2

STARSHIP CONSTRUCTION

VESSEL TYPES

Vessel classifications are a quick reference to the overall capabilities and mission profile of a space vessel, albeit in somewhat broad terms. Each vessel serving in star fleet will be a member of one of the main vessel types as outlined below:

Shuttlecraft: The small space vessels, shuttlecraft are used for light loads (cargo or personnel) and relatively short ranges. Shuttles are also often use as auxiliary vessels for larger starships. Shuttles are capped at size class two.

Fighter: Effectively, a fighter is a shuttlecraft that's been geared for combat action. The are minimalist ships, with dedicated weaponry and speed, generally found only on carriers and starbases. Like regular shuttles, fighters are limited to size class two.

Scout: A scout is effectively a survey ship that's too small to be considered a capital vessel. Scout vessels automatically gain the 'survey' subtype, and tend to mass no larger than size category four.

Destroyer: A destroyer is a small warship designed to be rapidly deployed into combat operations. They're considered too small to be 'multi-purpose', and primarily geared towards weaponry and defense. Destroyers tend to be between size four and five. Destroyers may purchase their impulse engines at one less space than most other vessels.

Escort: An escort ship is designed primarily for defense. They generally operate in small battle groups and serve as protection for larger ships in a convoy, or screen protection for starbases. In a sense, they are similarly sized to, but functionally opposite of, destroyers. Escorts may purchase their impulse engines at one less space than most other vessels.

Frigate: A frigate represents the regular workhorse of the Federation fleet. Assigned to a variety of roles, frigates make up the bulk of the Federation fleet's forces. Frigates tend to be largely well balanced, with some functionality specific to the ship's intended missions. For the 2260's era, frigates cusp around the five and six size classes.

Cruiser: For the Federation, the cruiser is the mainstay vessel, capable of fulfilling a variety of roles. Star Fleet tactics and policy is balanced around the deployment of various cruisers when planning missions. Cruisers type strike a well-rounded balance of weaponry, scientific gear, and speed. For the 2260's era, cruisers typically weigh in at size class six.

Cruisers can purchase missile weapons (such as photon torpedoes) at a one point reduced cost than normal (minimum of one space).

Battleship: Rare within the Federation fleet, battleships are among the heaviest ships fielded, with immense firepower and defenses. These ships are not built for general purposes, but solely for warfare and a deterrent against it. Battleships in the 2260's typically cusp between size classes six and seven.

Battleships can purchase missile weapons (such as photon torpedoes) at a one point reduced cost than normal (minimum of one space), as well as purchase shield grid systems at two points reduced cost (minimum of one space).

Dreadnought: The Federation has one class of dreadnought in its fleet, and it represents the most powerful combat-oriented ship that the federation fields during the 2260's. For practical purposes, a dreadnought is simply a large battleship. The dreadnought is size seven.

Carrier: The primary role of a carrier vessel is to carry large numbers of smaller craft, such as shuttlecraft or fighters. Carriers in the Federation fleet tend to be very large (minimum size six), and are designed primarily for military operations. For a carrier vessel, the first shuttle-bay comes at no cost in space.

Example: The Napoleon is a size seven heavy carrier. The first shuttle-bay cost no space, and allows for seven sizes' worth of shuttlecraft (made up of vessels of size one or two only). The second shuttle-bay costs two space, as normal, and offers an additional seven space for shuttles.

Transport: Transports refer to cargo ships, freighters, passenger liners, or other vessels with the primary role of delivering goods and people from port to port. Transports start off with ten times its class size in cargo without cost, and can purchase additional cargo room at ten points of cargo per each additional space.

VESSEL SUBTYPES

Some vessels are further classified with a sub-

type, which basically define a variation to the main type, denoting a change of weaponry or other equipment when compared to its base type.

Command: Command ships provide command and control for fleet commanders, and have facilities aboard for management of command and control operations. Command ships gain one maneuver bonus in each of the three categories (Command, Helm, and Tactical).

Survey: Survey vessels, research vessels, and other similar types, are ships designed primarily for scientific study or intelligence gathering (depending on how they're deployed). Vessels of these sub-types may purchases sensor packages at one less space than normal (minimum cost of one space).

Light: Ships classified as 'light' for their type are generally lightly armed for their mass, with their systems given over to speed and range. Light ships may install warp engines at one less space than normal (minimum cost of one space).

Heavy: Ships classified as 'heavy' for their type are more heavily armed, often coming at the expense of speed, scientific, or other non-combat systems. Heavy ships may install beam weaponry at one less space per weapon than normal (minimum cost of one space).

STARSHIP CONSTRUCTION (2260'S)

Vessel Size

Starfleet vessels in the Constitution Era are just beginning to encroach on the size '7' range, with the bulk of the main-line ships sitting in at size '5'. At the upper end, generally only battleships, carriers, and the infamous dreadnought hit the maximum size of the era. Even most starbases (aside from the immense Spacedock One) only reach size seven or eight themselves.

Starship Structure

A starship's initial structure is its size class, multiplied by five. Structure points may be added or subtracted from the frame at the cost of one point of space per point of structure.

Crew Size Estimate

The total amount of crew of an a ship will largely be determined by its size and the mission profile that the ship is expected to serve. To get a rough idea of how many people it takes to crew a ship, look up the type it ship it is, then multiply it's size by the 'crew estimate multiplier' for its mission profile.

Atmosphere Capability

To make a ship capable of atmospheric entry and planetary landing (for class M worlds), the ship must be size six or less, and allocate space equal

Starship Size	Maximum Space Available	Example Vessel
1	21	Type F Shuttlecraft
2	29	Type M Fighter
3	39	Mission Class
4	51	Giordano Class
5	65	Saladin Class
6	81	Constitution Class
7	99	Federation Class

Starship Type	Crew Estimate Multiplier
Battleship, Dreadnought	15-20
Cruiser	15-25
Destroyer	1-10
Escort	5-15
Explorer	10-25
Frigate	10-20
Scout	1-5
Starbase	20-50
Support, Auxiliary, Fighter	1-10

Life Support System	Space	Reliability	Availability
LS Mk4H	8 + Half Ship Size	D (H)	2241
LS Mk4	3 + Half Ship Size	D	2241

Operation s System	Space	Reliability	Availability
DTOS Mk4	3 + Half Ship Size	D	2252
DTOS Mk3	4 + Half Ship Size	D	2241

Sensor Suite	Space	Scanning Bonus	Reliability	Availability
Class III	3	3/2/1/0/0	D	2220
Class III LR	8	5/4/3/2/2	D	2235
Class III ER	13	7/6/5/4/4	D	2240

Impulse Engine	Velocity Rating	Space	Maximum Ship Size	Reliability	Availability
IPS36	.50	2	4	C	2241
IPI72E	.50C	3	6	D	2241
IPI86E	.75C	5	8	D	2241
RSE	.75C	7	10	D	2260
Warp Engine	**Velocity Rating**	**Space**	**Maximum Ship Size**	**Reliability**	**Availability**
FB24 Mk III	WF 2/4	1/2 Ship Size	2	A	2232
PB32 Mk III					
Single*	WF 5/7	4+1/2 Ship Size	5	D	2240
Tandem	WF 6/8	4+1/2 Ship Size	6	D	2240
Triple*	WF 7/9	4+1/2 Ship Size	7	C	2250
PB32 S					
Single*	WF 4/6	2+1/2 Ship Size	4	D	2244
Tandem	WF 5/7	2+1/2 Ship Size	4	D	2244
Triple*	WF 6/8	2+1/2 Ship Size	5	C	2250
Quad	WF 7/9	2+1/2 Ship Size	5	C	2260
PB32L Mk III					
Single*	WF 5/7	5+1/2 Ship Size	6	C	2250
Tandem	WF 6/8	5+1/2 Ship Size	6	C	2250
Triple*	WF 7/9	5+1/2 Ship Size	7	C	2254
LN40 Mk 1					
Single	WF 6/8	4+1/2 Ship Size	5	D	2264
Tandem	WF 7/9	4+1/2 Ship Size	6	D	2264
Triple	WF 8/10	4+1/2 Ship Size	7	C	2267
LN40S Mk 1					
Single	WF 5/7	2+1/2 Ship Size	4	D	2265
Tandem	WF 6/8	2+1/2 Ship Size	5	D	2265
Triple	WF 7/9	2+1/2 Ship Size	5	C	2267

to one have of the ship's size class.

Note: *Atmosphere landing is assumed for a ship with an emergency separation system. This ability only refers to those ships which expect to take off again on their own power.*

Cargo Space

For ships of size class four or larger, initial cargo room is ten times the ship size. Five additional points of cargo is added for each space allocated after. For freighters and other cargo ships, this is doubled to ten points of cargo for each additional space.

For ships of size class three or smaller, initial cargo room is equal to the ship's size class. Additional points may be bought in the manner above.

Operations Systems

For this era, there are only two computer operations system available, the DTOS Mk4 (Duotronic Operating System), and the older, bulkier, DTOS Mk 3.

Life Support System

For this era, only the LS - Mk4 life support system is available. Older generation models have long since been scrapped. By default, all Federation ships aside from freighters and cargo transports have this system as a hardened system.

SENSOR SUITES

For most ships of the period, the Class III suite was the mainstay sensor system.

Ships with exploration and survey missions often were equipped with the 'LR' version of the suit (Enhanced Class III) which had more powerful sensor equipment, though at dramatic increase in size. (Dedicated scout-type ships can install this at a cost of seven instead of eight spaces.)

Lastly, a select few ships were equipped with the Class III ER suite, a very powerful, but massive, sensor package with tremendous detail and accuracy. (Dedicated scout-type ships can install this at a cost of twelve instead of thirteen spaces.)

Note: The LR and ER systems are considered to have the enhanced sensor trait built into their designs already, and shouldn't be further modified with another enhancement trait.

POWER SYSTEMS

Federation starships make use of three basic systems to generate power. Most of the time, the starship will have 'main' power available, which is power routed from the powerful matter/antimatter engines. For all intents and purposes, main power will provide as much power as all the ship's other systems can take, and then some.

One step down is 'auxiliary power', which must be made ready when, for some reason, the main matter/anti-matter reactors are not available. In these cases, the power comes from the fusion-based impulse engines. Auxiliary power can manage most regular systems, as well as some weapons and even the warp drive if need be. Other than seriously reduced output, auxiliary power is severely limited in duration, depending on the relative amount of power drain.

Impulse Engines

The Federation makes use of three basic impulse drive systems. The most common on Starships is the IPI86E, which is used for most capital vessels. Auxiliary and civilian vessels generally make use of the smaller and more-affordable IPI72E (or variants thereof).

The IPS36 is primarily used for shuttlecraft, fighters, and small couriers.

Note: This is the only system in this guide that's at odds with those presented in either the Narrator's Guide or Starships. This is because the official information for the impulse drives (as first mentioned by the Franz Joseph technical manual) give the engines a rating of .75C instead of .5C.

In 2260, the RSE impulse engine system was developed, which would be put into use on ships also making use of the LN-40 warp drive system. As such, the new impulse engine type would only see limited use before the uprated capabilities of the RSM and LN-64 engines of 2270.

Warp Engines (PB-32)

The mainstay engine of the Federation for this period is the PB-32 series. The MK III version has become the favorite of engineers all over Star Fleet and can be found most nearly all large Federation ships.

The PB32-S engine is a smaller, less powerful variant often used on smaller support craft as well as military patrol-oriented ships which skirt between systems.

The 'long' version of the engine seldom sees use, due to their sheer size and cost, but are employed for super-heavy ships such as carriers.

The final engine of the period, the FB24, is largely reserved for shuttlecraft and similar vessels.

Warp Engines (LN-40)

The LN-40 series of warp engine was introduced in 2264 as a 'stop-gap' measure in technology. Faced with improving technology in the Klingon Empire, the Federation ordered that new ship construction for several key classes of starship would make use of the new engines, despite their performance not being as stellar an improvement over the PB-32 as originally hoped.

Despite this, both the LN40 and its 'short' variant, the LN40S, would see service for several years, until its replacement, the generation-defining LN-64, would come online in 2270.

Note: ships with an odd-numbered arrangement of PB-32 warp engines automatically gain the 'Defect: Warp Engines' trait, along with the extra space that comes with them. Ships so equipped gain 5 points of space due to this defect.

WEAPONS AND DEFENSES

Beam Weapon	Space	Offense Value	Minimum Ship Size	Year Introduced
Laser Type LCS-128	3	3	5	2190
Phaser Type III	2	3	4	2244
Phaser Type III-L	1	2	2	2244
Phaser Type IV (Single Emitter, SPADIS)	2	3	4	2253
Phaser Type IV (Bank, SPADIS)	3	4	5	2253
Phaser Type IV-L (Single Emitter, SPADIS)	1	2	2	2253
Missile Weapon	**Space**	**Offense Value**	**Minimum Ship Size**	**Year Introduced**
Photon Torpedo Mk 11 IF	2	2	1	2216
Photon Ordinance Mk 11 IF	1	2	2	2219
Photon Torpedo Mk 12 IF	2	3	3	2233
Photon Ordinance Mk 12 IF	1	3	1	2234
Photon Missile Mk 4 G	6	6	4	2251

Phasers: SPADIS Jacketing

The Type IV phasers used on Federation starships automatically have the 'SPDAIS Jacketing' trait, which enables phasers to be used at warp speeds. When doing so, however, a starship *must* use the lock-on maneuver to target an enemy

Total Offensive Value	Beam Penetration	Photon Penetration
4 or less	2/2/2/0/0	2/2/2/2/0
5-9	3/3/2/0/0	3/3/3/3/3
10-14	4/3/3/0/0	4/4/4/4/4
15-24	4/4/4/0/0	5/5/5/5/5
25-34	5/5/4/0/0	6/6/6/6/6
35-44	6/5/5/0/0	7/7/7/7/7

vessel, and does not gain the +3 bonus to-hit. Phasers of this period *cannot* successfully fire at warp speeds without lock on.

Example: The Enterprise is attempting to attack a Klingon D-7 moving at warp speeds. To do so, Sulu must gain a 'lock' on the target to use phasers at those speeds. The 'Lock On' maneuver is rolled successfully against the Klingon's protection of 12. Though the lock on otherwise now performs as per the rules, it does not gain the plus three targeting bonus normally associated with lock on.

Phasers do not need SPADIS jacketing to fire at sublight speeds and lock-on may be used normally.

Photon Torpedoes

Photon Ordinance
Both types of torpedoes currently used by the Federation are also available as 'ordinance' package for use on fighters. For most purposes, they work exactly the same as regular torpedoes. However, an ordinance option only carries two of the indicated torpedo type, and must be replenished from a larger source (such as a starbase or carrier vessel).

Photon Missiles
Photon missiles, also referred to as 'drones', are heavy weapons rarely employed in peacetime situations. Photon Missiles do tremendous damage, and have deluxe tracking systems within their warheads (gaining a +3 on attack rolls), making them deadly to come across.

Photon Missiles, however, may be targeted before impact at any range beyond short. One photon missile may be destroyed for each phaser bank (or other direct-fire weapon) available. Doing this, however, makes those weapons unavailable during the next turn.

Deflector Shields
PFF 2a
Availability: 2245
Space: 6
Protection Rating: 13
Maximum Power: 16
Threshold: 1/3
Reliability: B

SEPARATION SYSTEMS

Emergency Separation
Space: 1
For many ships size four and over, an emergency separation system is in place which allows the jettison of the warp system and engineering section in time of crisis. The separation system seals off the two 'hulls' connected, and then blows them apart with a series of explosive bolts.

Usually this leaves the saucer section alone to act as a lifeboat. A ship with this system can only 'reunite' with repairs at a dry-dock. This is a desperate maneuver, and one to be used sparingly.

Note: A Narrator may want to come up with his own statistics on each 'separated component' when and if this situation comes up. In general, the saucer section of a Federation ship acts as the 'lifeboat', and will operate only under impulse drive and power.

Transport System
Space: 2 (one on each component)
With the introduction of the Ptolemy class, a new 'separation system' was introduced. With this system, a 'host' ship can transport large, specific-purpose hulls to perform a variety of mission profiles.

In general, these pods provide large amounts of cargo or passenger space, but some have been designed to provide additional armament, or other capabilities to the ship that carries them.

The container may provide bonus power to the host ship (as well as its own systems), but may not boost the drive system of the vessel. When combined, the host vessel's warp and impulse drives are the *only* systems used for propulsion. If one of the connected pods has its own drive system, it is only in operation when the pod acts on its own, separated from the host vessel.

When combined with one or two pods, the host vessel's effective maximum warp rating is reduced by one point. Maneuver modifiers are also each reduced by one point.

TRANSPORTERS

Federation ships larger than size one gain an initial set of transporters equal to its size divided by two, rounded down. A 'set' includes a standard seven-person personnel transporter, a twenty-two person emergency transporter, and one cargo transporter. (Certain ship designs may 'shift' what's in the initial set, depending on the needs of the design.)

Ship Classification	Command Maneuver Modifier	Helm Maneuver Modifier	Tactical Maneuver Modifier
Battleship, Dreadnought	+2/+4	-4/+1	+2/+4
Cruiser	+1/+3	-2/+2	+1/+4
Frigate	0/+2	0/+2	0/+2
Destroyer, Escort	0/+2	+1/+3	0/+3
Carrier, Transport, Scout	-1/+1	0/+3	-1/0
Shuttlecraft	-1/0	+1/+2	0/+1
Fighter	-2/+1	+2/+3	0/+2
Space Station, Starbase, Outpost	+3/+5	-10/0	+2/+5

Example: The size six Enterprise automatically gains three transporter sets into her frame, getting three personnel, cargo, and emergency transporter systems.

Each additional transporter (regardless of type) costs one space on the vessel. Though size one do not have an initial set of transporters, they may install a transporter at one space per transporter system.

SHUTTLE-BAY

A shuttle-bay takes up two space and can support a number of shuttlecraft (in size) up to the host vessel's own size class. The 'space' is assumed to consist of all the maintenance and support systems needed for each shuttle-bay. Only ships larger than size class two are allowed to purchase shuttle-bays.

Example: The USS Enterprise is a size six heavy cruiser with a double-sized shuttle-bay. This means, at a cost of four space, the ship can support up to twelve size classes of shuttlecraft.

Carrier type vessels gain its first shuttle-bay without any cost in space.

MANEUVER MODIFIERS

A ship's maneuver modifier depends on its size and vessel type. There are three categories of maneuvers—command, helm, and tactical—with some ships able to perform certain maneuvers better than others.

Use the maneuver modifier table to determine the starting values of a ship's maneuver modifiers. (The number before the slash in each category). Starships then gain half their size (rounded up) plus one in additional bonuses to their modifiers.
Spread these bonuses out among the three types of modifiers, so long as none exceed their maximum possible values (the number after the slash).

Example: The USS Federation is a size seven dreadnought. It's starting maneuver values are +2C, -4H, +2T. Since the ship is size seven, it gains five bonus points for maneuver modifiers. The designer designs to boost the helm capabilities dramatically, giving us a final value of +2C, +1H, +2T.

A NOTE ABOUT SHIP CLASSES

In this guide you'll find numerous starship classes, as well as registries and detailed information on each type of ship. One thing to keep in mind, however, is that ships do change over the course of their careers.

Some ships gain 'experience' and become more efficient as their crews carefully work them. These ships may have more powerful weapons or shields, tweaked engines, or have enhancements in one of their other systems. A well-experienced ship like the *Enterprise*, for instance, would have enhancements all down the line, making the ship much more formidable than her 'construction-specs' would otherwise indicate. (Refer to the *Narrator's Guide* for rules on such enhancements.)

Example: What the Enterprise is most famous for is her dramatically enhanced engines. Though the specs for the engines are the stock PB-32 version, they've become 'enhanced' over time. Through its enhancements, the Enterprise effectively has a rating of Warp 7/9, one full warp point above the stock ships of its class.

On the other hand, some ships may be altered in drydock to perform new roles. This is a more extensive 'tweaking' of a ship's performance, often referred to as a running change. The best examples of this are the various *Miranda* class vessels refit for use in the *Next* Generation and *Deep Space Nine* era. Entire components can change wildly as old ships get on in their careers, and

their roles get redefined.

In these cases, the ship is effectively 'rebuilt' with the rules, with the changed components swapped around as per the rules in the *Narrator's Guide* and *Starships.*

Example: The USS America, a Decatur class starship, is slightly redesigned in dry-dock due to an adjustment in thinking in how she had been deployed. The new design loses fifteen of its cargo space to make way for a rear-mounted torpedo-launcher system, dramatically improving her firepower for in the field.

Even if two ships are of the same class, time and other issues may result in the two ships having significant differences in their capabilities.

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STARBASE CONSTRUCTION

Starship Size	Maximum Space Available	Example Station
5	65	G-Series Outpost
6	81	
7	99	K-Series Space Station
8	119	Spacedock Mk II C
9	141	
10	165	
11	191	
12	219	
13	249	
14	281	
15	315	
16	351	Spacedock One

STARBASE TYPE

Administration: Administration bases provide command and control for fleet commanders, and have facilities aboard for management of command and control operations. Administration bases gain one maneuver bonus in each of the three categories (Command, Helm, and Tactical).

Armed: Bases classified as 'armed' for their type are more heavily armed, often coming at the expense of non-combat systems. Armed type bases may install beam weaponry at one less space per weapon than normal (minimum cost of one space).

Observation: These types of starbases are designed primarily for scientific study or intelligence gather, and contain excellent sensor equipment and well-stocked laboratory equipment. Bases of these sub-types may purchases sensor packages at one less space than normal (minimum cost of one space).

Personnel: Bases which are designed primarily for personnel use, such as recreational bases, medical facilities, and so on, are designed with a heavy emphasis on comfort and life support systems. Any base with personnel as its primary focus automatically gains the 'Hardened Life Support' system trait. (Cumulative with any other equipment.)

Spacedock: These bases are designed primarily to build, repair, and maintain other vessels. Space docks may purchase engineering facilities at two points of space less than normal (minimum cost of one space). Space docks *must* have at least one docking system.

Supply: These bases serve as depots of material and goods for ships which visit them. Supply bases start off with ten times its class size in cargo without cost, and can purchase additional cargo room at ten points of cargo per each additional space.

STARBASE SIZE

As with starships, the first step in pinning down details of a starbase concept is to determine how big the base is going to be. It's important to keep in mind that, even though starbases can be large structures, most aren't actually much larger than the Federation's ships of the line.

Most true starbases are at least size five. These small structures are generally small supply outposts, or single-purpose emplacements.

In general, full-service starbases, such as the K-Series space stations, hover around size seven, out-massing the *Constitution* class, but not by tremendous amounts. This size is considered 'optimum' for Federation star-base designs of the 2260s.

The largest artificial structure created by members of the Federation, Spacedock one, is at the upper limit of starbase construction, at a whopping size sixteen. This gargantuan structure would not be complete until the 2270s, however.

STARSHIP STRUCTURE

A starship's initial structure is its size class, multiplied by five. Structure points may be added or subtracted from the frame at the cost of one point of space per point of structure.

Starship Structure

A starship's initial structure is its size class, multiplied by five. Structure points may be added or subtracted from the frame at the cost of one point of space per point of structure.

Ship Classification	Command Maneuver Modifier	Helm Maneuver Modifier	Tactical Maneuver Modifier
Space Station, Starbase, Outpost	+3/+5	-10/0	+2/+5

Power System	Space	Maximum Base Size	Reliability	Availability
FPD45A	8 + Half Size	8	D	2245
DFPD60A	7 + Half Size	10	D	2260
DFPD73A	7 + Half Size	16	D	2271

Crew Size Estimate

The total amount of crew of an a ship will largely be determined by its size and the mission profile that the ship is expected to serve. To get a rough idea of how many people it takes to crew a ship, look up the type it ship it is, then multiply it's size by the 'crew estimate multiplier' for its mission profile.

POWER SYSTEMS

In the 2260's, starbases are not equipped with either warp drive or impulse engines, which is why they're considered largely static emplacements. Instead, a starbase makes use of core generators, usually arrayed safely into a lattice of small generators, to feed power into a starbase's various systems.

Shuttlebays

A shuttle-bay takes up two space and can support a number of shuttlecraft (in size) up to the starbase's own size class. The 'space' is assumed to consist of all the maintenance and support systems needed for each shuttle-bay.

Example: Space Station K-7 is a size seven starbase with a double-sized shuttle-bay. This means, at a cost of four space, the ship can support up to fourteen size classes of shuttlecraft.

Docking System

A docking system is a linkage that allows vessels larger than size two to physically dock with the starbase. They usually consist of environmentally-protected gangways which extend from the station and link up to the hull of the docking vessel.

Each berth requires a number of spaces equal to the size of the starbase divided by two. Each berth can service one vessel each. A starbase can have up to half its size in docking systems mounted to it. Each ship so docking, however, must be at least one size class smaller than the station itself.

Example: The Spacedock Mk II C exists primarily to construct and repair starships within its frame. To accomplish this, each spacedock is equipped with a docking system. For the size eight spacedock, system costs four space, and allows one ship of up to size seven to dock within it.

Note: Within Spacedock One's space doors are a number of docking systems. These do not act as huge shuttle-bays, since there's no pressurization or maintenance of environment within the doors themselves. Instead, SD1 gains eight docking systems within her huge frame. Technically, the docking systems would also allow for ships up to size 15 to dock with her, but the arrangement of the docks within the giant space door reduces that size to seven.

ENGINEERING FACILITIES

Any base using docking systems may also have engineering facilities employed within the dock. These systems allow for improved construction and repair of ships docked to the facility.

A basic engineering facility costs one space for each docking system to which it will be attached (effectively improving that docking system) and grants a one point bonus to engineering feats made at that facility.

Improved engineering facilities cost an additional space per point of improvement for each docking system.

Example: The Spacedock Mk II C has a substantial engineering facility attached to its main dock. The facilities grant a three-point bonus to engineering checks made at this dock system, and costs four points of space.

Note that the facility bonus *only* occurs on the specific docking facility where an engineering facility is present. Any other docks within the base which do not have this facility (such as supply docks) will not grant this bonus.

WEAPONS AND DEFENSES

Phasers

By and large, Starbases can and do field the same types of phasers that are found on Federation starships. Most bases not-expecting combat make use of a few Type IV single emitter batteries.

'Armed' bases, particularly those along the Klingon and Romulan frontier, are being uprated to include the relatively new Phaser IV-M heavy

weapon, deemed too heavy for starships, their raw power seems perfect for protected valued assets along the Federation frontier.

Photon Torpedoes

Starbases make use of the Mk11 IF and Mk12 IF launchers, just as starships do. Larger, combat-designed bases also make use of the Photon Missile Mk 4G, though they remain somewhat rare (with commanders showing preference for the regular Mk 12 IF torpedoes instead).

Beam Weapon	Space	Offense Value	Minimum Ship Size	Year Introduced
Laser Type LCS-128	3	3	5	2190
Phaser Type III	2	3	4	2244
Phaser Type III-L	1	2	2	2244
Phaser Type IV (Single Emitter, SPADIS)	2	3	4	2253
Phaser Type IV (Bank, SPADIS)	3	4	5	2253
Phaser Type IV-M	5	7	4	2260
Missile Weapon	**Space**	**Offense Value**	**Minimum Ship Size**	**Year Introduced**
Photon Torpedo Mk 11 IF	2	2	1	2216
Photon Torpedo Mk 12 IF	2	3	3	2233
Photon Missile Mk 4 G	6	6	4	2251

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FEDERATION RECOGNITION MANUAL

BALSON CLASS HEAVY CRUISER

Class Data	System
Class Type	Heavy Cruiser (CA)
Origin	UESPA / UFP
Design	Matthew Jefferies
Year Commissioned	2245

Hull Data	System
Size	7
Tonnage	215,000MT
Decks	25
Length/Width/Beam	302M/127 M/72M
Structure	45
Crew (Officers)	50
Crew (Enlisted)	380

Tactical Data	System
Beam Weaponry	Phaser IV-B (SPADIS) F/V Phaser IV-B (SPADIS) F/P Phaser IV-B (SPADIS) F/S Phaser IV (SPADIS) 2xA
Penetration	(4/4/4/0/0)
Missile Weaponry	Mk 12 IF (2xF)
Penetration	(3/3/3/3/3)
Deflector System	PFF 2a
Prot./Threshold	(13/3)
Maneuver Modifiers	+2C/+1H/+2T

Propulsion Data	System
FTL Drive System	PB-32 Tandem, WF 6/8
SL Drive System	IPI86E, .75c

Operational Data	System
Atmospheric	None
Cargo Units	70 Units
Cloaking Device	None
Life Support	LS Mk IV H
Operations System	DTOS MK 4
Sensor System	Mk III LR
Separation System	Emergency
Shuttle-Bay	Large (Size 14) (Aft)
Auxiliary Vessels	2x Type H Travel Pod 4x Type F Shuttlecraft 2x Type HF Shuttlecraft 2x Type AF Shuttlecraft
Tractor Beam	1 A/V
Transporters	5 Std. / 4 Em. / 3 Cargo

Class Traits
Hardened System: Life Support Enhanced System: Sensors Enhanced System: Deflector Shield Grid Flaw: Warp Engine

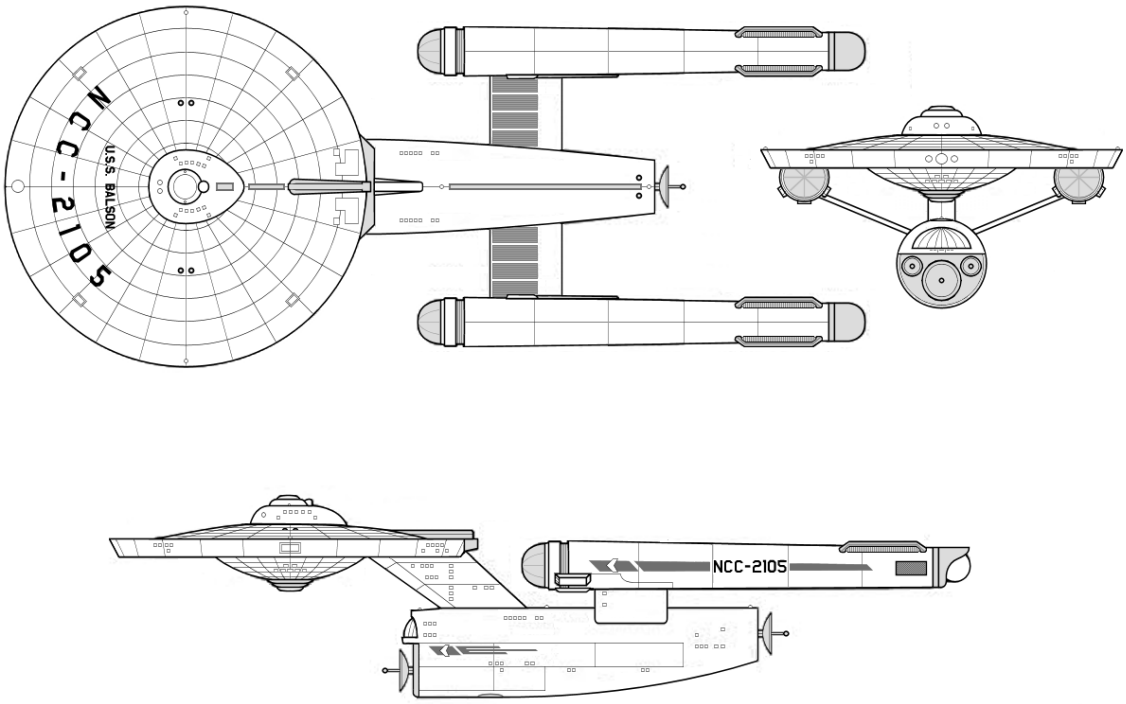
CLASS INFORMATION

The *Balson* class is one of a handful of starship classes born out of the reductions of the Dreadnought project. This vessel, however, would retain much of the Dreadnought's capabilities, making use of the secondary hull assembly.

The primary 'mark down' for the *Balson* is the removal of the Federation class's primary hull and third PB-32 warp engine, replacing the upper assembly with a traditional primary saucer. The result is a sleeker, lighter vessel with a substantial decrease in overall cost, with not too much reduction in capabilities.

Despite being largely considered a success, the *Balson* class was intended all along to be a reduced version of the Dreadnought, and was appropriated accordingly. The three ships of the class have been assigned largely as 'deterrents' against Klingon or Romulan aggression, and are often employed as the centerpiece of battlegroups.

Though not as controversial as the 'politically incorrect' Dreadnought series, the *Balson* is seen, rightfully so, as a combat vessel first. With that distinction, numerous members of the Federation (most notably the Vulcans) are dramatically opposed to expand the program beyond the uprating of the existing ships of the class.



Vessel Name	Registry	Status as of January 2272
USS Balson	NCC-2105	Inactive / Undergoing uprating to Balson (R) Class spec
USS Carlussi	NCC-2113	Active / Starfleet command
USS Diekmann	NCC-2114	Active / Starfleet command

CONSTITUTION CLASS HEAVY CRUISER

Class Data	System
Class Type	Heavy Cruiser (CA)
Origin	UESPA / UFP
Design	Matthew Jefferies
Year Commissioned	2245

Hull Data	System
Size	6
Tonnage	190,000MT
Decks	24
Length/Width/Beam	290M/127 M/72M
Structure	40
Crew (Officers)	40
Crew (Enlisted)	385

Tactical Data	System
Beam Weaponry	Phaser IV-B (SPADIS) F/V Phaser IV-B (SPADIS) F/P Phaser IV-B (SPADIS) F/S Phaser IV (SPADIS) 2xA
Penetration	(4/4/4/0/0)
Missile Weaponry	Mk 12 IF (2xF)
Penetration	(3/3/3/3/3)
Deflector System	PFF 2a
Prot./Threshold	(13/3)
Maneuver Modifiers	+2C/+0H/+2T

Propulsion Data	System
FTL Drive System	PB-32 Tandem, WF 6/8
SL Drive System	IPI86E, .75c

Operational Data	System
Atmospheric	None
Cargo Units	70 Units
Cloaking Device	None
Life Support	LS Mk IV H
Operations System	DTOS MK 4
Sensor System	Mk III LR
Separation System	Emergency
Shuttle-Bay	Large (Size 12) (Aft)
Auxiliary Vessels	2x Type H Travel Pod 2x Type F Shuttlecraft 2x Type HF Shuttlecraft 2x Type AF Shuttlecraft
Tractor Beam	1 A/V
Transporters	3 Std. / 3 Em. / 3 Cargo

Class Traits
Hardened System: Life Support Enhanced System: Sensors

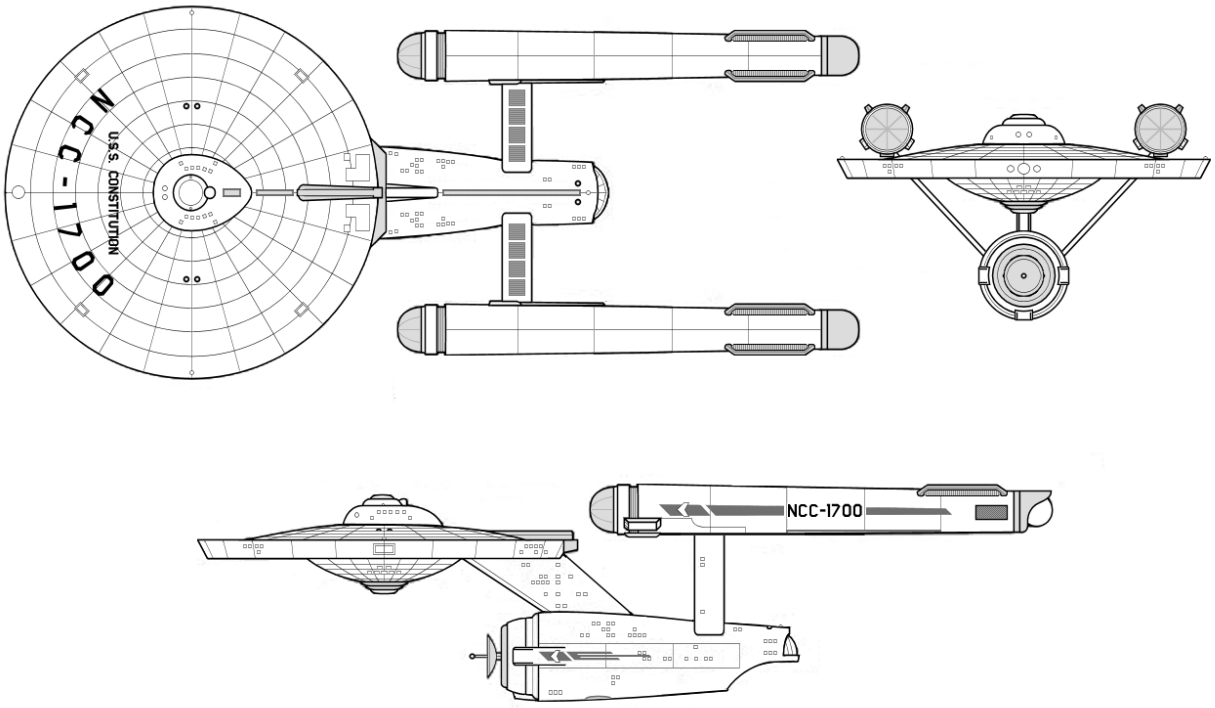
CLASS INFORMATION

The *Constitution* class was launched in 2245 as a 'new generation' workhorse to replace the aging Baton Rouge class of ships. Where the *Baton Rouge* would represent the pinnacle of Earth design, Technical innovations from several Federation worlds would take the steps laid down by the *Baton Rouge*, refine them, creating an awe-inspiring new class of vessel.

It has been said that the *Constitution* class made both the Federation and Star Fleet what it is today. While that may be overstating things, there is no denying that the vessels have had a profound impact. The first main-line ship equipped with a dilithium focused M/AM warp drives, she could easily outpace most ships sent against her. Eventually equipped with the then-new Phaser MK III and MK IV suites, her combat abilities proved more than decisive many times.

Beyond combat, however, the *Constitution* class was sent out to explore the Federation frontier, with profound improvements in science and sensor capabilities. Ships of the class would expand the borders of the Federation, as well as the Federation's knowledge of what's in our galaxy.

As of 2271, however, the class was beginning to show her age, but a radical 'refit' uprating program was begun with the constitution herself to keep the ships in the fleet for at least the next quarter-century.



Vessel Name	Registry	Status as of January 2272
USS Constitution	NCC-1700	Class Ship; Uprated to Constitution (Refit) Class in 2271
USS Constellation	NCC-1017	Destroyed
USS Shenzhou	NCC-1018	Decommissioned
USS Buran	NCC-1019	Decommissioned
USS Yamato	NCC-1305-A	Uprated to Constitution (Refit) Class in 2271
USS Enterprise	NCC-1701	Uprated to Constitution (Refit) Class in 2271
USS Centurion	NCC-1702	Inactive / Undergoing uprating to Constitution (R) Class spec.
USS Hood	NCC-1703	Inactive / Undergoing uprating to Constitution (R) Class spec.
USS Bismark	NCC-1704	Destroyed
USS Excalibur	NCC-1705	Decommissioned
USS Exeter	NCC-1706	Active / Starfleet command
USS Hood	NCC-1707	Active / Starfleet command
USS Valiant	NCC-1708	Active / Starfleet command
USS Lexington	NCC-1709	Active / Starfleet command
USS Kongo	NCC-1710	Active / Starfleet command
USS Potemkin	NCC-1711	Active / Starfleet command
USS Victory	NCC-1760	Inactive / Undergoing uprating to Constitution (R) Class spec.
USS Defiant	NCC-1764	Missing in Action

DIRECTORATE CLASS BATTLESHIP

Class Data	System
Class Type	Battleship (BB)
Origin	UESPA / UFP
Design	Franz Joseph
Year Commissioned	2269

Hull Data	System
Size	7
Tonnage	285,000MT
Decks	24
Length/Width/Beam	316M/140 M/87M
Structure	50
Crew (Officers)	43
Crew (Enlisted)	387

Tactical Data	System
Beam Weaponry	Phaser IV-B (SPADIS) F/V Phaser IV-B (SPADIS) F/P Phaser IV-B (SPADIS) F/S Phaser IV (SPADIS) P Phaser IV (SPADIS) S Phaser IV (SPADIS) 2xA
Penetration	(5/5/4/0/0)
Missile Weaponry	Mk 12 IF (2xF) Mk 12 IF (1xA)
Penetration	(3/3/3/3/3)
Deflector System	PFF 2a E
Prot./Threshold	(13/4)
Maneuver Modifiers	+2C/+1H/+2T

Propulsion Data	System
FTL Drive System	PB-32 Triple, WF 5/7
SL Drive System	IPI86E, .75c

Operational Data	System
Atmospheric	None
Cargo Units	70 Units
Cloaking Device	None
Life Support	LS Mk IV H
Operations System	DTOS MK 4
Sensor System	Mk III LR
Separation System	Emergency
Shuttle-Bay	Large (Size 14) (Aft)
Auxiliary Vessels	2x Type H Travel Pod 4x Type F Shuttlecraft 2x Type HF Shuttlecraft 2x Type AF Shuttlecraft
Tractor Beam	1 A/V
Transporters	5 Std. / 4 Em. / 3 Cargo

Class Traits
Hardened System: Life Support
Enhanced System: Sensors
Enhanced System: Deflector Shield Grid
Flaw: Warp Engine

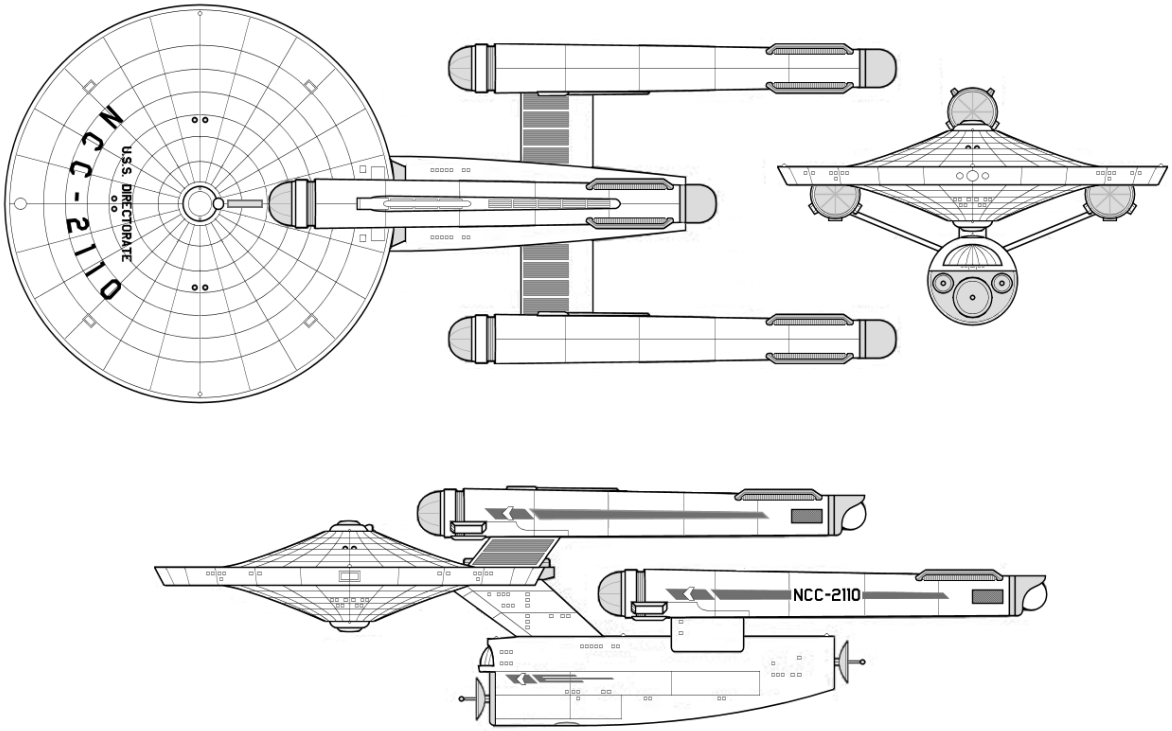
CLASS INFORMATION

The term 'Dreadnought' never sat well with many members of the Federation council, and Star Fleet found itself constantly at odds in attempting to justify and maintain a line of craft that many in the council felt was 'too powerful' and 'too militaristic'.

When a variant arrangement of the third PB-32 was proposed to the *USS Directorate*, Star Fleet decided to alter the function of the class just slightly, 'downgrading' the *Directorate* to a regular-series battleship. Oddly enough, despite the near identical arrangement and capabilities of the vessel, Star Fleet wound up having a much easier time of the approval process.

The 're-classification' of the handful of ships of the *Directorate* variant would, according to the Star Fleet Registry, create a new 'Batteship' class. Functionally, however, the *Directorate* is nearly identical to the existing *Federation* class.

The *Directorate's* variant engine layout was hoped to alleviate some of the balance issues found in the PB-32 'odd engine' designs. Unfortunately, as with the *Saladin* (which already had the rotated alignment), The balance issues were only changed, not solved, keeping the *Directorate* from realizing her theoretical highest speeds.



Vessel Name	Registry	Status as of January 2272
USS Directorate	NCC-2110	Class Ship; Active / Starfleet command
USS Organization	NCC-2111	Active / Starfleet command
USS Star Union	NCC-2112	Active / Starfleet command
USS Dominion	NCC-2115	Active / Starfleet command

DOUGLASS (DY-100) CLASS TRANSPORT

Class Data	System
Class Type	Scout (SC)
Origin	UESPA / UFP
Design	Matthew Jefferies
Year Commissioned	1992

Hull Data	System
Size	3
Tonnage	15,000MT
Decks	4
Length/Width/Beam	100M/23 M/35M
Structure	25
Crew (Officers)	6
Crew (Enlisted)	100 (In Suspension)

Tactical Data	System
Beam Weaponry	None
Penetration	(0/0/0/0/0)
Missile Weaponry	None
Penetration	(0/0/0/0/0)
Deflector System	None
Prot./Threshold	(0/0)
Maneuver Modifiers	-4C/-4H/-4T (original)
	+0C/+0H/+0T (uprated)

Propulsion Data	System
FTL Drive System	None (original)
	WE-5 C, WF 3/5 (uprated)
SL Drive System	RCS-15I, .2c

Operational Data	System
Atmospheric	None
Cargo Units	150 Units
Cloaking Device	None
Life Support	Mk 1
Operations System	MK 1
Sensor System	Basic
Separation System	Cargo Jettison
Shuttle-Bay	None
Auxiliary Vessels	None
Tractor Beam	None
Transporters	None

Class Traits
Flaw: Obsolete

CLASS INFORMATION

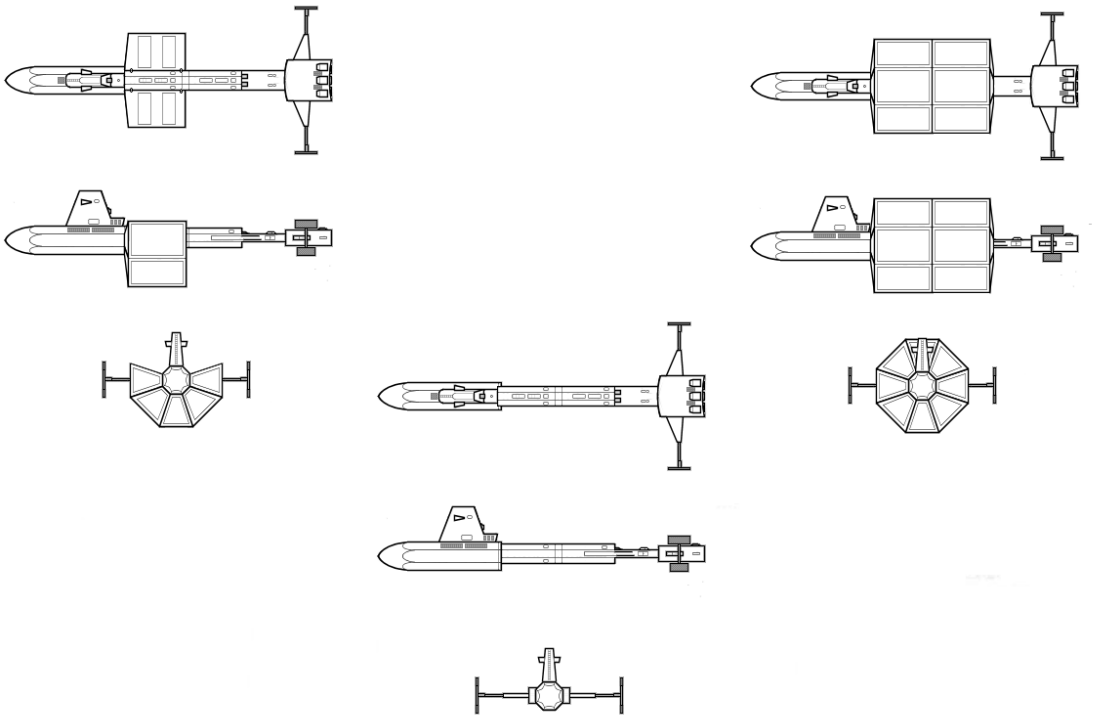
The DY-100 represented the first major 'star-faring' class of ship in human history and was easily the most sophisticated vessel of its age. The vessels were constructed on earth and lifted to orbit with rocket boosters. Once in orbit and space, they would fulfill a variety of roles for their service lifetime.

The chief advantage of the DY-100 design was its modular cargo system, which could be adapted for a variety of roles, such as satellite deployment, extra fuel stores, scientific equipment, etc. Some vessels were even adapted for top-secret interstellar probes, using primitive (and unreliable) cryogenic systems.

Propelled by a chemical/ion drive, however, even voyages between planets within the Sol system could take years. Traveling between star-systems would take decades with a maximum fuel load at maximum output. Though hardly a limitation in the class's initial years, this would eventually cause the replacement of the DY-100 with the DY-200 and related series.

Since their initial launches, the antiquated ships would be heavily modified. With the advent of the WE-5 Core warp system, for instance, most of the still active DY-100s were uprated to support the FTL system. Despite this uprating, when the DY-500 series was finally introduced, the DY-100 was cancelled.

Even though the ship is obsolete as of the 2260s, quite a few DY-100 series ships remain in Federation space, though none as manned ships. Known DY-100 vessels have all been converted to automation, but there are numerous gaps in records from the launch period of the class, and several ships are missing, or may have been 're-appropriated' in the intervening years.



Vessel Name	Registry	Status as of January 2272
SS Douglass	DY-100	Decommissioned, Preserved in Memory Alpha
SS Roswell	DY-101	Destroyed
SS Victoria	DY-102	Decommissioned
SS Wade Hampton	DY-103	Converted to Automation
SS Wacosta	DY-104	Decommissioned
SS Longcaster	DY-105	Decommissioned
SS Minnow	DY-106	Destroyed
SS Puerto Rican	DY-107	Converted to Automation
SS Juniper	DY-108	Converted to Automation
SS Botany Bay	DY-109	Destroyed
SS Iberville	DY-120	Decommissioned
SS Salisbury	DY-131	Missing
SS Monticello	DY-158	Decommissioned
SS Santa Maria	DY-164	Decommissioned
SS Woden	DY-165	Destroyed
SS Lyon's Creek	DY-166	Missing
SS Donald McKay	DY-167	Converted to Automation
SS Mary Luckenbach	DY-168	Converted to Automation
SS Charybdis	DY-169	Missing
SS Yuri Gagarin	DY-170	Missing
SS Sakura Brae	DY-171	Decommissioned
SS Earhart	DY-172	Decommissioned
SS Morning Star	DY-175	Converted to Automation
SS Jacob	DY-176	Decommissioned
SS San Juan	DY-177	Destroyed
SS Shenandoah	DY-178	Decommissioned

FEDERATION CLASS DREADNOUGHT

Class Data	System
Class Type	Dreadnought (DN)
Origin	UESPA / UFP
Design	Franz Joseph
Year Commissioned	2260

Hull Data	System
Size	7
Tonnage	285,000MT
Decks	24
Length/Width/Beam	316M/140 M/87M
Structure	50
Crew (Officers)	43
Crew (Enlisted)	387

Tactical Data	System
Beam Weaponry	Phaser IV-B (SPADIS) F/V Phaser IV-B (SPADIS) F/P Phaser IV-B (SPADIS) F/S Phaser IV (SPADIS) P Phaser IV (SPADIS) S Phaser IV (SPADIS) 2xA
Penetration	(5/5/4/0/0)
Missile Weaponry	Mk 12 IF (2xF) Mk 12 IF (1xA)
Penetration	(3/3/3/3/3)
Deflector System	PFF 2a E
Prot./Threshold	(13/4)
Maneuver Modifiers	+2C/+1H/+2T

Propulsion Data	System
FTL Drive System	PB-32 Triple, WF 5/7
SL Drive System	IPI86E, .75c

Operational Data	System
Atmospheric	None
Cargo Units	70 Units
Cloaking Device	None
Life Support	LS Mk IV H
Operations System	DTOS MK 4
Sensor System	Mk III LR
Separation System	Emergency
Shuttle-Bay	Large (Size 14) (Aft)
Auxiliary Vessels	2x Type H Travel Pod 4x Type F Shuttlecraft 2x Type HF Shuttlecraft 2x Type AF Shuttlecraft
Tractor Beam	1 A/V
Transporters	5 Std. / 4 Em. / 3 Cargo

Class Traits
Hardened System: Life Support
Enhanced System: Sensors
Enhanced System: Deflector Shield Grid
Flaw: Warp Engine

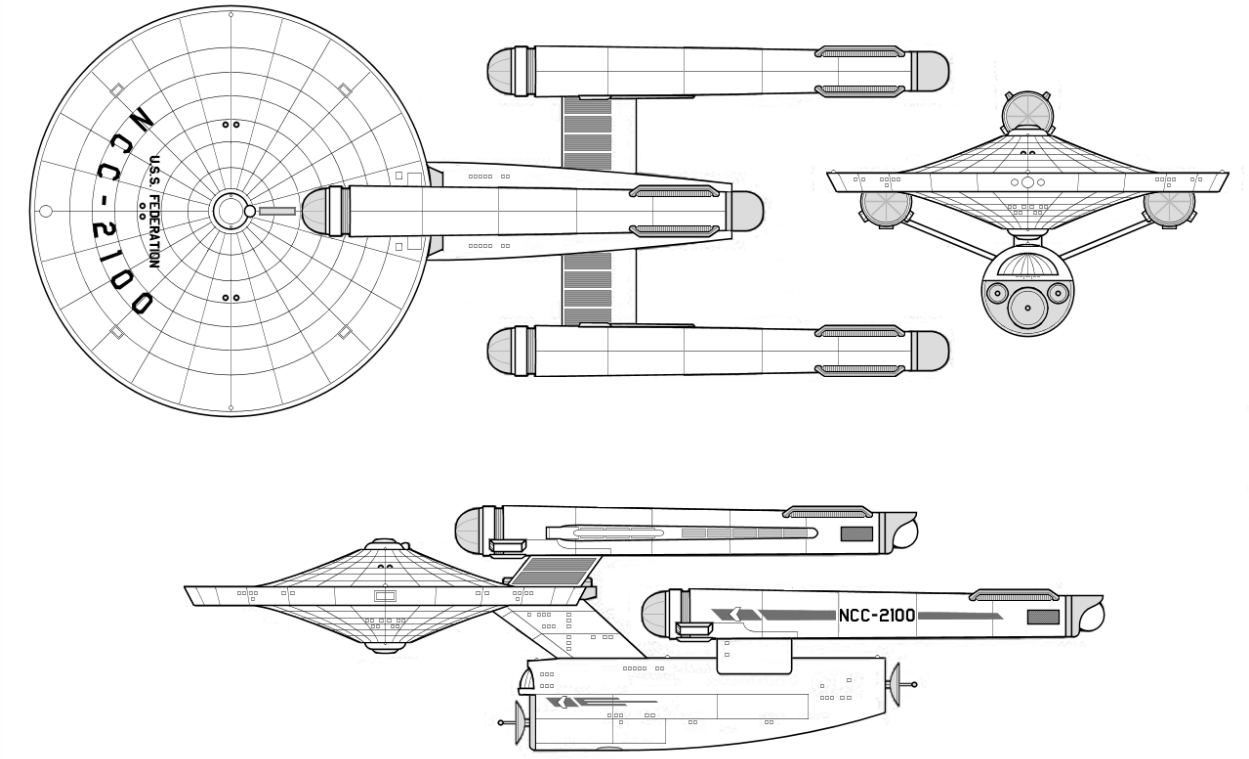
CLASS INFORMATION

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 planned refits of these expensive vessels being 'reclassified' as battleships.



Vessel Name	Registry	Status as of January 2272
USS Federation	NCC-2100	Class Ship; Active / Starfleet command
USS Star League	NCC-2101	Active / Starfleet command
USS Unificatum	NCC-2102	Active / Starfleet command
USS Confederation	NCC-2117	Active / Starfleet command
USS Star Empire	NCC-2118	Destroyed
USS Trusteeship	NCC-2119	Active / Starfleet command
USS Entente	NCC-2120	Destroyed

HERMES CLASS SCOUT

Class Data	System
Class Type	Scout (SC)
Origin	UESPA / UFP
Design	Franz Joseph
Year Commissioned	2245

Hull Data	System
Size	5
Tonnage	95,000MT
Decks	13
Length/Width/Beam	242M/127 M/60M
Structure	25
Crew (Officers)	20
Crew (Enlisted)	180

Tactical Data	System
Beam Weaponry	Phaser IV-B (SPADIS) F/V
Penetration	(2/2/2/0/0)
Missile Weaponry	None
Penetration	(0/0/0/0/0)
Deflector System	PFF 2a
Prot./Threshold	(13/3)
Maneuver Modifiers	+0C/+0H/+1T

Propulsion Data	System
FTL Drive System	PB-32 Single, WF 5/7
SL Drive System	IPI86E, .75c

Operational Data	System
Atmospheric	None
Cargo Units	50 Space
Cloaking Device	None
Life Support	LS Mk IV H
Operations System	DTOS MK 4
Sensor System	Mk III ER
Separation System	Warp Engine Jettison
Shuttle-Bay	None
Auxiliary Vessels	2x Type H Travel Pod
Tractor Beam	1 A/V
Transporters	2 Std. / 2 Em. / 2 Cargo

Class Traits
Hardened System: Life Support
Enhanced System: Sensors (2x)
Flaw: Warp Engine

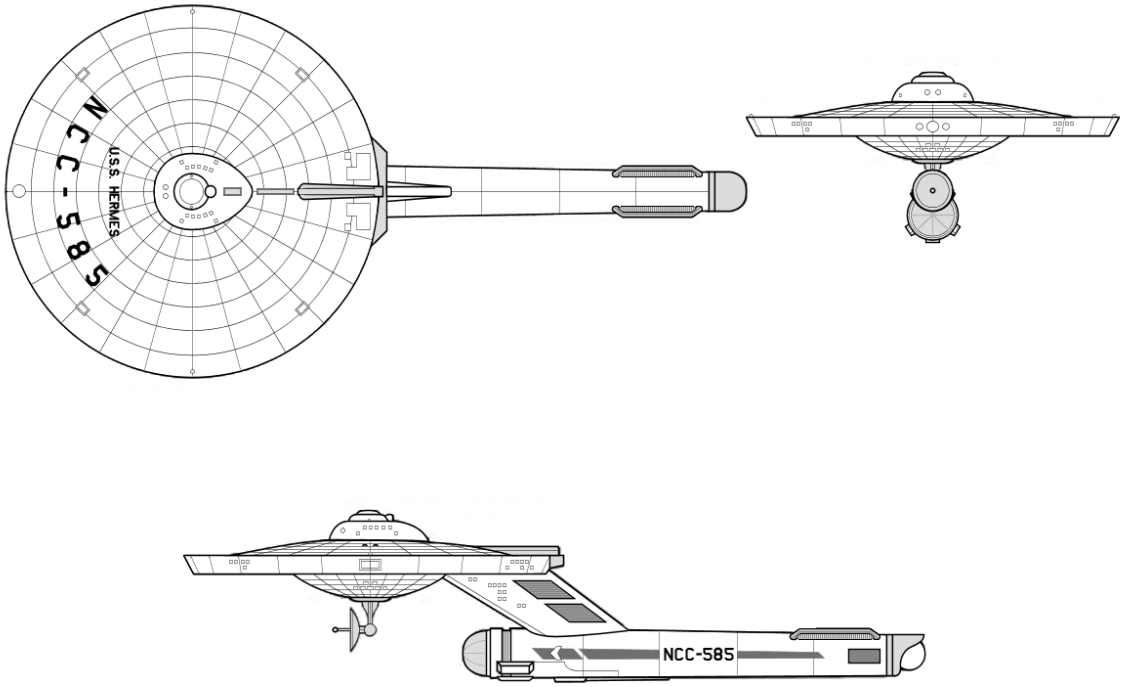
CLASS INFORMATION

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.



Vessel Name	Registry	Status as of January 2272
USS Hermes	NCC-585	Uprated to Hermes (Refit) class specifications (2271)
USS Anubis	NCC-586	Uprated to Hermes (Refit) class specifications (2271)
USS Aeolus	NCC-588	Decomissioned
USS Quintillus	NCC-590	Destroyed
USS Bridger	NCC-591	Active / Starfleet command
USS Cody	NCC-594	Active / Starfleet command
USS Revere	NCC-595	Active / Starfleet command
USS Bowie	NCC-597	Active / Starfleet command
USS Sacajawea	NCC-598	Destroyed

KIROV CLASS BATTLE CRUISER

Class Data	System
Class Type	Battle Cruiser (BC)
Origin	UESPA / UFP
Design	Steve Cole
Year Commissioned	2264

Hull Data	System
Size	6
Tonnage	192,000MT
Decks	22
Length/Width/Beam	290M/127 M/67M
Structure	40
Crew (Officers)	32
Crew (Enlisted)	345

Tactical Data	System
Beam Weaponry	Phaser IV-B (SPADIS) F/V Phaser IV-B (SPADIS) F/P Phaser IV-B (SPADIS) F/S Phaser IV (SPADIS) 2xA
Penetration	(4/4/4/0/0)
Missile Weaponry	Mk 12 IF 2xF Mk 12 IF A Mk 4 G F
Penetration	(5/5/5/5/5)
Deflector System	PFF 2a
Prot./Threshold	(13/3)
Maneuver Modifiers	+2C/+0H/+2T

Propulsion Data	System
FTL Drive System	PB-32 Tandem, WF 6/8
SL Drive System	IPI86E, .75c

Operational Data	System
Atmospheric	None
Cargo Units	70 Units
Cloaking Device	None
Life Support	LS Mk IV H
Operations System	DTOS MK 4
Sensor System	Mk III LR
Separation System	Emergency
Shuttle-Bay	Large (Size 12) (Aft)
Auxiliary Vessels	2x Type H Travel Pod 4x Type F Shuttlecraft
Tractor Beam	1 A/V
Transporters	3 Std. / 3 Em. / 3 Cargo

Class Traits
Hardened System: Life Support

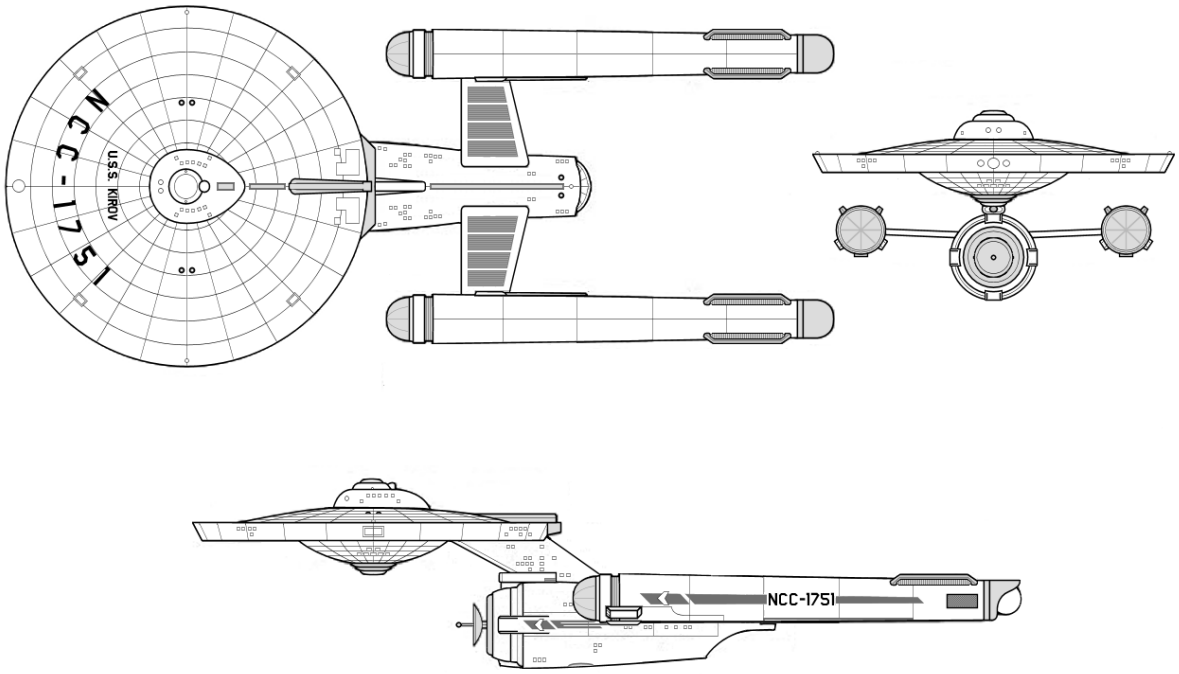
CLASS INFORMATION

In the 2250s, threats to the Federation were increasing and seemingly ever-present. It was believed by many that Star Fleet needed to bolster its combat capabilities far beyond what Earth had maintained alone. Unfortunately, the budget for the fleet wasn't increased accordingly.

With this in mind, the decision was made for a battlecruiser variant of the venerable *Constitution* class. The basic plan was simple, cut down on the science equipment, and bolster the ship's design instead with increased firepower and a tougher overall structure.

It's not too surprising, then, that the Kirov performs much like the *Constitution* herself. Stronger in combat than her cousin, the Kirov sports an aft torpedo launcher (a modification which would be found later on many individual ships of the *Constitution* class) and a more rigid structure thanks primarily to its more substantial engine pylons.

As expected, however, the *Kirov* suffers dramatically in exploration and scientific duties. The lack of extended sensors also hampers the ship tactically, particularly when dealing with cloaked Romulan vessels. Despite this shortcoming, the *Kirov* is a formidable defender of Federation space.



Vessel Name	Registry	Status as of January 2272
USS Kirov	NCC-1751	Active / Starfleet command
USS Australia	NCC-1752	Decommissioned
USS New Zealand	NCC-1753	Active / Starfleet command
USS Shangri-La	NCC-1754	Active / Starfleet command
USS New Jersey	NCC-1755	Destroyed
USS Forrest	NCC-1762	Active / Starfleet command
USS Ogarkov	NCC-1763	Active / Starfleet command
USS Montana	NCC-1765	Active / Starfleet command
USS Lemuria	NCC-1766	Active / Starfleet command

LARSON CLASS DESTROYER

Class Data	System
Class Type	Destroyer (DD)
Origin	UESPA / UFP
Design	Dana Knutson
Year Commissioned	2245

Hull Data	System
Size	5
Tonnage	115,000MT
Decks	13
Length/Width/Beam	271M/132 M/84M
Structure	30
Crew (Officers)	43
Crew (Enlisted)	180

Tactical Data	System
Beam Weaponry	Phaser IV-B (SPADIS) F/V Phaser IV-B (SPADIS) F/P Phaser IV-B (SPADIS) F/S
Penetration	(4/4/4/0/0)
Missile Weaponry	Mk 12 IF (2xF)
Penetration	(3/3/3/3/3)
Deflector System	PFF 2a
Prot./Threshold	(13/3)
Maneuver Modifiers	+1C/+2H/+1T

Propulsion Data	System
FTL Drive System	PB-32 Single, WF 5/7
SL Drive System	IPI86E, .75c

Operational Data	System
Atmospheric	None
Cargo Units	50 Space
Cloaking Device	None
Life Support	LS Mk IV H
Operations System	DTOS MK 4
Sensor System	Mk III
Separation System	Warp Engine Jettison
Shuttle-Bay	None
Auxiliary Vessels	2x Type H Travel Pod
Tractor Beam	1 A/V
Transporters	2 Std. / 2 Em. / 2 Cargo

Class Traits
Hardened System: Life Support
Flaw: Warp Engine

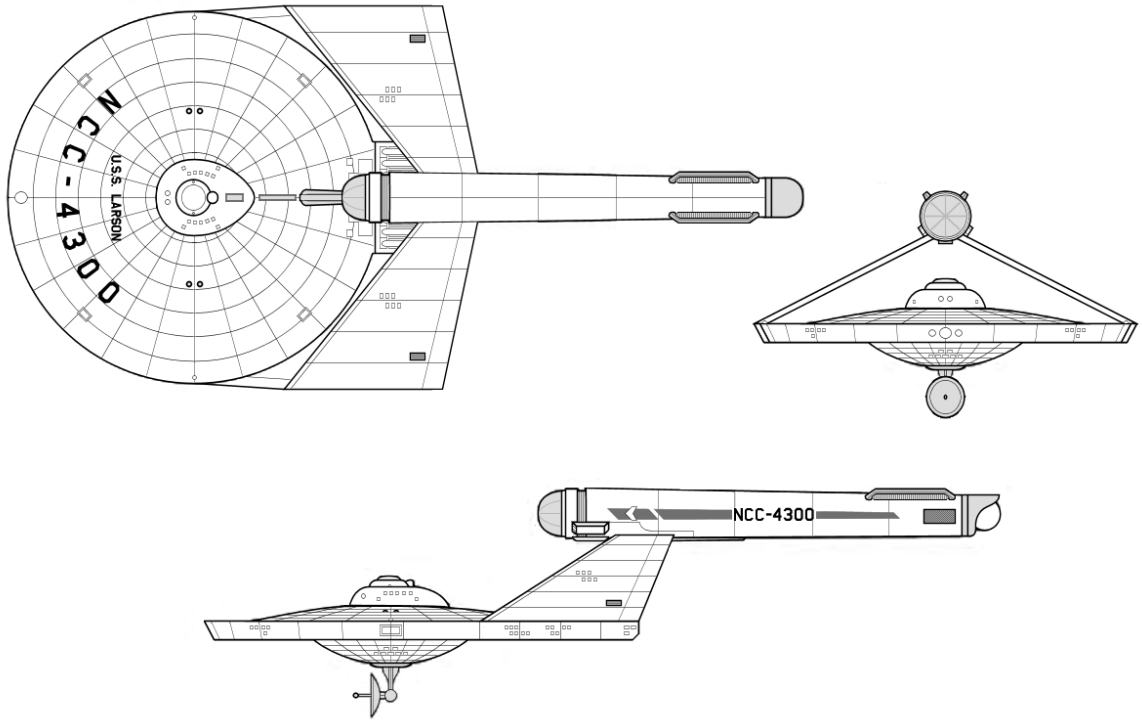
CLASS INFORMATION

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.

Functionally, the *Larson* is extremely similar in performance to the *Saladin* class, boasting most of the same weapons and capabilities. The *Larson* has a small advantage in durability because of its extended hull (used to improve living quarters, by and large) as well as the redundant intermix feeding design.

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 Tzenkethi raiding fleet in short order. The Tzenkethi have since re-evaluated their strategies in the wake of their defeats.



Vessel Name	Registry	Status as of January 2272
USS Larson	NCC-4300	Class Ship, Active / Starfleet command
USS Midway	NCC-4301	Decommissioned
USS Tannenburg	NCC-4302	Decommissioned
USS Trafalgar	NCC-4303	Destroyed
USS Thelenth	NCC-4304	Active / Starfleet command
USS Waterloo	NCC-4305	Active / Starfleet command
USS Borodino	NCC-4306	Active / Starfleet command
USS Austerlitz	NCC-4307	Lost in Orion Conflict
USS Normandy	NCC-4308	Active / Starfleet command
USS Marathon	NCC-4309	Active / Starfleet command
USS Pharsalus	NCC-4310	Active / Starfleet command
USS Crecy	NCC-4311	Missing in Action
USS Poitiers	NCC-4312	Active / Starfleet command
USS Agincourt	NCC-4313	Active / Starfleet command
USS Blenheim	NCC-4314	Active / Starfleet command
USS Torgau	NCC-4315	Active / Starfleet command
USS Eylau	NCC-4316	Active / Starfleet command
USS Leyte	NCC-4317	Active / Starfleet command
USS Leipzig	NCC-4318	Active / Starfleet command
USS Beuna Vista	NCC-4319	Active / Starfleet command
USS Garbo	NCC-4320	Destroyed
USS Catinian	NCC-4321	Active / Starfleet command
USS Gallipoli	NCC-4322	Active / Starfleet command
USS Jutland	NCC-4323	Active / Starfleet command
USS Anzio	NCC-4324	Active / Starfleet command

LOKNAR CLASS FRIGATE

Class Data	System
Class Type	Frigate (FF)
Origin	UESPA / UFP
Design	Dana Knutson
Year Commissioned	2259

Hull Data	System
Size	6
Tonnage	115,000MT
Decks	13
Length/Width/Beam	271M/132 M/84M
Structure	35
Crew (Officers)	32
Crew (Enlisted)	145

Tactical Data	System
Beam Weaponry	Phaser IV-B (SPADIS) F/V Phaser IV-B (SPADIS) F/P Phaser IV-B (SPADIS) F/S
Penetration	(4/4/4/0/0)
Missile Weaponry	Mk 12 IF (2xF)
Penetration	(3/3/3/3/3)
Deflector System	PFF 2a
Prot./Threshold	(13/3)
Maneuver Modifiers	+1C/+2H/+1T

Propulsion Data	System
FTL Drive System	PB-32 Tandem, WF 6/8
SL Drive System	IPI86E, .75c

Operational Data	System
Atmospheric	None
Cargo Units	50 Space
Cloaking Device	None
Life Support	LS Mk IV H
Operations System	DTOS MK 4
Sensor System	Mk III
Separation System	Warp Engine Jettison
Shuttle-Bay	Small, 2x Aft
Auxiliary Vessels	2x Type H Travel Pod 2x Class F Shuttlecraft
Tractor Beam	1 A/V
Transporters	3 Std. / 3 Em. / 3 Cargo

Class Traits
Hardened System: Life Support

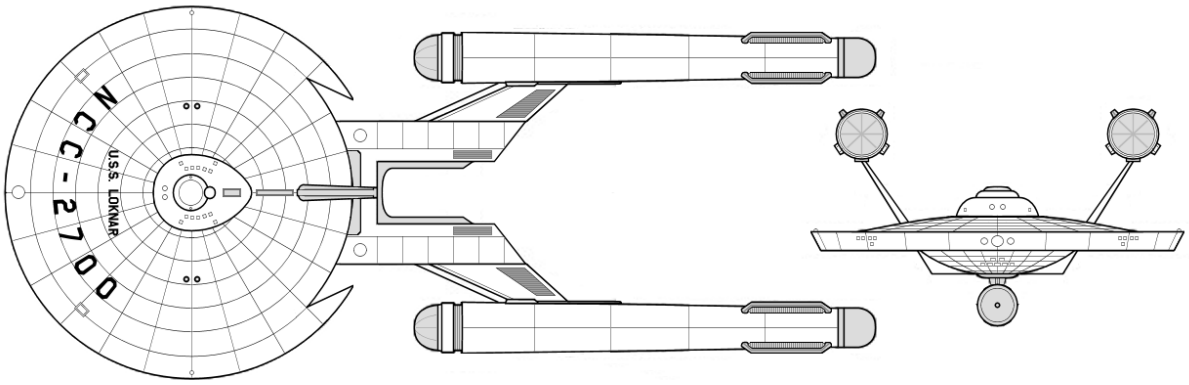
CLASS INFORMATION

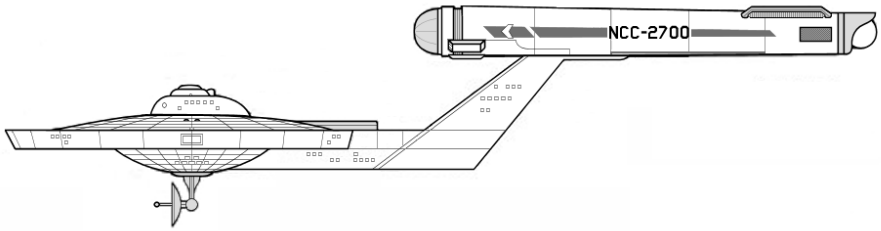
Though technically 'earth-borne' in design, the *Loknar* represented the first fleet design primarily intended for use by Andorians. The Andor defense fleet (wrapped into Starfleet completely SD 1400) was rapidly falling behind technologically (slightly inferior to Baton Rouge era vessels), and Andor was becoming increasingly desperate to have a modern vessel for their 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* proved herself quickly in border defense roles as well as serving in direct action during the Axanar rebellion. After that brief war, the Loknar quickly became the battle frigate of choice for Star Fleet.

Though a handful of *Loknar* class vessels still remain under Andor's direct command, the majority of builds were later appropriated as part of Star Fleet's general command, enabling their use for hot-spots across the Federation.

These frigates have proven so successful that they were among the first chosen to be given 'new leases on life' with the uprating program starting in 2270.





Vessel Name	Registry	Status as of January 2272
USS Loknar	NCC-2700	Uprated to Loknar (R) class specifications (2271)
USS Ahkeil	NCC-2701	Uprated to Loknar (R) class specifications (2271)
USS Vernol	NCC-2702	Inactive / undergoing uprating to Loknar (R) Class spec.
USS Tarntis	NCC-2703	Inactive / undergoing uprating to Loknar (R) Class spec.
USS Alexandretta	NCC-2704	Active / Andor Defense command
USS Morgan City	NCC-2705	Active / Andor Defense command
USS Troy	NCC-2706	Active / Andor Defense command
USS Farside	NCC-2707	Destroyed
USS New America	NCC-2708	Decommissioned
USS Kosk	NCC-2709	Active / Starfleet command
USS Borga	NCC-2710	Destroyed
USS Peking	NCC-2711	Active / Starfleet command
USS Epcot	NCC-2712	Active / Starfleet command
USS Aldebaran	NCC-2713	Active / Starfleet command
USS Argus City	NCC-2714	Active / Starfleet command
USS Yorkshire	NCC-2715	Active / Starfleet command
USS Boirdi	NCC-2718	Missing in Action
USS New Corinth	NCC-2717	Active / Starfleet command
USS Kyoto	NCC-2718	Active / Starfleet command
USS Petrograd	NCC-2719	Active / Starfleet command

MONOCEROS CLASS SCOUT (EXPERIMENTAL)

Class Data	System
Class Type	Scout/Experimental (SCX)
Origin	UESPA / UFP
Design	Aridas Sofia
Year Commissioned	2260

Hull Data	System
Size	5
Tonnage	125,000MT
Decks	11
Length/Width/Beam	226M/127M/57M
Structure	30
Crew (Officers)	20
Crew (Enlisted)	180

Tactical Data	System
Beam Weaponry	Phaser IV-B (SPADIS) F/V
Penetration	(2/2/2/0/0)
Missile Weaponry	None
Penetration	(0/0/0/0/0)
Deflector System	PFF 2a
Prot./Threshold	(13/3)
Maneuver Modifiers	+1C/+0H/+0T

Propulsion Data	System
FTL Drive System	LN-40 Tandem, WF 7/9
SL Drive System	IPI86E, .75c

Operational Data	System
Atmospheric	None
Cargo Units	50 Space
Cloaking Device	None
Life Support	LS Mk IV H
Operations System	DTOS MK 4
Sensor System	Mk III ER
Separation System	Warp Engine Jettison
Shuttle-Bay	None
Auxiliary Vessels	2x Type H Travel Pod
Tractor Beam	1 A/V
Transporters	2 Std. / 2 Em. / 2 Cargo

Class Traits
Hardened System: Life Support
Enhanced System: Sensors (2x)

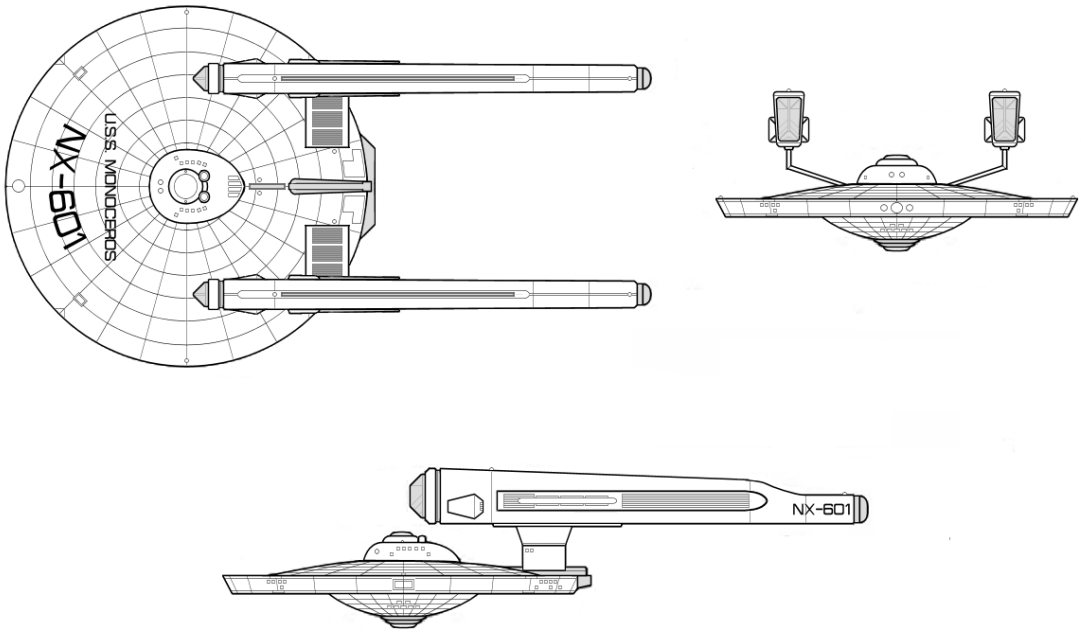
CLASS INFORMATION

Though the PB-32 engine proved to be versatile and powerful, by the 2260's, the design was proving to be slightly dated. Fortunately, about this time, the first results of the 'linear warp' test project were completed, creating a more efficient warp drive system.

When the LN-40 was released, however, it was not the breakthrough in warp propulsion expected. While superior to the specifications of the PB-32 itself, many 'tweaked' PB-32 engines could still outperform the new drive system. Rather than being the generational breakthrough designed by Star Fleet, the LN-40 was considered a 'stop gap' technological update instead. Only new ships of certain classes would enjoy the newly designed engines.

The first vessel so equipped was the test-bed vessel herself, the *Monoceros*. The only vessel of its kind, the *Monoceros* was envisioned as a high-speed scout vessel to replace the *Nelson* and *Hermes* classes. Unfortunately, though the vessel proved capable and proved the concept of the linear warp drive sound, plans to continue the class were shelved with the approval of the *Oberth* class in 2269.

The *Monoceros'* last contribution to future Federation designs is the full embedding of the navigation deflector system into the ship's overall shield grid. The *Monoceros* is the first ship of her size to forgo the use of a deflection dish which is so prominent on designs of the age, a design feature which will become prominent on ships such as the USS *Miranda*.



Vessel Name	Registry	Status as of January 2272
USS Monoceros	NX-601	Active / Starfleet command

POMPEY CLASS DESTROYER

Class Data	System
Class Type	Destroyer (DD)
Origin	UESPA / UFP
Design	Todd Guenther
Year Commissioned	2258

Hull Data	System
Size	5
Tonnage	133,000MT
Decks	13
Length/Width/Beam	234M/127 M/49M
Structure	25
Crew (Officers)	20
Crew (Enlisted)	180

Tactical Data	System
Beam Weaponry	Phaser IV-B (SPADIS) F/V Phaser IV-B (SPADIS) F/P Phaser IV-B (SPADIS) F/S
Penetration	(4/4/4/0/0)
Missile Weaponry	Mk 12 IF (2xF)
Penetration	(3/3/3/3/3)
Deflector System	PFF 2a
Prot./Threshold	(13/3)
Maneuver Modifiers	+1C/+2H/+1T

Propulsion Data	System
FTL Drive System	PB-32 Tandem, WF 6/8
SL Drive System	IPI86E, .75c

Operational Data	System
Atmospheric	None
Cargo Units	50 Space
Cloaking Device	None
Life Support	LS Mk IV H
Operations System	DTOS MK 4
Sensor System	Mk III
Separation System	Warp Engine Jettison
Shuttle-Bay	None
Auxiliary Vessels	2x Type H Travel Pod
Tractor Beam	1 A/V
Transporters	2 Std. / 2 Em. / 2 Cargo

Class Traits
Hardened System: Life Support

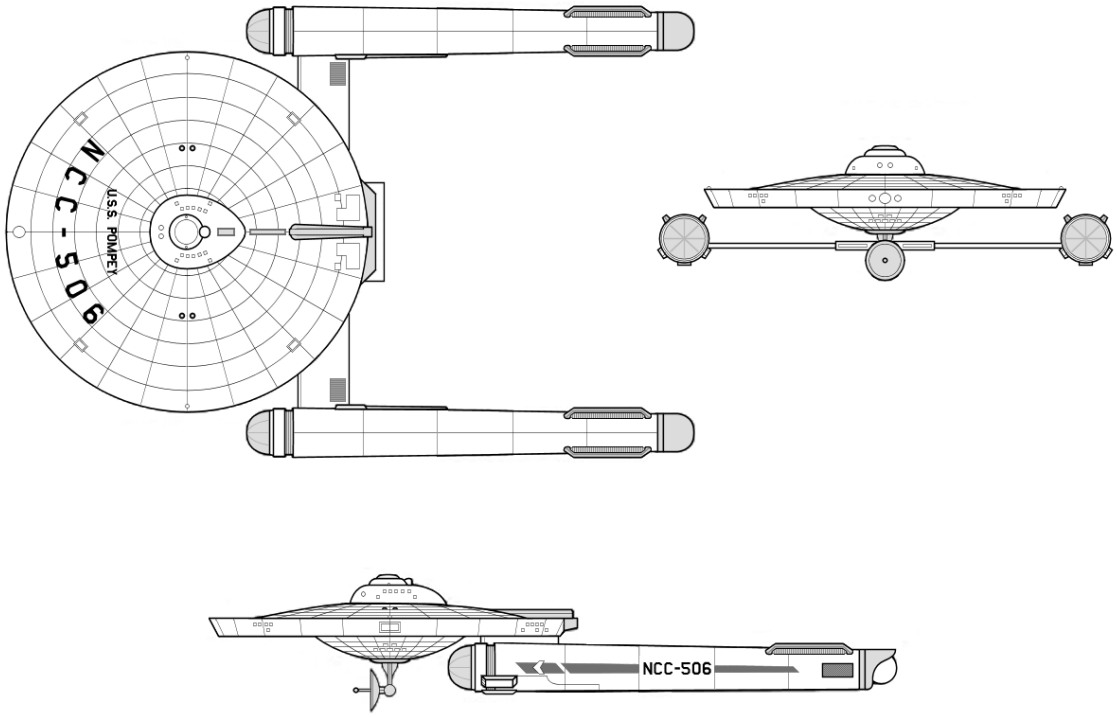
CLASS INFORMATION

Though the *Saladin* class was a mainstay of Federation defense since its launch in 2245, the class was notorious for sometimes-dangerous warp imbalances beyond its rated cruising speed. This was due to balance issues of the PB-32 engines, which have difficulty maintaining a stable warp field at high velocities.

This imbalance was seen as a critical issue. Though the two 'single engine' destroyer classes would remain in service throughout the '*Constitution* Era', Starfleet decided to put a halt to the commissioning of new *Saladin* class ships, and order an upgraded type of ship which would correct the warp problem.

The new design would correct the warp imbalance issue in a rather simple way. The 'neck' and single engine was replaced with an inverted 't' pylon with two warp engines at its side. This design would allow for a minimal amount of re-engineering to the ship's overall lines, keeping the ships somewhat close to their initial budget, rather than soak the expense of an entirely new class.

In addition to the correction to the warp engine imbalance, the maximum rated speeds of the *Pompey* class would increase from warp seven to warp eight, adding a quick-response capability to the new class over the other destroyers.



Vessel Name	Registry	Status as of January 2272
USS Pompey	NCC-506	Active / Starfleet command
USS Kublai	NCC-507	Active / Starfleet command
USS Suleiman	NCC-508	Active / Starfleet command
USS Ahriman	NCC-513	Active / Starfleet command
USS Hashishiyun	NCC-516	Active / Starfleet command
USS Azrael	NCC-517	Active / Starfleet command
USS Hamilcar	NCC-518	Active / Starfleet command

SALADIN CLASS DESTROYER

Class Data	System
Class Type	Destroyer (DD)
Origin	UESPA / UFP
Design	Franz Joseph
Year Commissioned	2245

Hull Data	System
Size	5
Tonnage	95,000MT
Decks	13
Length/Width/Beam	242M/127 M/60M
Structure	25
Crew (Officers)	20
Crew (Enlisted)	180

Tactical Data	System
Beam Weaponry	Phaser IV-B (SPADIS) F/V Phaser IV-B (SPADIS) F/P Phaser IV-B (SPADIS) F/S
Penetration	(4/4/4/0/0)
Missile Weaponry	Mk 12 IF (2xF)
Penetration	(3/3/3/3/3)
Deflector System	PFF 2a
Prot./Threshold	(13/3)
Maneuver Modifiers	+1C/+2H/+1T

Propulsion Data	System
FTL Drive System	PB-32 Single, WF 5/7
SL Drive System	IPI86E, .75c

Operational Data	System
Atmospheric	None
Cargo Units	50 Space
Cloaking Device	None
Life Support	LS Mk IV H
Operations System	DTOS MK 4
Sensor System	Mk III
Separation System	Warp Engine Jettison
Shuttle-Bay	None
Auxiliary Vessels	2x Type H Travel Pod
Tractor Beam	1 A/V
Transporters	2 Std. / 2 Em. / 2 Cargo

Class Traits
Hardened System: Life Support
Flaw: Warp Engine

CLASS INFORMATION

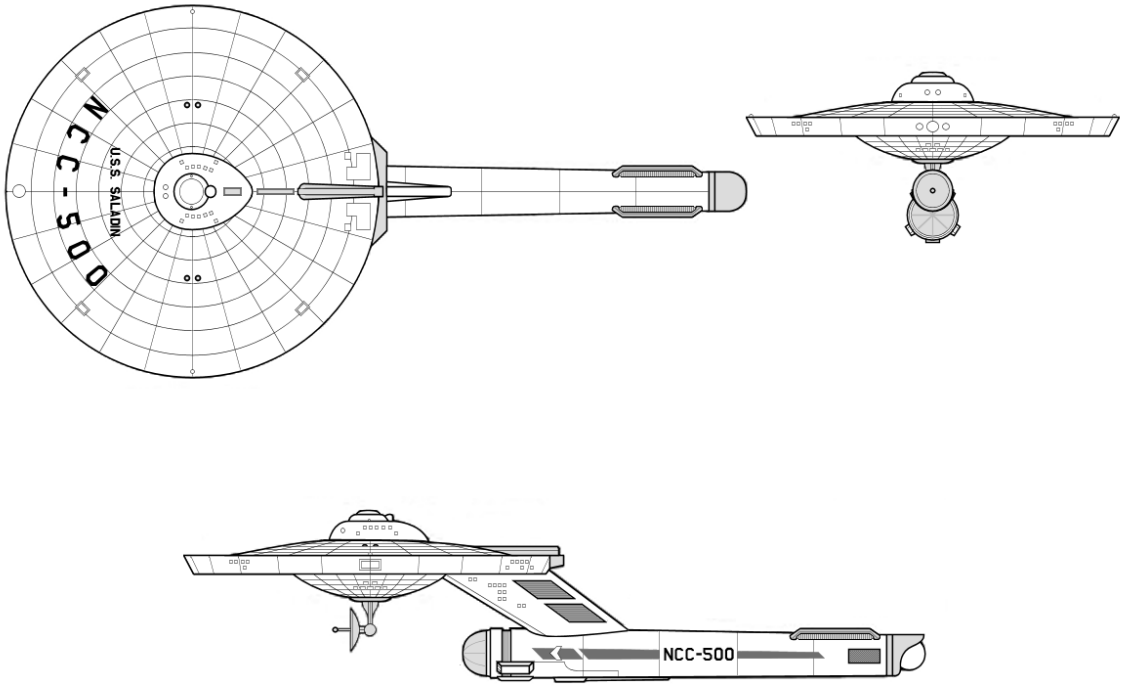
The *Saladin* class was, in theory, a 'perfect' light combat ship. The idea was to take the successful components of the Constitution class ships and strip them down to a lighter but still potent destroyer. And, in many ways, the Saladin does indeed perform moderately well.

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 an considered an acceptable situation for a ship designed to serve under high-stress conditions at a moment's notice!

Despite this shortcoming, the power generated by the SB-32 was still substantially 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 vital but hot zone trade routes.



Vessel Name	Registry	Status as of January 2272
USS Saladin	NCC-500	Decommissioned
USS Ferrara	NCC-422	Active / UESPA Defense command
USS Milan	NCC-423	Active / UESPA Defense command
USS Pompeii	NCC-424	Destroyed
USS Jenghiz	NCC-501	Decommissioned
USS Darius	NCC-502	Active / Starfleet command
USS Alexander	NCC-503	Uprated to Jenghiz class specifications (2271)
USS Sargon	NCC-504	Uprated to Jenghiz class specifications (2271)
USS Xerxes	NCC-505	Active / Starfleet command
USS Etzel	NCC-509	Destroyed
USS Tamerlane	NCC-510	Inactive / Undergoing uprating to Jenghiz Class spec
USS Alaric	NCC-511	Inactive / Undergoing uprating to Jenghiz Class spec
USS Hannibal	NCC-512	Active / Starfleet command
USS Rahman	NCC-514	Active / Starfleet command
USS Adad	NCC-515	Active / Starfleet command
USS Shaitan	NCC-519	Destroyed

TYPE G OUTPOST

Class Data	System
Class Type	Armed Outpost
Origin	UESPA / UFP
Design	Matthew Jefferies
Year Commissioned	2232

Hull Data	System
Size	5
Tonnage	75,000MT
Decks	30
Length/Width/Beam	74M/72M/129M
Structure	30
Crew (Officers)	43
Crew (Enlisted)	180

Tactical Data	System
Beam Weaponry	Phaser IV-B (SPADIS) F/P Phaser IV-B (SPADIS) F/S
Penetration	(3/3/2/0/0)
Missile Weaponry	None
Penetration	(0/0/0/0/0)
Deflector System	PFF 2a E
Prot./Threshold	(13/4)
Maneuver Modifiers	-C/-H/-T

Power Data	System
Main Power Supply	DFPD60A

Operational Data	System
Atmospheric	None
Cargo Units	50 Space
Cloaking Device	None
Life Support	LS Mk IV H
Operations System	DTOS MK 4
Sensor System	Mk III LR
Separation System	None
Shuttle-Bay	1 Large, Ventral
Auxiliary Vessels	4x Type F Shuttle
Tractor Beam	2x Type H Travel Pod
Transporters	1 A/V
	3 Std. / 3 Em. / 3 Cargo

Class Traits
Hardened System: Life Support
Enhanced System: Sensors
Enhanced System: Deflector Shield Grid

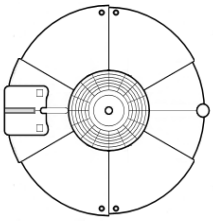
CLASS INFORMATION

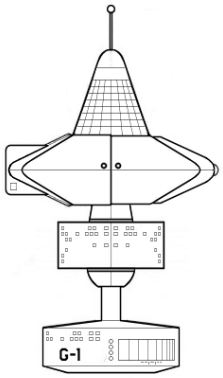
One of the smallest 'permanent' manned Federation installations, the type G outpost primarily acts as a light orbital defense station. Equipped with two banks of Mk IV phasers, the outpost is primarily designed to deter against raiding parties and piracy along the space-lanes.

Type G outposts are commonly found around newly established colony worlds, or guarding mining facilities, and so on. A few have been hurriedly put into place along the Romulan Neutral Zone following the loss of listening outposts in 2267.

Though lightly armed, the Type G has proven particularly successful against both Romulans (thanks to its enhanced sensors) and against would-be raiders. Tough shields and reinforced structure make the Type G a reasonably tough nut to crack for their size.

Though the Type G has performed reasonable well in their role, they have begun to show their age, and Star Fleet has begun soliciting new designs for outposts to replace them during the 2270s and 2280s. Despite this, the Type G (or some modification thereof) is likely to remain in use for some time, as Several Federation worlds have expressed interest in purchasing any Type G outposts scheduled for decommissioning.

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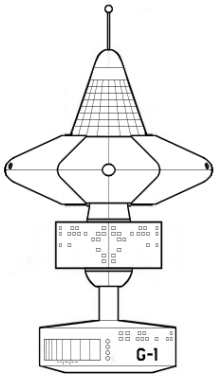
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Class Data	
Class Name	
Class Origin	
Class Type and Subtype	
Year Commissioned	

Hull Data	System	Space Required
Size		Max:
Structure		
Decks		
Length/Width/Beam		
Crew Size		

Tactical Data	System	Space Required
Beam Weaponry		
Missile Weaponry		
Deflector System		
Maneuver Modifiers		

Propulsion Data	System	Space Required
FTL Drive System		
SL Drive System		

Operational Data	System	Space Required
Atmosphere Capable		
Cargo Units		
Cloaking Device		
Life Support		
Operations System		
Sensor System		
Separation System		
Shuttlebay		
Shuttlecraft		
Tractor Beams		
Transporters		

Class Traits	Space Required

Ship Information and Profile