsal 15 Separation System: Detachable Warhead (2 torpedoes) [0 Power] 2 **Computers** Core 1: Aft of bridge [5 Power/round] 9 ODN 9 Navigational Deflector [5 Power/round] 12 Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Ventral of command hull S

iensor Systems	
Long-range Sensors [5 Power/round]	29
Range Package: Type 4 (Accuracy 3/4/7/10)	
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)	
Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-1-	4)
Strength Package: Class 5 (Strength 5)	
Gain Package: Class Alpha (+1)	
Coverage: Standard	
Lateral Sensors [5 Power/round]	13
Strength Package: Class 5 (Strength 5)	
Gain Package: Class Alpha (+1)	
Coverage: Standard	
Navigational Sensors [5 Power/round]	12
Strength Package: Class 5 (Strength 5)	
Gain Package: Class Alpha (+1)	
Probes: 10	1
Sensors Skill: 4	

	Inertial Dampi Main
Ξ	Strength: Number:
	Backup Strength:
K	Number: Attitude Contro
I	Communicatio
-	Type: Class 5 Strength: 5
	Security: -: Basic Uprat
C	Emergency Co Tractor Beam
	Emitter: Class
	Accuracy: 4, Location: Fo Emitter: Class
A	Accuracy: 5.
$\overline{\mathbf{a}}$	Location: A
S	T ype: Personr Pads: 4
S	Emitter/Rece Energizing/T
	Number and
	Cloaking Devi Security Syst
	Rating: 1 Anti-Intruder S
	Neutralization
	Science Syste Rating 1 (+0)
	Specialized Sy Laboratories:
	TACTICAL
	Forward Dors Class: Ebshar
	Damage: 12
	Number of S Targeting Sy
С	Range: 10/30 Location: For
0	Firing Arc: 36 Firing Modes:
N T	Aft Dorsal Sp Class: Ebshar
I	Damage: 12 Number of S
	Tana dia a

Flight Contro

Hight Control Systems Autopilot:		Forward Ventral Spiral-Wave Disruptor Class: Ebshar	26
Shipboard Systems (Flight Control) 2, Coordination 2 [1 Power/round in use]	8	Damage: 120 [12 Power] Number of Shots: Up to 2 shots per round	
Navigational Computer		Targeting System: Accuracy 4/5/7/10	
Main: Class 1 (+0) [0 Power/round]	0	Range: 10/30,000/100,000/300,000	
Backups: Two	0	Location: Forward ventral	
Inertial Damping Field Main	10	Firing Arc: 360 degrees ventral	
Strength: 9 [3 Power/round]	12	Firing Modes: Standard, Pulse	
Number: 2		Aft Ventral Spiral-Wave Disruptor	26
Backup	4	Class: Ebshar	
Strength: 6 [2 Power/round]		Damage: 120 [12 Power]	
Number: 2		Number of Shots: Up to 2 shots per round	
Attitude Control [1 Power/round]	1	Targeting System: Accuracy 4/5/7/10	
		Range: 10/30,000/100,000/300,000	
Type: Class 5 [2 Deworkound]	13	Location: Aft ventral	
Type: Class 5 [2 Power/round] Strength: 5	15	Firing Arc: 360 degrees ventral	
Strength. 5 Security: -2		Firing Modes: Standard, Pulse	
Basic Uprating: Class Alpha (+1)		Aft Spiral-Wave Disruptor Cannon	30
Emergency Communications: No		Class: Cheh'gesh	
0		Damage: 140 [14 Power]	
ractor Beams		Number of Shots: Up to 3 shots per round	
Emitter: Class Beta [3 Power/Strength used/round]	6	Targeting System: Accuracy 4/5/7/10	
Accuracy: 4/5/7/10		Range: 10/30,000/100,000/300,000	
Location: Forward ventral	2	Location: Aft	
Emitter: Class Alpha [3 Power/Strength used/round]	3	Firing Arc: 360 degrees aft	
Accuracy: 5/6/8/11		Firing Modes: Standard, Pulse	
Location: Aft		TA/T/TS: Class Beta [1 Power/round]	9
ransporters		Strength: 8	,
⊺ype: Personnel [4 Power/use]	13	Bonus: +1	
Pads: 4			
Emitter/Receiver Array: Personnel Type 6 (40,000 km r	ange)	Weapons Skill: 4	
Energizing/Transition Coils: Class E (Strength 5)		Shields (Forward, Aft, Port, Starboard)	23 (x4)
Number and Location: Aft of bridge		Shield Generator:	
loaking Device: None		Class 2 (Protection 360 + 100 [embedded nacelles])	
		[36 Power/shield/round]	
Security Systems	4	Shield Grid: Type C (50% increase to 540 Protection)	
Rating: 1	4	Subspace Field Distortion Amplifiers:	. 1)
Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength]	3 6	Class Gamma (Threshold 120 + 10 [embedded nacelle	?S])
•	0	Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield)	4
icience Systems		Backup Silleiu Generators. 4 (1 per Silleiu)	4
Rating 1 (+0) [1 Power/round]	8	Auto-Destruct System	3
Specialized Systems: None	_		
Laboratories: 1	2	AUXILIARY SPACECRAFT SYSTEM	٨S
		Shuttlebay(s): None	
ACTICAL SYSTEMS		Captain's Yacht: No	
orward Dorsal Spiral-Wave Disruptor	26	······································	
Class: Ebshar			
Damage: 120 [12 Power]		Description and Notes	
Number of Shots: Up to 2 shots per round			
Targeting System: Accuracy 4/5/7/10		Fleet data:	
Range: 10/30,000/100,000/300,000		Small, sleek, fast, and heavily armed, the Hideki-class ves	
Location: Forward dorsal		primary Fighter used by the Central Command. Virtually	
Firing Arc: 360 degrees dorsal		includes at least a few squadrons of Hidekis. Fleets permaner	
Firing Modes: Standard, Pulse		ed in a particular region usually allow their Fighter squadrons	
ft Dorsal Spiral-Wave Disruptor	26	e on their own within a limited range, since they have pow	
		engines; fleets that travel extensively carry their Hidekis in car	THELS SUCH

as the Sholec-class Assault Cruiser. Damage: 120 [12 Power] The Hideki combines a typical Cardassian crescent-shaped Number of Shots: Up to 2 shots per round command hull (points to aft) with a long, narrow engineering hull Targeting System: Accuracy 4/5/7/10 terminating in a Class Chehgesh spiral-wave disruptor cannon. However Range: 10/30,000/100,000/300,000 , it also includes a number of unusual design features and technical Location: Aft dorsal innovations-advances not the result of Cardassian engineering genius, Firing Arc: 360 degrees dorsal but the wiles of the Fifth Order. In the late 2360s, using agents planted Firing Modes: Standard, Pulse deep within Starfleet's Advanced Starship Design Bureau, the Central

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Command obtained access to some classified design specifications for Starfleets newest design, the Defiant-class Heavy Escort. It incorporated certain elements from those specifications into the Hideki, most notably a detachable warhead contained in a forward "notch" in the command hull. This warhead carries the standard complement of two Type II photon torpedoes' worth of antimatter explosives. Some Hidekis carry additional armament, such as a limited-capacity forward torpedo launcher.

Noteworthy vessels/service records/encounters:

Hideki, prototype; *Gor'het*, singlehandedly destroyed two Mirandaclass Cruisers during unsuccessful effort to prevent the Federation alliance from retaking Terok Nor (2374).

KAGOR CLASS

Class and Type: Kagor-Class Battleship Commissioning Date: 2363

HULL SYSTEMS

Size: 8

Length: 612.79 meters Beam: 487.24 meters Height: 163.47 meters Decks: 36 decks Mass: 4,592,300 metric tonnes SUs Available: 2,900 SUs Used: 2,817

Hull

Outer Inner	40 40
Resistance	
Outer Hull: 10	12
	10

12 12

Inner Hull: 10

Structural Integrity Field 00/100 CL E (Drate

Main: Class 5 (Protection 80/120)	
[1 Power/10 Protection/round]	32
Backup: Class 5 (Protection 40)	
[1 Power/10 Protection/round]	16
Backup: Class 5 (Protection 40)	
[1 Power/10 Protection/round]	16

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 555/357/7,850

Crew Quarters

Spartan: 300	15
Basic: 300	30
Expanded: 80	16
Luxury: 45	45
Unusual: 8	8
Environmental Systems	
Basic Life Support [12 Power/round]	32
Reserve Life Support [6 Power/round]	16
Emergency Life Support (48 emergency shelters)	16
Gravity [4 Power/round]	8
Consumables: 3 years' worth	24
Replicator Systems	
Food Replicators [8 Power/round]	8
Industrial Replicators	14
Type: Network of small replicators [2 Power/round]	
Type: 2 large units [2 Power/replicator/round]	
Medical Facilities: 6 (+1) [6 Power/round]	30
Recreation Facilities: 6 [12 Power/round]	48
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	24
Fire Suppression System [1 Power/round when active]	8
Cargo Holds: 250,000 cubic meters	8
Locations: 12 locations throughout the ship	
Escape Pods	10
Number: 180	
Capacity: 8 persons per pod	

PROPULSION SYSTEMS

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Warp Drive Nacelles: Type 5E6 Speed: 4.9/8.9/9.5 [1 Power/.2 warp speed]	78
PIS: Type C (6 hours of Maximum warp) Special Configuration: Embedded	6 32
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft bridge module	18
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft edge of forward "wings"	18
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft	18
Reaction Control System (.025c) [2 Power/round when in use]	8
POWER SYSTEMS	
Warp Engine Type: Class 11/Q (generates 570 Power/round) Location: Engineering amidships Impulse Engine[s]: 3 Class 3A (generate 28 Power/engine/round)	122
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round)	12
Emergency Power: Type E (generates 45 Power/round)	45
EPS: Standard Power flow, +300 Power transfer/round	70
Standard Usable Power: 654	
OPERATIONS SYSTEMS	
Bridge: Command hull	40
Computers Core 1: Command hull [5 Power/round] Core 2: Central hull [5 Power/round] Core 3: Engineering hull [5 Power/round] ODN	24 24 24 24
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral	40
Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0) Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1- Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard	
Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0) Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1- Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class 8eta (+2)	
Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0) Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1- Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7)	-17)

Flight Control Systems		TACTIC
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 1		Forward 9
[1 Power/round in use]	10	Class: D
Navigational Computer		Damage
Main: Class 2 (+1) [1 Power/round]	2	Number
Backups: 2	2	Targetin
Inertial Damping Field	10	Range: 1
Main	48	Location:
Strength: 9 [3 Power/round] Number: 3		dorsal (
Backup	12	Firing Arc Firing Mo
Strength: 6 [2 Power/round]	12	Ū
Number: 3		Forward 9
Attitude Control [2 Power/round]	2	Spiral-Wa
Communications Systems	24	Class: Pe Damage
Type: Class 8 [2 Power/round]	24	Number
Strength: 8		Targetin
Security: -4 (Class Gamma uprating)		Range: 1
Basic Uprating: Class Beta (+2)		Location:
Emergency Communications: Yes [2 Power/round]	1	Firing Arc
Tractor Beams		Firing Mo
Emitter: Class Delta [3 Power/Strength used/round]	12	Forward F
Accuracy: 4/5/7/10		Spiral-Wa
Location: Forward ventral		Class: Po
Emitter: Class Delta [3 Power/Strength used/round]	12	Damage
Accuracy: 4/5/7/10		Number
Location: Forward dorsal	10	Targetin
Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10	12	Range: 1 Location:
Location: Aft ventral		Firing Arc
Emitter: Class Alpha [3 Power/Strength used/round]	3	Firing Mo
Accuracy: 5/6/8/11	0	Ū
Location: Shuttlebay		Wing Dors
Transporters		Spiral-Wa
Type: Personnel [5 Power/use]	52	Class: Pe Damage
Pads: 6	02	Number
Emitter/Receiver Array: Personnel Type 6 (40,000 km ra	ange)	Targetin
Energizing/Transition Coils: Class H (Strength 8)		Range: 1
Number and Location: One each in command hull,		Location:
central hull, engineering hull		Firing Arc
Type: Emergency [5 Power/use]	68	Firing Mo
Pads: 22 Emitter/Deceiver Array: Emergency Type 2 (15,000 km)	rango)	Wing Vent
Emitter/Receiver Array: Emergency Type 3 (15,000 km Energizing/Transition Coils: Class H (Strength 8)	lange)	Spiral-Wa
Number and Location:		Class: Po
Two each in starboard and port sections of central h	ull	Damage
Type: Cargo [4 Power/use]	52	Number
Pads: 400 kg		Targetir Range : 1
Emitter/Receiver Array: Cargo Type 3 (40,000 km range	e)	Location:
Energizing/Transition Coils: Class H (Strength 8)		Firing Arc
Number and Location: Two in central hull, two in engineering hull		Firing Mo
two in engineering hun		Engineerir
Cloaking Device: None		Spiral-Wa
Security Systems		Class: Pe
Rating: 4	16	Damage
Anti-Intruder System: Yes [1 Power/round]	8	Number
Neutralization Fields [2 Power/3 Strength]	16	Targetin
Science Systems		Range: 1
Rating 2 (+1) [2 Power/round]	18	Location:
Specialized Systems: 2	10	Firing Arc
Laboratories: 23	6	Firing Mo

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TACTICAL SYSTEMS

Forward Spiral-Wave Disruptor Cannon Class: Drevan	54
Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward, ventral of command hull, dorsal of navigational deflector Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	
Forward Starboard Spiral-Wave Disruptor Arrays (2)	92
Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of starboard "wing" Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	72
Forward Port	00
Spiral-Wave Disruptor Arrays (2) Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of port "wing" Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	92
Wing Dorsal Spiral-Wave Disruptor Arrays (2)	92
Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	72
Wing Ventral	00
Spiral-Wave Disruptor Arrays (2) Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	92
Engineering Dorsal	00
Spiral-Wave Disruptor Arrays (2) Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal on engineering hull Firing Arc: 360 degrees dorsal	92

Firing Modes: Standard, Pulse

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Engineering Ventral Spiral-Wave Disruptor Arrays (2) Class: Pelrec

Damage: 220 [22 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral on engineering hull Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse

Aft Spiral-Wave Disruptor Arrays (2)

Class: *Pelrec* Damage: 220 [22 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse

Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Aft Firing Arc: Aft, but are self-guided

Torpedoes Carried: 300

TA/T/TS: Class Gamma [1 Power/round]	12
Strength: 9	
Bonus: +2	

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard)84 (x4)Shield Generator:
Class 5 (Protection 1000 + 100 [embedded nacelles])
[100 Power/round]100 Power/round]Shield Grid: Type B (33% increase to 1333 Protection)
Subspace Field Distortion Amplifiers:
Class Zeta (Threshold 300 + 10 [embedded nacelles])
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield)8Auto-Destruct System8

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AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 40 Size worth of ships Standard Complement: A mixture of Hideki-class fighters and shuttlecraft Location(s): Forward ventral, aft of command hull Captain's Yacht: No

Description and Notes

Fleet data:

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The Central Command's largest and most powerful vessel, the Kagor-class Battleship is fully capable of fighting a Galaxy-class Explorer one-on-one and defeating it. Cardassian starship engineers have arranged its arrays of spiral-wave disruptors (including a large Disruptor Cannon forward) around its hull to allow the ship to target any enemy vessel with at least two disruptors, and often more.

The Kagor class embodies many traditional Cardassian ship design principles and aesthetic preferences. The main body of the ship, a broad crescent-shaped hull with the points to aft, has a large forward notch containing the powerful Disruptor Cannon and a torpedo launcher . On the dorsal of the main hull is a typical Cardassian half-oval command hull, mounted so that the forward third of it overlaps the notch. The ship's engineering hull stretches aft from the center of the main hull, terminating in an aft weapons array.

Noteworthy vessels/service records/encounters:

Kagor, prototype; *Gron'a*, destroyed three Starfleet vessels in skirmish near Phenraxis VII (2364); *Tik'las*, destroyed by Klingons while fighting holding action allowing Detapa Council to escape Cardassia Prime (2371); *VoIn*, participated in the capture of Deep Space 9 (2374), destroyed four Starfleet vessels during the conquest of Betazed (2374), destroyed by the Jem'Hadar during the final battle for Cardassia Prime (2375); *Kemvarl*, destroyed five enemy vessels during Operation Return (2374); *Ronab*, participated in Chin'toka counteroffensive (2375).

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KALEN CLASS

Class and Type: Kalen-Class Battle Cruiser Commissioning Date: 2369

HULL SYSTEMS

Size: 5

Length: 187.93 meters
Beam: 86.312 meters
Height: 38.00 meters
Decks: 8 decks
Mass: 378,500 metric tonnes
SUs Available: 1,850
SUs Used: 1,757

Hull

Outer	25
Inner	25
Resistance	

Outer Hull:	8
Inner Hull:	8

Structural Integrity Field

Main: Class 4 (Protection 70/110)	
[1 Power/10 Protection/round]	26
Backup: Class 4 (Protection 35)	
[1 Power/10 Protection/round]	13
Backup: Class 4 (Protection 35)	
[1 Power/10 Protection/round]	13

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 260/413/5,100

Crew Quarters Snartan: 60

Spartan: 60	3
Basic: 220	22
Expanded: 50	10
Luxury: 8	8
Unusual: 2	2
Environmental Systems	
Basic Life Support [11 Power/round]	20
Reserve Life Support [6 Power/round]	10
Emergency Life Support (30 emergency shelters)	10
Gravity [3 Power/round]	5
Consumables: 2 years' worth	10
Replicator Systems	
Food Replicators [5 Power/round]	5
Industrial Replicators	8
Type: Network of small replicators [2 Power/round]	
Type: 1 large unit [2 Power/replicator/round]	
Medical Facilities: 5 (+1) [5 Power/round]	25
Recreation Facilities: 4 [8 Power/round]	32
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	15
Fire Suppression System [1 Power/round when active]	5
Cargo Holds: 15,000 cubic meters	1
Locations: 4 locations throughout the ship	
Escape Pods	7
Number: 120	
Capacity: 8 persons per pod	

PROPULSION SYSTEMS

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Speed: 4.9/8.3/9.0 [1 Power/.2 warp speed] PIS: Type C (6 hours of Maximum warp) Uprating: Package 1 for Maximum	70 6 2 20
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] Location: Aft central hull	18] 2
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] Location: Aft engineering	18] 2
Reaction Control System (.025c) [2 Power/round when in use] POWER SYSTEMS	5
Location: Engineering amidships Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)	93
4 reactors (generate 5 Power/reactor/round)	12

Emergency Power: Type C (generates 35 Power/round) 35 EPS: Standard Power flow, +200 Power transfer/round 45

Standard Usable Power: 486

OPERATIONS SYSTEMS

Bridge: Aft dorsal of primary hull 25	
Computers Core 1: Primary hull [5 Power/round] Core 2: Engineering hull [5 Power/round] ODN	15 15 15
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral	25
Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 4 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-	
Strength Package: Class 6 (Strength 6) Gain Package: Class Alpha (+1) Coverage: Standard	
Lateral Sensors [5 Power/round] Strength Package: Class 6 (Strength 6) Gain Package: Class Alpha (+1) Coverage: Standard	15
Navigational Sensors [5 Power/round] Strength Package: Class 6 (Strength 6)	14
Gain Package: Class Alpha (+1) Probes: 30 Sensors Skill: 4	3

Flight Control Systems		TA
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 1		For
[1 Power/round in use]	10	(
Navigational Computer		
Main: Class 2 (+1) [1 Power/round]	2	
Backups: 2 Inertial Damping Field	2	F
Main	30	r L
Strength: 9 [3 Power/round]		F
Number: 3		F
Backup	9	Aft
Strength: 6 [2 Power/round]		(
Number: 3 Attitude Control [1 Power/round]	1	
Communications Systems	19	
Type: Class 7 [2 Power/round]	.,	F
Strength: 7		L
Security: -4 (Class Gamma uprating)		F
Basic Uprating: Class Alpha (+1)	1	F
Emergency Communications: Yes [2 Power/round]	1	For
Tractor Beams	0	Spi
Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10	9	(
Location: Forward		
Emitter: Class Gamma [3 Power/Strength used/round]	9	
Accuracy: 4/5/7/10		F
Location: Aft	0	L
Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11	3	F
Location: Shuttlebay		F
		For
Transporters Type: Personnel [5 Power/use]	45	Spi
Pads: 6	40	C
Emitter/Receiver Array: Personnel Type 6 (40,000 km r	ange)	
Energizing/Transition Coils: Class F (Strength 6)	3,	
Number and Location: Two in primary hull,		F
one in engineering hull	52	L
Type: Emergency [5 Power/use] Pads: 16	52	F
Emitter/Receiver Array: Emergency Type 3 (15,000 km	range)	-
Energizing/Transition Coils: Class F (Strength 6)	5,	Eng
Number and Location: Two in primary hull,		Spii (
two in engineering hull		, c
Type: Cargo [4 Power/use] Pads: 400 kg	44	
Emitter/Receiver Array: Cargo Type 3 (40,000 km rang	e)	
Energizing/Transition Coils: Class F (Strength 6)	-,	F
Number and Location: Two in primary hull,		F
two in engineering hull		F
Cloaking Device: None		Eng
Security Systems		Spi
Rating: 4	16	C
Anti-Intruder System: Yes [1 Power/round]	5	
Neutralization Fields [2 Power/3 Strength]	10	
Science Systems		F
Rating 2 (+1) [2 Power/round]	15 5	L
Specialized Systems: 1 Laboratories: 12	5 4	F

FACTICAL SYSTEMS

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Forward Disruptor Cannon Class: Pelrec Damage: 220 [22 Power]	46
Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	
Aft Disruptor Cannon Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	46
Forward Dorsal Spiral-Wave Disruptor Array (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward dorsal, one port, one starboard Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	84
Forward Ventral Spiral-Wave Disruptor Array (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward ventral, one port, one starboard Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	84
Engineering Dorsal Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: On engineering hull, one in forward section, one a Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	84 ft
Engineering Ventral Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: On engineering hull, one in forward section, one a	84 ft

Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse

Forward Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward Firing Arc: Forward, but are self-guided	18
Torpedoes Carried: 100	10
TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1	9
Weapons Skill: 4	
Shields (Forward, Aft, Port, Starboard) Shield Generator: Class 4 (Protection 650 + 100 [embedded nacelles]) [65 Power/round] Shield Grid: Type B (33% increase to 865 Protection) Subspace Field Distortion Amplifiers: Class Delta (Threshold 200 + 10 [embedded nacelles Recharging System: Class 1 (45 seconds)	42 (x4) ;])
Backup Shield Generators: 4 (1 per shield)	4

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

5

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Shuttlebay(s): Capacity for 10 Size worth of ships Standard Complement: 5 shuttlecraft Location(s): Aft of primary hull Captain's Yacht: No

Description and Notes

Fleet data:

Although nowhere near as numerous as the Galor-class Battle Cruiser, the Kalen-class vessel is a common sight among the fleets of the Central Command–in fact, some officers refer to it as fen'aras, the "younger brother" of the Galor. Hundreds of Kalens patrol the spacelanes and systems of the Cardassian Union, detering invasions and enforcing the law.

During the Dominion War, Kalen wings played a decisive role in many battles, including much of the Kalandra Campaign. Federation alliance ships soon learned to fear its firepower and maneuverability. Though slower than the Galor, what the Kalen lacks in speed it makes up for in its ability to turn and accelerate quicker than the larger Battle Cruiser. Wings composed of Galors (for offensive power) and Kalens (for maneuvering and defense against enemy fighters) were an important component of many Dominion-Cardassian strike fleets.

The Central Command has accused its Starship Engineering Division of patterning the appearance of the Kalen on the rengat, a crustacean native to the seas of Cardassia Prime. Its central hull, shaped like a crescent with the points aft, has a deep notch in the cent er of the forward edge. The dorsal part of this notch contains the ship's Forward Disruptor Cannon and some sensor equipment; ventrally, the notch slopes back to merge with the ship's navigational deflector. A raised section in the center of the dorsal side of the primary hull about two-thirds aft contains the bridge and related sections of the ship.

The Kalen's engineering hull consists of a series of smaller crescent-shaped sections linked together, like the tail of some fearsome crab. Some Cardassian starship engineers have proposed redesigning the ship so that each of these sections could detach from the ship and maneuver on its own, but so far this idea has received a lukewarm reception, at best, from the Central Command.

Noteworthy vessels/service records/encounters:

Kalen, prototype; *Peg'tha*, helped to transport members of the Detapa Council to Deep Space 9 ahead of an invading Klingon force (2371); *Er'idara*, rescued a stranded Cardassian transport, saving the lives of over 500 civilians (2373); *Sher'gal*, destroyed two Galaxy-class cruisers in a suicide run during one of Starfleet's attempts to retake Betazed (2375).

KELDON CLASS

Class and Type: Keldon-Class Heavy Warship Commissioning Date: 2364

HULL SYSTEMS

Size: 6

Length: 371.88 meters
Beam: 192.23 meters
Height: 70.13 meters
Decks: 16 decks
Mass: 2,230,000 metric tonnes
SUs Available: 2,500
SUs Used: 2,475

Hull

Outer Inner	30 30
Resistance	
Outer Hull: 10	12
Inner Hull: 10	12

Inner Hull: 10

Structural Integrity Field				
Main: Class 6 (Protection 90/130)				
[1 Power/10 Protection/round]				
Backup: Class 6 (Protection 45)				
[1 Power/10 Protection/round]				
Backup: Class 6 (Protection 45)				
[1 Power/10 Protection/round]				

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PERSONNEL SYSTEMS

Crew/Passengers/Evac: 500/750/8,500

Crew Quarters

Spartan: 200	10
Basic: 400	40
Expanded: 120	25
Luxury: 45	45
Unusual: 5	5
Environmental Systems	
Basic Life Support [12 Power/round]	24
Reserve Life Support [6 Power/round]	12
Emergency Life Support (36 emergency shelters)	12
Gravity [3 Power/round]	6
Consumables: 2 years' worth	12
Replicator Systems	
Food Replicators [6 Power/round]	6
Industrial Replicators	12
Type: Network of small replicators [2 Power/round]	
Type: 2 large units [2 Power/replicator/round]	
Medical Facilities: 6 (+1) [6 Power/round]	30
Recreation Facilities: 5 [8 Power/round]	40
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	18
Fire Suppression System [1 Power/round when active]	6
Cargo Holds: 166,000 cubic meters	5
Locations: 15 locations throughout the ship	
Escape Pods	9
Number: 160	
Capacity: 8 persons per pod	

PROPULSION SYSTEMS

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Warp Drive	
Nacelles: Type 5D6 Speed: 5.0/8.4/9.6 [1 Power/.2 warp speed]	73
PIS: Type C (6 hours of Maximum warp) Uprating: Package 1 for Standard, Sustainable, and Maximu	6 m 6
Special Configuration: Embedded	24
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft bridge module	18
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft of main command hull	18
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft	18
Reaction Control System (.025c) [2 Power/round when in use]	6
POWER SYSTEMS	
Warp Engine Type: Class 10/P (generates 520 Power/round) Location: Engineering amidships	112
Impulse Engine[s]: 3 Class 3A (generate 28 Power/engine/round)	
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round)	12
Emergency Power: Type E (generates 45 Power/round)	45
CPS: Standard Power flow, +250 Power transfer/round	55
Standard Usable Power: 604	
OPERATIONS SYSTEMS	
Bridge: Command hull (forward dorsal)	30
Computers Core 1: Forward of main command hull [5 Power/round] Core 2: Aft of main command hull [5 Power/round] ODN	18 18 18
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral	30
Sensor Systems	
Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10)	48
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0) Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1 Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	
Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7)	20
Gain Package: Class Beta (+2) Coverage: Standard Navigational Sensors [5 Power/round] Strength Package: Class 7 (Strength 7)	18
Gain Package: Class Beta (+2) Probes: 60 Sensors Skill: 4	6

Flight Control Systems		ΤΑΟΤΙΟ
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 1		Aft Disru
[1 Power/round in use] Navigational Computer	10	Class: Dama
Main: Class 2 (+1) [1 Power/round]	2	Numb
Backups: 2 Inertial Damping Field	2	Targe Range :
Main	36	Location
Strength: 9 [3 Power/round] Number: 3		Firing A Firing N
Backup	9	Forward
Strength: 6 [2 Power/round] Number: 3		Class:
Attitude Control [2 Power/round]	2	Dama Numb
Communications Systems	21	Targe
Type: Class 8 [2 Power/round] Strength: 8		Range: Locatior
Security: -4 (Class Gamma uprating)		Firing A
Basic Uprating: Class Alpha (+1) Emergency Communications: Yes [2 Power/round]	1	Firing N
Tractor Beams		Bridge S Spiral-W
Emitter: Class Delta [3 Power/Strength used/round]	12	Class:
Accuracy: 4/5/7/10 Location: Forward ventral		Dama Numb
Emitter: Class Delta [3 Power/Strength used/round]	12	Targe
Accuracy: 4/5/7/10 Location: Forward dorsal		Range: Locatior
Emitter: Class Delta [3 Power/Strength used/round]	12	Firing A
Accuracy: 4/5/7/10 Location: Aft ventral		Firing N
Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11	3	Bridge P Class:
Location: Shuttlebay		Dama
Transporters		Numb Targe
Type: Personnel [5 Power/use] Pads: 6	32	Range: Location
Emitter/Receiver Array: Personnel Type 6 (40,000 km	range)	Firing A
Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in main command hull,		Firing N
one in engineering hull		Wing For Spiral-W
Type: Emergency [5 Power/use] Pads: 16	56	Class:
Emitter/Receiver Array: Emergency Type 3 (15,000 km	range)	Dama Numb
Energizing/Transition Coils: Class G (Strength 7) Number and Location: Two in main command hull,		Targe
two in engineering hull		Range: Locatior
Type: Cargo [4 Power/use] Pads: 400 kg	48	Firing A
Emitter/Receiver Array: Cargo Type 3 (40,000 km rang	je)	Firing N
Energizing/Transition Coils: Class G (Strength 7) Number and Location: Two in main command hull,		Wing Aft Class:
two in engineering hull		Dama
Cloaking Device: None		Numb Targe
Security Systems		Range:
Rating: 4 Anti-Intruder System: Yes [1 Power/round]	16 6	Location Firing A
Neutralization Fields [2 Power/3 Strength]	12	Firing N
Science Systems		
Rating 2 (+1) [2 Power/round] Specialized Systems: 1	16 5	
Laboratories: 15	4	

3

FACTICAL SYSTEMS

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Aft Disruptor Cannon Class: Drevan	54
Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	
Forward Spiral-Wave Disruptor Array (3) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	126
Bridge Starboard Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Starboard wing of bridge module Firing Arc: 360 degrees starboard Firing Modes: Standard, Pulse	42
Bridge Port Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Port wing of bridge module Firing Arc: 360 degrees port Firing Modes: Standard, Pulse	42
Wing Forward Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	84
Wing Aft Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000	84

Location: One on starboard wing, one on port wing

Firing Arc: 360 degrees Aft

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Wing Dorsal Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse

Wing Ventral

Spiral-Wave Disruptor Arrays (2) Class: Ta'vor

84

42

42

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Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse

Aft Dorsal Spiral-Wave Disruptor Array

Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft dorsal Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse

Aft Ventral Spiral-Wave Disruptor Array

Class: Ta'vor

Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft ventral Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse

Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 **Power:** [20 + 5 per torpedo fired] Location: Forward Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 10

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Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 **Power:** [20 + 5 per torpedo fired] Location: Aft Firing Arc: Aft, but are self-guided

20 Torpedoes Carried: 200

TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) Shield Generator:	62 (x4)
Class 5 (Protection 900 + 100 [embedded nacelles])	
[90 Power shield//round]	
Shield Grid: Type B (33% increase to 1200 Protection)	
Subspace Field Distortion Amplifiers:	
Class Zeta (Threshold 300 + 10 [embedded nacelles])
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	8

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Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 40 Size worth of ships Standard Complement: A mixture of Hideki-class fighters and shuttlecraft Location(s): Forward ventral, aft of bridge module Captain's Yacht: No

Description and Notes

Fleet data:

The Keldon-class Heavy Warship is nothing more than a Galorclass Battle Cruiser with some additional superstructures attached to the dorsal and aft ventral parts of the engineering hull. This allowed its designers to install a better model warp core to generate more Power for stronger shields and the like. Its weapons and other systems are identical to those of the Galor, or in a few cases slightly better.

Noteworthy vessels/service records/encounters:

Keldon, prototype; Jodra, flagship for the Cardassian fleet that triumphed over the Federation in the Battle of Sidris Tertius (2365); U'greth, destroyed an entire wing of Klingon ships by detonating its own warp core (2372); Kheshro, helped to defeat the Klingon invaders at the Battle of Hoget Naar (2373); Tho-thara, hosted secret diplomatic negotiations between the Cardassian Union and the Dominion (2373); Logaal, participated in Dominion-Cardassian alliance attack on the Bolarus system (2374); Il'ghut, helped to destroy Starbase 544 in a surprise raid (2375); Prenn'at, under command of Gul Meghess, defected to join Damar's rebellion and participated in initial attacks on Dominion facilities, later destroyed by the Jem'Hadar (2375).

NURAS CLASS

Class and Type: Nuras-Class Heavy Scout Commissioning Date: 2355

HULL SYSTEMS

Size: 4

Length: 126.48 meters Beam: 37.25 meters Height: 23.71 meters Decks: 5 decks Mass: 114,760 metric tonnes SUs Available: 1,300 SUs Used: 1,206

Hull

Outer	20
Inner	20

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Resistance

Outer	Hull:	8
Inner	Hull:	8

Structural Integrity Field

Main: Class 3 (Protection 60/90)
[1 Power/10 Protection/round]
Backup: Class 3 (Protection 30)
[1 Power/10 Protection/round]
Backup: Class 3 (Protection 30)
[1 Power/10 Protection/round]

Specialized Hull: Atmospheric Capability

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 32/20/1,340

Crew Quarters	
Spartan: 20	
Basic: 5	
Expanded: None	
Luxury: None	
Unusual: None	

Environmental Systems

Basic Life Support [9 Power/round]	16
Reserve Life Support [5 Power/round]	8
Emergency Life Support (24 emergency shelters)	8
Gravity [2 Power/round]	4
Consumables: 1 years' worth	4
Replicator Systems	
Food Replicators [4 Power/round]	4
Medical Facilities: 2 (+0) [2 Power/round]	10
Recreation Facilities: 2 [4 Power/round]	16
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	12
Fire Suppression System [1 Power/round when active]	4
Cargo Holds: 5,000 cubic meters	1
Locations: 2 locations throughout the ship	
Escape Pods	5
Number: 100	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

Warp Drive Nacelles: Type 5C 65 Speed: 5.0/8.0/9.0 [1 Power/.2 warp speed] PIS: Type C (6 hours of Maximum warp) 6 Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] 18 Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] 2 Location: Aft primary hull Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] 18 Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] 2 Location: Aft engineering Reaction Control System (.025c) [2 Power/round when in use] 4 POWER SYSTEMS Warp Engine Type: Class 6/K (generates 345 Power/round) 75 Location: Engineering amidships Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round) Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) 9 **Emergency** Power: Type C (generates 35 Power/round) 35 EPS: Standard Power flow, +150 Power transfer/round 35 Standard Usable Power: 401 **OPERATIONS SYSTEMS** Bridge: Forward dorsal 20 Computers Core 1: Primary hull [5 Power/round] 12 Core 2: Engineering hull [5 Power/round] 12 ODN 12 Navigational Deflector [5 Power/round] 16 Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral S

Sensor Systems	
Long-range Sensors [5 Power/round] 41	
Range Package: Type 6 (Accuracy 3/4/7/10)	
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)	
Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)	
Strength Package: Class 7 (Strength 7)	
Gain Package: Class Alpha (+1)	
Coverage: Standard	
Lateral Sensors [5 Power/round] 17	
Strength Package: Class 7 (Strength 7)	
Gain Package: Class Alpha (+1)	
Coverage: Standard	
Navigational Sensors [5 Power/round] 16	,
Strength Package: Class 7 (Strength 7)	
Gain Package: Class Alpha (+1)	
Probes: 36 4	
Sensors Skill: 4	

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Flight Control Systems Autopilot:		Т
Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use]	11	F
Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2	2 2	
Inertial Damping Field Main	24	
Strength: 9 [3 Power/round] Number: 3		
Backup Strength: 6 [2 Power/round] Number: 3	6	FS
Attitude Control [1 Power/round]	1	
Communications Systems Type: Class 7 [2 Power/round] Strength: 7 Security: 4 (Class Comme unreting)	19	
Security: -4 (Class Gamma uprating) Basic Uprating: Class Alpha (+1) Emergency Communications: Yes [2 Power/round]	1	
Tractor Beams Emitter: Class Beta [3 Power/Strength used/round] Accuracy: 5/6/8/11	6	F S
Location: Forward Emitter: Class Beta [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Aft	6	
Transporters Type: Personnel [5 Power/use]	30	
Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km rang Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in primary hull, one in engineering hull	je)	es
Type: Emergency [5 Power/use] Pads: 16	26	
Emitter/Receiver Array: Emergency Type 3 (15,000 km ran Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in primary hull, one in engineering hull	ıge)	
Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in primary hull,	22	es
one in engineering hull Cloaking Device: None		
Security Systems		
Rating: 4 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength]	16 4 8	F
Science Systems Rating 1 (+0) [1 Power/round] Specialized Systems: 0		
Specialized Systems.	9	
Laboratories: 3	9 2	

TACTICAL SYSTEMS

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Forward Disruptor Cannon	42
Class: Ta'vor	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Forward	
Firing Arc: 360 degrees forward	
Firing Modes: Standard, Pulse	
Forward Dorsal	
Spiral-Wave Disruptor Array (2)	68
Class: Carkhet	00
Damage: 160 [16 Power]	
Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Forward dorsal, one port, one starboard	
Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	
ring modes. Standard, ruise	
Forward Ventral	
Spiral-Wave Disruptor Array (2)	68
Class: Carkhet	
Damage: 160 [16 Power]	
Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Forward dorsal, one port, one starboard	
Firing Arc: 360 degrees dorsal	
Firing Modes: Standard, Pulse	
Engineering Dorsal	
Spiral-Wave Disruptor Arrays	34
Class: Carkhet	
Damage: 160 [16 Power]	
Number of Shots: Up to 3 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Engineering dorsal	
Firing Arc: 360 degrees dorsal	
Firing Modes: Standard, Pulse	
Engineering Ventral	
Spiral-Wave Disruptor Arrays	34
Class: Carkhet	54
Damage: 160 [16 Power]	
Number of Shots: Up to 3 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Engineering ventral	
Firing Arc: 360 degrees ventral	
Firing Modes: Standard, Pulse	
•	
Forward Torpedo Launcher	15
Standard Load: Type II photon torpedo (200 Damage)	
Spread: 4	
Range: 15/300,000/1,000,000/3,500,000	
Targeting System: Accuracy 4/5/7/10	
Power: [20 + 5 per torpedo fired] Location: Forward	
Firing Arc: Forward, but are self-guided	
Torpedoes Carried: 20	2
TA/T/TS: Class Beta [1 Power/round]	9
Strength: 8	

Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard)28 (x4)Shield Generator:
Class 3 (Protection 500) [50 Power/round]28Shield Grid:
Subspace Field Distortion Amplifiers:
Class Gamma (Threshold 150)28Recharging System:
Backup Shield Generators:441 per shield)4

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

4

Shuttlebay(s): None Captain's Yacht: No

Description and Notes

Fleet data:

In service since 2355, the the Nuras-class Heavy Scout differs from most Cardassian ships in some important respects. As a scout, it has t o be fast and maneuverable, and for that reason its designers avoided the standard embedded-nacelle feature found in most Cardassian vessels. Instead, they placed the warp nacelles–which have a sort of elongated half-oval shape that looks nothing like Starfleet or Romulan nacelles–on two pylons projecting backward from a slender, tapered engineering hull connected to an arrowhead-shaped primary hull. The end result is a ship that vaguely resembles a dart or arrow, but which looks nothing like most other Cardassian vessels.

In the twenty years since it first entered the fleet, the Nuras has proven itself well-suited for even the most dangerous scouting missions . Its speed, agility, ability to enter atmospheres, powerful shields, and heavy armament (for a ship its size) make it perfect for recon missions behind enemy lines, or forays into uncharted and potentially hazardous systems. Since 2363, the Central Command has installed an improved sensor suite in all Nuras-class ships, to enhance their ability to gather information.

Noteworthy vessels/service records/encounters:

Nuras, prototype; *Ortetha*, performed reconnaissance mission that uncovered a weakness in Starfleets lines which the Central Command exploited in the attack on Hugara V (2363); *Trin'ga*, captured by Starfleet while spying in Federation space, causing a major diplomatic incident (2369); *Kendthar*, gathered information which made possible the conquest of Benzar (2374).

PRO'MET CLASS

Class and Type: Pro'met-Class Cruiser Commissioning Date: 2356

HULL SYSTEMS

Size: 6

Length: 323.87 meters Beam: 161.36 meters Height: 59.48 meters **Decks:** 13 Mass: 1,368,000 metric tonnes SUs Available: 2,200 SUs Used: 2,092

Hull

Outer Inner	30 30
Resistance	
Outer Hull: 8	9
Inner Hull: 8	9

Structural Integrity Field

Main: Class 5 (Protection 80/120)	
[1 Power/10 Protection/round]	30
Backup: Class 5 (Protection 40)	
[1 Power/10 Protection/round]	15
Backup: Class 5 (Protection 40)	
[1 Power/10 Protection/round]	15

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 255/42/3,600

Crew Quarters

Spartan: 100	10
Basic: 150	15
Expanded: 30	6
Luxury: 10	10
Unusual: 4	4
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Environmental Systems	
Basic Life Support [10 Power/round]	24
Reserve Life Support [5 Power/round]	12
Emergency Life Support (36 emergency shelters)	12
Gravity [3 Power/round]	6
Consumables: 3 years' worth	18
Replicator Systems	
Food Replicators [6 Power/round]	6
Industrial Replicators	9
Type: Network of small replicators [2 Power/round]	
Type: 1 large unit [2 Power/replicator/round]	
Medical Facilities: 5 (+1) [5 Power/round]	25
Recreation Facilities: 4 [8 Power/round]	32
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	18
Fire Suppression System [1 Power/round when active]	6
Cargo Holds: 40,000 cubic meters	2
Locations: 12 locations throughout ship	
Escape Pods	7
Number: 140	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

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PROPULSION STSTEMS	
Warp Drive Nacelles: Type 6.92 Speed: 6.0/7.0/9.2 [1 Power/.2 warp speed] PIS: Type H (12 hours of Maximum warp) Uprating: Package 1 for Standard, Sustainable, and Maximum Special Configuration: Embedded	86 16 16 24
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft bridge module	18
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft bridge module	18
Reaction Control System (.025c) [2 Power/round when in use]	6
POWER SYSTEMS	
Warp Engine Type: Class 8/N (generates 440 Power/round) Location: Engineering amidships Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)	94
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round)	12
Emergency Power: Type D (generates 40 Power/round)	40
CPS: Standard Power flow, +180 Power transfer/round	48
Standard Usable Power: 496	
OPERATIONS SYSTEMS	
Bridge: Bridge module (aft dorsal on command hull)	30
Auxiliary Control Room: Secondary command hull	18
Core 1: Primary command hull [5 Power/round] Core 2: Secondary command hull [5 Power/round] ODN	18 18 18

ODN Navigational Deflector [5 Power/round] 30 Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral

Sensor Systems

Long-range Sensors [5 Power/round]	48
Range Package: Type 7 (Accuracy 3/4/7/10)	
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3	.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0)/13.1-17)
Strength Package: Class 7 (Strength 7)	
Gain Package: Class Beta (+2)	
Coverage: Standard	
Lateral Sensors [5 Power/round]	20
Strength Package: Class 7 (Strength 7)	
Gain Package: Class Beta (+2)	
Coverage: Standard	
Navigational Sensors [5 Power/round]	18
Strength Package: Class 7 (Strength 7)	
Gain Package: Class Beta (+2)	
Probes: 60	6
Sensors Skill: 4	

Flight Control Systems Autopilot:		TACTICAL SYSTEMS
Shipboard Systems (Flight Control) 3, Coordination 2		Aft Disruptor Cannon
[1 Power/round in use]	11	Class: Jhokhel
Navigational Computer	2	Damage: 240 [24 Power]
Main: Class 2 (+1) [1 Power/round] Backups: 2	2 2	Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10
Inertial Damping Field	2	Range: 10/30,000/100,000/300,000
Main	36	Location: Aft
Strength: 9 [3 Power/round]		Firing Arc: 360 degrees aft
Number: 3	9	Firing Modes: Standard, Pulse
Backup Strength: 6 [2 Power/round]	9	Forward Spiral-Wave Disruptor Array (3)
Number: 3		Class: Ta'vor
Attitude Control [2 Power/round]	2	Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round
Communications Systems	21	Targeting System: Accuracy 4/5/7/10
Type: Class 8 [2 Power/round]		Range: 10/30,000/100,000/300,000
Strength: 8		Location: Forward
Security: -4 (Class Gamma uprating) Basic Uprating: Class Alpha (+1)		Firing Arc: 270 degrees dorsal and forward Firing Modes: Standard, Pulse
Emergency Communications: Yes [2 Power/round]	1	•
Tractor Beams		Bridge Dorsal Spiral-Wave Disruptor Array
Emitter: Class Gamma [3 Power/Strength used/round]	9	Class: Ta'vor Damage: 200 [20 Power]
Accuracy: 4/5/7/10		Number of Shots: Up to 3 shots per round
Location: Forward ventral		Targeting System: Accuracy 4/5/7/10
Emitter: Class Gamma [3 Power/Strength used/round]	9	Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10 Location: Forward dorsal		Location: Dorsal of bridge module Firing Arc: 360 degrees dorsal
Emitter: Class Delta [3 Power/Strength used/round]	12	Firing Modes: Standard, Pulse
Accuracy: 4/5/7/10		Bridge Starboard
Location: Aft ventral	0	Spiral-Wave Disruptor Array
Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11	3	Class: Ta'vor
Location: Shuttlebay		Damage: 200 [20 Power]
Transporters		Number of Shots: Up to 3 shots per round
Type: Personnel [5 Power/use]	32	Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000
Pads: 6		Location: Starboard side of bridge module
Emitter/Receiver Array: Personnel Type 6 (40,000 km rang	le)	Firing Arc: 360 degrees starboard
Energizing/Transition Coils: Class G (Strength 7)		Firing Modes: Standard, Pulse
Number and Location: One in primary command hull, one in secondary command hull		Bridge Port Spiral-Wave Disruptor Array
Type: Emergency [5 Power/use]	56	Class: Ta'vor
Pads: 16		Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round
Emitter/Receiver Array: Emergency Type 3 (15,000 km ran	ge)	Targeting System: Accuracy 4/5/7/10
Energizing/Transition Coils: Class G (Strength 7) Number and Location: Two in primary command hull,		Range: 10/30,000/100,000/300,000
one in secondary command hull, one in engineering hul	II	Location: Port side of bridge module
Type: Cargo [4 Power/use]	48	Firing Arc: 360 degrees port Firing Modes: Standard, Pulse
Pads: 400 kg		ů –
Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7)		Secondary Command Hull
Number and Location: One in primary command hull,		Dorsal Spiral-Wave Disruptor Arrays (2) Class: Ta'vor
one in secondary command hull, two in engineering hul	I	Damage: 200 [20 Power]
Cloaking Device: None		Number of Shots: Up to 3 shots per disruptor per round
Security Systems		Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000
Rating: 4	16	Location: One each on starboard and port dorsal sides of
Anti-Intruder System: Yes [1 Power/round]	6	command hull (significant arc shadow from engineering hull)
Neutralization Fields [2 Power/3 Strength]	12	Firing Arc: 360 degrees dorsal
Science Systems		Firing Modes: Standard, Pulse
Rating 2 (+1) [2 Power/round] Specialized Systems: 2	16 10	
Specialized Systems. 2	10	

AL SYSTEMS

Aft Disruptor Cannon Class: Jhokhel Damage: 240 [24 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	50
Forward Spiral-Wave Disruptor Array (3) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward Firing Arc: 270 degrees dorsal and forward Firing Modes: Standard, Pulse	126
Bridge Dorsal Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal of bridge module Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	42
Bridge Starboard Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Starboard side of bridge module Firing Arc: 360 degrees starboard Firing Modes: Standard, Pulse	42
Bridge Port Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Port side of bridge module Firing Arc: 360 degrees port Firing Modes: Standard, Pulse	42
Secondary Command Hull Dorsal Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10	82

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Secondary Command Hull Ventral Spiral-Wave Disruptor Arrays (2) 82 Class: Taivor

Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 **Range:** 10/30,000/100,000/300,000 **Location:** One each on starboard and port ventral sides of

command hull (significant arc shadow from engineering hull) **Firing Arc:** 360 degrees ventral **Firing Modes:** Standard, Pulse

Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage) Spread: 8 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage) Spread: 8 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Aft Firing Arc: Aft, but are self-guided

Torpedoes Carried: 160

TA/T/TS: Class Beta [1 Power/round]	9
Strength: 8	
Bonus: +1	
Weapons Skill: 4	

Shields (Forward, Aft, Port, Starboard) 57 (x4) Shield Generator:

Class 4 (Protection 750 + 100 [embedded nacelles])	
[80 Power shield//round]	
Shield Grid: Type B (33% increase to 1067 Protection)	
Subspace Field Distortion Amplifiers:	
Class Zeta (Threshold 250 + 10 [embedded nacelles])	
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	8

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

 Shuttlebay(s): Capacity for 28 Size worth of ships
 56

 Standard Complement: 14 shuttlecraft
 56

 Location(s): Aft of primary command hull, aft of secondary command hull
 56

 Captain's Yacht: No
 56

Description and Notes

Fleet data:

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Designed by the engineers who also created the Galor-class Battle Cruiser, the Pro'met-class Cruiser shares many features in common with that ship, both aesthetically and technologically. It consists of a large primary command hull, similar to that of the Galor but slightly smaller, with a trapezoidal bridge module mounted on the aft dorsal with its long axis running port-starboard. A long, tapering engineering hull projects backward from the command hull. Mounted on top of the engineering hull, about halfway down its length, is a secondary command hull, shaped just like the primary hull, but only about half the size. If necessary, the crew can transfer all of the ship's command functions to the secondary hull and operate the ship from there. Starfleet Command speculates (incorrectly) that the secondary hull can detach from the ship and operate independently of the main ship.

Although design of the Pro'met began in the early 2340s, it was not completed until the mid-2350s, launching in 2356 in the middle of the Federation-Cardassian War. It quickly proved itself a versatile and effective ship, able to perform a wide variety of military and non-military missions. Battlefield commanders appreciate its multiple disruptor arrays and maneuverability, while officers of the Sixth and Ninth Orders find the vessel eminently suitable for deep space exploration and scientific research missions.

Noteworthy vessels/service records/encounters:

Pro'met, prototype; *Bet'lar,* crippled three Starfleet vessels in the Battle of Maretka (2361); *Khular,* narrowly escaped destruction by a wing of Starfleet cruisers to return to headquarters with valuable intelligence regarding enemy fleet movements (2363); *Vorness,* clashed with and defeated a force of three Ferengi ships over the right to the dilithium deposits on Komar III (2368); *Lorset,* explored the Brech'tel Expanse and catalogued its stellar anomalies (2368-2372); *Thend'a,* defected to the Federation alliance, and later assisted Damar's rebellion (2375).

C O N T

SALGAR CLASS

Class and Type: Salgar-Class Military Transport Commissioning Date: 2362

HULL SYSTEMS

Size: 5

Length: 255.65 meters			
Beam: 55.13 meters			
Height: 63.21 meters			
Decks: 12			
Mass: 1,340,000 metric tonnes			
SUs Available: 1,300			
SUs Used: 1,154			

Hull

Outer	25
Inner	25

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Resistance

Outer Hull:	6		
Inner Hull:	6		

Structural Integrity Field

Main: Class 4 (Protection 70/110)	
[1 Power/10 Protection/round]	26
Backup: Class 4 (Protection 35)	
[1 Power/10 Protection/round]	13
Backup: Class 4 (Protection 35)	
[1 Power/10 Protection/round]	13

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 34/15/1,250

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Crew Quarters Spartan: 20 Basic: 20 Expanded: None Luxury: None Unusual: None	1 2
Environmental Systems	
Basic Life Support [11 Power/round]	20
Reserve Life Support [6 Power/round]	10
Emergency Life Support (30 emergency shelters)	10
Gravity [3 Power/round]	5
Consumables: 1 year's worth (plus any carried cargo)	5
Replicator Systems	
Food Replicators [5 Power/round]	5
Industrial Replicators	8
Type: Network of small replicators [2 Power/round]	
Type: 1 large unit [2 Power/replicator/round]	
Medical Facilities: 3 (+0) [3 Power/round]	15
Recreation Facilities: 3 [6 Power/round]	24
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	15
Fire Suppression System [1 Power/round when active]	5
Cargo Holds: 200,000 cubic meters	6
Locations: 6 cargo modules amidships	
Escape Pods	6
Number: 120	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

Warp Drive Nacelles: Type 2 15 **Speed:** 2.0/3.0/6.5 [1 Power/.2 warp speed] **PIS:** Type C (6 hours of Maximum warp) 6 Uprating: Package 1 for Standard, Sustainable; Packages 2 and 4 for Maximum 16 Special Configuration: Embedded 20 Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] 18 Location: Aft of engineering section, on port and starboard "wings" Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] 18 Location: Aft of engineering section Reaction Control System (.025c) [2 Power/round when in use] 5 **POWER SYSTEMS** Warp Engine Type: Class 4/G (generates 200 Power/round) 50 Location: Engineering section Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round) Auxiliary Power: 2 reactors (generate 5 Power/reactor/round) 6 **Emergency Power**: Type B (generates 30 Power/round) 30 EPS: Standard Power flow, +80 Power transfer/round 33 Standard Usable Power: 256 **OPERATIONS SYSTEMS** Bridge: Command hull dorsal 25 **Computers** Core 1: Command hull [5 Power/round] 15 ODN 15 Navigational Deflector [5 Power/round] 25 Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Ventral of command hull Sensor Systems Long-range Sensors [5 Power/round] 29 Range Package: Type 4 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14) Strength Package: Class 5 (Strength 5) Gain Package: Class Alpha (+1) Coverage: Standard Lateral Sensors [5 Power/round] 13 Strength Package: Class 5 (Strength 5)

Gain Package: Class Alpha (+1)

Navigational Sensors [5 Power/round]

Gain Package: Class Alpha (+1)

Strength Package: Class 5 (Strength 5)

Probes: 5 (launched via small forward launcher costing 2 SUs) 3

Coverage: Standard

Sensors Skill: 2

Flight Control Systems Autopilot: Shipboard Systems (Flight Control) 3, Coordination 1 [1 Power/round in use] Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2 Inertial Damping Field Main Strength: 6 [3 Power/round]	10 2 2 30	TACTICAL SYSTEMS Aft Spiral-Wave Disruptor Cannon Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per rou Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft	Jud
Number: 3 Backup Strength: 4 [2 Power/round] Number: 3 Attitude Control [1 Power/round] Communications Systems Type: Class 5 [2 Power/round] Strength: 5 Security: -2 Basic Uprating: None Emergency Communications: No	9 1 10	Firing Modes: Standard, Pulse Command Hull Dorsal Disruptor Array Class: Carkhet Damage: 160 [16 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal side of command hull Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	
Tractor Beams Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft Transporters	9 9	Command Hull Ventral Disruptor Array Class: Carkhet Damage: 160 [16 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral side of command hull Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	
Type: Personnel [5 Power/use] Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km range Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in command hull, one in engineering section Type: Emergency [5 Power/use] Pads: 16 Emitter/Receiver Array: Emergency Type 3 (15,000 km range Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in command hull, one in engineering section Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in each cargo module, one in engineering section	26	Command Hull Starboard Disruptor Array Class: Carkhet Damage: 160 [16 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Starboard side of command hull Firing Arc: 360 degrees starboard Firing Modes: Standard, Pulse Command Hull Port Disruptor Array Class: Carkhet Damage: 160 [16 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Port side of command hull Firing Arc: 360 degrees port Firing Modes: Standard, Pulse	
Cloaking Device: None Security Systems Rating: 2 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength] Science Systems Rating 1 (+0) [1 Power/round] Specialized Systems: None Laboratories: None	8 5 10 10	TA/T/TS: Class Alpha [0 Power/round] Strength: 7 Bonus: +0 Weapons Skill: 2	27

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AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None Captain's Yacht: No

Description and Notes

Fleet data:

The standard cargo carrier of the Central Command, the Salgarclass Military Freighter consists of a fork-shaped command hull forward, six linked cargo modules (each approximately 23 x 23 x 60 meters), an d an aft engineering section. The cargo modules can be unloaded in the normal fashion, or in facilities of sufficient size, simply "swapped ou t" for another cargo module. The ship also carries weak armament for emergencies.

Noteworthy vessels/service records/encounters:

Salgar, prototype; *Groumall*, ship to which Gul Dukat was assigned during his fall from grace, and with which he managed to defeat and capture a Klingon B'rel-class Light Warship (2372).

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SHOLEC CLASS

Class and Type: Sholec-Class Assault Cruiser Commissioning Date: 2371

HULL SYSTEMS

Size: 9

Length: 742.71 meters Beam: 603.54 meters Height: 263.60 meters Decks: 58 Mass: 5,368,000 metric tonnes SUs Available: 3,500 SUs Used: 3,489

Hull

Outer	45
Inner	45
Resistance	
Outer Hull: 10	12

12

Outer Hull:	10
Inner Hull:	10

Structural Integrity Field

Main: Class 6 (Protection 90/130)	
[1 Power/10 Protection/round]	36
Backup: Class 6 (Protection 45)	
[1 Power/10 Protection/round]	18
Backup: Class 6 (Protection 45)	
[1 Power/10 Protection/round]	18

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 1,259/237/11,300

Crew Quarters

Crew Quarters	
Spartan: 600	30
Basic: 500	50
Expanded: 300	60
Luxury: 50	50
Unusual: 15	15
Ullusual. 15	10
Environmental Systems	
Basic Life Support [12 Power/round]	36
Reserve Life Support [6 Power/round]	18
Emergency Life Support (54 emergency shelters)	18
Gravity [5 Power/round]	9
Consumables: 3 years' worth	27
Replicator Systems	
Food Replicators [9 Power/round]	9
Industrial Replicators	18
Type: Network of small replicators [2 Power/round]	
Type: 3 large units [2 Power/replicator/round]	
Medical Facilities: 7 (+2) [7 Power/round]	35
Recreation Facilities: 7 [14 Power/round]	56
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	27
Fire Suppression System [1 Power/round when active]	9
Cargo Holds: 166,000 cubic meters	5
Locations: 25 locations throughout ship	
Escape Pods	12
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Escape Pods Number: 200 Capacity: 12 persons per pod

PROPULSION SYSTEMS

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Warp Drive Nacelles: Type 6B Speed: 5.9/8.5/9.1 [1 Power/.2 warp speed] PIS: Type H (12 hours of Maximum warp) Special Configuration: Embedded	95 16 36
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft command hull	18
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft engineering hull	18
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Engineering hull	18
Reaction Control System (.025c) [2 Power/round when in use]	9
POWER SYSTEMS	
Warp Engine Type: Class 12/R (generates 630 Power/round) Location: Engineering amidships Impulse Engine[s]: 3 Class 3A (generate 28 Power/engine/round)	133
Auxiliary Power: 6 reactors (generate 5 Power/reactor/round)	18
Emergency Power: Type F (generates 50 Power/round)	50
CPS: Standard Power flow, +200 Power transfer/round	65
Standard Usable Power: 714	
OPERATIONS SYSTEMS	
Bridge: Bridge module, aft dorsal of command hull	45
Auxiliary Control Room: Dorsal weapons module	27
Computers Core 1: Command hull [5 Power/round] Core 2: Engineering hull [5 Power/round] Core 3: Engineering hull [5 Power/round] Uprating: Class Alpha (+1) [1 Power/computer/round] ODN	27 27 27 6 27
Navigational Deflector [5 Power/round]	45

Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Ventral of command hull

Sensor Systems

Long-range Sensors [5 Power/round]	48
Range Package: Type 7 (Accuracy 3/4/7/10)	
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0)	
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1	-17)
Strength Package: Class 7 (Strength 7)	
Gain Package: Class Beta (+2)	
Coverage: Standard	
Lateral Sensors [5 Power/round]	20
Strength Package: Class 7 (Strength 7)	
Gain Package: Class Beta (+2)	
Coverage: Standard	

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Navigational Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Probes: 60 Sensors Skill: 4	18 6	Science Systems Rating 2 (+1) [2 Power/round] Specialized Systems: 3 Laboratories: 25
Flight Control Systems		TACTICAL SYSTEMS
Autopilot: Shipboard Systems (Flight Control) 2, Coordination 1 [1 Power/round in use] Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2 Inertial Damping Field Main Strength: 9 [3 Power/round] Number: 3	7 2 2 54	Forward Starboard Disruptor Array Class: U/khar Damage: 280 [28 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of command hull, starboard Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse
Backup Strength: 6 [2 Power/round] Number: 3 Attitude Control [2 Power/round] Communications Systems Type: Class 8 [2 Power/round] Strength: 8 Security: -4 (Class Gamma uprating) Basic Uprating: Class Alpha (+1)	15 2 21	Forward Port Disruptor Array Class: U/khar Damage: 280 [28 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of command hull, port Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse
Emergency Communications: Yes [2 Power/round] Tractor Beams Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward ventral Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward dorsal Emitter: Class Delta [2 Power/Strength used/round]	1 12 12	Dorsal Weapons Module Forward Main Disruptor Array Class: Ul'khar Damage: 280 [28 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of command hull, port Firing Arc: 540 degrees forward (significant arc shadow)
Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft ventral Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Shuttlebay Transporters Type: Personnel [5 Power/use] Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km ran	12 3 80 ge)	Firing Modes: Standard, Pulse Forward Starboard Disruptor Array Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Starboard edge of command hull Firing Arc: 360 degrees starboard Firing Modes: Standard, Pulse
Energizing/Transition Coils: Class G (Strength 7) Number and Location: Two in command hull, one in engineering hull, one in each weapons module Type: Emergency [5 Power/use] Pads: 16 Emitter/Receiver Array: Emergency Type 3 (15,000 km ra Energizing/Transition Coils: Class G (Strength 7) Number and Location: Four in command hull, four in engineering hull Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: Two in command hull, four in engineering hull Cloaking Device: None Security Systems Rating: 5 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength]	112 nge) 72 20 9 18	Forward Port Disruptor Array Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Port edge of command hull Firing Arc: 360 degrees port Firing Modes: Standard, Pulse Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal side of engineering hull Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse

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Engineering Ventral Disruptor Array 54 **Dorsal Weapons Module** Torpedo Launchers (2) Class: Drevan Standard Load: Type II photon torpedo (200 Damage) Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Spread: 10 Targeting System: Accuracy 4/5/7/10 Range: 15/300,000/1,000,000/3,500,000 Range: 10/30,000/100,000/300,000 Targeting System: Accuracy 4/5/7/10 Location: Ventral side of engineering hull **Power:** [20 + 5 per torpedo fired] Firing Arc: 360 degrees ventral Location: One forward, one aft Firing Modes: Standard, Pulse Firing Arc: Forward or aft, but are self-guided **Dorsal Weapons Module** Ventral Weapons Module **Starboard Disruptor Array** 55 Torpedo Launchers (2) Standard Load: Type II photon torpedo (200 Damage) Class: Drevan Damage: 260 [26 Power] Spread: 10 Number of Shots: Up to 5 shots per round Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 **Power:** [20 + 5 per torpedo fired] Location: Forward edge of dorsal weapons pod, starboard Location: One forward, one aft Firing Arc: 405 degrees dorsal and forward Firing Arc: Forward or aft, but are self-guided Firing Modes: Standard, Pulse Torpedoes Carried: 400 **Dorsal Weapons Module** TA/T/TS: Class Beta [1 Power/round] Port Disruptor Array 55 Strength: 8 Class: Drevan Bonus: +1 Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Weapons Skill: 4 Targeting System: Accuracy 4/5/7/10 Shields (Forward, Aft, Port, Starboard) Range: 10/30,000/100,000/300,000 Shield Generator: Location: Forward edge of dorsal weapons pod, port Class 6 (Protection 1200 + 100 [embedded nacelles]) Firing Arc: 405 degrees dorsal and forward [120 Power/shield/round] Firing Modes: Standard, Pulse Shield Grid: Type B (33% increase to 1600 Protection) Ventral Weapons Module Disruptor Array 55 Subspace Field Distortion Amplifiers: Class Theta (Threshold 400 + 10 [embedded nacelles]) Class: Drevan Recharging System: Class 1 (45 seconds) Damage: 260 [26 Power] Backup Shield Generators: 4 (1 per shield) Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Auto-Destruct System Range: 10/30,000/100,000/300,000 Location: Forward edge of ventral weapons pod AUXILIARY SPACECRAFT SYSTEMS Firing Arc: 405 degrees ventral and forward Firing Modes: Standard, Pulse **Shuttlebay(s)**: Capacity for 140 Size worth of ships Standard Complement: 40 Hideki-class Fighters, Aft Disruptor Array 54 10 shuttlecraft Class: Drevan Location(s): Command hull (see text) Damage: 260 [26 Power] Captain's Yacht: Yes Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse Forward Torpedo Launcher 18 Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 **Power:** [20 + 5 per torpedo fired] Location: Forward Firing Arc: Forward, but are self-quided Forward Ventral Torpedo Launcher 18 Standard Load: Type II photon torpedo (200 Damage) Spread: 10

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113 (x4)

Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10

Firing Arc: Forward, but are self-guided

Power: [20 + 5 per torpedo fired]

Location: Forward ventral

Description and Notes

Fleet data:

The Sholec-class Assault Cruiser, one of the largest ship classes in the Cardassian fleet, resembles no other Cardassian ship. It consists of a large, elongated command hull (with an aft dorsal bridge module), an almost equally as broad engineering hull, and two large pylon-like superstructures, one rising dorsally above the ship from a point about two-thirds of the way aft down the engineering hull, and a shorter twin that projects ventrally. Both superstructures terminate in fat crescentshaped weapons modules.

The Sholec's unusual profile was dictated by its primary combat role— that of a carrier for Hideki-class Fighters. Designed at the same time as the Hideki, the Sholec's command hull contains three fighter bays along both its port and starboard edges, each large enough to accomodate the Size 3 Hideki. The landing bays feed into a large central repair and maintenance bay. Once repaired and outfitted, fighters can leave the ship through one of four launching bays (two directly forward, one forward dorsal, one forward ventral). The two weapons modules provide widespread fire to cover the fighters as they enter and exit the ship. The dorsal module also contains an auxiliary control room for the ship.

As one might expect from a ship its size, the Sholec mounts some powerful weapons. Its main disruptors are Class Ul'khar, with Drevans and Jhokhels as its "lesser" weapons. It also carries several torpedo launchers, more than most Cardassian ships do. On the other hand, its size and structure hamper its maneuverability somewhat; Cardassian officers refer to the ship as the Huraksha, or "Waddler."

Noteworthy vessels/service records/encounters:

Sholec, prototype; Gher'laat, spearheaded successful Cardassian offensive to recapture the Brentak system from the Klingons (2373); Mendarsa, participated in the Battle of Tyra, using its fighters and guns to destroy two Galaxy-class Explorers and several smaller Starfleet ships (2374); Il'kharaun, participated in conquest of Betazed (2374); Vor'dalsh, engaged auto-destruct sequence to destroy a wing of D'deridex-class Heavy Warbirds that had crippled it (2375).

SHO'VASH CLASS

Class and Type: Sho'vash-Class Medical Vessel Commissioning Date: 2358

HULL SYSTEMS

Size: 6

Length: 317.49 meters Beam: 156.33 meters Height: 65.32 meters Decks: 14 decks Mass: 1,411,500 metric tonnes SUs Available: 2,200 SUs Used: 2,077

Hull

Outer Inner	30 30
Resistance Outer Hull: 6 Inner Hull: 6	6 6
Structural Integrity Field Main: Class 5 (Protection 80/120) [1 Power/10 Protection/round]	30

30 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 15 Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 15

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 820/1,550/9,250

Crew Quarters

Crew Quarters	
Spartan: 200	10
Basic: 700	70
Expanded: 350	70
Luxury: 80	80
Unusual: 15	15
Environmental Systems	
Basic Life Support [12 Power/round]	24
Reserve Life Support [6 Power/round]	12
Emergency Life Support (36 emergency shelters)	12
Gravity [3 Power/round]	6
Consumables: 4 years' worth	24
Replicator Systems	
Food Replicators [6 Power/round]	6
Industrial Replicators	15
Type: 2 networks of small replicators	
[2 Power/network/round]	
Type: 1 large unit [2 Power/replicator/round]	
Medical Facilities: 8 (+2) [8 Power/round]	40
Recreation Facilities: 6 [12 Power/round]	48
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	18
Fire Suppression System [1 Power/round when active]	6
Cargo Holds: 266,000 cubic meters	8
Locations: 20 locations throughout the ship	
Escape Pods	17
Number: 300	
Capacity: 12 persons per pod	

PROPULSION SYSTEMS

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PROPULSION SYSTEMS	
Warp Drive Nacelles: Type 5B2 Speed: 4.9/6.9/9.1 [1 Power/.2 warp speed]	61
PIS: Type H (12 hours of Maximum warp) Special Configuration: Embedded	16 24
Impulse Engine Type: Class 4 (.6c/.8c) [6/8 Power/round] Location: Aft main module	20
Impulse Engine Type: Class 4 (.6c/.8c) [6/8 Power/round] Location: Aft engineering hull	20
Reaction Control System (.025c) [2 Power/round when in use]	6
POWER SYSTEMS	
Warp Engine Type: Class 8/N (generates 400 Power/round) Location: Engineering aft Impulse Engine[s]: 2 Class 4 (generate 32 Power/engine/round)	90
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round)	12
Emergency Power:	45
Type E (generates 45 Power/round) EPS: Standard Power flow, +200 Power transfer/round	40 50
Standard Usable Power: 464	50
OPERATIONS SYSTEMS	
Bridge: Forward dorsal of command hull Computers	30
Core 1: Command hull [5 Power/round] Core 2: Engineering [5 Power/round] ODN	18 18 18
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral	30
Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 5 (Accuracy 3/4/7/10)	32
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0 Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1 Strength Package: Class 6 (Strength 6) Gain Package: Standard (+0) Coverage: Standard	
Lateral Sensors [5 Power/round] Strength Package: Class 6 (Strength 6) Gain Package: Standard (+0) Coverage: Standard	12
Novigational Soncore [5 Dowor/round]	10

Navigational Sensors [5 Power/round]

Gain Package: Standard (+0)

Probes: 50

Autopilot:

Sensors Skill: 3

Flight Control Systems

Strength Package: Class 6 (Strength 6)

(launched via small forward launcher costing 2 SUs)

Shipboard Systems (Flight Control) 2, Coordination 1

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Navigational Computer		TAC
Main: Class 2 (+1) [1 Power/round]	2 2	Forv
Backups: 2 Inertial Damping Field	Z	CI
Main	36	
Strength: 9 [3 Power/round]		
Number: 3 Backup	9	Ra
Strength: 6 [2 Power/round]	9	Lo
Number: 3		Fi
Attitude Control [2 Power/round]	2	Fi
Communications Systems	12	Aft 9
Type: Class 6 [2 Power/round]		CI
Strength: 6 Security: -2		
Basic Uprating: None		
Emergency Communications: Yes [2 Power/round]	1	Ra
Tractor Beams		Lo Fi
Emitter: Class Delta [3 Power/Strength used/round]	12	Fi
Accuracy: 4/5/7/10		
Location: Forward ventral Emitter: Class Gamma [3 Power/Strength used/round]	9	Dors Cl
Accuracy: 4/5/7/10	7	•
Location: Aft ventral		
Emitter: Class Alpha [3 Power/Strength used/round]	3	Ra
Accuracy: 5/6/8/11 Location: Shuttlebay		LC
		Fi
Transporters Type: Personnel [5 Power/use]	96	Fi
Pads: 6	70	Vent
Emitter/Receiver Array: Personnel Type 6 (40,000 km rang	je)	CI
Energizing/Transition Coils: Class G (Strength 7)		
Number and Location: Two in command hull, three amidships, one engineering hull		
Type: Emergency [5 Power/use]	84	Ra
Pads: 16		Lo
Emitter/Receiver Array: Emergency Type 3 (15,000 km rar	ige)	Fi Fi
Energizing/Transition Coils: Class G (Strength 7) Number and Location: Two in command hull,		
three amidships, one engineering		Star Cl
Type: Cargo [4 Power/use]	72	
51 5 -	12	
Pads: 400 kg	12	
Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range)	12	
Pads: 400 kg	12	Ra
Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7)	12	Ra Lo Fi
Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in command hull, f	12	Lo
Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in command hull, f our amidships, one engineering Cloaking Device: None	12	Lo Fi
Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in command hull, f our amidships, one engineering	12	Lo Fi Fi
Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in command hull, f our amidships, one engineering Cloaking Device: None Security Systems Rating: 3 Anti-Intruder System: Yes [1 Power/round]	12 6	Lo Fi Fi Port
Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in command hull, f our amidships, one engineering Cloaking Device: None Security Systems Rating: 3	12	Lo Fi Fi Port
Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in command hull, f our amidships, one engineering Cloaking Device: None Security Systems Rating: 3 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength] Science Systems	12 6 12	Lo Fi Fi Port
 Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in command hull, f our amidships, one engineering Cloaking Device: None Security Systems Rating: 3 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength] Science Systems Rating 3 (+2) [3 Power/round] 	12 6 12 21	Lo Fi Fi Cl Ra Lo
Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in command hull, f our amidships, one engineering Cloaking Device: None Security Systems Rating: 3 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength] Science Systems	12 6 12	Lo Fi Port Cl Ra Lo Fi
 Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in command hull, f our amidships, one engineering Cloaking Device: None Security Systems Rating: 3 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength] Science Systems Rating 3 (+2) [3 Power/round] Specialized Systems: 3 	12 6 12 21 15	Lo Fi Port Cl Ra Lo Fi Fi
 Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in command hull, f our amidships, one engineering Cloaking Device: None Security Systems Rating: 3 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength] Science Systems Rating 3 (+2) [3 Power/round] Specialized Systems: 3 	12 6 12 21 15	Lo Fi Port Cl Ra Lo Fi

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TACTICAL SYSTEMS

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Forward Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	42
Aft Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	42
Dorsal Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal amidships Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	42
Ventral Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral amidships Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	42
Starboard Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Starboard amidships Firing Arc: 360 degrees starboard Firing Modes: Standard, Pulse	42
Port Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Port amidships Firing Arc: 360 degrees port Firing Modes: Standard, Pulse	42
TA/T/TS: Class Alpha [0 Power/round] Strength: 7 Bonus: +0 Weapons Skill: 3	6

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Shields (Forward, Aft, Port, Starboard) 54 (x4) Shield Generator: Class 4 (Protection 750 + 100 [embedded nacelles]) [75 Power shield//round] [75 Power shield//round] Shield Grid: Type B (33% increase to 1000 Protection) Subspace Field Distortion Amplifiers: Class Epsilon (Threshold 250 + 10 [embedded nacelles]) Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield) 8

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 12 Size worth of ships	24
Standard Complement: Six shuttlecraft	
Location(s): Aft of command hull, aft of engineering	
Captain's Yacht: Yes	10

Description and Notes

Fleet data:

The Sho'vash-class Medical vessel serves as the standard "flying hospital" of the Central Command. Equipped to deal with epidemics, combat injuries, the aftermaths of natural disasters, and any other event which affects the health or physical well-being of the Cardassian people, it has accomodations ranging from luxurious (for those with high vesala) to barely adequate (for the least influential Cardassians).

The main body of the Sho'vash consists of a fat crescent-shaped command hull (with a shallow forward notch) and an elongated, tapering engineering hull not markedly different from that on a Galoror Keldon-class vessel. However, attached to all four sides of the engineering hull are several "medical hulls," similar in shape to the command hull, but smaller and equipped for medical purposes. A typical Sho'vash has three medical hulls dorsal and two on each of its other three sides, but some variants have more or fewer hulls.

Noteworthy vessels/service records/encounters:

Sho'vash, prototype; *Gormala*, saved the inhabitants of Droken IV from a Visterian fever plague (2362); *Trenat*, rescued and healed the survivors of the Klingon-perpetrated massacre at Vendrosa Secundus (2373).

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SULOR CLASS

Class and Type: Sulor-Class Escort Commissioning Date: 2368

HULL SYSTEMS

Size: 4

Length: 130.42 meters Beam: 44.40 meters Height: 22.35 meters Decks: 4 Mass: 88,425 metric tonnes SUs Available: 1,300 SUs Used: 1,265

Hull

Outer	20
Inner Resistance	20
Outer Hull: 8	9

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Outer	Hull:	8	
Inner	Hull:	6	

Structural Integrity Field

Main: Class 3 (Protection 60/90)	
[1 Power/10 Protection/round]	22
Backup: Class 3 (Protection 30)	
[1 Power/10 Protection/round]	11
Backup: Class 3 (Protection 30)	
[1 Power/10 Protection/round]	11

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 42/16/1,200

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Crew Quarters	
Spartan: 30	2
Basic: 30	3
Expanded: 5	1
Luxury: None	
Unusual: None	
Environmental Systems	
Basic Life Support [9 Power/round]	16
Reserve Life Support [5 Power/round]	8
Emergency Life Support (24 emergency shelters)	8
Gravity [2 Power/round]	4
Consumables: 1 years' worth	4
Replicator Systems	
Food Replicators [4 Power/round]	4
Industrial Replicators	4
Type: Network of small replicators [2 Power/round]	
Medical Facilities: 4 (+1) [4 Power/round]	20
Recreation Facilities: 3 [6 Power/round]	24
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	12
Fire Suppression System [1 Power/round when active]	4
Cargo Holds: 5,000 cubic meters	1

Locations: Aft

Escape Pods

Capacity: 4	persons	per	pod
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PROPULSION SYSTEMS

Warp Drive	
Nacelles: Type 6.96	88
Speed: 6.0/7.0/9.6 [1 Power/.2 warp speed] PIS: Type H (12 hours of Maximum warp)	16
Uprating: Package 1 for Standard, Sustainable, and Maxim	
Special Configuration: Embedded	16
Impulse Engine	22
Type: Class 4B (.65c/.85c) [6/8 Power/round] Acceleration Uprating: Class Alpha (.66% acceleration)	23
[1 Power/round when active]	2
Location: Aft	
Reaction Control System (.025c)	
[2 Power/round when in use]	4
POWER SYSTEMS	
Warp Engine	
Type: Class 7/M (generates 350 Power/round) Location: Amidships	80
1 Class 4B (generate 38 Power/engine/round)	
Auxiliary Power:	0
3 reactors (generate 5 Power/reactor/round) Emergency Power:	9
Type D (generates 40 Power/round)	40
EPS:	10
Standard Power flow, +200 Power transfer/round	40
Standard Usable Power: 388	
OPERATIONS SYSTEMS	
Bridge: Forward dorsal	20
Computers	
Core 1: Forward [5 Power/round] ODN	12 12
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000	16
Accuracy: 5/6/8/11	
Location: Forward ventral	
Sensor Systems	
Long-range Sensors [5 Power/round]	44
Range Package: Type 6 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5	0)
Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.	.1-16)
Strength Package: Class 7 (Strength 7)	
Gain Package: Class Beta (+2) Coverage: Standard	
Lateral Sensors [5 Power/round]	20
Strength Package: Class 7 (Strength 7)	20
Gain Package: Class Beta (+2)	
Coverage: Standard	

Navigational Sensors [5 Power/round]

Gain Package: Class Beta (+2)

Main: Class 2 (+1) [1 Power/round]

Probes: 30

Autopilot:

Sensors Skill: 4

Flight Control Systems

[1 Power/round in use]

Navigational Computer

Backups: Two

Strength Package: Class 7 (Strength 7)

Shipboard Systems (Flight Control) 3, Coordination 2

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Inertial Damping Field Main Strength: 9 [3 Power/round] Number: 2 Backup Strength: 6 [2 Power/round] Number: 2 Attitude Control [1 Power/round]	16 4 1	Starboard Wing Disruptor Array Class: Rentaile Damage: 180 [18 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: On forward tip of starboard "wing" Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	38
Communications Systems Type: Class 7 [2 Power/round] Strength: 7 Security: -4 (Class Gamma uprating) Basic Uprating: Class Alpha (+1) Emergency Communications: No Tractor Beams Emitter: Class Beta [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Forward	19 6	Port Wing Disruptor Array Class: Rentaile Damage: 180 [18 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: On forward tip of port "wing" Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	38
Emitter: Class Beta [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Aft Transporters Type: Personnel [4 Power/use] Pads: 4 Emitter/Receiver Array: Personnel Type 6 (40,000 km rang Energizing/Transition Coils: Class G (Strength 7) Number and Location: One forward, one amidships	6 30 ge)	Dorsal Spiral-Wave Disruptor Arrays Class: Rentaile Damage: 180 [18 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal of main hull structure Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	38
Type: Emergency [5 Power/use] Pads: 16 Emitter/Receiver Array: Emergency Type 3 (15,000 km rar Energizing/Transition Coils: Class G (Strength 7) Number and Location: One forward, one amidships Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: One amidships, one aft	28 nge) 24	Ventral Spiral-Wave Disruptor Arrays Class: Rentaile Damage: 180 [18 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral of main hull structure Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	38
Cloaking Device: None		Engineering Aft Spiral-Wave Disruptor Class: Ta'vor	42
Security Systems Rating: 3 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength] Science Systems Rating 1 (+0) [1 Power/round]	12 4 8 9	Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Engineering aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	
Specialized Systems: None Laboratories: 7	2	Forward Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage)	16
TACTICAL SYSTEMS		Spread: 6 Range: 15/350,000/1,500,000/4,050,000	
Forward Disruptor Cannon Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round	42	Targeting System:Accuracy 4/5/7/10Power:[20 + 5 per torpedo fired]Location:ForwardFiring Arc:Forward, but are self-guided	
Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000		Torpedoes Carried: 60	6
Location: Forward Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse		TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1 Weapons Skill: 4	9

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 Shields (Forward, Aft, Port, Starboard)
 30 (x4)

 Shield Generator:
 Class 3 (Protection 600 + 100 [embedded nacelles])

 [60 Power/shield/round]

 Shield Grid: Type B (33% increase to 900 Protection)

 Subspace Field Distortion Amplifiers:

 Class Gamma (Threshold 150 + 10 [embedded nacelles])

 Recharging System: Class 1 (45 seconds)

 Backup Shield Generators: 4 (1 per shield)
 4

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None Captain's Yacht: No

Description and Notes

Fleet data:

The Sulor-class Escort is the most commonly-used Escort vessel in the Cardassian fleet. Swift and reasonably well-armed, it performs any sort of escort mission well, and with its advanced sensor systems, it can also function as a scout or science vessel if necessary. The Sixth and Ninth Orders have adapted many Sulors for exploration duties.

Physically, the Sulor seems to resemble a Ferengi or Klingon vessel as much as a Cardassian one. The central part of the body projects forward and aft, with the bridge and a weapons array forward and the impulse engines aft. A fat crescent-shaped central structure, with the points of the crescent forward, holds the embedded nacelles, the warp core, several weapons, and most of the crew quarters.

Noteworthy vessels/service records/encounters:

Sulor, prototype; *Khal'haz*, protected vital supply convoy from a Klingon attack (2372); *Loderren*, detected a Federation alliance ambush in time to save a wing of couriers from almost certain capture (2375).

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THALKAR CLASS

Class and Type: Thalkar-Class Heavy Frigate Commissioning Date: 2363

HULL SYSTEMS

Size: 5

Length: 158.48 meters Beam: 64.03 meters Height: 35.71 meters Decks: 7 Mass: 313,250 metric tonnes SUs Available: 1,900 SUs Used: 1,783

Hull

Outer Inner		25 25
Resistance		
Outer Hull:	8	9

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Juter Hull:	8
nner Hull:	8

Structural Integrity Field 70/110 01 4 /0

Main: Class 4 (Protection 70/110)	
[1 Power/10 Protection/round]	26
Backup: Class 4 (Protection 35)	
[1 Power/10 Protection/round]	13
Backup: Class 4 (Protection 35)	
[1 Power/10 Protection/round]	13

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 184/70/2,450

Crew Quarters

Spartan: 100	5
Basic: 100	10
Expanded: 40	8
Luxury: 10	10
Unusual: 3	3
Environmental Systems	
Basic Life Support [10 Power/round]	20
Reserve Life Support [5 Power/round]	10
Emergency Life Support (30 emergency shelters)	10
Gravity [3 Power/round]	5
Consumables: 2 years' worth	10
Replicator Systems	
Food Replicators [5 Power/round]	5
Industrial Replicators	8
Type: Network of small replicators [2 Power/round]	

Capacity: 4 persons per pod

PROPULSION SYSTEMS

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Warp Drive	
Nacelles: Type 5C2	66
Speed: 5.0/8.0/9.1 [1 Power/.2 warp speed] PIS: Type H (12 hours of Maximum warp)	16
Uprating: Package 1 for Standard, Sustainable	4
Special Configuration: Embedded	20
Type: Class 4A (.6c/.85c) [6/8 Power/round]	22
Acceleration Uprating: Class Alpha (66% acceleration)	22
[1 Power/round when active]	2
Location: Aft	
Impulse Engine Type: Class 4A (.6c/.85c) [6/8 Power/round]	22
Acceleration Uprating: Class Alpha (66% acceleration)	
[1 Power/round when active] Location: Amidships dorsal, port and starboard	2
Reaction Control System (.025c) [2 Power/round when in use]	5
POWER SYSTEMS	
Warp Engine Type: Class 7/M (generates 380 Power/round)	83
Location: Engineering hull	03
Impulse Engine[s]:	
2 Class 4A (generate 35 Power/engine/round) Auxiliary Power:	
4 reactors (generate 5 Power/reactor/round)	12
Emergency Power: Type D (generates 40 Power/round)	40
CPS:	40
Standard Power flow, +200 Power transfer/round	45
Standard Usable Power: 450	
OPERATIONS SYSTEMS	
Bridge: Command hull	25
Computers	
Core 1: Forward [5 Power/round] Core 2: Amidships [5 Power/round]	15 15
ODN	15
Navigational Deflector [5 Power/round]	25
Range: 10/20,000/50,000/150,000	
Accuracy: 5/6/8/11 Location: Forward ventral	
Sensor Systems	
Long-range Sensors [5 Power/round]	48
Range Package: Type 7 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)
Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1	
Strength Package: Class 7 (Strength 7)	
Gain Package: Class Beta (+2) Coverage: Standard	
Lateral Sensors [5 Power/round]	20
Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	
Coverage: Standard	
Navigational Sensors [5 Power/round] Strength Package: Class 7 (Strength 7)	18
Gain Package: Class 7 (Strength 7)	
Probes: 20	2
Sensors Skill: 4	

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Flight Control Systems		TACTICAL
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 3 [1 Power/round in use]	11	Forward Disru Class: Drevan
Navigational Computer Main: Class 2 (+1) [1 Power/round]	2	Damage: 26 Number of S
Backups: 2 Inertial Damping Field	2	Targeting Sys Range: 10/30,
Main Strength: 9 [3 Power/round]	30	Location: Forw Firing Arc: 36
Number: 3 Backup	9	Firing Modes:
Strength: 6 [2 Power/round] Number: 3		Dorsal Starbo Spiral-Wave D Class: Ta'vor
Attitude Control [1 Power/round]	1	Damage: 20
Communications Systems Type: Class 8 [2 Power/round] Strength: 8	21	Number of S Targeting Sys Range: 10/30,
Security: -4 (Class Gamma uprating) Basic Uprating: Class Alpha (+1)		Location: Dors Firing Arc: 27
Emergency Communications: Yes [2 Power/round]	1	Firing Modes:
Tractor Beams Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward	9	Dorsal Port Spiral-Wave I Class: Ta'vor Damage: 20
Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft	9	Number of S Targeting Sys Range: 10/30,
Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Shuttlebay	3	Location: Dors Firing Arc: 27 Firing Modes:
Transporters Type: Personnel [5 Power/use]	30	Ventral Starb Spiral-Wave [
Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km ran Energizing/Transition Coils: Class F (Strength 6)		Class: Ta'vor Damage: 20 Number of S
Number and Location: One in command hull, one in engineering hull		Targeting Sys Range: 10/30,
Type: Emergency [5 Power/use] Pads: 16	52	Location: Star Firing Arc: 36
Emitter/Receiver Array: Emergency Type 3 (15,000 km ra Energizing/Transition Coils: Class F (Strength 6)	nge)	Firing Modes: Ventral Port 9
Number and Location: Two in command hull, two in engineering hull		Class: Ta'vor Damage: 20
Type: Cargo [4 Power/use] Pads: 400 kg	44	Number of S Targeting Sys
Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in command hull, three in engineering hull		Range: 10/30, Location: Port Firing Arc: 36 Firing Modes:
Cloaking Device: None		Aft Spiral-Wa
Security Systems Rating: 4	16	Class: Ta'vor Damage: 20
Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength]	5 10	Number of S Targeting Sys
Science Systems Rating 2 (+1) [2 Power/round]	15	Range: 10/30, Location: Aft e
Specialized Systems: 1 Laboratories: 13	5 4	Firing Arc: 36 Firing Modes:

SYSTEMS

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Forward Disruptor Cannon	54
Class: Drevan	
Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Forward notch in command hull	
Firing Arc: 360 degrees forward	
Firing Modes: Standard, Pulse	
Dorsal Starboard	
5piral-Wave Disruptor Arrays (2)	84
Class: Ta'vor	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Dorsal on starboard section of command hull	
Firing Arc: 270 degrees forward dorsal	
Firing Modes: Standard, Pulse	
Dorsal Port	
5piral-Wave Disruptor Arrays (2)	84
Class: Ta'vor	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Dorsal on port section of command hull	
Firing Arc: 270 degrees forward dorsal	
Firing Modes: Standard, Pulse	
/entral Starboard	
5piral-Wave Disruptor Array	42
Class: Ta'vor	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Starboard on ventral command hull	
Firing Arc: 360 degrees ventral	
Firing Modes: Standard, Pulse	
/entral Port Spiral-Wave Disruptor Array	42
Class: Ta'vor	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Port on ventral command hull	
Firing Arc: 360 degrees ventral	
Firing Modes: Standard, Pulse	
Aft Spiral-Wave Disruptor Array	42
Class: Ta'vor	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000	
Kallye: 10/30,000/100,000/300,000	

- engineering 60 degrees aft Standard, Pulse

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Forward Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 6 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Ventral of command hull Firing Arc: Forward, but are self-guided	16
Starboard Torpedo Cannon (High-Yield) Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Starboard, ventral command hull Firing Arc: Forward, but are self-guided	28
Port Torpedo Cannon (High-Yield) Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Port, ventral command hull Firing Arc: Forward, but are self-guided	28
Torpedoes Carried: 360 Type II photon and stratospheric torpedoes	36
TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1	9
Weapons Skill: 4	
 Shields (Forward, Aft, Port, Starboard) Shield Generator: Class 4 (Protection 750 + 100 [embedded nacelles]) [75 Power/shield/round] Shield Grid: Type B (33% increase to 1,000 Protection) Subspace Field Distortion Amplifiers: Class Epsilon (Threshold 250 + 10 [embedded nacelle Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield) 	(x4) 4
Auto-Destruct System	5
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AUXILIARY SPACECRAFT SYSTEMS

 Shuttlebay(s):
 Capacity for 8 Size worth of ships
 16

 Standard Complement:
 4 shuttlecraft
 16

 Location(s):
 Aft of command hull, ventral of engineering hull
 16

 Captain's Yacht:
 No
 16

Description and Notes

Fleet data:

The Starship Engineering Division designed the Thalkar-class Heavy Frigate to fulfill several primary mission profiles. First and foremost among these was planetary defense/suppression and system patrol. For this reason, the ship has heavy shields and strong sensors. Second, it was to provide escort services to large capital vessels, such as the Keldon and Sholec classes. Thus, the designers gave it fairly powerful engines and the ability to maneuver.

During the Dominion War, the Central Command used Thalkars to fill less important sections of fleet formations, or to act as support and reinforcements for Destroyers, Cruisers, and Warships. Federation alliance forces destroyed or crippled many ships of this class during the final months of the war, when ships the Dominion initially held back got

thrust forward into the thick of the fighting. As a result, salvage from Thalkars, sometimes including entire salvaged vessels, has shown up frequently on the black market and as part of pirate ships.

The Thalkar has a shorter, squatter appearance than most Cardassian vessels. Its command hull resembles a wedge, similar to a Federation Intrepid-class Light Explorer but shorter and broader, with a characteristic "notch" in the front edge which holds two weapon systems. Beneath the command hull, and projecting only slightly behind it, is a thick, heavy engineering section. Also depending from the command hull, to either side, are two large torpedo "cannons" (high yield, high-spread launchers). Experience during the Dominion War shows that these cannons are too vulnerable to attack in pitched battles; the Central Command has begun to study ways to eliminate this weakness.

Noteworthy vessels/service records/encounters:

Thalkar, prototype; *Gehl'ara*, destroyed two Federation ships during the defense of Kharang VII, turning the tide of that battle and thus ensuring a Union victory (2365); *Elgartha*, quelled anti-Cardassian rebellion on Phortaas V with planetary torpedo bombardment (2368); *Remshon*, participated in tests of improved spiral-wave disruptor technology (2370-72); *Pelghem*, destroyed or crippled four Klingon ships during the Battle of the Three Suns (2375).

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THALON CLASS

Class and Type: Thalon-Class Warship Commissioning Date: 2366

HULL SYSTEMS

Size: 7

Length: 423.36 meters Beam: 247.55 meters Height: 105.34 meters Decks: 23 decks Mass: 2,478,000 metric tonnes SUs Available: 2,600 SUs Used: 2,456

Hull

Outer	35
Inner	35
Resistance	
Outer Hull: 10	12

Outer	Hull:	10
Inner	Hull:	10

Structural Integrity Field

Main: Class 5 (Protection 80/120)	
[1 Power/10 Protection/round]	31
Backup: Class 5 (Protection 40)	
[1 Power/10 Protection/round]	16
Backup: Class 5 (Protection 40)	
[1 Power/10 Protection/round]	16

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 415/360/6,500

Crew Quarters

Spartan: 200	10
Basic: 250	25
Expanded: 75	15
Luxury: 40	40
Unusual: 5	5
Environmental Systems	
Basic Life Support [11 Power/round]	28
Reserve Life Support [6 Power/round]	14
Emergency Life Support (42 emergency shelters)	14
Gravity [4 Power/round]	7
Consumables: 2 years' worth	14
Replicator Systems	
Food Replicators [7 Power/round]	7
Industrial Replicators	13

Type: Network of small replicators [2 Power/round]
Type: 2 large units [2 Power/replicator/round]
Medical Facilities: 6 (+1) [6 Power/round]
Recreation Facilities: 5 [10 Power/round]
Personnel Transport:
Turbolifts, Jefferies tubes [2 Power/round]
Fire Suppression System [1 Power/round when active]
Cargo Holds: 100,000 cubic meters
Locations: 10 locations throughout the ship
Escape Pods
Number: 150

Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Drive Nacelles: Type 5E3 76 Speed: 4.9/8.9/9.2 [1 Power/.2 warp speed] **PIS:** Type C (6 hours of Maximum warp) 6 Special Configuration: Embedded 28 Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] 18 Location: Aft bridge module Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] 18 Location: Aft edge of forward "wings" Reaction Control System (.025c) [2 Power/round when in use] 7 **POWER SYSTEMS** Warp Engine Type: Class 10/P (generates 545 Power/round) 115 Location: Engineering amidships Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round) Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) 12 **Emergency** Power: Type D (generates 40 Power/round) 40 EPS: Standard Power flow, +250 Power transfer/round 60

Standard Usable Power: 601

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Probes: 60

Sensors Skill: 4

OPERATIONS SYSTEMS

Bridge: Bridge module	35
Computers Core 1: Forward hull [5 Power/round] Core 2: Engineering hull [5 Power/round] ODN	21 21 21
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral	35
Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0)	48
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1- Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard	
Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	20
Coverage: Standard Navigational Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	18

Flight Control Systems		TACTICAL SYSTEMS
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 1		Forward Disruptor Cannon
[1 Power/round in use]	10	Class: Drevan Damage: 260 [26 Power]
Navigational Computer		Number of Shots: Up to 5 sho
Main: Class 2 (+1) [1 Power/round]	2	Targeting System: Accuracy 4/
Backups: 2	2	Range: 10/30,000/100,000/300,
Inertial Damping Field		Location: Forward tip of forward
Main	42	Firing Arc: 360 degrees forward
Strength: 9 [3 Power/round]		Firing Modes: Standard, Pulse
Number: 3	10	Aft Disruptor Cannon
Backup Stepath: 6 [2 Dower/round]	12	Class: Drevan
Strength: 6 [2 Power/round] Number: 3		Damage: 260 [26 Power]
Attitude Control [2 Power/round]	2	Number of Shots: Up to 5 sho
		Targeting System: Accuracy 4/5
Communications Systems	21	Range: 10/30,000/100,000/300,
Type: Class 8 [2 Power/round]		Location: Aft
Strength: 8		Firing Arc: 360 degrees aft
Security: -4 (Class Gamma uprating)		Firing Modes: Standard, Pulse
Basic Uprating: Class Alpha (+1)	1	Forward Dorsal
Emergency Communications: Yes [2 Power/round]	1	Spiral-Wave Disruptor Arra
Tractor Beams		Class: Ta'vor
Emitter: Class Delta [3 Power/Strength used/round]	12	Damage: 200 [20 Power]
Accuracy: 4/5/7/10		Number of Shots: Up to 3 sho
Location: Forward		Targeting System: Accuracy 4/5
Emitter: Class Delta [3 Power/Strength used/round]	12	Range: 10/30,000/100,000/300,
Accuracy: 4/5/7/10		Location: Dorsal on forward modu
Location: Aft		Firing Arc: 360 degrees dorsal
Emitter: Class Alpha [3 Power/Strength used/round]	6	Firing Modes: Standard, Pulse
Accuracy: 5/6/8/11		Forward Ventral
Location: Shuttlebay (x2)		Spiral-Wave Disruptor Arra
Transporters		Class: Ta'vor
Type: Personnel [5 Power/use]	48	Damage: 200 [20 Power]
Pads: 6		Number of Shots: Up to 3 sho
Emitter/Receiver Array: Personnel Type 6 (40,000 km ran	ge)	Targeting System: Accuracy 4/5
Energizing/Transition Coils: Class G (Strength 7)		Range: 10/30,000/100,000/300,
Number and Location: One each in forward hull,		Location: Ventral on forward mode
bridge module, engineering hull	(0	Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse
Type: Emergency [5 Power/use]	60	Timy woulds. Standard, Tuise
Pads: 20 Emitter/Deceiver Array: Emergency Type 2 (15,000 km ra	naol	Bridge Module
Emitter/Receiver Array: Emergency Type 3 (15,000 km ra Energizing/Transition Coils: Class G (Strength 7)	iye)	Spiral-Wave Disruptor Arra
Number and Location: One in forward hull,		Class: Ta'vor
one in bridge module, two in engineering hull		Damage: 200 [20 Power]
Type: Cargo [4 Power/use]	48	Number of Shots: Up to 3 sho
Pads: 400 kg		Targeting System: Accuracy 4/5
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)		Range: 10/30,000/100,000/300, Location: Forward top of bridge m
Energizing/Transition Coils: Class G (Strength 7)		Firing Arc: 360 degrees dorsal
Number and Location: One in forward hull,		Firing Modes: Standard, Pulse
three in engineering hull		-
Cloaking Device: None		Engineering Dorsal
		Spiral-Wave Disruptor Arra
Security Systems		Class: Ta'vor
Rating: 4	16	Damage: 200 [20 Power]
Anti-Intruder System: Yes [1 Power/round]	7	Number of Shots: Up to 3 sho Targeting System: Accuracy 4/5
Neutralization Fields [2 Power/3 Strength]	14	Range: 10/30,000/100,000/300,
Science Systems		Location: Dorsal on engineering
Rating 2 (+1) [2 Power/round]	17	one in aft section
Specialized Systems: 2	10	Firing Arc: 360 degrees dorsal
Laboratories: 23	6	Firing Modes: Standard, Pulse

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Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward tip of forward hull Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	
Aft Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	54
Forward Dorsal Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal on forward module, one port, one starboard Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	84
Forward Ventral Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral on forward module, one port, one starboard Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	84 1
Bridge Module Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward top of bridge module, port and starboard Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	84
Engineering Dorsal Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal on engineering hull, one in forward section one in aft section Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	84 I,

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Engineering Ventral Spiral-Wave Disruptor Arrays (2) Class: Ta'vor

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Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral on engineering hull, one in forward section, one in aft section Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse

Aft Spiral-Wave Disruptor Arrays (2)

Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft, one port, one starboard Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse

Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Aft Firing Arc: Aft, but are self-guided

Torpedoes Carried: 200

TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) 73 (x4) Shield Generator:

Class 5 (Protection 900 + 100 [embedded nacelles]) [90 Power/round] Shield Grid: Type B (33% increase to 1200 Protection) Subspace Field Distortion Amplifiers: Class Zeta (Threshold 300 + 10 [embedded nacelles]) Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield) 8 Auto-Destruct System 7

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AUXILIARY SPACECRAFT SYSTEMS

 Shuttlebay(s): Capacity for 30 Size worth of ships
 60

 Standard Complement: 15 shuttlecraft
 60

 Location(s): Aft of bridge module, ventral of forward module
 60

 Captain's Yacht: No
 60

Description and Notes

Fleet data:

The most common Warship class used by the Central Command, the Thalon-class Warship fought on every major front of the Dominion War. Instead of grouping them together into single-ship wings, Cardassian commanders spread them around the fleet, placing two or three in most large ship units to act as a strong offensive "center" for wing formations.

The Sixth and Ninth Orders find the Thalon class useful as an exploration vessel. By outfitting it with additional sensors and laboratories, they can use it to perform their missions more efficiently. They don't sacrifice any of the ship's firepower, though–a decision for which many ships have proved grateful when they encountered hostile alien species during their journeys.

Cardassian engineers designed the Thalon class by adapting plans from the Aberax-class Destroyer. Its wedge-shaped forward hull has a squared-off tip, without the centerline split or "speartip" of the Aberax. A Disruptor Cannon occupies the forward edge of the forward hull, while the raised, roughly rectangular-shaped bridge section sits atop the hull's aft end and blends subtly into the engineering hull. The Thalon has a longer, broader engineering hull than the Aberax–almost as broad as the forward hull–but it's composed of linked sections like the Destroyer.

Noteworthy vessels/service records/encounters:

Thalon, prototype; *Gor'tag*, made first contact with the Vuçaaat (2370); *Hel'chai*, participated in initial forays into Federation space during the early days of the Dominion War (2373-74); *Methec*, led key offensive during the First Battle of Vulcanis (2374); *Dronar*, destroyed a Jem'Hadar Carrier when the Cardassians turned on the Jem'Hadar in the last battle of the Dominion War (2375).

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THARBALT CLASS

Class and Type: Tharbalt-class Warp Shuttle (various models) Commissioning Date: Varies

HULL SYSTEMS

Size: 2

Type 3: 5.8 x 4.2 x 3.1 m; 1 deck; 3.54 metric tonnes **Type 5:** 11.1 x 5.3 x 3.4 m; 1 deck; 4.29 metric tonnes **Type 9:** 9.3 x 3.8 x 3.1 m; 1 deck; 3.97 metric tonnes **SUS Available:** 500 **SUS Used:** 438

Hull

Outer Inner	10 10
Resistance	
Outer Hull: 4	3
Inner Hull: 4	3
Structural Integrity Field Main: Class 1 (Protection 40/60)	
[1 Power/10 Protection/round]	14
Backup: Class 1 (Protection 20)	
[1 Power/10 Protection/round]	7
Backup: Class 1 (Protection 20)	
[1 Power/10 Protection/round]	7

4

Specialized Hull:

	Atmospheric	Capability;	Planetfall	Capability	
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PERSONNEL SYSTEMS

Crew/Passengers/Evac: See below.

Type 3:	2/5/9
Type 5:	2/5/9
Type 9:	2/5/9

Crew Quarters: None for any type

Environmental Systems

Basic Life Support [3 Power/round]	8
Reserve Life Support [2 Power/round]	4
Emergency Life Support (no emergency shelters)	4
Gravity [1 Power/round]	2
Consumables: 1 week's worth	1
Replicator Systems: Usually none; at most, one food replicator	or 1
Medical Facilities: 1 (+0) [1 Power/round]	5
Recreation Facilities: None	
Personnel Transport: Jefferies tubes at the most	2
Fire Suppression System [1 Power/round when active]	2
Cargo Holds: None	
Escape Pods: None	

PROPULSION SYSTEMS

Warp Drive	
Nacelles: See below (all 1 Power/.2 warp speed)	8
Type 3: Type 1 (1.25/1.25/1.25)	
Type 5: Type 1 uprated (1.25/1.5/1.75)	
Type 9: Type 1A (1.2/2.0/3.0)	
PIS: Type J (up to 48 hours of Maximum warp)	20
Special Configuration: Embedded	8

Impulse Engine Type: Class 1 (.25c/.5c) [2/5 Power/round] Location: Varies; typically aft	5
Reaction Control System (.025c) [2 Power/round when in use]	2
POWER SYSTEMS	
Warp Engine Type: Typically Type 2/B (generates 120 Power/round) Location: Amidships Impulse Engine[s]: 1 Class 1 (generate 8 Power/engine/round)	32
Auxiliary Power: 1 reactor (generates5 Power/round)	3
Emergency Power: Type A (generates 25 Power/round)	25
CPS: Standard Power flow, +50 Power transfer/round	15
Standard Usable Power: 128	
OPERATIONS SYSTEMS	
Bridge: Forward	10
Computers Core 1: Amidships [5 Power/round] ODN	6 6
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Ventral	8
Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 2 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12 Strength Package: Class 5 (Strength 5) Gain Package: Standard (+0) Coverage: Standard	
Lateral Sensors [5 Power/round] Strength Package: Class 5 (Strength 5) Gain Package: Standard (+0) Coverage: Standard	10
Navigational Sensors [5 Power/round] Strength Package: Class 5 (Strength 5) Gain Package: Standard (+0) Probes: None Sensors Skill: 2	10
Flight Control Systems Autopilot:	
Shipboard Systems (Flight Control) 2, Coordination 1 [1 Power/round in use]	7
Navigational Computer Main: Class 1 (+0) [0 Power/round]	0
Backups: 1 Inertial Damping Field	0
Main Strength: 3 [3 Power/round]	8
Number: 2 Backup Strength: 2 [2 Power/round] Number: 2	2

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Commur	nications	Systems
T		

Type: Class 5 [2 Power/round] Strength: 5 Security: -2 Emergency Communications: No

Tractor Beams

 Emitter:
 Class Alpha [3 Power/Strength used/round]

 Accuracy:
 5/6/8/11

 Location:
 Forward

 Emitter:
 Class Alpha [3 Power/Strength used/round]

 Accuracy:
 5/6/8/11

 Location:
 Aft

Transporters

Type:Personnel [3 Power/use]10Pads:2Emitter/Receiver Array:Personnel Type 4 (30,000 km range)Energizing/Transition Coils:Class E (Strength 5)Number and Location:Aft of cockpit (bridge)

Cloaking Device: None

Security Systems Rating: N/A Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength] Science Systems Rating 1 (+0) [1 Power/round]

Rating 1 (+0) [1 Po	wer/round]
Specialized System	s: None
Laboratories: None	

TACTICAL SYSTEMS

Forward Spiral-Wave Disruptor Class: Cheh'gesh Damage: 140 [14 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	30
Aft Spiral-Wave Disruptor Class: Cheh'gesh Damage: 140 [14 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	30
TA/T/TS: Class Alpha [0 Power/round] Strength: 7 Bonus: +0	6
Weapons Skill: 2	
Shields (Forward, Aft, Port, Starboard) Shield Generator: Class 1 (Protection 100 + 100 [embedded nacelles]) [10 Power/shield/round] Shield Grid: Type B (33% increase to 133 Protection) Subspace Field Distortion Amplifiers: Class Alpha (Threshold 33 + 10 [embedded nacelles]) Recharging System: Class 1 (45 seconds)	9 (x4)
Backup Shield Generators: 4 (1 per shield)	4

10 Auto-Destruct System

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AUXILIARY SPACECRAFT SYSTEMS

None

3

3

0

2

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7

Description and Notes

Fleet data:

This Starship Template provides data on three different Tharbaltclass Warp Shuttle models: the Type 3, Type 5, and Type 9. For the most part these shuttles are similar, differing only in size, aesthetics, and minor technical ways. Each of them resembles a smaller, less angular-looking Hideki-class Fighter, but without the large disruptor cannon assembly aft.

Narrators and players can also use this Template for the captains' yachts on Cardassian vessels.

T I N U E D

C 0 N

VERAS CLASS

Class and Type: Veras-Class Armed Courier Commissioning Date: 2371

HULL SYSTEMS

Size: 3

Length: 73.24 meters Beam: 58.25 meters Height: 13.68 meters Decks: 3 Mass: 62,000 metric tonnes SUs Available: 1,000 SUs Used: 981

Hull

Outer Inner	15 15
Resistance	
Outer Hull: 6	6
Inner Hull: 6	6

21

11

11

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2

Structural Integrity Field

Main: Class 3 (Protection 60/90)
[1 Power/10 Protection/round]
Backup: Class 3 (Protection 30)
[1 Power/10 Protection/round]
Backup: Class 3 (Protection 30)
[1 Power/10 Protection/round]

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 4/20/85

Crew Quarters

Spartan: 4
Basic: 10
Expanded: 6
Luxury: 4
Unusual: 1
onusual.
Environmental Systems
Basic Life Support [5 Power/round]
Reserve Life Support [3 Power/round]
Emergency Life Support (18 emergency shelters)
Gravity [2 Power/round]
Consumables: 1 years' worth
Replicator Systems
Food Replicators [3 Power/round]
Industrial Replicators
Type: Network of small replicators [2 Power/round]
Medical Facilities: 5 (+1) [5 Power/round]
Recreation Facilities: 4 [8 Power/round]
Personnel Transport: Jefferies tubes [0 Power/round]
Fire Suppression System [1 Power/round when active]
Cargo Holds: 2,500 cubic meters
Locations: 3 locations throughout the ship
° 1
Escape Pods
Number: 20
Capacity: 8 persons per pod

PROPULSION SYSTEMS

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PROPULSION SYSTEMS	
Warp Drive Nacelles: Type 6C6 Speed: 6.0/9.0/9.6 [1 Power/.2 warp speed] PIS: Type C (6 hours of Maximum warp) Uprating: Package 1 for Standard, Sustainable, and Maximu Special Configuration: Embedded	103 6 m 6 12
Impulse Engine Type: Class 4B (.65c/.85c) [6/8 Power/round] Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] 2 Location: Aft	23
Reaction Control System (.025c) [2 Power/round when in use]	3
POWER SYSTEMS	
Warp Engine Type: Class 6/K (generates 300 Power/round) Location: Amidships Impulse Engine[s]: 1 Class 4B (generate 38 Power/engine/round)	70
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round)	12
Emergency Power: Type D (generates 40 Power/round)	40
EPS: Standard Power flow, +200 Power transfer/round	35
Standard Usable Power: 338	55
OPERATIONS SYSTEMS	
Bridge: Forward dorsal	15
Computers Core 1: Aft of bridge [5 Power/round] ODN	9 9
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Ventral of command hull	12
Sensor Systems	20
Long-range Sensors [5 Power/round] Range Package: Type 4 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0 Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1 Strength Package: Class 5 (Strength 5) Gain Package: Class Alpha (+1)	29)) -14)
Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 5 (Strength 5) Gain Package: Class Alpha (+1)	13
Coverage: Standard Navigational Sensors [5 Power/round] Strength Package: Class 5 (Strength 5)	12
Gain Package: Class Alpha (+1) Probes: 10 Sensors Skill: 5	1
Flight Control Systems Autopilot: Shipboard Systems (Flight Control) 3, Coordination 3 [1 Power/round in use] 12 Navigational Computer Main: Class 1 (+0) [0 Power/round]	0
Backups: Two	0

Inertial Damping Field Main	12	Aft : C
Strength: 9 [3 Power/round] Number: 2		
Backup Strength: 6 [2 Power/round]	4	R
Number: 2 Attitude Control [1 Power/round]	1	L F
Communications Systems Type: Class 8 [2 Power/round] Strength: 8	21	F TA/ S
Security: -4 (Class Gamma upgrade) Basic Uprating: Class Alpha (+1) Emergency Communications: No		B W∈a
Tractor Beams Emitter: Class Beta [3 Power/Strength used/round] Accuracy: 4/5/7/10	6	Shie S
Location: Forward ventral Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Aft	3	S S
		R
Transporters Type: Personnel [5 Power/use] Pads: 6	34	B Auto
Emitter/Receiver Array: Personnel Type 6 (40,000 km rar Energizing/Transition Coils: Class H (Strength 8)	nge)	AU
Number and Location: Two in command hull Type: Emergency [5 Power/use] Pads: 22	34	S C
Emitter/Receiver Array: Emergency Type 3 (15,000 km ra	inge)	
Energizing/Transition Coils: Class H (Strength 8) Number and Location: One each in port and starboard so		Des
Type: Cargo [4 Power/use] Pads: 400 kg	13	Flee
Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class H (Strength 8)		transp Carda
Number and Location: One in aft command hull		and p obsta
Cloaking Device: None		perso
Security Systems Rating: 4	16	luxurio postin
Anti-Intruder System: Yes [1 Power/round]	3	posui T
Neutralization Fields [2 Power/3 Strength]	6	promi
Science Systems		aft "to
Rating 1 (+0) [1 Power/round] Specialized Systems: None	8	the ci confei
Laboratories: 1	2	
TACTICAL SYSTEMS		Note V
Forward Spiral-Wave Disruptor Array	42	meeti
Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10		

Range: 10/30,000/100,000/300,000 Location: Forward on command hull

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

Aft Spiral-Wave Disruptor Array	44
Class: Ta'vor	
Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Aft on command hull	
Firing Arc: 540 degrees aft	
Firing Modes: Standard, Pulse	
TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1	9
Weapons Skill: 5	
Shields (Forward, Aft, Port, Starboard) 24 Shield Generator: 24	(x4)
Class 2 (Protection 400 + 100 [embedded nacelles]) [40 Power/shield/round]	
Shield Grid: Type C (50% increase to 600 Protection)	
Subspace Field Distortion Amplifiers:	
Class Gamma (Threshold 133 + 10 [embedded nacelles])	

Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield)

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None Captain's Yacht: No

Description and Notes

Fleet data:

The Central Command uses the Veras-class Armed Courier to transport important military and political figures throughout the Cardassian Union. With its fast engines, high degree of maneuverability, and powerful weapons, it's adept at evading pursuers and destroying obstacles. Because the Union dare not risk the lives of the important persons who travel in and conduct high-level meetings in the Veras's luxurious suites, only the most skilled pilots and crewmen receive a posting to one of these vessels.

The Veras consists of a fat crescent-shaped command hull with a prominent central bulge containing the engineering section and a large aft "tower" containing the bridge. Projecting backward from the points of the crescent are two large cylindrical sections, each containing rooms, conference chambers, and various other facilities and systems.

Noteworthy vessels/service records/encounters:

Veras, prototype; *Korgena*, transported Gul Dukat to secret meetings with the Dominion (2373).

4

VIDREN CLASS

Class and Type: Vidren-Class Strike Frigate Commissioning Date: 2365

HULL SYSTEMS

Size: 5

Length: 95.42 meters Beam: 188.93 meters Height: 43.66 meters Decks: 8 Mass: 444,635 metric tonnes SUs Available: 1,900 SUs Used: 1,897

Hull

Outer	25
Inner	25
Resistance	

9 9

5 8

30 32

15 5 1

6

Outo r Hull∙ 8

Structural Integrity Field

Main: Class 5 (Protection 80/120)	
[1 Power/10 Protection/round]	29
Backup: Class 5 (Protection 40)	
[1 Power/10 Protection/round]	15
Backup: Class 5 (Protection 40)	
[1 Power/10 Protection/round]	15

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PERSONNEL SYSTEMS

Crew/Passengers/Evac: 264/78/3,680

Crew Quarters

Spartan: 160	8
Basic: 100	10
Expanded: 35	7
Luxury: 8	8
Unusual: 2	2
Environmental Systems	
Basic Life Support [10 Power/round]	20
Reserve Life Support [5 Power/round]	10
Emergency Life Support (30 emergency shelters)	10
Gravity [3 Power/round]	5
Consumables: 2 years' worth	10
Replicator Systems	

Capacity: 4 persons per pod

PROPULSION SYSTEMS

£

Warp Drive	
Nacelles: Type 5D	70
Speed: 5.0/8.4/9.2 [1 Power/.2 warp speed] PIS: Type H (12 hours of Maximum warp) Uprating: Package 1 for Standard, Sustainable,	16
Package 3 for Maximum Special Configuration: Embedded	10 20
Impulse Engine Type: Class 4A (.6c/.85c) [6/8 Power/round] Acceleration Uprating: Class Beta (75% acceleration) [2 Power/round when active] 4 Location: Aft of main hull	22
Impulse Engine Type: Class 4A (.6c/.85c) [6/8 Power/round] Acceleration Uprating: Class Beta (75% acceleration) [2 Power/round when active] 4 Location: Aft edge of starboard and port wings	22
Reaction Control System (.025c) [2 Power/round when in use]	5
POWER SYSTEMS	
Warp Engine Type: Class 8/N (generates 400 Power/round) Location: Main hull amidships Impulse Engine[s]: 2 Class 4A (generate 35 Power/engine/round)	90
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round)	12
Emergency Power: Type D (generates 40 Power/round)	40
EPS: Standard Power flow, +200 Power transfer/round	45
Standard Usable Power: 470	
OPERATIONS SYSTEMS	
Bridge: Command hull	25
Computers Core 1: Main hull, ventral amidships [5 Power/round] Core 2: Starboard wing [5 Power/round] ODN	15 15 15
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral	25
Sensor Systems Long-range Sensors [5 Power/round]	41
Range Package: Type 6 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5 Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12 Strength Package: Class 7 (Strength 7) Gain Package: Class Alpha (+1)	0)
Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Alpha (+1) Coverage: Standard	17
Navigational Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Alpha (+1)	16
Probes: 20 Sensors Skill: 4	2

Flight Co Autopilo	ntrol Systems		ΤΑCΤΙCΑ
Shipbo	pard Systems (Flight Control) 3, Coordination 3 ver/round in use]	12	Forward Di Class: Dre
Navigati	onal Computer Class 2 (+1) [1 Power/round]	2	Damage: Number o
	ps: 2 Damping Field	2	Targeting Range: 10
	rength: 9 [3 Power/round] mber: 3	30	Location: F Firing Arc: Firing Mode
	IP ength: 6 [2 Power/round] mber: 3	9	Dorsal Star Spiral-Wav
	Control [1 Power/round]	1	Class: Ta'v Damage:
Type: C Strenç Secur	cations Systems Jass 7 [2 Power/round] gth: 7 ity: -3	17	Number o Targeting Range: 10, Location: [
	Uprating: Class Alpha (+1) ncy Communications: Yes [2 Power/round]	1	Firing Arc: Firing Mode
Accura	Class Gamma [3 Power/Strength used/round acy: 4/5/7/10] 9	Ventral Sta Spiral-Wav Class: Ta'v
Emitter: Accura	on: Forward Class Gamma [3 Power/Strength used/round acy: 4/5/7/10] 9	Damage: Number o Targeting
Emitter: Accura	on: Aft Class Alpha [3 Power/Strength used/round] acy: 5/6/8/11 on: Shuttlebay	3	Range: 10, Location: \ Firing Arc: Firing Mode
Transpor Type: P Pads:	ersonnel [5 Power/use]	45	Starboard Spiral-Wav Class: Ta'v
Energi Numb	r/Receiver Array: Personnel Type 6 (40,000 km zing/Transition Coils: Class F (Strength 6) er and Location: One in main hull, one in each	wing	Damage: Number o Targeting
Pads:		52	Range: 10/ Location: F
Energi	r/Receiver Array: Emergency Type 3 (15,000 kr zing/Transition Coils: Class F (Strength 6) er and Location: Two in main hull, one in each		Firing Arc: Firing Mode
Type: C Pads: Emitte Energi	argo [4 Power/use] 400 kg r/Receiver Array: Cargo Type 3 (40,000 km rar zing/Transition Coils: Class F (Strength 6) er and Location: Two in main hull, one in each	44 nge)	Dorsal Port Spiral-Way Class: Ta'v Damage: Number of Targeting
Cloaking	Device: None		Range: 10
Security Rating: Anti-Intr		16 5	Location: [Firing Arc: Firing Mode
Neutraliz	ration Fields [2 Power/3 Strength]	10	Ventral Por Spiral-Wav
Specializ	Systems (+1) [2 Power/round] zed Systems: None pries: 11	15 4	Class: Ta'v Damage: Number o
			Targeting Range: 10, Location: \ Firing Arc:

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TACTICAL SYSTEMS

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Forward Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward notch in command hull Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	54
Dorsal Starboard Wing Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal on starboard wing Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	84
Ventral Starboard Wing Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral on starboard wing Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	42
Starboard Wing Forward Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of starboard wing Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	84
Dorsal Port Wing Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal on port wing Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	84
Ventral Port Wing Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral on port wing Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	42

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Port Wing Forward Spiral-Wave Disruptor Arrays (2)

Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of port wing Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse

84

42

16

15

9

5

Aft Spiral-Wave Disruptor Array

Class: Ta'vor

Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft of main hull Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse

Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage) Spread: 6 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Ventral of main hull Firing Arc: Forward, but are self-guided

Torpedoes Carried: 150

TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) 46 (x4) Shield Generator: Class 4 (Protection 750 + 100 [embedded nacelles]) [75 Power/shield/round] Shield Grid: Type B (33% increase to 1,000 Protection) Subspace Field Distortion Amplifiers: Class Epsilon (Threshold 250 + 10 [embedded nacelles]) Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield) 4

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

 Shuttlebay(s):
 Capacity for 6 Size worth of ships
 12

 Standard Complement:
 3 shuttlecraft
 12

 Location(s):
 Aft of main hull
 12

 Captain's Yacht:
 No
 12

Description and Notes

Fleet data:

The Vidren-class Strike Frigate began as a gleam in the eye of Glinn Hotar Peret, who worked on the Thalkar Development Project but left it after two years, when he developed serious differences of opinion with his superiors. Glinn Peret wanted a ship of roughly the same size, but very different configuration. The ship he envisioned, which he christened a "Strike Frigate," would have heavy armament and shields, but remain as fast and maneuverable as lesser frigates. When it became apparent to him that the officers in charge of the project were jealous of his genius and would not listen to his ideas, he used his vesala to arrange a transfer to another project, to develop an as-yet-unnamed new type of frigate. There, his ideas proved more influential.

His new commanders found his ideas noteworthy and intriguing, and accepted almost all of them, right down to Glinn Peret's chosen name for the class, from his favorite author of the First Hebitian period.

Though the Vidren entered field service two years later than the Thalkar, it has enjoyed greater acceptance and popularity than the Heavy Frigate, much to Glinn Peret's delight. Its powerful tactical systems and speed made it well-suited for many different types of missions during the Federation-Cardassian, Klingon-Cardassian, and Dominion wars.

Physically, the Vidren resembles an archer's bow from ancient Earth when viewed from above or below. It has a large, rectangular command hull, where most of the major ship systems are located. Sweeping out to either side are half-crescent "wings" which hold weapons, crew quarters, and various minor systems. Thus, it has a relatively short length but an enormous beam. Although some Cardassian officers find its appearance faintly ridiculous, referring to it as jhelaret n'sheren ("the flying crescent moon"), few of them quibble with its ability to perform well in combat and maneuver adroitly.

Noteworthy vessels/service records/encounters:

Vidren, prototype; *Bel'carth*, led the surprise attack on Starfleet's 236th Tactical Wing which resulted in a decisive victory for the Cardassian forces at Fendaras II (2366); *Yel'kren*, destroyed a large pirate band plaguing several Iron Path worlds (2370); *Kharlaish*, destroyed by the Klingons while fighting a holding action which allowed the Central Command to evacuate all civilians from Nargeth VI (2373); *Savvar*, participated in all three assaults on the Vulcanis system (2374-75).

VORESKA CLASS

Class and Type: Voreska-Class Research/Laboratory Vessel Commissioning Date: 2357

HULL SYSTEMS

Size: 5

Length: 235.68 meters
Beam: 86.72 meters
Height: 47.80 meters
Decks: 10
Mass: 468,950 metric tonnes
SUs Available: 1,600
SUs Used: 1,488

Hull

Outer	25
Inner	25
sistance	

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Resistance

Outer Hull:	6				
Inner Hull:	6				
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Structural Integrity Field

Main: Class 4 (Protection 70/110)	
[1 Power/10 Protection/round]	26
Backup: Class 4 (Protection 35)	
[1 Power/10 Protection/round]	13
Backup: Class 4 (Protection 35)	
[1 Power/10 Protection/round]	13

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 159/84/5,650

Crew Quarters

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Spartan: None	
Basic: 200	20
Expanded: 75	15
Luxury: 10	10
Unusual: 10	10
nvironmental Systems	
Basic Life Support [11 Power/round]	20
Reserve Life Support [6 Power/round]	10
Emergency Life Support (30 emergency shelters)	10
Gravity [3 Power/round]	5
Consumables: 3 years' worth	15
Replicator Systems	
Food Replicators [5 Power/round]	5
Industrial Replicators	8
Type: Network of small replicators [2 Power/round]	
Type: 1 large unit [2 Power/replicator/round]	
Medical Facilities: 6 (+1) [6 Power/round]	30
Recreation Facilities: 5 [10 Power/round]	40
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	15
Fire Suppression System [1 Power/round when active]	5
Cargo Holds: 66,000 cubic meters	2
Locations: 4 locations throughout ship	
Escape Pods	7
Number: 120	
Capacity: 8 persons per pod	

PROPULSION SYSTEMS

Warp Drive Nacelles: Type 5A 55 Speed: 5.0/7.0/8.0 [1 Power/.2 warp speed] **PIS:** Type E (8 hours of Maximum warp) 10 Uprating: Package 1 for Standard, Sustainable, and Maximum 6 Special Configuration: Embedded 20 Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] 18 Location: Aft of command hull Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] 18 Location: Engineering hull Reaction Control System (.025c) [2 Power/round when in use] 5 POWER SYSTEMS Warp Engine Type: Class 6/K (generates 330 Power/round) 73 Location: Engineering hull Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round) Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) 12 **Emergency Power**: Type E (generates 45 Power/round) 45 EPS: Standard Power flow, +150 Power transfer/round 40 Standard Usable Power: 386

OPERATIONS SYSTEMS

Bridge: Command hull dorsal	25
Computers Core 1: Command hull [5 Power/round] Core 2: Engineering hull [5 Power/round] Core 3: Dorsal laboratory pod [5 Power/round] Uprating: Class Alpha (+1) [1 Power/computer/round] ODN	15 15 15 6 15
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Ventral of command hull, on forward end of engineering hull	25
Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10) High Resolution: .5/.6-1.0/1.1-3.8/3.9-5.0 Low Resolution: 1/1.1-6.0/6.1-13.0/13.1-17 Strength Package: Class 8 (Strength 8) Gain Package: Class Beta (+2)	59
Coverage: -3,000 substances Lateral Sensors [5 Power/round] Strength Package: Class 8 (Strength 8) Gain Package: Class Beta (+2)	31
Coverage: -3,000 substances Navigational Sensors [5 Power/round] Strength Package: Class 8 (Strength 8) Gain Package: Class Beta (+2)	20
Probes: 120 Sensors Skill: 4	12

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Flight Control Systems		TACTICAL SYSTEMS	
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 1 [1 Power/round in use] Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2 Inertial Damping Field Main Strength: 8 [3 Power/round] Number: 3 Backup	10 2 2 30 9	Forward Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of command hull Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	
Strength: 5 [2 Power/round] Number: 3 Attitude Control [1 Power/round] Communications Systems Type: Class 8 [2 Power/round] Strength: 8 Security: -3 Basic Uprating: None	1 16	Command Hull Dorsal Disruptor Array Class: Carkhet Damage: 160 [16 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal side of command hull Firing Arc: 360 degrees dorsal (significant arc shadow) Firing Modes: Standard, Pulse	33
Emergency Communications: Yes [2 Power/round] Tractor Beams Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/4/0/11	1 9 9 6	Command Hull Ventral Disruptor Array Class: Carkhet Damage: 160 [16 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral side of command hull Firing Arc: 360 degrees ventral (significant arc shadow) Firing Modes: Standard, Pulse	33
Accuracy: 5/6/8/11 Location: Shuttlebay (x2) Transporters Type: Personnel [5 Power/use] Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km rar Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in command hull,	60 nge)	Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 2 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward, ventral side of command hull Firing Arc: Forward, but are self-guided	14
one in engineering hull, one in each laboratory pod Type: Emergency [5 Power/use]	52	Torpedoes Carried: 10	1
Pads: 16 Emitter/Receiver Array: Emergency Type 3 (15,000 km ra Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in command hull,	inge)	TA/T/TS: Class Alpha [0 Power/round] Strength: 7 Bonus: +0	6
one in engineering hull, one in each laboratory pod Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class F (Strength 6) Number and Location: Two in engineering hull, one in each laboratory pod	44	Weapons Skill: 3 Shields (Forward, Aft, Port, Starboard) 32 Shield Generator: Class 2 (Protection 400 + 100 [embedded nacelles]) [40 Power/shield/round] Shield Grid: Type B (33% increase to 533 Protection) Subspace Field Distortion Amplifiers:	2 (x4)
Cloaking Device: None Security Systems Rating: 3 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength]	12 5 10	Class Gamma (Threshold 120 + 10 [embedded nacelles] Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield) Auto-Destruct System AUXILIARY SPACECRAFT SYSTEM	4
Science Systems Rating 3 (+2) [3 Power/round] Specialized Systems: 3 Laboratories: From 26-40, depending on laboratory modules installed	20 15 8	Shuttlebay(s): Capacity for 10 Size worth of ships Standard Complement: 5 shuttlecraft Location(s): Aft of command hull, to port and starboard s Captain's Yacht: No	20

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Description and Notes

Fleet data:

The Voreska-class science vessel, the most common research ship used by the Cardassians, consists of four sections. The primary section, the command hull, is a large half-oval shape similar to that seen on many other Cardassian ships. Attached to it aft center is a rectangular engineering hull, similar in shape to engineering hulls on other Cardassian vessels, but much shorter and taller. Attached to the dorsal and ventral sides of the engineering hull are fat crescent-shaped "laboratory pods" containing advanced sensors and scientific equipment, and attached to its aft side is a long "tail" of six sections. Each of these sections holds more laboratories and science facilities, and is modular; the crew can swap a section out at a spacedock and put a section with different labs and equipment in its place.

Although well-equipped for scientific pursuits, the Voreska is a poor combat vessel by Cardassian standards. Equipped only with a few disruptor arrays, and one forward torpedo launcher, it's weakly armed compared to most other Central Command ships.

Noteworthy vessels/service records/encounters:

Voreska, prototype; *Yel'gra*, researched anomalous condition of the Tulajra Quasar (2361); *Hevret*, participated in the first comprehensive survey of the Creltar Sector (2364-67); *Ghettar*, explored the Gedaro Expanse and made first contact with the H'n'k (2371-72).

Cardassian Civilian Vessels and Member/Allied Species Vessels

6

PRENDAK CLASS

Class and Type: *Prendak*-Class Prisoner Transport **Commissioning Date**: 2346

HULL SYSTEMS

Size: 7

Length: 522.37 meters Beam: 278.62 meters Height: 137.88 meters Decks: 30 decks Mass: 3,738,900 metric tonnes SUS Available: 1,850 SUS Used: 1,648

Hull

i i di	
Outer	35
Inner	35
Resistance	
Outer Hull: 6	6

Structural Integrity Field

Main: Class 4 (Protection 70/110)	
[1 Power/10 Protection/round]	28
Backup: Class 4 (Protection 35)	
[1 Power/10 Protection/round]	14
Backup: Class 4 (Protection 35)	
[1 Power/10 Protection/round]	14

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 213/2,500/12,850

Crew Quarters

Inner Hull: 6

Spartan: 2,500	125
Basic: 250	25
Expanded: 10	2
Luxury: 3	3
Unusual: 2	2

Environmental Systems

28
14
14
7
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7
15
24
21
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PROPULSION SYSTEMS

Warp Drive	
Nacelles: Type 4A2	37
Speed: 3.9/7.3/8.1 [1 Power/.2 warp speed]	
PIS: Type H (12 hours of Maximum warp)	16
Special Configuration: Embedded	28
Impulse Engine	
Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft of command hull	18
Reaction Control System (.025c)	
[2 Power/round when in use]	7
POWER SYSTEMS	
Warp Engine	
Type: Class 6/K (generates 330 Power/round)	73
Location: Engineering amidships	
Impulse Engine[s]:	
1 Class 3A (generate 28 Power/engine/round)	
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round)	12
Emergency Power:	12
Type D (generates 40 Power/round)	40
EPS:	
Standard Power flow, +200 Power transfer/round	55

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OPERATIONS SYSTEMS

Bridge: Bridge module, forward dorsal of command hull	35
Computers Core 1: Main command hull [5 Power/round] Core 2: Engineering hull [5 Power/round] ODN	21 21 21
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Ventral of command hull, forward end of engineering l	35 hull
Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 4 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14) Strength Package: Class 5 (Strength 5) Gain Package: Standard Coverage: Standard	26
Lateral Sensors [5 Power/round] Strength Package: Class 5 (Strength 5) Gain Package: Standard Coverage: Standard	10
Navigational Sensors [5 Power/round] Strength Package: Class 5 (Strength 5)	10
Gain Package: Standard Probes: 10 Sensors Skill: 2	1

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	Flight Control Systems Autopilot:		ΤΑΟΤΙΟΑ
	Shipboard Systems (Flight Control) 2, Coordination 1 [1 Power/round in use] Navigational Computer	7	Forward E Class: Dre Damage
	Main: Class 2 (+1) [1 Power/round] Backups: 2	2 2	Number Targeting
	Inertial Damping Field Main Strength: 8 [3 Power/round] Number: 3	42	Range: 10 Location: Firing Arc: Firing Mod
	Backup Strength: 5 [2 Power/round] Number: 3	12	Aft Disrup Class: Dre
	Attitude Control [2 Power/round]	2	Damage Number
	Communications Systems Type: Class 5 [2 Power/round] Strength: 5 Security: -2 Basic Uprating: None Emergency Communications: No	10	Targeting Range: 10 Location: Firing Arc: Firing Mod
	Tractor Beams Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward ventral	9	Starboard Class: Ta' Damage Number Targeting
	Transporters Type: Personnel [5 Power/use] Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)	64	Range: 10 Location: 5 Firing Arc: Firing Mod
	Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in command hull, one in engineering hull, two in prison section Type: Emergency [5 Power/use] Pads: 20 Emitter/Receiver Array: Emergency Type 3 (15,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in main command hull,	30	Port Spira Class: Ta' Damage Number Targeting Range: 10 Location: F Firing Arc:
	one in engineering hull Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7)	24	Firing Mod TA/T/TS: Strength: Bonus: +(
	Number and Location: Two in engineering hull		Weapons
	Cloaking Device: None		Shields (Fe
	Security Systems Rating: 5 Anti-Intruder System: Yes [1 Power/round] Backup Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength] Backup Neutralization Fields [2 Power/3 Strength]	20 7 7 14 14	Shield Gen Class 3 [50 Pow Shield Grid Subspace Class De Recharging
	Science Systems Rating 1 (+0) [1 Power/round]	12	Backup Sh
	Specialized Systems: None Laboratories: None		Auto-Dest
	Luvruluncs. None		AUXILIA
			

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Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of command hull Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	54
Aft Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	54
Starboard Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Starboard side of prison section Firing Arc: 360 degrees starboard Firing Modes: Standard, Pulse	42
Port Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Port side of prison section Firing Arc: 360 degrees port Firing Modes: Standard, Pulse	42
FA/T/TS: Class Alpha [0 Power/round] Strength: 7 Bonus: +0	6
Neapons Skill: 3	
 Shields (Forward, Aft, Port, Starboard) Shield Generator: Class 3 (Protection 500 + 100 [embedded nacelles]) [50 Power/round] Shield Grid: Type C (50% increase to 750 Protection) Subspace Field Distortion Amplifiers: Class Delta (Threshold 165 + 10 [embedded nacelles]) Recharging System: Class 1 (45 seconds) 	59 (x4)
Backup Shield Generators: 4 (1 per shield)	8
Auto-Destruct System	7

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RY SPACECRAFT SYSTEMS

Shuttlebay(s): None Captain's Yacht: No

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Description and Notes

Fleet data:

Cardassian efficiency in matters penological is legendary (some might say "infamous") throughout the Alpha Quadrant. The *Prendak*-class Prison Transport provides a prime example of that efficiency. Built to transport up to 2,500 hardened criminals (each in his own cell, to prevent fraternization) with absolute security, it does its job quite well.

The internal security of a *Prendak* presents a nigh-insurmountable obstacle to transportees' escape plans (the only recorded successful escapes from a *Prendak* have all involved corruption on the part of the jailers, or outside assistance). All security officers have extensive training, and are well-armed with energy weapons that function only for themselves; criminals find them useless if they manage to obtain one. They also carry prison tricorders optimized to scan for contraband and the like. Every three-meter section of corridor or access tube can be sealed by powerful neutralization fields, and at the least sign of resistance or attempted escape by prisoners, the captain won't hesitate to flood selected sections with neurozine (an anaesthetic gas) or neurocine (a lethal gas). Unfortunate misunderstandings of the captain's order for the anaesthetic have led to the deaths of hundreds of inmates on several of these ships, but the Ministry of Justice chalks these events up to the nature of the work, shrugs its shoulders, and makes no changes in nomenclature or procedure.

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CONTINUED

DET'TAR CLASS

Class and Type: Det'tar-Class Prospecting/Mining Vessel Commissioning Date: 2364

HULL SYSTEMS

Size: 5

Hull

Outer	25
Inner	25

Resistance

Outer	Hull:	6
Inner	Hull:	6

Structural Integrity Field

Main: Class 4 (Protection 70/110)	
[1 Power/10 Protection/round] 2	26
Backup: Class 4 (Protection 35)	
[1 Power/10 Protection/round] 1	3
Backup: Class 4 (Protection 35)	
[1 Power/10 Protection/round] 1	3

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 48/21/5.600

Crew/Passengers/Evac: 48/21/5,600		
Crew Quarters Spartan: 10 Basic: 80 Expanded: None Luxury: None Unusual: None	1 8	
Environmental Systems		
Basic Life Support [11 Power/round]	20	
Reserve Life Support [6 Power/round]	10	
Emergency Life Support (30 emergency shelters)	10	
Gravity [3 Power/round]	5	
Consumables: 2 year's worth (plus any carried cargo)		
Replicator Systems		
Food Replicators [5 Power/round]	5	
Industrial Replicators	8	
Type: Network of small replicators [2 Power/round]		
Type: 1 large unit [2 Power/replicator/round]		
Medical Facilities: 4 (+1) [4 Power/round]	20	
Recreation Facilities: 4 [8 Power/round]	32	
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]	15	
Fire Suppression System [1 Power/round when active]	5	
Cargo Holds: 800,000 cubic meters	24	
Locations: 12 ore modules amidships		
Escape Pods	3	
Number: 60		
Capacity: 4 persons per pod		

PROPULSION SYSTEMS

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PROPULSION STSTEMS	
Warp Drive Nacelles: Type 215 Speed: 2.0/3.0/6.0 [1 Power/.2 warp speed] PIS: Type C (6 hours of Maximum warp)	6
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft of engineering section, on port and starboard "wire	18 ngs″
Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft of engineering section	18
Reaction Control System (.025c) [2 Power/round when in use]	5
POWER SYSTEMS	
Warp Engine Type: Class 4/G (generates 240 Power/round) Location: Engineering section Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)	54
Auxiliary Power:	10
4 reactors (generate 5 Power/reactor/round) Emergency Power :	12
Type C (generates 35 Power/round)	35
Standard Power flow, +100 Power transfer/round	35
Standard Usable Power: 296	
OPERATIONS SYSTEMS	
Bridge: Command hull dorsal	25
Computers Core 1: Command hull [5 Power/round] ODN	15 15
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Ventral of command hull	25
Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 4 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5./6-1.0/1.1-3.5/3.6-5.0) Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14 Strength Package: Class 5 (Strength 5) Gain Package: Class Alpha (+1) Coverage: -5,000	44 +)
Lateral Sensors [5 Power/round] Strength Package: Class 5 (Strength 5) Gain Package: Class Alpha (+1) Coverage: -5,000	28
Navigational Sensors [5 Power/round] Strength Package: Class 5 (Strength 5) Gain Package: Class Alpha (+1)	12
Probes: 20	2
Sensors Skill: 3 Flight Control Systems	
Autopilot:	
Shipboard Systems (Flight Control) 2, Coordination 1 [1 Power/round in use]	7
Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2	2 2

Backups: 2

Inertial Damping Field Main	30	TACTICAL SYSTEMS
Strength: 6 [3 Power/round] Number: 3	00	Forward Spiral-Wave Disruptor Cannon Class: Ta'vor
Backup	9	Damage: 200 [20 Power]
Strength: 4 [2 Power/round] Number: 3		Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10
Attitude Control [1 Power/round]	1	Range: 10/30,000/100,000/300,000
Communications Systems	10	Location: Forward Firing Arc: 360 degrees forward
Type: Class 5 [2 Power/round] Strength: 5		Firing Modes: Standard, Pulse
Security: -2		Aft Spiral-Wave Disruptor Cannon
Basic Uprating: None Emergency Communications: No		Class: Ta'vor Damage: 200 [20 Power]
Tractor Beams		Number of Shots: Up to 3 shots per disruptor per round
Emitter: Class Delta [3 Power/Strength used/round]	12	Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000
Accuracy: 4/5/7/10 Location: Forward		Location: Aft
Emitter: Class Delta [3 Power/Strength used/round]	12	Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse
Accuracy: 4/5/7/10 Location: Aft		Mining Disruptors (6)
Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10	9	Class: Garshep Damage: 100 [10 Power]
Location: Dorsal amidships		Number of Shots: Up to 2 shots per disruptor per round
Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10	9	Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000
Location: Ventral amidships		Location: Two each amidships on port and starboard sides,
Transporters		one each amidships on dorsal and ventral sides Firing Arc: 360 degrees per side
Type: Personnel [5 Power/use] Pads: 6	30	Firing Modes: Standard, Pulse
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)		TA/T/TS: Class Alpha [0 Power/round]
Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in command hull,		Strength: 7 Bonus: +0
one in engineering section	27	Weapons Skill: 3
Type: Emergency [5 Power/use] Pads: 16	26	Shields (Forward, Aft, Port, Starboard)
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)		Shield Generator: Class 2 (Protection 300)
Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in command hull,		[30 Power/shield/round]
one in engineering section Type: Cargo [4 Power/use]	275	Shield Grid: Type B (33% increase to 400 Protection) Subspace Field Distortion Amplifiers:
Pads: 400 kg	210	Class Beta (Threshold 100)
Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class F (Strength 6)		Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield)
Number and Location: Two in each cargo module, one in engineering section		Auto-Destruct System
Cloaking Device: None		AUXILIARY SPACECRAFT SYSTE
Security Systems	0	Shuttlebay(s): None
Rating: 2 Anti-Intruder System: Yes [1 Power/round]	8 5	Captain's Yacht: No
Neutralization Fields [2 Power/3 Strength]	10	
Science Systems	15	Description and Notes
Rating 2 (+1) [2 Power/round]	15	Fleet data:

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The Det'tar-class Prospecting/Mining Vessel is a common sight throughout the Cardassian Union. Though not pretty to look at, with its stubby, ugly command hull (forward) and engineering section (aft) connecting ore hoppers, there's no question that it's perfect for mining. Equipped with powerful sensors for detecting valuable minerals at a great distance through solid rock, mining disruptors to cut apart asteroids and drill into planets (and larger disruptors to scare off pirates and claim jumpers), and twelve enormous ore modules (each with its own feed system for onloading and offloading ore), it's the quintessential mining ship. The Cardassians have sold thousands of them to species and business concerns all over the Alpha and Beta Quadrants.

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28 (x4)

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SYSTEMS

Specialized Systems: 1 (Geology)

Laboratories: 6

PROPULSION SYSTEMS SHESARA'WENTHIA **CLASS**

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Class and Type: Shesara'Wenthia-Class Luxury Transport Commissioning Date: 2369

HULL SYSTEMS

Size: 7

Length: 523.65 meters		
Beam: 157.22 meters		
Height: 112.78 meters		
Decks: 25		
Mass: 2,100,500 metric tonnes		
SUs Available: 2,750		
SUs Used: 2,560		

Hull

sistance	20
Inner	28
Outer	28

Resistance

Outer Hull:	6		
Inner Hull:	6		

Structural Integrity Field

Main: Class 6 (Protection 90/130)	
[1 Power/10 Protection/round]	34
Backup: Class 6 (Protection 45)	
[1 Power/10 Protection/round]	17
Backup: Class 6 (Protection 45)	
[1 Power/10 Protection/round]	17

PERSONNEL SYSTEMS

Crew/Passengers/Evac:	1,857/769/16,000
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Crew Quarters	
Spartan: None	
Basic: 2,000	200
Expanded: 550	110
Luxury: 250	250
Unusual: 30	30
Environmental Systems	
Basic Life Support [13 Power/round]	28
Reserve Life Support [7 Power/round]	14
Emergency Life Support (42 emergency shelters)	14
Gravity [4 Power/round]	7
Consumables: 4 years' worth	28
Replicator Systems	
Food Replicators [7 Power/round]	7
Industrial Replicators	23
Type: 2 networks of small replicators [2 Power/network	
Type: 3 large units [2 Power/replicator/round]	
Medical Facilities: 9 (+2) [9 Power/round]	45
Recreation Facilities: 9 [18 Power/round]	72
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	21
Fire Suppression System [1 Power/round when active]	7
Cargo Holds: 33,000 cubic meters	1
Locations: 8 locations throughout the ship	
Escape Pods	17
Number: 300	
Capacity: 12 persons per pod	

Warp Drive	
Nacelles: Type 4.86	29
Speed: 4.0/6.0/8.5 [1 Power/.2 warp speed]	
PIS: Type C (6 hours of Maximum warp)	6
Uprating: Package 1 for Standard and Sustainable	4
Special Configuration: Embedded	28
Impulse Engine	
Type: Class 5 (.7c/.9c) [7/9 Power/round]	25
Location: Aft	
Impulse Engine	
Type: Class 5 (.7c/.9c) [7/9 Power/round]	25
Location: Port and dorsal projections, amidships	
Reaction Control System (.025c)	
[2 Power/round when in use]	7
POWER SYSTEMS	
Warp Engine	
Type: Class 8/N (generates 400 Power/round)	90
Location: Engineering section, two-thirds to aft, on ventral side	of ship
Impulse Engine[s]:	
2 Class 5 (generate 40 Power/engine/round)	

2 Class 5 (generate 40 Power/engine/round)	
Auxiliary Power:	
6 reactors (generate 5 Power/reactor/round)	18
Emergency Power:	
Type F (generates 50 Power/round)	50
EPS:	
Standard Power flow, +200 Power transfer/round	55

Standard Usable Power: 480

OPERATIONS SYSTEMS

Bridge: Bridge module, one-third to aft, on dorsal side of ship 35

Computers	
Core 1: Forward [5 Power/round]	14
Core 2: Engineering [5 Power/round]	14
Core 3: Amidships ventral [5 Power/round]	14
Uprating: Class Alpha (+1) [1 Power/computer/round]	6
ODN	21
Navigational Deflector [5 Power/round]	28
Range: 10/20,000/50,000/150,000	20
Accuracy: 5/6/8/11	
Location: Forward ventral	
Sensor Systems	45
Long-range Sensors [5 Power/round]	45
Range Package: Type 7 (Accuracy 3/4/7/10)	
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0)	
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)	
Strength Package: Class 7 (Strength 7)	
Gain Package: Class Alpha (+1) Coverage: Standard	
Lateral Sensors [5 Power/round]	17
Strength Package: Class 7 (Strength 7)	17
Gain Package: Class Alpha (+1)	
Coverage: Standard	
Navigational Sensors: [5 Power/round]	16
Strength Package: Class 7 (Strength 7)	10
Gain Package: Class Alpha (+1)	
Probes: 20	4
(launched via small forward launcher costing 2 SUs)	•

Flight Control Systems		TACTICAL SYS
Autopilot:		
Shipboard Systems (Flight Control) 3, Coordina [1 Power/round in use]	ation 3 12	Forward Disruptor Type: 6
Navigational Computer		Damage: 140 [14
Main: Class 2 (+1) [1 Power/round]	2	Number of Shots: L
Backups: 2 Inertial Damping Field	2	Targeting System: A Range: 10/30,000/10
Main	42	Location: Forward
Strength: 8 [3 Power/round] Number: 3		Firing Arc: 360 degre Firing Modes: Standa
Backup	12	Aft Disruptor Arra
Strength: 5 [2 Power/round] Number: 3		Type : 6
Attitude Control [2 Power/round]	2	Damage: 140 [14 Number of Shots: U
Communications Systems	19	Targeting System: A
Type: Class 8 [2 Power/round]		Range: 10/30,000/10 Location: Aft
Strength: 8 Security: -3		Firing Arc: 360 degre
Basic Uprating: Class Alpha (+1)		Firing Modes: Standa
Emergency Communications: Yes [2 Power/roo Holocommunications: Yes	und] 1 1	Starboard Disrupt
Tractor Beams		Type: 6 Damage: 140 [14
Emitter: Class Delta [3 Power/Strength used/re	ound] 12	Number of Shots: L
Accuracy: 4/5/7/10 Location: Forward		Targeting System: A Range: 10/30,000/10
Emitter: Class Delta [3 Power/Strength used/rd	ound] 12	Location: Starboard a
Accuracy: 4/5/7/10 Location: Aft		Firing Arc: 360 degre Firing Modes: Standa
Emitter: Class Alpha [3 Power/Strength used/r	round] 6	0
Accuracy: 5/6/8/11		Port Disruptor Arr Type: 6
Location: Shuttlebay (x2)		Damage: 140 [14] Number of Shots: U
Transporters Type: Personnel [5 Power/use]	96	Targeting System: A
Pads: 6		Range: 10/30,000/10
Emitter/Receiver Array: Personnel Type 6 (40, Energizing/Transition Coils: Class G (Strength		Location: Port amidsh Firing Arc: 360 degre
Number and Location: Six distributed evenly t	throughout ship	Firing Modes: Standa
Type: Emergency [5 Power/use] Pads: 20	150	TA/T/TS: Class Alpha
Emitter/Receiver Array: Emergency Type 3 (15		Strength: 7 Bonus: +0
Energizing/Transition Coils: Class G (Strength Number and Location: Ten distributed evenly		Weapons Skill: 2
Type: Cargo [4 Power/use]	72	Shields (Forward,
Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000	(km range)	Shield Generator:
Energizing/Transition Coils: Class G (Strength		Class 4 (Protection 7
Number and Location: Three in engineering s	ection, three aft	[70 Power/shield/rou Shield Grid: Type B (3
Cloaking Device: None		Subspace Field Distor
Security Systems		Class Delta (Thresho Recharging System:
Rating: 4 Anti-Intruder System: Yes [1 Power/round]	16 7	Backup Shield Genera
Internal Force Fields [2 Power/3 Strength]	14	Auto-Destruct Sys
Science Systems	10	AUXILIARY SF
Rating 1 (+0) [1 Power/round] Specialized Systems: None	12	
Laboratories: 3	2	Shuttlebay(s): Capaci Standard Compleme 5 shuttlecraft, plu
		Location(s): Aft, ven Captain's Yacht: Yes

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Forward Disruptor Array Type: 6 Damage: 140 [14 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	30
Aft Disruptor Array Type: 6 Damage: 140 [14 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	30
Starboard Disruptor Array Type: 6 Damage: 140 [14 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Starboard amidships Firing Arc: 360 degrees starboard Firing Modes: Standard, Pulse	30
Port Disruptor Array Type: 6 Damage: 140 [14 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Port amidships Firing Arc: 360 degrees port Firing Modes: Standard, Pulse	30
TA/T/TS: Class Alpha [0 Power/round] Strength: 7 Bonus: +0	6
Weapons Skill: 2	
Shields (Forward, Aft, Port, Starboard) Shield Generator: Class 4 (Protection 700 + 100 [embedded nacelles]) [70 Power/shield/round] Shield Grid: Type B (33% increase to 931 Protection) Subspace Field Distortion Amplifiers: Class Delta (Threshold 200 + 10 [embedded nacelles]) Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield)	59 (x4)
Auto-Destruct System	7
AUXILIARY SPACECRAFT SYSTE	MS
Shuttlebay(s): Capacity for 60 Size worth of ships	120
Standard Complement: 5 shuttlecraft, plus passengers' personal ships Location(s): Aft, ventral	

Description and Notes

Fleet data:

A Shesara'Wenthia-class Luxury Transport, better known throughout the Alpha Quadrant as the "Daairiam Symphony Cruise Ship," is a playground for the wealthy and an attraction for music lovers of all species. Outfitted with the most luxurious accomodations available, it provides non-stop entertainment for cruises of one to ten weeks' duration. The ship visits noteworthy star systems and astronomical anomalies, allowing its passengers to disembark for shopping and exploration excursions or other activities. Many choose never to leave the ship, though, for its holodecks, restaurants, gaming rooms, and other facilities leave little, if anything, to be desired.

The Shesara Wenthia is best known for the musical programs it offers. The Daairiam enjoy a well-deserved reputation as masterful composers and musicians, and to complement their own style they hire the best musicmakers from dozens of species to work their cruise ships. From the most elaborate symphonies and operas ever composed, to Nommoi soundsculpture exhibitions, to colorful musical plays, a Daairiam cruise has something to offer every music afficionado.

The Shesara Wenthia is also physically distinctive. Long and narrow, its hull has a square profile, though it tapers to something of a point forward and aft. Large portholes line the sides of the ship, each giving a view into the luxurious cabin beyond. At various points along the hull, force field-protected walkways provide the passengers with a place to stroll and look at the passing stars. Many cafes and restaurants also feature such views.

The Daairiam

The Daairiam, an ally of the Cardassian Union, live on the world Daair, in the most populated part of the Almatha Sector. They developed sub-light drives to travel within their own system, but never went beyond it. Their civilization reached its height in 1816, and has since that time been in an epoch of stability and peace.

When Cardassian scouts entered the Daair system in 1837, the Daairiam captured their scout ship, swiftly reproduced it using their engineering skills, and returned to the Cardassian Union with a small fleet of scout ships and an offer of alliance. The Cardassians, unaware the Daairiam did not possess technology equal to or better than their own, accepted, making them Union affiliates. Since that time, both species have worked together well.

The Daairiam possess bluish, delicately veined skin, thin foreheads, and long, slender noses. Their large eyes, while initially indistinguishable from most humanoid eyes, contain two irises each arranged side-by-side in a sort of horizontal hourglass patterns. Eye color ranges from pale blues and grays to soft yellows and browns. They wear thin robes (their homeworld is nearly as warm as Cardassia Prime) made from silk-like fabrics which accentuate their figures. Cardassian men supposedly find Daairiam females attractive, but since the two races have incompatible reproductive organs, unions between them are extremely rare.

The Daairiam are noted for their high intellects and beautiful music. Soft winds fill Daair; the air never stops moving and the plants constantly rustle in the breeze. Though to some Daair is a cacophony of noise, to the incredibly delicate eardrums of the Daairiam, music fills their world. Because they evolved on such a world, the Daairiam can clearly distinguish nearly two hundred different octaves by sound, over ten times the range of a Human ear.

This vast aural range makes the Daairiam efficient engineers, since they can tune an engine by sound and pitch as much as by tricorder. Their assistance and allegiance to the Cardassian Union have proven invaluable, as even the Cardassians themselves acknowledge. The arrangement has benefited both species greatly.

The Daairiam government is an absolutist theocracy. The Daairiam *Dalmai* (a ruling God-Emperor) oversees all Daairiam colonies and holdings, and his word is law. His vast harem gives birth to dozens upon dozens of imperial heirs, who fight in political (and other) arenas to earn his favor and, hopefully, the position of Emperor-Designate.

Daairiam Template

Attributes

Fitness 2 [5] Coordination 2 [5] Intellect 3 [5] Presence 2 [5] Psi 0 [4]

Skills

Athletics (choose Specialization) 2 (3) Culture (Daair) 2 (3) History (Daair) 1 (2) Language Daairiam 2 Planetary Survival (Daair) 1 (2) World Knowledge (Daair) 1 (2)

Typical Advantages

Excellent Hearing +2 Night Vision +2 Peripheral Vision +1

TRGLCH CLASS

Class and Type: Trglch-Class Light Battle Cruiser Commissioning Date: 2365

HULL SYSTEMS

Size: 5

Length: 165.73 meters Beam: 72.91 meters Height: 40.06 meters Decks: 8 Mass: 378,550 metric tonnes SUs Available: 1,900 SUs Used: 1,850

Hull

Outer	20
Inner	20
esistance	

Resistance Outer Hull: 8

Outer Hull:	8
Inner Hull:	8

Structural Integrity Field

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PERSONNEL SYSTEMS

Crew/Passengers/Evac: 379/25/4,500

Crew Quarters

Spartan: 300	15
Basic: 100	10
Expanded: 30	6
Luxury: 8	8
Unusual: 10	10
Environmental Systems	
Basic Life Support [11 Power/round]	20
Reserve Life Support [6 Power/round]	10
Emergency Life Support (30 emergency shelters)	10
Gravity [3 Power/round]	5
Consumables: 2 years' worth	10
Replicator Systems	
Food Replicators [5 Power/round]	5
Industrial Replicators	8
Type: Network of small replicators [2 Power/round]	
Type: 1 large unit [2 Power/replicator/round]	
Medical Facilities: 6 (+1) [6 Power/round]	30
Recreation Facilities: 3 [6 Power/round]	24
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	15
Fire Suppression System [1 Power/round when active]	5
Cargo Holds: 15,000 cubic meters	1
Locations: 5 locations throughout the ship	
Escape Pods	6
Number: 120	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

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Warp Drive Nacelles: Type 6D Speed: 6.0/9.2/9.6 [1 Power/.2 warp speed] PIS: Type H (12 hours of Maximum warp) Uprating: Package 1 for Standard, Sustainable, and Maximum Special Configuration: Embedded	105 16 6 20
Impulse Engine Type: Class 3A (.5 <i>cl</i> .75 <i>c</i>) [5/7 Power/round] Location: Aft	18
Impulse Engine Type: Class 3A (.5 <i>cl</i> .75 <i>c</i>) [5/7 Power/round] Location: Amidships, port and starboard	18
Reaction Control System (.025c) [2 Power/round when in use]	5
POWER SYSTEMS	
Warp Engine Type: Class 7/M (generates 390 Power/round) Location: Amidships Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)	84
Auxiliary Power: 4 reactors (generate 5 Power/reactor/round)	12
Emergency Power:	
Type D (generates 40 Power/round)	40
Standard Power flow, +200 Power transfer/round Standard Usable Power: 446	45
Standard OSabie Forter: The	
ODEDATIONS SYSTEMS	
OPERATIONS SYSTEMS	
OPERATIONS SYSTEMS Bridge: Forward dorsal superstructure	25
	25 15
Bridge: Forward dorsal superstructure	
Bridge: Forward dorsal superstructure Auxiliary Control Room: Amidships Computers Core 1: Amidships [5 Power/round] Core 2: Engineering [5 Power/round] Uprating: Class Alpha (+1) [1 Power/computer/round]	15 10 10 4
Bridge: Forward dorsal superstructure Auxiliary Control Room: Amidships Computers Core 1: Amidships [5 Power/round] Core 2: Engineering [5 Power/round] Uprating: Class Alpha (+1) [1 Power/computer/round] ODN Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward dorsal Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 6 (Accuracy 3/4/7/10) High Resolution: 5 light-years (5/.6-1.0/1.1-3.7/3.8-5.0) Low Resolution: 16 light-years (1/.1-5.0/5.1-12.0/12.1-16) Strength Package: Class 7 (Strength 7) Gain Package: Class Alpha (+1)	15 10 10 4 15 20
Bridge: Forward dorsal superstructure Auxiliary Control Room: Amidships Computers Core 1: Amidships [5 Power/round] Core 2: Engineering [5 Power/round] Uprating: Class Alpha (+1) [1 Power/computer/round] ODN Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward dorsal Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 6 (Accuracy 3/4/7/10) High Resolution: 5 light-years (15./6-1.0/1.1-3.7/3.8-5.0) Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16) Strength Package: Class 7 (Strength 7) Gain Package: Class Alpha (+1) Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Alpha (+1)	15 10 10 4 15 20
Bridge: Forward dorsal superstructure Auxiliary Control Room: Amidships Computers Core 1: Amidships [5 Power/round] Core 2: Engineering [5 Power/round] Uprating: Class Alpha (+1) [1 Power/computer/round] Uprating: Class Alpha (+1) [1 Power/computer/round] ODN Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward dorsal Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 6 (Accuracy 3/4/7/10) High Resolution: 5 light-years (1/1.1-5.0/5.1-12.0/12.1-16) Strength Package: Class 7 (Strength 7) Gain Package: Class Alpha (+1) Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7)	15 10 10 4 15 20 41

Sensors Skill: 4

Flight Control Systems Autopilot:		ΤΑϹΤΙϹ
Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use]	11	Forward Class: J
Navigational Computer Main: Class 2 (+1) [1 Power/round]	2	Damag Numbe
Backups: 2 Inertial Damping Field	2	Targetii Range: 1
Main Strength: 9 [3 Power/round] Number: 3	30	Location: Firing Arc Firing Mo
Backup Strength: 6 [2 Power/round] Number: 3	9	Forward Class: JI Damag
Attitude Control [1 Power/round]	1	Numbe
Communications Systems Type: Class 8 [2 Power/round] Strength: 8 Security: -3 Basic Uprating: Class Alpha (+1)	19	Targetin Range: 1 Location: Firing Arc Firing Mo
Emergency Communications: Yes [2 Power/round]	1	Aft Disru Class: J
Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward	9	Damag Numbe Targetii
Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft	9	Range: Location: Firing Arc
Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Shuttlebay (x2)	6	Firing Mo Forward Class: P
Transporters Type: Personnel [5 Power/use] Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Lecetion: One ferward are amidching are aff	48	Damag Numbe Targetii Range: 1 Location: Firing Arc
Number and Location: One forward, one amidships, one aft Type: Emergency [5 Power/use] Pads: 16	56	Firing Mo
Emitter/Receiver Array: Emergency Type 3 (15,000 km range Energizing/Transition Coils: Class G (Strength 7) Number and Location: One forward dorsal, one forward ventr		Class: P Damag Numbe
one amidships, one aft Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: One forward section, one amidships, two engineering	48	Targetin Range: 1 Location: Firing Arc Firing Mo Starboar
Cloaking Device: None		Class: P Damag
Security Systems Rating: 4 Anti-Intruder System: Yes [1 Power/round] Internal Force Fields [1 Power/3 Strength]	16 5 5	Numbe Targetii Range: 1 Location:
Science Systems Rating 2 (+1) [2 Power/round]	15	Firing Arc Firing Mo
Specialized Systems: 1 Laboratories: 14	5 4	Aft Dorsa Class: P Damag Numbe Targetin Range: 1

ACTICAL SYSTEMS

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Class: Jhokhel Damage: 240 [24 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Starboard on dorsal side of main hull, forward Firing Arc: 360 degrees forward	50
Firing Modes: Standard, Pulse Drward Port Disruptor Array Class: Jhokhel Damage: 240 [24 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Port on dorsal side of main hull, forward Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	50
ft Disruptor Array Class: Jhokhel Damage: 240 [24 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft of main hull Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	50
Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral side of main hull, forward Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	46
ort Disruptor Array Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Amidships, port Firing Arc: 360 degrees port Firing Modes: Standard, Pulse	46
tarboard Disruptor Array Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Amidships, starboard Firing Arc: 360 degrees starboard Firing Modes: Standard, Pulse	46
ft Dorsal Disruptor Array Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft, dorsal of main hull Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	46

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Aft Ventral Disruptor Array

Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft, ventral of main hull Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse

Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage) Spread: 8 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Ventral of command hull Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage) Spread: 8 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Aft Firing Arc: Aft, but are self-guided

Torpedoes Carried: 70

TA/T/TS:	Class Beta [1 Power/round]	
Strength:	8		
Bonus: +	+1		

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) Shield Generator:	50 (x4)
Class 4 (Protection 700 + 100 [embedded nacelles])	
[70 Power/shield/round]	
Shield Grid: Type C (50% increase to 1050 Protection)	
Subspace Field Distortion Amplifiers:	
Class Epsilon (Threshold 230 + 10 [embedded nacelles])	
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	4
Auto-Destruct System	5

AUXILIARY SPACECRAFT SYSTEMS

 Shuttlebay(s): Capacity for 28 Size worth of ships Standard Complement: 14 shuttlecraft and shuttlepods Location(s): Main shuttlebay in aft port superstructure, secondary shuttlebay ventral amidships
 Captain's Yacht: No

Description and Notes

Fleet data:

The *Trglch*-class Light Battle Cruiser (pronounced tor-RAY-ga-letch) is one of the standard military vessels of the Fnth (pronounced FAY-noth), a species conquered by and assimilated into the Cardassian Union centuries ago. These vessels, and other Fnth craft, are built and used by the Fnth under strict Central Command scrutiny, and count as part of the Fnth contribution to the Union's defense and expenses.

Although the Fnth have adopted Cardassian embedded nacelle technology, their ships look nothing like standard Cardassian ships. Viewed from above, the *Trglch* has a roughly diamond-shaped profile, with other diamond- or trapezoid-shaped superstructures attached to it at various points. The overall effect sometimes suggests a stylized model of certain

crystals (though the ship does not employ crystalline technology like that used by, for example, the Sheliak or the Pygorians).

The *Trglch* has little in the way of amenities, and few quarters or accomodations for non-Fnth. Instead, its builders devoted most of its space and resources to powerful *Pelrec-* and *Jhokhel-*class disruptor arrays, strong shield generators, advanced sensor systems, and the like. The Fnth themselves seem oblivious to the lack of creature comforts, or may simply take comfort in things that most other humanoids do not enjoy or comprehend.

The most unusual feature of the *Trglch*, and any Fnth ship for that matter, is how the controls work. Rather than manipulating their ship by touch and pressure, the Fnth do so with sound tones. Given the wide range of sounds they can produce (see below), this makes it virtually impossible for any non-Fnth to operate one of their ships.

The Fnth

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The Fnth (pronounced FAY-noth) reside in the Gulkhana Sector. When first encountered by the Union, they were already technologically advanced, easily a match for the Cardassians of the time, and had no intention of joining their Union—in fact, they were starting to establish an empire of their own within the sector. Unwilling to brook such a challenge to its authority, the Central Command declared war. Hundreds of ships and thousands of casualties later, the Fnth were subjects of the Cardassian Union, their once-great cities reduced to rubble and their conquering fleet shattered. In time, their rage and hatred for the Cardassians gave way to resignation, acceptance, and finally loyalty. But now that the Cardassian Union itself has lost a great war, whispers of independence have begun to circulate among the Fnth, who may at long last try to break away from the Cardassians to chart their own destiny among the stars.

Though technically humanoid, the Fnth look almost nothing like Cardassians, Humans, or other such species. Their long, almost cylindrical heads descend directly into their chest cavities; they have no necks. Their short legs and arms have two joints instead of one, and their long, spatulate digits look more like strips of thick cloth than fingers. The large size of their head and chest cavity allow them to produce and hear a much wider range of sounds than a typical humanoid; the Fnth alphabet, for example, has over 200 letters, each representing a distinct tone. To most humanoids, Fnth speech sounds more like music than conversation.

Fnth Template

Attributes

56

Fitness 2 [5] Vitality +1 Coordination 2 [6] Intellect 2 [6] Presence 1 [5] Psi 0 [5]

Skills

Artistic Expression (Singing) 2 (3) Athletics (choose Specialization) 2 (3) Culture (Fnth) 2 (3) History (Fnth) 1 (2) Language Fnth 2 Planetary Survival (Fnth VII) 1 (2) World Knowledge (Fnth VII) 1 (2)

Typical Advantage

Excellent Hearing +2

C

CHK'TK'TAA CLASS PROPULSION SYSTEMS

Class and Type: Chk'tk'taa-Class Warship Commissioning Date: Unknown; presumably mid-2350s

HULL SYSTEMS

Size: 7

Length: 427.64 meters Beam: 384.92 meters Height: 172.22 meters Decks: 35 Mass: 3,885,000 metric tonnes SUs Available: 2,450 SUs Used: 2,370

Hull

sistance	
Inner	28
Outer	28

Resistance Outer Hull: 10

outor	i iuni	10	
Inner	Hull:	10	

Structural Integrity Field

Main: Class 6 (Protection 90/130)	
[1 Power/10 Protection/round]	34
Backup: Class 6 (Protection 45)	
[1 Power/10 Protection/round]	17
Backup: Class 6 (Protection 45)	
[1 Power/10 Protection/round]	17

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 632/115/8,500 (estimated)

Crew Quarters

Spartan: 300	15
Basic: 300	30
Expanded: 100	10
Luxury: 40	40
Unusual: 10	10
Environmental Systems	0.0
Basic Life Support [12 Power/round]	28
Reserve Life Support [6 Power/round]	14
Emergency Life Support (42 emergency shelters)	14
Gravity [4 Power/round]	7
Consumables: 3 years' worth	21
Replicator Systems	
Food Replicators [7 Power/round]	7
Industrial Replicators	10
Type: Network of small replicators [2 Power/round]	
Type: 1 large unit [2 Power/replicator/round]	
Medical Facilities: 7 (+2) [7 Power/round]	35
Recreation Facilities: 6 [12 Power/round]	48
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/rour	nd] 21
Fire Suppression System [1 Power/round when active]	7
Cargo Holds: 166,000 cubic meters	5
Locations: 15 locations throughout ship	
Escape Pods	11
Number: 200	
Capacity: 8 persons per pod	

Warp Drive Nacelles: Type 6E8 Speed: 6.0/9.4/9.8 [1 Power/.2 warp speed] PIS: Type H (12 hours of Maximum warp)

Impulse Engine Type: Class 8 (.75*c*/.95*c*) [7/9 Power/round] Location: Aft Impulse Engine Type: Class 8 (.75*c*/.95*c*) [7/9 Power/round] Location: Aft, to port and starboard

Reaction Control System (.025*c*) [2 Power/round when in use]

POWER SYSTEMS

12 12

Warp Engine Type: Class 9/0 (generates 470 Power/round)	102
Location: Engineering section	
Impulse Engine[s]:	
2 Class 8 (generate 64 Power/engine/round)	
Auxiliary Power:	
4 reactors (generate 5 Power/reactor/round)	12
Emergency Power:	
Type E (generates 45 Power/round)	45
EPS:	
Standard Power flow, +250 Power transfer/round	60

Standard Usable Power: 598

OPERATIONS SYSTEMS

Bridge: Forward dorsal	35
Auxiliary Control Room: Amidships	21
Separation System: Detachable warhead (x2)	8
Computers Core 1: Forward [5 Power/round] Core 2: Engineering [5 Power/round] Core 3: Amidships [5 Power/round] ODN	14 14 14 21
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Saucer section, ventral	28
Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 6 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0) Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16) Strength Package: Class 9 (Strength 9) Gain Package: Class Beta (+2)	48
Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 9 (Strength 9) Gain Package: Class Beta (+2)	24
Coverage: Standard Navigational Sensors: [5 Power/round] Strength Package: Class 9 (Strength 9)	22
Gain Package: Class Beta (+2) Probes: 50 Sensors Skill: 4	5

TKTAA CLASS

116

16

40

40

Flight Control Systems Autopilot:		TAC
Shipboard Systems (Flight Control) 3, Coordination 2		Forw
[1 Power/round in use] Navigational Computer	11	Ту
Main: Class 3 (+2) [2 Power/round]	4	
Backups: 1 Inertial Damping Field	1	Ra
Main	56	Lo
Strength: 9 [3 Power/round] Number: 4		Firi Firi
Backup	24	Forw
Strength: 6 [2 Power/round] Number: 6		Ty
Attitude Control [2 Power/round]	2	
Communications Systems		
Type: Class 8 [2 Power/round] Strength: 8	19	Ra Lo
Security: -3		Fir
Basic Uprating: Class Alpha (+1) Emergency Communications: Yes [2 Power/round]	1	Fir
	I	Aft D
Emitter: Class Delta [3 Power/Strength used/round]	12	Ту
Accuracy: 4/5/7/10 Location: Aft		
Emitter: Class Delta [3 Power/Strength used/round]	12	Ra
Accuracy: 4/5/7/10 Location: Forward		Lo
Emitter: Class Alpha [3 Power/Strength used/round]	9	Firi Firi
Accuracy: 5/6/8/11 Location: Shuttlebay (x3)		Forw
		Ту
Transporters Type: Personnel [4 Power/use]	64	
Pads: 4 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)		
Energizing/Transition Coils: Class H (Strength 8)		Ra Lo
Number and Location: Two forward, one amidships,		Firi
one in engineering Type: Emergency [6 Power/use]	64	Firi
Pads: 20 Emitter/Jacobier Arrow, Emorganey Type 2 (15 000 km range)		Aft V Ty
Emitter/Receiver Array: Emergency Type 3 (15,000 km range) Energizing/Transition Coils: Class H (Strength 8)		,
Number and Location: Two forward, one amidships,		
one in engineering Type: Cargo [4 Power/use]	52	Ra
Pads: 400 kg Emitter/Passiver Array: Cargo Type 2 (40,000 km range)		Lo: Firi
Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class H (Strength 8)		Fir
Number and Location: One forward, one amidships, two in engineering		Aft P
• •		Ту
Cloaking Device: None		
Security Systems Rating: 4	16	Ra
Anti-Intruder System: Yes [1 Power/round]	7 7	Lo
Internal Force Fields [1 Power/3 Strength]	1	Firi Firi
Science Systems Rating 2 (+1) [2 Power/round]	17	Forw
Specialized Systems: 2	10	Sta
Laboratories: 19	4	Sp Ra
		Tai

TACTICAL SYSTEMS

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Forward Phaser Array	48
Туре: 10	
Damage: 200 [20 Power]	
Number of Emitters: 200 (up to 5 shots per round)	
Auto-Phaser Interlock: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000 Location: Forward weapons sphere	
Firing Arc: 405 degrees forward and dorsal	
Firing Modes: Standard, Continuous, Pulse, Wide-Beam	
0	
Forward Dorsal Phaser Array	47
Туре: 10	
Damage: 200 [20 Power]	
Number of Emitters: 200 (up to 5 shots per round)	
Auto-Phaser Interlock: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000	
Location: Forward dorsal weapons sphere	
Firing Arc: 360 degrees dorsal	
Firing Modes: Standard, Continuous, Pulse, Wide-Beam	
•	
Aft Dorsal Phaser Array	47
Type: 10 Damage: 200 [20 Power]	
Number of Emitters: 200 (up to 5 shots per round)	
Auto-Phaser Interlock: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Aft dorsal weapons sphere	
Firing Arc: 360 degrees dorsal	
Firing Modes: Standard, Continuous, Pulse, Wide-Beam	
Forward Ventral Phaser Array	47
Type: 10	11
Damage: 200 [20 Power]	
Number of Emitters: 200 (up to 5 shots per round)	
Auto-Phaser Interlock: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Forward ventral weapons sphere	
Firing Arc: 360 degrees ventral	
Firing Modes: Standard, Continuous, Pulse, Wide-Beam	
Aft Ventral Phaser Array	47
Туре: 10	
Damage: 200 [20 Power]	
Number of Emitters: 200 (up to 5 shots per round)	
Auto-Phaser Interlock: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Aft ventral weapons sphere Firing Arc: 360 degrees ventral	
Firing Modes: Standard, Continuous, Pulse, Wide-Beam	
ů	-
Aft Phaser Array	48
Type: 10	
Damage: 200 [20 Power]	
Number of Emitters: 200 (up to 5 shots per round) Auto-Phaser Interlock: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Aft weapons sphere	
Firing Arc: 405 degrees forward and dorsal	
Firing Modes: Standard, Continuous, Pulse, Wide-Beam	
Forward Starboard Torpedo Launcher	16
Standard Load: Type II photon torpedo (200 Damage)	10
Spread: 6	
Range: 15/350,000/1,500,000/4,050,000	
Targeting System: Accuracy 3/4/6/9	
Power: [20 + 5 per torpedo fired]	
Location: Forward starboard	
Firing Arc: Forward, but are self-guided	

D

C O Z H H Z D E

Spread: Range: Targeting Power: Location	I Load: 6 15/350, g Syste [20 + 5 : Forwa	Type II pho 000/1,500,0 n: Accuracy per torpedo	ton torpedo 100/4,050,0 1 3/4/6/9 1 fired]) (200 Dama	age)		16
Spread: Range: Targeting Power: Location	I Load: 6 15/350, g Syste [20 + 5 : Aft st	Type II pho 000/1,500,0 n: Accuracy per torpedo	ton torpedo 100/4,050,0 1 3/4/6/9 1 fired]	o (200 Dama	age)		16
Spread: Range: Targeting Power: Location	I Load: 6 15/350, g Syste [20 + 5 : Aft pc	Type II pho 000/1,500,0 n: Accuracy per torpedo	ton torpedo 000/4,050,0 3/4/6/9 fired]	o (200 Dama	age)		16
Torpedoe	s Car	ried: 200)				20
TA/T/TS: Strength Bonus:	: 9	Gamma [2	Power/ro	und]			12
Weapons	s Skil	: 4					
Shield G Subspac Rechargi	enerato 5 (Prote rid: Typ e Field ing Sysi	: ction 1000) e C (50% ir	[100 Powe ncrease to mplifiers: 1 (45 seco	er/shield/rour 1500 Protec Class Eta (T inds)	nd] tion)	85 33	
				nieiu)			8 7
Auto-Des	in ucl	Jystelli					/
AUXILI	ARY	SPAC	ECRA	FT SY	STE	M	5

Shuttlebay(s): Capacity for 30 Size worth of ships 60 Standard Complement: 10 shuttlecraft. 10 shuttlepods

Standard Complement:	10 shuttlecraft, 10 shuttlepods	
Location(s): Aft, aft ven	tral, starboard amidships	
Captain's Yacht: Yes		10

Description and Notes

Fleet data:

The *Chk'tk'taa*-class Warship, one of the most powerful vessels operated by the H'n'k Hegemony, looks nothing like any other known Alpha Quadrant ship. Like all H'n'k starcraft, it resembles a chaotic congeries of opaque soap bubbles, as if some insane glassblower had created a huge collection of bizarre spheres and attached them together in one vast agglomeration. Various of the "bubbles" emit glows, project beams, or the like, indicating the presence of engines, weapons, and similar systems.

According to the few Cardassians whom the H'n'k have allowed on one of their ships (for brief periods and in low-security areas only), the interiors look equally bizarre. The corridors are nearly round, almost like tunnels, and the walls and systems made of a substance that seems partly like a mineral, and partly like wood or paper. Some Cardassian officers believe the ship to be organic in nature; others dispute this.

Despite its appearance, the *Chk'tk'taa* is a capable, even deadly, craft. Armed with numerous phaser-like beam weapons, four torpedo launchers,

and powerful shields, it can stand hull-to-hull with Cardassian Warships and defeat them. The Cardassian Union remains unaware of the full scope of H'n'k military might; perhaps this enigmatic species has even larger, more powerful ships at its command.

The H'n'k

An insectoid species residing on a planet in the Gedaro Expanse, the H'n'k (pronounced, roughly, "huh-NEK") fit the general humanoid pattern, their fifth and sixth limbs having atrophied and stopped sprouting hundreds of thousands of years ago. Their tough, chitinous skins are usually a glossy black, blue, green, or brown, sometimes with more brightly colored spots or patterns indicating various racial groupings within the species. Their large, round eyes are normal, not compound, and their mandible-like jaws jut forward. They have no antennae, but ridges running the length of their heads show that their ancestors once had them.

The H'n'k have a very rigid and hierarchical culture, with a place for every man, and every man in his place. The clothing and jewelry a H'n'k wears indicates his profession and class; wearing inappropriate clothes constitutes a capital crime.

Although they do not possess a "hive mind" like so many other insectoid species, the H'n'k do have a higher proportion of psionics in their population than most species. Most psionic H'n'k develop telepathic abilities.

The H'n'k, with whom the Cardassians made first contact in 2362, have technology roughly equivalent to that of the Union. They have a small empire of their own, the H'n'k Hegemony, encompassing five star systems and no other sentient species. While unwilling to allow intrusions into their territory, they did not seem overtly hostile to the Cardassians, and were receptive to the idea of opening trade and establishing diplomatic relations. The War derailed any such plans; now that it has concluded, perhaps the new Cardassian government, once established, can initiate further contact with the H'n'k, and even explore further into the Gedaro Expanse.

H'n'k Template

Attributes

Fitness 2 [5] Coordination 2 [5] Dexterity +1 Intellect 3 [5] Presence 2 [5] Psi 0 [5]

Skills

Athletics (choose Specialization) 2 (3) Culture (H'n'k) 2 (3) History (H'n'k) 1 (2) Language H'n'k 2 Planetary Survival (H'n'k Homeworld) 1 (2) Sciences, Any (choose Specialization) 1 (2) World Knowledge (H'n'k Homeworld) 1 (2)

Typical Advantage/Disadvantage

Organ Redundancy +2 Poor Hearing -1

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