



## SHIP RECOGNITION MANUAL THE FEDERATION



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#### DAMAGE CHARTS A (ENGINE FORWARD) DIE DIE DIE DRWARD FOLL STARBOARD-FORWARD ROLL PORT-FORWARD

ROLL	FORWARD	DIE	STARBOARD FORWARD	DI	E DLL PORT-FORWARD
1	Sensors out 1-2 turns	1	Sensors out 1-2 turns		Sensors out 1-2 turns
6	Forward shteld gen damaged (.U:		stoo r wo snielo damageo		
3	One forward weapon damaged Superstructure (1)	3	Starboard warp engine Starboard warp engine		
5	Superstructure (1)	5	Starboard warp engine (2)		
6	One forward weapon damaged	6	Starboard warp engine		
7	Port warp engines	7	Superstructure (1)		Superstructure (1)
8	Starboard warp engine	8	Superstructure (2)	1	
9	Bridge personnel out	9	One stbd-fwd weapon damaged		
10	Bridge personnel out	10	Bridge personnel out	10	) Bridge personnel out
DIE	AFT	DIE		DIE	
ROLL	ALI	ROLL	STARBOARD-AFT	ROLL	PORT AFT
1	Tractor beam damaged	1	Starboard warp engine	1	Port warp engine
2	One aft weapon damaged (.05)	2	One stbd-sft weapon damaged	2	One port aft weapon damaged
3	Superstructure (1) Superstructure (2)	3	Impulse engine (,02)	3	Impulse engine (.02)
5	Superstructure (2)	6	Superstructure (.02) Superstructure (1)	4	Superstructure (,02) Superstructure (1)
6	Impulse engine	6	Superstructure(1)	6	Superstructure (1)
7	Impulse engine	7	Superstructure (2)	7	Superstructure (2)
8	Starboard warp engine	8	Superstructure (6)	8	Superstructure (5)
9	Port warp engine	9	Superstructure (5)	9	Superstructure (6)
10	Aft shield generator damaged	10	Stbd-Aft shield gen dmaaged	10	Port aft shield gen damaged
DIE	DAM	AGE CHA	RTS B (ENGINE CENTR	AL) DIE	
ROLL	FORWARD	ROLL	STARBOARD FORWARD	ROL	L PORT-FORWARD
	Sensors out 1-2 turns		Sensors out 1-2 turns		Conversion 1.0
2	Forward shield generator damag		Stbd forward shield gen damage	d 2	Sensors out 1-2 turns Port fwd shield gen damaged
3	One forward weapon damaged	3	Starboard warp engine	3	Port warp engine
4	Superstructure (1)	4	Starboard warp engine	4	Port warp engine
5	Superstructure (5)	5	Starboard warp engine	5	Port warp engine
6	One forward weapon damaged	6	Superstructure (.02)	6	Superstructure (.02)
7	Superstructure (5)	7	Superstructure (1)	7	Superstructure (1)
8	Superstructure (1)	8	Superstructure (2)	8	Superstructure (2)
10	Bridge personnel out Bridge personnel out	9 10	One stbd-fwd weapon damaged i Bridge personnel out	.05) 9 10	One stbd fwd weapon damaged (.05) Bridge personnel out
ROLL	AFT	DIE	STARBOARD-AFT	DIE	PORT-AFT
					(WILLI'S
1	Tractor beam damaged		operstructure (2)	1	Superstructure (2)
2	One aft weapon damaged		One stbd aft weapon damaged (.05)	2	One port aft weapon damaged
3 4	Superstructure (1)		mpulse engine (.02)	3	Impulse engine (.02)
5	Superstructure (1) Superstructure (3)		tarboard warp engine	A	Port warp engine
6	Impulse angina		tarboard warp engine terboard warp engine	6 c	Port warp engine
7	Impulse engine		uperstructure (1)	7	Superstructure (1)
8	Starboard warp engine (2)		uperstructure (2)	8	Superstructure (2)
9	Port warp engine (2)		uperstructure (5)	9	Superstructure (5)
10	Aft shield generator damaged		tbd-Aft shield gen damaged	10	Port aft shield gen damaged
	DAMA		RTS C (ENGINES TO HEA		
DIE ROLL	FORWARD	DIE ROLL	STARBOARD-FORWARD		PORT-FORWARD
	FORWARD Sensors out 1-2 rurns	DIE ROLL 1	STARBOARD-FORWARD	DIE ROLL	PORT-FORWARD
ROLL	FORWARD	DIE ROLL 1 2	STARBOARD-FORWARD Sensors out 1-2 turns Stud-twd shield gen damaged	DIE ROLL 1 Z	PORT-FORWARD Sensors out-1-2 turns Port hvd shield gen damaged
ROLL 1 z	FORWARD Sensors out 1-2 runns Fred sinted gen daniaged 1,007	DIE ROLL 1	STARBOARD-FORWARD Sensors out 1-2 turns Stbd-twd shield gen damaged Starboard warp engine	DIE ROLL	PORT-FORWARD Sensors out 1-2 turns Port fwd shield gen damaged Port warp engine
1 z 3	FORWARD Sensors out 1-2 turns rend sitted gen damaged 1,007 One fwd weapon damaged (105)	DIE ROLL 1 2 3	STARBOARD-FORWARD Sensors out 1-2 turns Stud-twd shield gen damaged	DIE ROLL 1 Z 3	PORT-FORWARD Sensors out 1-2 turns Port fwd shield gen damaged Port warp engine Superstrueture (.02)
1 z 3 4	FORWARD Sensors out 1-2 turns Find similarity gen demaged 1,007 One find weapon damaged (-05) Superstructure hit (1)	DIE ROLL 1 2 3 4	STARBOARD FORWARD Sensors out 1-2 turns Stud-twid shield gen damaged Starboard warp engine Superstructure (102)	DIE ROLL 1 Z 3 4	PORT-FORWARD Sensors out 1-2 turns Port fivel shield gen damaged Port warp engine Superstructure (.02) Superstructure (.1)
ROLL 1 2 3 4 5 6 7	FORWARD Sensors out 1-2 turns Find similarid gen dennaged 1,000 One ford weapon damaged (.05) Superstructure hit (1) Superstructure hit (2) One forward weapon damaged Superstructure hit (2)	DIE ROLL 1 2 3 4 5	STARBOARD-FORWARD Sensors out 1-2 turns Stbd-twd shield gen damaged Starboard warp engine Superstructure (.02) Superstructure (1)	DIE ROLL 1 2 3 4 5	PORT-FORWARD Sensors out 1-2 turns Port fwd shield gen damaged Port warp engine Superstructure (.02)
ROLL 1 3 4 5 6 7 8	FORWARD Sensors out 1-2 trims rowd sitterid gen daintaged 1,007 One fwd weapon daintaged (.05) Superstructure hit (2) One forward weapon dainaged Superstructure hit (2) Superstructure hit (2)	DIE ROLL 1 2 3 4 5 6 7 8	STARBOARD-FORWARD Sensors out 1-2 turns Stud-twd shield gen damaged Starboard warp engine Superstructure (02) Superstructure (1) Superstructure (2) Superstructure (2) Superstructure (5)	DIE ROLL 1 2 3 4 5 6 7 7 8	PORT-FORWARD Sensors out 1-2 turns Port fwd shield gen damaged Port warp engine Superstructure (
ROLL 1 2 3 4 5 6 7 8 9	FORWARD Sensors out 1-2 turns find stirted gen damaged (.05) One fivd weapon damaged (.05) Superstructure hit (1) Superstructure hit (2) One forward weapon damaged Superstructure hit (2) Superstructure hit (3) Bridge personnel out	DIE ROLL 1 2 3 4 5 6 7 7 8 9	STARBOARD-FORWARD Sensors out 1-2 turns Stbd-twd shield gen damaged Starboard warp engine Superstructure (0.2) Superstructure (1) Superstructure (2) Superstructure (5) One starboard weapon damaged	DIE ROLL 1 2 3 4 5 6 7 8 9	PORT FORWARD Sensors out 1-2 turns Port Wed Shield gen damaged Port warp engine Superstructure (02) Superstructure (1) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (3) One port weapon damaged
ROLL 1 2 3 4 5 6 7 8 9	FORWARD Sensors out 1-2 trims rowd sitterid gen daintaged 1,007 One fwd weapon daintaged (.05) Superstructure hit (2) One forward weapon dainaged Superstructure hit (2) Superstructure hit (2)	DIE ROLL 1 2 3 4 5 6 7 8	STARBOARD-FORWARD Sensors out 1-2 turns Stud-twd shield gen damaged Starboard warp engine Superstructure (02) Superstructure (1) Superstructure (2) Superstructure (2) Superstructure (5)	DIE ROLL 1 2 3 4 5 6 7 7 8	PORT-FORWARD Sensors out-1-2 turns Port fwd Shield gen damaged Port warp engine Superstructure (-0.2) Superstructure (-0.2) Superstructure (2) Superstructure (2) Superstructure (2)
ROLL 1 2 3 4 5 6 7 8 9 10 DIE	FORWARD Sensors out 1-2 turns revel sittent gen damaged (1,09) One ford weapon damaged (1,05) Superstructure hit (2) One forward weapon damaged Superstructure hit (2) Superstructure hit (2) Bridge personnel out Bridge personnel out	DIE ROLL 1 2 3 4 5 6 7 8 9 10 DIE	STARBOARD-FORWARD Sensors out 1-2 turns Stbd-twd shield gen damaged Starboard warp engine Superstructure (.02) Superstructure (1) Superstructure (2) Superstructure (2) Superstructure (5) One starboard weapon damaged Bridge personnel-out	DIE ROLL 1 2 3 4 5 5 5 7 8 9 10 DIE	PORT FORWARD Sensors out 1-2 turns Port twed shield gen damaged Port werp engine Superstructure (0.2) Superstructure (1) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (3) Superstructure (2) Superstructure (2) Superstructure (3) Superstructure (2) Superstructure (2) Superstructure (3) Superstructure (2) Superstructure (3)
ROLL 1 2 3 4 5 6 7 8 9 10 DIE ROLL	FORWARD Sensors out 1-2 trims front started gen damaged (160) One ford weapon damaged (160) Superstructure hit (1) Superstructure hit (2) One forward weapon damaged Superstructure hit (2) Buidge personnel out Bridge personnel out	DIE ROLL 1 2 3 4 5 6 7 8 9 10 DIE ROLL	STARBOARD FORWARD Sensors out 1-2 turns Stud-twd shield gen damaged Starboard warp engine Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (3) Dre starboard weapon damaged Bridge personnel out	DIE ROLL 1 2 3 4 5 6 7 8 9 9 10	PORT FORWARD Sensors out 1-2 turns Port twed shield gen damaged Port werp engine Superstructure (0.2) Superstructure (1) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (3) Superstructure (2) Superstructure (2) Superstructure (3) Superstructure (2) Superstructure (2) Superstructure (3) Superstructure (2) Superstructure (3)
ROLL 1 2 3 4 5 6 7 8 9 10 DIE ROLL 1	FORWARD Sensors out 1-2 turns Prod 4 sintent gen damaged (-05) One ford weapon damaged (-05) Superstructure hit (2) One forward weapon damaged Superstructure hit (2) Superstructure hit (2) Bridge personnel out Bridge personnel out	DIE ROLL 1 2 3 4 5 6 7 8 9 10 DIE ROLL 5 1 5	STARBOARD FORWARD Sensors out 1-2 turns Stbd-twd shield gen damaged Starboard warp engine Superstructure (0.2) Superstructure (1) Superstructure (2) Superstructure (5) One starboard weapon damaged Bridge personnel out	NH) DIE ROLL 1 2 3 4 5 6 7 8 9 10 DIE ROLI 1	PORT-FORWARD Sensors out 1-2 turns Port fived shield gen damaged Port warp engine Superstructure (02) Superstructure (11) Superstructure (22) Superstructure (23) Superstructure (23) Superstructure (24) Superstructure (25) Superstructure (25) Superstructure (26) Superstructure (26) Superstructure (27) Superstructure (27) Supe
ROLL 1 2 3 4 5 6 7 8 9 10 DIE ROLL 1 2	FORWARD Sensors out 1-2 truns Prod visited gen damaged (.05) Superstructure hit (1) Superstructure hit (2) Ome forward weapon damaged Superstructure hit (2) Superstructure hit (3) Bridge personnel out Bridge personnel out	DIE ROLL 1 2 3 4 5 6 7 8 9 10 10 DIE ROLL 1 1 5 2 5 2 5	STARBOARD FORWARD Sensors out 1-2 turns Studi-twid shield gen damaged Starboard warp engine Superstructure (102) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (5) One starboard weapon damaged Bridge personnel out	CHE ROLL 1 2 3 4 5 5 5 7 8 9 10 0 0 0 0 0 0 0 10 0 1 2	PORT-FORWARD Sensors out 1-2 turns Port two shield gen damaged Port warp engine Superstructure (1.02) Superstructure (2) Superstructure (2) Supers
ROLL 1 2 3 4 5 6 7 8 9 10 DIE ROLL 1	FORWARD Sensors out 1-2 truns front sent digen diamaged (1,02) One fived weapon diamaged (1,02) Superstructure hit (1) Superstructure hit (2) One forward weapon diamaged Superstructure hit (2) Superstructure hit (2) Bridge personnel out Bridge personnel out Bridge personnel out	DIE ROLL 1 2 3 4 5 6 7 8 9 10 DIE ROLL 1 1 5 2 5 3 5 3	STARBOARD FORWARD Sensors out 1-2 turns Stud-twd shield gen damaged Starboard warp engine Superstructure (02) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (3) Superstructure (4) Superstructure (5) Superstructure (5) Superstructure (5) Superstructure (5) Superstructure (5) Superstructure (6) Superstructure (5) Superstructure (5) Superstructure (5) Superstructure (5) Superstructure (5) Superstructure (5) Superstructure (5) Superstructure (5) Superstructure (7) Superstructure (5) Superstructure (5	CHE ROLL 1 2 3 4 5 6 7 7 8 9 10 DIE ROL1 1 1 2 3	PORT-FORWARD Sensors out-1-2 turns Port Washield gen damaged Port warp engine Superstructure (-0.2) Superstructure (1) Superstructure (2) Superstructure (2) Superstr
ROLL 1 2 3 4 5 6 7 8 9 10 DIE ROLL 1 2 3	FORWARD Sensors out 1-2 truns Prod visited gen damaged (.05) Superstructure hit (1) Superstructure hit (2) Ome forward weapon damaged Superstructure hit (2) Superstructure hit (3) Bridge personnel out Bridge personnel out	DIE ROLL 1 2 3 4 5 6 7 7 8 9 10 DIE ROLL 2 5 3 5 2 8 8 9 10 0 10 10 10 10 10 10 10 10 10 10 10 1	STARBOARD-FORWARD Sensors out 1-2 turns Stud-twd shield gen damaged Statboard warp engine Superstructure (02) Superstructure (1) Superstructure (2) Superstructure (2) Superstructure (5) One starboard weapon damaged Bridge personnel out	CHE ROLL 1 2 3 4 5 5 5 7 8 9 10 DIE ROL( 1 2	PORT-FORWARD Sensors out 1-2 turns Mort Nvd shield gen damaged Port werp engine Superstructure (10 Superstructure (11 Superstructure (21 Superstructure (2) Superstructure (2) Superstru
ROLL 1 2 3 4 5 6 7 8 9 9 10 DIE ROLL 1 2 3 4 5 6	FORWARD Sensors out 1-2 mins front sent deen damaged (1,02) One fived weapon damaged (1,03) Superstructure hit (1) Superstructure hit (2) One forward weapon damaged Superstructure hit (2) Superstructure hit (2) Bridge personnel out Bridge personnel out Bridge personnel out Bridge personnel out	DIE ROLL 1 2 3 4 5 6 7 8 9 10 10 0 10 0 10 10 5 3 8 5 3 3 5 3 5 3 5 5 6 5 5 6 5 5 6 5 5 6 10 1 1 2 7 7 10 10 10 10 10 10 10 10 10 10 10 10 10	STARBOARD FORWARD Sensors out 1-2 turns Stud-twd shield gen damaged Starboard warp engine Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (3) One starboard weapon damaged Bridge personnel out	CH) DIE ROLL 1 2 3 4 5 6 7 8 9 10 DIE ROL 1 2 3 4	PORT-FORWARD Sensors out-1-2 turns Port Washeidi gen damaged Port warp engine Superstructure (-0.2) Superstructure (1) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (2) Port weapon damaged Bridge personnel out
ROLL 1 2 3 4 5 6 7 8 9 10 DIE ROLL 1 2 3 4 5 6 7 8 9 10 DIE ROLL 7 6 7 8 9 10 0 0 0 0 0 0 0 0 0 0 0 0 0	FORWARD Sensors out 1-2 turns Prod 4 sinetid gen damaged (-0.07) One ford weapon damaged (-0.05) Superstructure hit (2) One forward weapon damaged Superstructure hit (2) Superstructure hit (2) Bridge personnel out Bridge personnel out AFT Tractor beam damaged One aft weapon damaged (-0.05) Superstructure (1) Starboard warp engine Starboard warp engine Simples engine	DIE ROLL 1 2 3 4 5 6 7 8 9 9 10 DIE ROLL 1 5 2 2 5 3 3 5 4 11 5 5 5 5 7 5 5	STARBOARD FORWARD Sensors out 1-2 turns Stud-twd shield gen damaged Starboard warp engins Superstructure (.02) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (5) One starboard weapon damaged Bridge personnel out	CHE ROLL 1 2 3 4 5 6 7 8 9 10 DIE ROLI 1 2 3 4 4 5 8 7 10	PORT-FORWARD Sensors out 1-2 turns Mort twod shield gen damaged Port way engine Superstructure (10 Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (2) Port warp engine Port warp engine Superstructure (1) Superstructure (1) Superstructure (2)
ROLL 1 2 3 4 5 6 6 7 8 9 9 10 2 3 4 5 6 7 7 8 9 9 10 12 2 3 4 5 5 6 7 8 9 9 10 10 10 10 10 10 10 10 10 10	FORWARD Sensors out 1-2 truns Prod visiteld gen daminged (.05) One ford weapon damaged (.05) Superstructure hit (2) Ome forward weapon damaged Superstructure hit (2) Superstructure hit (2) Bridge personnel out Bridge personnel out Bridge personnel out Tractor beam damaged (.05) Superstructure (1) Starboard warp engine Starboard warp engine Forder engine Implies engine Port warp engine	DIE ROLL 1 2 3 4 5 6 7 8 9 10 10 0 10 0 10 0 10 0 10 10 10 10 10 1	STARBOARD FORWARD Sensors out 1-2 turns Stud-twid shield gen damaged Starboard warp engine Superstructure (102) Superstructure (21) Superstructure (21) Superstructure (21) Superstructure (21) Superstructure (21) Superstructure (21) Superstructure (21) Superstructure (21) Starboard warp engine tarboard	CHE ROLL 1 2 3 4 5 5 5 5 7 8 9 10 DIE ROLI 1 2 3 3 4 5 6 7 8 8	PORT-FORWARD Sensors out 1-2 turns Port two shield gen damaged Port warp engine Superstructure (0.2) Superstructure (1.2) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (2) PORT-AFT Port warp engine Port warp engine Port warp engine Port warp engine Impulse engine (.02) Superstructure (1) Superstructure (1) Superstructure (2)
ROLL 1 2 3 4 5 6 7 8 9 10 DIE ROLL 1 2 3 4 5 6 7 8 9 10 DIE 8 9 10 0 10 0 10 10 10 10 10 10	FORWARD Sensors out 1-2 turns Prod 4 sinetid gen damaged (-0.07) One ford weapon damaged (-0.05) Superstructure hit (2) One forward weapon damaged Superstructure hit (2) Superstructure hit (2) Bridge personnel out Bridge personnel out AFT Tractor beam damaged One aft weapon damaged (-0.05) Superstructure (1) Starboard warp engine Starboard warp engine Simples engine	DIE ROLL 1 2 3 4 5 6 7 8 9 10 10 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	STARBOARD FORWARD Sensors out 1-2 turns Stud-twd shield gen damaged Starboard warp engins Superstructure (.02) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (5) One starboard weapon damaged Bridge personnel out	CHE ROLL 1 2 3 4 5 6 7 8 9 10 DIE ROLI 1 2 3 4 4 5 8 7 10	PORT-FORWARD Sensors out 1-2 turns Mort twod shield gen damaged Port way engine Superstructure (10 Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (2) Superstructure (2) Port warp engine Port warp engine Superstructure (1) Superstructure (1) Superstructure (2)





BADER" CLASS SCOUT		
	. Here	
MOBILITY DATA WARP ENGINES (2) TYPE FWE MANEUVER POINTS RATIO 3/1	DEFLECTORS TYPE FSH POWER RATIO 1/2 SHIELD POINTS 12	
POWER UNITS 13 each STRESS CHARTS G/K IMPULSE ENGINE	DAMAGE CHARTS C	
TYPE FID POWER UNITS 4	SUPERSTRUCTURE 16	
ARMAMENTS TYPE 3 banks of 2 each FH-8 phasers LOCATION 2 banks mounted upper hull P/S (fire fwd and P/S), 1 bank upper hull firing fwd.	OTHER FEATURES TRANSPORTERS 3 6-person standard use 2 22-person emergency	
FIRING CHART 5 POWER RANGES 0-5	2 cargo SHUTTLECRAFT 4	
TYPE         2 FP-3 photon torpedoes           LOCATION         Mounted lower hull firing fwd.	CREW REQUIREMENTS 264	
FIRING CHART 18 POWER TO ARM 1 power point each.	PASSENGER FACILITIES Up to 45 civilians.	
The BADER class Scout wa by A'Alakor Landiss Inc., an An however, is named after a lege showing the powerful influence mittee. The BADER is equipp fleet vessels. The BADER clas small civilian research continge search. In fact, the BADER clas small civilian research continge search. In fact, the BADER clas which a group of individuals or use of a research vessel and its or research contributing to the ad science. The BADER is an excel The phrase "Flying a BADER' search facilities near the annua nates from these endeavors.	Adorian shipyard. The class, andary Earth figure, again of the UFP naming com- ed with small civilian Star- s, however, normally has a nt aboard to carry out re- lass is the vessel normally pan Award for research, in a corporation receives the grew for a 2 year period for dvancement of Federation lent vessel for this purpose. ', heard often around re-	

#### KAREKH" CLASS (VULCAN EXPLORATION VESSEL)

VESSEL CLASS KAREKH HULL NUMBERS 17001 - 17125 VESSEL TYPE Explorer, Small CONTRACTOR S'Lek Varien COST 16 MCr DIMENSIONS OVERALL LENGTH OVERALL WIDTH OVERALL HEIGHT DECK CEILING HEIGHT CARGO UNITS	35.18m 26.90m 6.80m 2.80m 8	The KAREKH is a Vulcan designed and built explora- tion vessel. It has two decks similar in configuration to the MISSION class. One notable difference between this and other Federation vessels of its type is its lack of weap- onry. The ship does have good deflectors, but they are there for the protection of the crew against unknowns more than against hostiles. The KAREKH is used to ex- plore areas not deemed important enough to warrant large vessels, or as initial exploration ships to determine the need for larger vessels with extensive facilities.
METRIC TONNAGE	6000mt	
MOBILITY DATA WARP ENGINES TYPE MANEUVER POINTS RATIO POWER UNITS STRESS CHARTS IMPULSE ENGINE TYPE POWER UNITS MAX SAFE CRUISING SPEED EMERGENCY SPEED	(2) FWA 1.5/1 6 each G/K FIA 2 W7.5 W9	
ARMAMENTS None		1 de
DEFLECTORS TYPE FSB POWER RATIO 1/2 SHIELD POINTS 6		
DAMAGE CHARTS B		IIII IIII
SUPERSTRUCTURE 5		
OTHER FEATURES TRANSPORTERS 1 2-person sta	ndard use	
	(up to 10)	
PASSENGER FACILITIES None	A DESCRIPTION OF THE OWNER OF THE	





#### "BRENTON" CLASS CRUISER

MOBILITY DATA WARP ENGINES TYPE MANEUVER P	OINTS RATIO	(2) FWF 4/1
POWER UNITS STRESS CHAP	3	20 each G/L
IMPULSE ENGINE TYPE POWER UNIT		FID 4
ARMAMENTS		
TYPE	3 banks of 2 FH-5	phasers
LOCATION	2 banks upper he and P/S), 1 bank fwd)	
FIRING CHART	17	
POWER RANGES	0-4	
TYPE LOCATION	3 FP-3 photon 2 fwd, 1 aft	torpedo tubes
FIRING CHART		
POWER TO ARM	1 point	
DEFLECTORS		
TYPE	FSK	
POWER RATIO	1/2	
SHIELD POWER	14	

DAMAGE CHARTS

# SUPERSTRUCTURE 18 OTHER FEATURES TRANSPORTERS TRANSPORTERS 4 6-person standard use 3 22-person emergency 2 cargo SHUTTLECRAFT 4 CREW REQUIREMENTS 378 PASSENGER FACILITIES None standard

The BRENTON was designed as a fill-in for the ENTERPRISE/CONSTITUTION classes of cruisers. The BRENTON is cheaper to build and cheaper to operate, having a much smaller crew. The BRENTON also was designed more for combat than for research, although it does have some facilities on board. The BRENTON was designed for the older style warp nacelles, but was changed during construction when the newer design became standard usage. The aft-firing torpedo caused many an opponent to think twice before attacking from the rear. In fact, when the BRENTON class first saw combat with the Klingons, the Klingons were allowed to approach from the rear. The Klingons, seeing the perfect chance to attack, were annihilated at close range by the "stupid, crippled Federation captains". This action has caused the Klingons to treat the BRENTONs with respect.



### "SUNSHINE" CLASS LINER

MOBILITY DATA WARP ENGINES		(2)
TYPE MANEUVER POIN POWER UNITS STRESS CHARTS	FWE 4/1 8 each G/K	
IMPULSE ENGINE TYPE POWER UNITS		FIC 1
ARMAMENTS	None	
DEFLECTORS TYPE POWER RATIO SHIELD POINTS	FSA 1/1 6	
DAMAGE CHARTS	с	
SUPERSTRUCTURE	20	
OTHER FEATURES		
TRANSPORTERS	10 6-person 8 22- persor	standard use emergency

SHUTTLECRAFT 6 carried, has facilities to house up to 20 of average size.

CREW REQUIREMENTS 245

#### PASSENGER FACILITIES Up to 600

The SUNSHINE class passenger liner is considered the most luxurious in the Federation. The service is the best, the staterooms are the finest, the gambling is honest (most of the time), and, naturally, the prices are the highest. The regular accomodation staterooms are affordable for most vacationers, and waiting lists can be up to one year long for passage on a round trip ticket. These staterooms are comparable to those found on 20th century ocean-going liners. The Royal Suites on the SUNSHINE CLASS, however, have to be seen to be believed. Some of these suites have private physical fitness centers with staff. The largest suite on the vessel even has a small private pool.

The SUNSHINE class is equipped with deflectors of minimal combat strength, instead of just the normal navigational deflectors. Although these ships do not operate in hostile areas there is always the risk of pirates, so the deflectors were incorporated into the design. No offensive weaponry is carried for ship to ship combat, but hand weapons are carried aboard, locked in several small arms lockers.









#### "DERF" CLASS

The DERF class is a medium exploration ship used for survey work. The circular top hull is four decks high. The uppermost small deck is the bridge. The second holds weapons, crew quarters, and lounges. The third deck has crew quarters and recreation areas. The fourth deck is for recycling, fabrication, ships computers, and hydroponics. The lower hull is also 4 decks. The top 3 are 3.2m high, the fourth is 9m. The top 2 are storage forward and engineering in the rear 1/3 of each. Transporters (2.6-man, 1 small cargo) are here. The 3rd deck is mostly parts storage, and the bottom deck is mostly open space. Shuttles recover buoys, then enter forward, where the retrieved equipment undergoes an "assembly line" maintenance routine. When repaired, a shuttle takes the device out the aft doors and replaces it on the navigation route. Early warning sensors, beacons, and communications relay stations undergo the same treatment. Special shuttles with small tractor beams are used for this procedure. Vessels are named after his torical places in the Federation.

MOBILITY DATA WARP ENGINES TYPE MANEUVER P	OINTS RATIO	(2) FWD 2/1	Sector Contract Distances in 1990 2000	and the second se
POWER UNITS		18 each M/G	DAMAGE CHARTS	С
IMPULSE ENGINE			SUPERSTRUCTURE	11
TYPE		FID	OTHER FEATURES	
POWER UNITS		4	TRANSPORTERS	2 6-person standard use 1 cargo
ARMAMENTS			SHUTTLECRAFT	
TYPE LOCATION	2 banks of 2 FH P/S upper main		and the second	5 work pod shuttles
	fwd and P/S)		CREW REQUIREMEN	TS 72 (Below minima
FIRING CHART POWER RANGES	16 0-3	-		require ments due to
FOWER RANGES	0-3			nature of vessel)
			PASSENGER FACILI	TIES None
DEFLECTORS			PASSENGER FALLE	
DEFLECTORS TYPE	FSH		PASSENGER FACILI	TTES None
DEFLECTORS TYPE POWER RATIO	FSH 1/2		PASSENGER FACILI	







#### --- "CHANDLEY" CLASS FRIGATE

MOBILITY DATA	
WARP ENGINES	(2)
TYPE	FWC
MANEUVER	POINTS RATIO 3/1
POWER UNIT	S 16 each
STRESS CHAI	RTS O/M
IMPULSE ENGINE	
TYPE	FIF
POWER UNITS	S 16
ARMAMENTS	
TYPE	6 FH-11 phasers (3 banks of 2)
LOCATION	2 banks mounted upper main hull
	(P/S) (fire fwd and P/S) and 1
	bank upper main jull fwd (fires
	fwd).
FIRING CHART	20
POWER RANGES	0 - 10
TYPE	4 FP-6 photon torpedoes
LOCATION	2 fwd in lower main hull (fire
and the second se	fwd), 2 aft in center of hull (fire
FIRING CHART	aft).
	13
POWER TO ARM	1 power point
DEFLECTORS	
TYPE	FSO
POWER RATIO	1/3
SHIELD POINTS	16
DAMAGE CHARTS	с .
SUPERSTRUCTURE	28

OTHER FEATURES

TRANSPORTERS	82	-person standard use 2-person emergency argo
SHUTTLECRAFT	6	
CREW REQUIREMENT	S	363
ASSENGER FACILITI	ES	Has accomodations for up to 250 Marines with equipment.

The CHANDLEY class Frigate is designed primarily as a fighting vessel. The fore and aft torpedoes along with the powerful phasers make it a formidable foe indeed. And if the opponent lowers shields, either voluntarily or involuntarily, the CHANDLEY is ready. The class normally carries a Marine company for use as reinforcements for use in boarding parties or for landing parties planetside. These Marines are housed in the "wings" of the vessel.

The CHANDLEY carries the rare distinction of being named after the company that built the class. This is due to the fact that the contracting company is owned by the descendants of Rear Admiral Thomas Chandley, an old Earth planet-side naval hero. Thomas Chandley was highly decorated in the Aleutian Naval conflict of 2003 because of the brilliant strategic blockade he executed. The UFP decided unanimously to name the class after Chandley when it was discovered that the Chandley firm had submitted the lowest bid for the class.









This is a 'muscle' ship of the Federation. An Andorian design, the ship is designed to move quickly to trouble spots and fight. The weaponry is not as formidable as it first appears, however. The 8 phasers are not individually as powerful as those on the heavy cruiser. The difference is in total firepower. The ship is designed solely for fighting. There are no research facilities.

The main hull contains weaponry system controls, quarters, mess, recreation facilities, etc. The 5m high small area atop the ship contains the bridge and AC/water recycling equipment. The connector contains additional crew facilities, the engineering hull section contains warp controls, hydroponics, waste recycling, etc. The rear hull area contains the impulse engine room, additional weaponry controls, cargo area, and shuttle bays. The LOKNAR class carries 2 shuttles, each with its own landing and storage facilities.

Incidentally, some Vulcans do serve on LOKNAR class ships, but there are no ships in this class crewed predominately by Vulcans.

## "RANGER" CLASS SCOUT-

MOBILITY DATA		(2)
TYPE	(2) FWB	
MANEUVER	2/1	
POWER POINT	14 each	
STRESS CHAR		M/O
		, C
IMPULSE ENGINE		
TYPE		FIB
POWER UNITS	5	4
MAX SAFE CRUISING	SPEED	W8
EMERGENCY SPEED		W9
ARMAMENTS		
TYPE	2 individual FH-2	phasers
LOCATION	Upper main hull, and P/S)	
FIRING CHART	3	
POWER RANGES	0 - 3	
TYPE	2 FP-3 photon	torpedo tubes
LOCATION		
FIRING CHART		and and
POWER TO ARM	1 point each	1 m 1

DEFLECTORS TYPE POWER RATIO SHIELD POWER	FSF 1/2 10
DAMAGE CHARTS	С
SUPERSTRUCTURE	10
OTHER FEATURES TRANSPORTERS	2 6-person standard use 1 12-person emergency
SHUTTLECRAFT	2 standard
CREW REQUIREMENT	°S 73
PASSENGER FACILITI	ES None

The RANGER class scout is a small vessel with extremely cramped crew quarters for a Federation vessel. It is used in areas requiring small, lightly armed vessels. The RANGER is popular as a convoy escort in hazardous areas. The RANGER class usually work in groups of 2 or 3 ships for mutual protection. Note the aft firing torpedo in addition to the one forward.









MOBILITY	DATA		
	NGINES	(2)	
TYP	FWE		
	0 4/1		
	ESS CHARTS	8 each G/K	
	EENGINE		
		FIC	
FOV	VER UNITS	1	
MAX SAFE	CRUISING SPEED	W6	
A Contract of the second se			
EMERGENC	Y SPEED	W8	
The second		W8	
EMERGENC		W8	
The second	"S None	W8	
The second		W8 FSA	
The second	S None DEFLECTORS	FSA	
The second	TS None DEFLECTORS TYPE	FSA	
The second	S None DEFLECTORS TYPE POWER RATIO	FSA 1/1	
The second	TS None DEFLECTORS TYPE POWER RATIO SHIELD POWER	FSA 1/1 6	
The second	TS None DEFLECTORS TYPE POWER RATIO SHIELD POWER DAMAGE CHARTS	FSA 1/1 6 C	

OTHER FEATURES TRANSPORTERS	2 6-person standard use 4 small cargo 4 large cargo
SHUTTLECRAFT	1 passenger 4 cargo
CREW REQUIREMENT	S 86
PASSENGER FACILITI	ES 8 staterooms accomodating up to 16 persons
configurations. Its most	class freighter has many interior st common is as a normal cargo ntainers. The vessel does have

vessel, transporting containers. The vessel does have variants for carrying liquids and bulk items (such as grain). In these modes, the ship is fitted with special locks topside for the movement of the materials. The huge cargo area has specially designed movable partitions allowing for many interior configurations. The vessel can be pressed into service as a troop transport, albeit with not very comfortable living conditions. The observer will note the four airlocks on both sides of the ship on the lower surface of the forward hull. These are for docking cargo shuttles. Large elevators and conveyors move material to these inside the vessel, allowing for two centralized customs and paperwork stations.











The RELIANT class is a remake of the old ANTON class cruiser. The RELIANT class was one of the first vessel classes to be refit with the new style engines. One interesting note is that the engines on the RELIANT are the old CONSTITUTION class engines with the newer style outer nacelle. The ANTON was equipped with phasers (3 banks of 2) as the CONSTITU-TION class was. With the refit, however, the main hull phasers were dismantled in some of the vessels and left intact but unpowered in others.

The RELIANT class is primarily a research support cruiser, less heavily armed than ships like the ENTERPRISE. The vessels are used in areas where hostiles or unknowns may be encountered but the research being performed does not warrrant the use of larger vessels. The class is equipped with larger research facilities than the ENTERPRISE, however, and has large quarters for civilian research personnel.

NOTE: The class vessel RELIANT itself was destroyed in a battle with the ENTERPRISE during the infamous "Wrath of Khan" incident.



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