

Class Name	Designation	Number missioned	Com-	NCC Ranges
Saladin	Destroyer	20		NCC 500-519
Hermes	Scout	15		NCC 585-599
Ptolemy	Transport	14		NCC 801-815
Hellespont	Destroyer	20		NCC 880-899
Sherman	Tender (Auto)	5		NCC 935-939, NAR 1200-1203, NGL 1460-1467
Independence	Tender	6		NCC 940-945, NAR 1204-1209, NFT 1910-1917
Nelson	Intel. Scout	10		NCC 950-959
Bonaventure	Surveyor (EX)	2		NX 1028-1029
Derf	Surveyor	14		NCC 1270-1283, NAR 1219-1225
Larson	Destroyer	25		NCC 1400-1424
Burke	Destroyer	27		NCC 1448-1474
izmail	cruiser	4		NCC 1636-1639
Loknar	Frigate	20		NCC 1640-1659
Constitution	Heavy Cruiser	21		NCC 1017, 1305-A. 1701-1719, 1760-1764
Longbow	Battlecruiser	10		NCC 1725-1734
Decatur	Cruiser	20		Ncc 1780-1799
Surya	Frigate	33		NCC 1850-1883
Federation	Dreadnought	11		NCC 2100-2104, 2116-2120
Washington	Heavy Carrier	4		NCC 2126-2129

Ships left to assign...

Battleships (BB) 27 - 17
 Light Cruiser (CL) 50
 Cruisers (CA) 95 - 66
 Heavy Cruisers (CC) 36 - 10
 Destroyer (DD) 300 - 280 - 208

Tenders (AD) 53 - 42
 Frigates (DE) 300 - 247
 Carrier (CV) 50 -46 (going to move some of these to other classes)
 Escort Carrier (CVE) 50
 Submarines (SS) 350
 Cutters (PB/WPB) 120
 Intelligence (AGS) 24 - 14 - 0

Salvage/Repair (ARS) 36 - 24
 Research Ships (AGOR) 24 - 7

VESSEL CLASSIFICATIONS

CUTTER: A CUTTER IS A SMALL SHIP, SMALLER THAN A DESTROYER, USED PRIMARILY FOR PATROLS AGAINST CRIMINALS, WOULD-BE PIRATES, AND THE LIKE. THEY ARE, BY NO MEANS, A MATCH FOR A CAPITOL SHIP.

FIGHTER: A FIGHTER IS A SMALL [USUALLY NO MORE THAN TWO-MAN] HIGHLY-ARMED AND EXTREMELY FAST CRAFT USED FOR RAPID RESPONSE AND STRIKE OPERATIONS. FIGHTERS ARE USUALLY STATIONED AT BASE OR ON A CARRIER VESSEL OF SOME SORT.

SHUTTLECRAFT: AUXILIARY VESSELS USED BY CAPITOL SHIPS OR BASES. GENERALLY SHUTTLES ARE EFFECTIVELY 'FERRY' CRAFT, TRANSPORTING SMALL AMOUNTS OF CARGO OR PERSONNEL FROM POINT TO POINT, THOUGH SOME ARE FITTED TO EXTEND A VESSEL'S MISSION PROFILE IN OTHER WAYS.

RUNABOUT: IN EFFECT, A RUNABOUT IS A LARGER, MORE 'CAPABLE' SHUTTLECRAFT, CAPABLE OF LONGER DURATION FLIGHTS, CARRYING MORE PASSENGERS AND CARGO, AND OFTEN HAVING A MODEST DEFENSIVE CAPABILITY.

TENDER: THESE ARE SUPPLY AND SUPPORT SHIPS, OFTEN TRANSPORTING MATERIALS OF VARIOUS TYPES TO OTHER SHIPS AND BASES IN THE FIELD. TENDERS CAN VARY WIDELY IN SIZE AND PERFORMANCE, BUT USUALLY RANGE IN SIZE AND ABILITY BETWEEN A SCOUT CLASS VESSEL AND A FRIGATE.

TRANSPORT: THESE FUNCTION SIMILARLY TO TENDERS IN THAT THEY FERRY SUPPLIES, EQUIPMENT, AND PERSONNEL BETWEEN POINTS. IN GENERAL, A TRANSPORT WILL BE CAPABLE OF A WIDER VARIETY OF CARGO TYPES, OR EVEN PERFORM AS 'BARGES'. TRANSPORTS ARE HEAVY, AWKWARD, AND CAN BE CRUISER SIZED OR LARGER.

Naval Construction Code - NCC: This is the main prefix for all active duty ships under Starfleet command.

Naval Auxiliary Reserve - NAR: Ships with this designation are generally under civilian control

ASSAULT: ASSAULT SHIPS ARE, BASICALLY, LARGE TRANSPORTS FILLED WITH ARMED SOLDIERS AND THEIR EQUIPMENT. THOUGH HEAVILY SHIELDED, AN ASSAULT VESSEL TENDS TO BE SLOW, AND NOT VERY CAPABLE OF LAYING DOWN OFFENSIVE FIRE ON ITS OWN. ASSAULT VESSELS ARE USED TO 'TAKE' AN OBJECTIVE, RATHER THAN DESTROY IT.

DESTROYER: THE SMALLEST CAPITAL SHIP, USUALLY LIGHTER THAN A FRIGATE, CARRIES IMPRESSIVE WEAPONRY FOR ITS SIZE, GENERALLY FAST AND HIGHLY MANEUVERABLE. DESTROYERS TEND TO BE THE MOST NUMEROUS VESSELS WITHIN A GIVEN FLEET.

SCOUT: GENERALLY A SCOUT IS A DESTROYER-SIZE VESSEL, BUT IS EQUIPPED WITH IMPROVED AND ADVANCED SCANNING EQUIPMENT AND SCIENTIFIC RESEARCH EQUIPMENT. SCOUTS, TACTICALLY, ARE LIGHTLY ARMED (IF AT ALL) AND CANNOT TAKE MUCH PUNISHMENT.

SURVEYOR: FOR ALL INTENTS AND PURPOSES, A SURVEYOR IS AN HEAVIER SCOUT, DESIGNED FOR LONGER-DURATION MISSIONS WHICH REQUIRE MORE TIME, EQUIPMENT, OR MANPOWER THAN A SCOUT CLASS VESSEL CAN NORMALLY HANDLE. IN A PRACTICAL SENSE, A SURVEYOR IS A CRUISER-SIZED SCOUT.

ESCORT: GENERALLY AROUND THE SIZE OF A DESTROYER, A DEDICATED ESCORT CLASS VESSEL IS DESIGNED TO PROTECT LARGER VESSELS, SUCH AS BATTLESHIPS OR CARRIERS, IN CASE OF ATTACK. ESCORTS TEND TO BE LIGHT, FAST, AND HAVE SOLID DEFENSES.

FRIGATE: A MEDIUM CAPITAL SHIP, LARGER THAN MOST DESTROYERS, BUT SMALLER THAN CRUISERS. THESE SHIPS TEND TO BE THE WORKHORSES OF THE FLEET, FORMING THE BULK OF THE FLEET'S DEFENSIVE POWER, AS WELL AS PERFORMING MOST ROUTINE PATROL OPERATIONS.

CRUISER: THE LARGEST WORKHORSES OF THE FLEET, GENERALLY LARGER THAN FRIGATES AND BUILT TO PERFORM A WIDE VARIETY OF MISSIONS. THE CRUISER IS THE MOST COMMON 'LARGE' VESSEL OF ANY FLEET.

BATTLECRUISER: IN GENERAL, THE BATTLECRUISER IS MERELY A CRUISER THAT HAS BEEN BUILT PRIMARILY FOR BATTLE. USUALLY THIS MEANS THAT THE DESIGN FOCUSES ON A 'MISSION SPECIFIC' ROLE OF COMBAT, FORSAKING OTHER SYSTEMS TO IMPROVE THE WEAPONRY AND DEFENSES OF THE VESSEL - OFTEN AT THE COST OF SPEED AND MANEUVERABILITY.

BATTLESHIP: GENERALLY THE LARGEST REGULAR-DUTY CAPITAL VESSEL TYPE THAT A FLEET CAN MUSTER, LARGER THAN MOST CRUISERS, WITH VERY HEAVY WEAPONS AND DEFENSES. THESE SHIPS TEND TO BE SLOW 'POWERHOUSES' CALLED INTO DUTY FOR VERY SPECIFIC MILITARY-ORIENTED MISSIONS.

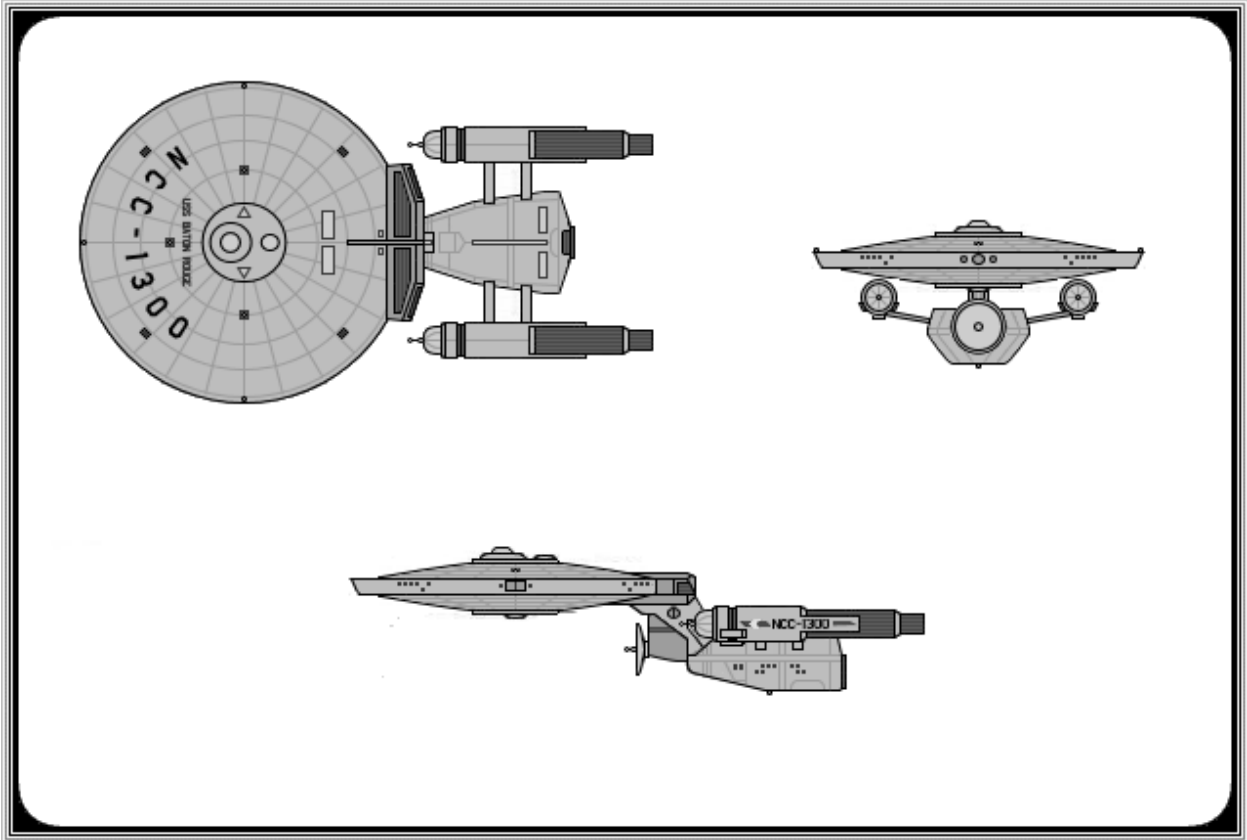
DREADNOUGHT: THIS IS THE 'ULTIMATE BATTLESHIP' THAT A FLEET CAN MUSTER, GENERALLY REGARDED, IN COMBAT TERMS, AS THE MOST POWERFUL SHIP IN SERVICE. A SHIP CLASSIFIED AS A 'DREADNOUGHT' IS CONSIDERED THE 'UPPER LIMIT' OF A REGULAR CAPITAL SHIP. FEW OF THESE WILL BE

BUILT IN ANY FLEET, IF ANY.

CARRIER: OFTEN THE LARGEST SHIPS IN A FLEET, FOR THOSE GOVERNMENTS THAT CAN AFFORD THEM, THE CARRIER BASICALLY SERVES AS A LAUNCHING PAD FOR A NUMBER OF SMALLER CRAFT, USUALLY FIGHTERS. WITH THEIR COMPLEMENT, THEY ARE EXCELLENT AT PROVIDING A POTENT SCREEN DEFENSE OR AT LAUNCHING A DEVASTATING STRIKE AGAINST A TARGET. ON THEIR OWN, HOWEVER, A CARRIER MAY BE EXTREMELY VULNERABLE, AND LACKS BOTH SPEED AND MANEUVERABILITY.

BATON ROUGE CLASS

UESPA Cruiser



Baton Rouge

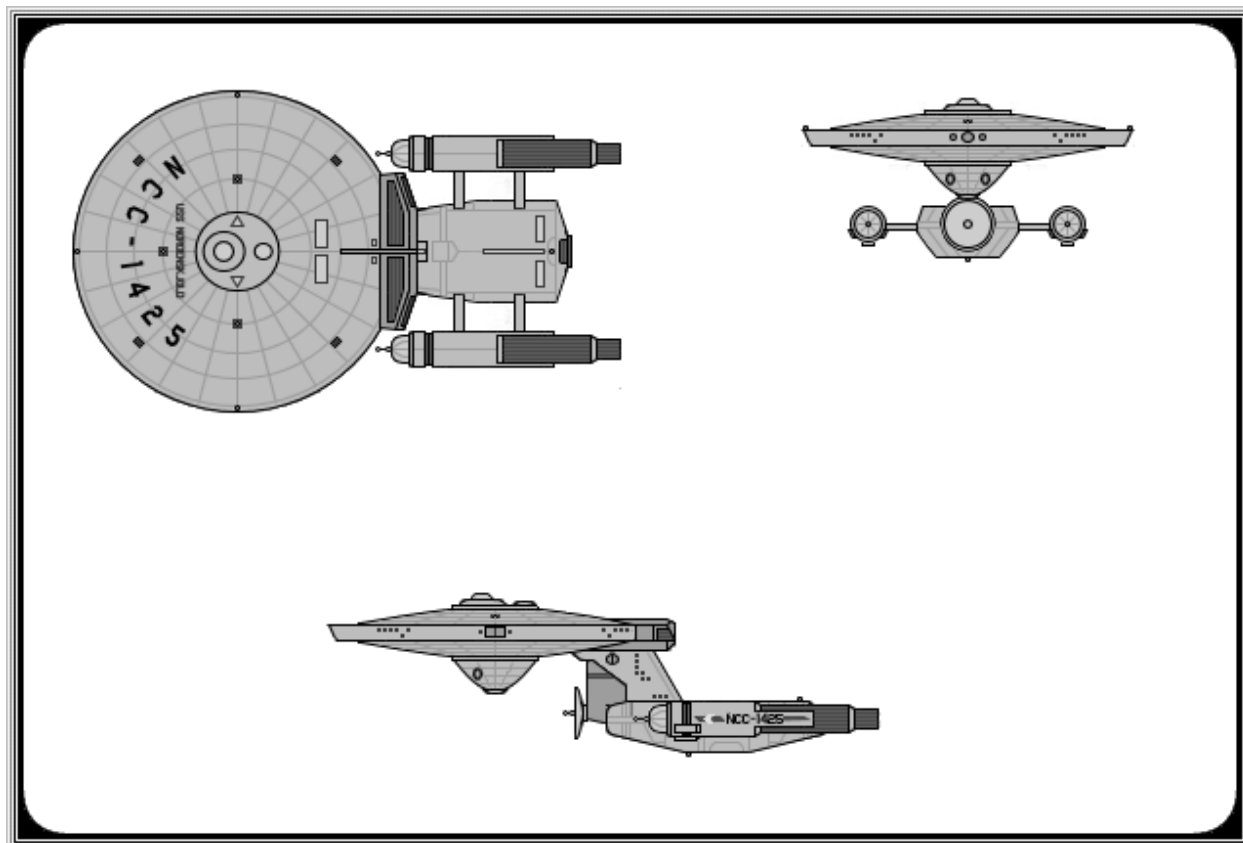
BATON ROUGE CLASS

UESPA Cruiser

Vessel Name	Registry	Notes
USS Baton Rouge	NCC-1300	Class Ship; Retired to Memory Alpha
USS Moscow	NCC-1301	First ship with transporter as standard equipment
USS Peking	NCC-1302	Retired and refit as SS General Tso, NAR 952
USS Britannia	NCC-1303	Lost in Axanar Conflict
USS Los Angeles	NCC-1304	
USS Yamato	NCC-1305	Lost defending Earth Colonies during Klingon Raid
USS Hokkaido	NCC-1306	
USS Savannah	NCC-1307	
USS Tehran	NCC-1308	Second ship with transporter as standard equipment
USS Petersburg	NCC-1309	Retired and refit as SS Lady of Adventure. NAR 953
USS Marseilles	NCC-1360	
USS Devonshire	NCC-1361	Retired and refit as SS Basil Fawlty, NAR 954
USS Sydney	NCC-1362	Lost in Axanar Conflict
USS Vladivostok	NCC-1363	
USS Cairo	NCC-1364	Lost mysteriously near Romulan space
USS Tipton	NCC-1365	Retired and refit as SS Campton Champion. NAR 955
USS Arcadia	NCC-1366	
USS Tripoli	NCC-1367	
USS Union	NCC-1368	
USS Lafayette	NCC-1369	
USS Commonwealth	NCC-1370	
USS Republic	NCC-1371	Previous assignment of James Kirk
USS Democracy	NCC-1372	
USS Liberty	NCC-1373	
USS Chauncey	NCC-1374	

NORDENSKJOLD CLASS

UESPA Research Cruiser



Baton Rouge

Vessel Name	Registry	Notes
USS Nordenskjold	NCC-1425	Class Ship; First Earth ship to reach Trill system
USS Cartier	NCC-1426	Retired and refit as SS Lane Victory, NAR 950
USS Barentis	NCC-1427	
USS Amundson	NCC-1428	Lost while studying quasar phenomenon
USS Baffin	NCC-1429	Retired and refit as SS Spanish Queen, NAR 951

ORION PIRACY

For most of Earth's star-faring history, the Orion Pirates had been a major thorn in their side. While the Orion government officially declared neutrality throughout this time, the raids had stepped up both in their boldness and in their cost in lives and Federation property.

The loss of Federation vessels, both civilian and the UESPA fleet, but the Orion's official denial of involvement kept any major act of retaliation at bay. Even the attack on the Babel Conference in 2267 did not meet with due response (largely because the attack was a decisive failure).

In 2269, a Federation transport, the USS Huron, was raided by the Orion Pirates. This may have gone as just another dilithium raid, but the ship was also carrying much needed strobilin medicine. Though the USS Enterprise was able to capture the Orion pirates responsible and reclaim the strobilin, the several days' delay in its delivery had caused thousands of innocent deaths. The Orion Consortium had again claimed this as an act of 'criminals' and declared its neutrality. This time, however, the Federation had had enough.

For generations, the Federation Council had resisted the use of strong force against a minor power such as the Orions, but it was clear that decisive action was needed. The Vulcan ambassador, Sarek, himself declared that the Federation would need to act to safeguard the lives of its people, a 'swing' vote that made action final.

In 2271, just as the Constitution era was coming to a close, three battle groups were taken from the Klingon border with the express purpose of eliminating the Orion colonies' space-faring capability, bypassing the pirate fleet and attacking starbases and spaceports directly. The massive use of force was lead by the Federation 'Dreadnoughts' the USS Federation and USS Entente.

Though some Federation vessels were lost, the result of the conflict was decisive. Within a week, all starbases and support systems within the Orion Colonies were destroyed, as well as over ninety percent of their fleet. The Orion government was disbanded with most of its members arrested and tried with various Crimes Against the Galaxy.

With the end of the Orion Government in 2271,

the Orion Piracy threat was all but completely eliminated. The criminal groups which remained would continue their operations through the 24th century, but never again with the power and capability that they had enjoyed a century before.

Tactical System Notes

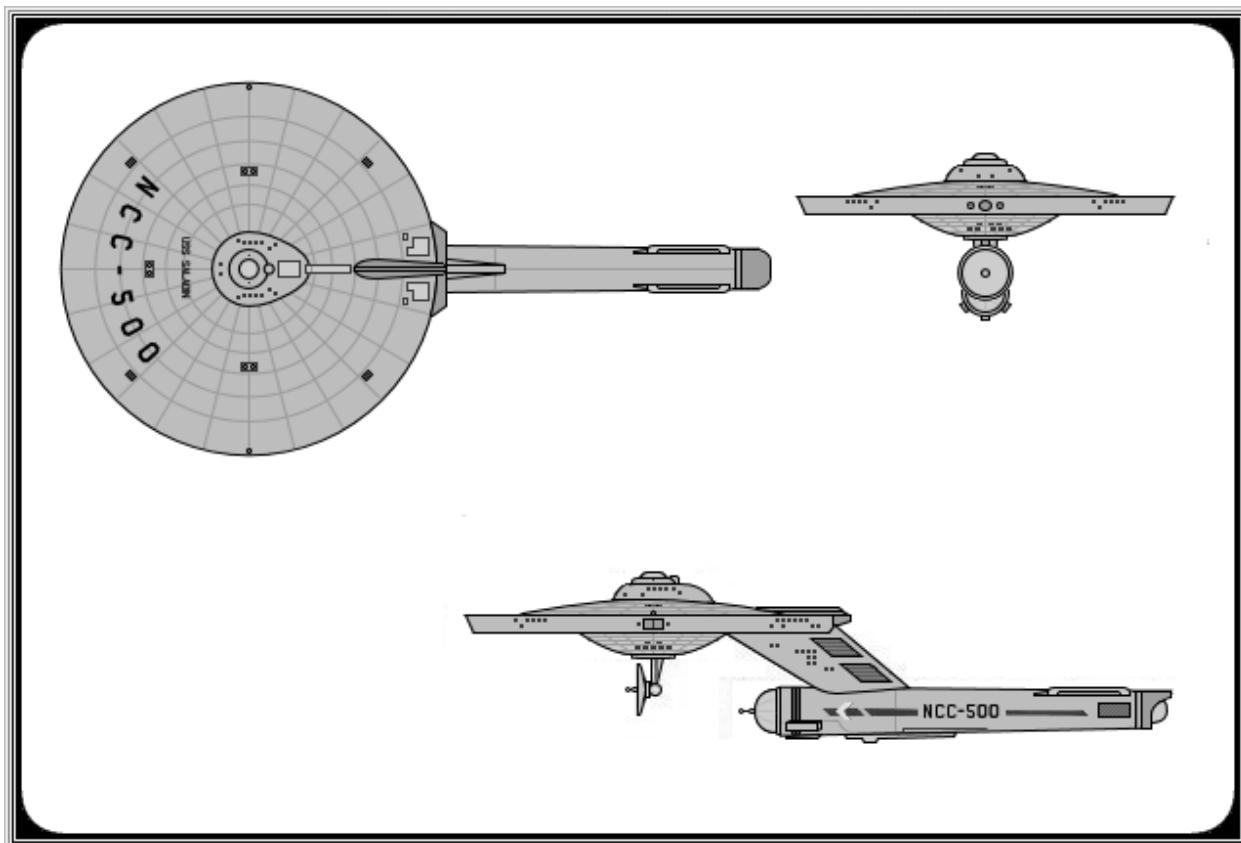
Deflector Shield Class 2a (B)
Protection 13 / Threshold 3

Lasers (Mk VII)

Phasers (Mk VIII)

Phasers (Mk IX) (B)
Penetration: 4/3/3/0/0

Photon Torpedoes (B)
Penetration: 3/3/3/3/3



Saladin Class Destroyer
 Design Chief: Franz Joseph
 Class Commission: 2251
 Complement: 20 Officers, 180 Crew

Hull Data
 Structure: 25
 Size: Class 5, 13 Decks
 Length/Beam/Height: 242m/127m/60m
 Mass: 95,000MT

Drive system
 Impulse: SBE (.75c)
 Warp: PB-32-MK 3, Tandem, (WF 6/8)
 Maneuver Modifiers: +1C, +2H, +2T

Tactical Data
 Phasers:
 Class IX, 3 banks/2 ea (f, f/p, f/s)
 Torpedoes:
 MK-IV Twin-Launcher (f)
 Deflector Shield: PFF 2a

Class Traits:
 Hardened System (Life Support)
 Design Flaw: Warp-Engine

Operational Data:
 Atmosphere Capable: No
 Cargo Units: 50
 Life Support: Class 4 (Hardened)
 Operations System: Class 4
 Sensor System: Class 3
 Separation System: None
 Shuttlebay: 1a (Small)
 Shuttlecraft: 1 size worth
 Tractor Beams: 1fv, 1a
 Transporters: 2 STD, 2 emergency, 2 cargo

Supplemental Craft (STD):
 Class H Travel Pod: 2

General information
 The Saladin class was, in theory, a 'perfect' light combat ship. The idea was to take the successful components of the *Constitution* class ships and strip them down to a lighter but still potent destroyer. And, in many ways, the Saladin does indeed perform moderately well.

Early into the class's production, however, a potentially severe problem began to manifest. Unlike the previous-generation engines, the PB-32 used on the Saladin would generate instability which could lead to accidental wormhole effects

or structural damage if pressed near maximum outputs. Even though a skilled engineer can compensate for this flaw, this was still obviously not a situation that a starship should have! Despite this flaw, however, the power generated by the SB-32 was still greater than its predecessor and the 'safe' warp speeds also matched or slightly bettered the previous generation as well.

Though not as stellar as a performer as hoped, due to the instability of the single SB-32 engine, the destroyer was put into heavy production to serve as needed defense along the Neutral Zones and along trade routes.

Editor's Annotations

The *Saladin* first appeared in the Franz Joseph technical manual and was envisioned as a 'small craft using components of the *USS Enterprise*'. She was meant to be a spin-off design, serving in a purely military role as a destroyer. The ship class has appeared both in the form presented here, and in a 'movie-refit' form (shown in this guide as the *Jenghiz* class), in numerous works since.

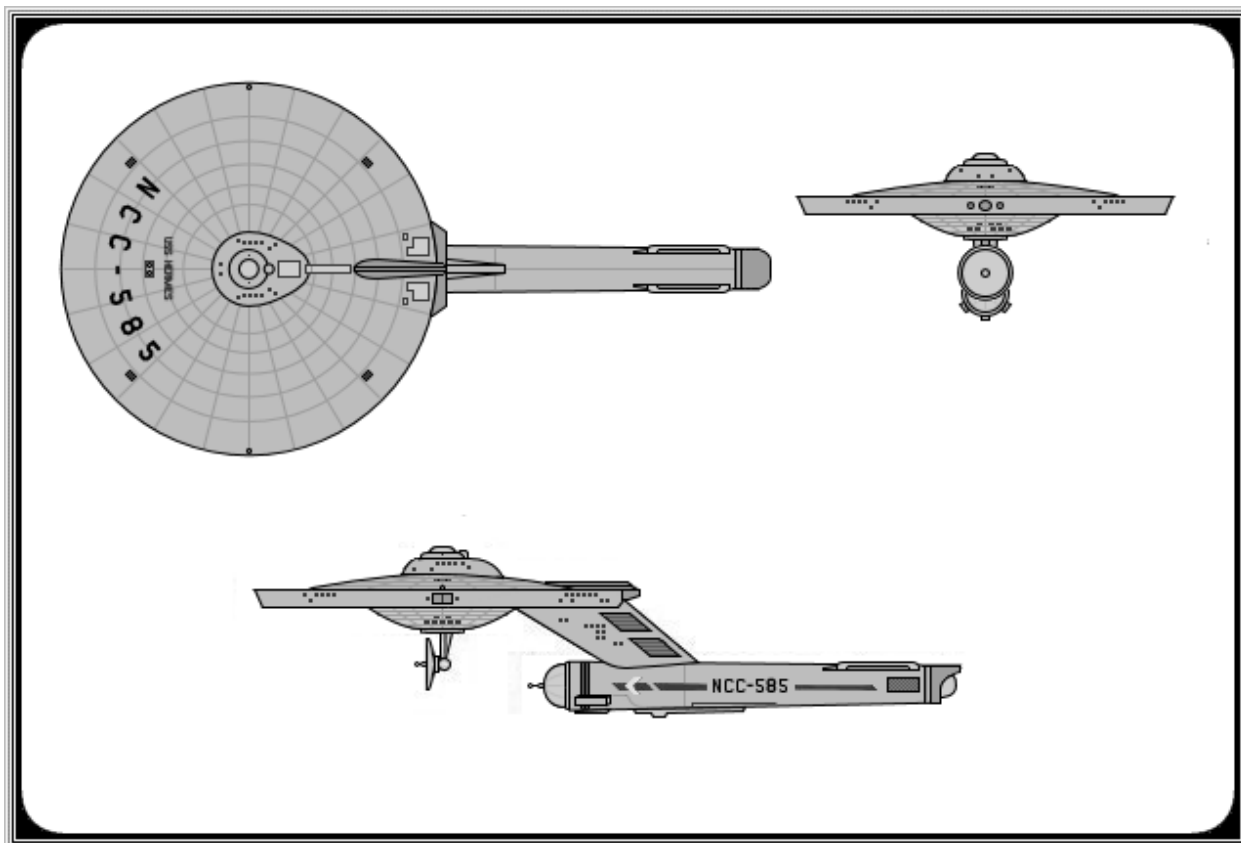
Despite its familiarity with the fans, this is one of those ships that Gene Roddenberry declared 'non-canon' back in the days of *The Motion Picture*. The use of a single warp engine' was cited as 'proof' that the ship could not actually exist, even though members of the class are mentioned in dialog in *The Motion Picture* and its schematics appear in

three of the feature films. Obviously, there's an apparent disconnect between Gene Roddenberry and pretty much everyone that worked for him.

(As an aside, the 'rules' that Gene Roddenberry was citing were of his own invention, made considerably after a good amount of official material was published about starships. To many, these new 'rules' seemed much more an attempt to take back the technology in *Trek*, often at the cost of popular works, rather than any real thought-out effort as to how ships would work.)

This guide uses only the first 'batch' from the Technical manual as members of the *Saladin* class, and assumes that, for whatever reason, the SB-1 has problems when used as a single engine configuration.

Vessel Name	Registry	Notes
USS Saladin	NCC-500	Class Ship; Retired to Memory Alpha
USS Jenghiz	NCC-501	Refit to Jenghiz Class in 2272
USS Darius	NCC-502	Refit to Jenghiz Class in 2272
USS Alaric	NCC-503	
USS Sargon	NCC-504	Refit to Jenghiz Class in 2272
USS Xerxes	NCC-505	
USS Pompey	NCC-506	Destroyed by 'cosmic string' phenomenon
USS Kublai	NCC-507	
USS Suleiman	NCC-508	Refit to Jenghiz Class in 2272
USS Etzel	NCC-509	
USS Tamerlane	NCC-510	
USS Alexander	NCC-511	Refit to Jenghiz Class in 2273
USS Hannibal	NCC-512	Retired after victorious battle with Orion pirates
USS Ahriman	NCC-513	Refit to Jenghiz Class in 2273
USS Rahman	NCC-514	Refit to Jenghiz Class in 2273
USS Adad	NCC-515	Lost to Klingon raid
USS Hashishyun	NCC-516	Refit to Jenghiz Class in 2273
USS Azrael	NCC-517	Refit to Jenghiz Class in 2274
USS Hamilcar	NCC-518	Refit to Jenghiz Class in 2274
USS Shaitan	NCC-519	Refit to Jenghiz Class in 2274



Hermes Class Scout
 Design Chief: Franz Joseph
 Class Commission: 2251
 Complement: 20 Officers, 175 Crew

Hull Data
 Structure: 25
 Size: Class 5, 13 Decks
 Length/Beam/Height: 242m/127m/60m
 Mass: 95,000MT

Drive system
 Impulse: SBE (.75c)
 Warp: PB-32-MK 3, Single, (WF 6/8)
 Maneuver Modifiers: 0C, +3H, -1T

Tactical Data
 Phasers:
 Class IX, 1 banks/2 ea (f)
 Deflector Shield: PFF 2a

Class Traits:
 Hardened System (Life Support)
 Design Flaw: Warp-Engine
 Enhanced Sensors

Operational Data:
 Atmosphere Capable: No
 Cargo Units: 50
 Life Support: Class 4 (Hardened)
 Operations System: Class 4
 Sensor System: Class 3
 Separation System: None
 Shuttlebay: 1a (Small)
 Shuttlecraft: 1 size worth
 Tractor Beams: 1fv, 1a
 Transporters: 2 STD, 2 emergency, 2 cargo

Supplemental Craft (STD):
 Class H Travel Pod: 2

General information
 The Hermes class may be a model exercise in optimism, designed more to placate certain member worlds of the federation. With the 'Constitution project' seen as too militaristic, Star Fleet was ordered to create a dedicated explorer with the newest technologies to fulfill as purely 'scientific exploration role'. The result was the somewhat ill-conceived *Hermes* class.

Though the *Hermes* class boasts impressive sensor capabilities for her time, their light armament and problematic use of a single PB-32 engine left

their extremely vulnerable in the field. While effective at stellar cartography and scientific work, several *Hermes* class ships were lost early in their career, causing Star Fleet to rethink their use.

The remaining scouts serve largely within larger task forces or in 'safe zones', resigned largely to scientific work or acting as lead 'scouts' with other, more hardy ships providing escort.

The *Hermes* class was declared 'complete' in 2259, and replaced by a variety of other designs. Despite the hardships, the class was given a second lease on life once the upgraded *Hermes* (refit) class, which would remove the SB-32 flaw.

Editor's Annotations

The *Hermes* first appeared in the Franz Joseph technical manual and was envisioned as a 'scout class' ship. She had the same primary hull and warp engines as the *Constitution* class, but was barely armed. The visual representation from the Technical Manual, used many times in other fan-based works, is the one used here.

Despite its familiarity with the fans, this is one of those ships that Gene Roddenberry declared 'non-canon' back in the days of The Motion Picture. The use of a single warp engine' was cited as 'proof' that the ship could not actually exist. This flies in the face that the *USS Revere* is mentioned by name, type, and registry in the motion picture, and her schematics shown on screen as well.

This guide uses only the first 'batch' from the Technical manual as members of the *Hermes* class, and assumes that, for whatever reason, the SB-32

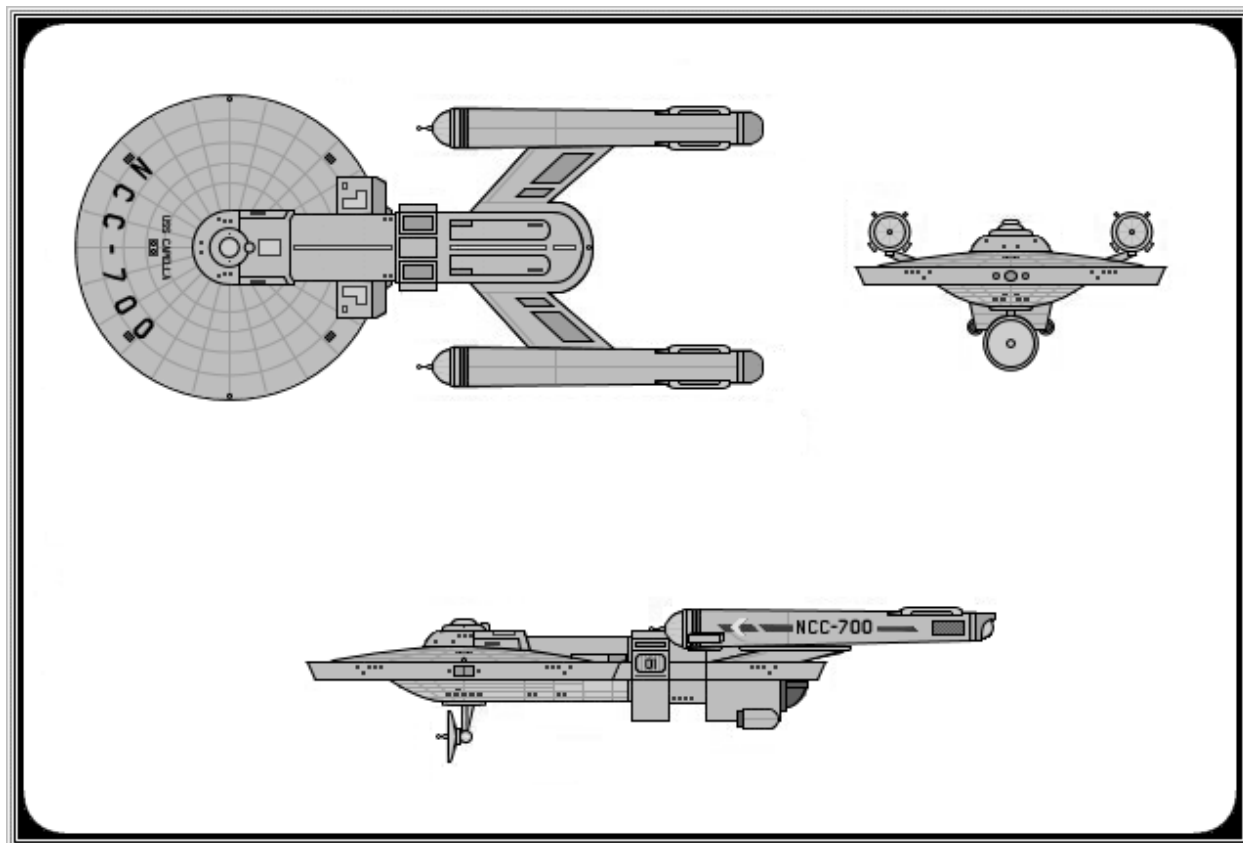
has problems when used as a single engine configuration.

Admittedly, this guide is a little tough on the *Hermes*, but it's hard to reconcile this ship going out onto the frontier while barely armed, underpowered, and only having a really good sensor suite to its advantage. It doesn't seem like this is the type of ship we would expect to see much exploring the hazardous frontier where even the *Enterprise* is under near-constant threat.

Vessel Name	Registry	Notes
USS <i>Hermes</i>	NCC-585	Class Ship; Refit to <i>Hermes</i> (Refit) Class in 2272
USS <i>Anubis</i>	NCC-586	Refit to <i>Hermes</i> (Refit) Class in 2272
USS <i>Echo</i>	NCC-587	Refit to <i>Hermes</i> (Refit) Class in 2272
USS <i>Aeolus</i>	NCC-588	Lost Mysteriously exploring near Tholian space
USS <i>Diana</i>	NCC-589	Refit to <i>Hermes</i> (Refit) Class in 2272
USS <i>Quinillus</i>	NCC-590	
USS <i>Bridger</i>	NCC-591	Lost to Ion Storm within Mutara Nebula
USS <i>Carson</i>	NCC-592	Refit to <i>Hermes</i> (Refit) Class in 2273
USS <i>Batidor</i>	NCC-593	Refit to <i>Hermes</i> (Refit) Class in 2273
USS <i>Cody</i>	NCC-594	Lost to anti-matter containment breach
USS <i>Revere</i>	NCC-595	Refit to <i>Hermes</i> (Refit) Class in 2273
USS <i>Spaker</i>	NCC-596	Refit to <i>Hermes</i> (Refit) Class in 2273
USS <i>Bowie</i>	NCC-597	Abandoned and destroyed due to plague
USS <i>Sacajawea</i>	NCC-598	Refit to <i>Hermes</i> (Refit) Class in 2274
USS <i>Tonti</i>	NCC-599	Refit to <i>Hermes</i> (Refit) Class in 2274

CAPELLA CLASS

UESPA/Federation Surveyor

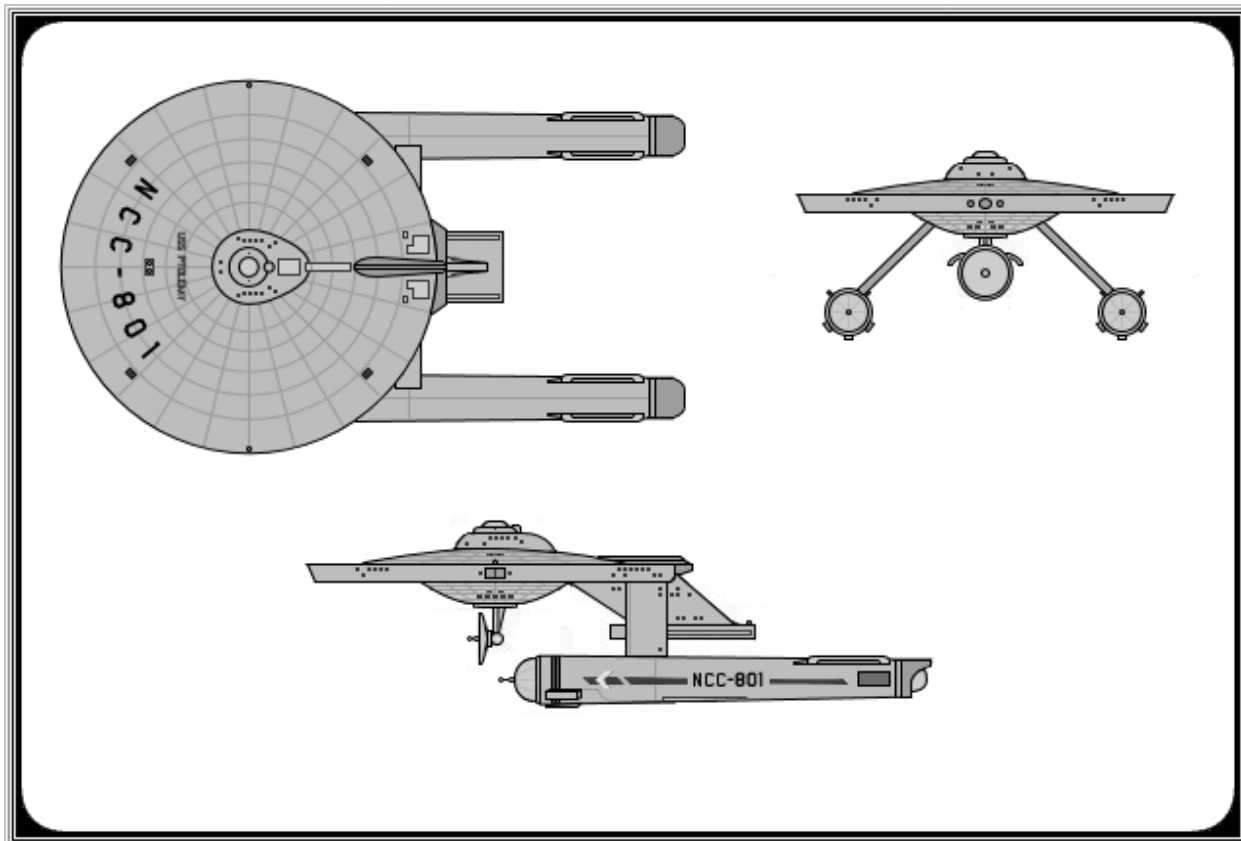


Constitution

CAPELLA CLASS

UESPA/Federation Surveyor

Vessel Name	Registry	Notes
USS Capella	NCC-700	Class Ship
USS Argonne	NCC-701	
USS Beagle	NCC-702	
USS Lloyds	NCC-703	Lost near 892 to magnetic storm First ship to completely map Romulan Neutral Zone
USS Oregon	NCC-704	
USS Roebuck	NCC-705	
USS Gleaner	NCC-706	Abandoned while mapping inter-space region
USS Darshak	NCC-707	
USS Dowditch	NCC-708	
USS Dals	NCC-709	Mysteriously lost near Gorn space. Duotronic (Forth Generation) Computer Test Vessel
USS Parizeau	NCC-710	
USS Friberga	NCC-711	
USS Ability	NCC-712	
USS Mercury	NCC-713	
USS Gratia	NCC-714	
USS Castor	NCC-715	
USS Bellatrix	NCC-716	
USS Antares	NCC-717	
USS Saturn	NCC-718	Destroyed by Charlie Evan's psychokinetic powers
USS Beaufort	NCC-719	
USS Haskins	NAR-1324	
USS Lormer	NAR-1325	Destroyed by Klingon Raid
USS Marianas	NAR-1326	
USS Typhon	NAR-1327	
USS Leilei	NAR-1328	
USS Purdue	NAR-1329	



Ptolemy Class Transport-Tug
 Design Chief: Franz Joseph
 Class Commission: 2252
 Complement: 20 Officers, 175 Crew

Hull Data
 Structure: 25
 Size: Class 5, 13 Decks
 Length/Beam/Height: 221m/127m/67m
 Mass: 127,000MT

Drive system
 Impulse: SBE (.75c)
 Warp: PB-32-MK 3, Tandem, (WF 6/8)
 Maneuver Modifiers: -1C, +3H, +0T

Tactical Data
 Phasers:
 Class IX, 1 banks/2 ea (f)
 Deflector Shield: PFF 2a

Class Traits:
 Hardened System (Life Support)
 Container Transport

Operational Data:
 Atmosphere Capable: No
 Cargo Units: 60
 Life Support: Class 4 (Hardened)
 Operations System: Class 4
 Sensor System: Class 3
 Separation System: Emergency (Cargo Pods)
 Shuttlebay: 1a (Small)
 Shuttlecraft: 1 size worth
 Tractor Beams: 1fv, 1a
 Transporters: 2 STD, 2 emergency, 2 cargo

Supplemental Craft (STD):
 Class H Travel Pod: 2

General information
 The design of the *Ptolemy* was meant as a heavy delivery system for Starfleet's 'generic transport pod' system. The design allows for a transport pod to be locked into place beneath the primary hull, allowing, in theory, for the *Ptolemy* to serve either as a simple transport ship, or also perform other functions depending on how she was outfitted.

The ship's performance can vary widely depending on the pod used, ranging from near defenseless with a simple transport to near cruiser capa-

bilities with a heavy combat pod system. The downside of this flexibility, however, is that the specs of each arrangement tend to be somewhat less than a dedicated ship.

In addition to the pod system, the *Ptolemy's* powerful tractor beam array (located within and behind the connection strut) can be used as a regular tug, enabling the Ptolemy to come to the aid of even the largest starships, and even smaller outposts and bases, and return wounded craft back for full repairs.

The performance of the vessel can change dramatically depending on the pod that it may be carrying, and the pods themselves vary from simple bulk freight to more military-specific systems.

Editor's Annotations

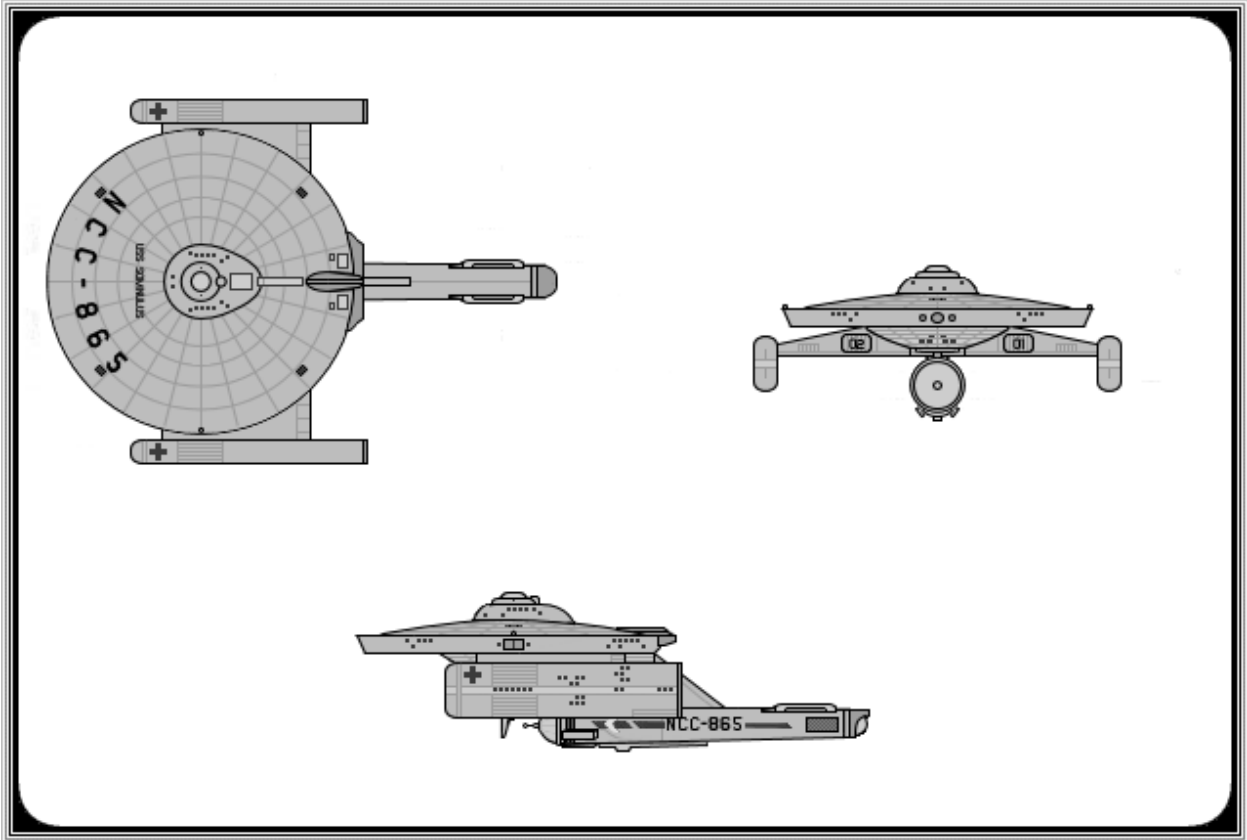
The *Ptolemy* first appeared in Franz Joseph's *Technical Manual*, and was meant to be the Federation's mainstay supply and support ship. The Transport wasn't so much designed to tow other ships, but instead make use of a number of 'Transport pods' that could ship large volumes of bulk goods, or even serve as a star-liner for passengers.

Despite its familiarity with the fans, this is one of those ships that Gene Rodenberry declared 'non-canon' back in the days of *The Motion Picture*. For the Ptolemy, the supposed objection to the design was that the warp engines did not have full line of sight on one another. Of course, if that's a problem, the on-screen *SS Aurora* or *USS Grissom* would be problems as well. Topping all of this off, though, is that the ship's schematics appear in three of the feature films.

This guide uses only most of the first 'batch' from the *Technical Manual* as members of the *Ptolemy* class, stripping down its numbers to something more reasonable. The registration numbers have also been altered (largely just dropping the initial '3' from each) to bring the design in line with the rest of fleet's registries.

The 'NAR' ships, or auxiliary reserves, are named after contemporary Chinese support vessels of various types. The 'general use' transports are named after contemporary polish freighters.

Vessel Name	Registry	Notes
USS Ptolemy	NCC-800	Class Ship; Retired as training vessel in 2271
USS Jennings	NCC-801	
USS Ah Rashid	NCC-802	Refit to Al Rashid Class in 2272
USS Anaxagoras	NCC-803	Destroyed by Orion Pirates
USS Anaximander	NCC-804	Refit to Al Rashid Class in 2272
USS Aristarchus	NCC-805	Refit to Al Rashid Class in 2272
USS Ibn Daud	NCC-806	Refit to Al Rashid Class in 2273
USS Eratosthenes	NCC-807	Refit to Al Rashid Class in 2273
USS Galilei	NCC-808	Destroyed in cargo accident during supply mission
USS Hipparchus	NCC-809	Refit to Al Rashid Class in 2273
USS Ulugh Beg	NCC-810	Refit to Al Rashid Class in 2273
USS Philolaus	NCC-811	Destroyed in cargo accident during supply mission
USS Thales	NCC-812	Refit to Al Rashid Class in 2274
USS Hevelius	NCC-813	Refit to Al Rashid Class in 2274
USS Tonti	NCC-814	Refit to Al Rashid Class in 2275
USS Shichang	NAR-1214	Retired; sold to private use in 2285
USS Nancang	NAR-1215	Retired; sold to private use in 2285
USS Taikang	NAR-1216	Refit to Al Rashid Class in 2275
USS Fancang	NAR-1217	Refit to Al Rashid Class in 2275
USS Dayun	NAR-1218	Retired; sold to private use in 2285
SS Zubrinski	NDT-986	
SS Pulkownik	NDT-987	
SS Boleslaw	NDT-988	
SS Zdroj	NDT-989	
SS Wieliczka	NDT-990	
SS Bialostocka	NDT-991	

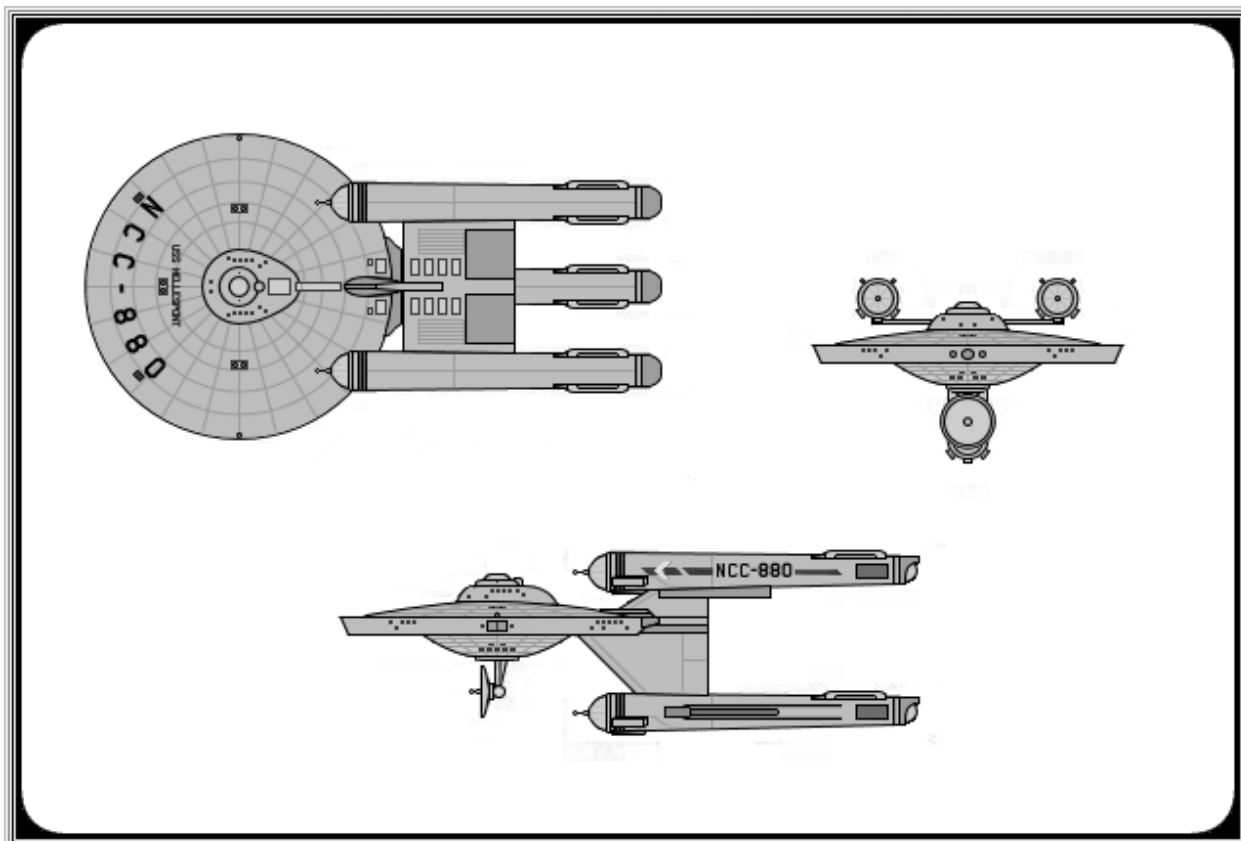


Constitution

SOMNULUS CLASS

UESPA/Federation Fast Hospital Vessel

Vessel Name	Registry	Notes
USS Somnulus	NCC-865	Class Ship; Retired as training vessel in 2274
USS Lakshadweep	NCC-866	
USS Morona	NCC-867	
USS Paolucci	NCC-868	
USS Julian Apaza	NAR-1219	Retired; sold to private use in 2275
USS Oswaldo Cruz	NAR-1220	Retired; sold to private use in 2275
USS Carlos Chagas	NAR-1221	Retired; sold to private use in 2277
USS Donna Margarita	NAR-1222	Retired; sold to private use in 2277
USS San Giusto	NAR-1223	Retired; sold to private use in 2277



CLASS name: Hellespont
 Class Designation: Fast Destroyer, CLASS I
 Class Commission: 2263

Complement (STD):

Officers: 22
 Crew: 45

Drive system:

Impulse: FID-2 (.75c)
 WARP: FWF-1s, Triple, (WF 6/8)

Armament (STD):

Phasers: 4 banks/2 each, type FH-3
 Torpedoes: 1 banks, type FP-1

Supplemental Craft (STD):

Class H Travel Pod: 2

Dimensions:

Length: 195m
 Breadth: 95m
 Height: 68M
 Mass (Deadweight): 85KMT

General information

A RELATIVELY NEW DESIGN, THE HELLESPONT HAS BEEN SERVING ADMIRABLY AS A DEFENSE-ORIENTED SHIP ALONG BOTH THE KLINGON AND ROMULAN NEUTRAL ZONES. MARKED BY HER TRIPLE-FWF'S CONFIGURATION, THE *HELLESPONT* HAS A DISTINCTIVE PROFILE, AND IS EARNING A REPUTATION IN STARFLEET AS A STRONG AND FAST 'FIGHTING SHIP'.

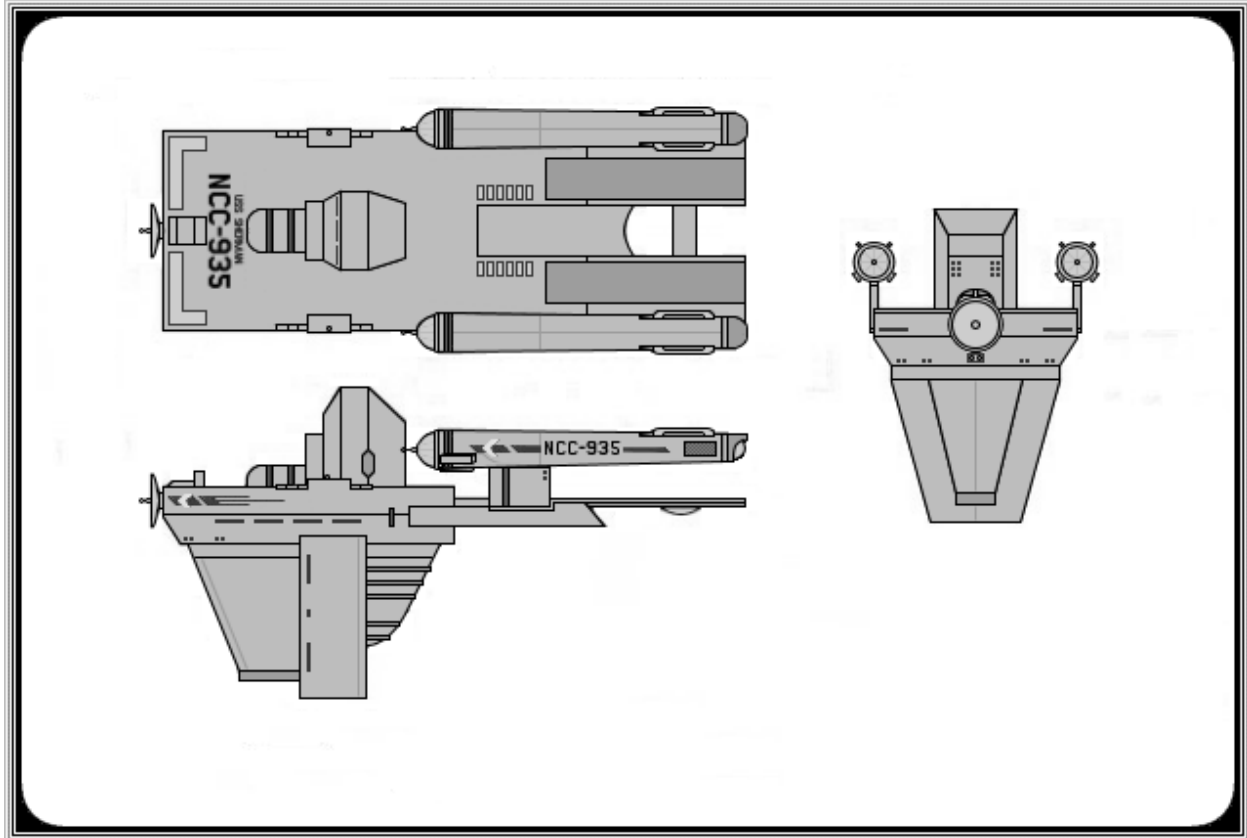
IN THEORY, THE *HELLESPONT* WAS SUPPOSED TO BE MORE OF A VARIABLE MISSION CRAFT, BUT HER OBVIOUS FIGHTING SKILLS AND OTHERWISE SPARTAN ACCOMMODATIONS HAVE HAMPERED HER ABILITY TO DO MUCH MORE THAN PATROL DUTY AND QUICK DEFENSE. INDEED, THIS SEEMS TO BE TAKEN TO HEART, AS THE *HELLESPONT* IS, MORE AND MORE, BEING ASSIGNED INTO PURELY MILITARY ROLES RATHER THAN 'VARIABLE MISSIONS'.

THE DESIGN OF THE SHIP, MAKING USE OF A THIRD FWF-1S ENGINE, DOES HAVE SOME OF THE STABILITY PROBLEMS FOUND ON SINGLE-FWF DESIGNS, THOUGH NOT QUITE AS PROBLEMATIC. THE EXTRA ENGINE LARGELY SERVES TO PROVIDE POWER FOR HER WEAPONS SYSTEMS, WHILE PROVIDING A MARGINAL BOOST TO HER WARP CAPABILITY, BRINGING HER UP TO A 'SAFE' SPEED OF WARP 6.

HELLESPONT CLASS

UESPA/Federation Destroyer

Vessel Name	Registry	Notes
USS Hellsport	NCC-880	Class Ship
USS Perseus	NCC-881	
USS Circe	NCC-882	Destroyed by Klingon Raid
USS Aegeus	NCC-883	
USS Nereus	NCC-884	
USS Atalanta	NCC-885	
USS Europa	NCC-886	
USS Achania	NCC-887	Liberated Colony of Peronius III from Klingon Forces Mysteriously lost near Tholian Space
USS Tyrris	NCC-888	
USS Troezen	NCC-889	
USS Athena	NCC-890	
USS Amphitrite	NCC-891	
USS Antietam	NCC-892	Lost in wormhole effect
USS Caenis	NCC-893	
USS Artemis	NCC-894	
USS Aeetes	NCC-895	
USS Acheron	NCC-896	
USS Medea	NCC-897	
USS Scylla	NCC-898	
USS Charybdis	NCC-899	



Sherman Class Transport
 Design Chief: Don Christianson
 Class Commission: 2247
 Complement: 5 Officers, 25 Crew
 Automation Possible

Hull Data
 Structure: 28
 Size: Class 5, 13 Decks
 Length/Beam/Height: 227m/95m/120m
 Mass: 160,000MT

Drive system
 Impulse: SBE (.75c)
 Warp: PB-32-S-MK 3, Tandem, (WF 6/8)
 Maneuver Modifiers: 0C, -1H, -1T

Tactical Data
 Phasers:
 Class IX, 1 banks/2 ea (f)
 (Not present on automated vessels)
 Deflector Shield: PFF 2a

Class Traits:
 Hardened System (Life Support)
 Automated (in some ships)

Operational Data:
 Atmosphere Capable: No
 Cargo Units: 120
 Life Support: Class 4 (Hardened)
 Operations System: Class 3
 Sensor System: Class 3
 Separation System: None
 Shuttlebay: 2a (Medium)
 Shuttlecraft: 6 size worth
 Tractor Beams: 1fv, 1a
 Transporters: 2 STD, 2 emergency, 4 cargo

Supplemental Craft (STD):
 Class F shuttlecraft: 2
 Class H Travel Pod: 2

General information
 As expected from a largely automated ship class, the Sherman is an aging design. This design, however, was constructed with her eventual obsolescence in mind. As a automated freighter, the Sherman can perform routine, mundane missions under her own programming, or be directed by an 'escort ship' via subspace link for hazardous duties.

Starfleet maintains a small number of these freighters in active duty, largely to service and

supply outposts and starbases. The bulk of the ships of this type are under civilian arrangements or slated as reserves. The single phaser bank found on the Starfleet version of the ship is not available on the civilian version, and is disabled for any automated use.

Though the age of the *Sherman's* actual design is now well over, the class will likely continue to see service for decades to come, though increasingly in 'automated only' roles. Surprisingly, however, a new version of the ship is being considered for a purely civilian design, based on declassified Federation technology.

Editor's Annotations

The *Sherman* class was shown in The *Star Trek: Animated Series* episode 'More Tribbles, more Troubles'. Two of these vessels were shown, with slightly different registries than shown here, and were severely damaged by a Klingon Cruiser. The *Sherman* class name comes both as a reference to 'Sherman's Planet', referenced in the episode, and also to the 'Peabody's Improbable History' shorts running on television at the time.

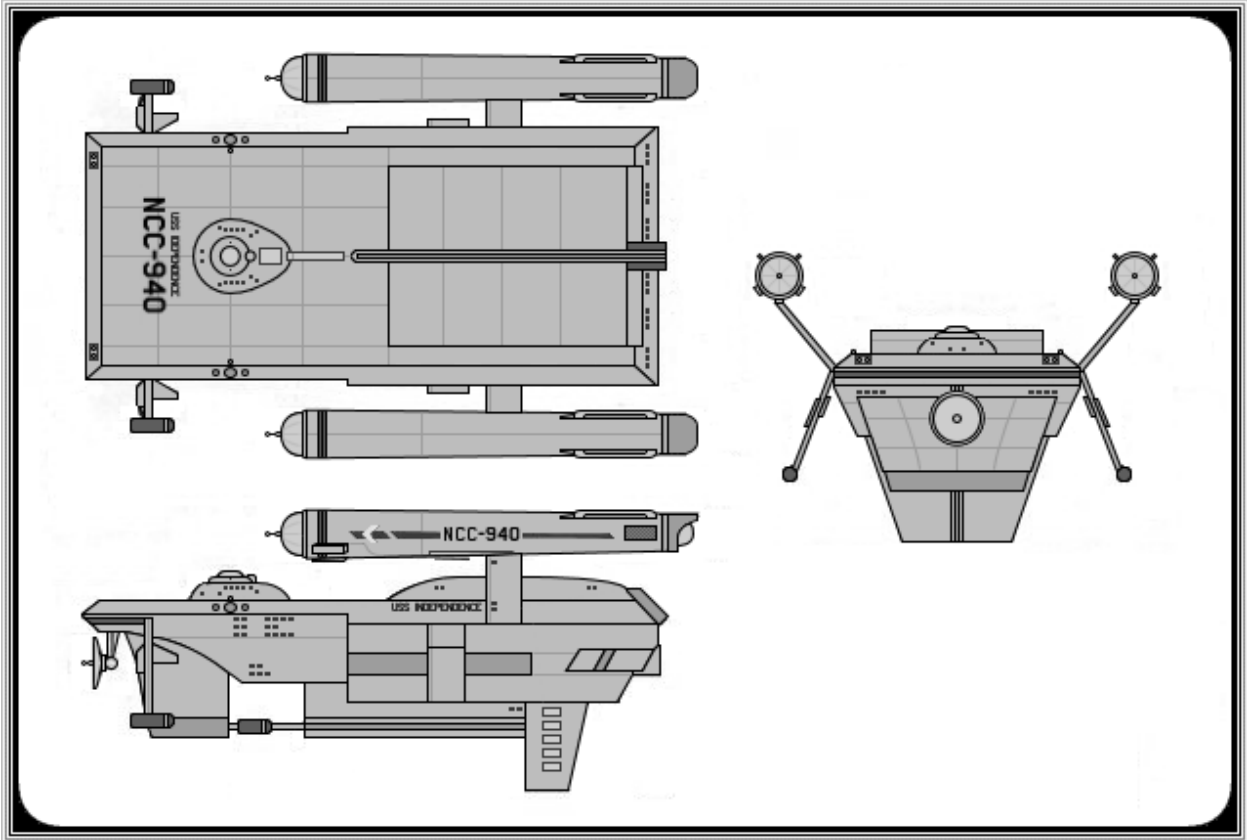
The *Sherman* was one of only three Starfleet ship classes shown in the 'Original series' era. The scale of the ship is in some question, since various shots had the ship either larger or smaller than the *Enterprise*. The assumption here is that it's a little bit smaller, though still large enough to serve as a bulk freighter as compared to the *Enterprise's* role as a heavy cruiser.

The ship also bears some distinction in that, despite being completely authorized by Gene Roddenberry at the time of *Star Trek: The Animated Series*, it has since been classified as 'non-canon' because the automated bridge module does not match the bridge modules of 'official' starships. This guide just assumes that the Automated-possible ships had a different design criteria in mind than the bulk of the fleet.

The lines here, from the top view, are a bit different than the appearance as shown on the series. This is largely because the lines don't match up all that well in the various shots, and the more prevalent side view was given precedence. The 'corrections' made were done to bring the design more in line with the rest of the fleet.

The 'NAR' ships, or auxiliary reserves, are named after various American freighters in modern history. The 'general freight' ships, those with the 'NGL' registries, are named after Spanish freighters.

Vessel Name	Registry	Notes
USS Sherman	NCC-935	Class Ship
USS Von Drake	NCC-936	
USS Peabody	NCC-937	
USS Nell	NCC-938	Mysteriously lost, causes unknown
USS Dudley	NCC-939	
USS Yamhill	NAR-1200	
USS Sandra	NAR-1201	
USS Mayagues	NAR-1202	
USS Sulphur Queen	NCC-1203	
SS Gamesa	NGL-1460	Self-Destructed to avoid capture by Orion Pirates
SS Khron	NGL-1461	
SS Puente Canario	NGL-1462	
SS Camponalon	NGL-1463	Destroyed by Klingon Raid near Sherman's Planet
SS Alecia	NGL-1464	
SS Victoria Elena	NGL-1465	
SS Villa De Orio	NGL-1466	
SS Urlea	NGL-1467	

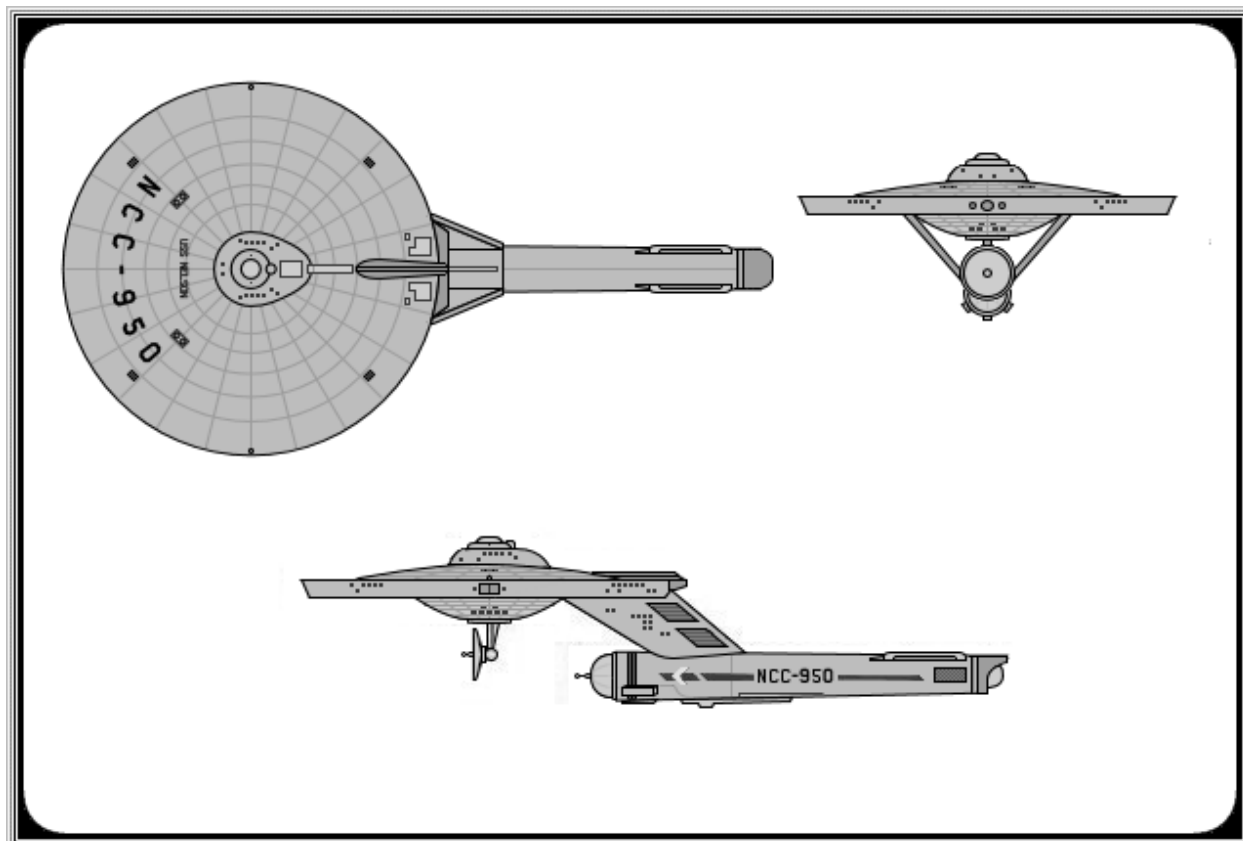


Constitution

INDEPENDENCE CLASS

UESPA/Federation Armed Transport

Vessel Name	Registry	Notes
USS Independence	NCC-940	Class Ship
USS Blue City	NCC-941	
USS Branson	NCC-942	
USS Kansas City	NCC-943	
USS Saint Peters	NCC-944	
USS Belton	NCC-945	Discovered Dilithium-rich asteroid belt in 811 System
USS Westralia	NAR-1204	
USS Durance	NAR-1205	
USS Success	NAR-1206	
USS Heron Bay	NAR-1207	
USS Somme	NAR-1208	Raided by Orion Pirates, triggering Orion Conflict
USS Marne	NAR-1209	
SS Astral queen	NFT-1910	
SS Bonne Girl	NFT-1911	
SS Norkova	NFT-1912	
SS Huron	NFT-1913	
SS Oregon Trail	NFT-1914	
SS Deidre	NFT-1915	
SS Kitty Hawk	NFT-1916	
SS Northern Star	NFT-1917	



Nelson Class Reconnaissance Scout
 Design Chief: Dana Knutson
 Class Commission: 2262
 Complement: 20 Officers, 145 Crew

Hull Data
 Structure: 28
 Size: Class 5, 13 Decks
 Length/Beam/Height: 248m/127m/60m
 Mass: 100,000MT

Drive system
 Impulse: SBE (.75c)
 Warp: PB-32-MK 3, Single, (WF 6/8)
 Maneuver Modifiers: 0C, +3H, -1T

Tactical Data
 Phasers:
 Class IX, 2 banks/2 ea (f/p, f/s)
 Deflector Shield: PFF 2a

Class Traits:
 Hardened System (Life Support)
 Design Flaw: Warp-Engine
 Enhanced Sensors (x2 at short range)

Operational Data:
 Atmosphere Capable: No
 Cargo Units: 50
 Life Support: Class 4 (Hardened)
 Operations System: Class 4
 Sensor System: Class 3
 Separation System: None
 Shuttlebay: 1a (Small)
 Shuttlecraft: 1 size worth
 Tractor Beams: 1fv, 1a
 Transporters: 2 STD, 2 emergency, 2 cargo

Supplemental Craft (STD):
 Class H Travel Pod: 2

General information
 The *Nelson* class was an obvious variant and reworking of the *Hermes* class scout, somewhat overcoming some of its weaknesses to serve as a border observation ship. These ships engaged in some scientific work, but their enhanced sensors and computer systems are designed primarily to scan the skies for hostile threats, including penetrating the early cloaking devices used at the time.

With its mission profile, the *Nelson* class was also

more heavily armed than the *Hermes*, equipped with an extra phaser bank to provide more punch should the ships find their way into trouble. Though not nearly the equal to the *Saladin* class destroyer, her added guns have surprised more than one would-be opponent.

The *Nelson* class still suffers from the lone SB-32 engine drawbacks, though an attempt to 'balance' the intermix system was experimented with, resulting in the split-pylon approach used here, reinforcing the ship's overall structure. This didn't alleviate the problem of the imbalance, but did make the ship overall more survivable in case trouble did arise.

As with other ships of the era, the *Nelson* class would be refit extensively, starting in 2273.

Editor's Notes

Though the *Nelson* class is an original FASA design, its origins are more than a little obvious. From the side and top, she's nigh identical to Franz Joseph's *Hermes* class. The only differences were the lack of deflector and the 'sliding back' of the lone warp engine a bit. From the front, the connecting pylon was split into a 'v' formation. Otherwise, the two scouts were virtually identical, even within most of the specifications.

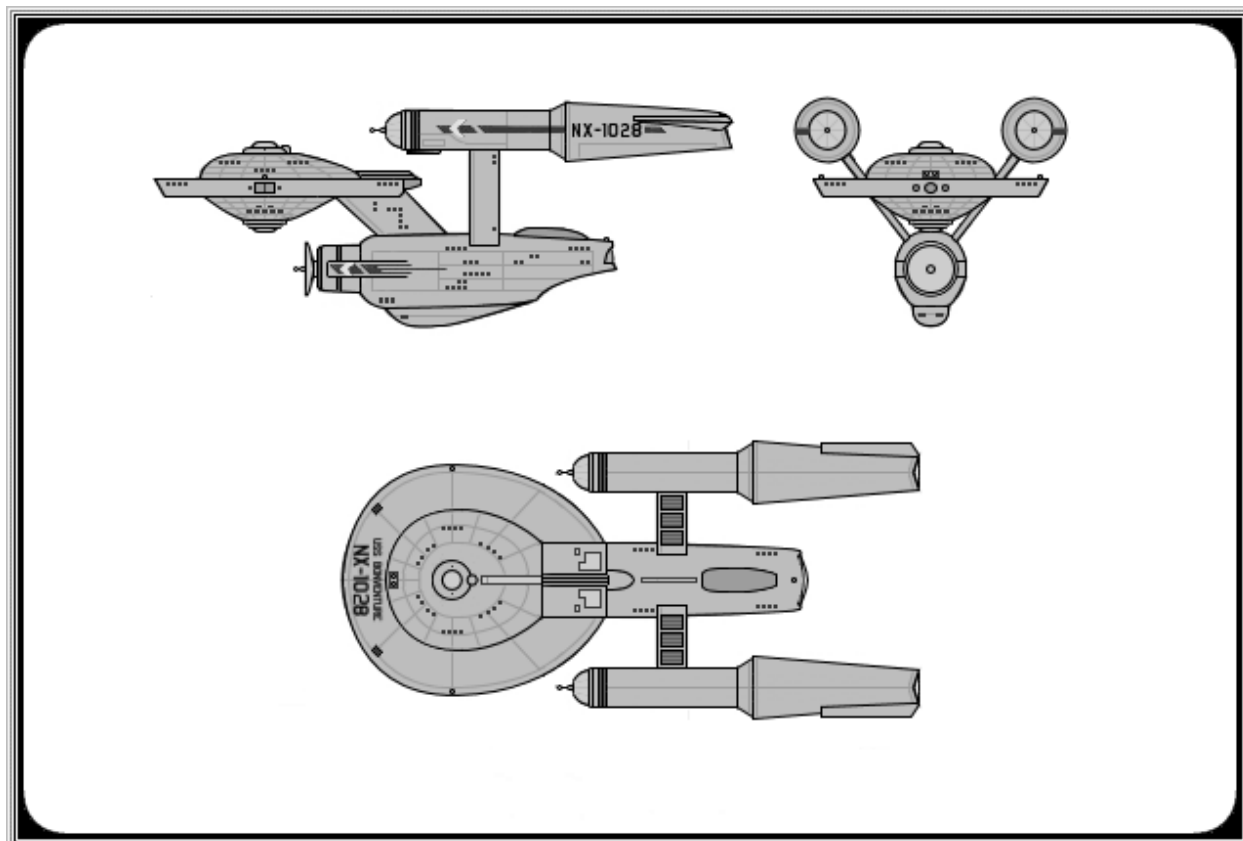
This guide keeps in mind the origins of the class and reworks the back-story a bit. The *Nelson*, here, is a bit more heavily armed and serves a more specific scouting role, that of a 'border intelligence' ship. Her job is to scout just within enemy territory and keep her eye on things. In layman's terms, she's for 'espionage'.

Visually, the ship as she appears here is much the same as the FASA version, with the primary difference of returning the missing deflector dish.

The *Eagle* is a ship referenced by number and name on screen in *The Undiscovered Country*, but is given a Constitution class marker. The registry here was kept, but it made more sense for the *Eagle* to be used as a support vessel in the intended fleet action, and the number seemed to indicate a scout, if the *Eagle* was indeed a modern ship (For the time frame of the movie).

The other registries are simply arranged around the *Eagle*, and the remaining ship names are taking from various FASA products.

Vessel Name	Registry	Notes
USS Nelson	NCC-880	Class Ship; Refit to Nelson (Refit) Class in 2273
USS Sager	NCC-881	Refit to Nelson (Refit) Class in 2273
USS Moisanen	NCC-882	Broke through Klingon cloaking system in 2268
USS Manzer	NCC-883	
USS Weblo	NCC-884	Refit to Nelson (Refit) Class in 2273
USS Nostromo	NCC-885	
USS Eagle	NCC-886	Refit to Nelson (Refit) Class in 2274
USS Hawk	NCC-887	Refit to Nelson (Refit) Class in 2274
USS Scavenger	NCC-888	Refit to Nelson (Refit) Class in 2275
USS Falcon	NCC-889	Refit to Nelson (Refit) Class in 2275
USS Raven	NCC-890	Destroyed by Orion Pirates



Bonaventure Class Test Vessel
Design Chief: Don Christianson
Class Commission: 2235
Complement: 35 Officers, 155 Crew

Hull Data
Structure: 28
Size: Class 5, 19 Decks
Length/Beam/Height: 198m/95m/77m
Mass: 115,000MT

Drive system
Impulse: SBE (.75c)
Warp: PB-32-Prototype, Tandem, (WF 6/8)
Maneuver Modifiers: +1C, +1H, +1T

Tactical Data
Lasers:
Class VII, 1 banks/2 ea (f)
Deflector Shield: PFF 2a

Class Traits:
Hardened System (Life Support)
Prototype: Warp-Engine

Operational Data:
Atmosphere Capable: No
Cargo Units: 50
Life Support: Class 4 (Hardened)
Operations System: Class 3
Sensor System: Class 3
Separation System: None
Shuttlebay: 1a (Medium)
Shuttlecraft: 8 size worth
Tractor Beams: 1fv, 1a
Transporters: 2 STD, 2 emergency, 2 cargo

Supplemental Craft (STD):
Class F Shuttlecraft: 2
Class H Travel Pod: 2

General information
In the 2230's, scientists that were continuing experiments with crystal-focused energy often considered the implications for a crystal-focused warp system. The idea was to channel the massive energies of anti-matter annihilation into a stable focus, provided that there was a crystal matrix that could actually do the job.

In 2233, Dr. Wendell Herzog began using dilithium crystals on Rigel as a focus for his anti-matter experiments. The results were more than promis-

ing. The crystal proved a durable focus even under the intense pressures of anti-matter annihilations. This discovery was a breakthrough in both the amount of energy which could be harnessed, as well as the efficiency and safety levels of anti-matter usage.

In 2234, this theory was given the ultimate test. A new warp engine design would begin trial runs based on Doctor Herzog’s theories. The PB-32 Prototype design was completed in six months (using concepts already planned for the Baton Rouge’s successor) and, in the Spring of 2235, the *USS Bonaventure* was launched.

The demands on the *Bonaventure* would be measured in safe, careful, baby-steps. The first six-month tour would be little more than a basic testing of stresses and endurance on the new warp system. It wouldn’t be until 2237 that the ship would be pressed to the limit, reaching the record of warp seven set by the *Baton Rouge* class, but doing so with much less strain on the drive and ship.

The sister ship, the *Bonne Chance*, would top this record the same year, reaching a sustainable warp eight. This performance would so impress the UESPA that orders were immediately drawn up for a new, ‘hardened’ form of the PB-32 engine would be used for the next generation of starships. These engines would be a defining feature of the *Constitution* era of starship design.

Though a breakthrough in warp dynamics, the *Bonaventure* design would be decidedly lackluster in other areas. The two ships of the class would be given to minor survey duties once the *USS Constitution* was launched as the fleet’s mainstay vessel. The *Bonaventure* herself was lost in a temporal anomaly, and no other ships of her type would be built afterwards.

Editor’s Notes
If there’s any ship that discredits the place of the Animated Series in official *Star Trek* ‘canon’, this would be it. According to Scotty, the *Bonaventure* is the ‘first ship with Warp Drive’. Of course, this is problematic in several ways, even ignoring the ret-

conning found in *First Contact*.

For the purposes of this guide, the ship is the first one with a dilithium drive, making it the ‘scientific leap’ over the Baton Rouge period, and breaking in the formation of the Star Trek universe as we know it.

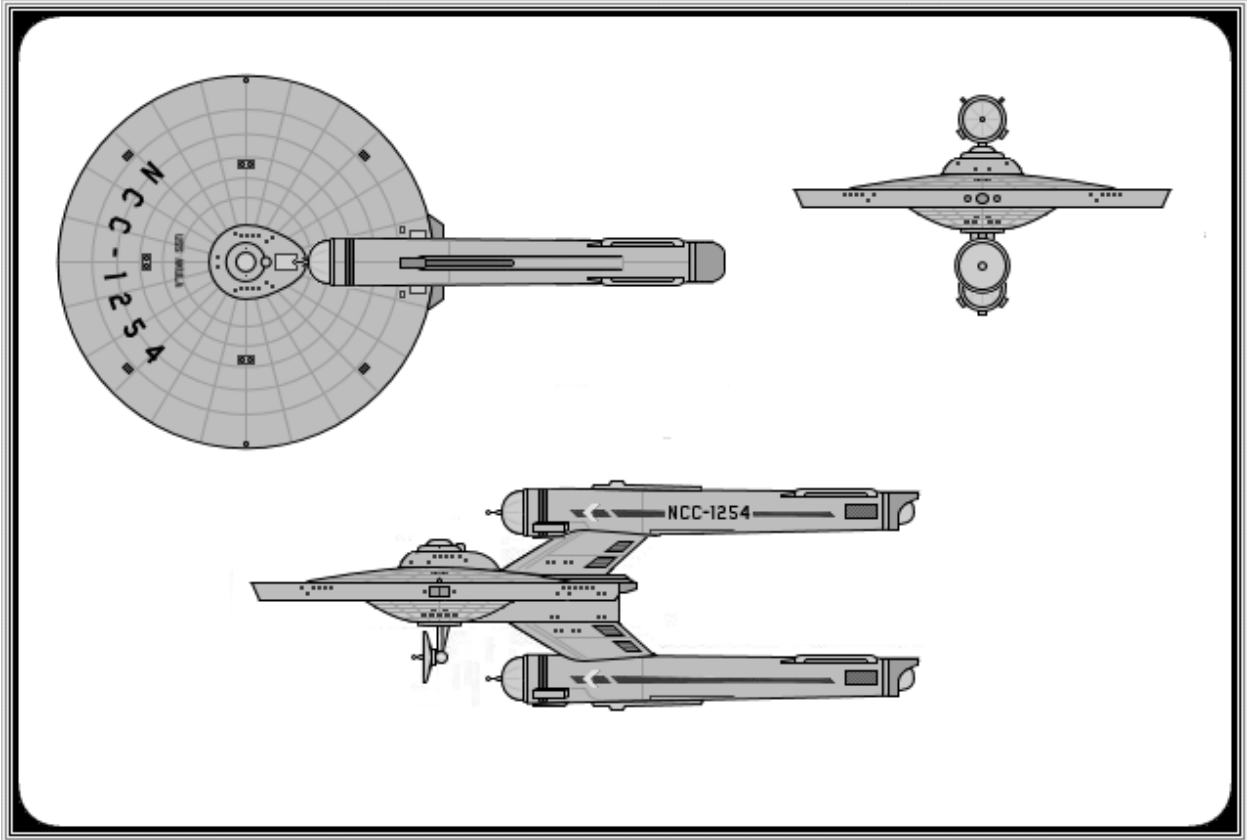
The actual design of the ship is more-or-less what’s seen on screen. The origin of the design quickly becomes obvious, though. The *Bonaventure* is little more than the *Enterprise*, traced over, with new bits add, and with the windows enlarged. It worked well enough, though the *Bonaventure* looks a bit awkward as a result. (The fins do nothing to help the look, either.)

The starship’s registry was decidedly strange in the Animated Series, and has been changed here to reflect the current ‘canon’ view of registries, as well as have a number more in keeping with the fleet’s numbers at the time.

Vessel Name	Registry	Notes
USS Bonaventure	NX-1028	Class Ship; First ship with dilithium drive; Lost in Temporal Anomaly
USS Bonne Chance	NX-1029	First ship to reach warp eight; Retired to Memory Alpha

AKULA CLASS

UESPA/Federation Destroyer

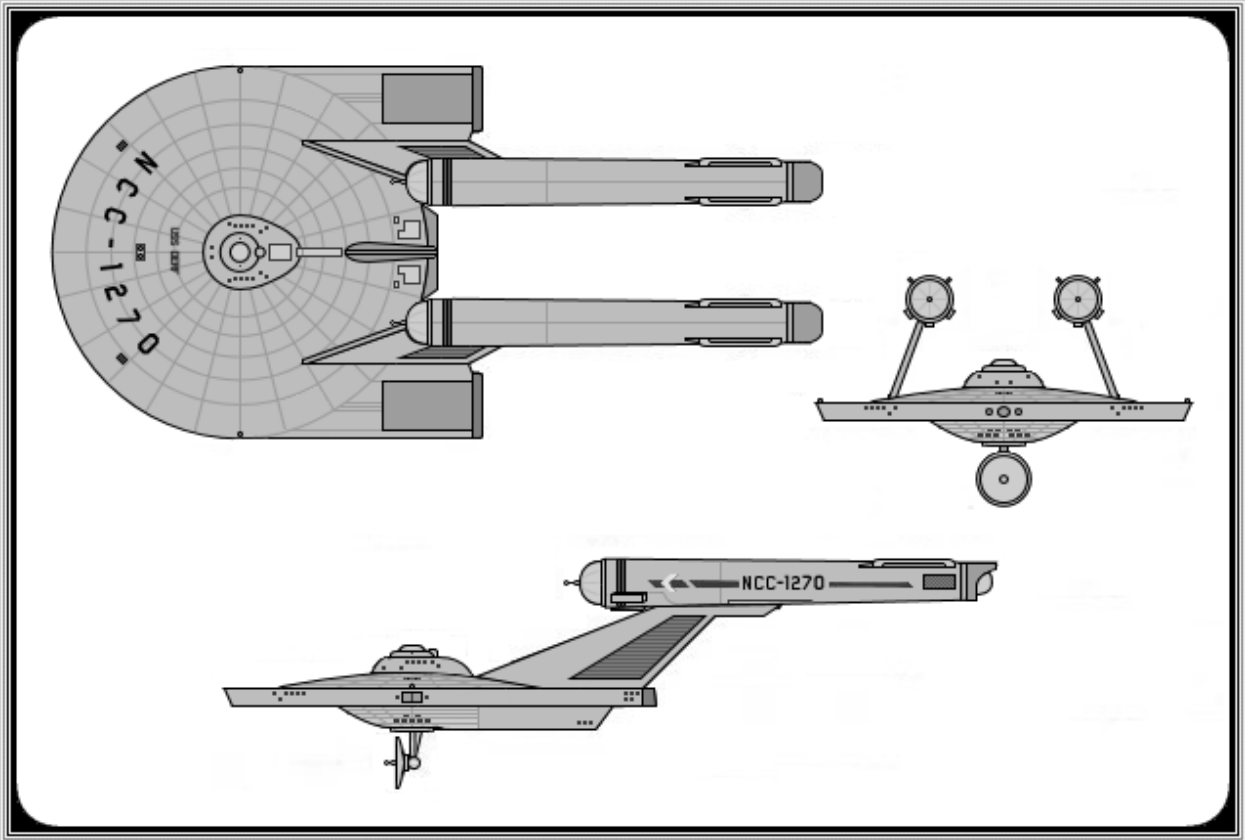


Constitution

AKULA CLASS

UESPA/Federation Destroyer

Vessel Name	Registry	Notes
USS Akula	NCC-1254	Class Ship; Refit to Akula (Refit) class in 2273
USS Bars	NCC-1255	
USS Kit	NCC-1256	Refit to Akula (Refit) class in 2273
USS Del'Fin	NCC-1257	Refit to Akula (Refit) class in 2274
USS Kashalot	NCC-1258	Lost in Orion Conflict
USS Narval	NCC-1259	Abandoned after radiation contamination
USS Morzh	NCC-1260	Refit to Akula (Refit) class in 2274
USS Pantera	NCC-1261	Refit to Akula (Refit) class in 2275
USS Volk	NCC-1262	Retired as training vessel
USS Leopard	NCC-1264	Refit to Akula (Refit) class in 2275
USS Tigr	NCC-1264	Refit to Akula (Refit) class in 2275
USS Drakon	NCC-1265	Refit to Akula (Refit) class in 2275
USS Vepr	NCC-1266	Refit to Akula (Refit) class in 2275
USS Gepard	NCC-1267	
USS Sadat	NCC-1268	Refit to Akula (Refit) class in 2275
USS Kuguar	NCC-1269	Refit to Akula (Refit) class in 2276

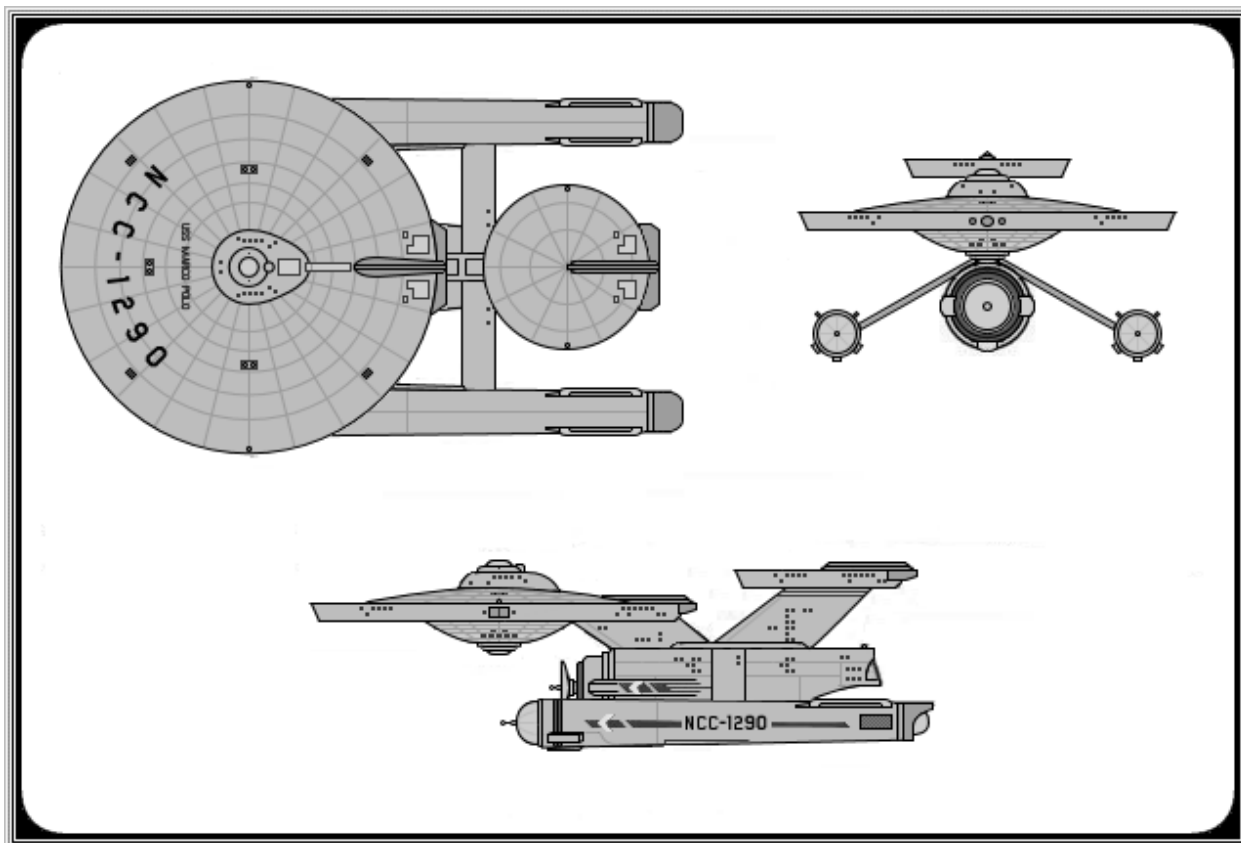


Constitution

DERF CLASS

UESPA/Federation Surveyor

Vessel Name	Registry	Notes
USS Derf	NCC-1270	Class Ship
USS Polynesian	NCC-1271	Lost during scouting mission in frontier space
USS Beowulf	NCC-1272	Refit to Beowulf Class in 2274
USS Spear	NCC-1273	Refit to Beowulf Class in 2274
USS Acropolis	NCC-1274	Plague ship, destroyed by Federation forces
USS Emory Land	NCC-1275	
USS Cable	NCC-1276	Refit to Beowulf Class in 2274
USS Supply	NCC-1277	Refit to Beowulf Class in 2275
USS Rainer	NCC-1278	
USS Arctic	NCC-1279	
USS Bridge	NCC-1280	Refit to Beowulf Class in 2275
USS Kilauea	NCC-1281	Refit to Beowulf Class in 2275
USS Santa Barbara	NCC-1282	
USS Flint	NCC-1283	Destroyed defending colony from unknown attacker
USS Shasta	NCC-1284	Destroyed defending colony from unknown attacker
USS Mount Baker	NCC-1285	Refit to Beowulf Class in 2275
USS Kiska	NCC-1286	Refit to Beowulf Class in 2276
USS Niagara	NCC-1287	Refit to Beowulf Class in 2276
USS Concorde	NCC-1288	Refit to Beowulf Class in 2276
USS San Jose	NCC-1289	Refit to Beowulf Class in 2277
USS Kanawha	NAR-1279	
USS Pecos	NAR-1280	
USS Big Horn	NAR-1281	
USS Patuxtent	NAR-1282	
USS Laramie	NAR-1283	
USS Gadualupe	NAR-1284	
USS Rappahannock	NAR-1285	



Marco Polo Class Cruiser
 Design Chief: Mark Buckingham
 Class Commission: 2251
 Complement: 45 Officers, 410 Crew

Hull Data
 Structure: 40
 Size: Class 6, 17 Decks
 Length/Beam/Height: 213m/127m/65m
 Mass: 205,000MT

Drive system
 Impulse: SBE (.75c) (redundant system)
 Warp: PB-32-MK 3, Single, (WF 6/8)
 Maneuver Modifiers: 0C, 0H, 0T

Tactical Data
 Phasers:
 Class IX, 3 banks/2 ea (f, f/p, f/s)
 Torpedoes:
 MK-IV Twin-Launcher (f)
 Deflector Shield: PFF 2a

Class Traits:
 Hardened System (Life Support)
 Enhanced Sensors (x2 at short range)

Operational Data:
 Atmosphere Capable: No
 Cargo Units: 50
 Life Support: Class 4 (Hardened)
 Operations System: Class 4
 Sensor System: Class 3
 Separation System: Emergency (2x)
 Shuttlebay: 1a (Large)
 Shuttlecraft: 12 size worth
 Tractor Beams: 1fv, 1a
 Transporters: 8 STD, 4 emergency, 2 cargo

Supplemental Craft (STD):
 Class F shuttlecraft: 4
 Class HF Shuttlecraft: 2
 Class AF Shuttlecraft: 2
 Class H Travel Pod: 2

General information
 The *Marco Polo* class was an offshoot design of the *Constitution* project, but, very unlike most offshoot designs, this one was strongly considered a failure after the first assortment was laid down. The ugly, awkward design wasn't just lack-luster in aesthetics, but also in its overall performance.

The basic concept of the class was to have a

number of advanced laboratories in a self-contained hull. That way, if something happened within one of those labs, that part of the ship can be safely jettisoned. In theory, it sounded like a good idea. The actual implementation, however, left a lot to be desired.

ships, whenever they come out, won't be looking to the *Marco Polo* class as an example.

The class would be heavier, less maneuverable, and less capable than the *Constitution* class overall. The redundant impulse system and separate systems for the laboratory 'saucer' took up tremendous resources, much more so than could be justified. Most damning, however, was that the expected 'heavy lab disaster' never actually occurred on the class of ship.

The waste of resources in the class would prove fatal for the design, and most of the concepts. None of the surviving vessels of the class would be a part of the 'fleet refit project' of 2271, with the class as a whole retired permanently in 2274.

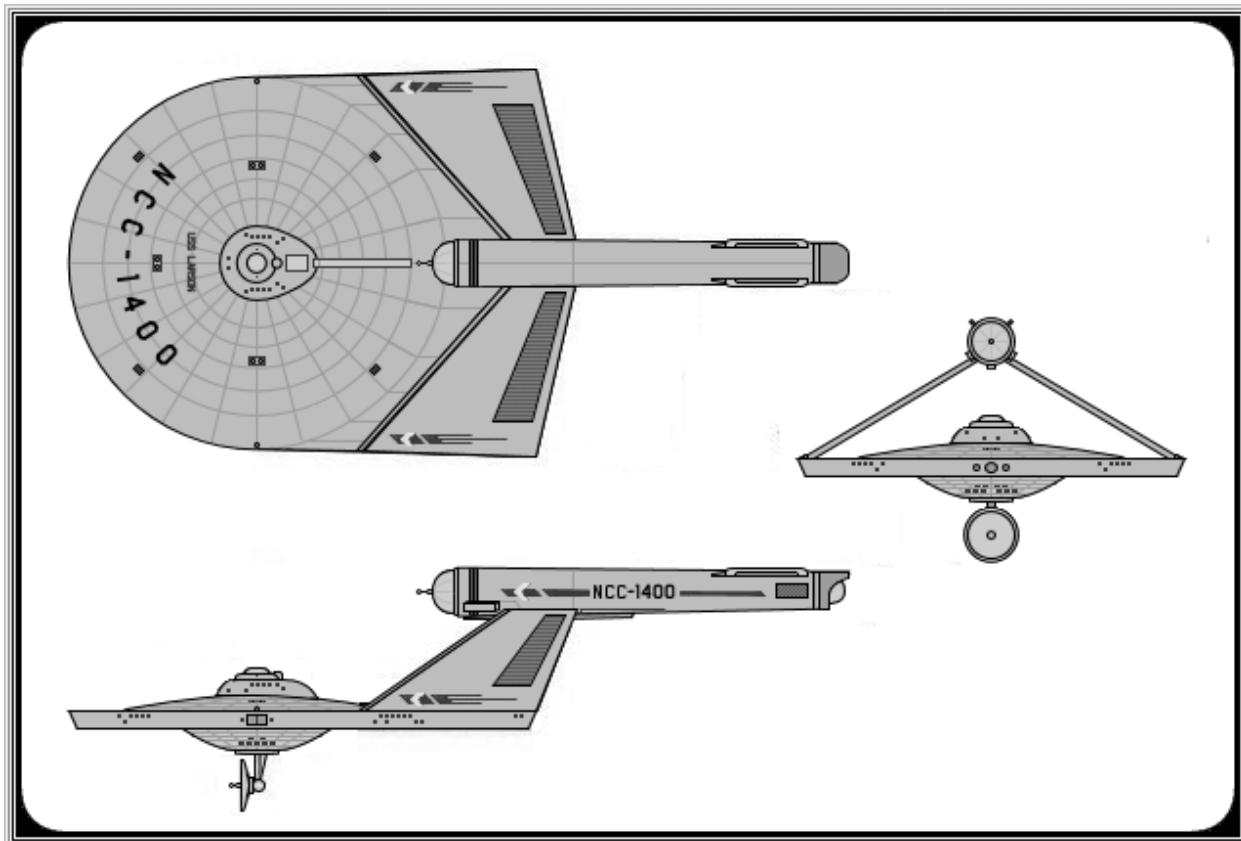
Editor's Annotations

If anyone demands proof that the 'modern' handling of the *Star Trek* franchise treats the original series like a leper, this ship class would probably qualify as 'Exhibit A'. Obviously slapped together from *Constitution* class parts, this mess appeared in Marvel Comic's *Star Trek Unlimited* series.

It's a little unclear just what Mark Buckingham was going for when he penciled this ship (as the *USS Bakker*). It has some odd similarities to the *Nebula* class ships of the next generation, but the arrangement is off in several key points. The presented view, as it was, had many lines which couldn't realistically mesh together. And, lastly, what's with the cropped saucer up top with it's own impulse drive?

Oh well. What's presented here is probably the cleanest version possible of the ship, while keeping the lines. Hopefully, the next set of 'official' TOS-era

Vessel Name	Registry	Notes
USS Marco Polo	NCC-1290	Class Ship Scrapped after warp engine accident
USS Bren	NCC-1291	
USS Clute	NCC-1292	
USS Ozbourne	NCC-1293	
USS Fithian	NCC-1294	
USS Asaro	NCC-1295	
USS Bakker	NCC-1296	
USS Holding	NCC-1297	
USS Ciaschini	NCC-1298	
USS Leeward	NCC-1299	



Larson Class Heavy Destroyer
 Design Chief: Dana Knutson
 Class Commission: 2248
 Complement: 25 Officers, 180 Crew

Hull Data
 Structure: 30
 Size: Class 5, 13 Decks
 Length/Beam/Height: 276m/132m/84m
 Mass: 115,000MT

Drive system
 Impulse: SBE (.75c)
 Warp: PB-32-MK 3, Single, (WF 6/8)
 Maneuver Modifiers: +1C, +2H, +2T

Tactical Data
 Phasers:
 Class IX, 3 banks/2 ea (f. f/s, f/p)
 Torpedoes:
 MK-IV Twin-Launcher (f)
 Deflector Shield: PFF 2a

Class Traits:
 Hardened System (Life Support)
 Design Flaw: Warp-Engine

Operational Data:
 Atmosphere Capable: No
 Cargo Units: 50
 Life Support: Class 4 (Hardened)
 Operations System: Class 4
 Sensor System: Class 3
 Separation System: None
 Shuttlebay: 2a (Small)
 Shuttlecraft: 2 size worth
 Tractor Beams: 1fv, 1a
 Transporters: 2 STD, 2 emergency, 2 cargo

Supplemental Craft (STD):
 Class H Travel Pod: 4

General information
 The *Larson* was an earlier Constitution-class style of design meant to supplement the military needs of Starfleet. As with the *Hermes*, it was decided to give the ship only one engine to save on cost as well as keep the ship 'light'. A second engine wasn't felt needed for a ship without a secondary hull, despite being very heavily armed for her size.

Like the *Hermes* and *Saladin*, the *Larson* suffers from instability problems at high-end warp speeds. Secondly, the lone warp nacelle was

power-aplenty for the older laser batteries and shields, but is a bit weak to power more modern phasers. Despite these weaknesses, however, the *Larson* is a powerful fighter in the hands of a skilled commander and engineer.

.Ships of the class have been present at most major military encounters since their launch in 2248. In particular, they gained notoriety in all but eradicating an Tznkethi raiding fleet in short order. The Tzenkethi have since re-evaluated their strategies in the wake of their defeats.

Editor's Annotations

The Larson is one of FASA's most recognizable ship designs, dating back to the first edition of their role-playing game. Like the *Loknar* frigate, she was meant to be a 'good Federation ship' that characters could serve aboard if they don't manage to wrangle themselves a Constitution-class placement. It was basically the 'second runner up' as far as their character generation rules went.

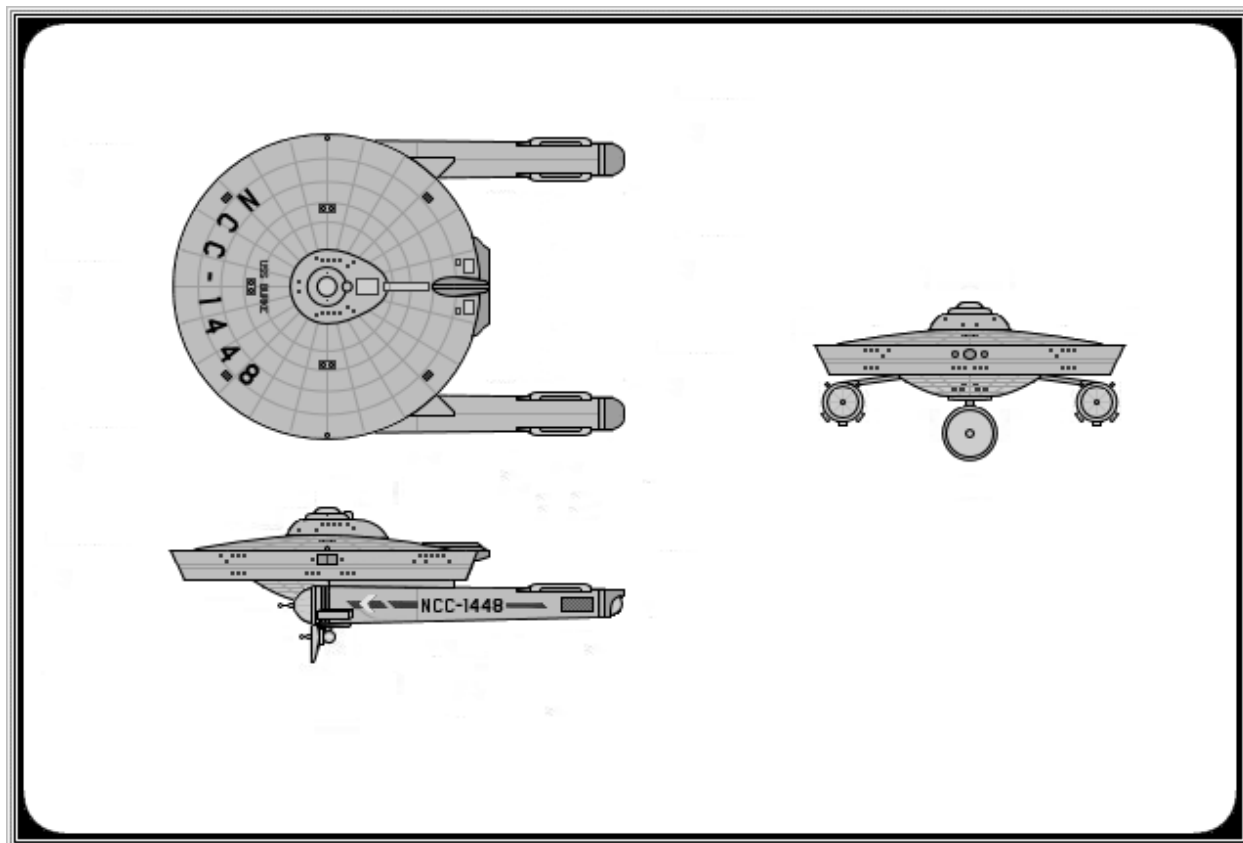
Like with other licensed products, the *Larson* is 'official' but not 'canon'. It never appeared on screen, and isn't officially mentioned by Paramount productions. Despite this, it remains a very recog-

nizable ship for many fans who fondly remember FASA's early role-playing and starship combat games.

The ships given here are taken from Fasa's lists, but the registries of the vessels are toned down to reflect a more contemporary view of the fleet. There were many ships of this class listed in the game, and many more in further supplements, but the view taken here is of a more modest fit of twenty-four vessels.

Visually, the only real differences presented here are a few more added details and texturing, and the presence of a deflector dish, notably missing from the FASA version. *Star Trek* makes it pretty clear that deflector dishes were required components of Federation ships. It doesn't explain why some movie-era ships don't have them, though.

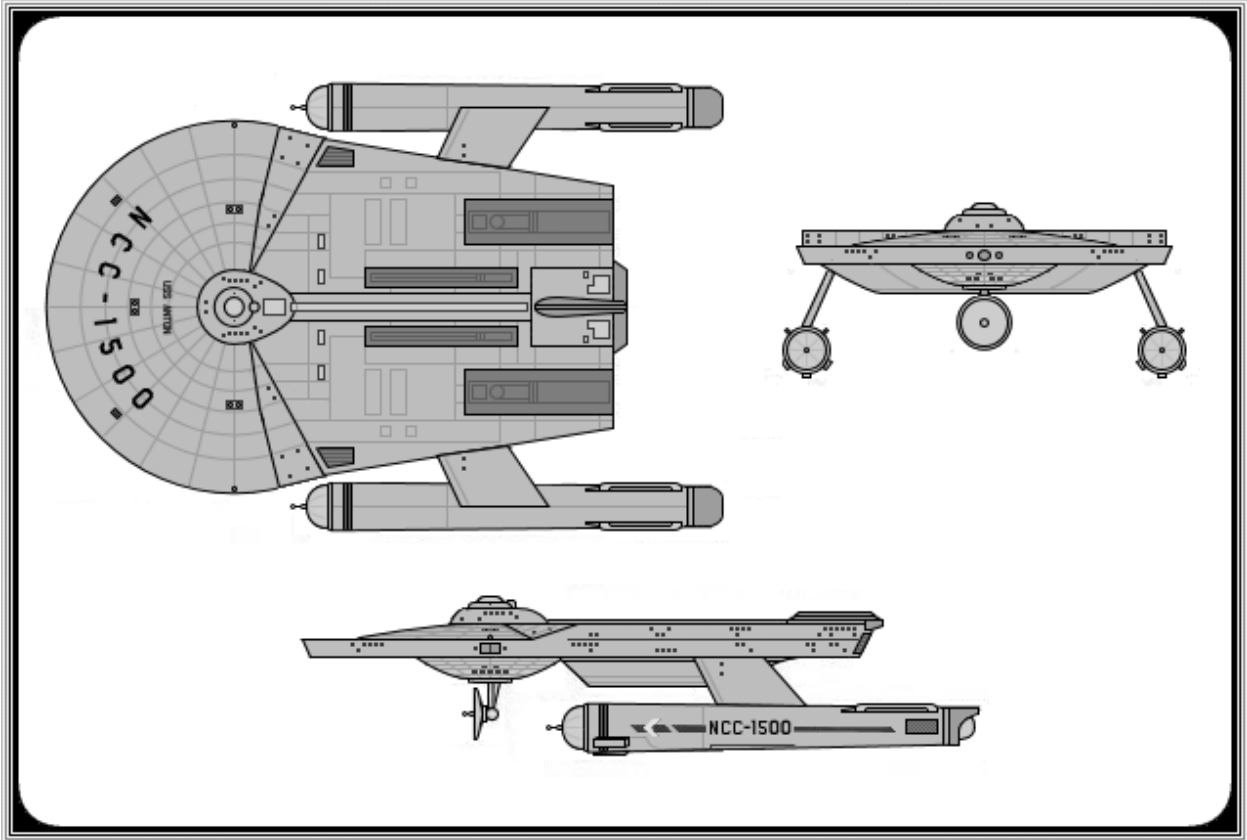
Vessel Name	Registry	Notes
USS Larson	NCC-1400	Class Ship; Refit to Larson (Refit) Class in 2273
USS Midway	NCC-1401	Refit to Larson (Refit) Class in 2273
USS Tannenburg	NCC-1402	
USS Trafalgar	NCC-1403	Lost in Orion Conflict
USS Thelenth	NCC-1404	
USS Waterloo	NCC-1405	Refit to Larson (Refit) Class in 2273
USS Borodino	NCC-1406	Refit to Larson (Refit) Class in 2274
USS Austerlitz	NCC-1407	Lost in Orion Conflict
USS Normandy	NCC-1408	Refit to Larson (Refit) Class in 2274
USS Marathon	NCC-1409	Refit to Larson (Refit) Class in 2274
USS Pharsalus	NCC-1410	
USS Crecy	NCC-1411	Mysteriously lost near Romulan space
USS Poitiers	NCC-1412	Refit to Larson (Refit) Class in 2274
USS Agincourt	NCC-1413	Refit to Larson (Refit) Class in 2274
USS Blenheim	NCC-1414	Refit to Larson (Refit) Class in 2275
USS Torgau	NCC-1415	Refit to Larson (Refit) Class in 2275
USS Eylau	NCC-1416	Refit to Larson (Refit) Class in 2275
USS Leyte	NCC-1417	Refit to Larson (Refit) Class in 2275
USS Leipzig	NCC-1418	Refit to Larson (Refit) Class in 2275
USS Beuna Vista	NCC-1419	
USS Garbo	NCC-1420	Lost during classified mission
USS Catinian	NCC-1421	Refit to Larson (Refit) Class in 2276
USS Gallipoli	NCC-1422	
USS Jutland	NCC-1423	Refit to Larson (Refit) Class in 2276
USS Anzio	NCC-1424	Refit to Larson (Refit) Class in 2276



BURKE CLASS

UESPA/Federation Frigate

Vessel Name	Registry	Notes
USS Burke	NCC-1448	Class Ship; Retired to Memory Alpha
USS Barry	NCC-1449	
USS Jones	NCC-1450	
USS Wilbur	NCC-1451	Lost in Orion Conflict
USS Stout	NCC-1452	
USS McCain	NCC-1453	Scrapped after impulse engine malfunction
USS Mitscher	NCC-1454	
USS Laboon	NCC-1455	Lost in Orion Conflict
USS Russell	NCC-1456	
USS Hamilton	NCC-1457	Lost in Klingon Raid
USS Ramage	NCC-1458	
USS Fitzgerald	NCC-1459	
USS Sthethem	NCC-1460	
USS Carney	NCC-1461	
USS Benfold	NCC-1462	
USS Gonzalez	NCC-1463	
USS Cole	NCC-1464	
USS The Sullivans	NCC-1465	Retired as Training Vessel
USS Milius	NCC-1466	
USS Hopper	NCC-1467	Retired as Training Vessel
USS Ross	NCC-1468	
USS Mahan	NCC-1469	
USS McFaul	NCC-1470	
USS Cook	NCC-1471	
USS Higgins	NCC-1472	
USS O'Kane	NCC-1473	
USS Porter	NCC-1474	



Constitution

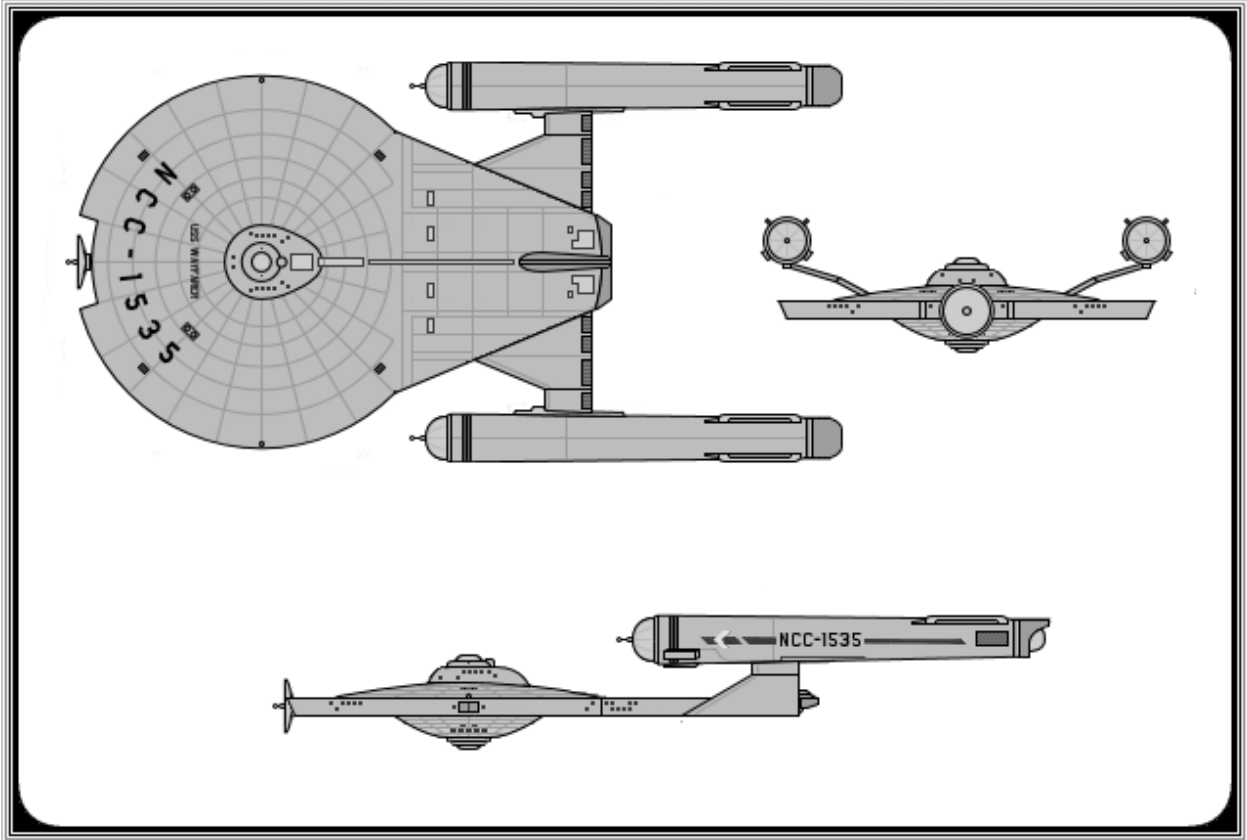
ANTON CLASS

UESPA/Federation Cruiser

Vessel Name	Registry	Notes
USS Anton	NCC-1500	Class Ship; Retired to Memory-Alpha
USS Anderson	NCC-1501	
USS Hammann	NCC-1502	Lost in Orion Conflict; Largest ship thus lost
USS Hughes	NCC-1503	
USS Simes	NCC-1504	
USS Mustin	NCC-1505	
USS Russell	NCC-1506	
USS O'Brien	NCC-1507	
USS Walke	NCC-1508	Refit to Sherabo Class in 2274
USS Hull	NCC-1509	Refit to Sherabo Class in 2274
USS Hilbert	NCC-1510	Retired as Training Vessel
USS Gunn	NCC-1511	Retired as Training Vessel

WAYFARER CLASS

UESPA/Federation Research Frigate

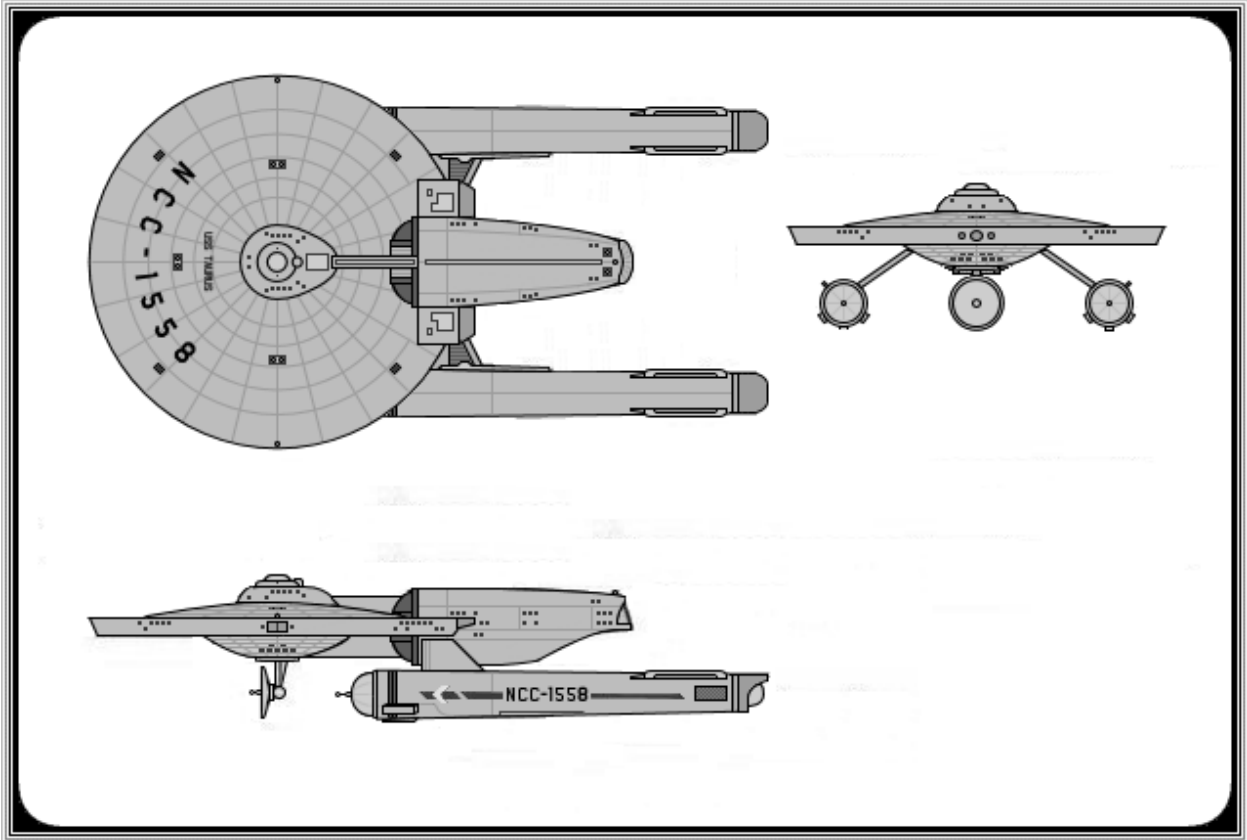


Constitution

Vessel Name	Registry	Notes
USS Wayfarer	NCC-1535	Class Ship; Refit to Sherabo Class 2275
USS Vavilov	NCC-1536	Refit to Sherabo Class 2275
USS Shackleton	NCC-1537	Refit to Sherabo Class 2275
USS James Ross	NCC-1538	
USS Onnuri	NCC-1539	Refit to Sherabo Class 2276

TAURUS CLASS

UESPA/Federation Cruiser

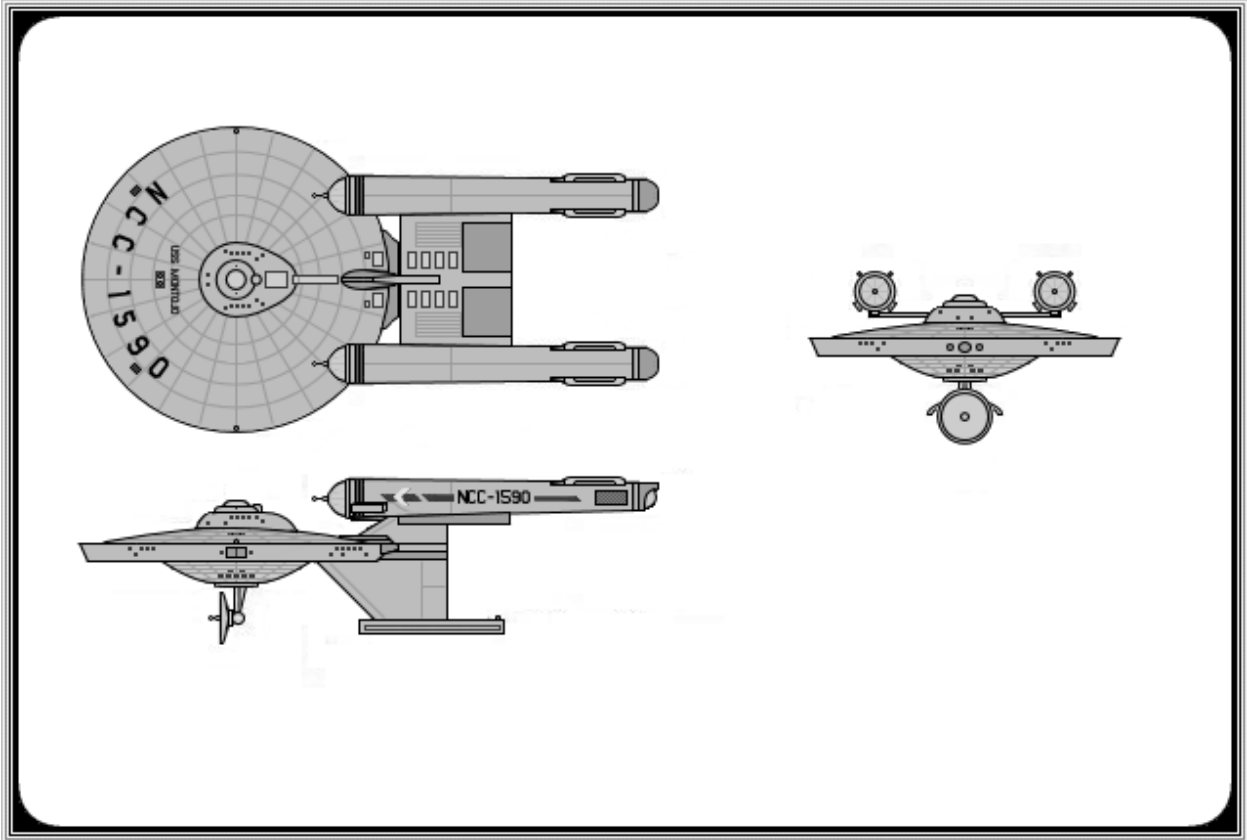


Constitution

TAURUS CLASS

UESPA/Federation Cruiser

Vessel Name	Registry	Notes
USS Taurus	NCC-1558	Class Ship
USS Oblia	NCC-1559	
USS Roma	NCC-1560	
USS Tirrenia	NCC-1561	Scrapped after damage from warp accident
USS Snelling	NCC-1562	
USS Casa Grande	NCC-1563	Destroyed after collision with Klingon cruiser
USS Taborfjell	NCC-1564	
USS Tai Shan	NCC-1565	
USS Brovig	NCC-1566	
USS Gallia	NCC-1567	
USS Strachan	NCC-1568	
USS Wyvern	NCC-1569	

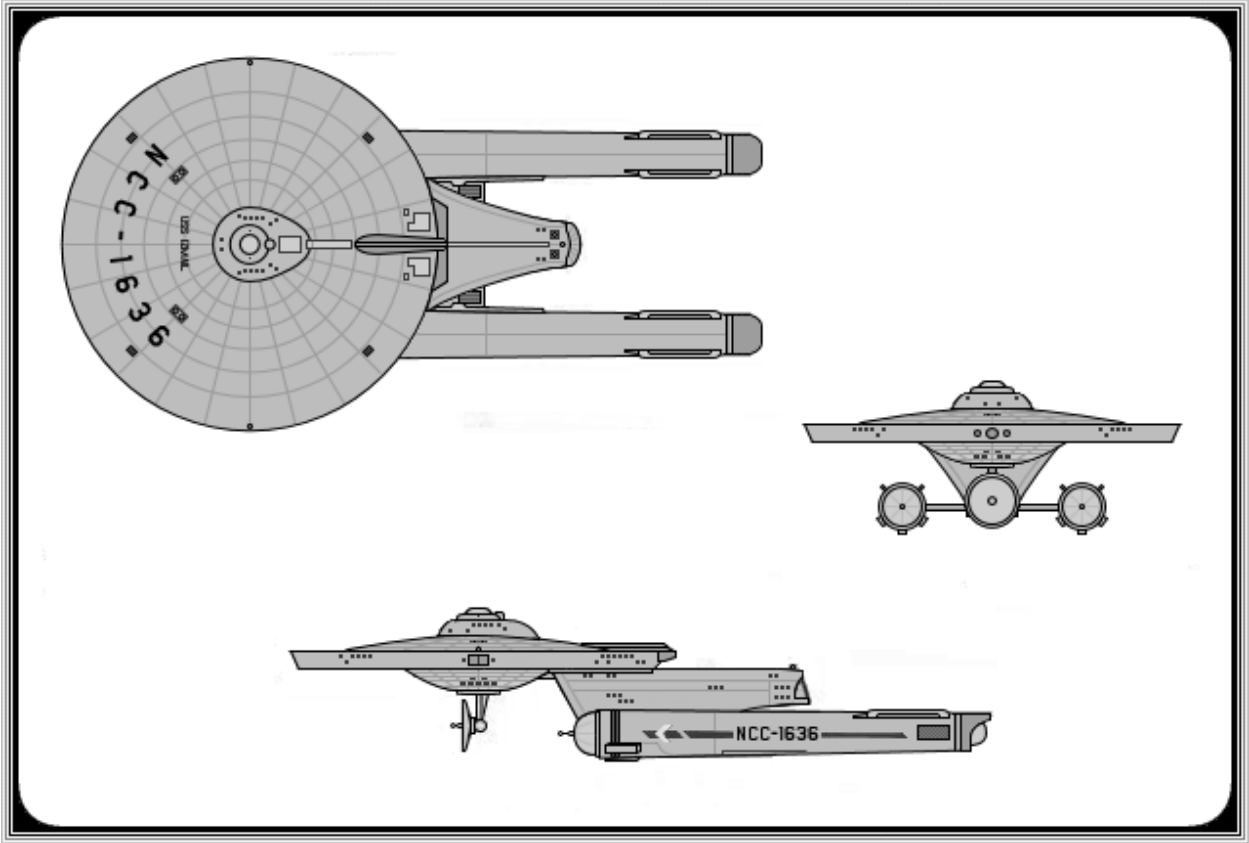


Constitution

MONTOJO CLASS

UESPA/Federation Transport-Tug

Vessel Name	Registry	Notes
USS Montojo	NCC-1590	Class Ship
USS Cavera	NCC-1591	
USS Colon	NCC-1592	
USS Oliva	NCC-1593	
USS Pasaron	NCC-1594	
USS Langara	NCC-1595	
USS Topete	NCC-1596	
USS Moriscos	NCC-1597	
USS Aquinaldo	NCC-1598	Lost to ion storm
USS Anthonio	NCC-1599	



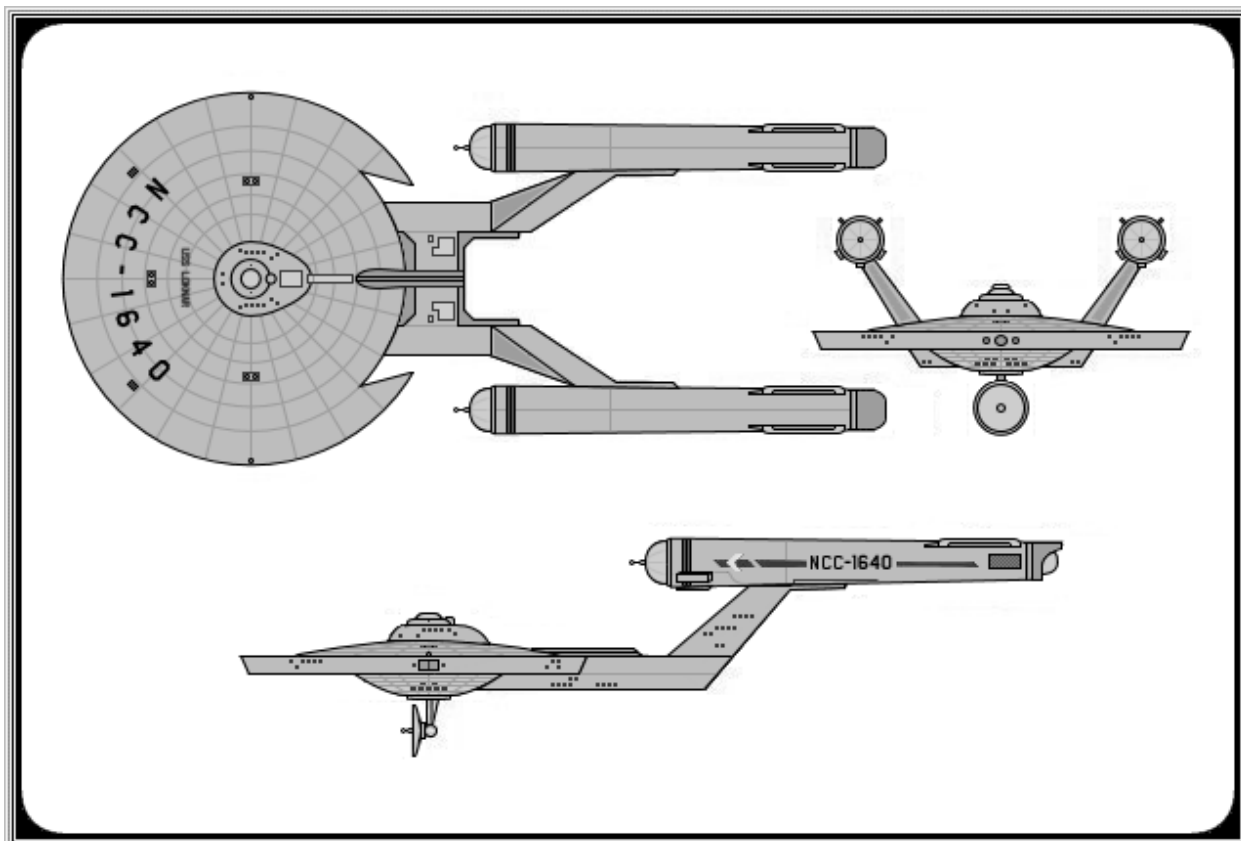
Constitution

General information

IZMAIL CLASS

UESPA/Federation Cruiser

Vessel Name	Registry	Notes
USS Izmail	NCC-1636	Class Ship
USS Kinburn	NCC-1637	
USS Bogatir	NCC-1638	
USS Butakov	NCC-1639	



CLASS name: Loknar
 Class Designation: frigate, CLASS I
 Class Commission: 2259

Complement (STD):

Officers: 32
 Crew: 145

Drive system:

Impulse: FID-2 (.75c)
 WARP: FWF-1, Tandem, (WF 6/8)

Armament (STD):

Phasers: 3 banks/2 each, type FH-3
 Torpedoes: 1 bank, type FP-1

Supplemental Craft (STD):

Class H Travel Pod: 2

Dimensions:

Length: 288m
 Breadth: 127m
 Height: 76M
 Mass (Deadweight): 142KMT

General information

THOUGH TECHNICALLY 'EARTH-BORNE' IN DESIGN, THE LOKNAR REPRESENTED THE FIRST MAJOR INTEGRATED FLEET DESIGN WITH LARGE INPUT FROM ANDORIANS. THE ANDORIANS, NOT WANTING TO BE UNPREPARED AGAINST NEW AGRESSORS, OR REPEATED KLINGON AGRESSION, WANTED A WARHORSE SHIP WITHIN THE FEDERATION FLEET. IT WAS ALSO NO SECRET THAT THE ANDORIAN DEFENSE FLEET SHIPS WERE FALLING BEHIND THE TIMES AS WELL (THOUGH ROUGHLY EQUIVALENT TO BATON ROUGE-STYLE SHIPS), AND ANDOR THEREFORE WAS EVEN MORE EAGER TO GET AN UP-DATED CLASS OF FRIGATE FOR THEIR OWN DEFENSE.

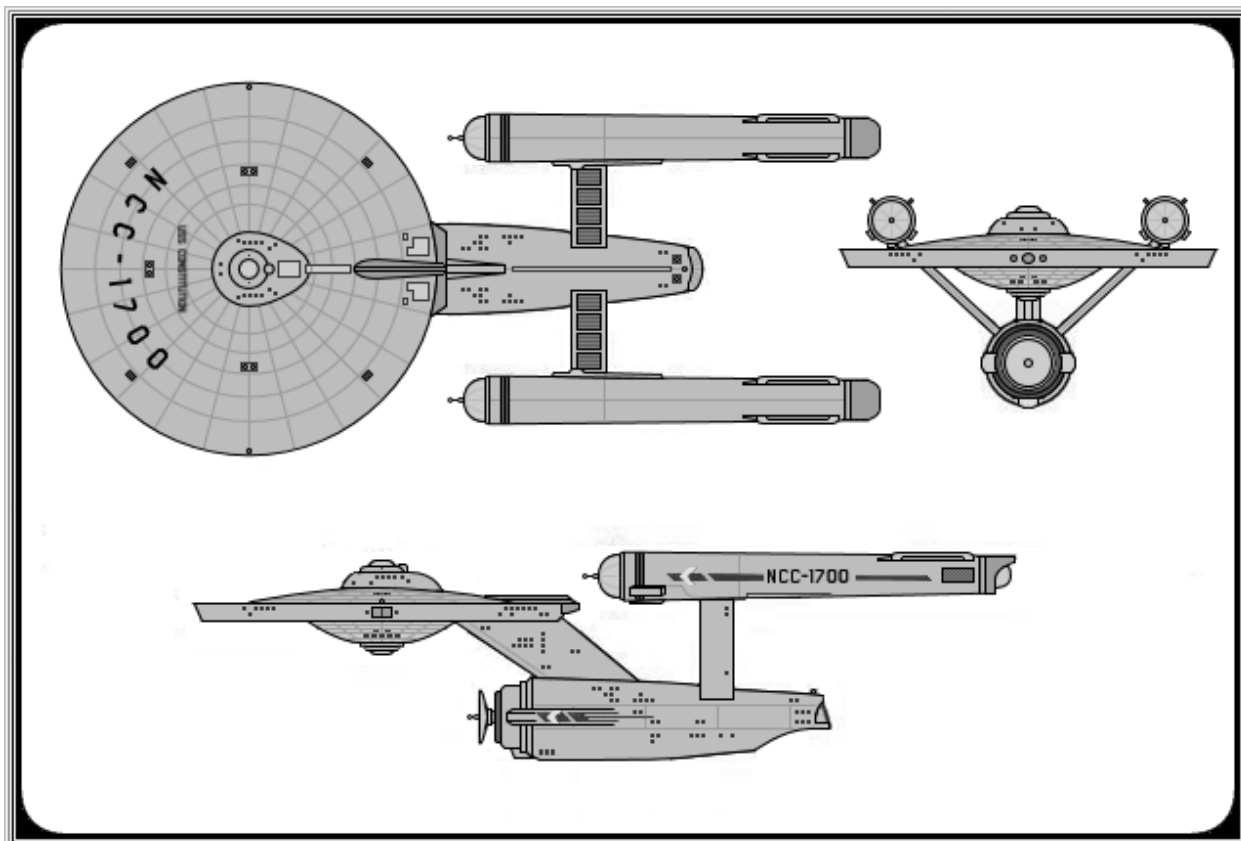
THE ANDORIAN ARGUMENT WON OUT, AND THEIR INPUT BOTH IN DESIGN AND PURPOSE CREATED ONE OF THE MOST WIDELY-ACCEPTED DESIGNS IN STARFLEET. THE LOKNAR IS A PROVEN SHIP, NOT ONLY IN HER ROLE AS A DEFENSE-ACTION FRIGATE, BUT ALSO IN A VARIABLE MISSION CAPACITY.

LIKE HER COUSIN, THE CONSTITUTION-CLASS, THE LOKNAR'S PERFORMANCE PROVED SO GREAT THROUGH HER CAREER THAT SHE HAS BEEN SCHEDULED FOR REFTS AND 'REFIT-SPECIFICATION BUILDS' STARTING IN 2271.

LOKNAR CLASS

UESPA/Federation Frigate

Vessel Name	Registry	Notes
USS Loknar	NCC-1640	Class Ship; Refit to Loknar (Refit) Class in 2272
USS Ahkeil	NCC-1641	Refit to Loknar (Refit) Class in 2272
USS Vernol	NCC-1642	Refit to Loknar (Refit) Class in 2272
USS Tarntis	NCC-1643	Lost in Orion Conflict
USS Alexandretta	NCC-1644	Refit to Loknar (Refit) Class in 2272
USS Morgan City	NCC-1645	Refit to Loknar (Refit) Class in 2273
USS Troy	NCC-1646	Lost in Klingon Raid
USS Farside	NCC-1647	Refit to Loknar (Refit) Class in 2273
USS New America	NCC-1648	
USS Kosk	NCC-1649	Refit to Loknar (Refit) Class in 2273
USS Borga	NCC-1650	Refit to Loknar (Refit) Class in 2274
USS Peking	NCC-1651	
USS Epcot	NCC-1652	Refit to Loknar (Refit) Class in 2274
USS Aldebaran	NCC-1653	Refit to Loknar (Refit) Class in 2274
USS Argus City	NCC-1654	Lost mysteriously patrolling Klingon neutral zone
USS Yorkshire	NCC-1655	Refit to Loknar (Refit) Class in 2274
USS Boidi	NCC-1656	Refit to Loknar (Refit) Class in 2274
USS New Corinth	NCC-1657	Refit to Loknar (Refit) Class in 2275
USS Kyoto	NCC-1658	Refit to Loknar (Refit) Class in 2275
USS Petrograd	NCC-1659	Refit to Loknar (Refit) Class in 2275



Constitution Class Heavy Cruiser
Design Chief: Matthew Jefferies
Class Commission: 2245
Complement: 43 Officers, 387 Crew

Hull Data
Structure: 40
Size: Class 6, 23 Decks
Length/Beam/Height: 290m/127m/72m
Mass: 190,000MT

Drive system
Impulse: SBE (.75c)
Warp: PB-32-MK 3, Tandem, (WF 6/8)
Maneuver Modifiers: 2C, +0H, +2T

Tactical Data
Phasers:
Class IX, 3 banks/2 ea (f, f/p, f/s)
Class IX, 2 Banks/1 ea (a)
Torpedoes:
MK-IV Twin-Launcher (f)
Deflector Shield: PFF 2a

Class Traits:
Hardened System (Life Support)

Operational Data:
Atmosphere Capable: No
Cargo Units: 70
Life Support: Class 4 (Hardened)
Operations System: Class 4
Sensor System: Class 3
Separation System: Emergency
Shuttlebay: 1a (large)
Shuttlecraft: 12 size worth
Tractor Beams: 1fv, 1a
Transporters: 6 STD, 4 emergency, 2 cargo

Supplemental Craft (STD):
Class F shuttlecraft: 4
Class HF Shuttlecraft: 2
Class AF Shuttlecraft: 2
Class H Travel Pod: 2

General information
The *Constitution* class was launched in 2245 as a 'new generation' Starfleet workhorse to replace the aging *Baton Rouge* class of ships. Where the *Baton Rouge* would represent the pinnacle of Earth design, the *Constitution* would represent the pride of the entire Federation itself. Technical innovations from several Federation worlds would take the steps laid down by the *Baton Rouge*, refine them, and then create the greatest

starship devised by any world in the Federation—a legend which would strike awe in those who see the vessels even a hundred years late.

The Constitution class would continue as the UESPA's and then the Federation's premiere starship class during one of the most tumultuous periods of Federation history. The *USS Enterprise* alone, under her legendary captains April, Pike, and Kirk, would, would go on to legendary status for innumerable acts of bravery in the field, multiple first-contact assignments, as well as saving the very core of the Federation itself.

Even with four major refit programs over her twenty-five year run, the original configuration of the *Constitutioun* and her sisters proved dated by the late 2260's. Rather than wholly scrap the class, however, the surviving vessels would enjoy a radical, complete refit and rebuild starting in 2271.

Editor's Annotations

To say that the Matthew Jefferies' original design for the *Enterprise* is 'legendary' doesn't seem to do

it enough justice. Certainly, even 40 years after the original Star Trek series was wrapped up, the ship remains etched in the minds of millions of fans around the world. It is simply the most famous vessel, real or imagined, in all history.

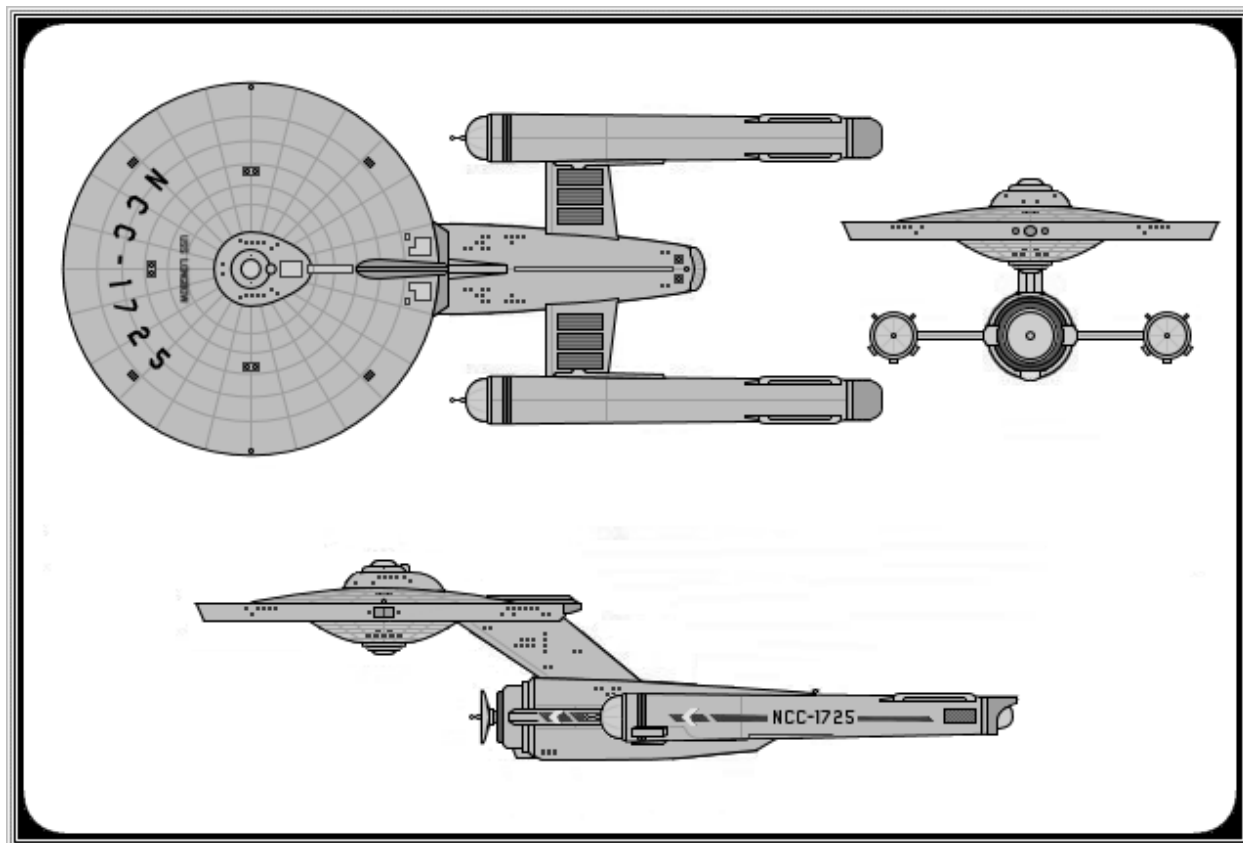
The list of ships and registries here are mostly based on what's been shown on screen or can be directly inferred without making too many assumptions. A few of the gaps have been filled in from various official sources, such as licensed role-playing games and technical manuals, with the Franz Joseph Technical Manual and Bjo Trimble's *Star Trek: Concordance* getting the first nods.

Of all the ships in this guide, this one was probably the hardest to actually pin down. There are many sources of information to pull from, all of which conflicting. For this guide, the specifics given here are based on 'happy mediums' and the most common assumptions made about the *USS Enterprise*.

Vessel Name	Registry	Notes
USS Constitution	NCC-1700	Class Ship; Refit to Constitution (Refit) Class in 2271
USS Constellation	NCC-1017	Sacrificed to destroy 'Doomsday Weapon'
USS Yamato	NCC-1305-A	Refit to Constitution (Refit) Class in 2271
USS Enterprise	NCC-1701	Countless Exploits; Legendary Starship; Refit to Constitution (Refit) Class in 2271
USS Nimitz	NCC-1702	Refit to Constitution (Refit) Class in 2272
USS Hood	NCC-1703	Refit to Constitution (Refit) Class in 2272
USS Bismark	NCC-1704	Refit to Constitution (Refit) Class in 2272
USS Excalibur	NCC-1705	Destroyed by M-5 computer attack
USS Exeter	NCC-1706	Decontaminated plague ship
USS Valiant	NCC-1707	Refit to Constitution (Refit) Class in 2273
USS Intrepid	NCC-1708	All Vulcan crew; Lost to alien life form
USS Lexington	NCC-1709	
USS Kongo	NCC-1710	Refit to Constitution (Refit) Class in 2273
USS Potemkin	NCC-1711	
USS Bonhomme Richard	NCC-1712	Refit to Constitution (Refit) Class in 2273
USS Monitor	NCC-1713	Refit to Constitution (Refit) Class in 2274
USS Hornet	NCC-1714	Refit to Constitution (Refit) Class in 2274
USS Merrimac	NCC-1715	Refit to Constitution (Refit) Class in 2274
USS Endeavor	NCC-1716	
USS Yorktown	NCC-1717	
USS Essex	NCC-1718	Refit to Constitution (Refit) Class in 2275
USS Akagi	NCC-1719	Refit to Constitution (Refit) Class in 2275
USS Ti-Ho	NCC-1760	Refit to Constitution (Refit) Class in 2275
USS Soryu	NCC-1761	Refit to Constitution (Refit) Class in 2276
USS Hiryu	NCC-1762	Refit to Constitution (Refit) Class in 2276
USS Excelsior	NCC-1763	
USS Defiant	NCC-1764	Lost to interphase anomaly near Tholian Space

Longbow Class

UESPA/Federation Battlecruiser

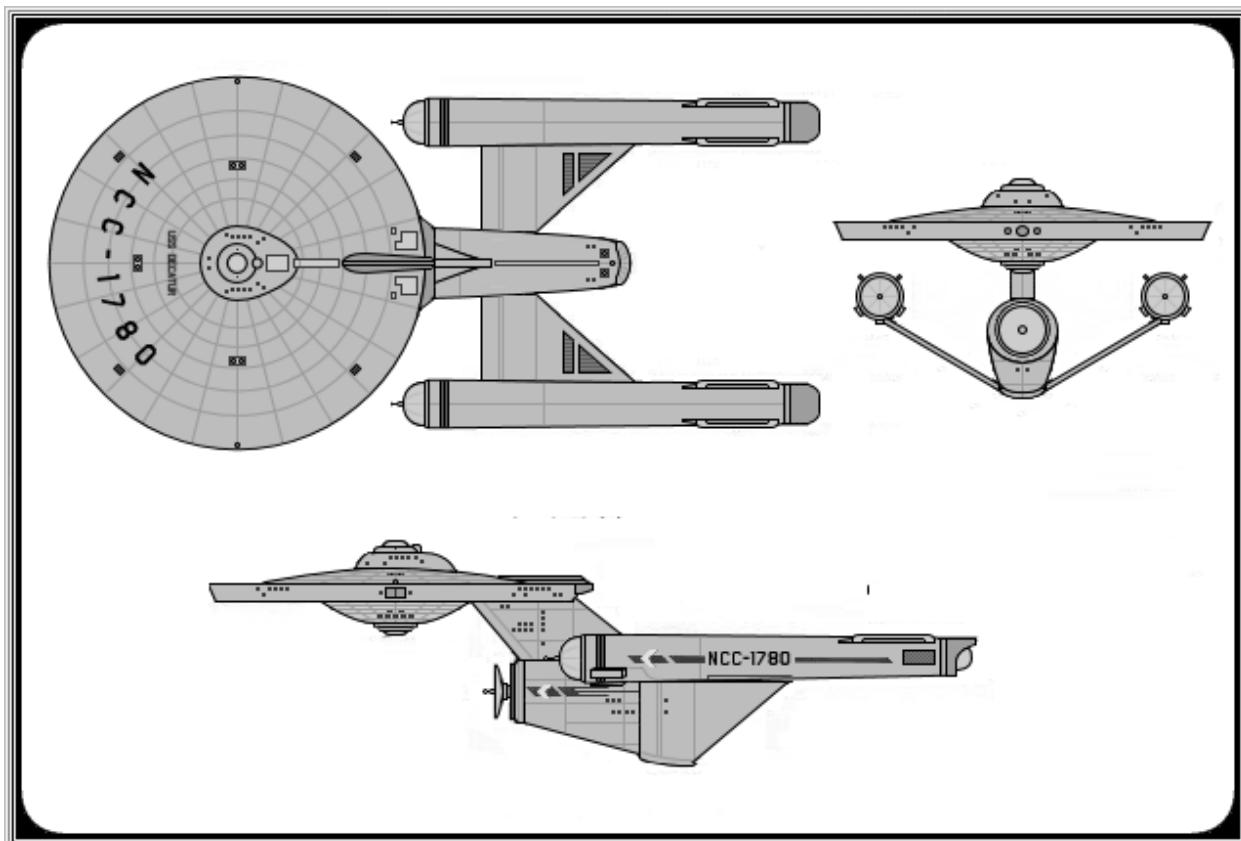


Constitution

Longbow Class

UESPA/Federation Battlecruiser

Vessel Name	Registry	Notes
USS Longbow	NCC-1725	Class Ship ; Refit to Longbow (Refit) Class in 2273
USS Crossbow	NCC-1726	Refit to Longbow (Refit) Class in 2273
USS Fencer	NCC-1727	Lost to Romulan skirmish
USS Broadsword	NCC-1728	Refit to Longbow (Refit) Class in 2274
USS Cutlass	NCC-1729	Refit to Longbow (Refit) Class in 2274
USS Dagger	NCC-1730	Refit to Longbow (Refit) Class in 2274
USS Carronade	NCC-1731	Refit to Longbow (Refit) Class in 2275



CLASS name: Decatur 'Starship'
Class Designation: Cruiser, CLASS I
Class Commission: 2253

Complement (STD):

Officers: 36
Crew: 320

Drive system:

Impulse: FID-2 (.75c)
WARP: FWF-1, Tandem, (WF 6/8)

Armament (STD):

Phasers: 3 banks/2 each, type FH-3
Phasers: 2 banks/1 each, type FH-3
Torpedoes: 2 banks, type FP-1

Supplemental Craft (STD):

CLASS F shuttlecraft: 2
Class HF Shuttlecraft: 1
Class aF Shuttlecraft: 1
Class H Travel Pod: 2

Dimensions:

Length: 271m
Breadth: 127m
Height: 82m

General information

THE DECATUR PROJECT STARTED PRIMARILY FOR 'ECONOMIC' REASONS AND WAS ENVISIONED AS AN 'AFFORDABLE' CRUISER, BUT COULD ALSO STILL SERVE IN THE SAME STRATEGIC AND TACTICAL ROLES OF THE HEFTIER *CONSTITUTION* CLASS. THE DESIGN CALLED FOR FEWER SCIENTIFIC SYSTEMS, FEWER SHUTTLECRAFT, AND A PROPORTIONALLY REDUCED CREW.

INDEED, THE CLASS OF SHIP SERVES MANY OF THE FUNCTIONS OF HER LARGER COUSIN, THOUGH HER NON-MILITARY CAPABILITIES NOTABLY SUFFER. THE REDUCTION OF RESEARCH LABS HAS CAUSED A PROBLEM WHEN A *DECATUR* CLASS SHIP IS INVOLVED IN EXPLORATION MISSIONS, OR IF ONE HAPPENS TO FIND AN 'UNEXPLAINED PHENOMENA' THAT REQUIRES A GOOD DEAL OF HARD SCIENCE WORK.

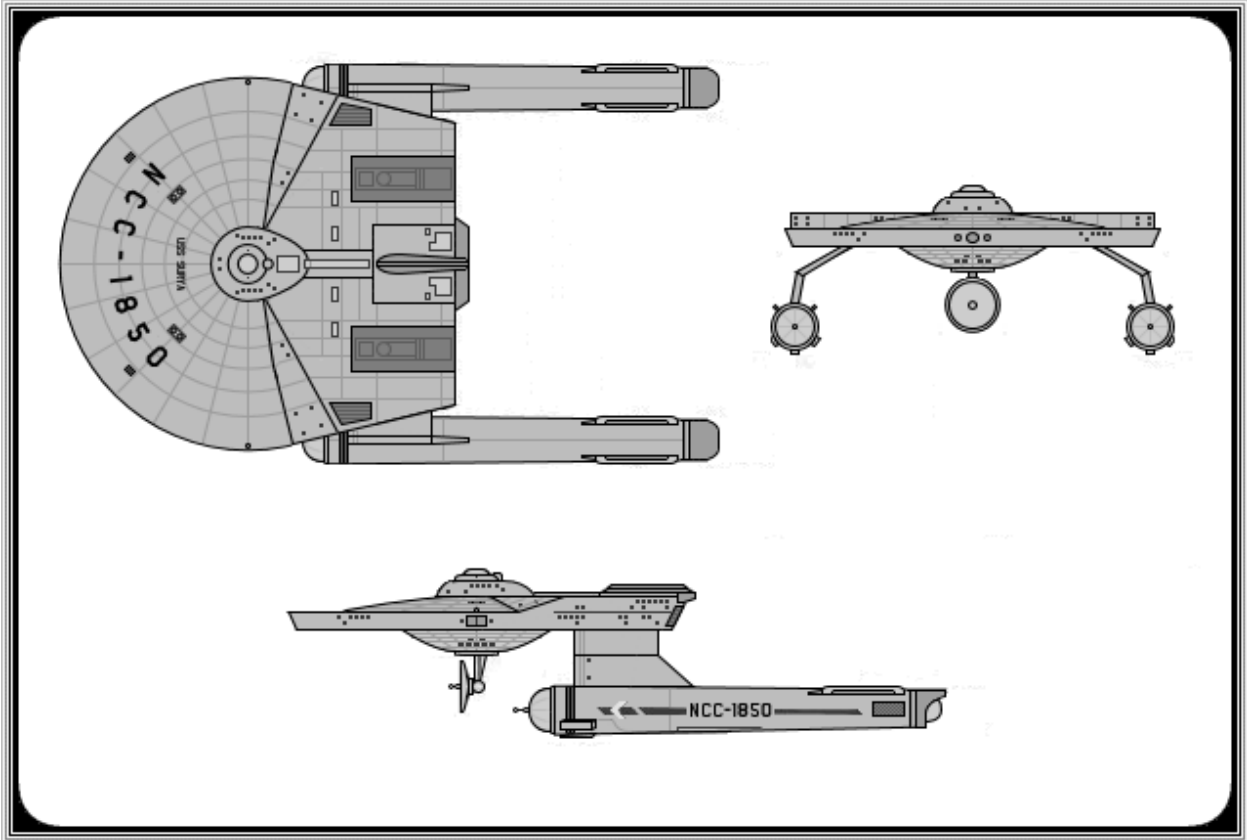
MOST VESSELS OF THIS CLASS SERVE AS 'LIMITED EXPLORATION' ROLES, SCOUTING OUT AND PROTECTING THOSE AREAS OF FEDERATION SPACE WHICH ARE UNDER DIRECT THREAT BY KLINGONS OR OTHER HOSTILE POWERS.

THOUGH YOUNGER THAN THE *CONSTITUTION* CLASS, TECHNOLOGICAL ADVANCES THREATEN THE DECATUR CLASS'S FUTURE AS WELL. THE *USS BELKNAP* IS SCHEDULED FOR A MAJOR REFIT IN 2272. IF SUCCESSFUL, THE UPGRADE WILL ENSURE THIS CLASS'S LONGEVITY FOR QUITE A BIT LONGER.

DECATUR CLASS

UESPA/Federation Cruiser

Vessel Name	Registry	Notes
USS Decatur	NCC-1780	Class Ship; Retired to Memory Alpha
USS Belknap	NCC-1781	Refit to Belknap Class in 2272
USS Springfield	NCC-1782	Refit to Belknap Class in 2272
USS America	NCC-1783	Refit to Belknap Class in 2273
USS Yarnell	NCC-1784	
USS Worden	NCC-1785	Lost defending colony from unknown hostiles
USS Dale	NCC-1786	Lost to sabotage, believed to be by Romulans
USS Halsey	NCC-1787	Refit to Belknap Class in 2273
USS Daniels	NCC-1788	Refit to Belknap Class in 2273
USS Jouette	NCC-1789	Refit to Belknap Class in 2274
USS Gates	NCC-1790	
USS Mobile Bay	NCC-1791	Refit to Belknap Class in 2274
USS Antietam	NCC-1792	Refit to Belknap Class in 2274
USS Princeton	NCC-1793	Refit to Belknap Class in 2275
USS Cowpens	NCC-1794	Refit to Belknap Class in 2275
USS Port Royal	NCC-1795	Refit to Belknap Class in 2276
USS Leyete Gulf	NCC-1796	
USS Monterey	NCC-1797	Refit to Belknap Class in 2278
USS Chosin	NCC-1798	Refit to Belknap Class in 2278
USS Hugh City	NCC-1799	Last 'Constitution Era' ship constructed; Retired to Memory Alpha



Constitution

CLASS name: Surya 'Starship'
Class Designation: Escort frigate, CLASS I
Class Commission: 2251

Complement (STD):
Officers: 32
Crew: 195

Drive system:
Impulse: FID-2 (.75c)
WARP: FWF-1, Tandem, (WF 6/8)

Armament (STD):
Phasers: 4 banks/2 each, type FH-3
Torpedoes: 1 banks, type FP-1

Supplemental Craft (STD):
CLASS F shuttlecraft: 2
Class HF Shuttlecraft: 1
Class aF Shuttlecraft: 1
Class H Travel Pod: 2

Dimensions:
Length: 236m
Breadth: 136m
Height: 60m
Mass (Deadweight): 155KMT

General information
THE *SURYA* BEGAN LIFE AS AN INTENDED VARIANT OF THE *ANTON* CLASS HEAVY FRIGATE, BUT WOUND UP BEING A COMPLETELY REWORKED VERSION OF THE OLDER CLASS, TAKING MANY VALUABLE LESSONS IN ENGINEERING AND DESIGNED LEARNED THROUGH THE *ANTON*'S WEAKNESSES.

THE NEW CLASS PROVED FORMIDABLE IN MOST REPECTS, AND WAS IMMEDIATELY DISPATCHED TO 'STARSHIP' DUTIES ALONG-SIDE THE *CONSTITUTION* CLASS, FULFILLING A VARIETY OF MISSION PROFILES. THE SHIPS HAVE ALREADY EARNED A STRONG REPUTATION WITH HER CREWS, AND HAVE BECOME A 'DE FACTO' WORKHORSE FOR THE FEDERATION.

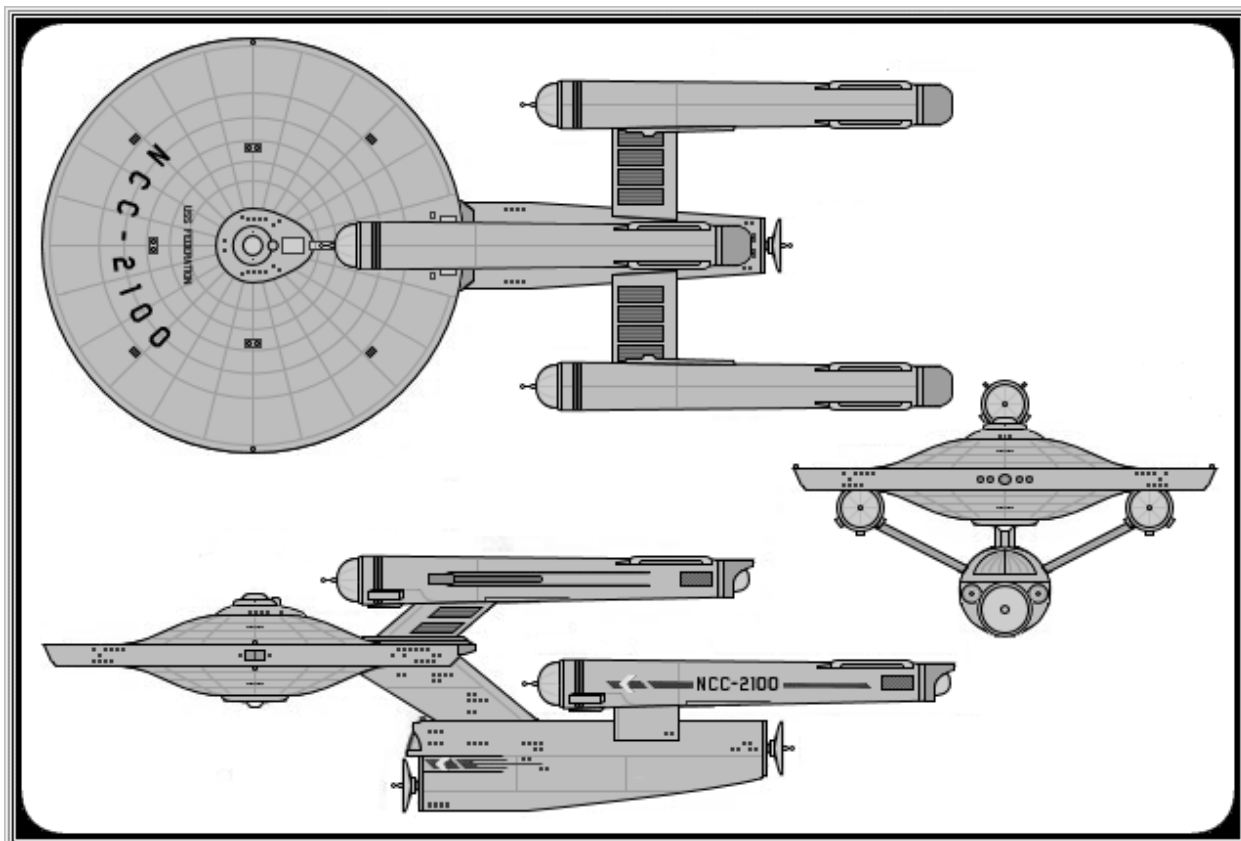
MOST OF THE *SURYA* VESSELS HAVE BEEN ASSIGNED TO THREE YEAR EXPLORATION MISSIONS, AS WELL AS SERVING AS DEFENSE PATROL SHIPS ALONG THE FRONTIER. WHILE NOT AS PRESTIGIOUS AS SERVING ABOARD THE *CONSTITUTION* CLASS, GETTING AN ASSIGNMENT ABOARD A *SURYA* IS CONSIDERED AN HONOR.

THOUGH THE *SURYA* HAS PROVEN TO BE MORE THAN A WORTHY VESSEL A REWORKED VERSION OF THIS DESIGN WAS COMMISSIONED TO MAKE USE OF THE NEW FP-3 WEAPONS POD AS WELL AS A MODULAR 'ROLL-BAR' DESIGN. THIS NEW CLASS, THE *MIRANDA* CLASS, HAS EFFECTIVELY REPLACED THE *SURYA* FOR NEW DESIGNS.

SURYA CLASS

UESPA/Federation Frigate

Vessel Name	Registry	Notes
USS Surya	NCC-1850	Class Ship;
USS Illusive	NCC-1851	
USS Antrim	NCC-1852	Lost due to transporter accident
USS Durmitov	NCC-1853	
USS Kanaris	NCC-1854	Mysteriously lost en route to Starbase 4
USS Pralaya	NCC-1855	
USS Hashira	NCC-1856	
USS Adalucia	NCC-1857	
USS Brilliant	NCC-1858	
USS Thetis	NCC-1859	
USS Miranda	NCC-1860	Refit to Miranda class in 2272
USS Tian An Men	NCC-1861	Refit to Miranda class in 2272
USS Tempest	NCC-1862	Refit to Miranda class in 2272
USS Demeter	NCC-1863	Refit to Miranda class in 2273
USS Reliant	NCC-1864	Refit to Miranda class in 2273
USS Vigilant	NCC-1865	Refit to Miranda class in 2273
USS Oberon	NCC-1866	Lost in Orion Conflict
USS Saratoga	NCC-1867	Refit to Miranda class in 2273
USS Enforcer	NCC-1868	
USS Valhalla	NCC-1869	
USS Sutherland	NCC-1870	Refit to Miranda class in 2274
USS Redan	NCC-1871	Refit to Miranda class in 2274
USS Perseus	NCC-1872	Refit to Miranda class in 2274



Federation Class Dreadnought
 Design Chief: Franz Joseph
 Class Commission: 2260
 Complement: 55 Officers, 445 Crew

Hull Data
 Structure: 55
 Size: Class 6, 23 Decks
 Length/Beam/Height: 316m/142m/87m
 Mass: 285,000MT

Drive system
 Impulse: SBE (.75c)
 Warp: PB-32-MK 3, Triple, (WF 6/8)
 Maneuver Modifiers: +2C, -2H, +4T

Tactical Data

Phasers:

Class IX, 3 banks/2 ea (f, f/p, f/s)
 Class IX, 3 Banks/1 ea (p, s, a)

Torpedoes:

MK-IV Twin-Launcher (f)
 MK-IV Single-Launcher (a)

Deflector Shield: PFF 2a

Class Traits:

Hardened System (Life Support)
 Hardened System (Shield Grid)

Design Flaw: Warp Drive

Operational Data:

Atmosphere Capable: No
 Cargo Units: 70
 Life Support: Class 4 (Hardened)
 Operations System: Class 4
 Sensor System: Class 3
 Separation System: Emergency
 Shuttlebay: 1f (large)
 Shuttlecraft: 12 size worth
 Tractor Beams: 1fv, 1a
 Transporters: 6 STD, 4 emergency, 2 cargo

Supplemental Craft (STD):

Class F shuttlecraft: 4
 Class HF Shuttlecraft: 2
 Class H Travel Pod: 2

General information

For her time, the Federation class was the most powerful, most well armed, and well shielded starship fielded by the Starfleet. She's also one of the biggest, only outclassed by the Federations' few carriers. Starfleet considered her a main deterrent to enemy ambitions, an 'ultimate weapon' in the face of rising Klingon aggression.

But she barely got made. The Dreadnought was an expensive ship, dedicated solely to warfare. She never sat well with some politicians, particularly Vulcans. The lone Dreadnought project was cancelled and restarted more than any other starship design in history before finally being started, albeit with cut funding, in 2260.

Those ships which were successfully built, however, had a staggering combat performance, superior to any vessel fielded by the Klingon or Romulan empires during that period. This performance was despite the use of the triple arrangement of the SB-32 engines which actually hampers the ship's maximum speed. It more than makes up for this deficiency in raw power, however.

The Dreadnought concept had a fatal blow to it, however, when the *USS Star Empire* was stolen in a desperate militant coup attempt to start a full-scale war with the Klingon Empire. The ship was destroyed, but the damage to the project was complete. The *USS Entente* would be the last Dreadnought that Starfleet would ever build, with even the refits of these expensive vessels being 'reclassified' as battleships.

Editor's Annotations

There's considerable debate about this ship, largely due to Gene Roddenberry's later statements about her, and his feelings that Starfleet shouldn't be so militaristic that it would employ battleships, much less a Dreadnought!

Despite his later voiced objections, he did personally approve this ship when it appeared in Franz Joseph's *Star Trek Technical Manual*. More than that is that the ship class is referenced on screen in diagrams within the movie series, and the *USS Entente* is mentioned by name, registration, and designation in chatter in the Roddenberry-controlled *Star Trek: The Motion Picture*.

The only real problem with the *USS Entente* (NCC 2120) is that it's really hard to believe that Star Fleet would build 21 ultimate battleships when they are

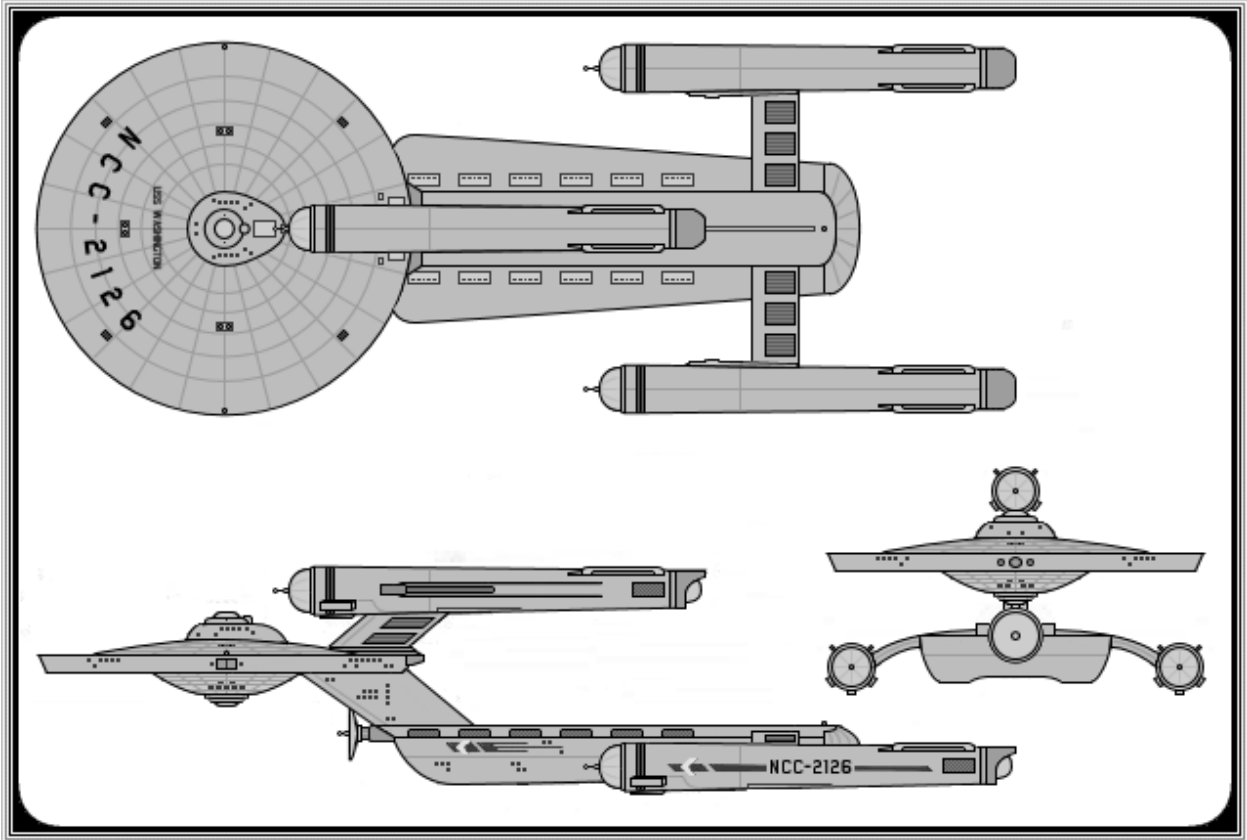
only building a handful of Heavy Cruisers like the *Enterprise* over a generation.

This guide, then, takes a 'real world' political example and has the Dreadnought class getting a couple of 'restarts' throughout its history, eventually getting to 2120 in registries, but skipping a few in sequence as the class loses out in appropriations. NCC-2103 to NCC-2116 would then wind up going to other designs, with the whole project eventually dropped as politics worked against it.

Vessel Name	Registry	Notes
USS Federation	NCC-2100	Class Ship ; Refit to Federation (Refit) Class in 2276
USS Star League	NCC-2101	Refit to Federation (Refit) Class in 2276
USS Unificatum	NCC-2102	Refit to Federation (Refit) Class in 2277
USS Confederation	NCC-2117	Refit to Federation (Refit) Class in 2277
USS Star Empire	NCC-2118	Destroyed by terrorists
USS Trusteeship	NCC-2119	Refit to Federation (Refit) Class in 2278
USS Entente	NCC-2120	Lead ship in Orion Conflict; Absorbed by V'Ger

WASHINGTON CLASS

UESPA/Federation Heavy Carrier



Constitution

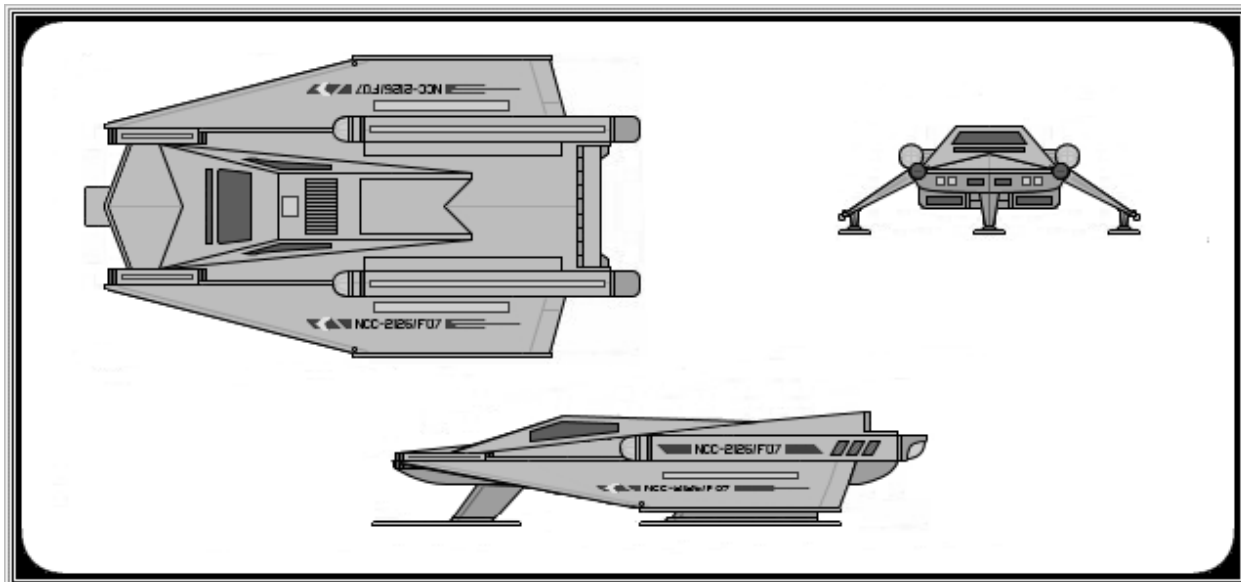
WASHINGTON CLASS

UESPA/Federation Heavy Carrier

Vessel Name	Registry	Notes
USS Washington	NCC-2126	Class Ship
USS Polk	NCC-2127	
USS Eisenhower	NCC-2128	
USS Reagan	NCC-2129	

CLASS P "MUSTANG" FIGHTER SHUTTLE

UESPA/Federation Fighter Craft



Type P Fighter Shuttle
Design Chief: Neale Davidson
Class Commission: 2260
Complement: 1 Pilot

Hull Data
Structure: 5
Size: Class 2, 1 Deck
Length/Beam/Height: 11.1m/6m/2.2m
Mass: 6.5MT

Drive system
Impulse: SBE/S (.75c)
Warp: PB-32-MK 3, Triple, (WF 6/8)
Maneuver Modifiers: +2C, -2H, +4T

Tactical Data
Phasers:
Type II, 2 banks/1 ea (f, f/p, f/s)
Torpedoes:
'MK XII-IF' Twin-Launcher (f)
Deflector Shield: PFF 2

Class Traits:
Battle Tested
Nimble (x2)
Vulnerable System (Photon Torpedo Launcher)
Limited Fire (Photon Torpedo Launcher)

Note: As with most fighters, the Mustang's torpedo capability is very limited. Each Mustang, at most, can carry two photon torpedoes, before needing reloading. The under-slung Torpedo system is not fully embedded into the ship, and is considered 'vulnerable'.

Operational Data:
Atmosphere Capable: Yes
Cargo Units: 0
Life Support: Class 2
Operations System: Class 1R
Sensor System: Class 3

General information

The Mustang was created primarily for system and starbase defense, but also employed as the 'fighter of choice' on the Federation's relatively few carrier vessels. For the twenty-five years of her career (2260-2284), the Mustang would be the primary fighter type constructed by Star Fleet command.

With high speed and the use of its torpedo launchers, a group of Mustang fighters proved a tough screen for raiders and would-be aggressors to overcome. A carrier deployed with these fighters was a clear signal to a hostile power that the Federation's patience was coming to an end.

Editor's Annotations

There's always a level of debate on whether fighters exist in the *Star Trek* universe. They do appear frequently once *The Next Generation* aired, though, and it would make no sense for a 'less military-minded' Federation to have them in that era, but not in Kirk's time.

The design here is based roughly on the look of the *Star Fleet Battles* version of a Federation fighter, but keeping the lines closer to the conventional shuttlecraft found in the original and animated *Star Trek* series.

The Linear Warp 64 Drive

THE REFIT PROJECT

Though the Starfleet had maintained overall technological superiority against its two chief adversaries, by 2265, that advantage was steadily slipping. The *Archenar* project was a successful stop-gap measure, but it was clear that a truly new generation of starship was already overdue, and Starfleet could no longer afford to wait for the ultimate result of the Transwarp project.

The Federation Council, as before, was reluctant to allow the construction of a completely new Starfleet, and the *Archenar* project had already fulfilled outstanding appropriations. To get a new generation of starship into the field, Starfleet would indeed have to refit much of the existing fleet.

Refitting the Federation's over 300 mainline vessels wouldn't be either an easy or 'budget-friendly' task, to say the least, but it was easier to get approval with such a plan than building 300 completely new ships. Reluctantly, Admiral Nogura ordered up plans for extensive refits to the *Surya* and *Constitution* class ships.

Engineers came up with several new plans for the refits, some much more radical than others. The winning plan, however, kept the basic lines of the original frames, but managed to incorporate not only the *Archenar's* improvements, but also a an impressive new warp drive system that had just completed successful trials.

THE V'GER INCIDENT

In 2270, the order was given to refit the first two vessels to the new specifications. The *USS Constitution* and *USS Enterprise*, freshly returned from her second five-year mission under James Kirk, would become the 'guinea pigs' for the refit experiment. If all went as was hoped, the refit project would begin in earnest as soon as the two ships completed their trial runs.

By 2271, the two ships had nearly completed their refits. The *Constitution* had started her shakedown cruise, with *Enterprise* remaining in dock when the threat of V'Ger emerged from the rim of the galaxy, headed straight for Earth.

Though there were a number of other ships in 'interception range', the *Enterprise*, under command of William Decker, was chosen to be 'contact' vessel, with all other Federation ships ordered to evacuate from the mammoth entity's path. Command of the rebuilt, but now untried ship would be given over to James Kirk. The *Enterprise* would be thrown into a trial by fire, but with - fortunately - the most decorated crew in Starfleet aboard her.

(To this day, there is debate about the class name for the *Constitution* refits. Some contend that the *Enterprise* deserves the class name, since she was fielded first, though the *Constitution* would officially be given the honor as the class ship once again.)

Though the rushed deployment of the *Enterprise* did create a wormhole imbalance when she first entered warp, the ship overall performed admirably and proved herself more than 'modern'. The incremental upgrades taken from the *Archenar* project, along with the new LN-64 warp drive, made for a formidable ship, far greater than even the expectations of the design engineers.

A NEW ERA

With the *Enterprise* and *Constitution* proving their abilities quickly, the refit orders were quickly issued for remaining mainline ships. As each completed their tours, they were rebuilt, top-to-bottom, to the new technical specifications of the 'new era'.

As an added boon, the flaws in the 'single-profile' designs of the previous generation would be eliminated. Classes such as the *Saladin* and *Hermes* could finally live up to their potential.

In addition, the proven *Surya* class frigate would spawn the *Miranda* class, one of the most proven and venerable designs in all of Starfleet's history.

From 2271 to 2286, the majority of the 300 ships allocated for the project had completed their refits. The last of the Constitution-era ships, the *Hugh City*, was officially retired in

that year, making the final transition between ages.

As the new ships proved themselves time and again, it was inevitable that new starship designs would result. Most new classes, such as the *Miranda*, or *Ascension*, would be variations of existing designs. A few however, such as the *Constellation* class, would be completely new, designed to push the technology available to its limits.

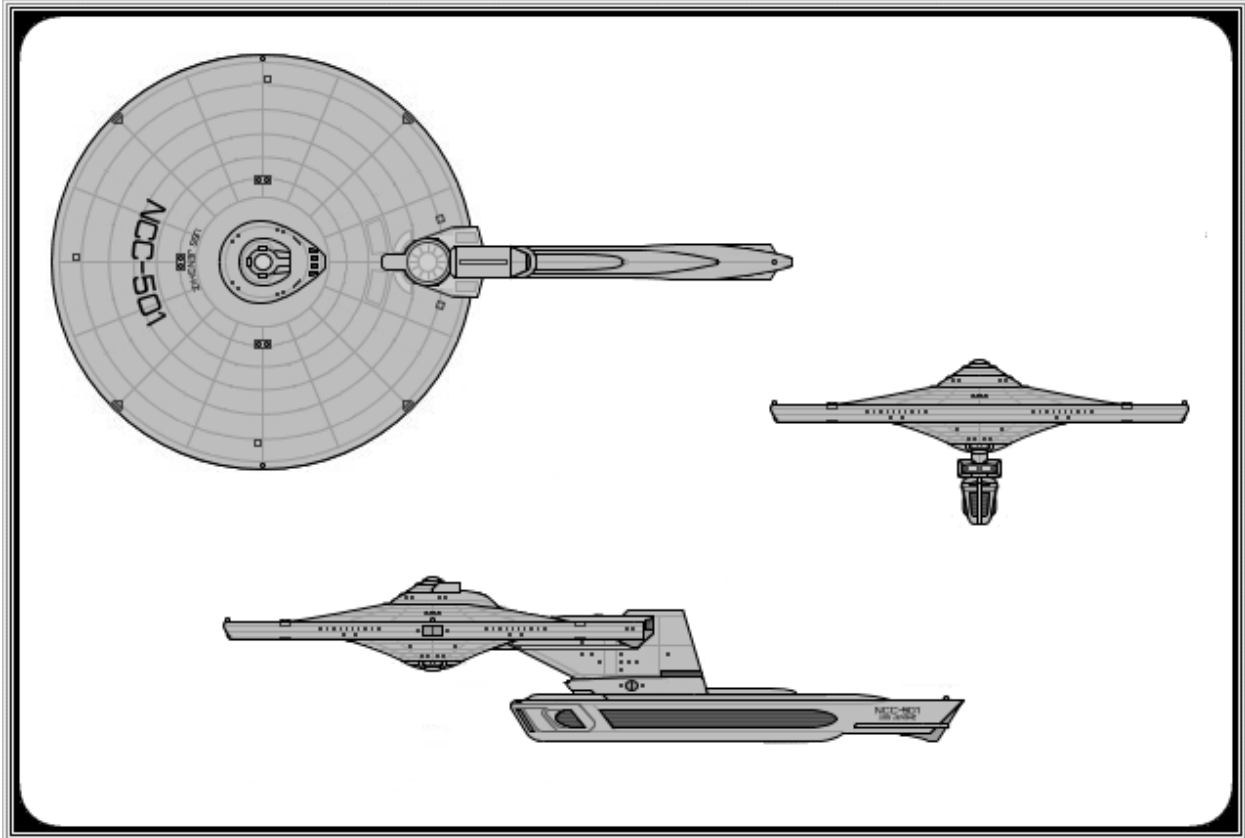
Though the 'Refit Era' would effectively end in 2284 with the launching of the *USS Excelsior*, Starfleet enables many ships with refined versions of this technology well into the twenty-fourth century.

THE TECHNOLOGY

The main advance for this generation of starship, however, would be the introduction of the LN-64 warp drive. This new system would be introduced on the *USS Enterprise* for field testing in 2271. The V'Ger incident made the test more of a trial by fire, as the newly refit *Enterprise* was called into duty before a proper shakedown cruise.

Fortunately, the drive system (after some settling-in adjustments were complete during the mission) proved more than sound and refit programs were put into place for several of the Federation's larger mainstay vessel types. Class I ships ranging from the Hermes class through the daunting Federation class would be completely restructured.

LN-64



Class name: "Planet Killer"
 Class Designation: Ultra Dreadnought
 Class Commission: Unknown

Complement (STD): Automated

Drive system:
 Impulse: Unknown (.50c)
 Warp: Total Conversion Drive (WF 4/5)

Armament:
 Anti-proton beam: 1
 Subspace Distortion field: 1
 Planetary tractor beam: 1

Supplemental Craft (STD):
 None

Dimensions:
 Length: 12Km
 Breadth: 3.5Km
 Height: 3.5KM
 Mass (Deadweight): 62.5 billion MT

General information

THE 'PLANET KILLER' WAS DISCOVERED BY THE *USS ENTERPRISE* APPROACHING THE RIGEL COLONIES. IT HAD ALREADY NEARLY DESTROYED THE *USS CONSTELLATION*, AS WELL AS CARVED UP AND DEVoured SEVERAL WORLDS. THE SHIP IS A ROBOT, A DOOMSDAY WEAPON DESIGNED TO TARGET WORLDS, DESTROY THEM, AND USE THE DEBRIS AS FUEL TO MOVE ALONG TO THE NEXT WORLD.

THE 'SHIP' WAS FORGED FROM A LARGE, ROUGHLY 12 KILO-METER LONG, PIECE OF NEUTRONIUM LIKELY THROWN FROM A COLLAPSING STAR. THE MECHANICS OF THE VESSEL ARE WITHIN THE CENTER OF ITS CONE. FROM HERE, THE PLANET KILLER CAN DEPLOY ITS ANTI-PROTON BEAM, CAPABLE OF SLICING PLANETS (WITH TIME) AS WELL AS SHATTERING THE MOST POWERFUL OF FEDERATION SHIELDS WITH A COUPLE OF BLASTS.

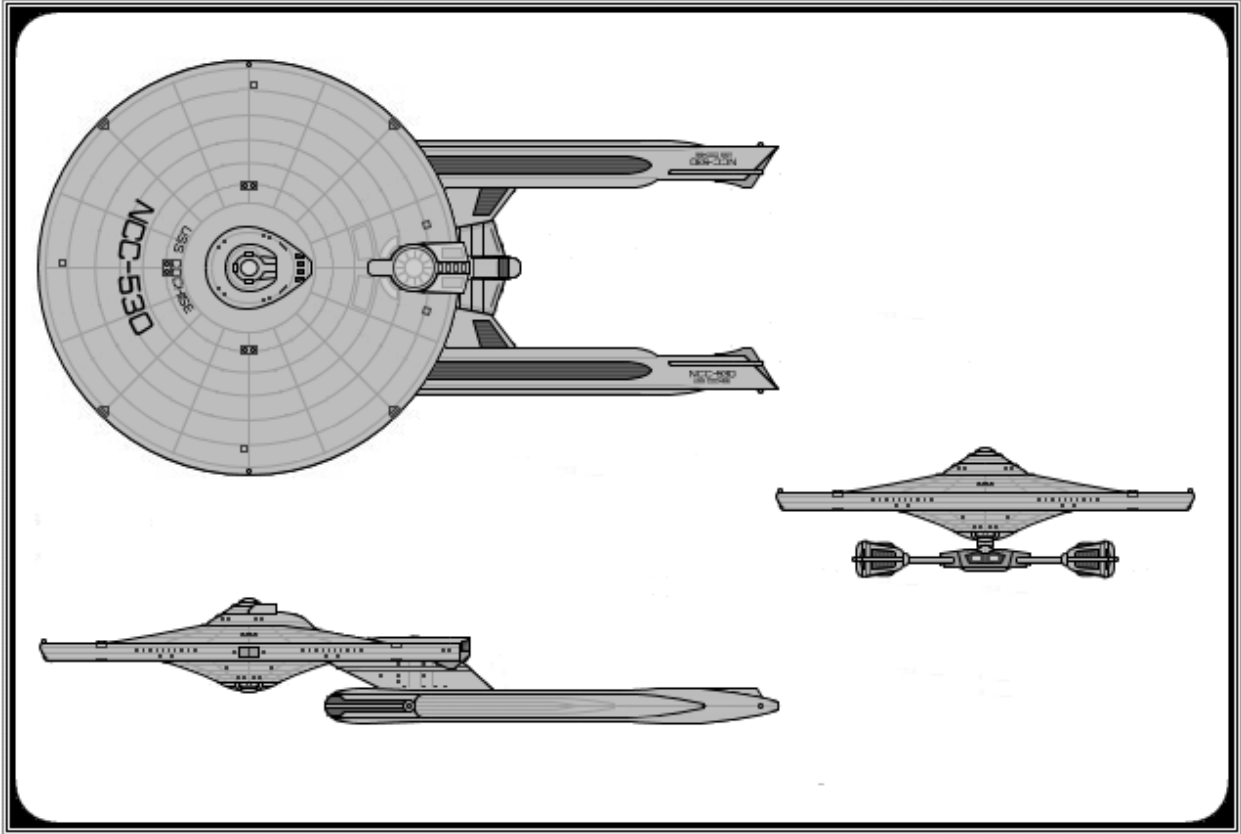
IN ADDITION, ALONG WITH THE CRAFT'S OWN GRAVITY WELL, THE PLANET KILLER MAKES USE OF A POWERFUL TRACTOR BEAM, AND EMITS A SUBSPACE DISTORTION FIELD WHICH NOT ONLY DISRUPTS LONG RANGE COMMUNICATIONS, BUT ALSO DRAIN THE ENERGY SYSTEMS OF STARSHIPS WHICH REMAIN CLOSE FOR TOO LONG.

FORTUNATELY, THE ONLY KNOWN 'PLANET KILLER' FOUND WAS DESTROYED BY SACRIFICING THE *USS CONSTELLATION*, CAUSING AN FUSION-EXPLOSION TO THE RELATIVELY VULNERABLE COMPONENTS WITHIN THE PLANET KILLER'S MAW.

JENGHIZ CLASS

Federation Destroyer

Vessel Name	Registry	Notes
USS Jenghiz	NCC-501	Class Ship
USS Darius	NCC-502	
USS Sargon	NCC-504	
USS Suleiman	NCC-508	
USS Etzel	NCC-509	
USS Tamerlane	NCC-510	Lost in Tomed Incident
USS Alexander	NCC-511	
USS Ahriman	NCC-513	Lost in Tomed Incident
USS Rahman	NCC-514	
USS Hashishyun	NCC-516	
USS Azrael	NCC-517	
USS Hamilcar	NCC-518	
USS Shaitan	NCC-519	



Constitution R

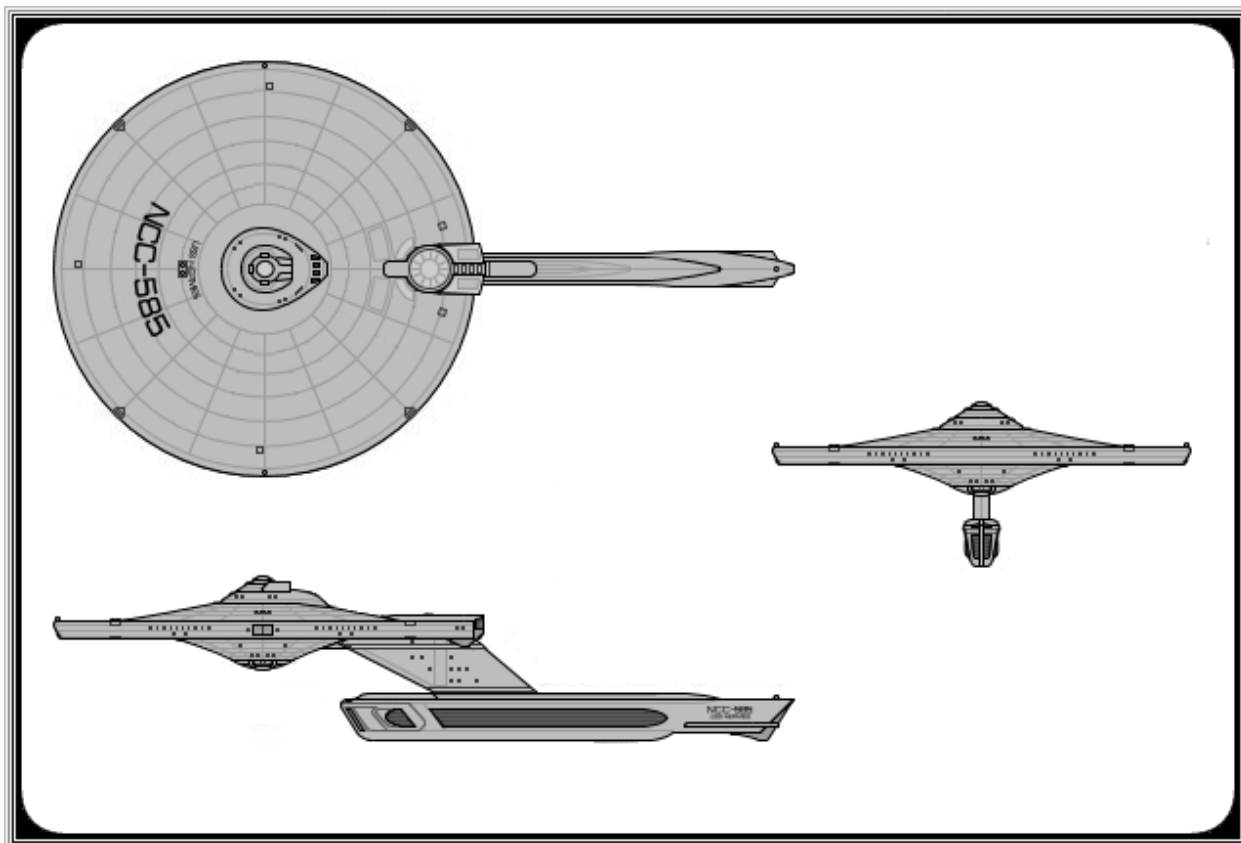
COCHISE CLASS

Federation Torpedo Destroyer

Vessel Name	Registry	Notes
USS Cochise	NCC-530	Class Ship
USS Alva	NCC-531	
USS Pontiac	NCC-532	Lost in Tomed Incident
USS Ney	NCC-533	
USS Geronimo	NCC-534	
USS Cortez	NCC-535	
USS Alvarado	NCC-536	Lost at Wolf 359
USS De Ruyter	NCC-21160	
USS Hektor	NCC-21161	Lost in Dominion War
USS Lysander	NCC-21162	
USS Drake	NCC-21163	Lost In Dominion War
USS Appollyon	NCC-21164	Lost In Dominion War
USS Scott	NCC-21165	

HERMES (REFIT) CLASS

Federation Scout

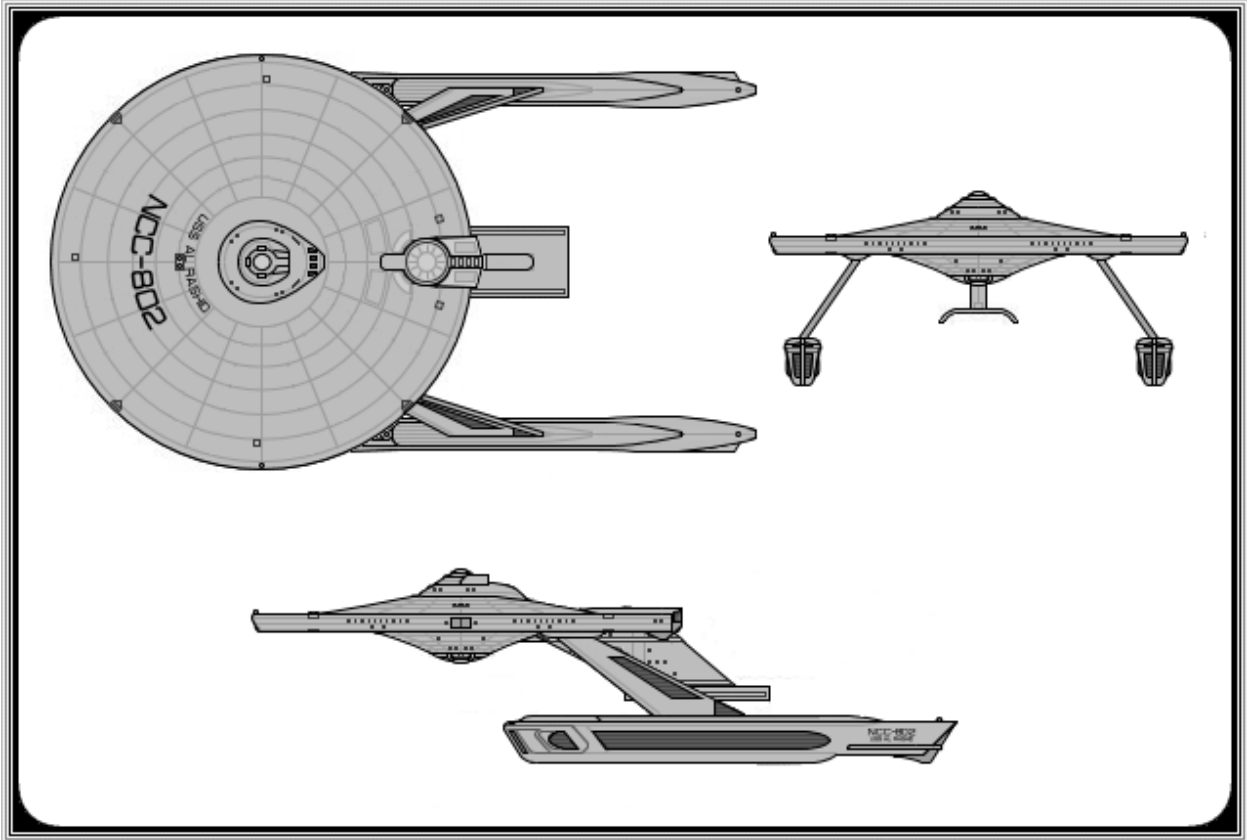


Constitution R

HERMES [REFIT] CLASS

Federation Scout

Vessel Name	Registry	Notes
USS Hermes	NCC-585	Class Ship
USS Anubis	NCC-586	
USS Echo	NCC-587	
USS Diana	NCC-589	
USS Carson	NCC-592	
USS Batidor	NCC-593	First ship to travel through natural wormhole
USS Revere	NCC-595	
USS Spaker	NCC-596	
USS Sacajawea	NCC-598	
USS Tonti	NCC-599	



Constitution

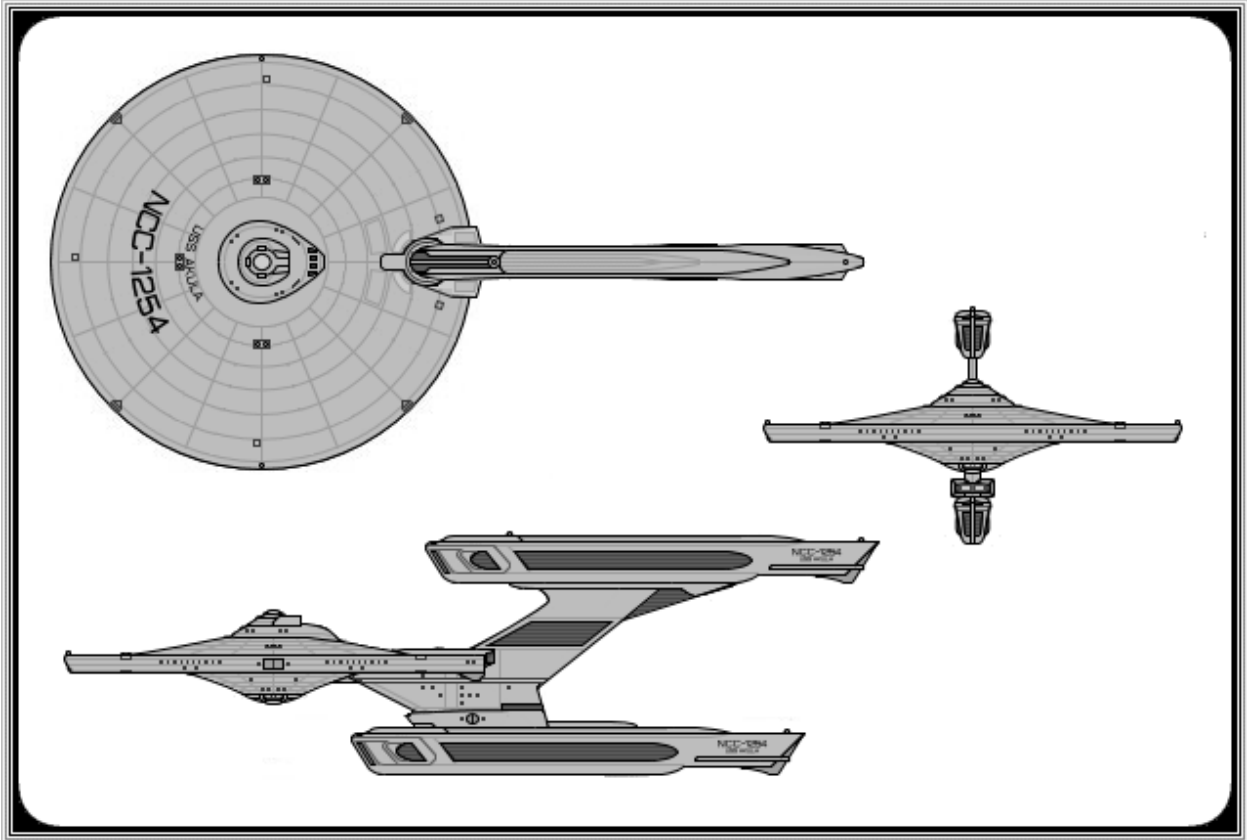
AL RASHID CLASS

Federation Transport-Tug

Vessel Name	Registry	Notes
USS Ah Rashid	NCC-802	Class Ship
USS Anaximander	NCC-804	
USS Aristarchus	NCC-805	
USS Ibn Daud	NCC-806	
USS Eratosthenes	NCC-807	
USS Hipparchus	NCC-809	
USS Ulugh Beg	NCC-810	
USS Thales	NCC-812	
USS Hevelius	NCC-813	
USS Tonti	NCC-814	
USS Taikang	NAR-1216	
USS Fancang	NAR-1217	

AKULA [REFIT] CLASS

Federation Destroyer



Constitution

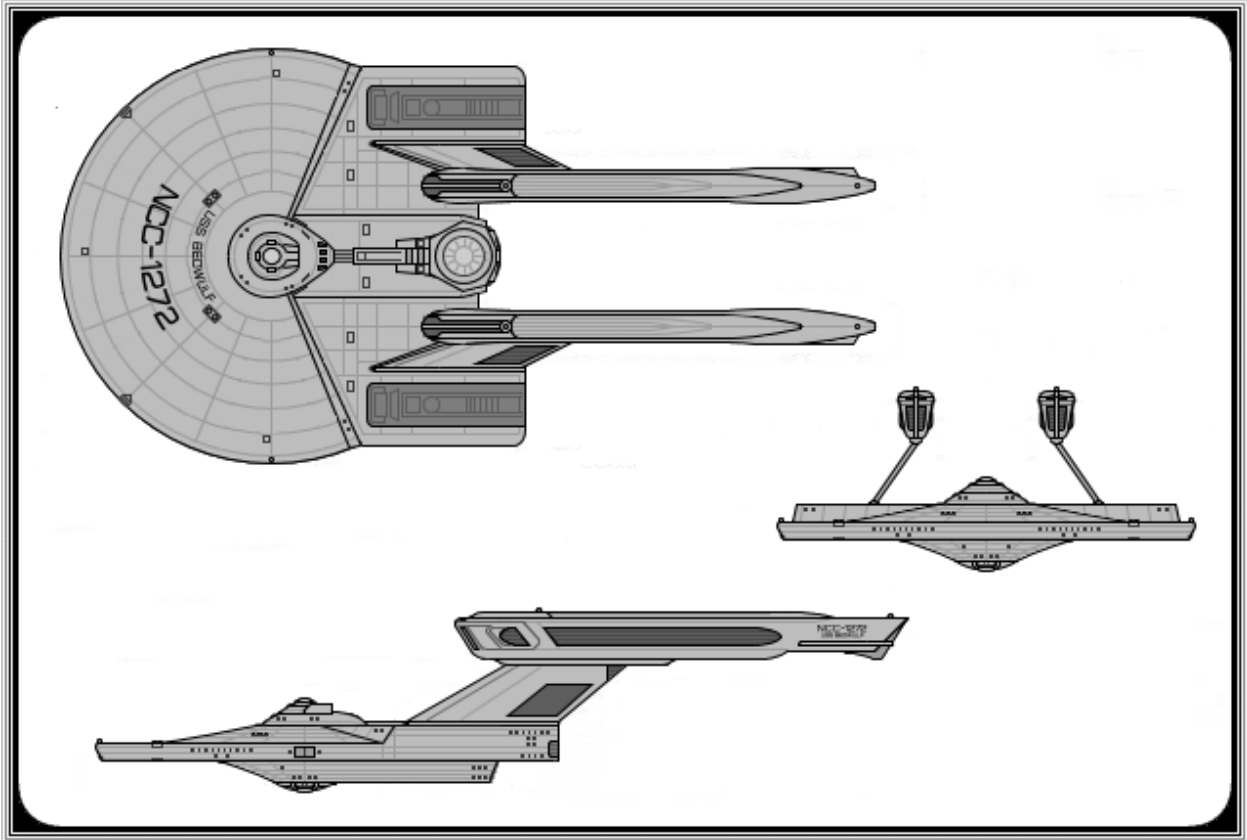
AKULA [REFIT] CLASS

Federation Destroyer

Vessel Name	Registry	Notes
USS Akula	NCC-1254	Class Ship
USS Kit	NCC-1256	
USS Del'Fin	NCC-1257	
USS Morzh	NCC-1260	
USS Pantera	NCC-1261	
USS Leopard	NCC-1264	
USS Tigr	NCC-1264	
USS Drakon	NCC-1265	
USS Vepr	NCC-1266	
USS Sadat	NCC-1268	
USS Kuguar	NCC-1269	
USS Wilkerson	NCC-2224	
USS Carmichael	NCC-2225	
USS Henley	NCC-2226	
USS Bars	NCC-2227	
USS Kashalot	NCC-2228	
USS Gepard	NCC-2229	

BEOWULF CLASS

Federation Surveyor



Constitution

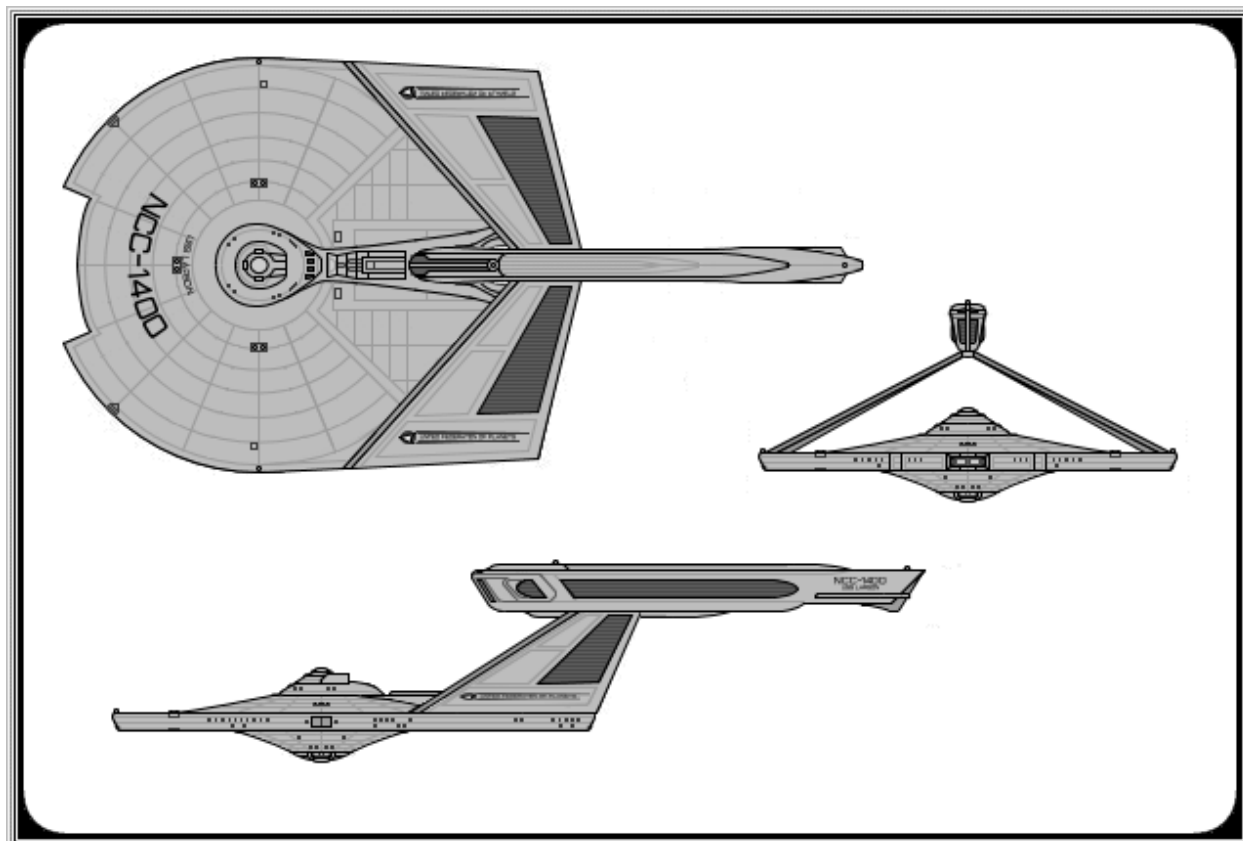
BEOWULF CLASS

Federation Surveyor

Vessel Name	Registry	Notes
USS Beowulf	NCC-1272	Class Ship
USS Spear	NCC-1273	
USS Emory Land	NCC-1275	
USS Cable	NCC-1276	
USS Supply	NCC-1277	
USS Bridge	NCC-1280	
USS Kilauea	NCC-1281	
USS Mount Baker	NCC-1285	
USS Kiska	NCC-1286	
USS Niagara	NCC-1287	
USS Concorde	NCC-1288	
USS San Jose	NCC-1289	
USS Polynesian	NCC-2240	
USS Acropolis	NCC-2241	
USS Flint	NCC-2242	
USS Shasta	NCC-2243	
USS Patuxtent II	NCC-2244	

LARSON (REFIT) CLASS

Federation Destroyer



CLASS name: Larson 'Starship'
Class Designation: Destroyer, CLASS I
Class Commission: 2273

Complement (STD):

Officers: 32

Crew: 195

Drive system:

Impulse: FID-2 (.75c)

WARP: FWF-1, Tandem, (WF 6/8)

Armament (STD):

Phasers: 4 banks/2 each, type FH-3

Torpedoes: 1 banks, type FP-1

Supplemental Craft (STD):

CLASS F shuttlecraft: 2

Class HF Shuttlecraft: 1

Class aF Shuttlecraft: 1

Class H Travel Pod: 2

Dimensions:

Length: xxm

Breadth: xxm

Height: xxm

Mass (Deadweight): xxKMT

General information

WITH THE POPULARITY OF THE *LARSON* CLASS WELL ESTABLISHED, IT WAS ONLY NATURAL THAT HER REMAINING NUMBER BE REFIT TO 'NEW ERA' SPECIFICATIONS.

Constitution R

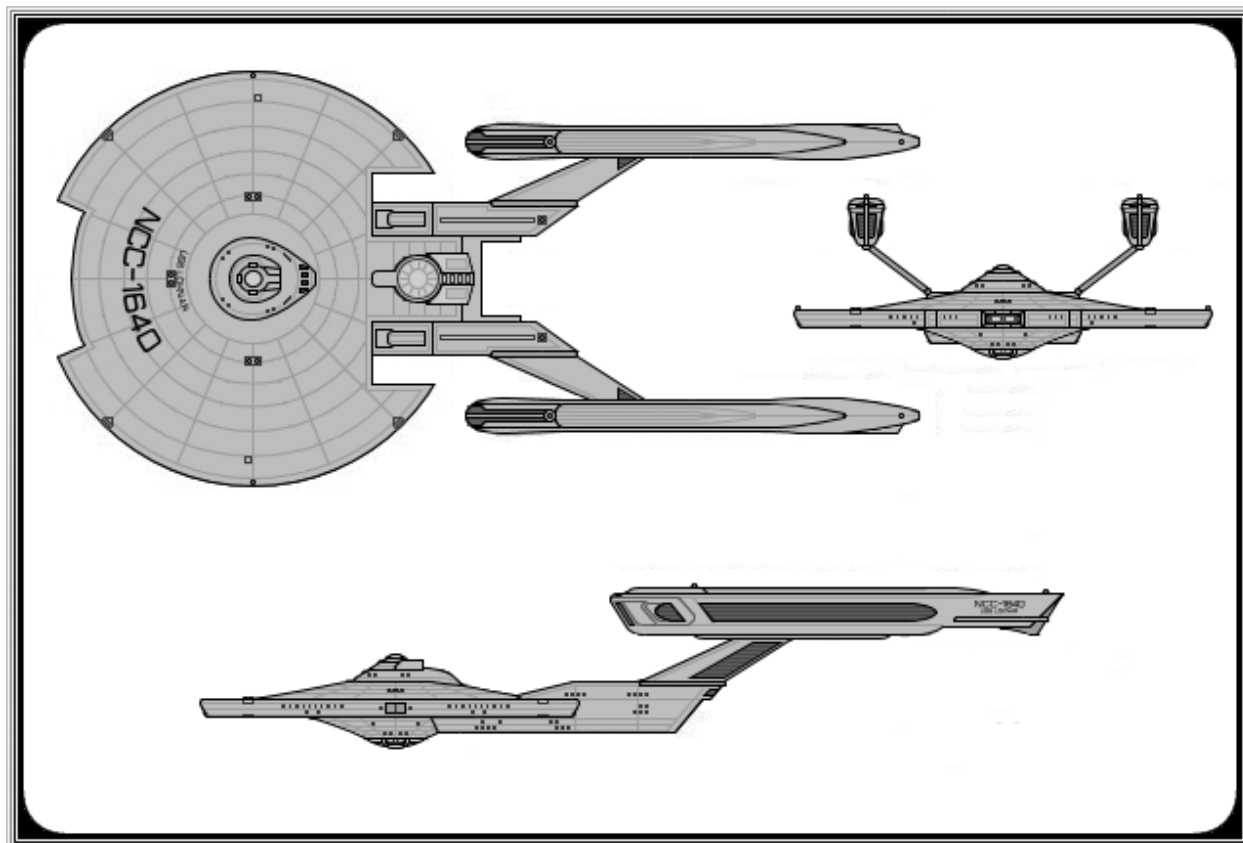
LARSON (REFIT) CLASS

Federation Destroyer

Vessel Name	Registry	Notes
USS Larson	NCC-1400	Class Ship
USS Midway	NCC-1401	
USS Waterloo	NCC-1405	
USS Borodino	NCC-1406	
USS Normandy	NCC-1408	
USS Marathon	NCC-1409	
USS Poitiers	NCC-1412	
USS Agincourt	NCC-1413	
USS Blenheim	NCC-1414	
USS Torgau	NCC-1415	
USS Eylau	NCC-1416	
USS Leyte	NCC-1417	
USS Leipzig	NCC-1418	
USS Catinian	NCC-1421	
USS Jutland	NCC-1423	
USS Anzio	NCC-1424	

LOKNAR (REFIT) CLASS

Federation Frigate



Constitution R

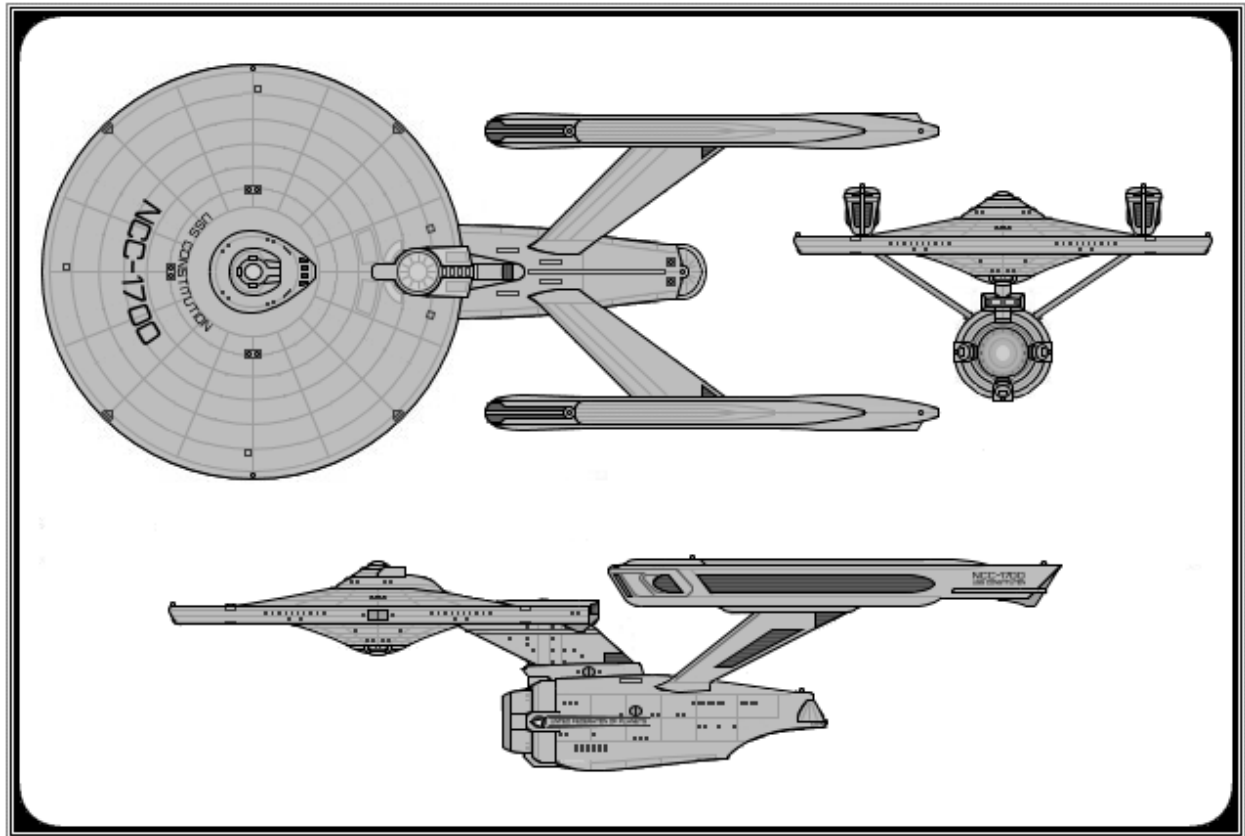
LOKNAR [REFIT] CLASS

Federation Frigate

Vessel Name	Registry	Notes
USS Loknar	NCC-1640	Class Ship
USS Ahkeil	NCC-1641	
USS Vernol	NCC-1642	
USS Alexandretta	NCC-1644	
USS Morgan City	NCC-1645	
USS Farside	NCC-1647	
USS Kosk	NCC-1649	
USS Borga	NCC-1650	
USS Epcot	NCC-1652	
USS Aldebaran	NCC-1653	
USS Yorkshire	NCC-1655	
USS Boirdi	NCC-1656	
USS New Corinth	NCC-1657	
USS Kyoto	NCC-1658	
USS Petrograd	NCC-1659	

CONSTITUTION (REFIT) CLASS

Federation Heavy Cruiser



Constitution Class (Refit) Heavy Cruiser
Commission Date: 2271

Tactical Data:
Structure: 30
Size/Decks: 6/23
Length: 304m
Height: 71m
Beam: 141m
Crew: 460

Phasers:
RIM-12C - twin bank, 1f, 1pf, 1sf
RIM-12C - single bank, 2a
Torpedo:
MK 6 DF - 2f

(1f, 1p-f, 1 s-f, 1a)

Constitution R

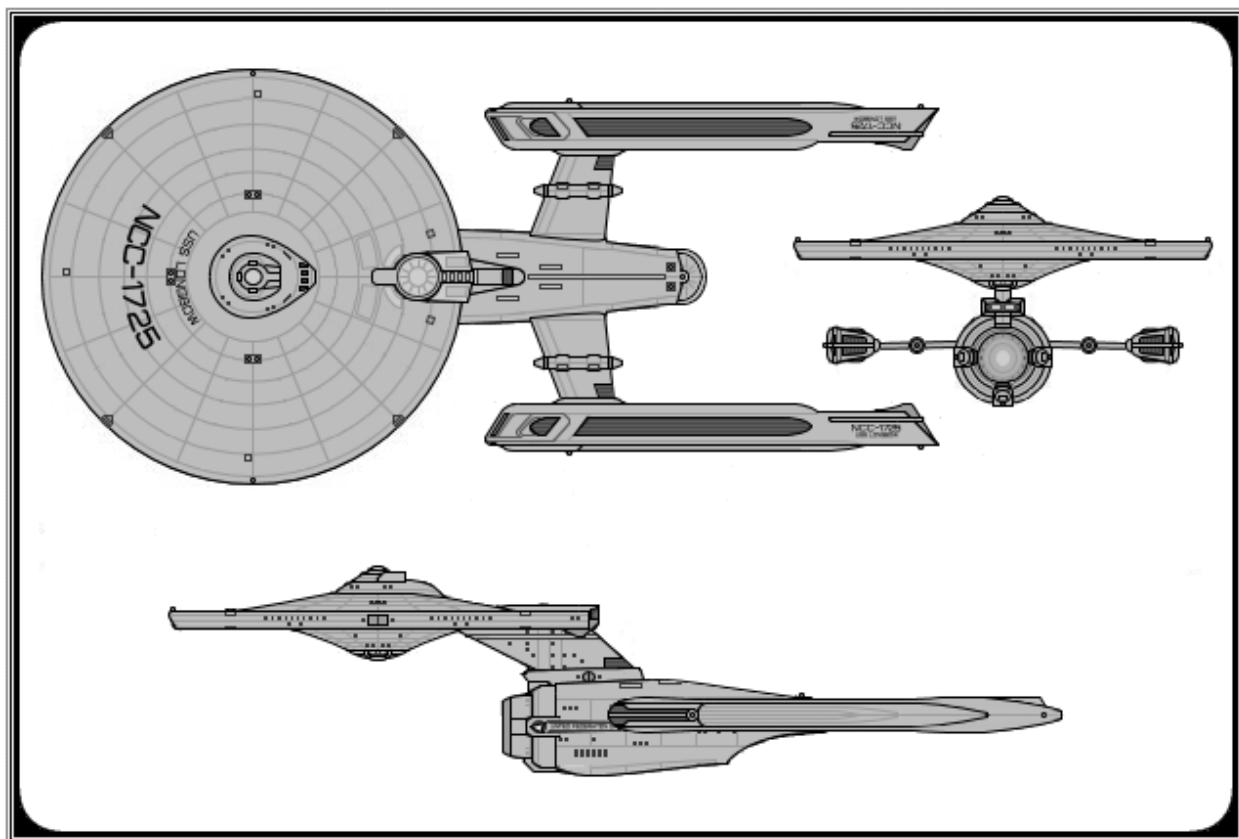
CONSTITUTION (REFIT) CLASS

Federation Heavy Cruiser

Vessel Name	Registry	Notes
USS Constitution	NCC-1700	Class Ship;
USS Yamato	NCC-1305-A	
USS Yamato	NCC-1305-B	Lost in Tomed Incident
USS Enterprise	NCC-1701	Self-destructed to avoid capture by Klingons
USS Enterprise	NCC-1701-A	Countless Exploits; Legendary Starship; Retired to Memory Alpha
USS Nimitz	NCC-1702	
USS Hood	NCC-1703	
USS Bismark	NCC-1704	
USS Excalibur	NCC-1705	
USS Valiant	NCC-1707	
USS Kongo	NCC-1710	
USS Bonhomme Richard	NCC-1712	
USS Monitor	NCC-1713	
USS Hornet	NCC-1714	
USS Merrimac	NCC-1715	
USS Essex	NCC-1718	
USS Akagi	NCC-1719	
USS Ti-Ho	NCC-1760	
USS Soryu	NCC-1761	
USS Hiryu	NCC-1762	
USS Potemkin	NCC-2212	
USS Excaliber	NCC-2213	
USS Intrepid	NCC-2214	
USS Defiant	NCC-2215	

Longbow (Refit) Class

Federation Battlecruiser



Constitution R

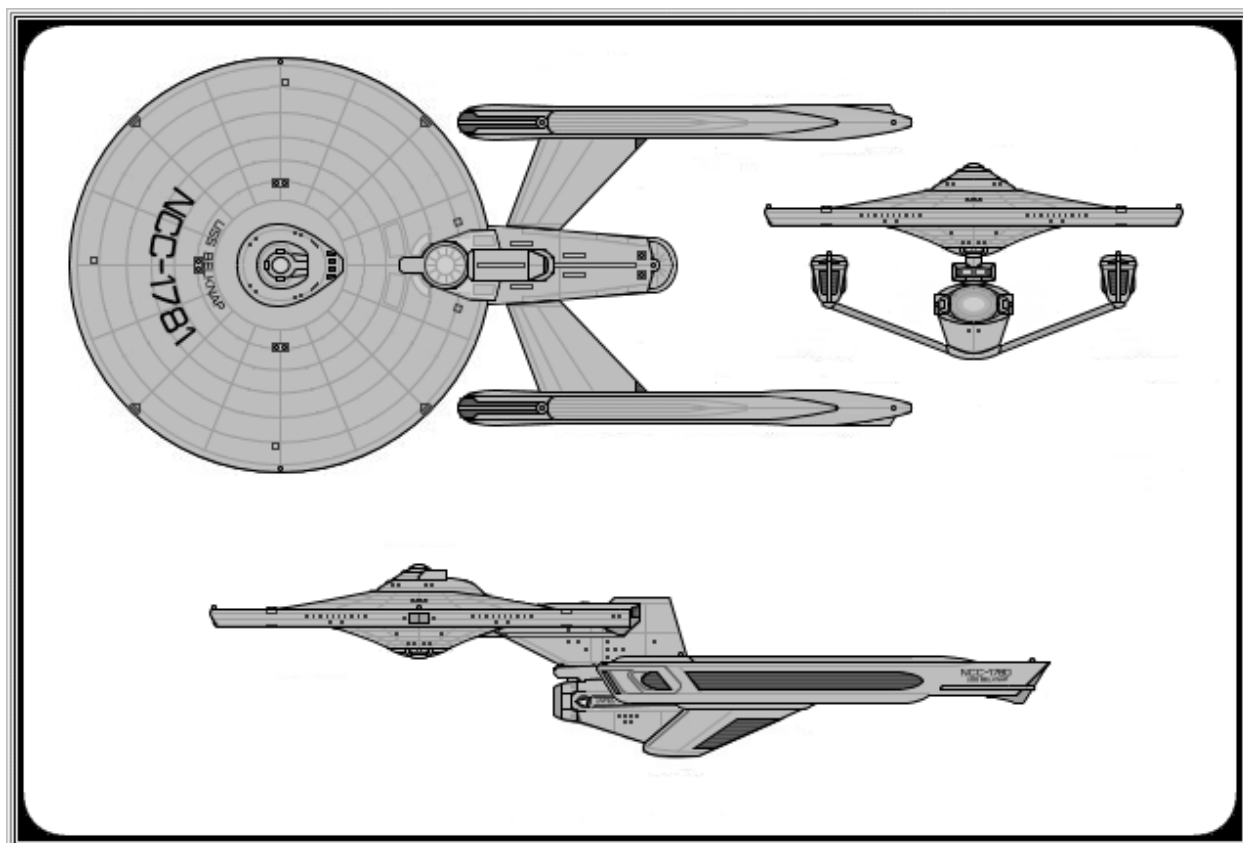
Longbow Class

Federation Battlecruiser

Vessel Name	Registry	Notes
USS Longbow	NCC-1725	Class Ship Lost in Tomed Incident
USS Crossbow	NCC-1726	
USS Broadsword	NCC-1728	
USS Cutlass	NCC-1729	
USS Dagger	NCC-1730	
USS Carronade	NCC-1731	

BELKNAP CLASS

Federation Cruiser



Constitution R

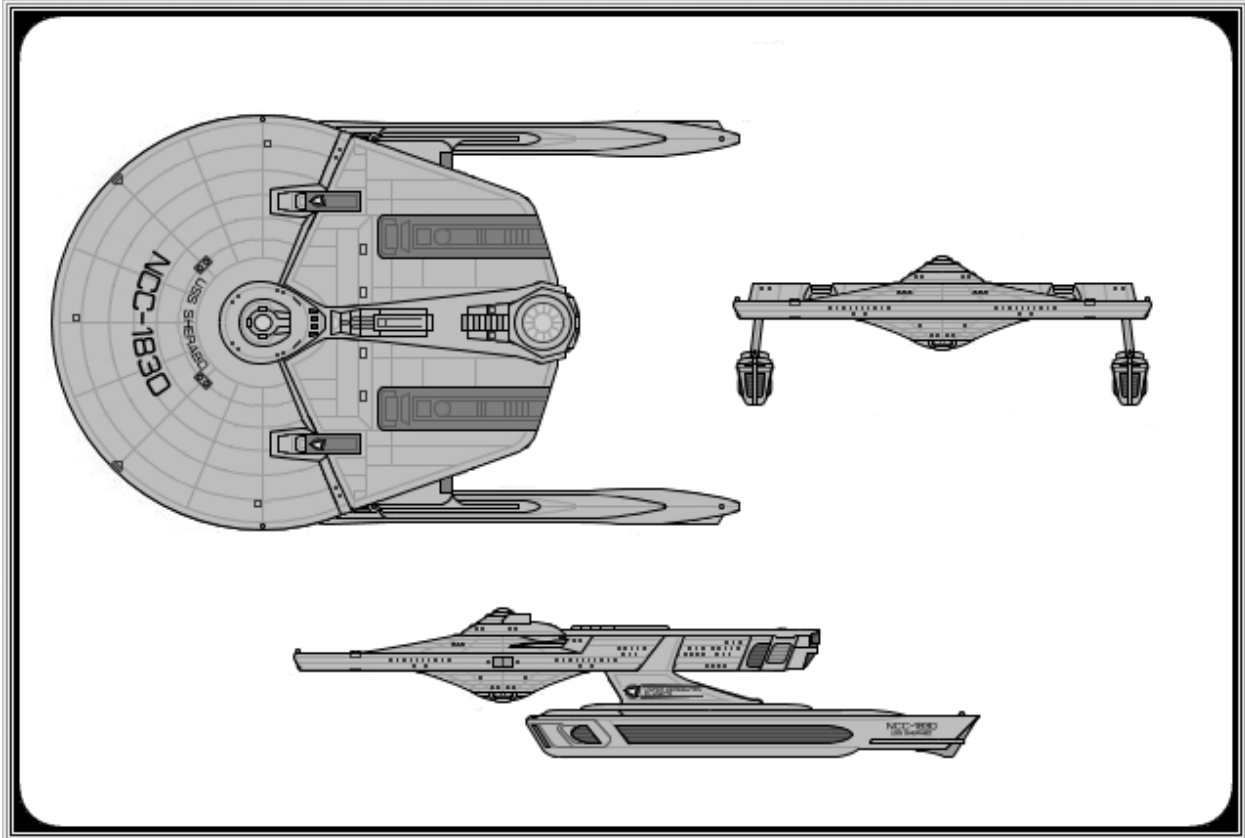
DECATUR CLASS

UESPA/Federation Cruiser

Vessel Name	Registry	Notes
USS Belknap	NCC-1781	Class Ship
USS Springfield	NCC-1782	
USS America	NCC-1783	
USS Halsey	NCC-1787	
USS Daniels	NCC-1788	
USS Jouette	NCC-1789	
USS Mobile Bay	NCC-1791	
USS Antietam	NCC-1792	
USS Princeton	NCC-1793	
USS Cowpens	NCC-1794	
USS Port Royal	NCC-1795	Lost mysteriously near Tholian space
USS Monterey	NCC-1797	
USS Chosin	NCC-1798	
USS Worden	NCC-2237	
USS Dale	NCC-2238	
USS Migtley	NCC-2239	Lost in Dominion War
USS Ortizcruz	NCC-21834	
USS Darenthal	NCC-21835	
USS Razo	NCC-21836	Lost in Dominion War
USS Lapatra	NCC-21837	
USS Strick	NCC-21838	
USS Schermerhorn	NCC-21839	

SHERABO CLASS

Federation Research Frigate



Sherabo Class Research Frigate
Design Chief: Joe Jennings
Class Commission: 2272
Complement: 45 Officers, 300 Crew

Hull Data
Structure: 25
Size: Class 5, 15 Decks
Length/Beam/Height: 238m/142m/47m
Mass: 140,000MT

Drive system
Impulse: RSM (.75c)
Warp: LM-64-MK 3, Tandem, (WF 6/8)
Maneuver Modifiers: +3C, +2H, +4T

Tactical Data
Phasers:
Class X, 3 banks/2 ea (f, f/p, f/s)
Deflector Shield: PFF 3

Class Traits:
Hardened System (Life Support)
Enhanced Sensors

Operational Data:
Atmosphere Capable: No
Cargo Units: 50

Life Support: Class 4 (Hardened)
Operations System: Class 4
Sensor System: Class 3 (Enhanced)
Separation System: Emergency
Shuttlebay: 2a (medium)
Shuttlecraft: 12 size worth
Tractor Beams: 1fv, 1a
Transporters: 6 STD, 4 emergency, 2 cargo

Supplemental Craft (STD):
Class F shuttlecraft: 4
Class HF Shuttlecraft: 2
Class H Travel Pod: 2

General information

The *Sherabo* is an outgrowth of the frigate design project that resulted in the *Miranda* class. In effect, the *Sherabo* is just a *Miranda* class vessel stripped of its weaponry and dedicated more to research and survey missions.

The *Sherabo* class would also give a longer lease on life for a few *Anton* class vessels, having them rebuilt completely into this new configuration. The *Sherabo* refits, however, would prove the *Anton* too outdated to refit to the intended *Miranda* class upgrades at a reasonable cost in resources.

Though the ships of the class proved useful and long-lived (the *USS Lantree*, for instance, would serve well into the *Galaxy*-class era of starships before being overtaken by plague), their effective cost for their mission role made them unpopular compared to the cheap and effective *Oberth* class vessels being construction en masse.

Editor's Notes

This class was created around the *USS Lantree*, which appeared in *The Next Generation* episode 'The Unnatural Selection'. The ship was obviously a rushed reuse of the *Reliant* model from ST:TWOK, with the 'weapons rollbar' removed and some new decals rather poorly put on.

Though officially called a 'Miranda Class' vessel, the *Lantree* is, to date, the only ship of its type seen in the series. There are two things odd about it. First, it's described in a way that would make you otherwise think it's an *Oberth*. Second, it also has a registry clearly out of the later part of Kirk's era. This is an extremely old ship to see active service in the Federation fleet, even if the design was continually produced.

Since the design lacks the 'rollbar', had no other on-screen appearances and has a much different design profile than the other *Miranda* class ships we've seen, the *Lantree* is put into another, albeit related, class.

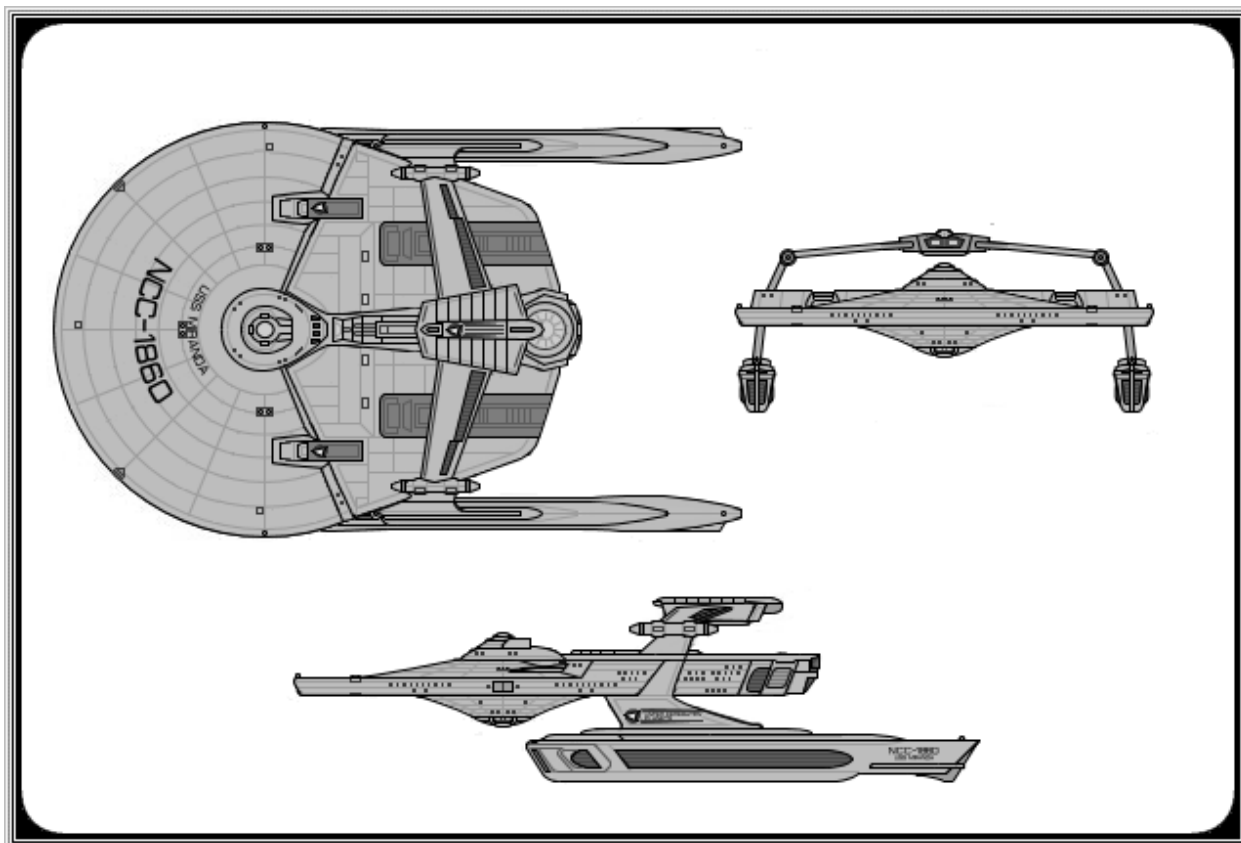
The names of the other vessels (except *Rutherford*) all have something to do with the 1960's band 'The Honeycombs', from where the *Lantree* name was

taken in the first place. The *Rutherford* was mentioned in a computer game, but in a more standard 'Miranda' configuration.

Vessel Name	Registry	Notes
USS Sherabo	NCC-1830	Class Ship
USS Walke	NCC-1508	
USS Hull	NCC-1509	
USS Wayfarer	NCC-1535	
USS Vavilov	NCC-1536	Lost near Klingon Space
USS Shackleton	NCC-1537	
USS Onnuri	NCC-1539	
USS Dalziel	NCC-1831	
USS Marray	NCC-1832	Lost near Tholian Space Destroyed by wormhole effect
USS Ward	NCC-1833	
USS Howard	NCC-1834	Destroyed by Borg at Wolf 359
USS Rutherford	NCC-1835	
USS Blaikley	NCC-1836	Destroyed by Federation Forces as a Plague ship Destroyed by Dominion Forces
USS Pye	NCC-1837	
USS Lantree	NCC-1838	
USS Meek	NCC-1839	

MIRANDA CLASS

Federation Heavy Frigate



Miranda Class Heavy Frigate
Design Chief: Joe Jennings
Class Commission: 2272
Complement: 50 Officers, 310 Crew

Hull Data
Structure: 25
Size: Class 5, 15 Decks
Length/Beam/Height: 238m/142m/58m
Mass: 155,000MT

Drive system
Impulse: RSM (.75c)
Warp: LM-64-MK 3, Tandem, (WF 6/8)
Maneuver Modifiers: +3C, +2H, +4T

Tactical Data
Phasers:
 Class X, 3 banks/2 ea (f, f/p, f/s)
 Class X-H, 2 Banks/1 ea (f)
Torpedoes:
 MK-VI Twin-Launcher (f)
 MK-VI Single-Launcher (a)
Deflector Shield: PFF 3

Class Traits:
Hardened System (Life Support)
Enhanced Phasers: (X-H type, long range)

Operational Data:
Atmosphere Capable: No
Cargo Units: 50
Life Support: Class 4 (Hardened)
Operations System: Class 4
Sensor System: Class 3
Separation System: Emergency
Shuttlebay: 2a (medium)
Shuttlecraft: 12 size worth
Tractor Beams: 1fv, 1a
Transporters: 6 STD, 4 emergency, 2 cargo

Supplemental Craft (STD):
 Class F shuttlecraft: 4
 Class HF Shuttlecraft: 2
 Class H Travel Pod: 2

General information
The *Miranda* class is one of the longest-lived of Federation starship designs. Originally envisioned as a 'refit' of the *Surya* class, the updated frigate would perform exceedingly well, and become a favorite of Starfleet.

The heavy firepower and potential for 'varied mission profiles' would have even the oldest of the ships in constant use within Federation space

MIRANDA CLASS

Federation Heavy Frigate

(though few would ever go on dedicated exploration missions).

Over time, the successful design would spawn several, mission-specific variant types (such as the *Sherabo* or *Durrett*), and her familiar lines would dominate Starfleet profiles for decades.

Though eventually made obsolete by the *Nebula* class, the *Miranda* class, and subclasses borne from her, was given a much larger life-span than normal. More than once, a handful of older ships would be brought into service. 'New' ships were rebuilt from the remains of older ones and sent into the field, albeit with more modern internal components. It's unlikely that this trend will continue, however, as even the most heavily updated *Miranda* seems hopelessly out of date nearly 100 years after her original construction.

Editor's Annotations

The *Miranda* class would debut in *The Wrath of Khan* as the second 'canon' starship type in the

Starfleet universe. The ill-fated *Reliant* would be the ship Kahn steals and destroys in his ambitions to kill James Kirk and destroy the enterprise.

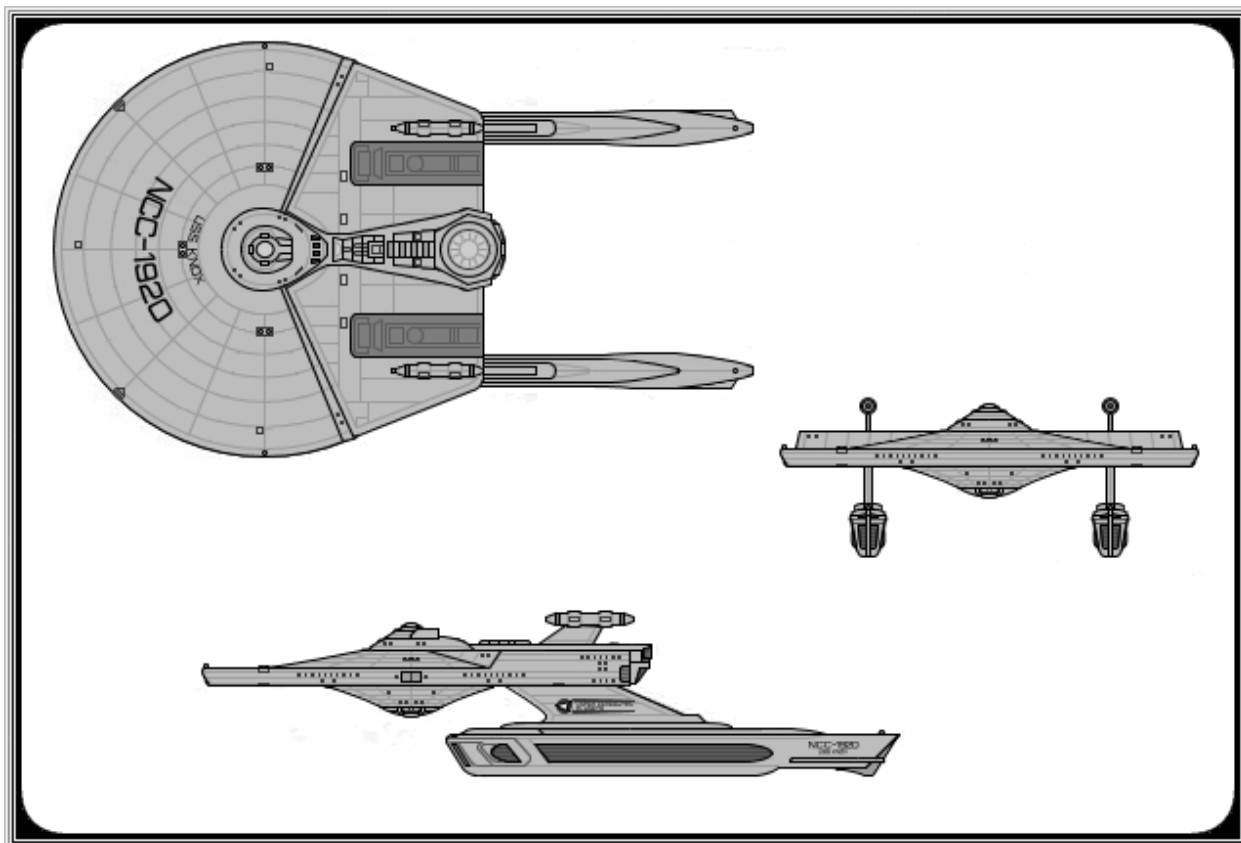
The model would see reuse in *The Voyage Home* as the *USS Saratoga*, but would gain some infamy in its heavy use in the *Next Generation* and *Deep Space Nine* series (due to time and budget constraints). Though these ships should be hopelessly outdated by this time, the constant reuse, even with 'modern' registries, would mean that—for some reason, the *Miranda* class would be being built nearly as late as the *Enterprise-D*!

Unfortunately, there's no easy way to correct this, except to assume that, for some period, the Federation didn't see fit to build many lighter, support ships, and kept up the old frigate designs from nearly a century before.

Vessel Name	Registry	Notes
USS Miranda	NCC-1860	Class Ship; Retired to Memory Alpha
USS Tian An Men	NCC-1861	
USS Tempest	NCC-1862	Destroyed by Kahn
USS Demeter	NCC-1863	
USS Reliant	NCC-1864	
USS Vigilant	NCC-1865	
USS Saratoga	NCC-1867	
USS Sutherland	NCC-1870	
USS Redan	NCC-1871	
USS Perseus	NCC-1872	Lost in Tyken's Rift
USS Durmitov	NCC-2230	
USS Kanaris	NCC-2231	
USS Pralaya	NCC-2232	
USS Hashira	NCC-2233	
USS Adalucia	NCC-2234	
USS Thetis	NCC-2235	
USS Oberon	NCC-2236	
USS Brattain	NCC-21166	
USS Pralaya	NCC-21830	
USS Hashira	NCC-21831	
USS Tian An Men	NCC-21832	
USS Adalucia	NCC-21833	
USS Majestic	NCC-31060	
USS Sitak	NCC-31859	
USS ShirKahr	NCC-31905	Destroyed in Dominion War
USS Surya	NCC-31906	Destroyed in Dominion War
USS Illusive	NCC-31907	Destroyed in Dominion War
USS Antrim	NCC-31908	
USS Trial	NCC-31909	
USS Nautilus	NCC-31910	

KNOX CLASS

Federation Escort Frigate



Knox Class Escort Frigate
Design Chief: Todd Guenther
Class Commission: 2276
Complement: 35 Officers, 260 Crew

Hull Data
Structure: 25
Size: Class 5, 15 Decks
Length/Beam/Height: 238m/142m/52m
Mass: 127,000MT

Drive system
Impulse: RSM (.75c)
Warp: LM-64-MK 3, Tandem, (WF 6/8)
Maneuver Modifiers: +3C, +2H, +4T

Tactical Data
Phasers:
Class X, 3 banks/2 ea (f, f/p, f/s)
Class X-H, 2 Banks/1 ea (f)
Deflector Shield: PFF 3

Class Traits:
Hardened System (Life Support)
Enhanced Phasers: (X-H type, long range)

Operational Data:
Atmosphere Capable: No

Cargo Units: 35
Life Support: Class 4 (Hardened)
Operations System: Class 4
Sensor System: Class 3
Separation System: None
Shuttlebay: 2a (medium)
Shuttlecraft: 8 size worth
Tractor Beams: 1fv, 1a
Transporters: 6 STD, 4 emergency, 2 cargo

Supplemental Craft (STD):
Class F shuttlecraft: 2
Class HF Shuttlecraft: 2
Class H Travel Pod: 2

General information
The *Knox* class was designed as a 'cheaper alternative' to the *Miranda* class, while carrying most of the larger ship's firepower. The *Knox* is effectively stripped down, losing the distinctive 'roll bar' torpedo assembly and pairing down the overall size of the hull.

The result of the 'smaller' design was a still successful gunship, primarily used for border defense and escort duties along the Federation neutral zone. The phaser armament would prove an effective deterrent to would-be raiders, even

KNOX CLASS

Federation Escort Frigate

for the ship's overall smaller size.

The Knox was so successful in her time that none of the class were lost during her original deployment. The class would be returned to duty (with improvements) during the Dominion war. Of course, the improvements would only manage so much, and a number of these vessels were lost valiantly fighting Dominion forces.

If the class is described in terms of its impressive combat capabilities, it's because that it wasn't much good at anything else. Short on scientific systems and relatively spartan, the class would be largely unable to fill non-combat roles. As a result, despite its performance, new builds of the ship would be stopped with the signing of the Khitomer accords.

Editor's Annotations

The *Knox* is one of those ships a bit hard to pin down. The ship first appeared in Todd Guenther's work, *Ships of the Starfleet* in a slightly different configuration, but has been redrawn and referenced by numerous fan works sense.

The version here is based a bit on the *Durrett* class from FASA's *Starship Recognition Manual*, and has that class's smaller hull, the lack of 'separation

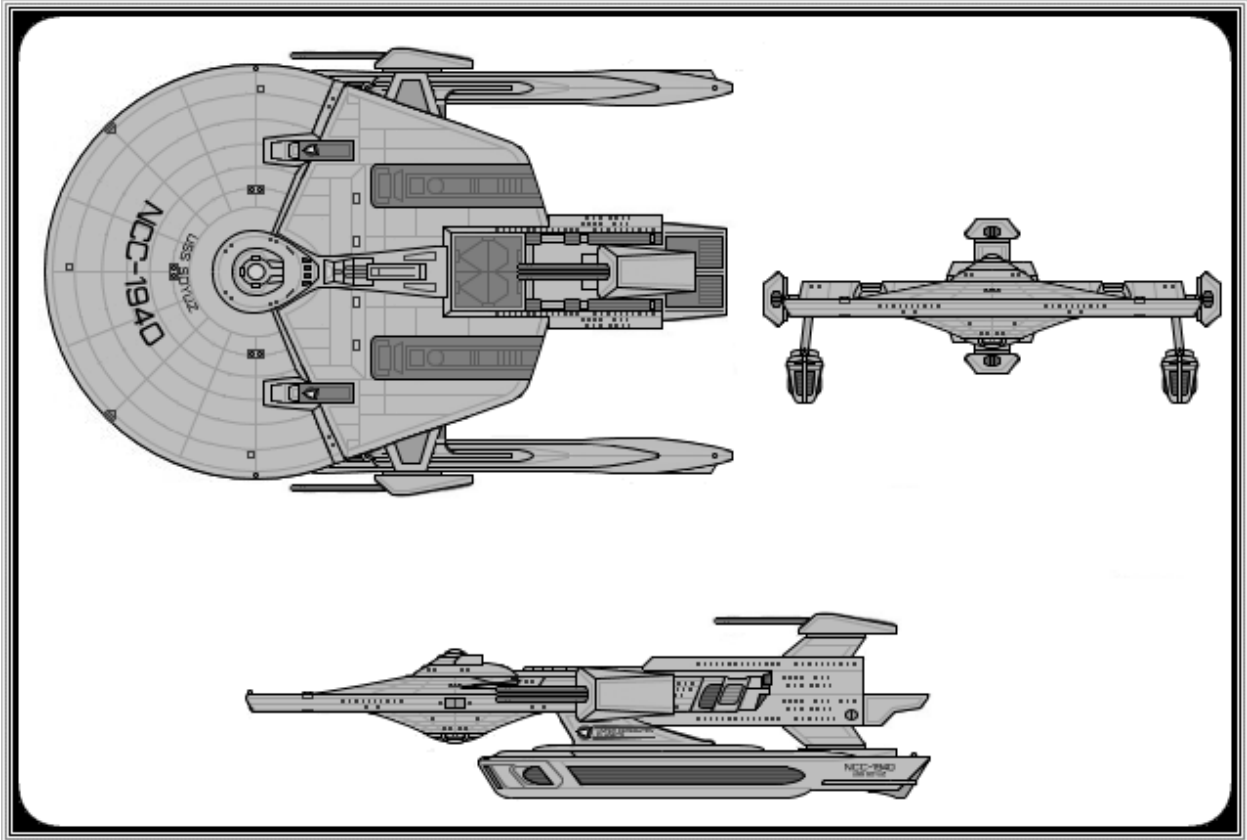
clamps', while retaining the large 'phaser emplacements' found on the *USS Reliant*.

The vessel names given here are all based on ships of the real *Knox* class destroyers which served in the United States navy from the late 1970's into the very early part of the twenty-first century.

Vessel Name	Registry	Notes
USS Knox	NCC-1920	Class Ship
USS Buckley	NCC-1921	
USS Chevalier	NCC-1922	
USS Corry	NCC-1923	
USS Small	NCC-1924	
USS Greene	NCC-1925	
USS Fechteler	NCC-1926	
USS Duncan	NCC-1927	
USS Benner	NCC-1928	
USS Cecil	NCC-1929	Lost in Dominion War
USS Fiske	NCC-1930	
USS Dyess	NCC-1931	
USS Thomas	NCC-1932	Lost in Dominion War
USS Higbee	NCC-1933	
USS Camona	NCC-1934	Lost in Second Klingon War
USS Muir	NCC-1935	
USS Blackwood	NCC-1936	
USS Furse	NCC-1937	Lost in Dominion War
USS Goodrich	NCC-1938	
USS Hanson	NCC-1939	
USS Hawkins	NCC-1947	Lost in Dominion War
USS Cowan	NCC-1948	
USS Kirk	NCC-1949	

SOYUZ CLASS

Federation Patrol Frigate



Constitution R

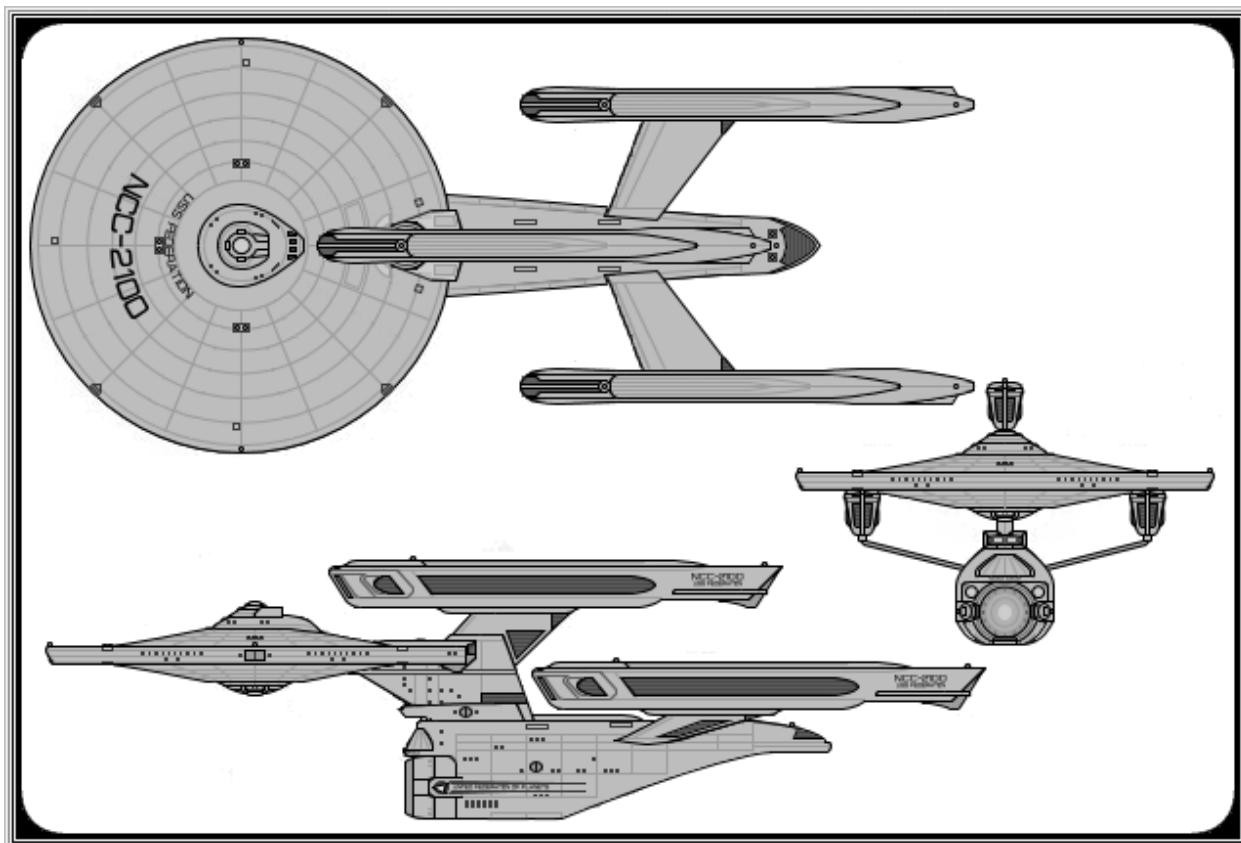
SOYUZ CLASS

Federation Patrol Frigate

Vessel Name	Registry	Notes
USS Soyuz	NCC-1940	Class Ship
USS Bozeman	NCC-1941	Lost to temporal anomaly, later recovered
USS Lux	NCC-1942	
USS Camona	NCC-1943	
USS Muir	NCC-1944	Lost in Tomed Incident
USS Blackwood	NCC-1945	
USS Cowan	NCC-1946	

FEDERATION (REFIT) CLASS

Federation Battleship



Constitution R

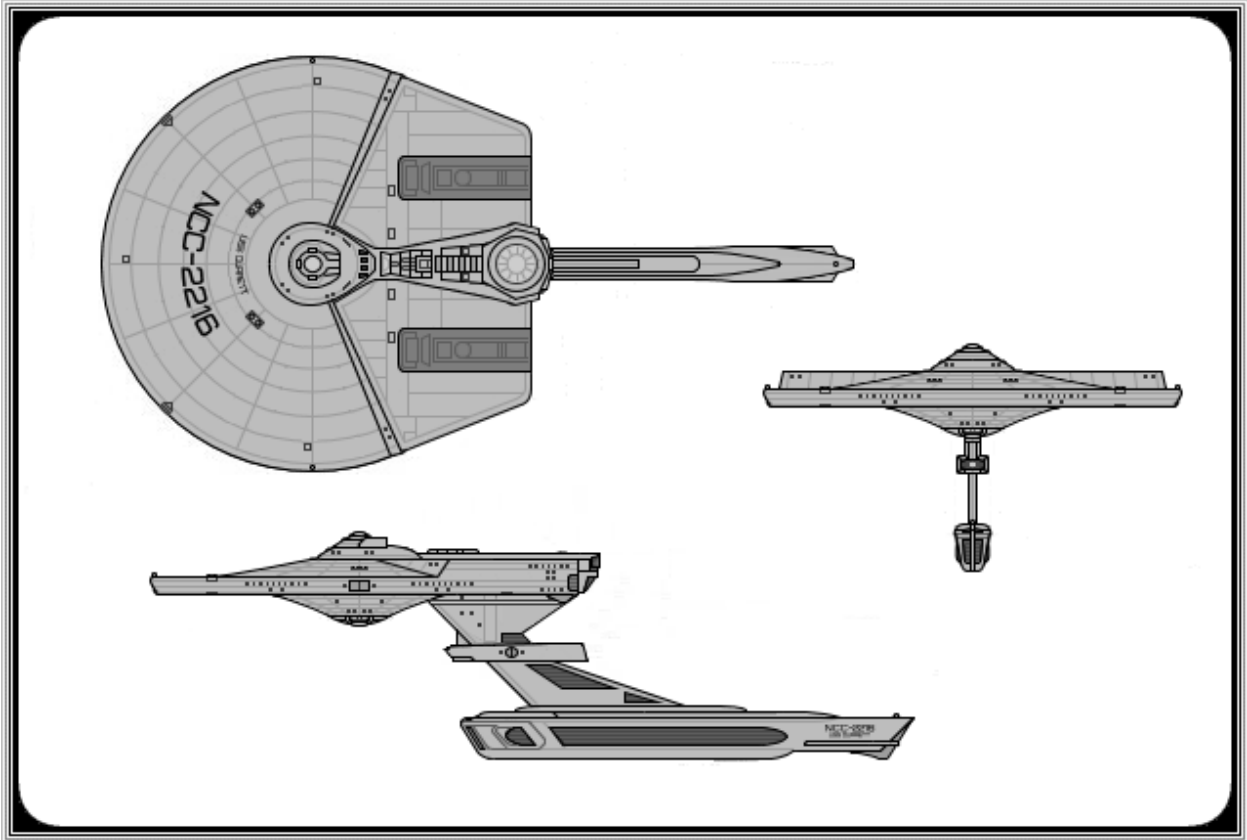
FEDERATION (REFIT) CLASS

UESPA/Federation Battleship

Vessel Name	Registry	Notes
USS Federation	NCC-2100	Class Ship ; Lost in Tomed Incident
USS Star League	NCC-2101	
USS Unificatum	NCC-2102	
USS Confederation	NCC-2117	
USS Trusteeship	NCC-2119	
USS Star Empire	NCC-2800	
USS Entente	NCC-2801	

DURRETT CLASS

Federation Frigate



Constitution R

DURRET CLASS

UESPA/Federation Frigate

Vessel Name	Registry	Notes
USS Durret	NCC-2216	Class Ship ;
USS Rasalgethi	NCC-2217	
USS Lapon	NCC-2218	
USS Shelikov	NCC-2219	Test bed for abandoned Federation cloaking device
USS Goncharov	NCC-2220	
USS Nerode	NCC-2221	Self-destructed for unknown reasons
USS Remmel	NCC-2222	
USS Marek	NCC-2223	

TRANSWARP DRIVE

TRANSWARP DRIVE, IN THE 2280S, IS NOT THE SAME 'TRANSWARP' THAT WOULD BE DISCUSSED IN LATER GENERATIONS. FOR THE 2280S, THE TERM ONLY NEW APPROACHES TO WARP DRIVE THAT WOULD ENABLE GREATER VELOCITIES.

CLASS name: Saladin
Class Designation: Destroyer, CLASS I
Class Commission: 2251

Complement (STD):
Officers: 20
Crew: 180

Drive system:
Impulse: FID-2 (.75c)
WARP: FWF-1, single, (WF 5/7)

Armament (STD):
Phasers: 3 banks/2 each, type FH-3
Torpedoes: 2 Banks. Type Fp-1

Supplemental Craft (STD):
Class H Travel Pod: 2

Dimensions:
Length: 242m
Breadth: 127m
Height: 60M
Mass (Deadweight): 95KMT

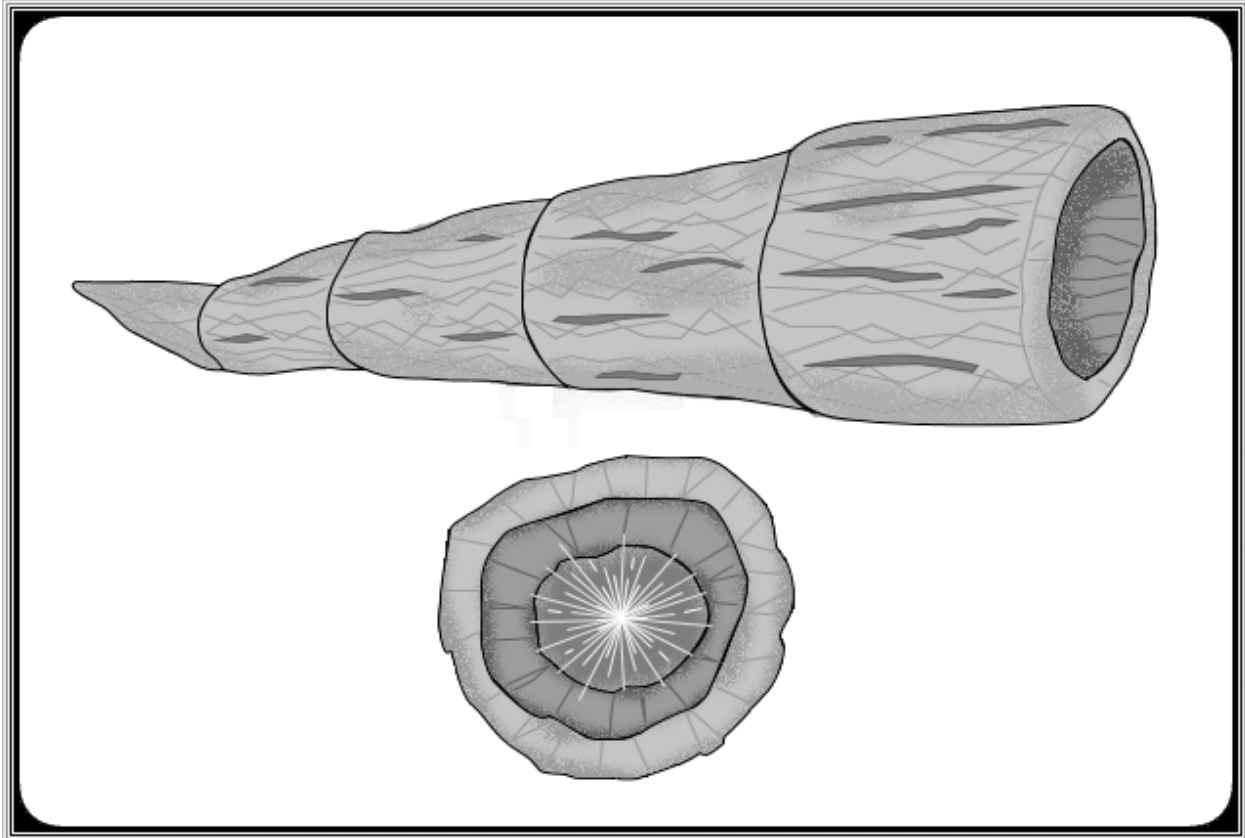
General information

THE SALADIN CLASS WAS, IN THEORY, A 'PERFECT' LIGHT COMBAT SHIP. THE IDEA WAS TO TAKE THE SUCCESSFUL COMPONENTS OF THE CONSTITUTION CLASS SHIPS AND STRIP THEM DOWN TO A LIGHTER BUT STILL POTENT DESTROYER. AND, IN MANY WAYS, THE SALADIN DOES INDEED PERFORM MODERATELY WELL.

EARLY INTO THE CLASS'S PRODUCTION, HOWEVER, A POTENTIALLY SEVERE PROBLEM BEGAN TO MANIFEST. UNLIKE THE PREVIOUS-GENERATION ENGINES, THE FWF USED ON THE SALADIN WOULD GENERATE UNSTABILITY WHICH COULD LEAD TO ACCIDENTAL WORMHOLE EFFECTS IF PRESSED NEAR MAXIMUM OUTPUTS. EVEN THOUGH A SKILLED ENGINEER CAN COMPENSATE FOR THIS FLAW, THIS WAS STILL OBVIOUSLY NOT A SITUATION THAT A STARSHIP SHOULD HAVE! DESPITE THIS FLAW, HOWEVER, THE POWER GENERATED BY THE FWF WAS STILL GREATER THAN ITS PREDECESSOR AND THE 'SAFE' WARP SPEEDS ALSO MATCHED OR SLIGHTLY BETTERED THE PREVIOUS GENERATION AS WELL.

THOUGH NOT AS STELLAR AS A PERFORMER AS HOPED, DUE TO THE INSTABILITY OF THE SINGLE FWF ENGINE, THE DESTROYER WAS PUT INTO HEAVY PRODUCTION TO SERVE AS NEEDED DEFENSE ALONG THE NEUTRAL ZONES AND ALONG TRADE ROUTES.

‘PLANET KILLER’



Class name: “Planet Killer”
Class Designation: Ultra Dreadnought
Class Commission: Unknown

Complement (STD): Automated

Drive system:
Impulse: Unknown (.50c)
Warp: Total Conversion Drive (WF 4/5)

Armament:
Anti-proton beam: 1
Subspace Distortion field: 1
Planetary tractor beam: 1

Supplemental Craft (STD):
None

Dimensions:
Length: 12Km
Breadth: 3.5Km
Height: 3.5KM
Mass (Deadweight): 62.5 billion MT

General information

THE ‘PLANET KILLER’ WAS DISCOVERED BY THE *USS ENTERPRISE* APPROACHING THE RIGEL COLONIES. IT HAD ALREADY NEARLY DESTROYED THE *USS CONSTELLATION*, AS WELL AS CARVED UP AND DEVoured SEVERAL WORLDS. THE SHIP IS A ROBOT, A DOOMSDAY WEAPON DESIGNED TO TARGET WORLDS, DESTROY THEM, AND USE THE DEBRIS AS FUEL TO MOVE ALONG TO THE NEXT WORLD.

THE ‘SHIP’ WAS FORGED FROM A LARGE, ROUGHLY 12 KILO-METER LONG, PIECE OF NEUTRONIUM LIKELY THROWN FROM A COLLAPSING STAR. THE MECHANICS OF THE VESSEL ARE WITHIN THE CENTER OF ITS CONE. FROM HERE, THE PLANET KILLER CAN DEPLOY ITS ANTI-PROTON BEAM, CAPABLE OF SLICING PLANETS (WITH TIME) AS WELL AS SHATTERING THE MOST POWERFUL OF FEDERATION SHIELDS WITH A COUPLE OF BLASTS.

IN ADDITION, ALONG WITH THE CRAFT’S OWN GRAVITY WELL, THE PLANET KILLER MAKES USE OF A POWERFUL TRACTOR BEAM, AND EMITS A SUBSPACE DISTORTION FIELD WHICH NOT ONLY DISRUPTS LONG RANGE COMMUNICATIONS, BUT ALSO DRAIN THE ENERGY SYSTEMS OF STARSHIPS WHICH REMAIN CLOSE FOR TOO LONG.

FORTUNATELY, THE ONLY KNOWN ‘PLANET KILLER’ FOUND WAS DESTROYED BY SACRIFICING THE *USS CONSTELLATION*, CAUSING AN FUSION-EXPLOSION TO THE RELATIVELY VULNERABLE COMPONENTS WITHIN THE PLANET KILLER’S MAW.

Class	Mass (MT)	Range
I	0-5000	5
II	5000-15,000	10
III	15,000-25,000	10
IV	25,000-40,000	15
V	40,000-60,000	20
VI	60,000-80,000	20
VII	80,000-100,000	20
VIII	100,000-120,000	20
IX	120,000-140,000	20
X	140,000-160,000	20
XI	160,000-190,000	30
XII	190,000-220,000	30
XIII	220,000-250,000	30
XIV	250,000-300,000	50
XV	300,000-350,000	50
XVI	350,000-400,000	50
XVII	400,000-450,000	50
XVIII	450,000-500,000	50
XIX	500,000-600,000	100
XX	600,000-700,000	100

Shield Generators	Impulse Engines
	DIE-2
FSO (find more canon reference)	SS = .1 (150MT)
SS = 3.1 (4650MT)	Weight 2,800MT
Control Computer	Phasers
(Duotronic)	(FH-3) (7200MT)
SS = 2 (3000MT)	SS = 1.2 per bank
SS 22 = 33000	Photon Torpedoes
	(FP-5) (5400MT)
Determining Superstructure	SS = 1.8 per launcher
1 point SS = 1500T	
Warp Engines	
FWF-1	
Weight 31,000MT	
SS = 5 (15000MT paired)	