



THIRD EDITION

by Tyrel Lohr

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Star Trek B5W Conversion Rules Guide

(v. 3.0)



1.0 Introduction

Welcome to the Third Edition of *the Star Trek Babylon 5 Wars Conversion Rules Guide*. This book provides all of the rules and information you need to use the converted Star Trek ships using the Babylon 5 Wars (B5W) tactical system produced by Agents of Gaming.

Thank you for your interest in this conversion and for all the years of feedback and criticism. In many ways it has helped to hone the rules to their current state.

1.1 About the Conversion

When I first started converting Star Trek ships into the B5W game system, I have been “out of the loop” for many years as far as the Star Trek series was concerned. I had stopped watching anything related to the franchise somewhere during the early run of *Voyager*. *Deep Space Nine* also lost my attention, despite being my favorite of the sequel series, with the Worf/Dax wedding episode that once again showed that Trek couldn’t keep a story moving to save itself from cancellation. I did return to watch *Enterprise* through part of its run, but when offered the chance of watching it or *Stargate SG-1* in syndication, I of course chose the latter instead.

No, first and foremost I am a fan of the *Original Series* and the movies that followed it. *The Next Generation* was good at the time, but I was never as attached to the setting as I was with the *Original Series* and movies.

Despite not having much of an appetite for the latter day Star Trek series, I still have a fondness for the Star Trek universe’s ships and technologies. There is just something about the setting that still elicits interest from me, despite having little interest in the “dramatic story-telling” of the series (forgive the heavy sarcasm). It is this desire to play out the battles of the Star Trek

universe that made me decide to create my first Star Trek conversions.

First and foremost with the conversions I have relied on screen evidence. Screen evidence trumps any other source, unless of course the screen evidence is the result of a production gaffe (but that is what the unfortunate variant concept¹ in B5W is for, right?). Otherwise I have relied on the printed tech manuals and encyclopedias, several online fan websites, and other similar sources for creating the ships.

Specifically, these resources have been helpful in determining what number or type of armament each class should receive. As with any other fictional universe in which the fans obsess over the size and number of weapons that their favorite ships have, none of the numbers are necessarily ‘right’. As a result I have looked at the numbers given and tried to select a suitable average that would both represent the firepower of the craft while not being ‘broken’ when compared to other B5W ships, inside and outside the conversion.

Though I endeavored to corroborate data as much as possible, many of the ships undoubtedly won’t be anything like what your personal expectations of them are. This is especially true of players that are coming from other licensed Star Trek game systems. This Star Trek conversion may include ships from both the Star Fleet Battles and FASA Starship Tactical Combat Simulator, but this is not meant to be a SFB or FASA conversion! This is a *Star Trek* conversion. Given the differences between the settings they are really mutually exclusive.

At this juncture of the conversion leading into the Third Edition, many decisions

¹ I have always been an opponent of the introduction of the variants into the B5W game system. It was an excellent way for AOG to capitalize on their product line, but it has led to too much min/maxing among the players.

were made on my end that have made some fundamental changes to how the conversion functions. Ship scaling and shield functionality has been modified in order to meet a new goal. You see, originally I was creating this conversion with the goal of fitting everything from TOS to TNG in a streamlined and consistent manner. After the last few years of waning interest in the conversion I realized for the first time something fundamental to my work on the conversion: I don't *care* about the post 2330 timeline in the Star Trek universe!

This realization is sure to put off some of the more die-hard conversion players who were raised on TNG and consider that their preferred period of play. I like the Movie Era the best, so the conversion has been retooled to make playing the battles of Admiral Kirk and Captain Sulu more enjoyable. This does not mean that TNG is left out in the cold, only that ships like the Galaxy and Sovereign will now be considerably stronger than their previous incarnations, moving on up to rival the Minbari and Ancients in firepower. This kind of firepower doesn't interest me in the slightest, but some players have been aching for such a change to take place for some time.

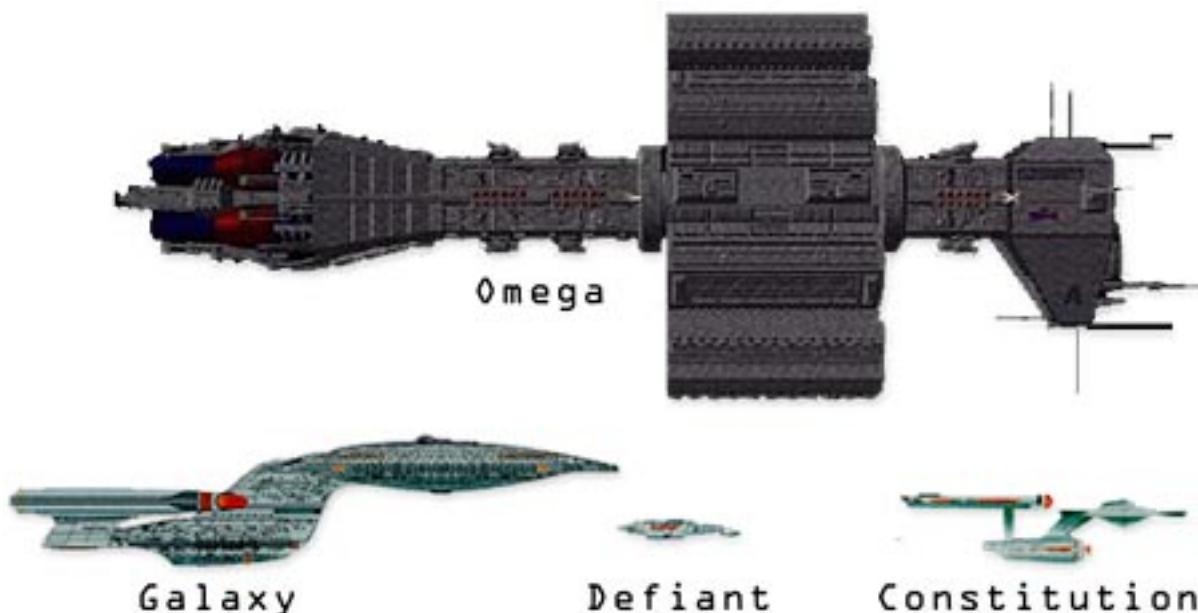
Another thing that is sure to ruffle some feathers is that I will be doing this "neo-conversion" as something of a solo project, working on it as I have time and the inclination. Submissions or ideas are still welcome, and people are free to create their own ships based on this conversion, but I will not be making any effort to keep my ships in line with those created

by outside developers. I might convert other people's ship ideas into my form of the conversion and in effect make them "official" for use in the conversion, but this will be done at my own discretion and as I have the desire to work on the conversion.

1.2 Ship Scaling

The amount of structure for all ships was originally based off of a ratio comparing their length to that of an Omega Destroyer (using my preferred Omega length of 1km). This explains why the ships in the Second Edition of the conversion were so small when compared to the vessels fielded by Babylon 5 powers. "This ship should be bigger and meaner!" many of you screamed. Well, the Galaxy class (one of the largest ships in the Star Trek universe) is a mere 641 m in length – not even 2/3 the length of a 1 km Omega! This gets even worse when you use the 1717 m Omega that is considered more or less 'canon' – for what that is worth. True, the structural integrity fields and whacko-tech in the Star Trek universe would account for ships being slightly tougher than their size would suggest, but at the same time a disparity would still exist.

This Third Edition of the conversion has made some scaling changes for the sake of internal consistency and a modification of the conversion's scope and goal. Most ships will now have 40% higher ramming factor (and structure) values, and most ships of any real



size will be capital ships. Early Trek capital ships, including such vessels as the original Constitution cruiser, are scaled as “baby capital ships” in the same vein as the Drazi Stormfalcon Heavy Cruiser. This new style seems to fit the Star Trek ships much better than the previous incarnations did, which makes me believe that Third Edition should be a step forward and not a step back.

1.3 Closing and Acknowledgments

I hope you enjoy these ships, and I *still* look forward to hearing from you. Whether you have a complaint, a comment, or (gasp) a battle report, I would love to hear what you have to say. As always, the possibility of sweeping changes to the rules are so remote that I wouldn't want to calculate the odds, but if you have a good alternative they can certainly be added as an optional rule that other groups can choose to use.

Once thing to remember is that the things that seem right and simulate the show the best to ME aren't necessarily going to reflect other people's impressions of the show. Writing me personally to tell me how I screwed X, Y, or Z elements of the Star Trek universe up really isn't a good use of your time. If you wish to make such comments, it is better to post them to one of the B5W message boards so that a multi-faceted dialogue can be generated on the topic(s) and all sides of the issue discussed and (re)hashed out.

Lastly, I would like to recognize those that were invaluable in the creation of these ships.

First and foremost is Roman "Shadow Scout" Perner. It was Roman and I's initial conversions about the Star Trek ships that helped to generate the first versions of the ships, and Roman is responsible for the creation of most of the original system icons and weapon information.

Thanks also go out to Barry Collins for his inspiration, as it was his Nebula mock-up that made me decide to go with the high armor/low structure model for the Federation ships. This has changed a bit in the Third Edition, but still was a major impetus towards getting me to seriously pursue this conversion.

I would also like to recognize Nate Rux and Rameus; their Star Trek conversions played a role in getting me interested in seeing whether

or not I could get a workable simulation of Star Trek ships to work in the B5W setting.

Dan Foxman deserves a nod as well, since his designs for converting FASA ships over to B5W made me take stock of the work that I had done and gave me another viewpoint to look at the ships from, something that is always important.

Paul Brown has put up with my crap for awhile, too, and been a good sounding board over the years, along with having enough good ideas on his own project races to make me think deeper on my own. He also introduced me formally to the FASA ships, which now have a fond place in my heart.

Todd Boyce should also be noticed for his great website, Battle Spoo, and his Battlestar Galactica (and Star Wars, too) conversions that are well done, and set a standard for those trying to adapt other universes to the B5W mold.

2.0 New Systems and Rules

The Star Trek B5W Conversion Rule Guide presents all of the rules you need to play out Star Trek battles in the Babylon 5 Wars game system.

If you seen any potential mistakes in the rules or any potential show-related actions that are not covered by the rules, please let me know.

2.1 Impulse Drive Systems

Unlike standard Babylon 5 Wars ships, all Star Trek vessels utilize impulse drives for their sub-light maneuvering needs. Impulse Drives function similar in form to Shadow bio-drives. Any ship with Impulse Drives can apply as much of their free thrust—up to the total—through their impulse drives to perform any maneuver they so choose. However, unlike ships utilizing bio-drives, ships with Impulse Drives may purchase additional thrust and overthrust their thrusters, rolling for the required critical check as is used for standard thrusters. Additionally, Impulse Drives may apply thrust in any direction at will and are not limited to a single direction limitation of Shadow bio-drives.

In addition to this more liberal thrusting system, all ships with Impulse Drives are considered to have gravitic drive systems, a side effect of the gravitic bubble that allows the Impulse Drives to function.

If a ship loses all of its impulse thrusters due to damage or overthrusting, the ship still maintains the ability to maneuver. However, all thrust costs are DOUBLED and the ship suffers a -10 initiative penalty for the remainder of the scenario. *Example: An Excelsior Cruiser loses its aft section and no longer has any impulse thrusters. Normally the accel/decel cost of the Excelsior would be 3 thrust. To do so now requires double thrust costs, which would make the new cost 6 thrust.*

If the Excelsior wished to turn and was going at speed 6, it would have to pay double its normal turn cost of 6 thrust—so performing a turn at speed 6 would now cost 12 (!) thrust!

Impulse thrusters are not applicable targets for called shots should the called shots optional rule is in play.

2.1.1 Inverse Gravometric Drive Systems

The Inverse Gravometric Drive System is the pinnacle of Reman technological advancement in impulse drive design. This form of impulse drive is designed to allow even the largest of battleships to maneuver with the agility

of something half its size. Inverse Gravometric Drive Systems utilize dark matter along with the standard matter/antimatter reaction in order to produce a more stable thrusting system. A byproduct of this technology is that the engines and thrusters are harder to disable.

Inverse Gravometric Drives receive a -2 bonus to all critical rolls made against the engine and thrusters of a ship equipped with a drive of this type.

Ships equipped with this drive system are generally easy to spot, their nature betrayed by the “black” energy hovering around the thruster nozzles and intake ports.

Rules Submission by Mike Marshall.

2.2 Deflector Shielding

The shielding used by ships in the Star Trek universe differs greatly from the systems used by the Abbai, Brakiri, or even the Vorlons. Instead of simply “deflecting” the shots so that they don’t hit, or bending them slightly to weaken the strength of the offending weapons volley, deflector shields act to absorb this damage before it can strike the hull.

2.2.1 Shield Projections

Every ship has a set number of *shield projections*, each of which represents a specific arc of shield coverage for the vessel. Light combat vessels have a single projection, but all other units types have four projections (forward, port, starboard, and aft). Each shield projection covers either a 120 degree region or, in the case of light combat vessels, 360 degrees.

Each projection has a rating listed within the projection icon. This value is the amount of damage that the projection can hold before damage breaks through to any systems and/or structure. A value of ‘40’, for example, in a shield projection shows that a total of 40 points of damage can be absorbed before the projection will collapse.

When scoring damage against shield projections, the projection will only be able to take an amount of damage roughly equal to half its total remaining strength against any one weapon volley. Refer to the unit’s Shield Chart data box to determine the maximum absorption. The first column lists ranges describing the current state of the shield, while the second column contains a value which is the maximum damage amount that the projection will be able to absorb from the volley, with any remaining damage rolling to hit as normal. Note that this is per volley, not sub-volley. This is very important

for raking or pulse weapons. Once the maximum damage absorption is reached for the weapon (again, as per the value given in the Shield Chart box), all remaining rakes/pulses will pierce the shield and score damage against the hull regardless of any remaining absorption capacity in the shield projection itself.

Damage scored against a shield projection is subtracted from the projection's absorption rating until its value reaches zero. At that point the shield has collapsed and all damage is scored as normal against the appropriate ship side.

The defending player cannot choose to score specific weapons to shields and allow other weapons to hit the ship itself; if an unfilled shield projection exists in arc, that shield projection must be filled before ANY damage can be scored on the ship it is defending.

Due to their arcs, non-LCV units have a 60° overlap where shield projections meet. If weapons fire comes from a target that is firing from a location where the arcs of two shield projections overlap, the defending player must choose a single shield projection on which to score damage. Multiple projections may NOT be used to defend against weapon fire from a single unit or flight!

If a ship with deflector shielding is subjected to energy draining weapons (such as from the Narn burst beam) and has an active shield projection in-arc, score 10 times the energy draining amount against the shields as if it were actual damage. If this damage exceeds the remaining value of the shield projection, the weapon "overkills" and bleeds through the shielding and may roll to hit as normal, in effect getting a second free shot against the target!

2.2.2 Deflector Shields

Deflector shields are shielding emplacements designed to maintain shield projections and protect a shield from damage. An average ship will have several deflector shields, enough to maintain full shield coverage. Some larger ships even possess redundant shielding to maintain shield coverage even after suffering moderate damage.

Deflector shields have two functions. First, they reduce damage scored through arcs as if they were gravitic shields. Subtract the deflector shield's Shield Factor value from all damage scored through its arc. If two or more deflector shields are in-arc, use the best Shield Factor to calculate damage reduction.

Secondly, deflector shields are used to maintain shield projections. Shield projections may only absorb damage against shots scored through an arc that contains an active deflector shield. If no active deflector shield is in arc, damage will bypass the ship's shield projections entirely and score direct hits against the vessel's hull.

2.2.2.1 Shield Generators and Deflector Shielding

As with gravitic shields, deflector shields use a central shield generator in order to maintain operations. Shield generators on ships using deflector shielding technology function under the same set of rules as normal shield generators and are equally limited in the number of deflectors that can be powered without the application of additional power. It is important to note that, with some exceptions, most ship's shield generators have high enough control ratings to run all of their deflector shields.

2.2.3 Shield Regeneration

At the beginning of every turn during the Ship Power Segment of the Combat Sequence, ships may use extra power to reinforce shield projections. Each point of power applied to a shield projection will restore 1 point of its absorption rating, up to the maximum absorption rating of the shield projection.

Example: A 40-point shield projection took a total of 38 damage last turn. It now has an absorption rating of 2. During the Ship Power Segment of the current turn, the player applies 8 extra power to the shield projection, increasing its absorption rating from 2 to 10 for the next turn.

Units are limited as to the amount of shield regeneration they can safely perform in a single turn. This limitation is equal to the vessel's Shield Generator rating times 5. For example, a unit with a rating 5 Shield Generator could recharge a maximum of 25 points of shielding each combat turn.

A unit could elect to perform regeneration beyond this safe limit, but doing so would force a special critical roll at the end of the turn. This extra critical hit is performed during the Critical Hit Segment of the turn sequence, with +1 added to the die roll for every point of power beyond the craft's normal safe limit. It is fairly obvious to the astute observer that

exceeding your Shield Generator's rated limit for shield regeneration is a bad idea.

Example: A Constitution Heavy Cruiser has a Shield Generator with a rating of 5. The Constitution's commander orders 32 points of extra power to be applied to the ship's aft shields to allow them to hold against an impending Klingon D7's disruptor attack. At the end of the turn, the Constitution must make a special critical hit roll against its Shield Generator, with a total penalty to the roll of +7.

2.2.4 Transferring Shield Strength

Damage absorption capability ("shield strength") can be transferred between shield projections during the Ship Power Segment of the Combat Sequence, but only AFTER 2.2.2 Shield Regeneration has taken place.

Up to 50% (round down) of the remaining damage absorption capacity of a shield projection can be transferred to other consecutive shield projections. Shield projections may transfer absorption capability up to the allowed maximum to multiple shield projections so long as they are consecutive to the originating projection. The total absorption of a shield projection cannot be improved beyond its rated value, however.

Designer's Note: The most common use of this option is to rebalance shield levels to keep all shields on roughly equal footing and helps to emulate the "shields are at X%, Captain" reports of the crew frequently heard in the television shows.

2.2.5 Shield Collapse

Shield projections will collapse during the Adjust Ship Systems segment if the unit's shield generator is deactivated or destroyed; or if the shield projection no longer has any active deflector shields even partially in arc.

When a shield projection collapses, all available absorption capacity stored in the projection is lost and the shield will not be able to begin regenerating additional absorption capacity until one of the two aforementioned criteria for its collapse is restored.

2.2.6 Deflector Shields and Ramming

In the event that a ship protected by deflector shielding is involved in a ramming attempt (either as the rammer or the rammees),

add the current value of the applicable in-arc shield projection to the ship's ramming factor before performing damage calculations. This makes shielded vessels *much* more devastating when ramming unshielded vessels.

2.2.7 Deflector Shields vs. First Ones

Whereas First Ones negate the effects of non-First One shielding technology when it comes to standard gravitic shielding, First Ones DO NOT bypass deflector shielding. However, the immense power of the weapons used by First Ones can more easily disrupt and sap deflector shields. First One ship fire (not fighter fire) scores double damage against shields.

In the case where the remaining capacity in a shield projection is an odd number, the last point of damage scored against shields is used to reduce the shield projection to a capacity of 0 and is then added to the remaining damage total which is then scored against the target as normal.

Example: a Shadow molecular slicer beam strikes a shielded vessel that has 50 points of absorption capacity in an in arc shield projection for 80 points of damage. Only 25 points of damage would be required to fill the shield projection protecting the ship, and the remaining 55 points of damage would continue to be scored normally.

2.2.8 Increasing the Absorption Capacity of Shield Projections

A shield projection can have its maximum absorption rating increased by 1 for each point of power applied to it. This power does not restore "used" shield points but instead only provides a temporarily increase in the projection's maximum rating.

No shield projection may have its absorption rating increased by more than 50% of its unmodified rating (rounding down).

The decision to apply power to increase the capacity of shield projections is made during the Ship Power Segment of the Turn Sequence before deflector shields reinforce shield projections.

2.3 Warp Engines

Star Trek ships do not use jump engines. Instead they use warp engines to allow them to break the faster-than-light barrier and travel amongst the stars. Though in the series

Star Trek ships seem to be able to jump in and out of warp speed at will, all Star Trek conversions have a Warp Delay. Similar to a jump delay, the warp delay is how many turns must pass before a ship may once again activate their warp engines in order to go to warp speed.

2.3.1 Warp Engine Power Generation

Warp engines produce extra power for the ship's use in combat. This extra power is displayed as extra power in the unit's Combat Stats data box at the top of the ship control sheet. In general, every 5 warp engine boxes will generate 1 point of extra power.

The extra power generated by a ship's warp engines provides extra flexibility for Star Trek ships. It can use the power to overcharge its weapons (e.g., increase disruptor damage or sustain phasers), purchase more EW or Free Thrust, or recharge shields. Typically this extra power is used to regenerate shielding more than for any other purpose.

2.3.2 Effects of Warp Engine Damage

As a warp engine takes damage, the equipped ship will begin losing available power. If all warp engines are destroyed, a ship may even end up with a negative amount of power available.

For every 4 boxes of warp engine damage (round all fractions up), a ship will receive a -1 power penalty.

Ships that take heavy damage to their warp engines will discover that they will no longer be able to effectively keep their shields online, making a bad situation that much worse.

2.3.3 Going to Warp

At the beginning of a turn, any warp engine equipped ship that wishes to attempt to escape into warp may declare its intentions to do so. The turn that the ship goes to warp speed it may not fire any of its weapons, either offensively or defensively as all such systems are temporarily offline due to the power drain needed to achieve warp speeds. They continue to arm normally, however. Otherwise, the warp engine should be handled as phasing drives for moving into and out of combat. Once

disengaged from a scenario a ship that warped out may not return.

2.3.4 Warp Engine Criticals

Similar to jump engines, warp engines do not suffer criticals. However, whenever a ship attempts to go to warp, a check is made on all warp engines. There is a percentage chance equal to the number of boxes destroyed that the warp engine will fail. Should any warp engine on the ship fail, the warp delay is reset and the warp attempt will fail.

Example: One of the ship's warp engines has taken 18 boxes of damage, thus there is an 18% chance that the warp engine will fail should the ship attempt to go to warp.

If one of the ship's warp engines fails its roll by less than or equal to half the critical chance of failure (rounded down), the ship is considered to have experienced a 2.3.4.1 Warp Core Breach. A ship will also suffer a warp core breach if one or more of its warp engines are destroyed on the turn the unit attempts to warp out of the scenario (see 2.3.3 Going to Warp).

2.3.4.1 Warp Core Breach

A warp core breach signals that the warp core matrix has become unstable and continued use of the warp reactor will run the risk of a fatal antimatter containment breach.

Once a warp core breach has occurred apply the maximum reactor critical result (-10 power and containment breach chance) to the reactor. This is of course cumulative with any other reactor criticals already scored. If the ship is already experiencing a containment breach or if it suffers another such critical during future Critical Hit Segments the ship is destroyed. Needless to say, a ship experiencing a warp core breach cannot go to warp and any attempt to go to warp will fail.

Players may voluntarily cause a warp core breach to occur. The decision to do so is made in the Critical Hits Segment of the Turn Sequence. Please note that this can lead to uncharacteristic behavior, especially in campaigns, so the optional should only be allowed if the ship has no other possibility of survival or rescue and the ships would be otherwise allowed to ram in the scenario. If these two criteria are not met, then a fatal warp core detonation cannot be voluntarily performed.

2.3.4.2 Explosive Detonations (Optional Rule)

When a ship's warp core suffers a fatal warp core breach, the resultant energy release from the raw matter/antimatter reaction can have deadly consequences. Score a flash plasma damage amount equal to 20% of the detonating ship's ramming factor to the target hex. The damage wave then expands outwards from the initial hex, subtracting 20 damage per hex beyond the point of detonation.

2.3.5 Effects of Non Paired Warp Engine Configurations

The standard configuration for warp engines in the Star Trek universe is the two-nacelle design. However, some ships have one, three, or more warp engines.

Ships with more than two warp engines receives integrated bonuses to their warp delay times. This added efficiency comes at the cost of an erratic and hard to control warp field. For each warp engine destroyed on these ships, increase the vessel's warp delay by 2 turns. This does not reset the delay but merely increases the time until the delay will be met.

Additionally, if a ship has more than two warp engines available, it may elect to shutdown additional nacelles at a rate of one warp engine per turn. Each warp engine shutdown increases the warp delay by 1. Warp engines that are shutdown do not produce power, but they also do not contribute to the unit's chance of experiencing warp engine failure when the ship attempts to warp out of a scenario. Shutting down warp engines in this manner is usually only done when one of the ship's warp engines is so badly damaged that keeping it online would almost certainly inhibit the vessel's ability to go to warp speed.

2.3.6 Warp Engine Rings

The Vulcans use a special warp engine arrangement known as a warp engine ring. Instead of arranging their warp engines into distinct nacelles the Vulcans arrange them in concentric rings. Warp engine rings are noted on the ship control sheet and represented by a series of warp engines connected by a single thick black line.

Warp engine rings confer their own distinct advantages and disadvantages. The

greatest advantage of warp engine rings is their ability to resist criticals. All the warp engines constituting the ring are treated as a single warp engine for purposes of criticals. Every warp engine unit that is shutdown or destroyed in the ring will increase the warp delay by 1.

A hit to a warp engine ring can be scored on any of the warp engines that make up the ring, selected at the owning player's discretion. More often than not a warp engine rings belong to multiple sections. This increases the base survivability of warp engines arranged into rings, as the warp engines will not be automatically destroyed by the destruction of a single structure block, but it also provides additional opportunities for enemies to do damage to them on the appropriate hit charts.

Other than the changes noted above warp engine rings function like standard warp engines.

2.4 Cloaking Device

Some ships—notably Romulan and modern Klingon vessels—are equipped with *cloaking devices*. This piece of technology selectively bends light around the ship, evading most detection techniques and rendering the ship virtually invisible.

At the beginning the Ship Power Segment, any unit with an intact cloaking device may elect to cloak or decloak. Cloaking occurs at the end of the Ship Power Segment.

When a unit cloaks, it may apply power to its cloaking device in order achieve a higher cloak rating. A cloak rating is a measure of how difficult the ship is to detect. Additional cloak rating levels are purchased in the same way that Sensors raise their EW levels. If no extra power is applied to a cloaking device, a unit will have a cloak rating of 0. If 1 point of power is applied, the cloak rating increased to 1. A further 2 points of power (3 in total) would increase this to a cloak rating of 2, and so on and so forth. Some cloak-capable ships will include a cloaking bar on their sheet (as space allows) that lists the increased power cost per cloak level.

Fighters, shuttles, and other related units have static cloak ratings as indicated on their ship control sheet. These cloak ratings cannot be improved, but every full 3 boxes of damage will reduce the unit's cloak rating by 1.

Unless otherwise stated in the unit's description or on the ship control sheet, any craft

which cloaks must adhere to the following conditions:

- The unit may not use EW of any kind, either offensively, defensively, or for ELINT functions, so long as the ship remains cloaked. This includes the Offensive Bonus of fighters/shuttles.
- No weapons may be fired while cloaked; however, all weapons continue to charge at their normal rate.
- The unit operating the cloaking device must lower shields. Extra shield points can still be purchased in order to regenerate shield absorption ratings.
- Transporters do not function while cloaked.

Once a unit is cloaked its counter is removed from the board and movement is tracked secretly until the unit elects at the beginning of another turn to decloak. Once decloaked all of the unit's weapons and shields return to function normally.

Cloaking leaves a ship very vulnerable during the turns that it is cloaked, especially against the effects of flash or proximity weapons, as the ship no longer has shields available to protect itself.

2.4.1 Detecting Cloaked Ship

Units in a scenario can detect cloaked ships in the same way that mines are detected in Babylon 5 Wars using the mine detection rules. However, EW should be placed towards *cloak detection* rather than *mine detection* and dedicated minesweepers do not benefit from their inborn minesweeping bonus when attempting to discover the location of cloaked ships. However, because of their more advanced sensor packages, ELINT ships receive a +2 detection bonus when performing cloak detection.

For purposes of cloak detection, the signature of a cloaked ship is equal to its cloak rating. Therefore the more power applied to the unit's cloaking device, the harder it will be for enemy units to detect it.

If a cloaked ship is detected using this method, it is a boon for the locating player as they will get a free turn of unprotected fire against the enemy unit! For purposes of resolving fire against cloaked ships, refer to the mine rules in Showdowns-1.

Cloaked ships are also automatically detected if they take collateral damage from

flash weapons or Vree antimatter shredders. Note, however, that this detection occurs after weapons fire is declared, so units will be unable to fire at the newly detected vessel. However knowing where the cloaked vessel is will be of great assistance in future turns when attempting to determine the position of the unit.

General Note: *Though these cloaking rules exist and can be taken advantage of in a battle to lick a ship's wounds, it is generally a bad idea to do so. A determined opponent is likely to attempt to locate cloaked ships once they know they are there, and depending on the ship that is cloaking it may be an easy affair to do so. When cloaked a ship is so vulnerable that weapons fire—even at double range penalties—can be devastating, and will easily render a vessel to nothing more than slag. For this reason alone it is in a ship's best interests not to recloak unless it is in retreat.*

2.4.1.1 Cloaked Units vs. Advanced Sensors

Cloaking devices are able to disguise units against the sensors used by ships using normal sensors, but they are fairly poor at hiding from the all-seeing-eye of Advanced Sensors.

Ships with Advanced Sensors gain a +5 bonus to any Cloak Detection performed.

2.4.2 Cloaked Units and Minefields

Minefields can be the bane of cloaked ships and fighters. The cloaking device can act to fool most types of active scanners, but a collision with an errant mine can mean disaster. When cloaked, a unit is affected normally by proximity mines but not captor and DEW mines, as they rely on active sensor data to acquire targets. Captor and DEW mines CAN attack a cloaked unit that accidentally enters the minefield and is successfully 'hit' by a proximity mines. This acts to 'light up' the cloaked ship or fighter and make it possible for captor or DEW mines to target them.

2.4.3 Cloaking Device Criticals

Roll on the critical chart below to determine the effects of cloaking device criticals.

Cloaking Device Critical Chart (Roll d20)

| Result | Effect |
|--------|---|
| 1-13 | No Effect |
| 14-16 | +1 power requirement |
| 17-20 | -1 cloak signature |
| 21+ | Apply the effects of both 14-16 & 17-20 |

2.4.4 Special Cloaking Device Rules

This section includes special cloaking device rules that cover specific situations and rules interactions relating to cloaking devices.

2.4.4.1 Cloaking Fluctuations

Some units suffer from cloaking fluctuations that make their vessel more easily detected while cloaked. Such mechanical deficiencies as faulty plasma coils are usually to blame for these problems, and entire production runs have been known to contain such faulty equipment.

Units suffering from cloaking fluctuations have a signature 1 less than normal, making them more easily detected by their pursuers. Additionally, the cloaking devices on these vessels are more easily affected by damage, adding an additional 20% to the chance of failure when rolling criticals on the cloaking device.

2.4.4.2 Phasing Cloak

Some ships, notably several advanced Federation prototypes, are equipped with cloaks that allow them not only limited invisibility but also confer the ability to move through solid matter. Known as 'phasing cloaks', this type of cloaking device is functionally identical in most ways to a standard cloaking device.

The most significant change in the rules is that a unit that is cloaked using a phasing cloak can pass through an enormous unit, asteroid, moon, planet, or other solid object without risk of damage. If for some reason the unit is forced to decloak while within a solid object it is instantly destroyed. If the solid object was another unit then the unit will take the effects of a 100% success ramming attack on one random section.

When a phasing cloak is engaged no enemy weapons other than those that cause subspace damage (such as isolytic weapons) can harm the cloaked ship. However a ship that

is phase cloaked cannot fire their own weapons under any circumstances.

Finally, ships with phase cloaks consider their EW levels to be 25% higher than normal for purposes of their cloaking signature (round up). This represents the inability for normal sensors to detect a ship that is out of phase with reality.

2.4.4.3 Firing While Cloaked

Some advanced ships are able to fire while cloaked by some engineering marvel. The major obstacle to firing while cloaked has traditionally been the massive amount of power the cloaking device requires to provide its invisibility benefit. Ships that can fire while cloaked will be noted as such in the Special Notes box on their ship control sheet.

2.4.4.4 Enhanced Cloaking Device

The Romulans have long tampered with creating a cloaking device efficient enough to allow the ship to power both weapons and shields while the cloaking device is still active. Such an advancement was often seen as an elusive pipe dream by the mainstream military leadership.

Eventually the Romulans were able to make the breakthrough necessary to make the pipe dream a reality. The drives remained a complete secret to all of the Romulans adversaries until the prototype model made its debut onboard the Reman Scimitar Warbird, which served as Praetor Shinzon's flagship.

Unfortunately for the Romulans this prototype was destroyed by Federation and Romulan interlopers and much of the functional data on the system lost.

Any unit equipped with an enhanced cloaking device may use EW, but the ship cannot use its EW to perform ELINT functions. Weapons recharge and fire weapons as if the ship were not cloaked. Shielding also continues to function normally while the ship is cloaked, absorbing damage and regenerating as if the ship were actually uncloaked.

The unit's position will be betrayed each time that the ship fires any of its weapons. The ship will remain cloaked but enemy ships are allowed to fire on the ship, but suffer both double range penalties and a firing penalty equal to the amount of cloak detection EW that would have been required to detect the ship.

2.4.5 Cloaking Device Rule Clarifications and Optional Rules

2.4.5.1 Cloaking Device, ELINT Operations, and Ship Identification

Cloaking forces a ship to forego the normal use of EW and prevents the vessel from performing any ELINT functions. However ELINT operations can have other affects on cloaked units.

Based on submissions by Adam Baird.

2.4.5.1.1 Ship Identification

While cloaked, units are forced to rely on their passive sensors only for detecting and identify enemy units.

Non-ELINT cloaked ships may voluntarily lower their cloaking signature by 1 to provide a +2 bonus for purposes of ship identification. ELINT vessels are more efficient in this regard, gaining a +3 bonus per signature reduction. A ship's cloaking signature cannot be reduced below zero. However ELINT ships lose their normal +3 bonus to ship identification rolls when cloaked.

In campaigns or strategic movement situations a cloaked ship will always be able to identify enemy units at their same location.

2.4.5.1.2 Blanket Protection

The blanket jamming protection provided by fleet scouts is effective in affecting enemy sensors, but it can also have adverse effects on cloaking devices. The interference can confuse cloaking devices, causing gaps or errors in the unit's cloaking shield.

If a cloaked unit is within the blanket protection range of either a friendly or enemy scout generating blanket protection, its cloaking signature will be reduced by a value equal to the amount of blanket protection being generated. The cloaking signature cannot be reduced below zero. If several ships in the same area are generating blanket defense, only the best defense level will be applied as a negative penalty to the unit's cloaking signature.

Example: A Romulan D'deridex Warbird with a cloaking signature of 3 is cloaked and accompanying the rest of its fleet into battle. A D'renet Scout is generating 2 points of blanket protection to the fleet and is within

range of the cloaked D'deridex. Another D'renet, also within range of the D'deridex, accompanies the fleet and is providing another point of blanket protection.

The first D'renet's blanket protection of 2 is higher than the 1 generated by the other scout so is the best blanket defense level in range. This is subtracted from the D'deridex's cloaking signature, dropping the signature from a 3 to a 1.

2.4.5.2 Cloaking and Sustained Fire

Weapons that fire in sustained mode have several advantages against ships that can cloak. The tracking nature of the sustained fire makes it possible for the weapon to continue to strike the target even after it has cloaked.

If a unit that has been hit by a sustained weapon cloaks and the cloaked unit remains in the weapon's firing arc, there is a chance that the sustained weapon will still be able to strike the unit, despite the fact that it is cloaked. In any case the second turn of sustained fire is not automatic, but must re-roll to hit as follows. Take the defense signature of the cloaked unit, subtracting its cloaking signature, and then add the applicable fire control rating of the sustained weapon. The result is the to-hit value that the sustained weapon must roll against in order to determine whether the second turn of sustained fire strikes the target. As the target is cloaked, defensive fire will not normally be possible (see 2.4.7 Enhanced Cloaking Device).

In most cases sustained weapons that fire for a longer sustained cycle (more than two turns) will be unable to hit a cloaked unit after the second turn of sustained fire. This is due to the fact that it becomes too difficult to anticipate or continue to track the target's direction and speed of movement. The exception to this is if the target decloaks at the end of the second turn. In this case the additional turns of sustained fire will automatically hit the target until it cloaks again, at which point it should be treated as described in the above paragraph.

In general, units capable of cloaking should not do so if a sustained weapon is firing upon them. Sometimes cloaking will allow the unit to elude what would otherwise be an automatic hit, but it is definitely a gamble that could cause more harm than good for the cloaking vessel.

2.4.5.3 Streib Mass Sensor Systems and Cloaked Ships

Streib vessels are equipped with an advanced form of sensory apparatus called a Mass Sensor System. This system allows the Streib to “look into” normal space from hyperspace and detect likely targets for their sneak attacks.

This ability to detect mass largely counteracts the effects of cloaking by bypassing the countermeasure itself. A ship can hide its presence using a cloaking device, but there is no way that it can erase its mass. As a result, ships with Mass Sensor Systems generate free bonus Cloak Detection EW each turn equal to their current Sensor Rating. This is in addition to any EW the unit spends on Cloak Detection from its normal EW pool.

Example: A Streib Collector Ship has a standard Sensor Rating of 12. It also has a Mass Sensor System. The ship will therefore receive 12 Cloak Detection EW points each turn towards the detection of cloaked ships. If the ship applied its full 12 EW from sensors to Cloak Detection, it would garner a whopping 24 points of Cloak Detection!

Transporter technology does have its limitations, however. Transporters cannot be used if the source or target ship has active shielding of any type. This includes gravitic or EM shielding as well as deflector shields, but does NOT include EA Energy Web. Exceptions to this rule do exist, such as in the case of Dominion 2.5.1 Enhanced Transporters and Expert Transporter Chiefs.

Transporters are not actually represented on any ship control sheets but are instead part of the ship’s structure. Each transporter-equipped unit will generate a number of *transporter points* equal to the number of structure blocks currently present on the ship. Transporter points are an approximation of a unit’s transporter infrastructure, representing how many transport operations it can perform in a single turn.

Example: The Galaxy-class U.S.S. Enterprise NCC-1701-D has five structure blocks, therefore the ship has a total of five transporter points to spend each turn.

If the Enterprise were to lose both its forward and starboard sections, it would be left with only three existing structure blocks. The Enterprise’s transporter point total would likewise be reduced to three.

2.4.6 Stealth Cloak

Some older vessels make use of stealth cloaks, primitive cloaking devices popular among certain factions in the 22nd Century.

Stealth cloaks function like cloaking devices except for the fact that stealth cloaks are far less efficient. The power cost to increase the unit’s cloak rating is DOUBLED for ships using stealth cloaks. This penalty means that most vessels relying on stealth cloaks will have a cloak rating of 0.

Very few ships of the period had the ability to achieve a cloaking signature greater than one or two. The technology was largely abandoned because of its inefficiency in the face of advances in electronic countermeasures.

2.5 Transporters

Almost all ships in the Star Trek universe utilize matter-to-energy transferal devices known as transporters. Transporters allow ships to transfer cargo and personnel between locations at a faster rate than shuttles can.

Each transport point can be used to transport (beaming in or beaming out) one marine contingent², cargo unit, or special officer per turn. In the case of special officers, the officer must have spent the prior turn moving from his/her normal duty position (C&C, engine, weapon, etc.) to the transporter. Otherwise the special officer will require the use of two transporter points to transfer (due to the remote beam out).

If two friendly ships both equipped with transporters beam equipment or personnel between themselves they can do so at double the normal rate.

The maximum range of a ship’s transporters is equal to two times its current Sensor rating. For example, a Constitution Heavy Cruiser with a Sensor rating of 7 would have a maximum transporter range of 14 hexes.

² To determine the number of marine contingents available per ship for use in boarding actions, please refer to the rules for marines and breaching pods in the Babylon 5 Wars Rules Compendium.

All transporter actions take place during the Recovery Segment of the turn sequence. A transporter delivery roll must be made for each such action. Roll “to-hit” against the target vessel, with a base to-hit value of 20, modified by +1 per point of OEW the transporting unit has the target and –1 per point of DEW the target is using. Note that all of the previously mentioned criteria must be met for the transporter action to have any chance of success. If the transporter delivery attempt succeeds, then the personnel or cargo is transferred as ordered.

All Star Trek ships are considered to have transporters available. In the cases where ships do not have transporter systems it will be explicitly stated in their Special Notes box.

2.5.1 Enhanced Transporters

The Dominion use powerful transporters unlike those used by the Alpha Quadrant powers. Their advanced form of transporters allows Jem’Hadar marine contingents to beam through shielding without problem, negating the primary disadvantage of the transport system. Additionally, Enhanced Transporters have their transporter ranges increased by 5 hexes and receive a +4 bonus to their transporter delivery rolls.

2.5.2 Combat Transporters

Some assault ships are equipped with combat transporters to facilitate faster transfer of marine contingents to disabled enemy vessels or ground sites. A ship equipped with combat transporters will be so noted in the special notes box of their ship control sheet. The bonus indicated on the ship control sheet represents the additional transporter points available to the ship for marine beaming ONLY. These extra transporter points cannot be used to move cargo or other personnel and are restricted to solely beaming marine contingents to or from a valid target.

Example: A Klingon Na Ra’den Heavy Assault Ship is a heavy combat vessel with three structure blocks. The vessel is also equipped with Combat Transporters (+1). For purposes of transporting marine contingents, the Na Ra’den’s standard transporters can transport 3 marine contingents and its Combat Transporters can transport another 1, for a total transport capacity of 4 marine contingents per turn.

2.5.3 Fighters/Shuttles and Transporters

Most fighters and shuttles are equipped with simple transporter systems that are used to beam its crew either to a planetary surface (if performing a system survey) or to a safe location if their craft is in danger of destruction.

All fighters and shuttles generate one transporter point per turn. For shuttles and super-heavy fighters this point can be used as normal, beaming personnel and cargo between sites. However, in the case of fighters, the use of a transporter means the pilot is abandoning their craft, and the ship will be considered dropped out after beam out. The same is the case if a super-heavy fighter or shuttle beams one crew unit to a remote location.

Exceptions to this rule do exist. In campaigns or special scenarios it may be possible for fighter/shuttle crews to beam one specific individual or individuals to or from the craft. This can only be done if more than one crewmember is available onboard the fighter/shuttle. In any case, if this is possible it will be stipulated in the scenario rules.

Finally, the transporter range of fighters and shuttles is limited to two times the unit’s offensive bonus, or 5 hexes, whichever is greater. The less powerful transporter systems installed on these small craft normally limit their effective transporter range.

CM Note: If running a campaign, especially a role-playing campaign, GM’s may wish to be more detailed on the use of transporter operations. Each of the series has made widespread use of shuttlecraft of different sizes, and it is up to the GM as to what the players can and can’t get away with in way of the transporter system.

2.5.4 Transporter Bombs

It was not long after the development of the first transporter systems that military strategists inevitably attempted to turn it into a weapon. One of the most popular methods of converting this utilitarian piece of equipment into a weapon of war was by way of transporter bombs.

Transporter bombs, or “t-bombs,” are highly volatile antimatter explosives designed to cause an explosive energy release whose shockwave can cause incredible damage to nearby vessels.

Transporter bombs are Proximity (Antimatter) class weapons that score damage in Flash mode. They are targeted on a hex, not a unit, and will always 'hit' the hex that is targeted (there is no chance for fizzle or scatter). Transporter bombs are resolved like A single to-hit roll is made to determine the amount of damage scored against each of the units in the target hex. Roll a d20; the base to-hit against the hex is 20, and the transporter bomb will score 5X damage, where X is the amount rolled below 20. The maximum X that can result is 19, so any given transporter bomb can do anywhere from 0 damage to 95 damage against all targets in the hex.

It takes one transporter point to deliver a transporter bomb. The ship deploying a transporter bomb must also necessarily lower its shields in order for the transport to be completed. This includes ships equipped with Enhanced Transporters.

When deploying a transporter bomb to the target hex there is a chance that the bomb will detonate prematurely, exploding within the transporting ship. At the time of transport roll d20, adding +1 for each damaged section on the ship (+3 for a medium ship or light combat vessel) and +2 for each destroyed section. In this case a damaged section is considered any section whose structure block has taken even a single point of damage. On a roll of '20' or greater the transporter bomb has exploded, and damage is scored upon the transporting ship, not the hex as per the normal rules. The resultant transporter bomb explosion will strike a randomly determined section of the transporting ship (primary is a valid section) and score damage as per the normal rules for the weapon.

Transporter bombs proved too dangerous for casual use and are usually only used in times of great desperation.

No ship comes with transporter bombs as standard equipment. They must be purchased separately, at a cost of 18 combat points each.

2.6 Time Ships & Advanced Temporal Weaponry

The Federation has encountered several ships from their future. These time ships are highly advanced starships designed for policing the time stream and maintaining the continuity of the timeline.

Contact with these ships has been rare, but there has been several noted exceptions in the past (or is it the future?).

This section details all of the rules required to play with the time ships presented. Many of the weapon and other systems that would normally be detailed in other sections are instead located with the rest of the time ship rules for ease of reference.

The majority of the time ship units, rules, systems, and weapons were developed by Epyon35314910824@aol.com.

2.6.1 Temporal Distortion Drive

Often times referred to simply as a 'temporal drive', the Temporal Distortion Drive is what makes routine time travel and instantaneous travel possible for the advanced Federation time ships. Temporal Distortion Drives both acts as a vortex generator as well as the ship's primary source of power, replacing the ship's reactor.

One of the special abilities conferred by the use of Temporal Drives is the ability to jump ahead in time or escape a battle entirely. In order to do this the ship must form a 'temporal vortex' and successfully traverse it. Temporal vortices are opened and function exactly like Babylon 5 jump points and use the same rules. The only modification to the normal jump engine rules regarding Temporal Drive-equipped ships is that the ship may select its own position, phasing, and speed upon re-entering the battle through a temporal vortex (jumping into battle).

Ships with a Temporal Distortion Drive have a separate delay separate from their standard warp delay. This temporal delay is equal to the ship's unmodified warp delay. A ship must meet its temporal delay before it may form another temporal vortex.

In campaigns GM's may wish to allow ships to send ships ahead into the future, stipulating exact time and location for the ship to reappear. If a campaign is going to involve time travel, however, the GM should go to great pains to make sure that rules are put in place to allow for the serendipitous arrival of a ship or ships from the *future* arriving in the past as a special event.

Temporal Distortion Drives suffer special criticals, as illustrated below:

1-10: No Critical

11-14: Minor Power Loss: -2 power

15-18: Moderate Power Loss: -4 power. +1 to temporal delay

19-26: Major Power Loss: -8 power. +2 to temporal delay

27+: Containment Breach: -10 power loss. The ship is no longer able to form temporal vortexes. There is a percentage chance each turn equal to the number of damage drive boxes of a temporal explosion.

2.6.1.1 Temporal Explosion

If a temporal explosion occurs, the Temporal Distortion Drive will explode, destroying the ship, and creating an unstable temporal anomaly. The anomaly is centered in and contains the unit's initial hex, with a diameter as follows: LCV/MCV: 1 hex; HCV/Capital Ship: 2 hexes; Enormous: 3 hexes. This entire region is affected by the temporal anomaly. Any units entering the temporal anomaly, or that occupied the space where the anomaly has just formed, that are either not equipped with a functional Temporal Distortion Drive, non-Ancient, or do not have Temporal Shielding will be automatically destroyed. The temporal anomaly will persist for 1d10 turns after forming, at which point it will collapse during the Vortex Activation/Closure point of the Turn Sequence.

2.6.1.2 Temporal Phasing

Units equipped with Temporal Distortion Drives can phase themselves so that they are outside of the time stream, thus effectively removing themselves from reality. While a unit is temporally phased it cannot be damaged, but neither can it damage units that are still a part of the time stream. Temporal shields and deflector shields (even advanced deflector shields) do not function while temporally phased.

A ship may temporally phase so long as they have an undamaged Temporal Distortion Drive. Use the rules for Shadow Phasing Drive half-phasing for entering and exiting a temporally phased state. The mechanics are the same, though the destinations during temporal phasing and half-phasing are quite different.

2.6.3 Hyper Impulse Drives

Hyper Impulse Drives are functionally the same as standard Impulse Drives (2.1 Impulse Drive Systems) with the exception that they ignore the critical scored against them.

This is in addition to the Gravitic Drive System bonus.

2.6.4 Temporal Shielding

An incredible innovation, temporal shielding is the ultimate iteration of deflector shield technology. Unlike standard deflector shields, temporal shields are much more capable of protecting the ship from weapons damage. The shields act to pervert reality for the units and its occupants, literally forcing incoming particles and weapons fire to cease to exist in the timeline.

Temporal shields ignore half the damage scored against them (round all fractions up). In the case of Ancients, temporal shields simply negate the double-damage vs. shields affect of Ancient weapons.

2.6.5 Advanced Deflector Shields

Federation time ships operate a more advanced deflector shield unit to compliment their temporal shielding. Advanced deflector shields are able to provide 2 points of shield regeneration for every 1 point of power applied.

2.6.6 Mono Reflective Plating

Advanced Federation ships make use of Mono Reflective Plating, a special armor type that can act to passively cloak the ship from the view of its research specimen. Ships equipped with Mono Reflective Plating may cloak and decloak at the appropriate points in the turn sequence (as noted in 2.4 Cloaking Device). While cloaked the ship must adhere to all the conditions of being a cloaked ship.

Mono Reflective Plating is also exceptionally good at concealing the cloaking vessel, conferring a bonus to the cloaking signature above and beyond that normally generated by the ship's sensors. This bonus is noted in the special notes box of the unit.

One of the advantages of Mono Reflective Plating over archaic cloaking devices is the distributed nature of the stealth system. A ship with Mono Reflective Plating can never lose the ability to cloak.

2.6.7 Temporal Transporters

Temporal transporters function as normal transporters with the distinction that they have unlimited range and can ignore any enemy shielding other than temporal shielding. Due to their range, temporal transporters are capable of

transporting objects to any unit in a scenario, no matter the ranges involved.

2.6.8 Hyper Advanced Photon Torpedo

The ultimate iteration in the Federation's pursuit of a fast-firing photon torpedo weapon, the Hyper Advanced Photon Torpedo is one of the most destructive ballistic weapons ever developed. A fast rate of fire and high-energy output makes this weapon utterly devastating to lower-technology races.

2.6.9 Subatomic Disruptors

The Federation eventually ran out of practical ways to extend the capabilities of phasers and was forced to develop a different family of beam weapons. The subatomic disruptors are the ultimate in iteration of disruptor technology. All such weapons fire in Piercing mode, with devastating results on the target. Advances in subatomic theories as well as temporal manipulations helped to make subatomic disruptors a reality.

2.6.10 Temporal Incursion Cannon

The Temporal Incursion Cannon is a unique weapon developed by the Krenim in some timelines. The Temporal Incursion Cannon acts to totally erase the weapon's target from the timeline. The resultant temporal shockwave permanently alters the timeline.

When the Temporal Incursion Cannon is fired on a unit it will continue to attack the unit for as long as it is within arc of the weapon. Each turn that this criteria is met, the Krenim player will roll a d6, adding +1 for every previous failed roll; on a roll of '6' or better, the Temporal Incursion Cannon will have successfully removed the target from the timeline. If the weapon misses it will simply attempt to attack the target again on the next turn, as long as it is still within arc.

If the target should move out of the Incursion Cannon's arc the weapon will shutdown and begin its recharge cycle.

If the target is erased from the timeline, a temporal shockwave will occur. This shockwave will strike at the end of the turn that the target was erased from the timeline. Every non-fighter/shuttle unit in the scenario must make a d6 roll on the following chart for the result:

1 or lower: Unit elevated: Replace the unit with a random vessel of a higher combat point value than the current unit. Apply all pre-existing

damage to like systems/structure blocks and set shields at current absorption capacity totals. If no unit is available, erase an amount of damage equal to 1d10 x remaining number of sections. -1 to all future rolls.

2-4: Unit unaffected: No Effect.

5: Unit diminished: Replace the unit with a random vessel of a lower combat point value than the current unit. If no unit is available, score an additional 2d10 damage to each section (ignoring armor).

6 or greater: Unit erased from the timeline: Immediately remove the unit from play. +1 to all future rolls (cumulative).

All fighters/shuttles are destroyed when their carrier is erased from the timeline. Ships with active temporal shielding are immune to the effects of the temporal shockwave.

Player Note: *If the Krenim Timeship or any other unit operating a Temporal Incursion Device is present in a scenario, all players should produce a small list of ships of both stronger and weaker ships, preferably from different time periods, in order to be ready when a temporal shockwave occurs.*

It is also important to stress that there could be additional scenario effects depending on the object being erased from the timeline. For example, if the Krenim Timeship were fighting in a Battle for Earth scenario and erased Earth, the temporal shockwave would automatically eliminate all Federation starships in the battle.

GM's should use extreme caution when allowing such weapons into their campaigns due to the far-reaching effects that they can have on the campaign environment. Such effects are usually inversely related to the fun value of the campaign (the more time incursions the less fun the game is for everyone involved).

2.7 Racial Modifiers

2.7.1 Marine Bonuses/Penalties

Each of the races depicted in Star Trek has their own strengths and weaknesses in ground or hand-to-hand combat. Refer to the list below for modifiers by race/faction:

Klingons: -1 if the attackers are Klingon, +1 if defenders are Klingon

Jem'Hadar: -1 if attackers are Jem'Hadar, +1 if defenders are Jem'Hadar

Borg: -2 if attackers are Borg, +2 if defenders are Borg

Remans: -1 if attackers

Based partially on a submission by William Murdick.

2.7.2 The Dominion and Ramming

The Jem'Hadar forces employed as the soldiers of the Dominion are totally fanatical, bred to fight and die for the Founders. Their battle philosophy stresses that every Jem'Hadar is dead until they earn back their life through battle. With nothing to lose, the Jem'Hadar often fall back on suicide tactics to earn their forces victory in battle.

Dominion units are allowed to ram in any scenario (unless explicitly overridden by the scenario setup) so long as the unit meets one or more of the following criteria:

- The unit has lost half or more of its weapon systems (rounded up).
- The unit has lost three sections (if capital ship/enormous unit), one section (if HCV), or suffered 50% damage to structure (if medium ship/LCV/fighter/shuttle).
- The unit's shields have completely failed due to the destruction of all deflector shields or shield generator(s).
- A Founder is present in the scenario.

The ships of other races are still denied the choice of ramming unless the scenario stipulates otherwise.

2.8 Remodulating Weapons

When fighting races with adaptive armor—such as the Borg—it may be necessary to remodulate the ship's weapons in order to attempt to bypass the target's adaptive armor segment.

During the Ship Power Segment a player may declare that a unit is remodulating its beam weapons. Ballistic weapons, such as missiles and torpedoes, cannot be remodulated. During the turn that remodulation is taking place the unit cannot fire any of its non-ballistic weaponry. Additionally, the turn delay of all non-ballistic weapons is increased by one. All weapons will continue to recharge normally during the turn that the unit begins the remodulating process. All weapons are considered remodulated on the following turn.

Once remodulated, any non-ballistic weapons fired on a unit protected by adaptive

armor has the potential of ignoring the adaptive armor segment. Roll d6; on a roll of '5' or '6', the remodulation of the ship's weapons was successful and adaptive armor will be ignored on the current turn. On subsequent turns the player must continue to roll d6, and on a roll of '6' the ship's weapons will continue to ignore adaptive armor.

Should the remodulated weapons fail their checking roll it means that the enemy's adaptive armor has adapted and the remodulation procedure has failed.

2.9 Hangars

2.9.1 Converting Hangar Boxes

In addition to the normal assault shuttle for medium fighter conversion outlined in the Rules Compendium other hangar conversions are available to Star Trek races.

2.9.1.1 Large Hangars

Some factions incorporate hangars into their ships that are abnormally large compared to those in use by other races. These races have adapted such spacious hangar bays to better facilitate hangar operations and aid in the maintenance of their vessels' array of shuttlecraft.

These players are allowed to convert hangar bays to base vessels of larger sizes. Players can convert hangar boxes to heavy fighter capable bays for the cost of 10 combat points each. Players can for 20 combat points convert four contiguous hangar boxes to base a single super heavy fighter (such as the Danube Runabout).

The following races are considered to have "large hangars": Federation, Dominion, and Reman.

2.9.1.2 Hangars of Other Races

Those races not considered to have "large hangars" can convert their empty hangar boxes to hold larger craft, though less efficiently.

For 10 combat points two hangar boxes can be converted to base a single heavy fighter. For 30 combat points six contiguous hangar boxes can be converted to base a single super heavy fighter.

2.9.1.3 Launching Super Heavy Fighters from Hangars

Super heavy fighters that are based out of a hangar require one launch/land point to either launch or land from a hangar.

2.9.2 Dominion LCV Basing

The Dominion are allowed to base light combat vessels (LCV's) internally on any ship that is a Capital Ship or larger. In this case it is handled exactly as a super-heavy fighter based in a hangar, taking four hangar boxes per LCV and requiring one launch/land point to enter or exit the hangar.

2.9.3 Resolving Damage to Multi-Box Hangar Units

Units that take up more than one hangar box to base them upon a ship take damage differently than normal fighters or shuttles. Normally the destruction of a box would instantly destroy the fighter/shuttle. In the case of those units that occupy multiple hangar boxes per unit, the destruction of one of these hangar boxes will score 10 points of damage ignoring armor and shields against the unit.

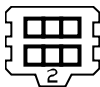
2.10 Special Defensive Systems

2.10.1 Polarized Hull Plating

Ships of the 22nd Century made use of polarized hull plating before the widespread adoption of the more familiar deflector shielding technology. Rather than projecting an energy field in a spherical region away from the ship's hull, polarized hull plating binds an electromagnetic field to the ship's hull that acts to harden the ship's natural armoring abilities.

Ships equipped with polarized hull plating for defense will have polarized hull plating generators, commonly called polarized hull plating units or systems, located in each of the ship's sections. These units serve as juncture points for the ship's polarized hull plating network. Usually a ship will have more than one system available in a section, with one being active and the other serving as a backup unit in case the primary unit is knocked offline. Polarized hull plating units take a small amount of power to maintain operations, representing the power flow necessary to maintain the cohesion of the polarization matrix.

An active polarized hull plating generator will add its current rating to the armor values of all systems in it's ship section (forward,



port, starboard, aft, or primary), including the polarized hull plating generator. For enormous units and capital ships this is fairly self-explanatory. However, in the situation of medium ships where structure is part of both forward, aft, and primary blocks, a ship will only benefit from any polarized hull plating through the arc which the enemy unit is firing.

The rating of a polarized hull plating system can be increased through the application of power in the same way that sensors can improve their EW output. To increase a polarized hull plating system by one point would require a payment of power equal to the new hull plating shield factor. *Example: a 1 point polarized hull system would require a total of 2 power to increase to a strength of 2, a total of 5 power to increase to a shield factor of 3 (2+3), and a total of 9 power to increase to a shield factor of 4 (2+3+4).*

Polarized hull plating systems are non-cumulative and the player should use the highest generator rating of those available. Multiple polarized hull plating generators are often installed on ships to provide redundancy in case of damage to the ship.

Polarized hull plating systems are not subject to criticals, but their effectiveness can be decreased as a result of damage. As each damage track in a polarized hull plating system is destroyed, the system's rating will decrease by 1.

As with EM shields, if a burst beam or other energy draining weapon strikes a ship protected by an active polarized hull plating system, the weapon will not roll to hit but will instead inflict its energy draining effects upon the active polarized hull plating system. Unlike EM shields, further energy draining weapon hits on the ship score damage normally -- they are not all absorbed by the polarized hull plating as they are with EM shields!

The Federation and other major powers eventually stopped using polarized hull plating because of its limitations compared to deflector technologies. Some transitional units attempted to use both deflector shields and polarized hull plating, but, while a potent combination, such ships suffered crippling power problems. With too much space reserved for defensive systems, too, these ships could operate very few weapons.

2.10.2 Energy Dampener

During the Romulan War the Andorian government was forced to reactivate large

portions of their mothballed war fleets to help stave off the Romulan advance. These old Andorian warships were not built with future advances in mind and as such could not be upgraded to deflector shield technologies. Instead, the Andorians developed a revolutionary new defense technology—the energy dampener—that could serve as a stop gap solution to the problem.

In game terms, the energy dampener functions like a shadow energy diffuser, absorbing damage directed at their ship section into one of several energy 'tendrils'. In fact the energy dampener uses the same icon as the energy diffuser in order to illustrate this similarity.

The one major difference between the energy dampener and the energy diffuser is that the energy stored in the energy dampener is highly volatile and is released upon the destruction of the energy dampener. When an energy dampener is destroyed, total the amount of damage stored in the dampener's 'tendrils' and then apply it as a standard mode volley to the dampener's section.

It was the volatility of the energy dampener that limited its usefulness. After the end of the Romulan War the Andorians opted not to expend further resources to develop energy dampener technology.

2.10.3 Power Absorbers

The Andromedan Invaders use an advanced form of the energy dampener, which has only been developed by the Andorians in this galaxy. In their home galaxy, the Andromedans were looking for ways to improve the survivability of their ships against shielded targets, used by their enemies, such as the Kelvans. The earliest Andromedan ships used energy dampeners, but their volatility to a lucky hit and the increasing power of shields on their opponents required further enhancements. The result was the power absorber panel, which the Andromedans utilize to this day in both their home galaxy and within the Milky Way.

The power absorber panels are actually groups of miniature energy dampeners working in concert. While still potentially volatile, there are several advantages of power absorbers over energy dampeners and shields. First, power absorbers are capable of protecting a ship from tremendous amounts of damage and often have more instantaneous stopping power than shields or dampeners. Secondly, the panels are capable of defending an entire hemisphere of

the ship and explain the Andromedan's characteristic circular shaped ships. Generally, the forward half of the ship is protected from power absorbers on the forward and side sections of the ship, which have the 'tendrils' facing the top of the page. The aft half of the ship is protected by power absorbers located predominantly in the aft section and a few in the side sections. These have the 'tendrils' facing the bottom of the page. Third, 10% of the total power stored in all power absorbers on the entire ship may be transferred to the batteries to provide the Andromedan with additional power later. Lastly, power absorbers are less likely to create a cascade effect that can potentially destroy the ship, unless many power absorbers are destroyed or are full of power.

Functionally, the power absorbers work by having each tendril attached to a miniature diffuser. When damage hits an Andromedan ship, it is immediately allocated to either the forward or aft facing power absorbers, depending upon where the damage came from. This is done immediately and no roll for location is made. Only when the power absorbers are completely filled are damage locations rolled for the remaining damage. Each miniature diffuser, represented with a small circle can radiate 2 damage points into space each turn, causing power absorbers to regenerate much faster than energy dampeners.

Power absorbers have an additional advantage over the older energy dampeners. When a power absorber is destroyed, all the power stored in that 'tendrils' only is released. This reduces the risk of catastrophic damage to the ship due to a lucky hit. The released energy is dealt with as follows

- 1: Absorbed in the same facing power absorbers until those are filled
- 2: Absorbed into non-facing power absorbers until those are filled
- 3: Directed to the ship's batteries until those are full
- 4: Applied as a standard mode attack against the side the power absorber is attached

Rules for Andromedan Power Panels by Geoffrey Stano.

2.10.4 Ablative Armor

Some more advanced Federation starships make use of a special form of armor called *ablative armor*. This armor "burns off"

when hit by weapons fire, protecting the ship itself from damage.

Ablative armor is treated like Gaim Bulkheads for all purposes.

2.10.5 Neutronium Armor

Neutronium is the densest material known and has sometimes been used by advanced powers as armor for their ships. The ability to do this is completely beyond the capabilities of most non-Ancient races.

Neutronium armor confers the following benefits:

- The armor value is subtracted from each raking sub-volley regardless of whether or not the system or structure block has already hit by another raking sub-volley from the same weapon. This applies only to weapon-based raking volleys, not raking damage scored as a result of ramming attacks.
- Weapons that score damage in standard mode treat Neutronium Armor as twice the listed amount. *Example: 21 points of standard mode damage against Neutronium Armor of 6 would subtract 12 points of damage for the armor, not the normal 6.*
- Weapons that ignore armor lose this benefit when firing on vessels with Neutronium Armor.
- Weapons with an armor reducing component (Molecular Flayer, Molecular Disruptor, Plasma Stream, etc.) lose this benefit when firing on vessels equipped with Neutronium Armor.
- Transporters cannot beam through Neutronium.
- Breaching Pods cannot attach to ships with Neutronium Armor.

2.10.5.1 Advanced Neutronium Armor

Advanced Neutronium Armor functions the same as standard Neutronium Armor, except that its effects are applied against Ancient-level weaponry as well as those fielded by younger races.

2.11 Multi Vector Assault Mode

2.11.1 Performing the Maneuver

To separate, a ship must declare the intent to do so during the Power Segment step

of the turn. At that point the ship may not use power for any purpose (purchasing EW, reinforcing shields, etc.), may not fire any weapons (though weapons continue to charge at their normal rate), and may not maneuver as the ship must maintain its current heading in order to successfully separate. At the end of the turn the ship sections are considered to have successfully separated, but on the next turn they will suffer a -7 initiative bonus as if they were fighters which had launched on the previous turn.

When recombining, all elements of the ship must match their speed and direction on the turn prior. The intent to recombine is declared during the Power Segment step and all of the conditions that are required to successfully separate are required in order to recombine. On the following turn the recombined ship is at a -7 initiative penalty.

2.11.2 Damage to Systems

When separating a ship, apply any damage to exposed weaponry, thruster, or other such general systems on a one-to-one basis. These systems are completely analagous to those on the separated version of the ship.

For primary systems such as sensors, reactor, engines, tractor beams, C&C, shield generators, and hangars score a point of damage to the matching separated ship's system of the same time for every two points of damage scored on the unified unit's system (rounded up).

When recombining separate sections of a ship perform the above in reverse order. Any new damage to general systems is transferred over with systems being damaged or destroyed as normal. Those weapons which are not exposed during unified operations (designated by a weapons number followed by '(X)') do not transfer damage but remain damaged for the rest of the scenario.

Other systems transfer one point of damage to the unified ship per two points of damage taken in separated mode.

2.11.3 Structure Damage

Structure damage is applied on a one-to-one basis when figuring the amount of structure damage taken. In the case of initial separation, take the amount structure damage and divide it by the number of separated units; then apply each damage segment equally between all structure blocks on both ships.

In the case of reunification of separated ships, add the amount of structure damage taken across all separated entities and divide it evenly between the structure blocks of the unified ship.

2.11.4 Criticals

In the case of criticals which have lasting, permanent effects in a scenario (reactor criticals, engine criticals, etc.), separated ships DO NOT all suffer from the critical of the original unified ship. Instead, the player selects a single vessel that separated from the original unified unit to bear the burden of the critical.

When ships reform, all criticals are pooled into the new unified vessel and cumulatively affect the newly reformed unit.

2.11.5 Deflectors

Damage to deflector shield damage is handled differently for purposes of transferring damage. When separating ships, apply damage to deflector shields in the following manner:

For every two points of damage suffered on the main deflector shield, score one point onto the target deflector shield. Any destroyed deflector shield destroys other analogous deflector shields on separated sections. As with other specific criticals, choose specific separated unit's deflector shield to incur the effects of any criticals taken.

When a ship reforms itself, score one point of damage per three damaged boxes to analogous deflector shields on the unified vessel. For each critical taken onto individual deflector shields score an additional point of damage.

2.11.6 Shield Projections

To determine how much shield power a ship has when separating or recombining, add up the remaining absorption ratings in all of your shield projections and divide by the maximum values for those projections. This represents the percentage of shields remaining.

A single ship performing a separation process would find its percentage of shields remaining and then multiply that towards the values of all shield projections of its separated units (rounded down) to see how much capacity is left in each shield projection. So if you had 78% of your shields remaining when separating, and your new form as four 30 point shield projections, each shield projection would be at 23 points of absorption capacity.

When unifying several separate ships back into a single unit the same is done on a unit by unit basis for the combining vessels and then averaged (rounding down). Example: A Prometheus' three sections have 32%, 50%, and 90% of their shields remaining respectively. This averages to be 57% for the percentage of shields remaining, which would give the reunified vessel four shield projections with 28 point absorption capacity.

Designer Notes: *I have avoided the Galaxy's saucer separation for a long time, but I was forced to deal with it in regards to the Prometheus whose one true reason in life is to do the stupid multi-vector assault mode separation. As with the cloaking rules, the multi-vector assault mode is really not going to be more than a one time occurrence, and I doubt any ship will end up doing too much damage exchanging during a game, or ever reform a ship for that matter.*

2.12 Theta Radiation Cloud

Ships that transport large amounts of antimatter waste products will experience abnormally high levels of theta radiation. Theta radiation is extremely volatile, dangerous, and deadly. Crews that operate around theta radiation without the proper protection will have their lives substantially shorted in the best case, or simply die from exposure.

If the special notes box of a unit notes a Theta Radiation Cloud it means the vessel's cargo holds are filled with theta radiation causing waste.

Once per turn a ship may release a cloud of theta radiation to help protect the ship. When the cloud is released the player must note which section of the ship released the cloud. The ships releasing the cloud will then gain a +3 DEW bonus again the to-hit rolls of all weapons that fire into that section on the turn.

The waste in the ship's cargo holds is very volatile and prone to explosion. If a cargo pod carrying antimatter waste is hit during a turn, roll a d10; on a roll of '10' the theta radiation within will combust, destroying the cargo pod and scoring a raking (10) volley equal to the number of boxes remaining in the pod. This is resolved on the facing side in the usual way. In most cases such a catastrophic explosion will destroy the ship.

2.13 Tholian Web

2.13.1 Web Spinners and the Tholian Web

Tholian webs are made up of persistent tractor beams which come from a special emitter, called a Web Spinner. Web Spinners may not emit a normal tractor beam, and vice versa, but they can be used to anchor the Web Spinner's ship to a willing ship and then used as a tractor beam, if necessary. In this mode, it costs three points of power regardless of the target, but the web-laying ship and the target ship must spend an entire turn in the same hex (or moving at the same speed and starting in the same hex) without maneuvering. After that, use the rules for tractor beams with regard to movement costs.

Any ship with a Web Spinner can lay or reinforce web hexes. It costs one (1) power per hex per level of web strength, limited by the rated maximum of the Web Spinner. A maximum of two ships can construct a single web, and to do so, they must spend one turn at speed zero in the same hex when starting the web. Web can only be laid in rings (all turns in the web can only be in one direction), or lines with anchors (Enormous Units or hex-filling asteroids) in which case the web has to follow the straightest lines between the two points. Two webs cannot be laid in adjacent hexes; if there is a web segment running from 2010-2012, you cannot lay a new web that would run through 2109-2112.

Web hexes are laid during the Movement Phase of the turn sequence as the Web Spinner-equipped vessel moves, but do not become active until the start of the following turn.

2.13.2 Firing Through Web Hexes

Tholian phasers (only Tholian-built phasers on Tholian-built and controlled ships) can fire through web hexes, but do so at double range penalties.

2.13.3 Hitting a Web Hex

Hitting a web hex instantly stops the ship (speed becomes zero [0] immediately). This sudden stop, and the force of the web itself, damages the impacting ship. The ship will take a standard damage hit, ignoring armor, to its primary section equal to the strength of the web

times twice the ship's speed. This damage is then repeated as a second standard damage hit to the side that impacted the web. Again, armor is ignored. On the following turn the ship will also suffer from the initiative penalties caused by the reduction in their speed to zero.

Example: A Federation Excelsior Cruiser going speed 6 ahead impacts a strength 2 web hex. The Excelsior's speed immediately drops to 0 and the ship takes two standard damage hits, one to primary and one to the impacting section, which is its forward section. The standard damage done in this case is 6 (ship's speed) x 2 (web hex strength) x 2 (base web damage multiplier) for a total damage of 24 to each of the two sections suffering damage from the web hex impact.

2.13.4 Avoiding Web Hexes

A ship can "avoid" damage from a web hex by making one hex of the web "transparent" for the ship by discharging it's warp engines, so long as the warp engine's warp delay is at least 50% satisfied (rounding up). This does not actually affect the web in any way; rather, it affects the ship doing the discharging, allowing it to pass through the web.

Likewise, small craft such as fighters and shuttles can use their own warp engines to discharge a section of the web to allow passage. Those fighters and shuttles that are not equipped with warp engines may still attempt to pass through a Tholian web hex, discharging their impulse engines instead to try and open a small enough hole for them to pass through. For every point of free thrust allocated against discharging the web, the damage to the fighter/shuttle is decreased by 1. Larger craft cannot take advantage of this ability however, as their impulse engines cannot provide enough power to open a large enough hole in the web.

Ships that are otherwise caught in a Tholian web and cannot exit due to loss of warp engines or other reasons are considered captured by the Tholians at the end of the scenario.

2.13.5 Constricting Web

Constricting web costs three times as much to lay as normal web. It must be laid in hexes surrounding a ship or ships as a web ring (see 2.13.1 Web Spinners and the Tholian Web). On the turn after it is completed and every turn thereafter, each web hex of the constricting web will move one hex closer to the

epicenter of the web ring at the shortest path possible during the point in the turn sequence when movement-based weapons fire. Vessels within the constricting web take damage equal to 20% of their ramming factor (rounded up) every turn to each section, including primary, ignoring armor. Additionally, if a ship is in a web hex that constricts during the turn it will suffer additional damage as if it had moved into the web hex. If a unit is in a web hex when it contracts, leaving the ship "outside" of the constricting web, the ship is destroyed.

The only escape from a completed constricting web is through the discharge of the ship's warp engines with their full delay met (unlike normal web, where only half of the warp delay need be met). Because of this, any ship that is caught in a constricting web is likely to be destroyed.

2.13.6 Destroying Tholian Web

It is possible for a ship to take an aggressive approach to Tholian webs, attempting to destroy the webbing to escape. Each web hex is considered to have a structure amount equal to the web hex strength times 50, with 10 armor. The base to-hit against web hex is a 20.

Once all of the web hex's structure is gone the hex is considered dissipated and units may move through the hex unhindered. It is important to note that this approach to clearing Tholian webs is oftentimes a fools errand and entirely impractical.

The Tholian Web rules are based on suggestions by Kevin Nault and Dave Pullen.

2.13.7 Web Casters

Web casters are a special Tholian device capable of manipulating gravity at extreme distances. The web caster is used as an offensive weapon, in contrast to the primarily defensive nature of web spinners.

Web casters can fire in one of two modes: direct fire and cast web.

Direct fire mode allows the firing unit to fire directly at a target unit. In its lowest firing state the web caster does very little damage. Extra power can be applied to increase the damage of the web caster, adding +6 damage per power applied (max 4).

Cast web mode allows the firing unit to actually create up to eight freestanding web hexes at ranges up to 50 hexes away. As with

direct fire mode, extra power can be applied to the web caster for increased effect. When firing in cast web mode, the firing unit must target a specific starting and ending hex for the attack.

The number of hexes of web hex that are laid is governed by the amount of extra power applied to the web caster at the time of firing. The amount of extra power applied to the web caster is added to the base power requirement of the web caster (one power) to calculate the charge level of the web caster.

Refer to the chart below to determine the strength of the resulting web hex or hexes:

| Charge | Number of Web Hexes Created | | | | | | | |
|--------|-----------------------------|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 1 | 2 | 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| 2 | 2 | 2 | 1 | 1 | 1 | 0 | 0 | 0 |
| 3 | 2 | 2 | 2 | 1 | 1 | 1 | 0 | 0 |
| 4 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 0 |
| 5 | 3 | 2 | 2 | 2 | 2 | 1 | 1 | 1 |

Example: A Tholian starship targets a hex with a web caster. Three points of extra power have been applied to the web caster and the player wishes to create five web hexes between the target hex and another target ending hex. Since the web caster has a charge of four power (Three extra power plus one power from the caster itself) and is laying five web hexes, the chart above says that this combination will give us five hexes of strength one web.

If the web casting player had instead opted to lay only four web hexes at the four power level, each web hex would have been of strength two web instead of just strength one.

All freestanding web laid with a web caster must adhere to normal rules for laying web.

No matter the strength of the web, all web laid by the web caster will dissipate after two turns.

Web caster rules converted by Patrick L. Parkhurst.

2.14 Special Terrain Rules

2.14.1 Plasma Fields

Energetic plasma disruptions known as plasma fields can be found in certain areas of the galaxy and in all cases make navigation

through such areas treacherous at best, suicidal at worst.

If a scenario is set within a plasma field expanse players will need to roll to determine the number of plasma field formations present on the map. Roll 2d10 for a low concentration, 3d10 for a medium concentration, or 4d10 for a high concentration. Each plasma field is then placed randomly on the board before either player places their fleets.

At the end of any movement turn all plasma fields must roll to determine their movement patterns. Roll d6 for direction and d3 for number of hexes traveled for each plasma field. If a plasma field passes through a hex containing a unit roll to-hit versus all units in that hex based on the unmodified defense profile of each unit. If the plasma field hits, score 5d10 of plasma damage to the facing side.

3.0 Optional Rules

3.1 Sustained Fire Advantage

Weapons firing in sustained mode are more effective at breaking through enemy shields on subsequent turns of sustained fire. As the beam weapon has already focused on the target, its energies are harder to disrupt and it is more likely to tear through any new shielding.

Any weapon that hits in sustained mode against a shielded target will score double damage against shields on each turn of sustained fire after the first. Note that Ancients will score *quadruple* damage against shields if they hit with a sustained mode weapon.

3.2 Star Trek as Ancients

For those that believe that the Star Trek conversions are too weak compared to Babylon 5 Wars ships, apply the following modifications to the ships and double all ship costs:

- Deflector shields subtract damage equal to their shield factor from incoming weapons fire before scoring damage against shield projections or ship section (use the highest value of any in-arc deflector shields).
- Deflector shields reduce the profile of the ship by an amount equal to their shield factor (use the highest value of any in-arc deflector shields).
- Consider all ships to have Advanced Armor and Advanced Sensors.
- All Star Trek ships that use pulse mode weapons score an additional 6 points of damage per pulse.

3.3 Shuttles as Fighters

Most Star Trek races use combat shuttles in place of dedicated fighter craft. They find that the versatility of using one craft for short intra- or intersystem transit and skirmishing to be the most effective method for their fleets.

Against ships from other universe – such as those from the Babylon 5 universe – there is the need to bring large numbers of these shuttles into a battle in order to counter the fighter-heavy fleets of their enemies. Normally this would become an accounting nightmare, as each fighter would have to be tracked separately.

A player may instead choose to reform his shuttles into “flights” of up to 5 shuttles (one

row on a shuttle sheet) and handle them as one cohesive unit just as fighters are handled as flights. All shuttles fire separately, but are moved as a single unit. This allows shuttles to be used on the battlefield with the least amount of headache.

In the cases individual shuttles that have not yet merged into flights, a player should consider the shuttles to be in the same hex as the ship that launched them until such time as a shuttle flight is formed. The shuttles may fire or perform any other combat actions they are allowed, but will remain following their carrier until such time as a full shuttle flight is formed.

If a carrier cannot form a full shuttle flight, a player is allowed to form partial shuttle flights out of the maximum shuttles that the ship can operate.

3.4 Movie Effect Phasers

The medium phaser effect from Star Trek II was somewhat different and more discreet in pattern than other phaser firing effects. This rule should help capture this effect.

All raking phaser weapons score damage in a modified raking mode. Instead of ignoring armor on subsequent hits the phasers will simply treat armor as if it were one point lower than in previous sub volleys.

Example: A 30 point medium phaser hit strikes the front of a Miranda and hits structure with all shots. The first shot will score 6 points of damage (10-4 armor), the second 7 damage (10-3), the third 8 damage (10-2).

Based on a suggestion by Daniel Haughton.

3.5 Cumulative Ballistic Targeting Penalty

In larger fleet actions, the numbers of ballistic weapons that Star Trek ships can bring to bear is staggering. This optional rule acts to limit the possibility of abuse from the ballistics relating to having multiple ships all target one enemy target (usually their flagship) with an overwhelming ballistic barrage.

When multiple units fire ballistic weapons at a single enemy, a cumulative –1 to-hit modifier is applied for each ship after. This

modifier applies to the to-hit rolls for all ballistic weapons launched at the target.

Example: One Galaxy Command Ship and two Excelsior Cruisers fire all of their forward arc photon torpedoes at an enemy Norexan Warbird. A total of three ships are firing at the target, so a -2 to-hit modifier is applied to the to-hit rolls of each of the torpedoes fired by the Federation vessels. In the case of the Galaxy's advanced photon torpedoes, the -2 modifier is in addition to any applicable firing penalty incurred by firing multiple torpedoes in a single turn. If the Galaxy had fired a full complement of three torpedoes from one of its advanced launchers at the Norexan, each torpedo would suffer a -4 penalty to-hit (-2 from firing three torpedoes and an additional -2 for having three ships launching ballistics at the same target).

Submission by Orlando Murrish.

These modifications will make the Star Trek vessels much harder to destroy but will also have a possible adverse impact on game balance. Players are advised to use caution when playing with these rules.

Based on a suggestion by Jeff Perkins.

3.6 Improved Armor

The technological progression of the Star Trek ships has left many of the older ships having extremely poor armor, perhaps poorer than is acceptable for some players. If your gaming group would like to have ships with a little more staying power in combat, apply the following optional armor enhancements to all Star Trek ships.

Enterprise-Era Ships (before 2200): Ships of this era receive a +1 armor bonus to primary structure and systems only. Increase point values by 5%.

The Original Series (2200-2269): Increase all primary and external structure and system values by +1. Increase point values by 10%.

The Movie Era (2270-2344): Increase all external armor values by +1 and all primary armor values by +2. Increase point values by 15%.

The Next Generation Era (2350-2370): Increase all armor values by +2. Increase point values by 25%.

Deep Space Nine, Voyager and Beyond (2371 and on): Increase all external armor values by +2 and all primary armor values by +3. Increase point values by 50%.

4.0 Weapons & Other Technologies

4.1 Laser Weapons

4.1.1 Laser Cannons

The Federation used common laser weaponry until transitioning to the more versatile phaser family of weapons in 2250. Starfleet used primarily light laser cannons and medium laser cannons on their ships, though other varieties were in rarer use in the fleet.

The firepower increase on Federation hulls coupled with the added versatility of the phaser was one major reason for shifting from laser weaponry to phasers in the 23rd Century.

4.2 Phaser Weapons

Phasers are one of the most common types of weapons in use by most of the races. Initially developed by the United Federation of Planets as an advancement over the laser weapons previously in service and in part to counter Klingon imperial weapons advancements in the disruptor field. All phasers tend to be very versatile, an element that the Federation and Starfleet found most enjoyable after decades of using laser cannons. Most phasers can fire for an accelerated rate of fire (though for less damage), and most are designed for sustained fire.

4.2.1 Standard Phasers

Phaser Banks

Early phasers were mounted in 'phaser banks', largely due to the size and power requirements of the phaser devices. The use of banked phasers constricted the arc of fire compared to other contemporary forms of weaponry. Heavy and medium weapons are typically restricted to 120 degree arcs of fire and light weapons to 180 degrees when placed in banks. Some ships mount phaser bank

weapons in wider arcs, but almost always at the loss of substantial amounts of armor.

Phaser Arrays

The advent of phaser 'strips' or 'arrays' by the Federation was a major advancement in phaser technology, almost as major as the development of beginning phaser technology itself. Before phasers had been forced into tight, restrictive 'banks' that forced the ship to restrict the arc of fire of its phasers, lest they expose them and make them easier targets for the enemy. Phaser strips revolutionized overnight the way Starfleet built starships. Arrayed phasers allow heavy weapons to easily provide 180 degrees or more of weapons arc, while mediums and lights can just as easily procure 240 degree arcs of fire. This added targeting flexibility combined with the innate flexibility of phaser weapons make phaser arrays the ultimate iteration of phaser implementation and technology.

Point Defense Phaser

Class: Molecular

Modes: Standard

Primary Users: Federation, Civilian

Developed: 2241 (Federation); 2259 (Civilian)

Size Factor: 3

An early model phaser, the point defense phaser has not been seen in extensive use on military ships since the initial development of phaser technology during the transition from laser to phaser technology. Vulcans are heavy users of the point defense phaser, and many early phaser armed Federation vessels used the weapon as a point defense battery at range and to wear down enemy shields at extremely close ranges.

Into the late 2260s and beyond, the point defense phaser became almost solely used by civilian units and minor nations that could not afford anything better. By the 24th Century few if any entities continued to use the point defense phaser as the light phaser proved more cost effective.

Light Phaser

Class: Molecular

Modes: Standard

Primary Users: Federation, Cardassian, Civilian

Developed: 2243 (Federation); 2305 (Cardassian); 2260 (Civilian)

Size Factor: 3

The light phaser was designed and implemented primarily as an auxiliary weapon system that could contend with light units and any ships that strayed into close range. Effective in many different applications, the light phaser was seen on most Federation vessels until the mid-24th Century, at which point the implementation of the phaser array allowed medium phasers to fill the niche the light phaser had previously held.

Intermediate Phaser

Class: Molecular

Modes: Raking (8), Sustained

Primary Users: Federation

Developed: 2243

Size Factor: 4

A stepping-stone technology between the light and medium phasers, the window of time in which the intermediate phaser was used is very short. This precursor to the medium phaser was considered a milestone in weapons technology in its time and was quickly put into service. However, the medium phaser followed close on the heels of the intermediate phaser making it obsolete overnight. The medium phaser cost only took required slightly more space and cost roughly the same in construction in return for more damage and better firing computers.

Some intermediate phasers were still used on those ships that were too small to be equipped with medium phasers or as additional equipment on ships looking to expand their loadouts. In the 24th Century few if any warships operate the intermediate phaser, opting instead for the medium phaser.

Medium Phaser

Class: Molecular

Modes: Raking, Sustained

Primary Users: Federation

Developed: 2251

Size Factor: 5

The medium phaser is the definitive phaser weapon and the one most often identified with the phaser weapons family. The medium phaser was the primary beam weapon of the Federation fleet after its invention in the mid-23rd Century. Once it had completed its trials, the medium phaser entered general service, and most ships were refitted to take advantage of the weapon. Those ships that had been previously equipped with slow firing laser

weapons found the phaser to be a welcome change of pace.

Heavy Phaser

Class: Molecular

Modes: Raking, Sustained

Primary Users: Federation

Developed: 2339

Size Factor: 8

After nearly a century in service, the medium phaser was finally relegated to a secondary weapon in Starfleet's armament with the introduction of the heavy phaser. An excellent weapon, the heavy phaser arrays implemented throughout the fleet allowed the newer hulls -- such as the Galaxy and Nebula classes -- unparalleled versatility in fleet combat and tactics, thus making them more than a match for any enemy fleet.

Mega Phaser

Class: Molecular

Modes: Sustained (3)

Primary Users: Federation

Developed: (Unknown)

Size Factor: 14

A conjectural weapon which appeared in the alternative timeline created by Q and installed on the Enterprise-D Dreadnought, the mega phaser cannon is an automatically sustaining phaser of enormous destructive power. This weapon is able to easily slice through enemy cruisers with ease. It is unknown whether this weapon will be developed in the current timeline.

Dual Phaser

Class: Molecular

Modes: Raking, Sustained

Primary Users: Federation

Developed: 2350

Size Factor: 12

The dual phaser is a modern improvement upon the medium phaser technology employed on large Federation bases. Created by combining two medium phasers into a single phaser array, the dual phaser is an enormous weapon which has nearly the same damage potential as a heavy phaser while also benefiting from an incredibly fast rate of fire.

These weapons replaced the medium phaser banks on most major starbase installations during a wave of refits in the first half of the 24th Century. Only the largest bases

can mount this monstrous weapon, and no ship to date has the power system or structural integrity to equip themselves with even a single one of these weapons.

Sweeping Phaser

Class: Molecular
Modes: Standard
Primary Users: Orion
Developed: 2318
Size Factor: 3

The Orions developed a special version of the light phaser meant specifically for sweeping enemy minefields. This mission role was especially important to Orion warships which often operate as blockade runners and routinely encounter enemy minefields.

Ultralight Phaser Beam

Class: Molecular
Modes: Standard
Primary Users: Federation
Developed: 2241
Size Factor: 1 (Fighter)

The weakest phaser available for mounting on small craft. Developed solely for defensive purposes, it is too weak to be used effectively against any military target as it can barely scratch the surface of opposing shuttles, let alone warships. This weapon was design alongside the other prototype phaser weapon, the point defense phaser.

Light Phaser Beam

Class: Molecular
Modes: Standard
Primary Users: Federation
Developed: 2302
Size Factor: 2 (Fighter)

An advancement over the original ultralight phaser beam, the light phaser beam has marginally higher damage than its predecessor.

Phaser Beam

Class: Molecular
Modes: Standard
Primary Users: Federation
Developed: 2360
Size Factor: 2 (Fighter)

Another incremental step in phaser beam technology. The phaser beam's higher damage makes it have some utility against enemy units, but the weapon still remains a

purely defensive mount on most shuttles and fighter on which it is mounted.

Paired Phaser Beam

Class: Molecular
Modes: Standard
Primary Users: Federation
Developed: 2364
Size Factor: 2 (Fighter)

Taking two phaser beam systems and coupling them into a single mount allowed the Federation to increase the damage output of the phaser beam, creating the paired phaser beam. Used heavily on Federation shuttles and the Peregrine fighter in the 2260's and thereafter, it was determined to be an excellent and effective light weapon.

Phaser Blaster

Class: Molecular
Modes: Standard
Primary Users: Bajoran
Developed: 2358
Size Factor: 2 (Fighter)

During the Bajoran occupation, many freedom fighters (or terrorists, depending on your world view) saw that there was a need for a small one or two man attack craft to use in their fight against their Cardassian oppressors. Through trades with black market sources operating on or near Bajor they managed to secure basic plans and production resources for the phaser beam. The Bajorans, however, did not believe that the phaser beam could do the damage necessary to reliably bypass the armor on Cardassian warships.

Several Bajoran technicians worked in secret with the phaser beam models they had acquired and eventually found that by making modifications to the plasma flow regulator and phase modulators that they could shorten the beams duration while maintaining virtually the same energy potential as the phaser beam. Some damage was lost, but the higher fixed damage of the gun was seen as a good trade off.

This new weapon, called the "phaser blaster" by the Bajorans, was quickly mounted on their few impulse fighters and tested in the only way the Bajorans could appreciate – against the Cardassians.

Initial losses were high, but the attack upon an enemy cargo transport proved that not only were they successful in creating a decent fighter weapon but that their small swarms of

impulse fighters could also be used to take down larger ships.

Ultralight Phaser Gun

Class: Molecular

Modes: Standard

Primary Users: Federation

Developed: 2361

Size Factor: 4 (Fighter)

The ultralight phaser gun was the first attempt to miniaturize a light phaser so that it would fit on a fighter or shuttle unit while maintaining a damage level on par with the original light phaser. Phasers had already been mounted on such units, but the power plants of those vessels and the weapon designs themselves limited their destructive potential.

Not widely used, the ultralight phaser gun was a technology prototype that led almost immediately to the light phaser gun.

Light Phaser Gun

Class: Molecular

Modes: Standard

Primary Users: Federation

Developed: 2365

Size Factor: 3 (Fighter)

Developed from the ultralight phaser gun, the light phaser gun realized the goal of mounting a weapon with the damage level of a light phaser onto a shuttle/fighter sized vessel. The light phaser gun sported both improved damage and smaller size compared to its predecessor.

4.2.2 Phase Concentrators Weapons

The Tholian Assembly fields phaser weapons that are less versatile overall than standard phaser weaponry, but that have the ability to combine firepower into a single shot. This effect is achieved by applying the Tholian's unique, intimate knowledge of gravitic and tractor beam technologies towards phaser construction. A single Tholian ship can concentrate multiple phasers within one arc, channeling the energy into a single cohesive beam.

Phase Concentrator

Class: Molecular

Modes: Standard

Primary Users: Tholian

Developed: 2245

Size Factor: 5

The phase concentrator is a strictly Tholian offshoot of the phaser weapons family. Using their advanced tractor beam technologies, the Tholians were able to create a version of the medium phaser that could have its energy output focused and combined with that of other such weapons. This concentrator effect allowed for greater damage over greater ranges. The phase concentrator was born. Since that time the Tholians have used the phase concentrator as their primary anti-ship weapon.

The phase concentrator can be used to combine shots from up to four concentrators on a single ship. Each shot combined adds +2d10 damage to the total damage and increases the chances to hit by +2.

Light Phase Concentrator

Class: Molecular

Modes: Standard

Primary Users: Tholian

Developed: 2300

Size Factor: 2 (Fighter)

The Tholian light phase concentrator is a deadly weapon which allows groups of fighters and shuttles to combine their fire against a specific threat. Up to six fighter or shuttle units may combine their light phase concentrators so long as they are within the same hex. Each additional light phase concentrator adds +1d6 damage to the shot.

The Tholians use few dedicated fighter units, so the spontaneous development of the light concentrator is something of a mystery. It is believed that it was originally intended as a means by which Tholian shuttles could be used to protect fleeing ships, buying the fleet enough time to make it to warp speeds and away from the battle.

4.2.3 Pulse Phaser Weapons

Pulse Phaser Cannon

Class: Molecular

Modes: Pulse

Primary Users: Federation

Developed: 2368

Size Factor: 6

The pulse phaser cannon is a weapon system designed by the Federation following the

Borg incursion of 2367. Unlike other phaser weapons previously employed by the Federation, the pulse phaser cannon fires discreet pulses rather than continuous beams. Also unlike phasers, pulse phaser cannons are mounted with a direct energy channel to the warp core, allowing them to have greater (and more reliable) power output compared to a medium phaser.

As the pulse phaser cannon was designed to combat the Borg, the weapon is able to remodulate with every pulse, making it hard for the Borg to effectively adapt to the weapon. As such, pulse phaser cannon fire ignores half of any ship's adaptive armor segment (rounding down). This includes Vorlon adaptive armor, which operates on a similar principle.

4.3 Disruptor Weapons

The Klingons are the originators of basic disruptor weaponry. Though some weapons sharing similar qualities have been developed by other races, the first widespread use of such weaponry is linked to the original Klingon implementation of the disruptor-type weapon. Whereas phasers are designed to rake across targets, most disruptors fire short bursts designed to deal a solid blow to a localized section of a ship's shields or hull. Advanced models take this a step further by allowing the weapon to actually pierce the ship's hull.

4.3.1 Disruptor Cannons

During the 22nd Century, the Klingons began developing primitive versions of the disruptor. These weapons, called disruptor cannons, were common sites on the ships of the period.

Before the development of disruptor cannons the Klingon Empire had been forced to rely on power hungry particle weapons as their primary weaponry.

Disruptor cannons, like the modern disruptors that would follow them, deliver their damage in one overpowering discharge in an attempt to do significant damage with every shot. Unlike modern disruptors, however, disruptor cannons suffered from slower rates of fire and all such weapons did less damage in comparison.

Light Disruptor Cannon

Class: Molecular

Modes: Standard

Primary Users: Klingons

Developed: 2094

Size Factor: 3

The light disruptor cannon was the first weapon of the type engineered by Klingon weapon specialists. A weak, short-ranged weapon, it is only seen as a tertiary weapons mount on larger Klingon warships of the era. Widely considered to be a worthless weapon by Klingon captains, light disruptor cannons usually found themselves powered down in order to reinforce the ship's shields.

Disruptor Cannon

Class: Molecular

Modes: Standard

Primary Users: Klingons

Developed: 2125

Size Factor: 5

The antecedent of the medium disruptor, the disruptor cannon is in many ways similar to that weapon. The disruptor cannon does nearly the same amount of damage as a medium disruptor but lacks the range and electronics packages of the more modern weapon. The disruptor cannon also fires more slowly than a medium disruptor, perhaps its largest disadvantage.

Most Klingon ships relied on disruptor cannons before the development of the early disruptor, using it as their heavy weapon of choice.

Heavy Disruptor Cannon

Class: Molecular

Modes: Standard

Primary Users: Klingons

Developed: 2143

Size Factor: 7

The heavy disruptor cannon remained the heaviest weapon in the Klingon arsenal for many years, only finally being bumped from this position by the development of the heavy disruptor over a century later. Despite the raw damage that a heavy disruptor cannon hit can score on an opponent, it is not generally considered a great weapon.

Nonetheless the heavy disruptor cannon was the heaviest assault weapon of its day. The size of the mount limited its mounting to only the largest battlecruisers of the period, but this extra

firepower made the ships the equals of even the best Vulcan warships.

4.3.2 Modern Disruptor Weapons

The modern family of disruptor weapons was developed as a natural extension of existing Klingon disruptor cannon research. Most disruptors are more powerful and longer ranged than their predecessors.

Early Disruptor

Class: Molecular
Modes: Standard
Primary Users: Klingon
Developed: 2142
Size Factor: 4

The original modern disruptor weapon, the early disruptor was developed in the mid 22nd Century to replace existing Klingon disruptor cannon weapons. The early disruptor served to revolutionize weapons technology overnight, firmly asserting the Klingons a power to be reckoned with. The weapon is cruder and less damaging than future weapons in the disruptor family.

Some minor nations adopted the early disruptor and purchased models of such from the Klingons in the early 23rd Century, but these minor nations were almost all under the direct control of the Klingon Empire and only allowed small fleets for their protection.

Light Disruptor

Class: Molecular
Modes: Standard
Primary Users: Klingon, Romulan, Civilian
Developed: 2158 (Klingon); 2265 (Romulan); 2240 (Civilian)
Size Factor: 3

The light disruptor represented a vast improvement over the early disruptor, incorporating a faster firing time for only slightly less damage. The light disruptor is less advanced than comparable sized phasers that would later be developed by the Federation, but the lower maximum damage is made up for in its higher average damage.

Klingon use of this weapon has been high since the time of its development and, despite its fragility, was the successor to the early disruptor. Light disruptors soon became one of the most common light weapons in existence, being seen on everything from military cruisers to civilian freighters. As the light

phaser propagated among Federation client states so did the light disruptor among Klingon (and later, Romulan) client states.

Medium Disruptor

Class: Molecular
Modes: Standard
Primary Users: Klingon, Romulan
Developed: 2187 (Klingon); 2265 (Romulan)
Size Factor: 5

The medium disruptor is an enlarged light disruptor, firing a larger disruptor pulse at the enemy to break through shielding and pulverize a ship's hull. It is the most common Klingon medium mount and is favored above any other variation of disruptor technology. Sturdy and dependable, the medium disruptor is seen as the most solid of the disruptor family.

Sale of medium disruptor technology to the Romulans in 2265 entered the Romulans into the use of disruptor technology and they, too, adopted the medium disruptor as their primary weapon of war. As with the Klingons, the medium disruptor remains a mainline weapon onboard their ships into the present day.

Assault Disruptor

Class: Molecular
Modes: Standard
Primary Users: Klingon
Developed: 2230
Size Factor: 5

As part of a weapons program push in the 2220's, the Klingon Empire began tests to see if a heavier hitting version of the medium disruptor could be developed. Increasing the power output of the energy beam had the desired effect of vastly improving the weapons damage, however the resultant weapon became highly volatile when fired. Fire control electronics was prone to being compromised by the electromagnetic backwash of the weapon, causing its accuracy to be considerably diminished. There also was a possibility that electronic failures in the weapon's power system would seize up, causing the emergency power lock down protocols to be initiated, shutting down flow of power into the system. Though rare, this would in many cases shutdown the weapon only after firing a very weak blast.

The Klingon Defense Forces went ahead with the deployment of this new weapon – the assault disruptor – despite its flaws. The weapon found itself equipped on many

warships, including the first Klingon battleship, the K'el r'ianda. The increased power requirements of the assault disruptor were an unnecessary drain on the "Fat Man" battleship, and the vessel was ultimately proved a failure. The assault disruptor remained in service, however, being installed on several newer hulls.

The assault disruptor never lived up to its potential. Some Klingon captains swore by the weapon, claiming that it was the assault disruptor that had allowed his/her warship decimate the enemy in battle; other Klingon captains swore at the assault disruptor, calling it every uncomplimentary word in the Klingon language.

The assault disruptor eventually was phased out of the fleet by the time of the late 23rd Century, all new designs opting instead for the tried and true medium disruptor which had served the fleet loyally for almost a full century. Very few hulls would ever again see the assault disruptor being mounted upon them, and only a very small handful of minor nations and private parties ever inquired about purchasing assault disruptor technology or contract models. By the 24th Century the weapon was all but extinct.

Heavy Disruptor

Class: Molecular

Modes: Raking, Piercing

Primary Users: Klingon, Romulan

Developed: 2327 (Klingon); 2334 (Romulan)

Size Factor: 8

The heavy disruptor is the one member of the disruptor family able to fire in raking mode, with an alternate piercing mode option also available. Used as a heavy, medium to long range weapon, the heavy disruptor was first developed by the Klingons in 2327 and later independently by the Romulans in 2336. The ability to pierce an already brutalized target in order to knock out enemy starships that had already taken grievous damage was another factor that entered into the weapon's development.

In the Klingon naval forces, the heavy disruptor was frowned upon by most Klingon warriors because of its lack of brute force. They remain in heavy use, however, as they are very effective when used to batter down enemy shielding.

The Romulans on the other hand embraced the heavy disruptor. The Romulans acknowledged the heavy disruptors failings compared to other, newer weapons

technologies, but the added versatility offered by the ability to pierce combined with the raking mode of fire made them reach the conclusion that the heavy disruptor worked the most synergistically with the rest of their arsenal.

Mega Disruptor

Class: Molecular

Modes: Piercing only

Primary Users: Klingon, Romulan

Developed: 2340 (Klingon); 2365 (Romulan)

Size Factor: 12

The mega disruptor is the ultimate iteration of disruptor technology. Firing such a powerful beam as to pierce through any target unlucky enough to be hit by the weapon, the mega disruptor is commonly employed as a shield buster weapon, or to finish off ships whose shields have nearly failed. It is an enormous weapon mount, so is restricted to only the largest of warships and even then they are used sparingly.

A closely guarded Klingon weapons technology, the Romulan Tal'Shiar intelligence organization was able to steal important classified documents relating to the technology, allowing them to reverse engineer it for their own use. The joke among the Tal'Shiar division responsible for procuring the information is that they "traded a case of blood wine for the mega disruptor, and the Klingon thought it was a good trade." It is highly doubtful that this is the case, however. The Romulans are still attempting to develop their mega disruptor model so that it functions as reliably as that of the Klingons and so has not entered general service at this time.

Threshold Disruptor

Class: Molecular

Modes: Standard

Primary Users: Klingon

Developed: 2379

Size Factor: 6

Klingon scientists developed the threshold disruptor after the end of the Dominion War. The war had taught the Klingons the value of versatility, something that they had previously ignored during their last two hundred years of weapons development. Rather than developing an entirely new weapon to meet this versatility requirement they instead turned their eye towards fine tuning the venerable medium disruptor.

The threshold disruptor is little more than a modified and upgraded medium disruptor

cannon. The threshold does slightly better damage with slightly fire control, but its true advantage lies in its ability to be overcharged in order to achieve a faster firing rate. If double power is applied to the weapon, the threshold disruptor can then fire every turn instead of every other turn without any other penalty's to the weapon's performance.

The threshold disruptor saw early service on several refit Klingon cruiser hulls, but yet remains rare in their service.

Ultralight Disruptor Beam

Class: Molecular

Modes: Standard

Primary Users: Klingon, Romulan

Developed: 2157 (Klingon); 2267 (Romulan)

Size Factor: 1 (Fighter)

Early light disruptor weapon capable of being mounted on shuttles and fighters, the ultralight disruptor beam does very little damage, even against ships with lower armor. Incapable of truly damaging starships, the ultralight disruptor beam is used more for defense against other light craft and pirates.

Light Disruptor Beam

Class: Molecular

Modes: Standard

Primary Users: Klingon

Developed: 2234

Size Factor: 3 (Fighter)

Both bigger and more damaging than an ultralight disruptor beam, this weapon was developed by the Klingon Empire for mounting on their heavy shuttles. The light disruptor beam made up for its slower rate of fire by scoring nearly double the damage of an ultralight disruptor.

Disruptor Beam

Class: Molecular

Modes: Standard

Primary Users: Klingon

Developed: 2286

Size Factor: 4 (Fighter)

The disruptor beam is an improved version of the light disruptor beam. The disruptor beam is larger than most fighter weapon mounts, but its damage (which is close to that of a light disruptor) makes it a deadly weapon when used correctly.

4.3.3 Disruption Bolts

Disruption Bolt

Class: Molecular

Modes: Standard

Primary Users: Romulan

Developed: 2366

Size Factor: 6

The disruption bolt is a purely Romulan weapon design, and one of their most closely guarded development secrets. During the Romulan's time of isolation (2346-2364), Romulan scientists worked feverishly to attempt to design and prototype a new weapon which would be more effective than both the medium phaser and the medium disruptor – the two weapons used by their primary enemies.

The disruption bolt is the final result of this research program and it succeeds in every way possible. The weapon matches the range and fire control abilities of the medium disruptor and its constant damage makes it a much more reliable weapon. With the disruption bolt the Romulans had begun using the dangerous and unstable substance known as trilitium in weapons construction. Trilitium and trilitium resin both are used as catalyst agents in the standard operations of the disruption bolt.

As of 2371 the Federation did not believe that the Romulans had yet fielded any weapons that used trilitium. This miscalculation is a perfect example of how well guarded a secret the Romulan's research project was.

The disruption bolt has not yet appeared on any mainline, mass produced Romulan warships, as it is still in the testing phase. It is expected that the next general Romulan warbird design will be built around weapons such as the disruption bolt.

Heavy Disruption Bolt

Class: Molecular

Modes: Standard

Primary Users: Romulan

Developed: 2375

Size Factor: 8

The heavy disruption bolt is intended as the ultimate successor to the heavy disruptor. The heavy disruption bolt does more damage than the disruption bolt and has a longer range, yet fires just as fast as the lighter mount.

The Norexan Warbird was the first mass production vessel to make use of the heavy disruption bolt.

Designer's Note: I noticed that the Valdore in Nemesis fired two larger, orange shots from under the wings. I decided to create the heavy disruption bolt to match this onscreen evidence.

4.3.4 Particle Interrupters

Early Orion ships used particle weapons called particle interrupters. These unique weapons were optimized for close-quarters combat, as the speed of Orion ships meant that anything else was unlikely. Particle interrupters function by introducing a continuous stream of particles into a neutral charge environment. As the particles enter the containment chamber they are stripped apart at the atomic level and bound inside an electromagnetic containment field. Once enough particles are bound to the electromagnetic packet, the interrupter fires its payload. The advantage of firing weapons in this manner is that the packet of particles launched at the time of firing can be substantially more damaging than the output of other, similar weapons and can travel further before losing cohesion.

However, once the weapon reaches a given range the particle interrupter packet loses cohesion quickly and begins to dissipate. The net result is a family of weapons that can fire accurately at close range but is inaccurate at long ranges where the packet has time to lose too much cohesion before impact.

The Orions began experimenting with particle interrupter weapons in the 2140's, adopting the first working models in 2147. Once Klingon disruptor technology became widely available most Orion concerns adopted the new technology, seeing it as vastly superior to their own interrupter weapons. The last major advancement in particle interrupter weaponry was an assault model, developed in 2268, which represented a combination of interrupter and disruptor technology. It was deemed 'too little, too late' by most Orions and never fully utilized.

Light Interrupter

Class: Particle
Modes: Standard
Primary Users: Orion
Developed: 2144
Size Factor: 2

The light interrupter is the weakest interrupter weapon widely used by the Orions. The weapon is small and compact, but not very damaging.

Medium Interrupter

Class: Particle
Modes: Standard
Primary Users: Orion
Developed: 2162
Size Factor: 5

Comparable to the disruptor cannon, the medium interrupter was the standard Orion starship weapon until the 2220's when the medium disruptor became available.

Heavy Interrupter

Class: Particle
Modes: Standard
Primary Users: Orion
Developed: 2180
Size Factor: 7

The heavy interrupter acted as the Orion's primary long-ranged heavy weapon before the adoption of disruptor weaponry.

Assault Interrupter

Class: Particle
Modes: Standard
Primary Users: Orion
Developed: 2265
Size Factor: 6

The assault interrupter was the last Orion particle interrupter weapon ever developed. The assault interrupter was an attempt to produce a viable native weapon system equivalent to the medium disruptor.

The assault interrupter is a highly effective weapon in its own right and has better short-range accuracy than its contemporaries. The weapon's damage potential is also very high.

Unfortunately for the interrupter's supporters the weapon never caught on. The cost of implementing the assault interrupter was too high for most freelancers who could procure medium disruptors for half the price from domestic and foreign distributors.

Interruption Torpedo

Class: Ballistic

Modes: Flash

Primary Users: Orion

Developed: 2228

Size Factor: 5

The interruption torpedo was a common Orion ballistic launcher before their replacement by photon torpedoes. Interruption torpedoes are short-range weapons meant to harry enemy forces more than destroy them, stripping them of shields and weapons in an attempt to drive them off.

4.4 Photon Torpedoes

The primary ballistic weapon of the Federation, Klingon, and Cardassian fleets, this antimatter-based torpedo is capable of doing immense damage to its target. The long range and heavy hitting power of the photon torpedo has made it an integral part of fleet design for over a century.

4.4.1 Proximity Torpedo Fire

All photon torpedo weapons can elect to fire in a proximity mode. All damage scored by the torpedo when in proximity fire mode is resolved as flash damage. It takes one full turn for the weapon to change from a normal mode of fire to a proximity mode of fire (and vice versa).

When set to proximity fire, a photon torpedo can elect to either target a specific unit as normal or instead target a hex. If targeted on a hex rather than a unit, roll a to-hit roll to see the degree of hit on the hex using '20' for the base to-hit. Half of the torpedo's damage amount is scored in flash mode against targets in the destination hex and one quarter of the torpedo's damage is scored in each surrounding hex (rounding down in all cases).

Proximity fire mode photon torpedoes are useful for flushing out cloaked ships.

4.4.2 Variable Photon Torpedo Yields

It is possible for a ship to fire photon torpedoes that have a lower damage capacity than those normally fired by the launcher. In most cases a commander will do this if his/her intent is to cripple rather than destroy the targeted enemy vessel.

A player may secretly declare during the ballistic weapon launch step that a photon torpedo is going to fire a lower yield torpedo. Along with the normal targeting information record the new maximum X value (Max X) for the torpedo weapon. This value cannot exceed the normal Max X for the given photon torpedo system, nor can the value be negative; however, it is perfectly valid to set the Max X down to zero (0) effectively eliminating the variable antimatter damage component of the torpedo. The fact that a photon torpedo is armed with a lower yield torpedo is announced along with normal ballistic weapon launch information as appropriate in the turn sequence.

Example: A Federation Excelsior Cruiser is attempting to disable a rogue Pakled freighter. The cruiser wishes to disable the destroyer with the fewest casualties possible. The Federation player secretly records that Photon Torpedoes 7 and 8 are firing at the freighter, with both torpedoes firing at a reduced damage yield of Max X: 5.

During weapons fire, Photon Torpedo 7 misses the target, but Photon Torpedo 8 managed to hit the freighter. The Excelsior's roll for Photon Torpedo 8 is 12 below the needed to-hit number. Normally the photon torpedo would receive an X of 12 on top of the photon torpedo's fixed 10 damage. However, as the torpedo has a reduced Max X of 5, it will score only 5 + 10 = 15 damage.

Early Photon Torpedo

Class: Ballistic (Antimatter)

Modes: Standard

Primary Users: Klingon, Vulcan, Federation, Romulan

Developed: 2136 (Klingon); 2136 (Vulcan); 2250 (Federation); 2267 (Romulan)

Size Factor: 4

The first photon torpedo design was used on Klingon ships in the early-22nd Century. Weak compared to even the light photon torpedo, the early photon torpedo was superior to other torpedo weaponry in use at the time and gave the Klingon Empire a marked advantage against comparable Human, Vulcan, Andorian, and Romulan ships of the era.

Once Vulcan sources gained word of an advanced ballistic weapon coming out of Klingon space they aggressively began searching for

information on the new weapon. It took nearly a decade before Vulcan spies were finally able to acquire schematics on the photon torpedo. Development of the Vulcan's own photon torpedo weapon began immediately, and within three years the Vulcans were building ships with their own version of the early photon torpedo.

The early photon torpedo would be the only photon torpedo ever developed by the Vulcans. With the early photon torpedo in widespread use the Vulcans saw little need to develop a new ballistic weapon. It would not be until the middle of the 23rd Century before Federation and Vulcan scientists would develop more advanced photon torpedo weaponry.

The early photon torpedo would later be reverse engineered by the Federation into the light photon torpedo.

The smaller mount size of the early photon torpedo led to designs within both the Federation and Klingon empires mounting the weapon even after it was considered obsolete. The early photon torpedo was routinely mounted on units that would either be unable to be equipped with larger torpedo delivery systems or for those few ships that wanted to pack as much firepower into a single hull as they could.

The Romulans received both early and light photon technologies from the Klingons as part of their brief alliance. It was used sparingly, however, as the Romulans were wary users of photon torpedo technology.

Despite this extension to the lifespan of the early photon torpedo technology, the weapon fell out of use almost entirely once standard photon torpedoes had become the definitive standard for long range ballistic ship weaponry.

Light Photon Torpedo

Class: Ballistic (Antimatter)

Modes: Standard

Primary Users: Klingon, Federation, Romulan, Cardassian

Developed: 2170 (Klingon); 2253 (Federation); 2267 (Romulan); 2295 (Cardassian);

Size Factor: 5

Developed originally by the Klingons and later reverse engineered by Federation scientists based off of specimens of Klingon technology. Shorter ranged than the later full-fledged, "standard" model, the light photon torpedo was light years beyond any of the torpedo and chemical-based rocket systems used by the Federation in the past. By the time

that the Federation had developed the weapon it was considered antiquated in the Klingon Empire, with all ships since the mid-2230's having been built around the more advanced heavy photon torpedo.

As with the early photon torpedo, the Romulans netted the weapon as part of their technology trades with the Klingon Empire in the late 2260's. Used on a few of their hulls, the weapons helped to serve as technology models that would later help the Romulans make the breakthroughs necessary to develop the plasma torpedo.

The Cardassians came upon light photon technology through technological trades with its neighbors. It used the weapon moderately through its fleet, mainly to counter the long range capabilities of what it perceived as its major rivals, the Federation and Klingons.

Photon Torpedo

Class: Ballistic (Antimatter)

Modes: Standard

Primary Users: Klingon, Federation, Ferengi, Cardassian

Developed: 2204 (Klingon); 2260 (Federation); 2316 (Ferengi); 2332 (Cardassian)

Size Factor: 6

Developed in the early 2200s by the Klingon Empire, the photon torpedo quickly replaced the light photon torpedo in their service. The photon torpedo was a larger, more durable photon torpedo launching system with more powerful payloads. This weapon benefited greatly from the increased range and damage and became common throughout the fleets of many militaries, including early Klingons and almost all newer Federation designs.

Heavy Photon Torpedo

Class: Ballistic (Antimatter)

Modes: Standard

Primary User: Klingon

Developed: 2228

Size Factor: 6

Heavy photon torpedo is the final iteration in Klingon photon technology. Consistent with Klingon methodology, the heavy photon torpedo is, quite simply, a larger launcher that fires a larger photon torpedo. The damage increase in each individual salvo is significantly improved over the standard photon torpedo, however the amount of time required to cool-down and reload the weapon is increased. The Klingons did not see that as a major

deficiency, preferring overwhelming first strikes with their weaponry.

The Klingons were eventually able to miniaturize the heavy photon torpedo significantly as a result of weapons research conducted during and after the Dominion War. This allowed newer Klingon warships to carry even more of the powerful photon torpedo launchers onboard.

Improved Heavy Photon Torpedo

Class: Ballistic (Antimatter)

Modes: Standard

Primary User: Klingon

Developed: 2380

Size Factor: 6

The improved heavy photon torpedo integrates advancements in photon torpedo technology in order to increase the rate of fire of the heavy photon torpedo as well as increase the weapons range by an additional 5 hexes.

Few ships carrying the preexisting heavy photon torpedo upgraded to the new improved model, with the improved heavy photon torpedo being reserved for new construction units.

Spinal Photon Torpedo

Class: Ballistic (Antimatter)

Modes: Standard

Primary User: Klingon

Developed: 2377

Size Factor: 12

The spinal photon torpedo is the Klingon's ultimate answer to the ballistic weapons advancements of the Federation. Developing a larger, more powerful torpedo launcher had become a lower priority for the Klingons due to the superiority of the heavy photon torpedo over the standard model in the previous century. However the latter half of the 24th Century saw the Federation Starfleet developing and deploying several key ballistic weapons that tipped the balance of power in their favor. The advanced photon torpedo launchers and quantum torpedoes were far and away better than the heavy photon torpedo.

The Klingon Empire experimented with several possible replacements to counter these Federation advancements, even going so far as to try to replicate Dominion polaron torpedo weapons.

In the end the Empire settled on creating a still larger photon torpedo system. This enlarged form of the heavy photon torpedo,

called the spinal photon torpedo, does greater damage at the expense of a slower arming cycle. In addition, the size of the spinal photon torpedo launcher makes it difficult to mount more than one forward tube, and the arc of that weapon is highly constrained.

Advanced Photon Torpedo

Class: Ballistic (Antimatter)

Modes: Standard

Primary User: Federation

Developed: 2350

Size Factor: 6

A purely Federation enhancement, the advanced photon torpedo was developed specifically for the Nebula/Galaxy projects and was testbedded on the New Orleans Battlecruiser. In initial development research it was found that it was impractical to mount extensive numbers of photon torpedo launchers onto a single hull, yet it was saturated photon torpedo fire that was found to be most effective against enemy ships -- especially light hulls operating under pack tactics. Able to hold up to three shots, launching them all at once or firing individually, the advanced photon torpedo launcher allowed ships such as the Galaxy Command Ship to launch salvos of as many as six torpedoes at a single or multiple targets. Some loss in accuracy resulted from using the launcher in this manner, but it was seen as more than made up for in its effective damage yield. For every photon torpedo after the first fired from an advanced photon torpedo launcher, each warhead suffers a cumulative -1 to-hit penalty.

Example: if 2 torpedoes from an advanced photon torpedo are fired, then each suffers -1 to hit; if all 3 torpedoes are fired, each suffers a -2 to-hit penalty.

Quantum Torpedo

Class: Ballistic (Antimatter)

Modes: Standard

Primary Users: Federation

Developed: 2369

Size Factor: N/A

Not a separate launcher but rather a major upgrade in ammunition, the quantum torpedo is a new torpedo type that modern Federation vessels are gradually upgrading to. Equipped with a far more volatile and destructive weapon charge, the quantum torpedo nearly doubles the potential damage each torpedo can

do, scoring 2X+15 (Max X: 10) damage to the target vessel. Quantum torpedoes cost 15 combat points each and may only be used with standard photon torpedo or advanced photon torpedo launchers. (Federation Only)

Optional Rule: *For those that don't want to track quantum torpedoes as individual munitions can, instead, choose to pay on a launcher per launcher basis. In this case, all launchers on a ship MUST be upgraded in order to take advantage of the upgrade. Increase the cost of the ship by 50 points per photon torpedo and 100 points per advanced photon torpedo. All torpedoes fired from the ship are quantum torpedoes for purposes of damage.*

Advanced Quantum Torpedo

Class: Ballistic (Antimatter)

Modes: Standard

Primary Users: Federation

Developed: 2369

Size Factor: 6

The advanced quantum torpedo launcher can be found on those Federation units that make use of solely the new quantum torpedo munitions, never photon torpedoes. Functionally it is the same as the normal advanced photon torpedo system.

Heavy Advanced Quantum Torpedo

Class: Ballistic (Antimatter)

Modes: Standard

Primary Users: Federation

Developed: 2372

Size Factor: 12

The heavy advanced quantum torpedo was first demonstrated on the Federation's Sovereign Dreadnought. This large quantum torpedo launcher is a turreted affair developed for rapid-succession torpedo fire, saturating the target with deadly quantum torpedoes.

The heavy advanced quantum torpedo can hold up to four shots at any given time, firing them all at once or separately. Please note that the same firing penalties that apply to the advanced photon torpedo also apply to the heavy advanced quantum torpedo, so firing all four torpedoes on the same turn will incur a -4 firing penalty against each of the four torpedoes.

The size of the heavy advanced quantum torpedo means that ships must be built with the weapon in mind. No ship can conceivably have the weapon retrofitted to the hull without major design alterations, alterations

that would almost assuredly not be economically feasible.

Tri-Cobalt Device

Class: Ballistic (Plasma)

Modes: Standard

Primary Users: All Races

Developed: 2178

Size Factor: N/A

This older torpedo weapon has been used in the past by the Federation as well as other spacefaring races. Most often used as an area saturation or bombardment weapon, tri-cobalt devices are very 'dirty' weapons that leave substantial radioactive fallout. It has also been learned that they can sometimes cause limited subspace effects, though not so much so as to be outlawed under the Khitomer Accords.

Any missile rack of Class-SO or larger; drone rack B, C, D, or H; or photon torpedo of the standard type or larger can be equipped with a tri-cobalt device. In the cases of launchers that can hold more than one shot at a time (ex: advanced photon torpedo) the tri-cobalt device can be the only weapon loaded at one time.

The decision to begin arming a tri-cobalt device is made during the Power Management step of the Turn Sequence. Once this is done the missile or torpedo system will have its turn delay reset and increased by one turn, representing the extra time required to prep the tri-cobalt device for launch.

Tri-cobalt devices score 4d10+10 plasma damage to their target at a range of 30 hexes (-1 per 3 hex range penalty). However their damaging effects are largely mitigated by the presence of active deflector shielding. Each point of shielding can absorb 5 damage scored by tri-cobalt devices (rounding up). All tri-cobalt device impacts should be resolved before resolving other ballistic weaponry.

Because of their relative inability to breach shields these weapons are used only rarely with their true purpose being for vacuum demolition of asteroids or abandoned starships.

Tri-Cobalt Devices cost 12 combat points each.

Transphasic Torpedo

Class: Ballistic (Antimatter)

Modes: Standard

Primary Users: Federation

Developed: 2377

Size Factor: N/A

Schematics for torpedoes of this type were recovered by the Federation upon *U.S.S. Voyager's* return from the Delta Quadrant. Developed sometime in the Federation's future, these weapons were years ahead of anything that Federation scientists had yet imagined.

The transphasic torpedo is something of a combination of the quantum and polaron torpedoes, sharing qualities of both. Amazingly destructive, the transphasic torpedo can pass through shields and into a ship's hull before detonating, increasing the damage done with each blast.

As with quantum torpedoes, transphasic torpedoes represent a special munitions type that can be fired from any standard or advanced photon torpedo launcher. The cost per transphasic torpedo is 30 each. If purchased on a per-launcher basis the cost is 125 for each standard photon torpedo launcher and 250 points for each advanced photon torpedo launcher.

Transphasic torpedoes have the following damage statistics:

Damage: 2X+18

Max X: none

Special: Ignores shields on a d6 roll of '5' or '6'.

Micro Torpedo

Class: Ballistic (Antimatter)

Modes: Standard

Primary Users: Federation

Developed: 2352

Size Factor: 3 (Fighter)

Micro torpedoes are miniature photon torpedoes which were developed by the Federation for use on their small craft. Prior to this time the only weapons that shuttles and fighters could be armed with were beam weapons, such as phasers. The small launchers have a very limited ammo supply, usually about a dozen or so torpedoes on the largest craft. The tactical advantage bestowed by the micro torpedoes, however, has proved it worth in battle. In many fleet engagements, the mass fire of micro torpedoes by fighter or runabout class vessels has helped to weaken the enemy before the main cruiser line enters the battle. In the case of the Danube Runabout, micro torpedoes have made it capable of fighting larger vessels when situations force them to do so.

4.5 Blast Beams

Often called 'Romulan blasters', blast beams are an entirely homegrown Romulan weapon system. Used extensively before the purchase of disruptor technologies from the Klingons in 2265, blast beams allowed the Romulans a weapon system that was extremely durable yet small enough to mount an above average number on normal ship designs.

Blast beams fire continuous, constrained beams of highly charged particles at the target in order to cause damage. The nature of the beam means that it tends to rake in longer, smoother arcs than phaser weapons, forcing starship commanders to rely on solid strikes to do killing damage to their enemies. However, the blast beam's ability to damage or destroy a greater number of enemy weapon systems in a single pass of the beam did find its uses and was considered an adequate trade off.

Despite the constrained nature of the particle beam fired, energy dropoff due to range was a very real problem for the Romulans. They could never find a cure to the problem, as every time that they attempted to reroute power to the weapons to attempt to stabilize the beam (or strengthen it) the power coils in the weapon would overload and explode with deadly consequences. Romulan scientists finally overcame this drawback with the heavy blast beam, but by that point in time the blast beams were no longer in vogue.

The numbers of blast beams typically installed on new Romulan ships was so high that the ship's reactors couldn't power all of them, leading to a dangerous overtaxing of the ship's reactor. It was a case of the Romulans taking advantage of their reduced volume in a situation where it was not warranted.

Starting in 2265 and proceeding for two decades thereafter, most Romulan ships were upgraded to the new disruptor weaponry standard. Though the disruptor family of weapons were more delicate and less survivable than the older blast beams, their enhanced damage at range and their pulsed rather than streaming firing mode made them superior to blast beams.

Many local Romulan entities in the 2280's attempted to press the Senate to appropriate more funds for ships that used the domestic blast beams over the imported disruptors but all met with failure. The rewards of the Klingon disruptors proved too substantial,

and their heavy hitting damage was more inline with the hit-and-run tactics favored by the Romulan Star Empire's modern military doctrine.

By the 24th Century very few blast beam equipped ships remained in Romulan service, and those that did only did so because they could not accept the disruptor upgrade. It is not known whether or not blast beams were ever sold to any other races, though it is known that none of the more important powers surrounding the Romulan Star Empire ever displayed the use of these weapons. Given the Romulan penchant for the armed invasions of neighboring races in order to directly dominate them (rather than through protectorate agreements as was common for the Federation and to a lesser degree the Klingons) it is unlikely that any races within the Romulan sphere of influence were ever allowed to field warships, let alone purchase and use blast beam technology.

Light Blast Beam

Class: Particle

Modes: Standard

Primary User: Romulan

Developed: 2232

Size Factor: 2

The first of the blast beams to be employed by the Romulan Star Empire. The particle beam fired by the light blast beam is extremely short ranged and inaccurate, but its duration and range is so short as to not lose damage to range.

This first step in blast beam weapons development is very rarely seen in the Romulan fleet, though many early warships and exploration craft were equipped with the weapon, preferring it over bulkier missile or primitive particle weaponry.

Blast Beam

Class: Particle

Modes: Raking (8)

Primary User: Romulan

Developed: 2239

Size Factor: 4

The next iteration in blast beam technology, the medium blast beam (commonly referred to simply as the blast beam) was a revolutionary jump from the earlier light blast beam. The blast beam benefited from the help of larger power capacitors and an advanced particle projection system which allowed its beam to travel further and do more damage.

It was in the development of this model, however, that the Romulans ran into the first signs of trouble. The damage ability of the beam emitted by the blast beam fell off with range, making it all but useless at extended ranges. Despite this speed bump, the blast beam was deemed a success (as it was better than the light blast beam by far) and was the primary weapon for new construction for decades to come.

Ranged Blast Beam

Class: Particle

Modes: Raking (8)

Primary User: Romulan

Developed: 2254

Size Factor: 5

The ranged blast beam achieved a great success for the blast beam lineage, primarily in its extended range. After the blast beam proved to be a shorter ranged weapon than desired researchers set out to find a way to alleviate the problem with the next generation blast beam weaponry. By redesigning selected segments of the blast beam they were able to extend the weapons range and marginally increase its damage potential. The end result, named the ranged blast beam, was heralded as the weapon the blast beam should have been.

The Romulan navy soon began to see the ranged blast beam entering service widely in the fleet. However, many designs continued to be built and design with the older blast beam in place, primarily because the ranged blast beam and support equipment proved to be larger than that of the original blast beam. The hard choice was made on these hulls to retain the older technology for the sake of fielding more weaponry.

Nonetheless, the ranged blast beam was one of the most important blast beam advancements made by the Romulan Star Empire.

Heavy Blast Beam

Class: Particle

Modes: Raking (8)

Primary User: Romulan

Developed: 2263

Size Factor: 7

The ultimate iteration of blast beam technology, the heavy blast beam is a weapon which incorporates many of the features and qualities that had been desired of blast beams since their inception. The heavy blast beam has

the damage potential of a ranged blast beam (though not its extended range), but more importantly the heavy blast beam overcomes the problem of additional power overloading the weapon's power coils. Using revolutionary new techniques for allowing for and handling an abrupt influx of power to overcharge the weapon, the heavy blast beam can have extra power applied to it during the turn of firing, increasing the damage (and thus the range) substantially.

Unfortunately for the heavy blast beam, by the time it had completed prototype trials in 2267 new disruptor weapons had become available through an alliance with the Klingon Empire. These new weapons featured not only better range than most blast beams but also consumed less power. Sadly for the heavy blast beam it never entered widespread use, only being mounted on a handful of hulls (including the Morlasasi Stelam Dreadnought).

4.6 Plasma Mortars and the Plasma Torpedo

The Romulans are one of the few races to research and deploy plasma class weaponry. Used during the 23rd Century as an effective, heavy hitting style of weapon, plasma mortars slowly evolved into one of the most deadly weapons in existence at the time. A single plasma mortar blast to an enemy cruiser would more often than not down shields and maul the ship.

However, this damage potential came at a price. Like all plasma weapons, the plasma mortars suffered from damage degradation over range. Though it is true Romulan scientists attempted to diminish this inherent handicap, they did not do so as vigorously as they would have should cloaking devices – which allowed for optimal firing of plasma mortars at near point blank ranges – not become a reality.

The plasma mortars would eventually fall out of favor with the heavy plasma mortar, but the research done on these weapons would eventually pave the way for the plasma torpedo, the first Romulan ballistic plasma weapon.

It is known that some other races, the Gorn in particular, used similar plasma weaponry in their arsenals.

Ultralight Plasma Mortar

Class: Plasma

Modes: Standard

Primary User: Romulan

Developed: 2270

Size Factor: 3 (Fighter)

A fighter sized plasma mortar, the Romulans experimented with this class of weapon during the 2270's while testing the feasibility of light one and two man fighter craft. The weapon proved to be of slight utility in the field, but the craft it was mounted on proved to be too weak to effectively fight full-fledged cruiser craft. The ultralight plasma mortar was little used again.

Light Plasma Mortar

Class: Plasma

Modes: Flash

Primary User: Romulan

Developed: 2248

Size Factor: 4

This lighter plasma weapon was actually developed after the full fledged plasma mortar as a spin-off development project. The light plasma mortar's smaller size allows for it to be mounted both on smaller starships and multiple weapons of the type to be mounted on larger ships. Lacking the damage potential of its larger sibling, the light plasma mortar is nonetheless a deadly weapon when used properly.

Plasma Mortar

Class: Plasma

Modes: Flash

Primary User: Romulan

Developed: 2246

Size Factor: 6

The precursor to the more advanced plasma torpedo, the plasma mortar was an important technological development for the Romulan Star Empire. The plasma mortar was the first working weapon model based on the concept of a plasma-based weapon similar in form to Klingon and Federation photon torpedoes. However, the weapon did not meet the full expectations of the Empire. Scientists could not at present develop a warhead capable of maintaining a forcefield of sufficient strength to keep the plasma "envelope" from subliming entirely away after a short distance. It was instead decided to apply an end-around tactic, increasing the payload volume and deploying the direct fire charge rather than a torpedo based system.

Initial tests proved promising. Though the plasma mortar still suffered from high damage degradation over range due to the cooling of the volatile plasma, it did remain enough of a punch to be considered effective. Combined with the then proprietary cloaking technologies the Romulans had developed for their starships, warships equipped with the plasma mortar found it relatively easy in trial runs to get within prime firing range of their target, maximizing the damage of the plasma mortar.

Heavy Plasma Mortar

Class: Plasma

Modes: Flash

Primary User: Romulan

Developed: 2285

Size Factor: 8

The last in the plasma mortar lineage, the heavy plasma mortar was developed during the early 2280s as an answer to the growing power and technological showcases of the neighboring Klingon and Federation. The weapon system made advancements in technologies to maintain plasma temperature over distance and general containment fielding theory, but it was too little, too late for Romulan technologies. The testbed hull for the heavy plasma mortar, the Phoenix Attack Cruiser, was meant to be an even opponent for the Federation's Excelsior Cruiser, but after two separate encounters in the 2290's between vessels of these two classes it became obvious that the Phoenix and its heavy plasma mortar were ill equipped for the task.

Some of the technologies incorporated in the plasma mortar aided Romulan scientists to eventually be able to realize their initial goal of a ballistic plasma warhead deployment system in the 2300's, ending the era of the plasma mortar in the Romulan fleet.

Plasma Torpedo

Class: Ballistic (Plasma)

Modes: Standard

Primary User: Romulan

Developed: 2327

Size Factor: 5

The plasma torpedo integrated Romulan plasma technologies with conventional torpedo weaponry to create a weapon that, while dulled at long ranges, could feasibly deal inordinate amounts of damage at medium to close combat ranges. Relying on a force field to contain and

focus the plasma fired, the plasma would strike the target and interact harshly, melting and ripping through even the strongest of hulls. The relatively small size and fast rate of fire of the plasma torpedo quickly made it popular in the Romulan fleet, and the weapon totally replaced the plasma mortars in service.

4.7 Plasmic Disruptors & Plasma Beams

The Ferengi use of plasma weaponry goes back to their early days of starflight. Using weak, low power plasma guns for offensive purposes, the Ferengi traded for other forms of weaponry but always came back to their plasma beam weaponry. After the serendipitous salvaging of a wrecked unknown vessel (later to be identified as a Klingon vessel) the Ferengi began studying the technologies and integrating them into their own plasma arsenal.

Light Plasmic Disruptor

Class: Plasma

Modes: Standard

Primary User(s): Ferengi

Developed: 2313

Size Factor: 3

An early model combination of plasma beam and disruptor technologies, the light plasmic disruptor incorporates high possible damage, but its energy bleed off makes it a poor offensive weapon. It's small size, however, allowed it to be mounted as a secondary armament on many Ferengi ships.

Plasmic Disruptor

Class: Plasma

Modes: Standard

Primary User(s): Ferengi

Developed: 2327

Size Factor: 6

The plasmic disruptor is a significant increase over the original light plasmic disruptor. With the power output increased and cooling problems dealt with, the newer model plasmic disruptor was much more versatile and deadly.

Heavy Plasmic Disruptor

Class: Plasma

Modes: Standard
Primary User(s): Ferengi
Developed: 2350
Size Factor: 9

This large plasmic disruptor mount is incredibly powerful. The plasma discharge from a heavy plasmic disruptor is able to tear down most enemy shielding in a single volley or cripple ships whose shielding has already failed. The close-range nature of the weapon is exacerbated by inadequate targeting computers which makes its accuracy fall off dramatically at extended ranges. Power hungry and large for a plasma weapon, the heavy plasmic disruptor is mounted on very few hulls.

Plasma Beam

Class: Plasma
Modes: Raking (8)
Primary User(s): Ferengi
Developed: 2310
Size Factor: 5

The plasma beam is the original heavy plasma weapon in the Ferengi arsenal. The plasma beam fires a focused beam of plasma along a carrier beam. The beam is highly condensed, and as such can sweep much more than a typical disruptor or phaser. When the plasma impacts upon the target vessel it burns through the hull, scoring it deeper than normal.

Despite its reduced damage at longer ranges, the Ferengi enjoy the greater damage that the plasma beam can do in relation to other races medium weapons.

Ultralight Plasma Beam

Class: Plasma
Modes: Standard
Primary User(s): Ferengi
Developed: 2298
Size Factor: 3 (Fighter)

The earliest plasma beam to be fielded by the Ferengi, the ultralight plasma beam is a fighter-sized weapon capable of firing small plasma beam bursts at enemy targets. The amount of power that such a vessel's reactors can generate reduce the effectiveness of the plasma beam over range, the plasma cooling very fast as it travels.

The ultralight plasma beam is of little use for anything other than a short range deterrent weapon, as any similar small craft armed with comparable phaser or disruptor weaponry can easily dispatch craft armed with

the ultralight plasma beam from outside its weapons range.

4.8 Gravitic Weapons

The field of gravitic weaponry is one that is little developed within the known Star Trek universe. Some races such as the Viidians in the Delta Quadrant have experimented heavily with such alternate weaponry, but very few Alpha and Beta Quadrant races have adopted such technologies, instead opting for 'off the shelf' phaser and disruptor technologies that can be purchased from a multitude of sources.

The militaristic Cardassians are one of the few races to develop gravitic or gravitic enhanced weapon systems for use on their ships. These weapons tend to have a slower rate of fire than their phaser or disruptor equivalents, but they tend to have special properties that make them effective alternatives.

4.8.1 Compressor Beams

Often called 'spiral wave disruptors' by other races, compressor beams are an original invention of the Cardassians. Compressor beams utilize advanced gravitic lensing technologies to focus the beam fired, intensifying and amplifying the weapon's destructive properties.

Unfortunately for the Cardassian, the compressor family of weapons is space intensive and very few can be mounted on most mid-range hulls. This more than anything else has led to the Cardassian doctrine of developing warship hulls built for fleet actions rather than solo combat.

Light Compressor Beam

Class: Gravitic
Modes: Raking
Primary User: Cardassian
Developed: 2318
Size Factor: 5

The light compressor beam is the originator of the compressor beam weapon family. The light compressor beam was originally intended by the Cardassian Central Command to be an alternative to the medium phaser. The Cardassians had managed to secure several models of the medium phaser from black market channels (primarily weapons runners), but all attempts to reverse engineer

and reproduce the technology met with inadequate results. In most cases, the weapon proved to be too bulky, too power hungry, or simply unstable. Testbeds of the medium phaser on the Gurnet Warship proved fruitless.

It was hoped by the Cardassians that integrating their knowledge of phaser weaponry and their advanced research into applied gravitics would allow them to develop a weapon of comparable strength to the medium phaser, but able to be built and serviced by the Cardassian Union.

After many years of research the first light compressor beam prototype was developed. Cardassian scientists had managed to develop a hybrid weapon that had more reliable damage with only a slightly increased power requirement. Fire control systems were substandard but were the best that the Cardassians could provide. The only disadvantage to the light compressor beam was the increased rate of fire necessitated by the need for a longer weapon cooldown cycle.

The light compressor beam would see great use during the subjugation of numerous worlds during the height of Cardassian imperialism. The light compressor beam was more than powerful enough for battles against the small navies of its lightly defended neighbors.

By the late 2330's, however, the weapon was starting to feel its age. Newer, stronger weapons were being fielded by other powers in the region. The Klingons and Romulans especially were fielding new disruptor weapons that made the light compressor beam look even more inferior.

The light compressor was eventually replaced in its role as a heavy weapon by the compressor beam between 2338 and 2244. After this point the light compressor became a secondary weapon in most cases or on ships that could not mount a full compressor beam.

Compressor Beam

Class: Gravitic

Modes: R, S

Primary User: Cardassian

Developed: 2338

Size Factor: 8

The compressor beam is little more than an enlarged light compressor beam. Based on the same technologies as its predecessor, the compressor beam is the central weapon of the Cardassian military. Most ships equipped with

compressor beams tend to mount them in a fixed position as the equipment necessary to power such a weapon requires great amounts of space and a direct connection to the ship's reactor to provide the necessary power.

The primary advantage of the compressor beam is the amount of damage that the weapon can do in a successful strike. Easily able to rip down ships and decimate enemy ships, the compressor is a deadly weapon--especially when sustained. Unfortunately, the increased strength comes at the price of rate of fire, making the compressor beam a slow firing weapon.

The compressor beam has been the heavy weapon of choice within the Cardassian fleet for over fifty years. In recent years, the Cardassians have even managed to miniaturize the weapon further, allowing for multiple compressor weapons to be housed in less space.

Gravitic Disruptor

Class: Gravitic

Modes: Standard

Primary User: Cardassian

Developed: 2290

Size Factor: 3

The gravitic disruptor is one of the first weapons the Cardassian fielded based on gravitic technology. The weapon was originally intended to act as a long ranged replacement for the popular light phaser, but its low damage made this an untenable choice in the eyes of the military leadership. Most knew the value of the light phaser in Cardassian fleet based tactics and had come to rely on the weapon in combat.

Nonetheless, the gravitic disruptor entered limited service on new hulls. In early engagements and battle simulations the gravitic disruptor earned the name of "shield ripper", a designation that is actually more common than the weapon's actual name. It was found that gravitic disruptors could be used to weaken enemy shielding on the approach, making it easier for the fleet's light phasers to break through shields and damage enemy craft.

Due to a quirk in the gravitic disruptor's design, it is able to store up enough power if unfired on a turn to fire two volleys on the following turn. On ships that made heavy use of "shield rippers", it allowed the ship to fire a hail of disruptor fire at enemy ships which, at close ranges, would almost guarantee shield collapse.

During the doctrinal and technological upheaval of the 2340's, the Cardassian union shied away from gravitic disruptor weaponry and no longer mounted it on new hulls. Some models of the weapon were sold to third parties, usually with Cardassian maintenance contracts attached. The weapon has only rarely seen use in the civilian sector, starship proprietors preferring to use weapon systems that are more easily fixed and maintained by other sources than the Cardassian military.

4.9 Polaron Weapons

The Dominion developed polaron weapons as their primary weapon type. The Dominion found that polaron weapons fit their doctrine far better than disruptors or phasers. One of the most striking advantages of polaron-based weapons is the ability to bypass in whole or part enemy shielding. It is possible for shielding to be adapted so as to negate this advantage, but it takes time to develop—something that most of the Dominion's enemies have not had the luxury of.

The polaron beam family of weapons and icons were based on designs by Roman Alexander Perner.

Light Phased Polaron Beam

Class: Molecular
Modes: Raking (Special)
Primary User: Dominion
Developed: unknown
Size Factor: 3

This lighter version of the phased polaron beam is seldom seen on Dominion warships and is restricted to escort vessels charged with clearing enemy shuttle or fighter hordes from space.

Phased Polaron Beam

Class: Molecular
Modes: Raking (Special)
Primary User: Dominion
Developed: unknown
Size Factor: 6

The phased polaron beam is the standard beam weapon in the Dominion arsenal. This weapon fires a beam of phased polaron particles at the target. In their phased state much of the energy is able to bypass enemy shields, striking directly at the target's hull.

The effects of phased polaron beams can be devastating, as was demonstrated by the Dominion attack ships during the Dominion War.

Heavy Phased Polaron Beam

Class: Molecular
Modes: Raking (Special)
Primary User: Dominion
Developed: unknown
Size Factor: 9

This large phased polaron beam was the heaviest beam weapon operated by the Dominion during the Dominion War. One of the singly most potent weapons the Alpha and Beta Quadrant powers had ever witnessed, the heavy phased polaron beam could literally cut through a ship's shields and maintain enough cohesion to do major damage to the ship within.

Heavy phased polaron beams can only be mounted on the largest Dominion starships, and even then in limited numbers.

Tri-Polaron Blaster

Class: Molecular
Modes: Standard
Primary User: Dominion
Developed: unknown
Size Factor: 8

This fast firing polaron weapon incorporates three phased polaron beams into a single housing. These beams are designed to fire a series of discreet pulses rather than raking beams. The tri-polaron blaster is extremely fast firing, the individual emitters not requiring their normal cooldown time before shots.

The tri-polaron blaster was first mounted on the largest of the Dominion's battleships where they were to serve as close-quarters weapons to defend against light frigates and attack fighters.

Unlike other phased polaron weapons, the tri-polaron blaster is fully effected by enemy shields.

Polaron Torpedo

Class: Ballistic (Molecular)
Modes: Standard
Primary User: Dominion
Developed: unknown
Size Factor: 6

The polaron torpedo is capable of bypassing enemy shielding entirely. Each torpedo that hits its target rolls a d6 and will totally ignore shielding on a result of '5' or '6'. This gives polaron torpedoes a striking

effectiveness against enemy warships that do not have countermeasures in place.

4.10 Subspace Weapons

Isolytic Torpedo

Class: Ballistic

Modes: Flash

Primary User: Son'a

Developed: 2326

Size Factor: 6

Used by the Son'a, the isolytic torpedo is a powerful and volatile subspace weapon capable of causing ruptures in subspace, damaging the target ship and potentially irreparably harming local subspace. The isolytic weapon not only affects the target unit and the units in the target's hex but also every unit within one hex of the target. This wide area of effect is due to the nature of the subspace disturbance that is being caused by the torpedo.

On a natural roll of '1' on an isolytic torpedo to-hit roll, a severe subspace rupture is formed. This rupture in subspace will immediately home in on the warp signature of the closest ship to the detonation point. If more than one unit with operation warp engines exists in the target hex roll to randomly determine which unit the rupture has locked onto. This rupture will proceed to 'chase' its intended target. The rupture assumes the same speed as the target at the time of impact and may accelerate or decelerate by two hexes during its movement, which occurs during the point in the turn when other movement-based weapons are fired. The subspace rupture must move on the shortest path possible towards its target when moved and pays nothing for turn costs or side slips. If multiple paths exist that will move the rupture as close to the target as is possible, the firing player is allowed to select which path the rupture takes. If the subspace rupture passes through a hex that contains units, each of the units in the hex will take 2d10 damage to their facing side.

If the subspace rupture should end its movement allotment in the same hex as its target, score 4d10 damage to each section of the targeted unit. The subspace rupture will continue to chase its target until the target is destroyed or the target jettisons its warp core, shutting down the ship's warp engines and effectively stranding it.

The isolytic torpedo, as with other subspace weapons, are banned under the Second Khitomer Accords. The damage such weapons do to subspace is horrific and can cause such a breakdown in subspace so as to make warp travel through affected regions impossible.

Isolytic Converter

Class: Subspace

Modes: Enveloping

Primary User: Son'a

Developed: 2370

Size Factor: 7

A new and even more dreadful subspace weapon, the isolytic converter is a direct-fire weapon that damages the area of subspace between the firing ship and the target. This weapon in essence burrows into subspace, rending it and breaking it until it reaches the vicinity of the enemy ship. This can have disastrous consequences and the effects of the subspace disruptions engulf most ships fired upon by the isolytic converter.

The Son'a field few ships equipped with isolytic converters, though it is rumored that the space stations and orbital defense array defending the Erlorra system are armed with these weapons. It is estimated by Federation scientists that the use of these suspected subspace weapons during a full-scale assault on the world would cut off warp travel to the entire region.

4.11 Phase Cannons

The Vulcans developed phase cannons as an alternative to the particle cannon. The light and standard particle cannons had a high capacity for damage but were very power hungry, putting an unnecessary strain on the weaker warp cores of the period.

Phase cannons have many things in common with particle cannon weapons. Firstly they are particle class weapons, not of the molecular type that later beam weapons would be classified as. Phase cannons are also continuous-fire particle beam weapons like the particle cannon, meaning they rake across their target rather than delivering damage in a single blow.

The name phase cannon may seem to indicate that this family of weapons has some relationship with the later, more advanced phaser weapons. In truth phase cannons are far

more primitive and have little in common with the phasers that would be developed in the following century.

Light Phase Cannon

Class: Particle

Modes: Standard

Primary User: Vulcans, Terrans

Developed: 2107

Size Factor: 3

Before the introduction of the light phase cannon the Vulcans relied heavily on the antiquated light particle beam as their primary tertiary weapons mount. The light phase cannon boasts greater range than the light particle beam, though at the expense of diminished damage and poorer fire control computers.

Phase Cannon

Class: Particle

Modes: Raking, Sustained

Primary User: Vulcans, Terrans

Developed: 2109

Size Factor: 5

The phase cannon was the standard Vulcan weapon found on their ships in the 22nd Century. These versatile, long ranged beam weapons were a counterpoint to the new disruptor cannon technologies coming out of the Klingon Empire at the same time.

The phase cannon's range advantage and multiple modes of fire provide captains with extra options in battle.

Heavy Phase Cannon

Class: Particle

Modes: Raking, Sustained

Primary User: Vulcans

Developed: 2112

Size Factor: 8

This exclusively Vulcan weapon technology was one of the most powerful weapons of its day. The heavy phase cannon is comparable to the particle cannon in damage but puts a far lower strain on the ship's power grid and requires less space to mount.

Most ships equipped with heavy phase cannons assembled its entire combat arsenal around the weapon. This created ships that relied on the heavy phase cannon for taking out the enemy while its secondary weapons staved off attack from any other aggressors or threats.

The heavy phase cannon may have eventually seen wider deployment if not for the

development of the medium laser cannon by the Terrans. This improved laser weapon proved to be superior to the heavy phase cannon, albeit a larger weapon, and further development of phase cannons ceased.

4.12 Other Missile & Torpedo Weapons

The Federation and most minor powers have made use of chemically driven missiles or other basic ballistic weaponry before procuring and developing more advanced weapon systems.

4.12.1 Missile Racks & Missiles

Class-S0 Missile Rack

Class: Ballistic

Modes: Standard

Primary User: Vulcans, Terrans

Developed: 1580 (Vulcans), 2100 (Terrans)

Size Factor: 5

This missile rack was the standard model used by most developing races in the known galaxy. Simple to construct and operate, racks of this type were capable of firing a variety of missile types on demand.

Spatial Missile

Class: Ballistic

Modes: Standard

Primary User: Vulcans, Andorians, Terrans

Developed: 1823 (Vulcan), 1900 (Andorian), 2118 (Terran)

Size Factor: n/a

Often incorrectly referred to as a 'spatial torpedo', the spatial missile is really a chemical reaction-based rocket weapon similar to many of the missile types operated by developing races. The Spatial Torpedo is identical to the Type-D Light Missile operated by the Alacans.

The Vulcans and several other races first developed this weapon, eventually phasing it out of their service as newer, more advanced ballistic packages became available.

Designer's Note: Yes, the crew called them spatial torpedoes in the show. But given the CGI effect and the implication of torpedoes in the B5W game system I changed the name to spatial missiles for clarity.

Photonic Missile

Class: Ballistic (Antimatter)

Modes: Standard

Primary User: Terrans

Developed: 2152

Size Factor: n/a

The Terrans were ultimately successful in reverse engineering a crude copy of Vulcan and Klingon photon torpedo weaponry based on sensor data recovered by Terran starships.

Termed the photon missile, this weapon is launched from a missile rack like other missiles but is otherwise very similar to the existing early photon torpedo.

One of the biggest disadvantages of the photonic missile is its limited range. The missile's range is better than that of a standard spatial missile, but still far below that of a full-fledged torpedo.

4.12.2 Drone Racks & Drones

Drones are self-guiding munitions, not unlike the concept of hunter-killers within Babylon 5 Wars. Whereas a special HK controller device must control hunter-killers, the autonomous nature of drones makes them much more akin to standard missiles, and that is how they are handled within the Star Trek Conversion.

Drones can only be launched from special racks, called *drone racks*. Several different models of drone racks exist, each with their own advantages. Just as drones are handled like standard missiles, drone racks are handled like standard missile racks.

Star Fleet Battles, one of the oldest of the Star Trek gaming licensees (if not the oldest) introduced the concept of drones and drone racks into the Star Trek universe. It is debatable as to how well such weapons fit into the current Star Trek universe, but they are included within the conversion for completeness. Note, however, that drone use within the conversion is greatly curtailed compared to its usage in Star Fleet Battles.

4.12.2.1 Drone Rack Types

Type-A Drone Rack

The "A-rack" was one of the standard drone racks used by most spacefaring races before the development of more advanced ballistic launch systems. This rack was

eventually replaced by the more advanced Type-B and C racks.

Type-B Drone Rack

The Type-B Drone Rack features a larger magazine, holding 50% more drones than the Type-A rack. It was this extra munitions storage that endeared the Klingons to the rack type.

Type-C Drone Rack

This rapid-fire drone rack is capable of launching drones at twice the rate of either the Type-A or B racks. This was the favored drone rack of the Kzinti.

Type-D Drone Rack

This large drone rack is used primarily on bases and satellites, though some races (such as the Kzinti) have been known to mount them on some of their ships.

The weapon pulls drones from three separate magazines. This gives the weapon a higher ammo redundancy, but also makes it more prone to suffering catastrophic explosions.

The Type-D Drone Rack will suffer a magazine critical on a natural roll of '19' or '20'. However, only one-third of the drones in the rack will detonate, reducing the amount of damage done by the explosion.

Type-E Drone Rack

The Type-E Drone Rack is a dedicated defensive drone rack. The Type-E rack can only be equipped with the Type-VI Dogfight Drone.

The rack's fast rate of fire means that its limited magazine will quickly be depleted, but it still remains a competent defensive system.

Type-F Drone Rack

The Type-F rack, sometimes also referred to as the "jump rack", is an exclusively Klingon system engineered to allow ships not originally equipped with drone racks to be able to be equipped with them. Most Type-F drone racks are installed in vacated hangar space, sacrificing shuttle capacity for extra weaponry.

The Type-F Drone Racks were all eventually replaced with Type-A or B racks once those racks became available.

Type-H Starbase Drone Rack

The Type-H Starbase Drone Rack is the largest drone rack ever constructed. It is too

large to ever be mounted on a ship, no matter its size.

The ammunition storage units, of which there are four, are all compartmented. Because of this the Type-H rack is immune to magazine explosions.

4.12.2.2 Drone Types

Type I Standard Drone

This standard drone was the most common drone type used in most drone racks. Its average damage and range were adequate for dealing with most threats.

Damage: 8
Range: 12 hexes
Fire Control: +0/+0/+0
Cost: 0 combat points each

Type II Improved Drone

An improved drone model, the Type II Improved Drone is significantly better than the Type-I Standard Drone. Its better damage and range makes it a better choice for most drone ships.

Damage: 10
Range: 15 hexes
Fire Control: +0/+0/+0
Cost: 2 combat points each

Type III Long-Range Drone

With a range of 40 hexes, the Type-III Long-Range Drone is the longest ranged drone available. The range of the Type-III allowed it to remain competitive even after the development of photon torpedoes.

Damage: 8
Range: 40 hexes
Fire Control: +0/+0/+0
Cost: 3 combat points each

Type IV Heavy Drone

The Type-IV Heavy Drone is an extremely powerful and effective drone capable of punching through enemy shields quickly and effectively. The Type-IV has the same range as a standard drone but has twice the destructive potential.

Damage: 16
Range: 12 hexes
Fire Control: +0/+0/-3
Cost: 4 combat points each

Type V Improved Heavy Drone

A slight improvement over the Heavy Drone, the Type-V Improved Heavy Drone does slightly higher damage at a slightly greater range.

Damage: 18
Range: 15 hexes
Fire Control: +0/+0/-3
Cost: 5 combat points each

Type VI Dogfight Drone

The Type-VI Dogfight Drone was originally designed as an anti-heavy weapon to be used in intercepting incoming drones. However, combat trials proved that the Type-VI Dogfight Drone was an excellent counter to enemy fighters and shuttles. The Dogfight Drone has a short range and does little real damage, but the onboard electronics of the drone give it a +3 to hit against fighters and shuttles. Additionally it can function as an interceptor missile, providing a -3 intercept against one incoming ballistic attack.

Damage: 6
Range: 6 hexes
Fire Control: +0/+0/+3
Intercept Rating: -3 (Ballistics only)
Cost: 1 combat point each

4.13 Other Technologies

Energy Draining Tractor Beam

The energy draining tractor beam is a Borg weapon akin to standard tractor beams; however, the Borg version of this device is so powerful as to be able to be used offensively against most races ships.

The energy draining tractor beam uses the tractor beam's rules except as follows:

- Fighter/shuttle tractor velocity can be a difference of 8 or less.
- When tractoring ships, both ships do NOT have to be going the same direction or same speed. A ship with an energy draining tractor beam can tractor a ship as long as the speed difference is 6 or less.
- Energy draining tractor beams have a range of 5 hexes, not 0 hexes as the tractor beam does.
- The energy cost of tractoring the ship is Ramming Factor divided by 8, not 4.

- Tractor beam can be established automatically against a willing target. Otherwise, the chance of successfully attempting to lock on with a tractor beam is equal to the target's profile minus both the difference in speed between the two units and the distance of the ship from the tractor vessel.

If an energy draining tractor beam successfully tractors a unit the ship will lose -1d6 power on the next turn of the scenario, but the effect of this energy drain will only affect them on the next turn only. Note that ships with active shields cannot be tractor so long as their shields are online. Ships using deflector shielding WILL still be subject to the energy draining effect, applied instead against shielding rather than a general power loss, and any bleed over "damage" from the energy drain is lost. Ships with gravitic or EM shields will have all in-arc shields shutdown on the following turn.

A ship which has been involuntarily tractor by an energy draining tractor beam can continue to maneuver, but all movement costs cost an amount equal to the ship's own movement requirements plus those of the tractor ship. Thus, a Galaxy Command Ship successfully tractor by a Borg Cube would have to pay 3 x Speed to turn (1 x Speed + 2 x Speed), and would have an Accel/Decel Cost of 12 (4 Thrust + 8 Thrust). It is evident then that a ship that is tractor will have a difficult time maneuvering, if at all!

Magnetic Grappler

Primary User: Terrans

Developed: 2100

Size Factor: 2

The magnetic grappler is a Terran device intended for use in grappling shuttlecraft or other small units for towing into the ship's shuttlebays.

Functionally, the magnetic grappler is a combination of the grappling claw and the tractor beam. The magnetic grappler attaches to the target using the grappling claw rules, at which point it functions as a tractor beam.

Thalaron Cannon

Class: Molecular

Modes: Standard

Primary User: Remans

Developed: 2379

Size Factor: 16

The Thalaron Cannon is a weapon of mass destruction constructed for the sole purpose of the eradication of organic life. The thalaron matrix used by the Thalaron Cannon can destroy all organic substances on a ship, moon, or planet with equal ease. It takes only microscopic amounts of thalaron radiation to achieve these results.

Those ships that mount the Thalaron Cannon are built around the maintenance of the thalaron firing matrix and its array of thalaron emitters. Few ships can achieve this feat, and even fewer would ever wish to try.

The Thalaron Cannon must be deployed before the weapon can fire. It takes eight full turns before the Thalaron Cannon is fully deployed. During these eight turns the deploying ship cannot move or fire. The ship may remain cloaked during the deployment of the Thalaron Cannon, however it cannot fire while cloaked.

Once the weapon is deployed it can then fire on any target that is both within the weapon's arc and with the 10 hex maximum range. The selected target is automatically destroyed. If the target was a scenario object, such as a planet or moon, all life on the world is instantly destroyed.

Thalaron radiation is very volatile and unpredictable. If the Thalaron Cannon is destroyed the ship is also destroyed.

6.0 Elite Officers & Ship Enhancements

6.1 Elite Officers

6.1.1 Existing Elite Officers

Expert Helmsman

Rules Compendium, pg. 156

Cost: 5% of the base cost of the ship.

Halve the cost for capital ships and larger units.

Location: C&C

Expert Engineer

Rules Compendium, pg. 156

Cost: 5% of the base cost of the ship.

Location: Engine

Expert Scanner

Rules Compendium, pg. 156

Cost: 7% of the base cost of the ship.

Location: Sensors

Expert Navigator

Rules Compendium, pg. 157

Cost: 7% of the base cost of the ship.

Location: C&C

Expert Technician

Rules Compendium, pg. 157

Cost: 9% of the base cost of the ship.

Location: Reactor

Elite Crew

Rules Compendium, pg. 158

Cost: 50% of the base cost of the ship.

It can be purchased a second time (for an "ultra-elite" crew), but this requires a total cost of 125% of the ship's base value.

Location: Throughout the ship.

Examples: Enterprise crew

Expert Security Officer

Rules Compendium, pg. 160

Cost: 5% of the base cost of the ship.

Location: C&C

Availability: The Federation, Romulans, and Cardassians may purchase this officer at the listed price. All others increase the cost by 50%.

Example: Worf

Expert Religious Leader

Cost: 15% of the base cost of the ship.

Location: Any primary non-weapon system.

Availability: Available only to those races with a theocratic form of government, including the Bajorans.

Expert Political Officer

Rules Compendium, pg. 161

Cost: 40% of the base cost of the ship.

Location: C&C

Availability: Capital ships or larger units only. Cardassians only.

Example: Enabran Tain

Expert War Leader

Rules Compendium, pg. 162

Cost: 5% of the base cost of all units involved in the scenario (assume this to be 500 in a campaign), plus 25% of the base cost of his/her own ship.

Location: C&C

Availability: Only the Klingons can purchase this elite officer at the listed price. All non-Klingon War Leaders cost 50% more than the listed price.

Examples: Martok, Chang

Expert ELINT Officer

Rules Compendium, pg. 163

Cost: 15% of the base cost of the ship.

Location: Sensors

Availability: Double the cost for all races except the Federation and Romulans.

Expert Graviton Controller

Rules Compendium, pg. 163

Cost: 10% of the base cost of the ship.

Location: Engine

Availability: Non-Cardassian races which use gravitic drives or weapons can purchase one for 50% higher than the listed cost.

Expert Warrior

Rules Compendium, pg. 164

Cost: 50% of the base cost of the ship.
Location: C&C
Availability: Klingon and Dominion

only.

Expert Troop Leader

Rules Compendium, pg. 164
Cost: 5% of the base cost of the ship.
Location: Hangar
Availability: Dominion only.

Expert Plasma Scientist

Rules Compendium, pg. 165
Cost: 10% of the base cost of the ship.
Location: Engine
Availability: Any race using plasma weapons may purchase an officer of this type at the listed price, NOT at double the price as noted in the Rules Compendium.

Expert Targeter

Rules Compendium, pg. 165
Cost: 10% of the base cost of the ship.
Location: One structure block.
Availability: All races.

Expert Dogfighter

Rules Compendium, pg. 158
Cost: One-half the base cost of the fighter.

Expert Motivator

Rules Compendium, pg. 158
Cost: One-half the base cost of the fighter.

Expert Missileer

Rules Compendium, pg. 159

Expert Evader

Rules Compendium, pg. 159

Expert Coordinator

Rules Compendium, pg. 160

Expert Electrician

Rules Compendium, pg. 160

Expert Pilot

Rules Compendium, pg. 160

6.1.2 New Elite Officers

Expert Cloak Technician

Some Romulan cloaking device operators are especially effective in keeping their ship concealed from the prying eyes of other enemy's long range sensors. As such they can keep their vessel's cloaking device running at peak efficiency.

Any ship with an Expert Cloak Technician is considered to have a signature 2-points higher for purposes of cloak detection.

The careful care and maintenance performed by the technician also makes it highly resistant to damage. Ships equipped with an Expert Cloaking Technician halve damage for the purpose of cloaking device criticals.

Cost: 15% of the base cost of the ship.
Location: Cloaking Device
Availability: Romulans only.

Expert Transporter Chief

An Expert Transporter Chief simply has a knack for transporters and the technologies involved. Any good transporter chief knows the rules by which transporter work—but it is the Expert Transporter Chief that knows how to break them.

Expert Transporter Chiefs increase the number of transporter points available to their ship by 1, giving them more options. They also extend the transporters normal range by 5 hexes.

Perhaps the greatest ability of the Expert Transporter Chief is his/her ability to beam through shields. It is a risky maneuver, but one that any Expert Transporter Chief is more than capable of performing. When transporting through shields all normal transporter point costs are *doubled*. At the point in the turn sequence where transporter operations occur roll a d6 for the success of the through-shields transport. On a roll of '5' or '6' the transport is a successful if either the source or target have operational shields; if both the source and targets have shields operational in arc success is only possible on a roll of '6'.

Cost: 5% of ship's base value.
Location: Any primary non-weapon system.

Availability: Expert Transport Chiefs are rare outside of Federation service. Other non-Federation races may purchase Expert

Transporter Chiefs, but at an increased cost twice the normal cost.

Expert Ship Counselor

The Federation is well known for placing ship's counselors in high level positions, frequently placing them on the bridge in order to act as an advisor to the command crew. In many cases these highly trained and skilled individuals will help to turn the course of the battle in favor of the Federation.

An Expert Ship's Counselor provides a +1 initiative to their ship. The counselor also has several other special abilities that can be used during battle. Once and only once each scenario an expert ship counselor can do following:

- *"I sense hostility, Captain!"* The counselor's acute attention to detail allows him/her to warn the crew of possible hostile actions being taken against them by the opposing fleet. The counselor's ship receives a +8 initiative bonus on the turn this is declared, but all weapons fire from the ship is at a -2 penalty to-hit as the ship performs evasive maneuvers.
- *"I'm not sensing anything, Captain."* Despite the counselor's years of training they are unable to understand the situation and have no idea what is going on. The counselor's ship incurs a -8 initiative penalty for the turn, however the counselor's caution affords the ship extra protection from their enemy as all weapons fire against the ship is at a -2 to-hit penalty.
- *"They're in trouble, Captain!"* The counselor realizes that a friendly vessel is in grave danger. The player may choose one friendly unit as the target of this ability. That unit gains a +5 initiative bonus for this turn only and all damage done to the ship subtracts -1 from the dice (but no lower than the minimum damage per die).

Cost: 10% of the base cost of the ship.

Location: C&C

Availability: Federation only.

Expert Shield Technician

A valued asset on any ship, an Expert Shield Technician knows the ins and outs of his/her ship's shield system and excels at optimizing the shields to reach their maximum operational efficiency. Expert Shield Technicians allow their ship to improve shield projection capacity for one point of power per

point of absorption increase (instead of the normal two power requirement; note that the 50% improvement maximum still applies, even for an Expert Shield Technician). The Expert Shield Technician also allows his/her ship to perform one free arc extension per turn at no additional power cost.

As a side effect of the Expert Shield Technician's knowledge of shield systems, they are adept at predicting just when and where a shield will fail. Once and only once during a scenario, an Expert Shield Technician may perform an **emergency shield extension**. An emergency shield extension allows the ship to immediately perform one arc extension on any one deflector shield. This allows a ship with an Expert Shield Technician to maintain shield projections (and their unused absorption capacity) that could otherwise be lost due to damaged or destroyed deflector shields. On subsequent turns the arc-extension performed by way of the emergency shield extension must have the necessary power allocated to cover its cost, unless it is selected as the one free-arc extension allowed by the Shield Technician.

Cost: 12% of the base cost of the ship.

Location: Shield Generator.

Availability: All races may purchase Expert Shield Technicians, but they are more common among the highly logical Vulcans. A purely Vulcan fleet can purchase Expert Shield Technicians for only 10% of the ship's base cost.

Expert Warp Technician

The Expert Warp Technician is a master of subspace manipulation and warp drive theory. These experts have published numerous papers and helped to extend the science of warp travel.

Because of the tinkering and calibration of the Expert Warp Technician their ship's warp delay is one less than normal (minimum of 1 turn). The warp engines are also far more energy efficient, with each warp engine producing +2 extra power per nacelle.

The first warp core breach that a technician's ship suffers due to a warp engine critical will force a re-roll of the critical in an attempt to avert the warp core breach from occurring. Throw out the results of the previous critical roll and re-roll the critical. Any further critical hit effects cannot be altered. This represents the Expert Warp Technician's ability to quickly make repairs to counter the breach and possibly re-stabilize the warp core.

Cost: 10% of the base cost of the ship.

Location: Reactor

Availability: Any race except Raiders.

Founder

The Founders of the Dominion are “changelings,” shape-shifting aliens that approach galactic politics and conflict with a detached and almost callous ruthlessness.

If a Founder is present in a battle all Dominion units may ram at any time and are no longer constrained by the limitations of 2.7.2 The Dominion and Ramming. Additionally, all Dominion units gain an additionally +2 bonus to all ramming rolls, both for the attempt as well as for damage.

All Dominion units receive a +1 initiative bonus, except for the Founder’s own ship which receives a –2 initiative penalty due to the crew’s attempts to protect the Founder.

Only one Founder may be purchased per fleet. In a campaign situation where multiple Founders could possibly appear on the battlefield their fleet-wide effects are non-cumulative, though each Founder’s ship will suffer from the listed initiative penalty.

Cost: 10% of the base cost of all friendly units in the scenario. Assume this to be 500 points if purchased in a campaign.

Location: C&C

Availability: Dominion only.

Changeling Operative

The Dominion works through subversion and misinformation, learning the weaknesses of their enemies by infiltrating their governments and militaries. Once inserted, these Changeling Operatives feed the enemy misinformation and mislead them at every turn until the final moment when their presence and duplicity is revealed.

The location of any Changeling Operatives is determined secretly at the beginning of a scenario by the Dominion player. Any enemy non-fighter/shuttle unit may be selected as the Operative’s location.

At any point during the scenario the Dominion player may activate the Operative, at which point the Operative’s ship will be forced to suffer the following penalties:

- On the first turn after activation the unit will suffer a –4 initiative penalty, decreasing by 1 per turn until the penalty is removed. *Example: On the first turn the ship suffers a –4 initiative penalty, on the second a –3, on the third a –2, and so on.*

- Each of the unit’s shield projections loses 5 points of absorption capacity as if they had been hit for 5 damage.
- The Dominion player may select a single system on the target ship to experience a critical at the end of the turn. This special critical is in addition to any other criticals suffered during the turn. Damage is *doubled* for purposes of the critical.

Each of the above maneuvers are results of actions performed by the Changeling Operative only moments before revealing their presence.

On subsequent turns the Changeling Operative acts like a single Marine Contingent located in the primary section of the unit and will attempt a Wreak Havoc mission each turn until they are killed. If other Dominion Marine Contingents are beamed aboard the Operative’s unit they will receive a –1 to their attack on all mission rolls. This is in addition to existing racial bonuses for Jem’Hadar soldiers.

Cost: 500 combat points. Only one Operative can be purchased per 5,000 points of Dominion units in the scenario.

Location: Any primary system.

Availability: Dominion only.

Expert Intelligence Officer

Knowledge is power, and for the Expert Intelligence Officer this power is exceptional. Through a mix of skill, connections, and backstabbing this individual has shown great ability in finding out the secrets that others would rather remain secret.

The information that the Expert Intelligence Officer brings to the table allows the ship’s commander to know more about what they are going up against, conferring a +2 initiative bonus to the officer’s ship. The officer has also managed to obtain detailed schematics of one of the opposing units (player’s choice) that allows all weapons fire against the unit to gain +1 damage per die (no more than the maximum damage per die).

Advanced intelligence data also allows the ship to make better use of their electronic warfare (EW) points. The ship gains an extra point of OEW that can be assigned after all other units in the scenario have moved. This extra point of EW can only be used for OEW, not for any other function. The Intelligence Officer knows exactly how the enemy thinks and reacts, and it is a vital asset to their forces.

Cost: 15% of the base cost of the ship.

Location: C&C

Availability: Spies operated by the Romulan Tal-shiar and Cardassian Obsidian Order are well-known for their abilities. Romulan and Cardassian players may purchase Expert Intelligence Officers for the listed price. All other powers must pay double the listed price.

Expert Free Trader

Expert Free Traders excel at procuring just the right type of equipment for the job—and at a profit no less! Expert Free Traders have all the right connections and know both legal and illegal channels through which they can purchase their wares. Expert Free Traders can do little alone, but provide a synergistic affect when combined with other elite officers.

Any bonuses to free thrust, extra power, or initiative provided by other elite officers or crews are increased by 1 point.

Once and only once during the scenario the Expert Free Trader can provide the benefits of any other elite officer on the ship.

One free ship enhancement can be purchased for the ship.

All cargo bays are considered to have one point higher armor than normal. Penalties brought on by being overloaded by cargo are ignored.

Cost: 10% of the base cost of the ship.

Location: Hangar

Availability: Only Ferengi can purchase free traders for the listed price. All other races must pay 50% more.

Expert Morale Officer

The Expert Morale Officer has appointed him or herself the job of keeping the rest of the crew upbeat in all situations.

If the unit suffers an initiative penalty due to speed, damage, or the effects of other elite officers, the penalty is considered to be 2 less than normal (potentially negating the penalty). However if the ship is not currently suffering an initiative penalty, they will suffer from a -2 initiative penalty (initiative cannot be reduced lower than 0 as a result of the Morale Officer).

Cost: 1% of the base cost of the ship.

Location: Any primary system.

Availability: The Talaxians are noted for their happy-go-lucky morale officers. All other races must may double the listed price.

Expert Holographic Doctor

The Expert Holographic Doctor developed by Federation personnel can provide quick and effective assistance to wounded officers and crew, allowing them to get back to their stations rather than tying up vital bed space in sickbay.

An Expert Holographic Doctor provides a +1 initiative bonus to the unit on which they are active. The doctor's fast treatments, though lacking in bedside manner, are extremely effective and can keep them at their stations longer than those of other ships.

In addition to providing the above initiative bonus, the Expert Holographic Doctor can save the life of one other Elite Officer from the doctor's own unit during a scenario. The doctor must make the decision to save the officer immediately after the officer's location is destroyed. Only one officer can be saved in this manner per scenario.

The one disadvantage to operating an Expert Holographic Doctor is that their program can be affected by power fluctuations in the ship's reactor. If a power surge is encountered the doctor's program can be abruptly terminated. There is a percentage change equal to the amount of damage taken by the reactor that the Holographic Doctor will not function on a turn. Roll this special critical at the beginning of the turn during the Power Segment.

Cost: 5% of the base cost of the ship.

Location: Primary Structure

Availability: Federation only. No other power makes use of holographic doctors.

Temporal Advisor

The Temporal Cold War that has long been brewing in the galaxy has led many unscrupulous agencies to intervene in the past to save their own future. These Temporal Advisors bring select knowledge of the future back to their loyal followers which can lead to favorable changes in the timeline.

Once per scenario, the Temporal Advisor's advance knowledge of contemporary events will allow all of the purchasing player's units to win initiative. All other units in the scenario (both enemy and allied) must move first!

Cost: 5% of the base cost of all friendly units in the scenario. Assume this to be 250 points if in a campaign setting.

Location: Any primary system.

Availability: The Suliban owe much to the meddling of their Temporal Advisor. As a result, Suliban players can purchase the Temporal Advisor officer for half the normal cost.

Submitted by Chris Nasipak.

6.1.3 Character Specific Elite Officers

6.2 Unit Enhancements

6.2.1 Ship Enhancements

Hardened Shields

Rules Compendium, pg. 154

Note: The base value of the ship's deflector shields for purposes of increasing their output is based on the modified value after the application of the Hardened Shields upgrade.

Improved Cloaking Device

The Romulans worked long and hard to improve the quality of their cloaking devices. As pioneers of the science they desired to maintain the superiority of their ship's cloaking abilities.

A hardware innovation in the late 2290's offered the Romulans exactly the competitive advantage they desired. Through a series of relatively simple hardware upgrades the background emissions from a ship's cloaking device could be cut nearly in half, making the ship harder to detect.

This enhancement increases the unit's cloak signature by 1 when the cloaking device is activated.

~~**Cost:** Calculate the maximum cloaking signature of the vessel and multiply by 20 combat points. Thus a D'deridex Warbird with a cloaking signature of 4 (3 + 1 from the enhancement) would spend 80 combat points~~

Limitations: This can be purchased only once per unit. Only Romulans may purchase this enhancement.

Available: 2296

Anti-Polaron Shield Upgrade

The introduction of phased-polaron weapons by the Dominion forced the Allies to develop a countermeasure to their shield-negating effects. Eventually a means was discovered to provide protection against these effects.

This ship enhancement protects the ship from the special shield bypassing effects of polaron weapons. All polaron weapons will be fully affected by shields.

Cost: 10% of the ship's base cost.

Available: 2373

M-5 Computer

The failed M-5 Computer had great potential if not for the fatal logical flaws introduced by Dr. Richard Daystrom during its construction.

Any Federation unit equipped with an M-5 Computer unit gains a +6 to its initiative bonus, representing the speed with which the computer can react to battle situations. All weapons do +2 damage per die, though they cannot do more than the maximum damage per die. Weapons that do not roll for damage gain a +2 damage bonus.

If a unit equipped with an M-5 Computer comes within 25 hexes of an unknown unit, roll d6. On a roll of '1', '2', or '3' the ship decides to investigate further and will proceed to identify the ship using the Ship Identification rules before proceeding with any other mission objectives. If a '4', '5', or '6' is rolled the M-5 views the unknown unit as a threat and will immediately attack the unit, no matter its affiliation.

Cost: 8% of the ship's base cost.

Limitations: Federation only.

Available: 2268 only.

6.2.2 Fighter/Shuttle Enhancements

7.0 Space Monsters

Star Trek is well known for its use of space monsters.

7.1 The Doomsday Machine

Encountered in 2267, the Doomsday Machine is a vessel of uncertain origin. The large device was a planet-killer, a ship whose sole purpose was to destroy worlds. The Doomsday Machine used its extremely powerful antiproton beam to break planets apart so that they could then be processed as fuel for the Doomsday Machine.

The Doomsday Machine was only lightly armed, and would be relatively easy for the Federation to neutralize if not for the craft's pure-neutronium hull. No Federation weapon was capable of penetrating this defense.

The *U.S.S. Enterprise* was finally successful in destroying the device, but only by flying the *U.S.S. Constellation* into the maw of the beast. By detonating the *Constellation's* warp drives while inside the Doomsday Machine, it was able to bypass the ship's neutronium armor, breaking the planet-killer apart.

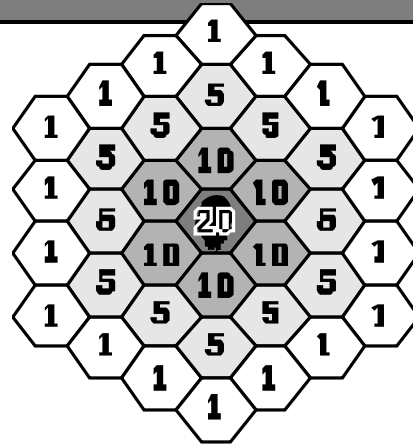
Re-evaluation of Enterprise's combat logs took place following the Borg incursion into Federation space. Many researchers believe that the Doomsday Machine was actually an anti-Borg weapon that went berserk, travelling far from its intended battlegrounds in the Delta Quadrant.

Any successful ramming attacks scored against the forward section of the Doomsday Machine score double damage against the primary section of the planet-killer.

7.2 The Space Amoeba

Starfleet defeated this gigantic single-celled organism in the 2260s after it had caused chaos in Federation territories. The nucleus of the Space Amoeba was luckily destroyed by a Federation shuttlecraft. Little information is known about this biological impossibility, only that no giant Space Amoebas have been encountered since this incident.

In scenarios containing Space Amoebas, the Amoeba's primary form occupies a center hex and extends outwards 3 hexes in all directions. Units moving into or through any of these hexes will take damage based on their



speed. Each layer of the Amoeba is assigned a modifier (see diagram) which is multiplied against the ship's speed and scored as a raking mode attack against the facing side of the ship. Fighters/shuttles take only one quarter the normal damage.

Once a ship or fighter/shuttle has entered an Amoeba hex, its speed is halved (round down) immediately. Additionally, if within an Amoeba hex, any maneuver performed by the Amoeba is repeated (at no thrust cost) by the units trapped within it. This means that any acceleration/decelerations, side slips, rolls, etc. performed by the Amoeba are also applied to ships within its area of effect.

The only ways to destroy the Space Amoeba is to either eliminate all of the Amoeba's structure or else destroy the ship's Nucleus (represented by the C&C icon). In either case, the Amoeba can be a tough foe to defeat, despite its complete and total lack of true "offensive" weaponry.

7.3 The Crystalline Entity

One of the more bizarre "monsters" encountered by Starfleet was this intelligent crystalline lifeform. The Crystalline Entity fed on biological matter, immersing a planet in its form as it scoured the planet of all life, down to the bacterial level. Several Federation colony worlds were annihilated by the Crystalline Entity before contact was finally made. The creature escaped destruction in its first encounter, but was later destroyed by a scientist whose son had died at one of the colonies struck by the Crystalline Entity. The destruction of the Crystalline Entity came only shortly after a tenuous dialogue had been established with the creature. It is not known if there are more Crystalline Entities in the galaxy, but it is likely that this creature was not unique.

The Crystalline Entity is vulnerable to gravitic and electromagnetic weaponry. They can initiate harmful harmonics in the Entity's basic structure, ripping it apart from the inside out. Any gravitic or EM weapon that hits the Crystalline Entity scores double damage after armor.

8.0 Major Races of the Star Trek Universe

This section of the guide includes a background of the major powers represented in this conversion. Also included in each section is an overview of the ships and technologies that each power possesses.

United Federation of Planets

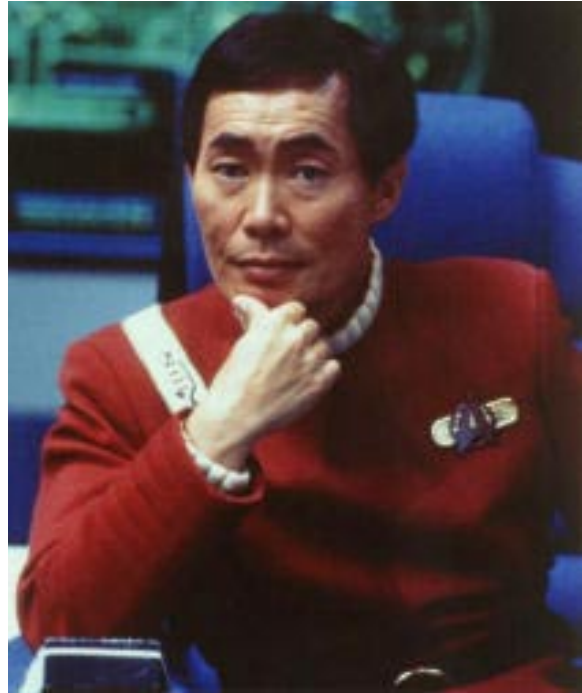
Background

Founded in the year 2161, the United Federation of Planets is an alliance of hundreds of worlds and races cooperating in common cause to meet mutual goals. The United Federation of Planets (often called simply 'the Federation') was established to allow member worlds to work together to facilitate such things as interstellar trade, diplomacy, scientific research, and mutual defense.

The Federation is governed by the Federation Council, which is composed of representatives from several of its member worlds. All of the founding members of the Federation hold a permanent seat on the Council, while remaining seats are held by other member worlds on a rotating basis. The executive is made of a President and his staff. The principle seat of government is Earth, with the Federation Council's chambers located in the city of San Francisco and the President's office in Paris.

A socialist state has evolved in the Federation in which economics and finances have grown to be less and less of a factor with almost all goods and services being controlled directly by the Federation and Federation Council. This has not always been the case, even as recently as the 23rd Century Starfleet officers were paid for their service in the fleet, but changing times and social climate forced (or allowed) such changes to take place. The 24th Century Federation political stance of capitalism as a bane of society has made relations with some powers tense, especially those with the Ferengi Alliance.

Starfleet is the military arm of the Federation and has seen many actions in the past two hundred years. Early hostilities with the Klingons lasted almost a century until 2267 with the signing of the Organian Peace Treaty.



This peace was eventually finalized with the signing of the Khitomer Accords in 2293. Wars have also been fought with the Romulans, Tholians, Cardassians, and Tzenkethi. Despite these conflicts the Federation has remained a stable political entity.

Technologies

Most of the Federation's starship technologies are directly based on that of its original members. Vulcan phase cannons, Andorian particle beams, and Tellarite laser blasters have been used by the Federation over the course of its existence.

The primary weapons of the modern Federation starfleet are the phaser and photon torpedo.

Phaser weaponry was first developed by the Federation in the mid-23rd Century and replaced the laser cannon armaments previously in service. The United Federation of Planets was not the first government to develop the phaser, but they are by far its most widespread user and have done the most to forward phaser weapon research.

Photon torpedoes first began to appear on Federation ships late in the 22nd Century following the Vulcan High Command's approval of providing early photon torpedo models to Starfleet. Combined with extent research on Klingon photon torpedo weaponry, the Federation began cautious implementation of

the weaponry within the fleet. This form of ballistic weaponry would not become wholly common for some forty years.

Ships of the Fleet (2160-2240)

Daedalus Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2156-2196

The Daedalus Cruiser was the primary ship operated by the early Federation. Originally designed by Terran agencies, the Daedalus Cruiser quickly found a home within the unified Federation Starfleet.

Equally equipped for both exploratory missions and combat, the Daedalus saw its share of both. It was the members of the Daedalus class that pushed back the frontier, exploring areas of space that would not be revisited for nearly a century. At the same time the Daedalus Cruisers saw combat in the Terran/Romulan War.

By the late 22nd Century the Daedalus fleet was getting old, too old to any longer compete with the newer technologies of the Klingons and other aggressive Federation neighbors. The last Daedalus was retired in 2196.

Ships of the Fleet (2240-2340)

BATTLESHIPS AND DREADNOUGHTS

Federation Dreadnought

Base Hull (Restricted Deployment 10%)

Capital Ship

Available: 2260-2270 (Original Model)

2270-2296 (Refit Model)

One of the most controversy ships in all of Starfleet history, the Federation-class Dreadnought was designed as the Federation's first purely military warship design. The ship was a marvel of its time, able to take on any enemy starship and win. The ship was lauded by the military brass and attacked by the diplomatic corps.

When rogue elements of the Federation attempted to steal one of the Federation Dreadnoughts for use in a military coup the sword fell and the program was officially disbanded, the Federation Dreadnoughts mothballed. It would take nearly another 100 years before the Federation beauracrats would open their eyes to the need for more militaristic ship design policies – and it would take the Borg to show them the error in their ways.

Like the Constitution, the Federation Dreadnoughts were refitted with new technologies to maintain their technological edge. The same upgrades performed on the Consttution Cruiser were performed on the Federation Dreadnoughts, replacing most of the ship's systems in an exhaustive series of refits. The entire Dreadnought fleet was upgraded to this standard, beginning with the *U.S.S. Entente* and *U.S.S. Star Empire*.

CRUISERS AND CARRIERS

Ambassador Heavy Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2330

A large warship that saw use before the development of the Galaxy and related hulls, the Ambassador Heavy Cruiser served as the Federation's long-range explorer and general cruiser, supplanting the existing fleet of Excelsior Cruisers. Slower than an Excelsior but bulkier and better equipped for combat, the Ambassador was a formidable heavy cruiser. One of the most important aspects of the Ambassador was its upgraded command

facilities and diplomatic quarters, attributes which made the Ambassador a perfect choice for operation as a fleet command vessel. Unfortunately, very few Ambassadors were built, Starfleet opting to produce more of the cheaper and more versatile Excelsior hulls.

By the time that the Galaxy and its ilk began entering widespread construction most Ambassadors had been rotated to a secondary position in the fleet. Many of the older Ambassador-class ships were simply pulled from service, being mothballed for later use. From 2355 on the Ambassador should be considered a Limited Availability (33%) hull.

Andor Missile Cruiser

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2265-23 13

The Andor Missile Cruiser was the first operational photon-equipped ballistics cruiser in Starfleet. These unique vessels gained the respect and admiration of their crews because of their handling characteristics and offensive capabilities. The overall design came from Andorian design teams contracted to create a cruiser with photon torpedoes as its main weapons. The teams opted for the use of early photon torpedo models in order to pack more photon torpedoes onto the spaceframe, an engineering principal that was quite common in the Andor's day.

These ships so captured the heart and spirit of the Andorians that the majority was crewed solely by Andorians. All have been named for Andorian military leaders. The Andor class formed the core of all squadrons in the famed 'Blue Fleet', and was an integral part of front line forces for Starfleet.

The warp engines are mounted close together and center aft of the main hull. This affords the engines more protection during battle



because of the partial cover provided by the secondary hull. As with all Starfleet vessels, the engines can be jettisoned in case of an overload in the matter/anti-matter chamber.

The Andor Missile Cruisers saw great use in battles against the Klingon and Romulan empires. The ability to saturate a target with photon torpedo fire proved an excellent way to cripple targets at range, weakening cruisers on the approach so that Federation skirmish units could finish the job.

The Andor remained in service until the early 24th Century, at which point the advances in shield and photon technology made the impact of saturated light torpedo weapon fire less effective than it had been in the past. A few attempts were made to update the hull with newer technology, but in all cases the ship could not be refitted in such a way to make up for its age. By 2313 the last Andor had been decommissioned.

Anton Escort Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2242-2255 (Early Model)

2252-2276 (Standard Model)

The Anton Escort Cruiser was developed when Starfleet was expanding in response to the changing economic and political goals of the United Federation of Planets. To meet the demand of a larger navy, the Military Appropriations Committee authorized the development and testing of hundreds of vessel types, the Anton among them.

During this same period, the concepts of ship design were rapidly evolving and becoming more sophisticated, and the technology to build and operate starships was going through an industrial revolution. Advances in all facets of the technology required to construct, maintain, and operate a starship was changing so rapidly that some ships were obsolete before they were completed. The Anton design was changed no fewer than twelve times before the tooling and machining was begun. Even so, the ship required some alterations during its trials and was to see many more changes after its commissioning.

The Anton Escort Cruiser was originally meant for a research role in the fleet but because of limitations and design changes, the most severe of which was a lack of range compared to other explorer vessels, ships of this type came to serve almost exclusively as

escorts for other cruisers, most notably the Constitution Heavy Cruisers.

The Anton Escort Cruisers were almost all refitted to the new Miranda Light Cruiser standard from 2266-2274. These two designs are not considered variants because, like the Constitution, the Anton Escort Cruiser required a complete rebuild from stem to stern as part of the refit process. The last Anton Escort Cruiser was pulled from service in 2276.

Apollo Light Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2325

A Starfleet workhorse for nearly 50 years, the Apollo class of light cruisers has had one of the most distinguished service careers in the fleet. First launched in 2325, Apollo Light Cruisers are some of the lightest of the Federation's light cruisers (and could be more correctly termed a frigate). The odd hull configuration reveals the fact that Vulcan designers are responsible for the Apollo. To some, however, the Apollo's design looks disturbingly Romulan rather than Vulcan.

The Apollo is small, quick, and capable of extended mission profiles, thus making them ideal for sector patrol and interdiction duties. The Apollo is also one of the most common Federation troop transports and can be found ferrying troops into combat zones. It is in these situations that the Apollo's strong shields and speed is of great use in ensuring that Federation ground troops make it to their target intact.

The Apollo class remains one of the most reliable spaceframe designs ever to come out of Starfleet's Advanced Technologies division, and many of its concepts can be seen reflected in the newer Galaxy-class vessels. As a result of the current threat climate in the United Federation of Planets -- and because of their exemplary maintenance record as a class - many Apollo-class vessels are currently being refitted into fast cruisers. The Apollo class itself ceased production in 2358, when the last vessel was delivered to Starbase 674 from the Utopia Planitia fleet yards.

Baton Rouge Light Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2217-2273

The Baton Rouge Light Cruiser is the predecessor to the Constitution Light Cruiser. A multi-purpose hull, Baton Rouge Light Cruisers

were used as everything from system patrols to science vessels.

The Baton Rouge Light Cruiser received numerous minor and major refits over its years of service. The most important was the 2250 upgrade to phaser technology. This upgrade would be the classes last major refit. The ship design revolution of the late 2260's rendered the Baton Rouge obsolete and Starfleet ultimately abandoned the class as a viable warship design.

Brenton Heavy Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2263-2280

A "revival" hull, the Brenton Heavy Cruiser displays design aspects akin to that of several early Federation ship designs, most notably the NX-class. One of the first ships to be built with the new warp nacelle modules allowing for a shortened warp delay, the Brenton was an experiment to see just how much firepower could be stuffed into a Federation starship of the period.

Rather than using newer, more advanced weaponry such as the medium phaser and photon torpedo, the Brenton was equipped with older weapons that were cheaper to construct and further miniaturized. The Brenton's new armament consisted of no less than six intermediate phasers and three light photon torpedoes.

Trial runs were promising and more Brentons were produced. They made excellent cruisers for combating lighter targets, but when thrown up against the likes of newer Romulan and Klingon heavy cruisers it became telling that the intermediate phaser was simply not good enough to hold its ground against these newer opponents.

The design lessons learned on the Brenton Heavy Cruiser were taken to heart by Federation engineers and used to great effect in the Miranda Light Cruiser. The Brenton cruisers, however, did not serve much longer before being retired.

Centaur Light Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2310

A light warship built from an Excelsior's saucer section with a short connecting strut to two warp nacelles, the Centaur serves primarily as a light patrol and police craft charged with local planetary defense within the Federation's

borders. The aging vessel lacks substantial firepower but its improved maneuverability makes it a good mid-sized escort for Federation capital ships, screening enemy light craft before they can attack.

Chandley Assault Frigate

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2274-2241

One of the weaknesses found during a review a period review of Starfleet ships and doctrine was combat ships capable of carrying combat boarding parties for use in capturing enemy vessels for later research and intelligence purposes. Typical Federation warships did not carry enough boarding teams to carry out this mission in the field, especially in small fleet engagement. In some cases assault ships were used to fill this gap, but they were inadequate for the realities of battle and had an especially high attrition rate for minimal gains.

The Chandley Assault Frigate filled this hold in Starfleet's order of battle. Equipped with advanced combat transporters to transport its marines faster than normal while maintaining a cruiser's armament and shielding made it a durable assault craft that could join the fray alongside other warships. The Chandley also found success in covert applications, being able to slip in and deliver its troops behind enemy lines and retreat before being discovered.

Congress Light Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2285

The Congress is a direct relative of the Constitution Class. It was intended to serve as a heavy escort for the fleet and as a cheaper alternative to the new Constellation developed by the Advanced Starship Design Bureau. To save costs and time, component parts of the tried and true Constitution Cruiser were used.

The design served well in the first decades of the 24th century, but many were scrapped or mothballed by 2350. After the Cardassian War, the ships of the last two batches were held in active service and scheduled for a fleet refit. The refit took place in 2364, upgrading the weapons, shields and sensors. While the first two measures were successful, the new sensor phalanxes didn't mesh well with the existing systems, causing major malfunctions. The Congress Cruisers were subsequently relegated to backwater systems and planetary defense fleets.

In the first stages of the Dominion War several other Congress Light Cruisers were called up from mothballs and "refitted", but they saw almost no combat. This changed with the Breen incursion in 2376. After the war, all Congress returned to their pre-war duties or else were scrapped or mothballed.

Design Notes: An otherwise nameless starship class depicted in the DS9 Technical Manual, composed of Constitution-class components and named simply 'Constitution variant.' It is odd that this ship is obviously in service by 2374, while the original Constitution class may have been decommissioned some 75 years ago. So I designed it as a later build subclass of the Constitution.

Ship design and ship control sheet by Sebastian Seiml.

Constellation Patrol Cruiser

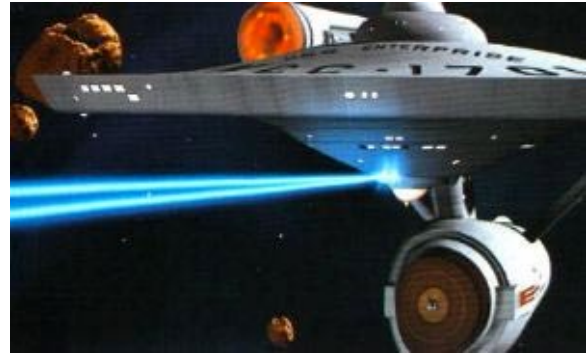
Base Hull (Unlimited Deployment)

Capital Ship

Available: 2283-2262

One of Starfleet's first four-nacelle hull designs, the Constellation was built for faster, sustained warp speeds to facilitate longer patrol and scouting missions. The end result is a ship of middling quality. The Constellation Patrol Cruiser serves along the frontiers of the Federation, keeping the peace and performing routine police actions in addition to limited survey and exploratory missions.

The Constellation had seen its age at the start of the 24th Century, and slowly but surely the class was phased out of service. By the mid-24th Century few Constellations remained in active service, most mothballed in Federation shipyards. One such vessel, the U.S.S. *Hathaway*, was brought back into service to participate in wargames against the Galaxy-class U.S.S. *Enterprise* in 2365.



Constitution Heavy Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2243-2260 (Early Model)

2255-2274 (Standard Model)

The Constitution Heavy Cruiser was the most powerful warship of its day. These ships served with distinction during the Four Years War against the Klingon Empire and earned the admiration of the fleet commanders.

The ship of that period was equipped with older weaponry, a mix of laser cannons and linear accelerator guns. However, after the cessation of hostilities, the Constitutions were one of the first hull classes to begin receiving upgrades to newer phaser and photon torpedo technologies. Early photons had been considered for installation on the Constitution Heavy Cruiser at one point, but ultimately rejected in favor of the more conventional accelerator cannons. Only a limited number of Constitution Heavy Cruisers were ever built. Most of these warships were assigned on solitary missions of exploration and defense of the Federation frontier. In a way, the United Federation Planets used its Constitution Heavy Cruisers as a demonstration of the wealth and power of the Federation during this timer period.

Compared to modern warships the Constitution Heavy Cruiser is an under armed, under armored cruiser whose day is solidly in the past. During its day, however, it was the pinnacle of technology and design, able to take on its Klingon and Romulan adversaries on an equal footing.

Constitution Heavy Cruiser (Refit)

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2270-2300

Following decades of service, the Federation ultimately decided to perform a mass upgrade of its Constitution fleet. The installation



of new technologies required a nearly complete rebuild, necessitating the surviving Constitution Heavy Cruisers be taken into dock for an extended reconstruction period. Among the Constitution-class vessels to receive this sweeping refit were the *U.S.S. Enterprise* and *U.S.S. Yorktown*. The Constitution Heavy Cruiser is sometimes referred to as the Enterprise Heavy Cruiser, though this was never its official designation.

The new Constitution Heavy Cruiser proved to be an effective fighting platform and acted as the primary heavy cruiser of Starfleet for the next two decades. The refit had been successful at greatly extending the life span of the aging Constitution hulls.

The age of the Constitution came to an end with the construction of the Excelsior Heavy Cruiser. The Constitution Heavy Cruisers still in service at that time soon found themselves scheduled to be scrapped and removed from service. Most if not all of the Constitution Heavy Cruisers were removed from active duty by the beginning of the next century.

Defender Fast Cruiser

Base Hull (Unique Ship – Only 6 Exist)

Heavy Combat Vessel

Available: 2280-2376

Developed during the same time period as the Excelsior Heavy Cruiser, the Defender project was tied closely to other projects that were studying the ramifications of esoteric warp nacelle configurations. Like the Constellation

Patrol Cruiser, the Defender Fast Cruiser was to use two pairs of warp nacelles to allow it to achieve higher warp field efficiency. The need also existed for a new generation of main line cruiser hulls to replace the aging Constitution and many new projects, including the Defender, were top contenders for the role.

The Defender project was progressing nicely with half a dozen hulls completed by 2285. Despite the advances made in the Defender and the relative success of the models currently on their shakedown cruises, the Excelsior proved in all ways superior. Not only did the ship sport a sturdier frame, more advanced sensors, and more firepower, it also proved to be a more flexible ship.

Construction of new Defenders ended overnight. The last ships were kept in service, most being placed into the defensive fleets of the Federation core worlds. When the Borg attacked the Federation in 2367, several of the last Defenders joined the fleet that was massacred at Wolf 359. The last Defenders saw service during the Dominion War defending the homeworlds again, and the last two Defenders to survive that conflict were finally retired from service, the ships scuttled.

Durrett Light Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2266-2330

The Durrett Light Cruiser is closely related to the Miranda Light Cruiser. Part of the

same construction initiative, the Durrett was intended to serve as a successor to the Saladin Destroyer, performing most of that ship's system defense mission functions. However, the Durrett was also meant to act as a cheaper alternative to the Miranda. The Durrett Light Cruiser has slightly less overall firepower than a Miranda but costs comparatively less to build.

Despite the construction rate of the Durrett Light Cruiser it never caught on and was eventually abandoned. The Miranda proved to be a much more effective cruiser design with the potential for much longer service lives thanks to their modular nature. The Durretts simply could not be as easily upgraded to new technologies as the Miranda and the expense to do so outweighed their usefulness.

By the year 2300, the Durrett Light Cruisers were relegated to backwater systems and colonies, including running patrols in new Federation protectorates. As these ships broke down they were scrapped or sold off and replaced with newer ships that could perform the jobs better.

Excelsior Command Cruiser

Excelsior Variant (Rare)

Capital Ship

Available: 2290

Shortly after its introduction into the fleet, a variant of the Excelsior was introduced that featured enhanced command and control abilities and a heavier arsenal. These command cruisers cost more to build than a stock Excelsior, the greatly limiting the number of Excelsior Command Cruisers produced by Starfleet. Those that entered service served in strategic sectors commanding important defense fleets or installations. The *U.S.S. Enterprise-B* was a member of this class.

Following the introduction of the Ambassador Heavy Cruiser, the Excelsior Command Cruiser fell out of favor with the admiralty and was eventually relegated to the same duties as other Excelsior Cruisers. Many attempts were made to increase the potency of the Excelsior Command Cruiser but few made it off the drawing boards.

Excelsior Heavy Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2285-2299 (Limited Availability)

2300+ (Unlimited Deployment)

The standard Federation cruiser since its introduction in the late 23rd Century, the

Excelsior Heavy Cruiser is the workhorse of the fleet. The Excelsior was originally used as the testbed design for the failed transwarp drive technologies. Although transwarp propulsion was seen as a failure, the basic spaceframe of the Excelsior proved its merits and it was refitted with standard warp drives and entered general service.

The Excelsior is an incredibly successful cruiser design and large numbers of these ships were built throughout Federation territories. The modular nature of the Excelsior allows the Excelsior to be used in multiple mission roles. In the past Excelsior Heavy Cruisers have acted as everything from exploratory craft to cargo transport to frontline warships.

Despite the passage of time the Excelsior remains one of the Federation's most effective combat vessels. At the time of its construction the Excelsior was considered the equivalent in firepower of the battleships and dreadnought operated by the Klingon and Romulan Empires. The Excelsior Heavy Cruiser may not be able to take on the modern battleships of these powers, but it remains a competent opponent of other heavy cruiser designs. Its mix of light and medium firepower coupled with enhanced endurance make it a perfect patrol ship and escort for larger vessels, such as the Galaxy Command Ship.

During the Dominion War, ships of this class saw extensive service. Although newer, more advanced ships fought alongside it, it was the Excelsior and its contemporary, the Miranda Light Cruiser, which made up the lion's share of the Federation battle fleets.

Illustrious Battle Carrier

Constitution Variant (Uncommon)

Heavy Combat Vessel

Available: 2276

The Illustrious Battle Carrier is one of the few Federation carrier units fielded during the period. A modification of a Constitution Refit Cruiser, the Illustrious replaces much of that ship's sensor equipment with a second forward hangar bay. A continuous, pass-through hangar connects the two launch bays, allowing the ship to launch fighters and shuttles to both the fore and aft of the ship.

The Federation dislike of fighters limited their deployment in the fleet, but still several Illustrious Battle Carriers were built to meet immediate needs of Federation member worlds. Illustrious Battle Carriers never operated alone,

instead being placed in larger fleets where they could be better protected.

Miranda Light Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2266

One of the most long-lived and hardy of all Federation designs, the Miranda Light Cruiser is a jack of all trades. Serving reliably as a light warship and patrol ship for over a century, Miranda Light Cruisers are a good balance between cost and effectiveness. The Miranda has outlived many of its siblings and remains one of the primary Federation frigate hulls.

Other models of the Miranda have functioned as cargo transports, scouts and other support craft. Mirandas have been operated in all of the Federation's recent conflicts, including both the Borg incursions and Dominion War.

Niagara Fast Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2336

The Niagara Fast Cruiser is a cruiser hull designed at the same time as the Ambassador Heavy Cruiser. Where the Ambassador was built to maximize the amount of firepower on a single starship frame, the Niagara was instead designed to be faster and more maneuverable than other mainline cruisers.

The design proved wanting, with the extra speed and tactical flexibility of a third warp nacelle being overridden by frequent break downs and other maintenance problems. The Niagara was kept in service as a priority courier and deep range patrol ship, but it did not see as much services as other Federation hulls.

Northampton Frigate

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2272

The Northampton Frigate was designed to provide fleet support abilities and to act as heavy escort to friendly cruisers. Its maneuverability and good weapons coverage makes it an excellent vessel to pair up with Constitution Cruiser groups or Excelsior Cruisers.

Raging Queen Cruiser

Shelley Variant (Uncommon)

Capital Ship

Available: 2321

The Federation's need for Shelley Military Transports was lessened as several newer, larger military freighter hulls were introduced in the early part of the 24th Century. The Excelsior and its brood, though yet the war-horses of the fleet, were beginning to feel their age.

Shelley Transports began being sold off to non-Starfleet interests, including civilian military contractors. The bulk of these hulls were refitted with cheaper, more reliable Constitution refit type warp nacelles to decrease the cost of operating the hulls. Also, the ships' cargo holds were removed in favor of improved phaser firepower and more hangar space. These cruisers served as convoy escorts or courier haulers, transporting Peregrine-class Couriers to distant border worlds.

The Dominion War led to the conscription of the Raging Queen Cruisers. The ships were capable auxiliary carriers and were operated as such. The Peregrine Strike Fighters operated from Raging Queen Cruisers supported those launched by other carriers, such as the Akira Strike Cruiser, and were invaluable in several battles.

Despite their utility, Raging Queens were unprepared for modern warfare and were destroyed in droves by Jem'hadar attack ships. After the war the Federation estimated that 72% of all Raging Queen Cruisers ever constructed had been destroyed or damaged beyond repair by the Dominion.

Renaissance Medium Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2303

This small capital ship is a forerunner of several cruisers that would be built in the early half of the 24th Century, most notably the Ambassador Heavy Cruiser. The Renaissance Medium Cruiser is smaller than an Excelsior Heavy Cruiser yet is packed with nearly the same amount of firepower. Renaissance Medium Cruisers were intended to serve as escorts to the Excelsior, providing much needed close-in defense fire in battle.

Renaissance Medium Cruisers were eventually deemed too fragile and were phased out of service by newer cruiser models.

Sussex Carrier

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2260

The Sussex class of carriers was the largest Federation carriers of its day. Able to transport and deploy twenty-four fighters and/or combat shuttles, the Sussex was a major investment for a Federation still recovering from war with the Klingon Empire.

Sussex Carriers acted as the command and control elements of their task forces, hanging back and directing the battle from a safe distance. The limited offensive firepower of the Sussex Carrier also helped to make it less of a priority target, helping to ensure their survival in combat.

Based on an illustration from Star Fleet Battles.

T'Pol Defense Cruiser

Apollo Variant (Common)

Heavy Combat Vessel

Available: 2331

The Apollo Light Cruiser was a Vulcan design, so it is no surprise that the Vulcan science and defense forces would operate an inordinate amount of this type of hull for system patrols and exploratory missions.

It is only natural that the defensive minded Vulcans would modify the Apollo to fit their own needs. In fact, they operate several uprated Apollo models. One such model, the T'Pol Defense Cruiser, removes all troop carrying capacity in order to increase the ship's offensive capabilities and increase shield output levels.

The T'Pol Defense Cruiser is still weak compared to mainline warships, but for the Vulcans needs the T'Pol is more than enough to police the spacelanes around their holdings. Despite the fact that the model had begun to be retired with the rest of the Apollo Light Cruisers, many T'Pol cruisers were destroyed during the Dominion War when Dominion forces breached Federation borders and cut deep into the home territories of the Federation. The T'Pol's found themselves unable to out maneuver or out gun the Jem'Hadar attack ships and were cut to ribbons without taking down a single ship in most cases.

The T'Pol, the first Vulcan ship of this sub-class, was decommissioned and pieces of it purchased by the Romulans for their attempted invasion of Vulcan.

Vigilant Light Cruiser

Base Hull (Restricted Deployment 10%)

Capital Ship

Available: 2292-2355

During the 2290's, Starfleet was in dire need of new starship hulls. The aging Constitution-class Cruisers were nearing the end of their useful lives while production of the new Excelsior Heavy Cruiser remained too low to fill the niche left by them in the field. Starfleet put out several requests for proposals among the leading shipyards, and several bids were accepted to help and fill the gap, as the production was viewed as nothing more than a stop-gap initiative.

One of the first classes to go from the drawing board to the fleet yards was the Vigilant Light Cruiser. Using design elements taken from the successful Excelsior, the Vigilant filled the role of a light patrol cruiser, able to go on extended cruises on the edge of Federation territories. It was lightly armed and did not rely on consumable munitions.

It did not take long, however, for the true troubles of the design to come to light. The U.S.S. Vigilant on her shakedown cruise encountered several structural integrity field problems, including one accident in which four crewmen were killed when the field in their section 'hiccuped.' Review of the accident found the cause of the accident to be due to a faulty plasma coupling. The entire project was re-evaluated at that point with all active ships being recalled and all new construction halted.

The Starfleet admiralty was dumbfounded. Out of the half a dozen similar design projects that had been contracted out similarly bizarre production or service problems were being encountered. At first they raised the question of possible industrial espionage or some form of sabotage, but this could never be proved.

The few Vigilant Light Cruisers that were still under construction were finished, and the small cadre were entered back into service once Starfleet engineers had certified that all known design flaws had been corrected. From 2300-2341 the ships served in their intended role as a light cruiser. Most of the surviving ships were phased out of active service by the fall of 2341, with two of them reserved for Starfleet Academy use and another for local sector defense on the far side of the Federation. The rest were either mothballed or scrapped, including the U.S.S. Vigilant herself.

One of the Vigilant Light Cruisers assigned to Starfleet Academy was later seized by Admiral Hanson for use as part of the armada to counter the first Borg incursion into Federation space. This ship was lost with all hands at Wolf 359.

Of the other two Vigilants, one remains in Academy service while the other broke down in the mid 2350's and was relocated to the Qualor II surplus depot.

Wambundu Heavy Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2328

The Wambundu Heavy Cruiser is one of many cruiser designs developed by Starfleet contractors in an attempt to design a next generation Federation warship. Smaller than the Ambassador-class that would ultimately supersede it, the Wambundu Heavy Cruiser is designed for versatility and high modularity of design. The Wambundu's saucer section is especially modular, allowing for easy docking and undocking of entire sections of the saucer's hull for easy replacement or repair.

In combat, Wambundu Heavy Cruisers fair well against their Klingon and Romulan contemporaries. The Federation often stationed Wambundus in locations of less strategic importance, assigning the venerable Ambassadors to patrol the hot spots and contested sectors.

The Wambundu-class continues to serve into the modern period, although it is long in the tooth and construction of new units has long ceased. A major fleet refit of the remaining Wambundus took place in 2362, the ships' forward phasers being upgraded. The dual heavy phaser mounts on the refitted Wambundus give the ships longer range and greater firepower and have extended their hull life an additional twenty years.

DESTROYERS AND FRIGATES

Abbe Patrol Destroyer

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2302

The Abbe Patrol Destroyer served as one of the Federation's heavy destroyer fleet elements in the early half of the 24th Century. The Miranda cruisers had long served in this role, keeping a vigilant eye on the Federation

frontier, but their usefulness was diminishing and new designs were needed.

Closely related to the Constitution Refit family of ships, the Abbe Patrol Destroyer uses many of these modular design elements in its own design. The Abbe was developed with the intent of being a 'pocket cruiser' that would have the firepower of the retired Constitution Heavy Cruiser but be able to perform the missions currently assigned to the Miranda.

The primary armament of the Abbe destroyer is a quad battery of photon torpedoes. Mounted in an outboard mission pod, the Abbe's photon torpedoes give it exceptional firepower for dealing with enemy ships while at range. The forward torpedo firepower of the Abbe is no greater than that of the Miranda, but the additional of an additional rear-firing torpedo makes the Abbe better able to cover all of its arcs.

The Abbe's service within Starfleet was exemplary, but as with all craft these destroyers were eventually phased out of active service. Newer, more powerful craft were available and the Abbe was no longer suited for combating their modern opponents.

Baker Destroyer

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2269-2358

The Baker Destroyer was designed to supplement and eventually replace the older Larson class Destroyer which had nearly reached the end of its useful lifespan. Armed with six phasers and two early photon torpedoes (as that is all that could be put onto such a small hull!), the Baker Destroyer was more than able to take on light enemy combatants and effectively escort larger cruisers such as the Constitution Cruiser.

Despite the positive aspects of the Baker Destroyer, its frail construction made it easy to destroy should a determined opponent overwhelm her shields. A lack of speed, too, left the Baker unable to keep up with her escorts in some situations. Nonetheless the Baker Destroyer was a very popular warship within the Federation and continued to be used into the 24th Century. The ship was eventually replaced by other more powerful ships, and the need for a destroyer class eventually waned with the wide-scale deployment of the Excelsior Heavy Cruiser.

Chimera Fast Frigate

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2310

Another member of the Excelsior family of hulls, the Chimera Fast Frigate was a concept hull constructed to test the feasibility of three-nacelle starships. The Chimera is little more than two Excelsior saucers re-engineered into a single saucer segment with three nacelles attached. The three warp engines provide a stable, improved warp field, improving the ship's warp delay.

For the intents of the engineering feasibility study the Chimera was an overwhelming success and opened the door for later Federation ship development; however, the Chimera proved to be a poor warship. The Chimera simply did not have the weapons firepower or coverage to provide serious competition to contemporary Klingon and Romulan hulls of similar tonnage. Because of this most Chimeras were assigned to long distance patrols of the Federation border far from known threat sources.

Several Chimera Fast Frigates were recalled to the front lines during the Dominion War and saw battle in that conflict. Of those, the first ship of the class, the U.S.S. Chimera, was destroyed in the war. Following the war all remaining Chimera Fast Frigates were decommissioned.

Decker Destroyer

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2324

This heavy destroyer design was served as an escort for larger warships of the period, including the Excelsior and Ambassador Heavy Cruisers. Decker Destroyers lacked adequate shielding but were heavily armed, equipped with the same phaser and photon loadout of some cruisers of the previous century. This heavy arsenal gave the Decker an advantage over other enemy escorts and allowed them to easily dispatch enemy screening units.

Decker Destroyers were overshadowed by later starship developments, including such ships as the Steamrunner and Norway. Such developments forced the Decker Destroyers into support roles in the fleet. Many Decker Destroyers found themselves operating as minesweepers along hostile borders, moving ahead of larger fleets to clear enemy mines.

Firestorm Destroyer

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2262-2298

Created shortly after the Four Years War, the Firestorm Class Destroyer was built for one purpose: to hunt down and destroy vessels. The Federation wanted a cheap, small and powerful vessel. The basic Firestorm chassis began as a rejected scout ship, similar in function to the Oberth. That scout's electronics systems were ripped out and a large quantity of weapons installed in their place.

The Firestorm Destroyer was successful in its intended role, though Federation commanders would have rather had medium phasers than the intermediate phasers installed on the Firestorm.

As relations with the Klingon Empire began to warm and the Romulans once more retreated into isolation, the political climate that bred the need for the Firestorm disappeared. As this era of heightened tensions receded the Firestorm was one of the first casualties. Starfleet deemed the ship no longer necessary and they were removed from service.

Original design by Dallas Reinhart & Jeff Willoughby.

Kiev Frigate

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2267-2310

The Kiev is a close relative of the more popular Miranda Light Cruiser. The two projects were developed jointly by the Advanced Starship Design Bureau and it is because of the input of mutual engineers and design agencies that the two classes bear such a striking resemblance to one another.

Where the Miranda was built to project military power within the Federation, the Kiev was instead designed to act as a fleet escort. The mission of convoy escort was to be the primary use of the new Kiev Frigates. As such they were tailored to be lighter and cheaper than the Miranda cruisers. Cost cutting included eliminating much of the modular design features common to other Federation designs. It was believed that building greater quantities of cheaper frigates would more than make up for the long-term disadvantages.

The Kiev was entered into widespread service by the early 2270's, and in early engagements the Kiev Frigates operated fairly

well, though not up to the expectations of Starfleet Command.

By the late 2290's it was found that the lack of modularity of the Kiev design prevented further fleet upgrades, whereas the already more popular Miranda continued to accept new electronics and other systems packages.

All Kiev Frigates in service were either scrapped or mothballed by 2310. Some of these ships were brought out of mothballs during the Dominion War, but not to fight in actual combat; instead, they were cannibalized for parts to build throwaway combat units to join the combat on the frontlines and to repair battle damage on pre-existing ships. It was felt that the class simply would not be useful on the frontlines considering their advanced age.

Larson Destroyer

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2240-2250 (Original Model)

2249-2278 (Refit Model)

The Larson Destroyer entered service at roughly the same time as the Constitution Heavy Cruisers. Larson Destroyers served as patrol units, the vast majority of them being operated on the Federation's borders. The use of Larson Destroyers in this role allowed other craft to be freed up for other more pressing missions.

The early Larson Destroyers were equipped with laser weapons as phaser weapons had yet to be developed. These early destroyers suffered from a strained reactor that forced the crew to deactivate weapon systems or shield systems lest they overload the ship's warp core. The later upgrade to phaser weaponry improved the combat potential of the Larson Destroyer and was seen as a major step forward for the class.

While the Constitutions saw major structural refits during the late-2260's, the Larsons were instead phased out of service and ultimately scrapped, replaced instead by newer classes like the Baker Destroyer and Miranda Light Cruiser.

Loknar Frigate

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2242-2254 (Original Model)

2250-2297 (Refit Model)

Unlike many ships of its day, the Loknar Frigate was built from the ground up to serve exclusively as a warship within the Federation fleet. Ships of the Loknar class were capable

combatants who were the equals of the venerable Constitution cruisers in battle. The ship's unique shape, including its 'horned' saucer section, are all marks left by the Andorian engineers who oversaw the development and construction of the first Loknar Frigates.

The original Loknar Frigate was armed with four light laser cannons and a single accelerator cannon. This early armament made the Loknar a deadly opponent for other ships of the day, due in large part to the wide arcs of fire offered by the laser cannon turrets.

The Loknar was one of the first ships to receive phaser upgrades, installing them as they became available in the early 2250's. The Loknar saw extensive structural changes during the series of refits allowing for its to expand its existing armament to provide more complete weapon's coverage to the ship. The upgrade replaced the ship's four wide arc light lasers with four intermediate lasers (the best developed at the time), and the accelerator cannon was removed to make room for no less than three bleeding edge photon torpedoes.

The resultant ship maintained the Loknar's tactical superiority in the fleet. The Loknars would continue to serve in the fleet into the late 2280's, but attempts to upgrade the design further proved fruitless. Due to the size of the vessel it was simply impossible to mount worthwhile numbers of newer, more powerful weapons onto the hull. It was decided instead to invest in the construction of newer light cruisers such as the Miranda which could perform more generalized missions while exerting nearly as much firepower.

The Loknars were removed from service during the period 2289-2297. The Andorians purchased many of these castoff hulls for service in their own homeworld defense fleet. There the ships were mildly refitted and added to their already venerable fleet.

Saladin Destroyer

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2245

The Saladin Destroyer is one of the more popular destroyer designs used by the Federation, and one of the first to use phaser technologies.

Few Saladin Destroyers were built until the mid 2250's when phaser technology became more common and practical. During this period,

the Saladin proved itself to be a good local area defense.

During the period 2245-2255, consider the Saladin Destroyer to be a Limited Availability 33% unit.

Scorpio Corvette

Base Hull (Unlimited Deployment)

Light Combat Vessel

Available: 2277

Scorpio Corvettes are some of the smallest, most under-powered ships in the Federation Starfleet. Built in the late 2270's to supplement the firepower of patrol cruisers and other system monitors, the Scorpio Corvettes were built around a pair of low power point defense phasers and a light photon torpedo. Unfortunately, Starfleet engineers could not resolve the problem of dangerous feedback loops in the plasma coils. This led to the design only being able to operate either the phasers or the photon torpedo - never both - without shutting down either sensors or shielding, neither of which were amiable solutions to the problem.

The closest thing that the Federation came to actual fighter craft, the Scorpio Corvettes were eventually sold off or scrapped once it became obvious that a single Excelsior Cruiser could handle the missions that required an entire flotilla of Scorpions.

The Scorpio design did have lasting effects for Starfleet designers. Though the idea of flotillas of small craft were put to rest by the project, the Scorpio Corvettes did lead to the concept of small, independent ships that can be used for short-range duties. Because of this, the Scorpio can be thought of as one of the original 'runabout' designs.

Solar Patrol Cutter

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2258

Light warship assigned to the defense of low priority targets, the Solar Patrol Cutter is a design woefully lacking in appreciable firepower. The Solar cutter is unable to threaten even an enemy destroyer and, with a tenuous shielding system, it cannot count on its own systems to keep it safe from enemy fire.

Like many older designs in the late 23rd Century, the Solar Patrol Cutters were phased out by the proliferation of larger, more able cruisers with longer effective cruise duration and heavier firepower.

SCOUTS AND AUXILIARIES

Antares Military Freighter

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2249

One of the oldest freighter classes in existence, the Antares class of bulk freighters have been in services for over a century. Originally used by the Federation as their military freighter of choice, the Antares was slowly phased out of service as newer, more resilient freighter models were developed.

Rather than scrapping their mothballed fleet of freighters, Starfleet instead sold them off to third parties. This included not only civilian interests within the Federation, but also several neighboring, pro-Federation governments.

Although no Antares Bulk Freighters remain in Federation service, they are a common craft seen throughout the bustling galactic starways. In most cases such freighters are owned and captained by alien crews. Most of these ships have seen their better days, and many operators have taken to making piece-meal repairs of their Antares freighters in order to keep them operational.

Continent Assault Ship

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2269

A medium sized assault ship, the Continent is designed for the fast insertion of Federation troops, tanks, and other ground assault equipment and personnel. The Continent Assault Ship is more maneuverable than most Federation starships and relies on this improved maneuverability to break through enemy fortifications and battle lines to deposit its troops planetside.

The Continent Assault Ship does however come with its limitations. So much room is required to house the troop quarters and extra shuttle bays onboard the Continent that the ship's shield systems are atrophied to the point that they offer very little real protection from the horrors of space combat. Where a Constitution or Excelsior's shields would hold under an assault, the Continent would be opened to vacuum.

It is not hard to see why the Continent design fell out of favor with the Federation and

Starfleet after its first few campaigns in service. In those ground assaults the Continent acted almost as an attrition unit, with a dozen Continent Assault ships and their escorts swarming enemy positions just so that a few could make it within transporter range of the planet. The expanded cargo and troop facilities on newer Federation classes relegated Continents and their brethren to auxiliary roles, though several were called up from mothballs during the Dominion War to move Federation troops to the frontlines.

Kolm-An Assault Cruiser

Base Hull (Limited Availability 33%)

Heavy Combat Vessel

Available: 2274-2340

The Kolm-An Assault Cruiser is a larger assault ship used by the Federation during the latter part of the 23rd Century. Large and heavily armed compared to other assault ships of the period, the Kolm-Ans were designed specifically to go into war zones with the firepower necessary to both defend itself from potential attackers as well as provide meaningful orbital bombardment support to its troops once deployed.

Although the Kolm-An Assault Cruiser cannot carry as many troops as either the Makin or Continent classes, it does have a distinct advantage in strategic speed compared to these two contemporary assault ships. The Kolm-An's were built from the start to operate as reactionary assault ships, able to be quickly deployed to combat zones along the Klingon or Romulan borders. This speed allowed Federation marines to be deployed quickly and establish beachheads to be used when additional troops arrived onboard other, slower assault ships.

Despite their advantages, the experimental warp drives onboard the Kolm-An kept the class from becoming overly popular. The extra maintenance required to service these drives compared to the standard warp engines of the time was telling. Engines similar to those found on the Kolm-An would later be used as part of the Excelsior's failed transwarp experiments. Although transwarp drives were not realized, the warp nacelle style pioneered by the Kolm-An Assault Cruisers would live on with the Excelsior.

Following the signing of the Khitomer Accords and the Tomed Incident, the Federation found little reason to maintain an operational fleet of fast response assault vessels in the fleet

and those Kolm-An cruisers in service were retired. Some were mothballed at various Federation surplus depots and one remains in Starfleet Academy service to help in marine training exercises. Other Kolm-An's were sold to the local planetary governments of several Federation member worlds to act as command ships, shuttle carriers, or auxiliary cruisers within their fleets.

Makin Assault Frigate

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2270

A small Federation assault ship, the Makin Assault Frigate operates as a platform from which to quickly deposit a limited number of ground troops. Such vessels are unable to defend themselves and require escorting by larger frigates and cruisers. Casualty rates among Makin assault groups are unusually high, a reason why they are usually only used in combat zones in situations of desperation when no other assault ships are available.

Miranda Transport

Miranda Variant (Common)

Capital Ship

Available: 2267

This transport variant of the Miranda appeared shortly after the first Miranda Light Cruiser rolled off the assembly lines. The need existed for a state-of-the-art priority transport and the new Miranda Light Cruiser fit the specifications. The Miranda Transport sacrifices firepower for additional cargo space, allowing the craft to haul bulk cargoes between Federation ports.

Like other Miranda variants, the Miranda Transport continues to serve into the modern era. However, fewer and fewer Miranda Transports are available and no more are being converted.

Nelson Scout

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2248

The Nelson Scout was designed to supplement the Oberth Science Vessels in their duty of exploration on the fringes of Federation held territories. Where the Oberth was adequate for scouting and exploring within areas which had previously been mapped by larger exploratory cruisers they found themselves too weak and too slow to journey alone into

dangerous uncharted territories. The Nelson Scout was built from the beginning for strategic speed, being able to outrun most ships of the period with its short bursts at high warp speeds.

The Nelson does pay a price for its warp speed advantage. Nelson Scouts are only minimally armed and have weak shield generators that are not resilient to damage. Because of this fact the Nelson Scouts fell out of favor in the fleet and ceased to be used, the hulls instead mothballed or scrapped. By the 2270's, the Oberth continued on as the premier exploration ship of Starfleet, with larger dedicated explorers such as the Soyuz Scout taking up the slack.

Oberth Science Vessel

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2243

The Oberth is an aging Federation craft but one that remains highly visible in Starfleet use. Oberth crafts are typically charged with short-range exploration missions into uncharted territory or for longer tours of duty to complete the mapping of areas covered by other starships. The ship lacks good shielding and good weaponry and as a point attempts to avoid combat with other ships.

It is atypical for an Oberth to be seen in combat, their impact in a battle being worth less than the value of their construction, but from time to time one does come under fire-whether intentionally or unintentionally. In these instances the Oberth can be a limited asset to the fleet through the use of its ELINT abilities, providing additional options to its defenders.

Soyuz Scout

Miranda Variant (Rare)

Heavy Combat Vessel

Available: 2270

The Soyuz Scout is a variant of the Miranda which features an enlarged aft cargo and shuttlebay section, as well as several large outboard sensor pods.

The ship was adequate for the period it was introduced, but it did not take long for its limitations to manifest themselves. Soyuz Scouts were withdrawn from service by 2288.

Shelley Military Transport

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2304

The Shelley Military Transport is a converted Excelsior hull redesigned to hold bulk loads of cargo and the shuttles to ferry them. Effective in its mission, the Shelley's service in Starfleet has been a very quiet one.

Sydney Personnel Transport

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2286

The Sydney-class was primarily used as couriers and personnel transports, ferrying passengers to and from Federation outposts and commands. A glorified warp-shuttle, Sydney Personnel Transports were low-key assignments.

Trident Attack Scout

Chimera Variant (Rare)

Heavy Combat Vessel

Available: 2334

The Chimera Fast Frigate proved to be a poor combat platform, but Federation designers were never ones to strike perfectly good hulls. One of the variants of that class approved by Starfleet and that saw construction was the Trident Attack Scout. The Trident all but guts the Chimera's impulse and deflector shielding systems to make room for no less than three photon torpedo tubes and the larger warp core to power them. In addition, the ship was equipped with state of the art ELINT sensors to give it added utility on scouting missions.

These modifications to the Chimera spaceframe produced a ship that was extremely effective in fleet combat situations. The Trident was also a bigger threat to any ships that would assail it during its scouting missions, increasing the ship's survivability. Unfortunately, these advantages came at too high a price. The modifications made to the class weakened its shield generator, lowering the total shield strength. The impulse drives, too, became atrophied and unable to exert the kind of speed the Chimera enjoyed.

Few Trident Attack Scouts were built, but those that were served with distinction in the fleet. Trident Attack Scouts were valuable assets during many Federation conflicts. Their mix of firepower and ELINT support was a significant advantage before the development of larger, more combat-capable scout cruisers.

BASES AND DEFENSES

Kepler Trading Post

Base Hull (Unlimited Deployment)

Capital Base

Available: 2255

A small, civilian trading post commonly located within Federation space, the Kepler Trading Post is a refuge for vagabonds, traders, and misfits from throughout the galaxy. Trade and commerce are the staples of areas served by Kepler Trading Posts and it is a common sight to see dozens of freighters jostling around such outposts.

R1 Defense Outpost

Base Hull (Unlimited Deployment)

Capital Base

Available: 2257

The R1 Defense Outposts are common bases to find throughout Federation space. Though not truly civilian endeavors, many civilian organizations working on projects sponsored by the Federation in general or Starfleet in particular have been known to utilize R1 Defense Outposts.

The R1 Outpost acts first and foremost as a listening post on the frontier, its long-range sensors tracking ship movements along the Federation borders and star lanes. This intelligence information is invaluable to the continued defense of the Federation. The base is armed primarily to warn off possible attackers but cannot itself rebuff a dedicated heavy cruiser intent on taking down the outpost. In this regard all R1 Outposts rely heavily on in area patrol ships to keep itself secure.

FIGHTERS AND SHUTTLES

Arco Attack Sled

Base Hull (Unlimited Deployment)

Heavy Fighter

Available: 2262

These heavier Federation fighter craft are rarely used. When they are seen in battle they are used as bombers, making runs against enemy ships in an attempt to strip them of their shields.

Few Federation ships have the hangar capacity to deploy large numbers of these craft, diminishing their overall effectiveness.

Galileo Type Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2246

An early model Federation warp shuttle, the Galileo Type (so called because of the Galileo 7 that served onboard the *U.S.S. Enterprise NCC-1701*) was a very early model Federation shuttle optimized for duration rather than speed or combat. Able to only moderately defend itself, and only able to take light damage, a Galileo is ineffectual for anything other than its intended goal: to transport personnel and cargo from one destination to another.

Tycho Light Interceptor

Base Hull (Unlimited Deployment)

Light Fighter

Available: 2248

The Tycho Light Interceptors are the most common of the Federation's light fighters during the TOS period. These fighters are only lightly armed, but they are fast -- allowing them to intercept enemy fighters and shuttles with ease.

Type 5 Personnel Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2272

A shuttle developed in the early 2270's to provide a more rugged warp-capable small craft than those already in service. With two ultralight phaser beams and strong shielding, the larger shuttle can withstand limited assaults.

Type 15 Shuttlepod

Base Hull (Unlimited Deployment)

Shuttle

Available: 2314

A short-range, sublight shuttle usually used for in-system travel for two to three persons. The Type 15 Shuttlepod is armed for its own protection, but it can accept very little damage before it is itself destroyed. The Type 15A Shuttlepod is an improved version which increases the thrust output.

Ships of the Fleet (2331-2400)

BATTLESHIPS AND DREADNOUGHTS

Galaxy Command Ship

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2360

One of the largest ships in the Federation fleet, the Galaxy Command Ship is one of the most powerful vessels in Starfleet. Throughout their service history the Galaxy have served as fleet flagships during times of war and long-range exploration vessels during peacetime. The closest thing the Federation had to a battleship design prior to the Sovereign, the Galaxy boasts an extensive array of heavy phasers and advanced photon torpedo launchers. The Galaxy Command Ship is replete with the best shields, armor, and systems available to Starfleet at the time of its construction. Equally well suited for diplomacy and exploration as combat and war, the Galaxy is a true multi-purpose starship.

Galaxy Dreadnought

Galaxy Variant (Common)

Capital Ship

Available: 2395

An upgrade of the Galaxy Command Ship made in a future timeline, the Galaxy Dreadnought is the most advanced starship in the Federation fleet. Armed with the deadly mega phaser cannon, heavy shielding, a third warp nacelle, and a cloaking device, the Galaxy Dreadnought is the equal of any warship fielded by the other major powers.

It is unlikely that the Galaxy Dreadnought will come to pass in the current timeline, though the possibility does exist for such ships to be built, at least in theory. In campaign or pickup games set after 2395 Federation players may purchase Galaxy Dreadnoughts, but should consider them Rare variants of the base Galaxy hull. Additionally, these Galaxy Dreadnoughts lack the cloaking device of the original model and all of their photon torpedoes should be upgraded to quantum torpedoes. Increase the cost of the ship to 1750.

Galaxy Heavy Command Ship

Galaxy Variant (Uncommon 2373-2375/Rare)

Capital Ship

Available: 2373

During the Dominion War, many of the Galaxy hulls mothballed at the Utopia Planitia Yards at Mars were activated and put back into the construction lines. The dire need for new heavy warships was mounting as casualty reports from the front lines continued to stream in at a dizzying pace.

It was decided that a slight upgrade would be made to the superstructures of the new construction Galaxies to increase their overall firepower. Cargo and other non-combat systems were carved from the hull to make room for heavier weapons. The end result was a slightly more powerful Galaxy design.

The uprated Galaxy Heavy Command Ships moved to the front lines and replaced those command vessels that had fallen during the previous months of the war. After the end of the Dominion War most of these Galaxies were placed back in mothballs or converted back to standard models.

Sovereign Dreadnought

Base Hull (Restricted Deployment 10%)

Capital Ship

Available: 2372

The Sovereign Dreadnought is a showcase for everything that has been developed in the Starfleet advanced technology research divisions since Wolf 359 and the Borg invasion. A massive vessel dedicated to one singular purpose--destruction--the Sovereign Dreadnought is a formidable foe. With the best shielding, weapons, and armor available, this class of vessels are ideal for leading Federation fleets into combat. The cost of production and maintenance of Sovereign Dreadnoughts, however, is immense, limiting their deployment greatly in the fleet.

CRUISERS AND CARRIERS

Achilles Siege Cruiser

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2376

One of the critical strategic problems faced by Starfleet Command during the Dominion War was that Federation forces were spread too thin. Between defending the Federation territory from the Dominion, and

keeping a wary eye on the Romulans and trying to go on the offensive against the Dominion, Starfleet found it had too many obligations and too few resources. This problem became even more acute when Starfleet strategists determined that the 'Achilles Heel' of the Dominion was the dependency of the Jem'Hadar on Ketracel-White. If the Federation/Klingon Alliance could destroy, or even severely threaten, the Ketracel-White facilities the Dominion's Alpha Quadrant offensive would grind to a halt. Unfortunately the only ships that either Starfleet or the Klingon Defense Forces had that could do the job were the Galaxy and Negh'Var class ships. No existing vessel could launch the unescorted long-range strikes against heavily defended targets required to take out these facilities. The Defiant Heavy Escorts had too limited operating range and the Galaxy and Negh'Var, while having the necessary operational range, were too expensive in to be feasible. Neither the Federation nor the Klingons were willing to commit such large fleets required to hit these targets. To do so would have entailed compromising the defense of key Federation and Klingon systems. A new, revolutionary ship design would be required to meet this set of mission objectives.

Ship designers at Utopia Planitia were up to the challenge. They not only designed a totally new class ship, the Achilles, but also designed and built it in less than two years. By adapting current anti-Borg designs to the new threat a ship with extraordinary features was created that could fulfill the role of a long-range cruiser with firepower equal to a Sovereign Dreadnought. This was accomplished with the new micro-torpedoes arranged in a 'phalanx' array, allowing for an astoundingly high rate of fire that can cripple any Dominion ship. With the 'broadside' arrangement of the mini-quantum torpedo phalanx the Achilles can defend itself against Jem'Hadar attack craft defending the Ketracel-White facilities while it maintains its focus on destroying the target. Quantum torpedoes and pulse phasers enable the Achilles sufficient firepower to destroy most large fixed targets in one pass. Finally, the Achilles has an unsupported, self-serviceable range equal to the Galaxy Command Ships that is required to operate effectively behind the Dominion defensive perimeter.

Design by Jon Letham and Tyrel Lohr. Based on a ship from the Dominion Wars computer game.

Akira Strike Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2367

A newer vessel in the Federation fleet, the Akira Strike Cruiser is a new dual role cruiser hull that serves as both a bombardment support cruiser and fleet carrier. The Akira is one of many designs to be constructed after Starfleet's disastrous confrontation with the Borg at Wolf 359. Equipped with a formidable array of photon torpedo launchers, the Akira is quite effective at taking down larger cruisers and installations. The plethora of torpedo tubes also means that the Akira Strike Cruiser can engage multiple enemy units at a single time, an ability that proved invaluable during the Dominion War.

The carrier capacity of the Akira takes the form of a pass-through hangar deck that runs the length of the ship's saucer section. Eighteen small combat craft or shuttles can be stored in this bay and deployed in combat. Before the outbreak of war with the Dominion few Akiras actually carried fighters onboard. It was not until their invasion of the Alpha Quadrant that Starfleet began reactivating mothballed Peregrine Couriers for services on the Akira Strike Cruisers.

Cheyenne Corvette

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2344

A newer four-nacelle design, the Cheyenne Corvette operates as a long-range forward observer for high duration patrol missions that require additional speed and warp endurance. Composed of a Galaxy-style saucer section and four nacelles, the Cheyenne's warp engines are designed for quicker reaction times and greater redundancy.

The mix of weaponry and speed inherent in the Cheyenne Corvette make it an excellent choice as a support vessel in larger fleets or a skirmish vessel in smaller engagements. Its capacity for damage however is low and typically by the time a Cheyenne Corvette's shields reach the breaking point the ship is nearly torn to shreds.

Diomedes Medium Cruiser

Base Hull (Restricted Deployment 10%)

Heavy Combat Vessel

Available: 2373-2385

At the beginning of the Dominion War Starfleet was in a desperate situation to replace combat losses.

In one short-term solution, available components from multiple production series were combined and assembled together to shorten the construction time for new cruisers. The Diomedes Medium Cruiser was the result of the combination of Intrepid saucer sections and mothballed Constitution parts, mainly warp nacelles and engineering hulls. The phaser banks and shield systems were slightly improved, but unfortunately the hull could only employ the standard Photon Torpedo tubes.

Only a few Diomedes were constructed and the few survivors were mostly mothballed in the decade after the war.

Ship design and ship control sheet by Sebastian Seiml.

Intrepid Long Range Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2370

A new class of advanced Federation scout ship, the Intrepid is a mid-sized cruiser designed for long term scouting and exploration missions in uncharted space. The Intrepid Long Range Cruiser incorporates several new technologies, including bio-neural computers that allowed for faster data processing. The Intrepid is also the first Federation ship to be equipped with advanced warp drives that have a lessened environmental impact on local subspace.

One unique feature of the Intrepid Long Range Cruiser is its atmospheric capabilities. After decades of not operating an atmospheric starship Starfleet decided to incorporate landing capabilities into the Intrepid. The decision to make the Intrepid atmospheric capable was prompted in large part to many of the hazards crews of other classes had encountered in the field, ranging from transporter mishaps to shuttle crashes. Being able to land an Intrepid gives the captain and crew greater versatility and more options for dealing with unknown situations.

The Intrepid is a perfect representation of the shifting design ideologies of the Federation. The round saucer sections found on prior ships have begun to be removed from newer designs such as the Intrepid, replaced

instead by elliptical saucer sections that are merged with the ship's stardrive section. This creates a more compact starship.

The Intrepid proved to be an adequate combat vessel after initial testing but few of the ships were ever pressed into combat. The Intrepids were instead converted into scouts and used to explore areas on the far side of the Federation during the Dominion War.

Lakota Command Cruiser

Excelsior Variant (Rare)

Capital Ship

Available: 2371

The Lakota Command Cruiser was an attempt by Starfleet Command to extend the service life of the venerable Excelsior Cruiser hull. Based on the Excelsior Command Cruiser spaceframe, the Lakota Command Cruiser was refitted with the best weapons and shielding that the ship could hold. Improvements in firepower included the addition to two heavy phasers and two advanced photon torpedo launchers to the hull.

The new prototype of the class, the *U.S.S. Lakota*, proved to be a formidable opponent in battle simulations, but the cost of the conversion was simply too high to justify. The insurrection by Admiral Leyton in 2372 would have provided a true test of the Lakota's combat abilities, but luckily the orders to engage and destroy the *U.S.S. Defiant* were refused by the captain and crew of the *U.S.S. Lakota*.

In the wake of the attempted coup more Lakota Command Cruisers were produced, but not enough to lessen their rarity.

Nebula Advanced Cruiser

Nebula Variant (Rare)

Capital Ship

Available: 2366

An advanced model of Nebula cruiser was produced during the 2250's to streamline that cruiser hull. Additional warp nacelles were added the hull, though at the expense of the modular systems pod common to the Nebula class.

One of the first Nebula Advanced Cruisers to see battle was the *U.S.S. Melbourne* which was destroyed in the massacre of Starfleet forces in Wolf 359 at the hands of the Borg.

The Nebula Advanced Cruiser never caught on and is currently undergoing further development to make it a more practical addition to the fleet.

Nebula Carrier

Nebula Variant (Rare)

Capital Ship

Available: 2368

The Federation experimented with installing hangar operations pods to several Nebula Cruisers in the late 2360's in an attempt to facilitate the new Peregrine Strike Fighters.

Nebula Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2358

A large, multipurpose hull, the Nebula is a compact design that benefits from its versatility. Built with a detachable upper mission pod, the Nebula-class ships can be re-equipped with different pods depending on their intended missions. Most Nebula-class vessels carry a standard pod carrying additional weaponry for ship support, but other variants are known to carry such things as extra sensor equipment and cargo bays, usually for long range expeditions.

Though less powerful than the Galaxy Command Ship, the Nebula Cruiser is more plentiful both because of their reduced construction costs and the ease of maintenance facilitated by the removable mission module. Nebula cruisers are continually called upon to serve in roles that are inappropriate for expensive and rare Galaxies (and now Sovereigns) and cannot be filled by other ships such as Excelsior Cruisers.

Polaris Attack Cruiser

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2362

The Polaris Attack Cruiser was developed as a branch of the Nebula project aimed at providing a more compact, versatile New Orleans Battlecruiser hull. The relationship between the Polaris and the New Orleans parallels that between Nebula and Galaxy classes. The Polaris is outfitted with a mission-specific pod similar to that on the Nebula.

One of the unfortunate sacrifices that had to be made with the Polaris Attack Cruiser was the downgrading of its advanced photon torpedo tubes down to standard photon torpedoes. Internal space requirements precluded the munitions storage necessary with such weapons.

Polaris Attack Cruisers are rarely seen and are typically assigned to base defense or

local system patrols deep in the heart of the Federation. Few such vessels have been constructed as of yet and, with the introduction of the Akira Strike Cruiser several years later, there is little chance of another construction run.

Prometheus Attack Frigate

Prometheus Variant (Restricted Deployment 10%)

Capital Ship

Available: 2374

The Prometheus Attack Frigate is the ultimate iteration of ship separation technologies. In the past many Starfleet vessels had been constructed that could detach their saucer sections from the stardrive sections in time of dire need (such as a warp containment breach), but never was this planned to be a standard combat tactic -- especially as saucer sections were incapable of going to warp! The Prometheus, however, was built from the ground up so that each section could operate independently of the others.

The design's power was demonstrated when the *U.S.S. Prometheus* was captured by operatives of the Romulan Tal Shiar during its shakedown cruise. The ship was able to take on the best firepower offered up by newer Federation starships while being able to easily dispatch a Romulan D'deridex Warbird.

Steamrunner Heavy Frigate

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2342

The Steamrunner Heavy Frigate was born from the Federation's need to build a ship to replace the aging Excelsior Cruiser in the role of perimeter patrol and defense missions. Although the Excelsior had served well in these missions for over half a century, it was starting to show its age.

The Steamrunner incorporates many design elements that sets it apart from other Starfleet design endeavors. First, the warp nacelles are integrated into the ship's saucer section increasing their vulnerability to enemy fire. The Steamrunner, too, does not have a standard stardrive section, instead placing its navigational deflector array slung beneath a rollbar assemblage placed between the ship's nacelles.

In the end, the Steamrunner demonstrated an Excelsior's firepower on a more maneuverable space frame. Construction of Steamrunners was low and none saw any major fleet actions until the Dominion War. In

this war they proved their worth, being influential factors in several of the major battles fought against the Dominion.

DESTROYERS AND FRIGATES

Challenger Heavy Frigate

Base Hull (Restricted Deployment 10%)

Heavy Combat Vessel

Available: 2352

A rare hull, the Challenger Heavy Frigate was a design feasibility study for a new style of phaser array. Although new phaser array technology had greatly improved the arcs of fire compared to older phaser banks Starfleet engineers felt that there was still room for viable improvement. The Challenger made use of engineering plans common to other existing designs to cut down on construction time and expense.

The finished model of the Challenger was in many ways a success. Three heavy phasers could be installed on the vessel with extreme arcs of fire allowing it excellent weapons coverage even after sustaining damage. However, unlike almost every other Starfleet vessel, the Challenger was not equipped with photon torpedo launchers at all, the extra space being needed to house the phaser's associated equipment and power systems. This fact combined with the design's other failings led Starfleet to limit future new construction of Challenger hulls and the design was ultimately shelved.

When the Borg first invaded Federation space, at least one Challenger Heavy Frigate was activated to serve in Admiral Hanson's defense fleet. The new Starfleet technologies would not turn the tide of battle at Wolf 359. After the Borg attack Starfleet research proceeded in new directions, and the Challenger was all but forgotten, the few surviving specimens left to defend important worlds in the role of a light system monitor.

Defiant Heavy Escort

Defiant Variant (Limited Availability 33%)

Medium Ship

Available: 2369

An advanced warship born from the first Borg attack on Federation holdings, the Defiant is a showcase for advanced Federation technologies and engineering concepts. Foregoing the saucer section typical of most Starfleet designs, the Defiant is a small,

compact, agile warship designed specifically for combat at the expense of more extensive scientific and diplomatic facilities.

The major advantage of the Defiant Heavy Escort is its use of the new pulse phaser cannon, a weapon which fires individual pulses rather than a raking beam typical of traditional phaser weapons. This capable coupled with a good rate of fire and high damage output makes the Defiant an excellent choice for combating enemy starships of even capital ship size.

The original *U.S.S. Defiant* was equipped with a cloaking device as part of a special deal between the Federation and the Romulans. The *Defiant*, attached to Federation starbase Deep Space Nine, was to collect intelligence data on the Dominion to be shared by both parties. No other Defiant Heavy Escort was equipped with a cloaking device.

The success of the Defiant Heavy Escort led to widespread construction of the class during and after the Dominion War. The Defiant would come to serve as one of the core components of the Federation's border reaction force. After the year 2385 the Defiant should be considered an Unlimited Availability hull.

Essex Advanced Destroyer

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2377

Because the Norway was never heavily produced the Federation still lacked a significant number of destroyer class vessels. Due to the increasing Borg activity in a post Dominion War Alpha Quadrant the new Essex class destroyers were built to include all the latest in anti-Borg technology. Small, quick, the Essex Destroyer is protected by a combination of heavy shielding and ablative armor, ensuring that this vessel can survive a pounding while still being able to give one back in return. At the time of its construction the Essex was the smallest Starfleet vessel to incorporate advanced torpedo launchers.

Design by Jon Letham.

Freedom Defense Frigate

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2345

A return to the design style of the Hermes Destroyer, the Freedom Defense Frigate was a stopgap design built solely to project power in those areas and instances where a full-blown warship is not necessary. To

this end the Freedom is capable of combating most localized enemy threats. The Freedom is sturdier than the Hermes, but also lacks the amount of weaponry that the Hermes had.

Miranda Heavy Frigate

Miranda Variant (Uncommon)

Heavy Combat Vessel

Available: 2352

The Miranda Heavy Frigate is an example of the modern improvements made to the Miranda hull. The upper weapons rollbar has been removed and two side mounted heavy phasers are added to the design. The forward phaser arsenal is also upgraded, giving the Miranda Heavy Frigate a significant amount of firepower for a ship of its size. This variant is nowhere near as common as the tried and true Miranda Light Cruiser.

Norway Destroyer

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2360

The Norway is a design developed to fill a hole in the Federation's line of battle. Many ships existed in the fleet to perform exploratory, research, and diplomatic missions, but few were available that had the speed, agility, and armament to act as a proper screening unit in large fleet engagements. The Norway filled this gap, being equipped with a mix of short range anti-fighter weaponry and long range heavy weapon support. With average sensors and a reinforced shielding system, the Norway was a success. Despite this, few Norways have been built to date.

Saber Attack Frigate

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2343

The Saber Attack Frigate is slightly larger than the Defiant Heavy Escort and is born from the same lineage. Designed as a warship to supplement the firepower of larger ships on the battlefield, the quick and maneuverable Saber can deliver heavy firepower to the enemy for its size. Unfortunately, the Saber suffers from several flaws, the worst of which is a lack of rearward weaponry, leaving the ship exposed, and even moreso after it begins taking damage. This very fact has hindered the Saber from entering common service.

Saber Frigate Leader

Saber Variant (Rare)

Medium Ship

Available: 2351

Starfleet began reviewing many of their past projects in the 2350's. In this period it was decided to produce a command version of the Saber Attack Frigate. Named the Saber Frigate Leader, the new design was built to command screening forces made up of other Saber Frigates, Miranda Cruisers, and other light combatants at the front of large fleets.

After the wide deployment of larger cruisers the role of the Saber Frigate Leader and its charges fell out of favor. The plethora of sturdier Excelsior Cruisers could do the same job with a lower mortality rate. Production on new frigate leaders was scrapped, and the last five ships which were under construction went into mothballs.

SCOUTS AND AUXILIARIES

Majestic Deep-Range Explorer

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2380

During the Dominion War, the Advanced Starship Design Bureau, Starfleet Tactical, and design and construction teams at shipyards throughout the Federation concentrated on designing and constructing new starships for the war effort. Consequently, the construction of new explorers was significantly curtailed, or suspended, in favor of producing large numbers of Defiant, Akira, and other starship classes that could be used as warships. Also during this period, starships assigned to Exploration Command were re-assigned and used as front-line battleships or were pressed into service as scouts to provide battlefield intelligence and reconnaissance. When the war was over, Starfleet began to inventory and assess its total fleet strength. Statistics showed that the number of explorers and science ships lost during the war was double that other starship types.

In February of 2375, Galaxy Exploration Command transmitted a request for proposal to all design bureaus and fleet yards throughout the Federation for a new medium class explorer that could support upcoming exploration projects and missions. Exploration Command made this decision after it extensively inventoried and reviewed the suitability of the remaining

Excelsior- and Ambassador-class explorers still operating in the fleet and the age and condition of their spaceframes. After reviewing the proposals transmitted back from the Advanced Starship Design Bureau and others, Exploration Command selected a proposal submitted by Antares Fleet Yards for a medium-sized explorer based on the experimental *U.S.S. Hyperion* NX-86997 project.

The *U.S.S. Hyperion* was constructed at Antares Fleet Yards to serve as an experimental systems evaluation prototype for a new class of heavy quantum torpedo cruisers or "battlecruisers." The goals of the Hyperion-class were to create a starship with the offensive firepower of the Achilles-class combined with the speed, agility, and maneuverability of the Intrepid-class derived Yeager-class, in a medium-sized explorer platform. Like the Achilles-class, the Hyperion class was intended to attack and destroy heavily defended shipyards, Ketracel White factories, and Jem'Hadar hatcheries, but with greater range, greater time between fleet replenishment, and longer deployment schedules than the Achilles-class. With the end of the war in 2375, development of the Hyperion-class was cancelled and the prototype mothballed with the intention of using it as a future technologies test platform.

Antares Fleet Yards proposed to Exploration Command that the Hyperion-class prototype would be an excellent choice as the starting point for a new class of medium-sized explorers, and the *U.S.S. Hyperion* spaceframe was used to test and evaluate the Borg-derived technology that was ultimately deployed in the Majestic-class. The lead ship of this class, *U.S.S. Majestic* NCC-87001, is named in memory of the Miranda-class *U.S.S. Majestic* NCC-31060, which was lost with all hands during the battle to retake Deep Space Nine (Operation Return) in 2374. Use of the name Majestic also has long history and tradition in Starfleet and in the British Royal Navy, with many famous vessels bearing this name.

Ship design and background by Malcolm "Galen" Lu.

Nebula Scout

Nebula Variant (Rare)

Capital Ship

Available: 2359

A small number of Nebula Cruisers are outfitted with advanced electronics packages to

facilitate long term exploration missions on the edge of the Federation.

During the Dominion War, some of these Nebula Scouts were used to perform tactical electronic warfare support in battle. The mortality rate was especially high for these combat units.

Nova Scout Frigate

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2369

The Nova Scout Frigate was designed to serve as the long-term replacement of the aging Oberth Science Vessel. It was hoped by the Starfleet admiralty that the Nova would be able to take over the exploratory duties of both the Oberth and larger explorer ships, such as the Galaxy.

Because the ship was meant solely for exploration, the Nova was equipped with more economical warp drives which allowed it greater warp endurance at the loss of maximum warp factor. This was seen as not being much of a drawback, however, as the Nova was never meant to participate in fleet actions and for its slow scouting missions on the edge of Federation space it was seen to be more than adequate.

Yeager Priority Courier

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2371

The ship is of similar size as the Intrepid and employs the same saucer hull. However, it is not equipped with variable geometry warp nacelles. Starfleet uses this ship as a short-range courier for high-risk/priority transports, so it is well armed for its size. The class is named after the *U.S.S. Yeager*, a Saber-class frigate destroyed during the second Borg incursion.

Ship design and ship control sheet by Sebastian Seiml.

BASES AND DEFENSES

Deep Space Nine

Base Hull (Unique Base)

Enormous Base

Available: 2370

When the Cardassians abandoned the planet of Bajor, the United Federation of Planets was reluctantly called in by the new Bajoran provisional government to aid in the protection of

their world from possible Cardassian reprisals. The Federation took control of the abandoned Cardassian ore refining station of Terok Nor and operations of the station was transferred to the Federation, under the supervision of Bajoran military liaisons.

When the Bajoran wormhole was discovered, this new Federation outpost -- Deep Space 9 -- became a nexus of activity as scientists, colonists, and explorers from the Alpha and Beta Quadrants began probing the far reaches the distant Gamma Quadrant.

The importance of the base was again realized when the Dominion and their leaders, the Founders, began their campaign to invade and dominate the races of the Alpha and Beta Quadrants. Deep Space 9 quickly became the focal point for the conflict and was upgraded to the best equipment possible. The upgrades came just in time, as the station was forced to weather attacks from any number of hostile foes, including a massive Klingon assault on the station.

Though the station changed hands several times during the course of that war, Deep Space 9 remained a place of strategic importance. The station was finally reclaimed by Allied forces near the end of the Dominion War.

Following that war, the station continued operations, though under largely Bajoran control.

R2 Defense Starbase

Base Hull (Unlimited Deployment)

Capital Base

Available: 2353

Following the Romulan/Klingon conflicts of the 2340's, the Federation launched a new defense initiative to reinforce their borders in case of possible Romulan aggression. The R2 Defense Starbase design was the result of engineering modifications and enlargement of the basic R1 Outpost class. The increase in size allowed the R2 Starbase to mount several new weapons systems, including the new dual phaser array that had previously only been mounted on full-fledged Federation Starbases.

The R2 Defense Starbase network along the Federation border would prove an invaluable asset during the Dominion War. One of these bases, Starbase 357, was used as a key base for the Federation fleet on the Dominion Border.

Starbase (Refit)

Base Hull (Unlimited Deployment)

Enormous Base

Available: 2355

An enormous base (even by enormous base standards), the Federation's heavy starbase design is in a class all their own. Built to be gigantic cities in space replete with all of the necessary equipment to build, repair, and upgrade Starfleet vessels, the few starbases that exist in the Federation are major defensive linchpins.

Starbases are armed to the teeth with advanced weaponry systems and the heaviest shielding making them nearly invincible fortifications that cannot be destroyed by anything short of a full enemy assault.

FIGHTERS AND SHUTTLES

Danube Runabout

Base Hull (Unlimited Deployment)

Super-Heavy Fighter

Available: 2368

A small craft introduced in the 24th Century to facilitate short-range scientific, exploratory, and personnel transfer missions, Danube-class Runabouts are commonly based off of Federation outposts, effectively extending their spheres of influence. These bases use Danube Runabouts on missions that standard shuttlecraft cannot. These vessels are quite successful, and the design continues to be refined.

The Danube Runabout can elect when purchasing micro-torpedoes to assign up to 5 of them as being rear mounted torpedoes, in which case micro-torpedoes can fire with the same arc as the aft-mounted gun. Note that when running in this configuration the Runabout still can only fire one torpedo per turn.

Runabouts can under some circumstances be carried and based off of starships rather than orbital or planetary bases. A runabout stored in a ship's standard shuttlebay facilities occupies four (4) contiguous hangar boxes. Any ship that elects to convert hangar space for runabout use must pay 5 combat points per structure box (20 per runabout) for the conversion. A minimum of two shuttlecraft must remain onboard any ship. When launching runabouts, one runabout counts as a single launch/land point.

Delta Flyer

Base Hull (Unlimited Deployment)

Super-Heavy Fighter

Available: 2373

The Delta Flyer was originally developed by the crew of the starship Voyager as an alternative to their depleting shuttle supply. A smaller than normal runabout design, the Delta Flyer was better capable of handling the diverse mission roles the Voyager crew required.

The Delta Flyer incorporates some aspects of Borg technologies as well as other technological advancements procured by Voyager during its fateful tour of the Delta Quadrant. Plans for the shuttle were later sent back to the Alpha Quadrant and the class saw use on many Federation vessels and outposts.

Unlike the Danube Runabout or other Federation Super-Heavy Fighters, the Delta Flyer occupies only 3 shuttle boxes in a ship's hangar instead of 4.

Peregrine Strike Fighter

Base Hull (Unlimited Deployment)

Heavy Fighter

Available: 2367

A large fighter craft designed and deployed by the Federation in the 2360's and 2370's, the Peregrine was designed primarily as a fast attack craft to assist in large scale combat situations. The intent was to use the small, inexpensive Peregrines to deflect attention from the larger, more vulnerable Federation starships, allowing them additional time to strike—or, in some cases, the needed extra minutes to flee the battle.

Not warp capable, the Peregrine relies on its carrier to bring it in and out of battle. This design was necessitated by the fact that the small ship's internal volume was exasperated by shipboard micro-torpedo munitions. The only dedicated carrier in the fleet, the Akira Strike Cruiser, is the typical ship that would bring Peregrines into a battle. Other ships may be converted to carry Peregrines, paying 5 combat points per shuttle that the Peregrines replace. The Akira Strike Cruiser is exempt from this penalty as it was designed to carry small attack craft into the battle.

Type 11 Heavy Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2372

The Type 11 Heavy Shuttle was developed alongside the Sovereign Dreadnought as the most advanced shuttlecraft that the Federation could conceivably produce. Armed heavily for a shuttle and almost too large to fit within the hangar bay, the Type 11 Heavy Shuttle is able to handle itself against light enemy ships as it completes its mission.

Type 16 Shuttlepod

Base Hull (Unlimited Deployment)

Shuttle

Available: 2342

A slightly improved model shuttlepod, the Type 16 is equipped with better shielding.

Type 9 Personnel Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2368

A newer shuttle which builds on the successes of earlier models, the Type 9 Personnel Shuttle features improved weaponry, improved thrust, and stronger shielding.

Type 9a Cargo Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2349

The Type 9a Cargo Shuttle is a bulk cargo hauler designed primarily for use in and around Starfleet bases and ship production facilities. Able to carry large amounts of cargo, the Type 9a is used extensively for this purpose, offloading parts and raw materials to shipyards or moving other bulk commodities and perishables between Federation bases and starships.

Klingon Empire

Background

The Klingon Empire has existed for over fifteen-hundred years, dating back to its founding by Kahless the Unforgettable, the legendary Klingon leader who unified the people of Qo'Nos under a single banner.

During much of its history, the Klingon Empire was under the singular rule of an emperor, but this changed over time. By the 2060's the Klingon High Council, originally a council of advisors to the Emperor, had taken control of the government. After the High Council's rise to power the position of emperor was dissolved and an elected chancellor took his place as the authoritative leader of the Klingon people. Another emperor would not sit on the Klingon throne until 2369 when a clone of Kahless was allowed to assume the position in a ceremonial role only.

The Klingons had already carved out a sizeable empire by the time they made contact with the Humans in 2151. Following the establishment of the United Federation of Planets several years later, the Klingon Empire would come to view the Federation and Humans as a threat to their security.

Several disastrous encounters in the 22nd and early 23rd Centuries led to escalating tensions between the Klingon Empire and Federation, bringing them into direct conflict on several occasions. The Four Years War was only one of the many border conflicts the Klingons fought with the Federation.

By 2267, negotiations between the Klingons and Federation had begun to breakdown and both sides were preparing for an all-out war. The unexpected intervention of the transcendent Organians prevented this conflict by forcing a temporary peace upon both parties, but even they became flustered trying to get the two younger races to adhere to the principles of the treaty and eventually gave up on the whole affair. Having failed in their mission of peace, the Organians retired back to their homeworld and watched the cycle of violence begin anew.

During this period, the Klingons entered into a brief military alliance with the Romulan Star Empire. In exchange for cloaking technology, ship schematics, and other resources, the Klingons gave the Romulans antiquated warship hulls, advanced warp technologies, and disruptor weaponry. The



Romulans had been sorely lacking all of these things prior to their alliance with the Klingons.

In 2293, the Klingon moon of Praxis suffered a catastrophic explosion due to over use and dangerous conditions. The explosion resulted in ecological damage to Qo'Nos and threw the Klingon Empire into chaos. The overextended Klingon Empire found itself no longer able to support the economic burden of its large star fleet following the damage done to their homeworld. Klingon Chancellor Gorkon extended a hand of friendship to the Federation with the promise of ending 70 years of hostilities between their two nations. Gorkon was later assassinated by enemies of peace on both sides of the conflict, but the historic Khitomer Peace Accords would lay the foundation for a lasting peace between the Klingon Empire and the United Federation of Planets.

The Klingon Empire again fell into chaos in 2367 when Chancellor K'mpec was assassinated by means of poison, a method found highly dishonorable in Klingon tradition. The resultant power struggle between the forces of the newly selected Chancellor, Gowron, and the forces of family Duras plunged the empire into civil war. Support for Duras' heir, Toral, crumbled after the Federation blockaded the Klingon/Romulan border, preventing Romulan aid from reaching Duras supply depots.

Gowron's forces subsequently defeated their opposition and he was installed as the new Chancellor of the Klingon Empire.

The Dominion War succeeded in destabilizing the Alpha Quadrant, and the Klingon Empire was one of the first to be played for fools by the Founders. Klingon paranoia following the collapse of the Cardassian military government in 2372 prompted the Klingon Empire to invade the Cardassian Union. The Federation condemned these actions. In response, the Klingons revoked the Khitomer Accords and expelled all Federation citizens from the Klingon Empire. Klingon/Federation relations decayed even further with open conflict and planetary assaults occurring along their mutual border.

In truth the Klingon Empire had been compromised, a changeling having replaced Klingon general Martok. This infiltrator had advised the High Council to proceed with actions that seemed prudent to the glory-seeking Klingons but whose results would act to further destabilize the Alpha Quadrant. Federation operatives eventually uncovered this deception and the changeling was neutralized.

Following these events the Klingons reinstated the Khitomer Accords and joined the fight against the Dominion alongside the Federation, and later the Romulans.

Klingon Chancellor Gowron was killed in honorable combat by Federation Starfleet officer Worf after the chancellor began ordering politically motivated actions that squandered the lives of Klingon warriors. Though it was Worf's right to take Gowron's place and lead the empire, he stepped aside and allowed General Martok (the true general was found in the Gamma Quadrant, imprisoned by the Dominion) to ascend to the chancellorship.

Technologies

Ships of the Fleet (2100-2200)

D5 Cruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2132

This older Klingon warship saw its heyday during the 22nd Century. As advanced as any other cruiser of the day, the D5 was well equipped with multiple disruptor cannons. The design continued to serve well into the 23rd

Century, albeit in a different role.

D5 Cruiser (Upgraded)
Klingon D5 Cruiser Variant (Common)
Heavy Combat Vessel
Available: 2216

An upgraded version of the D5 Cruiser, in operation during the 23rd Century. These ships were upgraded with modern weapons to extend their useful life.

D5F Deuterium Tanker
Klingon D5 Cruiser Variant (Common)
Heavy Combat Vessel
Available: 2132

The D5F Deuterium Tanker is the most common ship of the type operated by the Klingons. The design is fairly well armed for a tanker.

G't'harra Cruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2052

The G't'harra Cruiser was operated by the Klingons before the introduction of newer cruiser and battlecruiser hulls in the 22nd Century. The G't'harra was upgraded to disruptor technologies in 2125, replacing the pre-existing particle armament.

K'Taal Battlecruiser
Klingon Ktaal Battlecruiser Variant (Restricted Deployment 10%)
Heavy Combat Vessel
Available: 2148

The heaviest Klingon warship of its era, the K'Taal Battlecruiser is a rare ship which is the progenitor of the future D6 & D7 cruisers.

Ships of this class were heavily armed with the best technologies available to the Empire at that point of time.

Raptor Heavy Scout
Klingon Raptor Heavy Scout Variant (Limited Availability 33%)
Medium Ship
Available: 2144

The Raptor Heavy Scout is a highly advanced Klingon scout ship designed for long-range exploration and probing missions. Such ships usually skulk on the fringes of known space in search of easy prey.

Rotah Early Bird of Prey

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2147

One of the first bird of prey hulls fielded by the Klingon Empire, this early design was used to demonstrate several new Klingon technologies, including the early disruptor.

Ro'Tah Bird of Preys remained rare in Klingon service, but were plentiful enough so as not to be affected by deployment limitations.

Ships of the Fleet (2200-2340)

BATTLESHIPS AND DREADNOUGHTS

C8 Dreadnought

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2262

The flagships of the Klingon Navy in the 23rd century, these large vessels dwarfed the other Klingon ship classes of the time. A C8 Dreadnought is equal in size to the modern Vor'Cha Attack Cruisers, and almost its equal in firepower as well.

The C8 Dreadnought soldiered on, but new advancements in Klingon ship design eventually deprecated the C8. Newer, stronger battleships such as the Komo Val proved superior to the aging C8 in nearly every way possible.

As time wore on, the Klingon Defense Forces eventually sold off its remaining C8 Dreadnoughts to the heads of noble houses where they found renewed life as family flagships.

K'el r'ianda Battleship

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2242

The K'el r'ianda Battleship was the first attempt by Klingon ship designers to construct a battleship. After the completion of four ships, with four more in various stages of production, it was discovered that the vessels were no better in combat than some of the existing cruisers and frigates.

The failure of the K'el r'ianda Battleship stung hard with the Klingon admiralty, but future battleships such as the Komo Val were built better for the lessons learned in the K'el r'ianda debacle.

K'shen Dreadnought

C8dreadnought Variant (Common)

Capital Ship

Available: 2318

This upgrade to the C8 Dreadnought still serves in some house navies and in the backwater sectors of the Empire. While still impressive in size, its operations are limited to defensive postures and planetary assaults as the hull proved unsuitable for conversion to cloaking technology. While impressively armed,

this ship is regarded as a poor posting in comparison to a Vor'cha or Negh'Var class ship.

Komo Val Battleship

Base Hull (Restricted Deployment 10%)

Capital Ship

Available: 2275

The Komo Val Battleship was the largest Klingon warship of its time. These mammoth ships were commissioned into service prior to the testing of the Federation Excelsior Cruiser. For a short period of time, the Komo Val shifted the balance of power along the Klingon/Federation border in the Klingon's favor.

The raw economic cost of the Komo Val Battleship limited their production runs and curbed the desire to produce the Komo Vals in mass quantities. This fact would later come back to haunt the Klingon Empire, as the Federation successfully streamlined the production process of their own Excelsior Cruisers allowing them to be produced in great numbers. In one-on-one battles the Komo Val was superior to the Excelsior, but with Excelsior Cruisers outnumbering Komo Vals two or three to one rendered their combat effectiveness greatly diminished over their first years in service.

The Komo Val Battleship was kept in service, but it was eventually replaced by the Vor'Cha Attack Cruiser - a warship that could be built in large quantities for a reasonable cost. Very few Komo Val Battleships remain in service. Those that are operated by house fleets.

Komo Var Torpedo Battlecruiser

Komoval Variant (Uncommon)

Capital Ship

Available: 2324

With the Klingon High Command finally realizing that there was no hope of matching the Federation's Excelsiors with their own Komo Vals ship for ship, and with the venerable C-18 Dreadnought being upgraded to the K'Shen and filling the duties of the Komo Val nicely, it was decided that the Komo Val hull could be better utilized in another role. Noting the lack of a dedicated torpedo cruiser hull in their order of battle since the somewhat lackluster K'T'amar design of 2271, the High Command chose to refit the Komo Val to fill this role.

Choosing to throw subtlety and caution to the wind, the Komo Val had its entire medium disruptor complement replaced with four Heavy Photon Torpedoes, bringing the total to eight with six of them firing forward. The light disruptor

complement was retained in a weak concession to defensive concerns. The resulting Komo Var Battlecruiser was a fearsome addition to the Klingon battle line and would inspire other dedicated torpedo ships such as the Torath Torpedo Cruiser and the Vod'leq Heavy Cruiser.

CRUISERS AND CARRIERS

D'ama Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2204

The D4 D'ama Cruiser is actually newer than the D6 Cruiser, but by virtue of the Klingon design nomenclature is numbered as an earlier D- type model cruiser. This is by virtue of the fact that the D6 and D4 design projects overlapped, with the D4 being a hold over project that had been moribund since the 2180s.

The D'ama Cruiser was an early attempt at building an uprated cruiser hull. In this regard it is similar to the D6 Cruiser and other ships of the direct D-type lineage (of which the D7 Battlecruiser would later be a part). The D'ama shares many striking design and aesthetic similarities with the D6 Cruiser. Overall the D6 Cruiser was thought to be the more successful of the two, but the D'ama Cruiser did have its merits within the scope of the fleet. It was the first ship to be equipped with more advanced sensor systems and a heavier load of disruptors compared to other ships of the time period. However it did so at the loss of any torpedo weaponry, a staple of most Klingon warships of the last century. Where D'ama Cruiser had been tailor made to serve more in the role of a heavy cruiser, the final production model fell far short of being worthy of this name resulting in a change of nomenclature.

A threat in the way of an unknown, exterior alien threat along one of the frontier borders of the Klingon Empire in 2204 lead to a hurried production run of the D'ama Cruiser, much to the worry of Federation and Romulan forces that believed that it was a prelude to an invasion by the Klingon Empire. The D'ama served proudly in this role and earned itself a name within the fleet. In the next decade the D'ama and D6 both would contribute real-world combat data that would lead to the production of the next in the D-series of cruisers: the D7 Battlecruiser.

D6 Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2204

This ship was the mainstay of the Imperial Fleet until the D7 Battlecruiser was designed. Unable to be upgraded to the improved design, the D6 was used for a series of fleet support variants, assigned to backwaters or sold to the Romulans (before the alliance ended in betrayal). Its largely short-range firepower led to the ship being used as an escort towards the end of its operational life, unable even to compete with the original incarnation of the Constitution class ships.

Some of these ships still exist, in service with minor noble houses or rotting on picket duty in backwaters. A number of these hulls were converted to survey cruisers and sent outside the empires boundaries to explore. Some of these ships have yet to return. Some D6 hulls have even become civilian transports.

D6T Torpedo Cruiser

D6 Variant (Common)

Capital Ship

Available: 2242

In an effort to get more use out of the D6 hull several were converted to field more photon torpedoes and placed in service as support craft for D7 Battlecruiser squadrons. This resulted in a little more use being squeezed from the investment made by the High Council in the D6 class hulls.

D6V Carrier

D6 Variant (Common)

Capital Ship

Available: 2248

When fighters first began to be deployed by the Empire the need for a carrier in order to carry out offensive ops was discovered. A number of old D6 Cruisers were converted to field two groups of 5 fighters, often one composed of Z-1 Assault Shuttles and the other of Z-2 Light Shuttles to run cover for them.

D7 Battlecruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2238

The classic Klingon cruiser, the D7 Battlecruiser is a stalwart defender of the empire and the basis for one of the most long-lived cruiser lineages in history.

A worthy if aging opponent, the D7 was the counterpoint to the Federation Constitution Light Cruiser. The D7 Battlecruiser model is an effective warship design with a balanced weapons loadout. The ship does however have less powerful shielding systems than those used by the Federation. Despite some minor flaws, the D7 Battlecruiser was the most powerful warship fielded by the major races of the Alpha and Beta Quadrants for some time. Its effectiveness in battle was well noted by other powers, most notably the Romulan Star Empire that traded cloaking technology in exchange for several pieces of Klingon technological data, including blueprints of the D7 Battlecruiser.

K'T'amar Torpedo Cruiser

Ktinga Variant (Uncommon)

Heavy Combat Vessel

Available: 2271

The K'T'amar Torpedo Cruiser was developed by the Klingons as an advancement over the existing D6T Torpedo Cruiser.

The K'T'amar exchanges its heavy photon torpedo and other light weapons for three photon torpedo bays. This allows the K'T'amar to saturate the target, increasing the chance of torpedo hits considerably.

K'T'inga Battlecruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2271

Just as the Federation upgraded the Constitution design the Klingons upgraded their own cruiser, the D7 Battlecruiser. The end result--the

K'T'inga Battlecruiser--was just as much a match for the improved Constitution-class vessels as their respective predecessors had been. Nearly evenly matched in firepower, gunnery, and damage potential, the two designs were the best of their period.

Soon after they entered service the K'T'inga received cloaking devices, a result of the brief alliance with the Romulan Star Empire. Newly developed and testbedded on other hulls, the Klingon Empire saw virtue in the ability to launch sneak attacks and then disappear. Despite the advantages of

cloaking technology, however, the K'T'inga Battlecruiser was not a big enough leap in technology to make it superior to the Federation's Excelsior Cruiser.

After the Excelsior entered frequent Federation service, the age of the K'T'inga came to a close. The design was ill equipped to fight this newer Federation threat without superiority in numbers, and even then they fared poorly.

Ships of this class continue to be used in the Klingon navy, though they usually are acting in a destroyer role, escorting the larger Vor'cha Attack Cruisers or providing fire support for smaller B'rel Birds of Prey.

K'T'kara Fast Cruiser

D7 Variant (Uncommon)

Heavy Combat Vessel

Available: 2249

The K'T'kara Fast Cruiser is a conversion of the popular D7 Cruiser. The K'T'kara is optimized for speed, featuring a larger engine and more powerful impulse drive system. However, the K'T'kara gains these capabilities at the loss of its photon torpedo armament.

The K'T'kara Fast Cruiser was fairly popular in Klingon service, but many commanders felt the lack of long range hitting power left the vessel too weak compared to other comparable Federation ships.

K'Vort Bird of Prey

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2286

One of the most common light cruisers in the Klingon fleet, the K'Vort Light Cruiser is a



Bird of Prey-type vessel that has slowly been phasing the older D7 and K'T'inga battlecruisers out of service. Larger and more powerful than the smaller Bird of Prey vessels such as the B'rel or D12 classes, the K'Vort is adequate for taking on small enemy ships. It is most common to see K'Vorts operating in wolf pack squadrons, teaming up to take down larger enemy ships. When operating in this manner they are a force to be reckoned with.

Kronos One Command Cruiser

K'T'inga Variant (Unique)

Capital Ship

Available: 2278

The Kronos One Command Cruiser is an upgraded command version of the K'T'inga Battlecruiser reserved for use by the Klingon Chancellor or his duly appointed proxy. Only a single Kronos One type battlecruiser was ever operational at any given time. Heavily upgraded for the defence of the Chancellor, Kronos One rarely saw battle but was prepared for any ambush that enemies should set against it.

Riskadh Heavy Battlecruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2257

The Riskadh-class Heavy Battlecruiser is named for the house of Kahless the Unforgettable, and it is an ample name for such a majestic and deadly warship. Sharing many of the typical Klingon design elements found in the D7 lineage, the Riskadh was design in such a way to maximize internal volume so that more weapons and associated equipment could be loaded into the hull.

The net effect was a seriously over-gunned battlecruiser that was more than a match for almost any other ship in the fleet, including the C8 Dreadnought that followed only a few years on the heels of the Riskadh. Despite the improved weaponry and shielding systems, though, the Riskadh had its failings. The Riskadh was tragically slow, with less linear thrust abilities than the larger C8 Dreadnought. The ship could only maneuver marginally better than that ship, either. These two factors made the Riskadh cumbersome, and unable to stay in formation with faster and more maneuverable D7 Battlecruiser contingents. It also did not help that the Riskadh Heavy Battlecruiser was unable to take much damage after its shields had failed, being little more survivable than the D7 Battlecruiser in this area.

T'Larr Heavy Bird of Prey

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2327

The T'Larr Heavy Bird of Prey was an engineering experiment by the Klingon Defense Forces to build a larger, better equipped Bird of Prey type vessel that could take on the heavy cruisers of foreign navies.

T'Larr Heavy Birds of Prey are capable of delivering crushing alpha strikes to their opponent through a combination of heavy photon torpedoes and medium disruptors. Armed with a level of firepower that would have classified it as a battleship in the previous century, the T'Larr is more than capable of going toe-to-toe with Federation and Romulan capital ships.

The costs of building T'Larr Heavy Birds of Prey have limited their construction quantities. Most of the T'Larrs that have been built to date are maintained on the Romulan border where they are better suited to handling encounters with Romulan warbirds.

DESTROYERS AND FRIGATES

B'dra Bird of Prey

Brel Variant (Common)

Medium Ship

Available: 2304

The B'dra is the end result of Klingon experimentation to produce a heavy assault version of the B'rel Bird of Prey hull. A heavy photon torpedo system takes up a large part of the command boom, and half the disruptor armament was sacrificed to power it.

While the Klingons appreciate the range and hitting power of the heavy photon, the ship is usually forced to cloak while its weapons recharge or face destruction by a retaliatory strike. This does not stop Klingon admirals from deploying these ships when alpha strikes are important and a long battle is not expected.

B'ras Bird of Prey

Brel Variant (Uncommon/Rare)

Medium Ship

Available: 2274

During the brief Klingon and Romulan alliance during the 2260's, the Klingons acquired cloaking technology from the Romulans in exchange for ship schematics, hulls, and warp drive. The Klingons also netted several



examples of Romulan weapons technologies. The Klingons experimented with fitting these Romulan weapon systems to their own ships.

In one such example, a light plasma mortar was mounted to a B'rel Bird of Prey in place of its photon torpedo. After combat trials were concluded, the class went into limited production, resulting in the B'ras class.

The few of these ships survive into the modern day are used primarily for punishment duty, the class having fallen out of favor due to its Romulan weaponry.

B'rel Bird of Prey

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2270

One of the smaller warships employed by the Klingon Empire, the B'rel Bird of Prey is also one of the most common. The B'rel was the first Klingon ship to mount cloaking technology after its procurement from the Romulan Star Empire in the 23rd Century. Small, nimble, and stealthy, the B'rel has served as an excellent light combat craft for the Klingons into modern times. Requiring little more than a dozen crew members, B'rel Birds of Prey have been built in great numbers. Enough have been built over the years that some have even fallen into the hands of raiders, pirates, and foreign navies.

Individually, each B'rel is unable to take on enemy cruisers head to head, but in groups they are a force to be feared by even the most potent enemy battleship. A pack of B'rel Birds of Prey on the hunt is a deadly force to be reckoned with.

Chut'Duj Patrol Craft

B'rel Variant (Common)

Medium Ship

Available: 2310

This economy system patrol unit is usually dropped in a colony system by a larger unit, or built in the system it will patrol. With only impulse drive it will always be limited to that system.

Using a B'rel class Bird of Prey shell, the Klingons left out the warp nacelles, which the B'rel has built alongside the spine of the ship, and substituted additional crew quarters and holding cells. The ship is used to police Klingon systems, and is treated as a law enforcement vessel in more ways than one, as service as a crewman on one is regarded as a punishment.

Desta Kar Destroyer

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2268

The Desta Kar Destroyer is an advanced Klingon design, and the first such design to employ the cloaking device acquired

from the Romulans. The Desta Kar is one of the sturdiest of the Klingon destroyer designs and set a new standard for future Klingon new construction and armoring refits. Shield output on the Desta Kar was sacrificed for the inclusion of the power intensive cloaking device, but the ability to surprise enemy units in the field who had previously never faced Klingon vessels with cloaking technology made it more than worth the trade-offs involved.

The Desta Kar is in many way the precursor to the K'Vort Bird of Prey, as the design tested many of the engineering principals later used in the K'Vort Bird of Prey. Desta Kar Destroyers continue to serve into modern times, though none are in the service of the Klingon Defense Forces. Instead they can be found in the house fleets of several important families. Vessels such as the Desta Kar serve as adequate couriers and warships for those that cannot spare (or cannot afford) newer warships.

E3 Patrol Gunboat

Base Hull (Unlimited Deployment)

Light Combat Vessel

Available: 2215

A light escort from the early days of the Imperial Navy, this ship was completely replaced by the Bird of Prey series, though it did continue to supplement the F5 or D6/7 on low priority assignments.

E3E Escort Gunboat

E3 Variant (Common)

Light Combat Vessel

Available: 2248

It was soon discovered that carriers need escorts, leading to the hasty conversion of a number of obsolete E3 gunboats to protect the fleet's carriers. While larger escorts were eventually found these ships served as a stopgap measure.

F5 Frigate

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2221

The small escort ship of the fleet until the Bird of Prey series went into production, this tough, reliable ship eventually became the Vor'Sal and soldiered on well into the 24th century.

G2 Police Gunboat

E3 Variant (Common)

Light Combat Vessel

Available: 2218

Built on the same hull as the E3 Patrol Gunboat, the G2 Police Gunboat is designed to aggressively hunt down pirates using wolf pack tactics and light photons to cripple them, then move in for the kill using their light disruptors. These ships often operated in groups of four led by an F5 Frigate, though it was common to encounter them on their own patrolling the interior of Klingon space. Like the E3 this ship was completely replaced by the bird of prey series of ships.

Kisarza Attack Destroyer

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2233

A small destroyer designed for use with pack tactics. In many ways the Kisarza Attack Destroyer is the ancestor of the later B'rel Bird of Prey and both classes are meant to attack in the same manner. Armed with heavy weaponry for the period, a Kisarza's Achilles' heel is its power deficiency that forces it to deactivate one of its medium disruptors in order to satisfy the power drain. Nonetheless groups of three or more Kisarzas can be devastating to enemy cruisers.

Laraatan Destroyer

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2269

The Laaratatan Destroyer was one of the most widely used destroyers in the Klingon Empire in its day. The Laaratatan is armed heavily and boasts excellent speed.

The first model of Laaratatan Destroyer to enter general service in the Klingon Defense Force had strong shields and a solid disruptor armament. It found its place in the fleet, screening for larger, more ungainly cruisers such as the D7 and Riskadh Battlecruisers. Often these ships were also sent with exploratory expeditions as escort should they run into trouble abroad.

After the Klingons entered into their brief alliance with the Romulans, many of the aging Laaratatan Destroyers were upgraded to make use of cloaking technology. The transition did not come without drawbacks, however. The new equipment required for several key deflector shields to be gutted for their use, the effect being a 25% reduction in shield capacity.

Existing shielding saw improvements to their systems but nothing could make up for the loss in shield quality. The addition of a rear firing light photon torpedo, too, makes the ship more well rounded.

The mass proliferation of K'Vort and B'rel birds of prey lead to the Laaratan's role being diminished in the fleet. Both classes could adequately perform the escort and attack duties the Laaratan had previously been assigned to, and their greater shield strength and armor rigidity made them more lasting combat elements in the thick of battle.

Mortum Hesta Strike Frigate

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2268

One of the first Klingon vessels to mount the Romulan cloaking device technology, the Mortum Hesta Strike Frigate is designed for stealthy attacks. The frigate is quick and fairly well armed for a ship of its size. While unable to take on enemy heavy cruisers the ship can still be quite deadly.

Th'lar Escort Frigate

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2250

The Th'lar Escort Frigate is a deadly Klingon frigate design. Designed for short range combat, the Th'lar is armed solely with beam weaponry including the potent (but later abandoned) assault disruptor. The Th'lar served as a very able bodied escort for the larger battlecruisers in the fleet, and their array of disruptors with excellent coverage proved invaluable in the thick of battle. Small squadrons of Th'lars could easily protect twice their number of other ships in a fleet.

Tro'Qa Fast Destroyer

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2307

After the Federation had experimented with fast warship designs with ships like the Defender class, the Klingons made similar experimental craft, including a variant of the K'T'inga with enlarged warp engines and a prototype of the Tro'Qa class destroyer. The K'T'inga variant (designated the K'sho) was discarded as too expensive for large scale production and no faster than the top speed of the K'Vort class. Instead, Klingon designers

turned to the Bird of Prey series as a possible basis for future fast warship development.

The Tro'Qa Fast Destroyer met with a warm reception among the High Council. While it sacrificed the capacity to carry shuttles, it makes up for it with speed and punch. As this unit operates in squadrons and is purely military in nature, the High Council were prepared to do without the ability to operate shuttlecraft from the small hull, knowing there would always be larger craft with that ability close by. Faster than a K'T'inga, cheaper than a K'Vort, and with superior firepower to a B'rel, the Tro'Qa proved itself in combat trials as an excellent rapid reaction unit.

Squadrons were placed under the command of various houses and used to hunt pirates operating within the Empire. They were also used as mobile reserve units for the Empires border fleets, able to move to support pickets if they were threatened by enemy forces. These ships frequently saw combat against the Romulans, being in a position to respond rapidly to incursions and raids.

During the Dominion war the alliance used these ships to patrol borders and fronts, and occasionally to dash into enemy territory for fast raids.

Vkarzadan Destroyer

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2262

The Vkarzadan is a light destroyer unit built by the Klingons to supplement the firepower of their aging D7 Battlecruisers. Equipped with long range fire support in the way of four light photon torpedoes, the Vkarzadan can screen for their larger cousins and weaken enemy vessels so that ships like the D7 can finish them off at their leisure.

Originally the Klingons had hoped to place four full-fledged photon torpedoes on this hull, but unfortunately the chassis proved too small and the power plant too inefficient to allow such a weapons loadout. Its shields also proved to be hard to rebuild after they had fallen, a definite design problem that causes Vkarzadan Destroyers to come into a battle fighting and fall relatively quickly. It is the "do or die" approach of the Vkarzadan that grew on many Klingon commanders, though once more effective attack platforms such as the B'rel Bird of Prey came onto the scene the Vkarzadan Destroyer was relegated to a secondary role in the fleet.

Vor'Sal Frigate

F5 Variant (Common)

Medium Ship

Available: 2271

The final refit of the F5 Frigate added a photon torpedo and a cloaking device to the hull, allowing it to continue operating in the Klingon fleet after the cloak equipped B'rel Bird of Prey became the standard light warship.

SCOUTS AND AUXILIARIES

Baka Re Priority Freighter

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2247

The Baka Re Priority Freighter is a common class of Klingon civilian merchant craft. Operated as priority freighters by the Empire proper, the Baka Re is capable of hauling bulk loads of cargo over long distances at faster speeds than comparable freighter designs. The Klingon Defense Forces retain many of these freighters for emergency ore or grain shipments. Individual Klingon houses have been known to operate Baka Re freighters in a similar manner.

F5S Scout Frigate

F5 Variant (Common)

Medium Ship

Available: 2229

One of the first Klingon scouts, the F5S Scout Frigate is built to support fleets in combat. A variant of the F5 Frigate that sacrifices long ranged firepower for an electronic warfare array, this ships of this class performed as adequate fleet scouts, fielding more guns but significantly poorer shields than the Oberth class.

K'Farna Survey Bird of Prey

K'Vort Variant (Uncommon)

Heavy Combat Vessel

Available: 2294

Even the Klingon Empire operates survey ships and scouts, deploying these ships to find planets suitable for settlement by the empire or races suitable for conquest. Occasionally these ships are deployed in fleets to use their sensors to warn of approaching enemy fleets.

Ka Far Troop Transport

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2330

This vessel is one of the standard troop transports employed by the Klingon Empire. Purchased from foreign ship production yards, the troop transport is designed to carry several divisions of fearless Klingon warriors for deployment in combat zones in which the Klingon Defense Forces have already neutralized any naval resistance.

Na Ra'den Heavy Assault Ship

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2265

The Naraden is the largest assault ship in the Klingon Navy. With the capability of putting its entire contingent of troops and vehicles on the ground in less than 15 minutes, this vessel is one of the most respected in known space. In most assault operations, these ships are used in groups of 3, the number of groups depending on the complexity of the operation.

The Naraden's disruptor armament is superior to that of most other ships, though the vessel's small power plant cannot adequately power all of them at any given time, forcing the ship's captain to shut down several of its disruptors in order to avoid stressing the reactor.

Noggra Transport Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2318

The Noggra class is a heavy transport cruiser built by the Klingons originally to ferry warriors to sites of battle and honor. Following several years of heavy use on several campaigns, the Noggras left the Klingon Defense Forces feeling that they were inadequate for the mission at hand. The Noggras were simply too expensive and too maintenance intensive to keep in service as troop transports.

The Noggra Transport Cruisers were all sold off to members of the houses, many of which took to using them as executive transports, ferrying in luxury from Qo'Nos to other areas of the Empire and beyond. In this role they continue to serve.

Plen Zha Free Trader

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2238

The Plen Zha Free Trader is an older Klingon freighter design used primarily by civilian interests within the Empire. The Plen Zha is slow and cumbersome, but is better armed than many merchant craft. Such freighters are often operated by disenfranchised Klingons who hope to make enough profit running cargo to one day buy themselves and their house a small fleet of warships, trading in their Plen Zha for an antiquated battlecruiser or personal bird of prey craft to command.

Tas'esta Combat Scout

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2244

The Klingon equivalent to the Oberth Science Vessel, the Tas'esta is - as you would expect of the Klingons - a combat oriented scout design. Though the ship is equipped for the standard long range survey and science missions, it is also serviceable in the role of a combat ELINT vessel. The Tas'esta's sensor suite coupled with its speed makes it a perfect compliment to small destroyer squadrons.

Z'gal Scout Cruiser

Base Hull (Limited Availability 33%)

Heavy Combat Vessel

Available: 2256

The Z'gal Scout Cruiser was the Klingon's primary exploration vessel for the last century. These scout cruisers were armed for their defense, but were still armed as is the Klingon mentality. The Z'gals were the closest thing that the Klingons came to dedicated science and exploration ships, and they were often used to find new territories for the Klingon Empire to conquer.

BASES AND DEFENSES

K'Thar OSAT

Base Hull (Unlimited Deployment)

OSAT

Available: 2325

This Klingon OSAT can be found defending small colonies and worlds throughout the empire, though they typically are used in conjunction with larger fixed defense structures.

Ty'Gokor Armored Station

Base Hull (Unlimited Deployment)

Enormous Base

Available: 2330

A heavily armored base of operations, the Ty'Gokor stations are found throughout Klingon territory. These stations are operated by the Klingon Defense Forces as bases of operations and forward repair facilities. Not as heavily armed as some enemy bases the base instead relies on its heavy armor and photon spreads to weaken the enemy while birds of prey wear them down in battle.

Zha Mortas Outpost

Base Hull (Unlimited Deployment)

Capital Base

Available: 2241

These outposts were used as fixed defense installations along the Federation/Romulan borders. Impressive fortification for the period, Zha Mortas Outposts are able of easily repelling most enemy task forces.

In the Klingon navy, command of these outposts is not sought after. The duty is considered to be demeaning as it doesn't allow many chances, if any, for glory in combat. The commanders of these bases have a great deal of power in their hands nevertheless. The bases are usually accompanied by repair facilities and other much needed diversions for front line units, all under the base commander's jurisdiction. The name is a translation of the Klingon *zha mortas*.

FIGHTERS AND SHUTTLES

Kho'Tak Fighter Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2301

The standard Klingon armed shuttle, the Kho'Tak is different from other race's shuttles in that it was designed from the beginning as an auxiliary combat craft. Though not very often used in this manner, skilled Klingon warriors can use Kho'Tak Fighter Shuttles with great success in defense of the fleet. Armed with a single disruptor beam, Kho'Tak shuttles are especially effective at ripping down enemy shielding, or darting in on attack runs on ships whose shields have collapsed.

For scenarios that require the use of basic Klingon shuttlecraft, simply use an unarmed version of the Kho'Tak shuttle.

Toron Light Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2282

The Toron Light Shuttle is a short-range sublight craft used for intrasystem transit. Smaller and much weaker than the larger Kho'Tak, the Toron is also an older design.

The Toron is not entirely common anymore in Klingon service. Many Torons have been sold off to other nations, especially many of the weaker secondary powers on their borders.

Z1 Assault Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2248

The first of the Klingon fighters, this craft was designed to support the fleet by picking off isolated enemy ships or mopping up cripples. It is tediously slow and barely maneuverable, but makes up for this with a large anti-ship gun. Designed in tandem with the Z-2 (though entering active deployment several weeks before it, grasping the title of first fighter on active service), this fighter remained in service until the Bird of Prey project led to fighter production being seriously curtailed.

Z2 Light Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2248

This interceptor is designed to protect Z-1 Assault Shuttles on their way to strikes and intercept enemy assault fighters attacking the fleet. Adequately armed as an interceptor, and more maneuverable than the Z-1, this fighter was the more favored by pilots.

Ships of the Fleet (2340-2400)

BATTLESHIPS AND DREADNOUGHTS

Negh'Var Dreadnought

Base Hull (Restricted Deployment 10%)

Capital Ship

Available: 2371

The Negh'Var Flagship is a vessel that was a closely guarded secret until its first appearance in battle. A large dreadnought, the Negh'Var is the most powerful warship in the Klingon arsenal. Armed for base assaults and capable of destroying enemy cruisers outright, the Negh'Var's firepower outpaces almost anything in use by other powers.

CRUISERS AND CARRIERS

Fek'Lhr Polaron Cruiser

Fek'Lhr Variant (Rare)

Capital Ship

Available: 2380

During the Dominion War, the Klingon Empire managed to procure several samples of polaron torpedoes. Though some of these were taken from the wreckage of Jem'Hadar warships left on the battlefield, this did not give them to the breakthrough necessary to begin building their own rudimentary polaron torpedo models. Rather, they were procured by an elite strike force sent into Cardassian space with the mission of attacking a Dominion communications relay on the border. The small base was not a relay, however, but a temporary storage location for ship parts intended to be used for repairs of other nearby fleet assets.

The looting of these technical models coupled with other information gained from wreckage and prisoners of war allowed the Klingons to demonstrate their first polaron torpedo weapon as early as 2378. These weapons quickly went into production, but the production process was still difficult and few units of acceptable quality were produced for anything more than limited deployment in the fleet.

A variant of the Fek'Lhr Strike Cruiser was the first Klingon unit to mount the polaron torpedo. Replacing its heavy photon torpedoes for polaron torpedoes, it was believed that the ability to pierce enemy shields would make up for the lower total damage.

Klingon understanding of polaron

torpedoes and the principles behind them have kept polaron torpedoes from entering general service. Nonetheless, a slow stream of polaron equipped ships such as the Fek'Lhr Polaron Cruiser continued to leave Klingon shipyards for service in the Klingon Defense Forces.

Fek'Lhr Strike Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2376

The Fek'Lhr Strike Cruiser was born from the reality of the Dominion War. One of the next generation of Klingon cruisers, the Fek'Lhr is a close relative of the Vor'Cha and her sister hulls. The most visibly different aspect of the Fek'Lhr is the large, elongated forward hammerhead in which much of the ship's heavy weaponry are housed.

The Fek'Lhr Strike Cruiser has firepower rivaling that of the Vor'Cha Attack Cruiser, most appreciably in its torpedo armament. The Fek'Lhr, however, was built even more for speed than for firepower. This ship is equipped with one of the most advanced engine systems in the Klingon navy, allowing it to be both faster and more maneuverable than any other Klingon cruiser in the fleet.

Typically, Fek'Lhr Strike Cruisers operate alone on the borders of the Klingon Empire where their speed and combat prowess are utilized for fast raids into enemy space to destroy key strategic targets.

K'mpec Heavy Cruiser

Base Hull (Special)

Capital Ship

Available: 2376-2391 (Limited Deployment)

2392+ (Unlimited Availability)

The first K'mpec Heavy Cruiser began production in the last year of the Dominion War. Named after the late Klingon chancellor, the K'mpec had been in development for over a decade by the time the first space frame was laid down. The High Council wanted to eventually replace the Vor'Cha Attack Cruiser with this design, leaving the Negh'Var as a unique flagship for the Klingon navy. Production levels remain low, the Klingon Empire instead focusing on replacing their combat losses with tried and true warship hulls.

With a large increase in firepower, and a minor increase in its defensive capabilities, this ship is superior to the Vor'Cha in virtually every way. This ship however has a minimal amount of scientific facilities and support for missions like

stellar cartography, following the usual Klingon preference of firepower on warships, and fitting out smaller frigates or birds of prey for exploratory or science missions.

The K'mpec Heavy Cruiser is considered Limited Availability 33% from 2376 - 2391. In battles set in 2392 onward the K'mpec is considered to be Unlimited Availability.

K'Targha Escort Battlecruiser

K'T'inga Variant (Common)

Heavy Combat Vessel

Available: 2360

In the latter half of the 24th Century, the Klingon Empire saw fit to begin upgrading several of their aging designs with new technologies. In particular, the K'T'inga Battlecruiser saw many different modifications and upgrades to lengthen their service lives. One such variant is the K'Targha Escort Battlecruiser.

Exchanging its heavy photon torpedo for a heavy disruptor and its aft photon torpedo for another medium disruptor, the all-beam K'Targha serves as heavy escorts for Vor'Cha Attack Cruisers in the field. The K'Targha battlecruisers are cheap and expandable by Klingon terms and more than adequate for screening for larger capital ships.

K'Vasen Bird of Prey

Base Hull (Restricted Deployment 10%)

Heavy Combat Vessel

Available: 2345

The testbed for most of the technology used on the Vor'Cha Attack Cruiser, the K'Vasen was built in limited numbers as flagships for Bird of Prey squadrons.

Though the K'Vasen is physically identical to the K'Vort class bird of prey, the K'Vasen is not considered a variant of that design. Substantial interior redesign work was done on the K'Vasen to allow it to mount heavier weaponry with the end result being a much different design than the older K'Vort.

SuQ'Jagh Armored Assault Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2374

The SuQ'Jagh Armored Assault Cruiser integrates lessons learned during the Klingons invasion of Cardassian during the early stages of the Dominion War. Before the Klingons were forcibly evicted from Cardassian space it became apparent that the existing troop

transports and assault craft suffered too high an attrition rate.

The Klingons set out to design an assault cruiser that would be both survivable while being able to deliver an above average number of marine contingents - not only for planetary assault missions, but also as boarding parties to ravage crippled enemy ships in combat.

The end result is of mixed quality. The ship is heavily armored and shielded for survivability and able to hold several breaching pods, but there was simply no room to place a cloaking device on the vessel without ripping out the already spartan troop quarters.

Torath Torpedo Cruiser

Base Hull (Restricted Deployment 10%)

Capital Ship

Available: 2364

Built as a prototype for a heavily modified Vor'Cha before the Dominion war, the Torath Torpedo Cruiser proved to be a valuable addition to the Klingon fleet. While this ship is a rare sight in Klingon fleets due to the expense, it is often seen reinforcing Vor'Cha squadrons, providing them with more stand off firepower from its large torpedo armament.

The Torath keeps the mega disruptor of the Vor'Cha, and a medium disruptor firing aft, but trades its heavy disruptors and forward firing mediums for more torpedoes. With two forward heavy tubes and four medium tubes it can quickly collapse the shields of even the largest ship and cause critical damage. The class proved particularly successful against Cardassian Galor class craft in the Dominion war. While it sacrifices heavy disruptor power it gains an additional four light disruptors to intercept enemy fire and provide the ship with short-range crunch ability.

This ship cannot stand up to an enemy cruiser at close range, but excels at its assigned role, long ranged sniping of key enemy ships.

Vod'leq Heavy Cruiser

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2369

This ship was the first example of Klingon and Federation designers working together. The Vod'leq Heavy Cruiser is heavily modeled on the Akira class deployed by the Federation two years earlier. Designed, like the Akira, purely as a ship killer, the Vod'leq is built

to batter enemy ships to pieces with volleys of torpedoes.

Bigger than the Akira, and lacking the advanced photon tubes of the Federation, the Vod'leq makes up for this by sheer number of tubes, and an impressive secondary disruptor armament. The Vod'leq, after an impressive performance by the prototype, was put into production. While this craft is a high profile post, and commanding one a great honor, the craft is nowhere near as versatile as the Vor'Cha, and is rarely seen outside fleet deployments.

Voodieh Heavy Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2384

The Voodieh Heavy Cruiser succeeded the Vor'Cha Attack Cruiser as the new mainline Klingon cruiser. Based on the venerable Negh'vhar hull, the Voodieh Heavy Cruiser is as heavily armed and shielded as any Federation or Romulan hull.

Vor'Cha Attack Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2347

One of the largest vessels in the Klingon Defense Forces, the Vor'Cha is a formidable opponent. Though not as powerful as Federation Galaxy-class, the Vor'Cha is in some ways better due to its versatility. Equipped with a solid mix of heavy, medium, and light weaponry, the Vor'Cha is properly equipped for military maneuvers.

K'vort Cha Light Cruiser

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2370

On the verge of losing its edge in ship-to-ship actions, the Klingon Defense Force was in desperate need on a heavy hitting, low cost ship. In battle, the existing B'rel and K'T'inga fleets were simply outgunned and K'vort and Vor'Cha fleets were overgunned. The preferred hit-and-run tactics had become less effective as the enemy escorts improved and proliferated, making sustained strategic advances excessively slow and costly.

It was during the period just prior to the Dominion War, when Klingon Empire was at war with the Federation, that the KDF convinced the High Council to authorize a new, inexpensive, light cruiser: the K'vort Cha. More durable than

other Klingon cruiser designs, it was hoped that this new light cruiser would be more successful than the K'T'inga in battle.

Within a period of 14 months the first of three K'vort Cha prototypes were ready to be tested. Following the Klingon belief that the best test is in battle, the first of the K'vort Cha's was dispatched to wreak havoc upon unsuspecting convoys and small military installations. These battle tests demonstrated the viability of the K'vort Cha design while showing several design flaws. The K'vort Cha was eventually upgraded after the war with newer, advanced technologies. The ship's electronics package was improved, increasing sensor strength and improving firing solutions. The cruiser also saw an upgrade to its disruptor banks, the existing medium disruptors being replaced with experimental threshold disruptors capable of firing faster and for more damage.

The flaws of the K'vort Cha were its eventual undoing. The ship never caught on and the High Council ultimately decided to retain their aging stock of K'vorts and B'rels to fill the same mission role.

Design by Epyon. Based on a ship from the Dominion Wars computer game.

DESTROYERS AND FRIGATES

D-12 Bird of Prey

B'rel Variant (Common)

Medium Ship

Available: 2352

A variation of the B'rel Bird of Prey popular within the Klingon navy since the 2270s, the D-12 is a design plagued by problems. The designers attempted in the D-12 to refine the hull and increase the overall firepower of the ship. In this they managed to succeed. However, power problems plagued the D-12 Bird of Prey line. Weapon systems would not necessarily shutdown or fail due to these power spikes, but systems that were more sensitive tended to fail at inappropriate times. Faulty plasma coils in the cloaking devices onboard these ships were prone to a cascading shutdown because of the problem, and this eventually led to the class being phased out of active service. They were not mothballed, however; instead they were sold off to Klingon houses as honor guard and local defense craft.

SCOUTS AND AUXILIARIES

Toh'Kaht Long Range Explorer

Vor'Cha Variant (Rare)

Capital Ship

Available: 2356

The Klingon Defense Forces operate several specially modified Vor'Cha Attack Cruiser hulls for their long-range exploration and intelligence gathering needs. These large ships are equipped with excellent sensors yet maintain an aggressive arsenal of disruptors for its own defense when in potentially hostile territories.

FIGHTERS AND SHUTTLES

BaH'Taj Breaching Pod

Base Hull (Unlimited Deployment)

Breaching Pod

Available: 2374

Meaning "fire blade", the BaH'Taj Breaching Pod was developed alongside the SuQ'Jagh Assault Cruiser to act as a direct assault craft for deploying marines. For centuries transporters were the mode of choice for deploying marines aboard enemy craft, but during the Dominion War the Klingons decided they did not have the luxury of battering down the strong shields of Dominion cruisers in order to beam over troops. Instead, the BaH'Taj is designed to actually ram through weakened enemy shielding and attach themselves to craft. In this regard they suffer heavy attrition, but out of a wave of breaching pods at least a few will break through to attempt to attach to the enemy ship.

Ro'Tahr Light Bird of Prey

Base Hull (Unlimited Deployment)

Super-Heavy Fighter

Available: 2366

The Ro'Tahr Light Bird of Prey is the smallest Bird of Prey design built to date. This fighter sized design is built around its armament of two disruptor beams and a light photon torpedo launcher. The ship is well stocked and well armed. The combination of speed, maneuverability, and firepower made Ro'Tahr Light Bird of Preys especially effective against Dominion forces.

Romulan Star Empire

Background

Ships of the Fleet (2100-2200)

BATTLESHIPS AND DREADNOUGHTS

Juggernaut

CRUISERS AND CARRIERS

Dhael'diadaen Warbird

Base Hull (Limited Availability 33%)

This larger Romulan cruiser design was intended to serve as a fleet command unit during times of war. The class borrows heavily from its sister class, the Vastagor Vastaram. The same military contractor produced both classes, thus the visible similarities in appearance.

No expense was spared in the construction of the Dhael'diadaen, the class name meaning "heavy bird" in Rihannsu. The best in shielding, armor, and electronics were all installed as standard equipment on the warbird. A large, spacious bridge was also incorporated into the class' design. This large command and control center allowed a Romulan admiral and his or her staff the area necessary to plan and execute their brilliant stratagems.

The only flaw of the design, if one can call it that, is the complete absence of long-range ballistic weaponry. The internal volume required for the well-protected internal magazines on the class was needed elsewhere, notably for the installation of the larger, much more powerful shielding system.

Stelai Deletham Cruiser

Source: FASA, *Vintage Starships*

The Stelai Deletham-A Cruiser entered service in 2150 and quickly became a favorite of the Romulan admiralty. The cruiser benefited from strong deflector shielding and large amounts of internal volume, more than enough space to arm the ship to the teeth. The Stelai Deletham Cruisers was the fastest ships in the fleet at the time of its commissioning.

The class was produced in one of two variants. The Stelai Deletham-A mounted twin

plasma cannons, whereas the Stelai Deletham-B instead was armed with missile racks. No matter the arsenal, ships of this class were designed to operate in packs.

On October 14, 2157, a Stelai Deletham fired the first shot of the declared war, when it fired a single star bomb into the *UES Patton* near Eta Leonis VI. Three Stelai Delethams closed in on the *Patton*, and it got only one message off before it was destroyed, but that message was "War!"

Stelai Deletham made up a large part of the fleet that engaged the Earth forces near Gamma Hydra, which then engaged further forces under Admiral Larson on May 2, 2159.

Most Romulan fleet actions during the war saw the Stelai Deletham Cruisers used as the main ships of the line.

Original background and text by Steve Bacon (Vintage Starships)

Stelai Deletham-B Cruiser

Source: FASA, *Vintage Starships*

This common missile variant of the Stelai Deletham Cruiser was developed to provide ballistic weapon support to Romulan fleets. The Stelai Deletham-B's four missile racks are capable of maintaining a slow but constant barrage of enemy targets.

Logistical problems plagued the Romulans during the end of their first campaign. Ships like the Stelai Deletham-B were the worst hit by these supply problems. Without a persistent flow of ordnance to the frontlines, missile dependent ships found themselves relying on stock spatial torpedoes instead of the more effective and desirable star bombs and cell rupturer missiles.

Stelai Deletham-C Command Cruiser

Source: *Vintage Starships*

The Stelai Deletham-C Command Cruiser first entered service in 2155. It was a squadron command ship, which mounted a smaller missile system to allow more room for command and control facilities. It was not successful in service, and was generally used as a standard cruiser, as the flag bridge was too small to carry a coordinating staff of sufficient size.

Original background and text by Steve Bacon (Vintage Starships)

Vas'Maklaram Early Cruiser

One of the oldest Romulan cruisers still extant during the Romulan War, the Vas'Maklaram Early Cruisers were used extensively during the Romulan military campaigns launched during the early half of the 22nd Century. By 2140, most of these cruisers had been placed into mothballs at Romulan shipyards. They were only resurrected, beginning in 2159, when the Romulan Imperial Navy's fleet losses began to take a dire toll on the strength of the fleet.

The Vas'Maklaram Cruisers were ill suited to fighting 'modern' warships fielded by the other powers. As a result, they were effectively used as throwaway attrition units. Small crews manned these ships, and all of those who assigned or volunteered for service on such ships knew that it was tantamount to a death sentence.

Vos'Rosvlai Light Cruiser

A small light cruiser design, the Vos'Rosvlai Light Cruisers are built for speed and maneuverability rather than brute strength. Vos'Rosvlai's saw high casualty rates despite their deflector shielding advantage.

Vas'Kalatta Bird of Prey

The first iteration of the now-famous Bird of Prey design lineage, the Vas'Kalatta Bird of Prey was introduced during the late Romulan War to serve as an 'ace in the hole' unit. The Romulans hoped that the Vas'Kalattas could turn the tide of the war, but too few of them were built before the Battle of Charon to make a major impact on the course of the war.

After the war, construction of Vas'Kalatta Birds of Prey continued at an accelerated pace, as fast as the Romulan's beleaguered economy would allow. The class became the backbone of the post-war Romulan fleet.

Vastagor Vastaram Warbird

This advanced, experimental cruiser was the first Romulan ship to successfully demonstrate limited stealth technology. The Vastagor Vastaram Warbird was equipped with a stealth cloak, a more primitive version of the later cloaking device. This dedicated ECM system allowed the Vastagor Vastaram to be rendered virtually invisible to enemy sensors beyond a certain distance, but it was not

infallible. The ship could still be detected if it strayed too close to the enemy.

In combat, the Vastagor Vastaram's performance was mixed. The ship had adequate anti-ship capabilities but lacked the strong deflector shielding found in some other ship classes. In particular, shield regeneration suffered as a result of the power-hungry stealth cloak.

Vastagor Vastaram Warbirds had little active impact on the war. Ships of the class were used extensively previous to the outbreak of open war, performing invaluable commerce raiding and reconnaissance duties, but the ships were too expensive to risk in combat.

The Romulan Star Empire would eventually abandon stealth technology for nearly a century, until the development of the true cloaking device would give them a decided edge in combat.

DESTROYERS AND FRIGATES

Alocala Heavy Gunboat

An improved gunboat developed during the war, the Alocala Heavy Gunboat is armed with plasma drills instead of the traditional gunboat missile armament. The range of the Alocala is not any improved over that of the Re'ravasm and is just as dependent on military freighters for transport and support in the field.

In combat, the Alocala Heavy Gunboats proved an unwelcome surprise to the Romulans' enemies. Unfortunately for the Romulans, the effect of the improved gunboats was minimized after the first several encounters once the enemy had adapted to their presence on the battlefield.

Daetra Teidr Destroyer

Base Hull (Unlimited Deployment)

The Daetra Teidr Destroyer was an older class of destroyer operated by the Romulans for 75 years before the Romulan War. The class was frequently called upon to serve as system patrol boats and light combat craft during times of crisis. During the period 2120-2145, these destroyers saw extensive combat service as the Romulans launched massive military campaigns against neighboring worlds.

Despite their lack of concentrated firepower, Daetra Teidr Destroyers were effective combatants during the Romulan War. Their low cost and above average agility allowed

them to outpace the larger, more ponderous Andorian and Vulcan cruisers. Fast slash attacks against the flanks of an enemy fleet would leave Daetra Teidr squadrons in shambles, but the damage they could score to enemy starships was telling.

Against Terran opposition, the true menace of the Daetra Teidr's were their deflector shielding. Oftentimes this shielding, meager as it was, prevented the Terran's own destroyers from effectively combating them.

Daetra Teidr Destroyers continued to serve even after the cessation of hostilities. A final major refit was applied to the class in 2172, upgrading the now aged deflector shields and reactors to the newest types available to the Star Empire. This upgrade allowed the destroyer class to serve for another decade for obsolescence forced their retirement.

Author's Note: The image of the Daetra Teidr is from the Vintage Starships website. I liked the looks of the graphic, but preferred the ship and history as presented on the Ships of the Romulan War site. I created new stats and background for the class to match where I thought it fit in the history of Romulan military development.

Daetra Teidr-B Escort Destroyer

Daetra Teidr Variant (Uncommon)

This variant is an enlarged version of the standard Daetra Teidr Destroyer. The 'B' variant increased the length of the main hull by roughly 20%, making room for two primary-mounted missile racks. The ship also exchanged its offensive firepower in favor of a fourth light plasma drill battery. These modifications to the base hull did serve to increase its combat strength, but it comes at the expense of available thrust.

The class was intended to serve as a light convoy escort. Its array of wide-arc light plasma drills was quite capable of combating most light pirate vessels; however, larger craft, such as other military destroyers, proved a problem for the class. The Daetra Teidr-B was never as popular as a result.

Based on background text from the Vintage Starships website.

Re'ravasm Gunboat

This smallest class of Romulan gunboats proved exceptionally effective against Terran and allied craft during the war. The small

ships possessed only a limited warp capability, which limited their effective operational range.

The Romulans often left flotillas of Re'ravasm Gunboats in captured solar systems where they could lay in wait for unsuspecting enemy vessels. The gunboats could power down and ration supplies stored in hidden caches located throughout the star system, allowing them to survive for months at a time before requiring resupply.

Unlike the Terrans and their carriers, the Romulans never developed a carrier for the Re'ravasm. Instead, Re'ravasm relied on S'ten Talasam Military Freighters to provide supply and towing services to move them into combat zones.

Source: FASA, Starships from the Romulan War Era

SCOUTS AND AUXILIARIES

S'ten Talasam Military Freighter

The S'ten Talasam Military Freighters formed the core of the Romulan Star Empire's logistics network. Before the war, most S'ten Talasams were used on internal trade routes, such as those connecting Romulus and Remus to the nearby Romii system. In order to keep the fleet operational during their military campaign, the Romulans pressed the freighters into service to move supplies forward into the combat zones. Convoy duty was risky, as many freighter captains discovered during the war, but the duty was necessary. As the Romulan fleet thrust deeper into enemy space, it became more and more difficult for existing supply chains to support the major combat forces fighting so far from the core systems of the Star Empire.

On one occasion, a twenty-ship Romulan convoy including multiple S'ten Talasam Military Freighters and their escorts was annihilated after running into an Earth/Tellarite squadron at Nu Chalcedonis. Several of these ships were also caught in orbit at Manarram by a Starfleet task force and eliminated.

S'ten Talasams may have been in service as war-surplus civilian ships for decades after the end of the war, according to sketchy information gleaned from Orion Syndicate 'business records.'

Source: FASA, Starships from the Romulan War Era

*Original background and text from the
Starships from the Romulan War Era website*

Ships of the Fleet (2220-2340)

BATTLESHIPS AND DREADNOUGHTS

Morlasasi Stelam Dreadnought

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2280

The Morlasasi Stelam Dreadnought is the largest, most powerful, ship of its day, and the Romulan's first battleship to be commissioned. Armed with a considerable armament of heavy blast beams and light photon torpedoes, the Morlasasi Stelam Dreadnought is capable of laying down a withering barrage in all directions.

Stelam Mosaram Plasma Dreadnought

Morlasasistelam Variant (Uncommon)

Capital Ship

Available: 2294

The armament of the Morlasasi Stelam left much to be desired with many in the higher circles of the Senate, especially given the acquisition of disruptor technologies from the Klingons a decade before. Yet other despised the photon torpedo armament, instead preferring to mount homegrown plasma weapons. Both of these camps managed to force through the Romulan Senate orders to construct a limited run of Stelam Mosaram Dreadnoughts to meet their needs. The new Stelam Mosarams (meaning "solar wind") were acceptable, but ultimately it was decided that they were too slow and cumbersome to be effective.

CRUISERS AND CARRIERS

A'val Torpedo Cruiser

A'vara Variant (Common)

Heavy Combat Vessel

Available: 2326

The A'val Torpedo Cruiser was an attempt to get a few more years of service out of the aging A'vara hull. Replacing the plasma mortars with advanced plasma torpedoes, the A'val Torpedo Cruiser was seen as a waste of resources, especially with larger warships on the drawing board whose development could use the resources that were instead being spent on the A'val refits.

A'vara Heavy Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2278

The A'vara Heavy Cruiser was one of the first new design projects to be undertaken by the Romulan Star Empire following their brief alliance with the Klingon Empire. The A'vara Heavy Cruiser was born during a period in which the Romulans were abandoning their traditional blaster beam arsenal in favor of the more reliable disruptor-type weapons purchased from the Klingons.

Subsequent border disputes with both the Klingons and Federation prompted the Romulans to begin looking to the future and designing a new generation of Romulan warships. The Romulans had historically favored lighter, faster warships, but times were changing and the Romulans desired a larger, more capable breed of warship.

The A'vara Heavy Cruiser is both larger and better equipped than any other Romulan ship in the fleet at that time. In combat the A'vara proved to be just as deadly as the best warships in their fleet, and superior to most of the fighting ships fielded by their opponents at the time. The ship later went on to form the foundation of the Romulan fleet.

A'val Torpedo Cruiser

A'vara Variant (Common)

Capital Ship

Available: 2326

By 2320 the age of the A'vara Heavy Cruiser was becoming more and more apparent. Confrontations with the Klingons continually proved that, though the A'vara remained a competent fighting ship, it simply could not compete with the newer designs coming out of Klingon design houses.

The A'val Torpedo Cruiser was an attempt to extend the life of many of the A'vara hulls. The A'val trades the A'vara's plasma mortars for longer ranged plasma torpedoes, a new weapon at the time. These modifications kept many A'vara hulls in service for decades to come, but by 2350 all of the A'val Torpedo Cruisers had been either mothballed or moved to reserve fleets.

Aye Mosaram Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2265

The Aye Mosaram Cruiser was one of the most popular Romulan cruisers of its day and was also one of the last blast beam equipped units to see wide-scale production. The Aye Mosaram earned a name for itself as a sturdy, lightweight cruiser design due to its heavy weapons loadout.

The class is named for a meteorological disturbance peculiar to Remus. As described in The Eridam Papers, twice per Remus year, a hot wind blows across the northern hemisphere for as long as five days. Mineral particles from the western cliffs are borne aloft by the winds, and, at night, their phosphorescence causes the hemisphere-wide nightglow that gives the weather phenomenon its name *aye mosaram* (white wind).

D7R Battlecruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2268

As part of their technology trade with the Klingons, the Romulans were able to procure the plans to the Klingon D7 Battlecruiser in addition to several cast-off examples of the hull. The Romulan implementation of the hull was classified as D7R by Federation sources. This name is used here for clarity.

The Romulans were the first to install cloaking devices onboard ships of the D7 family, but other than this modification the D7R Battlecruiser is little different than its Klingon counterpart. The one point of interest is the replacement of the ship's heavy photon torpedo with a plasma mortar, providing the ship with extremely effective short-range firepower.

Galamthri Patrol Cruiser

Graffler Variant (Common)

Medium Ship

Available: 2232

Soon after the Graffler freighter was introduced into the Romulan fleet many of the ships began to be converted into makeshift patrol craft to help patrol the ever-expanding borders. The ships were equipped with better weapons, at the expense of an overtaxed reactor. The Galamthri Patrol Cruisers proved to be ineffectual at best but were so cheap that the Romulans maintained a steady flow of the craft to the outer sectors.

Once newer patrol craft were introduced in the 2240's and 50's the Galamthri fleet was stripped and sold off to civilian interests for use as tug boats or simple scrap depending on the veracity and interest of the dealer purchasing the hull.

Galan Stelri Cruiser

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2269

The Galan Stelri is one of many new-construction cruisers developed following the Romulan/Klingon Alliance. Larger and deadlier than the traditional Vas'Hatham Bird of Prey, the Galan Stelri is an exceptional warship. The multi-role cruiser was used for border patrols where its onboard science labs and instrumentation were crucial in monitoring enemy fleet movements.

KR Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2264

The Romulans were eager to acquire warp capable ships as they began to receive Klingon technology. The aged D6 Cruiser class was initially all the Klingons were willing to sell them, which led to the Romulans creating this ship, which, while weakly armed and shielded, was still better than their warbirds. The Romulans purchased dozens of these hulls, which formed the core of their new starfleet.

KRV Carrier

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2273

Based off of old Klingon D6 Cruisers, the Romulans purchased many of them to convert into KRV Carriers when it was found that their existing carrier vessels simply could not carry enough fighter shuttles into battle.

Extremely effective as both a carrier and a warship, the KRV Carriers served with distinction for decades. Once fighter shuttles proved overly ineffectual in the modern combat world the KRV's were scrapped.

Ocala Mosaram Cruiser

Aye Mosaram Variant (Uncommon)

Heavy Combat Vessel

Available: 2270

A variant of the more common Aye Mosaram Cruiser, the Ocala Mosaram (meaning "fire wind" in Romulan) is a much heavier

warship than its predecessor. The Ocala Mosaram trades its plasma mortar for three light photon torpedoes, weapons secured from technology transfers with the Klingon Empire. The replacement of two ranged blast beams with heavy blast beams make the ship a vessel to be feared. However, power shortages caused by the overstressed reactor for the ship to deactivate ship systems in order to cover the deficit. Romulan engineers attempted to find a solution to this problem but came to the conclusion that the Aye Mosaram hull was simply too small to accommodate a sweeping reactor upgrade.

Phoenix Attack Cruiser

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2286

The Phoenix Attack Cruiser was designed as the testbed hull for the new heavy plasma mortar. The Romulans hoped that this extension of their plasma development would create an even opponent for the Federation's Excelsior Cruiser, but after two separate encounters in the 2290s between vessels of these two classes it became obvious that the Phoenix and its heavy plasma mortar were ill equipped for the task. Lacking speed and mobility, and hampered by the slow rate of fire of the heavy plasma mortar, the Phoenix was quickly phased out of service.

Designer's Note: The Phoenix is from the SNES version of Starfleet Academy released in the mid-90's. It was implemented as the equivalent of the Excelsior in that setting, so I translated that into my conversions. Adding the heavy plasma mortar to the ship not only made it reflect the game's presentation of the design but also allowed me to demonstrate the progression of the plasma mortars into the plasma torpedoes.

Ralaaram Ocala Light Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2250

A small but effective combatant, the Ralaaram Ocala Light Cruiser was built to supplement other, older Romulan cruisers and frigates. One of the features that made the Ralaaram Ocala popular in the Romulan navy is its weapon layout which allows the ship full weapons coverage and the ability to deliver broadside attacks when needed.

S'ten Vastam Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2256

At the time of their introduction the S'ten Vastam Cruisers were the most powerful ships in the Romulan fleet. Armed with a heavy loadout of ranged blast beams and a single plasma mortar, the S'ten Vastam are more than a match for other ships of the period.

Takara Morlatta War Cruiser

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2267

The Takara Morlatta War Cruisers were produced to provide the fleet with a suitable flagship or fleet command craft that would be capable of taking on the best warships of both the Klingon and Federation governments. Very well armed, the Takara Morlatta War Cruiser also benefits from reinforced shielding, increasing its survivability in a fight. The Takara is structurally weaker than a Vas'Deletham Heavy Cruiser, but the improved shielding makes up for this failing.

The Takara Morlattas served their intended purpose with distinction, acting as the central command nexus for Romulan border fleets. Their survivability and raw firepower was demonstrably better than their alien counterparts.

Temar Vastaram Bird of Prey

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2261

The Temar Vastaram Bird of Prey, created from plans for the older Vas'Hatham Class, was constructed in response to the need for increased firepower and speed. Its similarity to the Vas'Hatham on casual inspection is responsible for the prolonged myth that the Vas'Hatham was the mainstay of the Romulan Navy.

A slightly heavier cruiser, the Temar Vastaram mounts two lesser plasma mortars and many blast beams. The cruiser was a point of great pride in the Romulan fleet, and it - like the Vas'Hatham - were among the first ships to receive an upgrade to medium disruptor technologies once those became widely available.

Vas'Caladon Command Frigate

Vashatham Variant (Rare)

Medium Ship

Available: 2278

In the late 2270's, the Romulan Star Empire's fleet was undergoing substantial changes. The effective Vas'Hatham Bird of Prey had begun to be replaced by other designs, including export D7R Cruisers and homegrown warships such as the A'Vara Heavy Cruiser. In order to keep step with changing times a new warship, the Vas'Caladon Command Frigate (also known as a "War Eagle") was designed to act as a leader vessel for wings of Vas'Hatham Birds of Prey and keep the design lineage an effective component of the fleet.

Vas'Deletham Assault Cruiser

Vas'Deletham Variant (Common)

Capital Ship

Available: 2334

When the Romulan Star Empire found the need for a modern assault ship they looked towards the Vas'Deletham Heavy Cruiser as solution to their problem. The cruiser hull had started to show its age but could be converted for assault duties.

The Vas'Deletham Assault Cruiser strips the ship of most of its disruptor armament in exchange for exquisite troop facilities. These ships, though not outfitted with advanced transporter facilities, are efficient ways to deliver troops stealthily into alien territories.

Vas'Deletham Heavy Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2276

The Romulan equivalent of the Federation Excelsior, the Vas'Deletham Heavy Cruiser was widely used within the Romulan Star Empire in the late 23rd Century. With medium disruptors facing in all directions, the Vas'Deletham can deliver heavy damage to a target in any arc.

Vas'Deletham Cruisers rarely travelled only, being operated solely as part of a larger fleet. Romulan battlegroups led by these cruisers are formidable opponents even for Federation fleets of the era.

The Romulans slowly retired the Vas'Deletham Heavy Cruiser from mainline service after the development of the heavy disruptor. However, the hull was still popular among Romulan captains and remained in

service as support for larger and more capable warships such as the D'deridex Warbird.

Vas'Hatham Bird of Prey

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2260

The Vas'Hatham Bird of Prey was the first major warship design to come out of the Romulan Star Empire since their isolationist efforts following the Romulan war with the early Federation, the Bird of Prey is a frightful ship. One of the first truly successful implementation of cloaking technology, a ship of this class crossed the Romulan Neutral Zone in 2266 and attacked multiple Federation civilian and military targets to test the resolve of the Federation.

Vas'Kalabam Cruiser

Base Hull (Restricted Deployment 10%)

Capital Ship

Available: 2268

Like the K'T'inga Class Cruiser, the Vas'Kalabam is an effort to update the D7 Battlecruiser to modern technology. The Romulan refit is at best a half-hearted upgrade. The main design change involves improved sensors and the exchange of outdated torpedo technology in favour an expanded suite of plasma mortars.

The increased demand on already ancient reactors required the removal of several smaller weapons; however, as the ship was falling into a fleet support role, the decrease in short range firepower was found to be acceptable. Shield technology was replaced with modern units but any gain lay in the availability of replacement parts; the new shields not providing increased protection. Because of the limited number of hulls originally purchased from the Klingons and subsequent losses, the Vas'Kalabam is a rare sight at best.

Vas'Ralaaram War Carrier

Vas'Hatham Variant (Uncommon)

Medium Ship

Available: 2272

The Vas'Ralaaram War Carrier, a modified Vas'Hatham hull, was built to provide the Romulan Star Empire with an effective fighter shuttle carrier unit -- something that had been sorely lacking before. Able to carry six shuttles into the fray, the Vas'Ralaaram could deliver a small number of fighters into a battle and -- in larger fleet actions -- small carrier

contingents could bring a sizeable number of Gladiator fighter shuttles into the fight.

Vastam cl'Vangas Light Cruiser

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2245

The Vastam cl'Vangas Light Cruiser has, by far, the most unusual design to come from Romulan engineers; fashioned like a giant wing, it was created not only for aesthetics but for combat. When the vessels were first introduced, they were intended to lead an expansion effort, but the war between the Klingons and Federation caused them to be sent to patrol the Klingon border.

An encounter with the Klingons in 2255 in which a small fleet of Vastam cl'Vangas Light Cruisers pulled off a stunning victory despite being outnumbered and outgunned by their opponents earned the design undue notoriety among Klingon warrior circles. In truth, it was totally by accident that the Vastam cl'Vangas had managed to disable or destroy the oncoming Klingon battlecruisers before retreating to safety.

The Vastam cl'Vangas were painted by crewmembers in a variety of patterns. These ships, though popular with their crews, were removed from service sometime after 2259 in favor of more powerful designs. The class is named from the Romulan vastam cl'vangas (wing of vengeance), in reference to the vessel's combat capabilities.

DESTROYERS AND FRIGATES

Ocala Sindari Destroyer

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2249

This high-firepower destroyed design replaced the Vastagor Lattam Destroyers beginning in 2249. The Ocala Sindari Destroyers have better weapon's coverage than the Vastagor Lattams and do not suffer from power shortages.

The Ocala Sindari Destroyers were most often used in packs, as their name of "fire swarm" implies. In groups the Ocala Sindari Destroyer can bring to bear a large amount of firepower, overwhelming enemy shields and sometimes crippling enemy cruisers in a single pass.

K5R Frigate

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2267

The K5R Frigate is the Romulan refitted version of Klingon F5 Frigates purchased from the Klingon Empire. Equipped with cloaking devices and light plasma mortars, the K5R Frigates were relatively cheap units for the Romulans to buy and made acceptable escorts for their own Vas'Hatham Birds of Prey.

Mularr Escort

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2255

The Mularr Escort is a small escort ship designed for fleet and convoy escort duties on the fringe of Romulan territories. Heavily armed for an escort, the Romulans intended for Mularrs to be able to fend off attacks by enemy light cruisers and destroyers.

Reemea Battle Destroyer

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2271

The Reemea Battle Destroyer is a small, fast destroyer craft used as fast attack craft by the Romulan Star Empire. Reemeas are operated in wolf packs, attacking in numbers in order to provide too many targets for enemy starships to effectively counter.

Sehin Morlatta Corvette

Base Hull (Unlimited Deployment)

Light Combat Vessel

Available: 2278

A contemporary of the Federation Scorpio Corvette, the Sehin Morlatta is a cheaper alternative to the larger bird of prey-type vessels employed by the Romulan Star Empire during the period. Flotillas of Sehin Morlatta Corvettes could be maintained for less and were thus built in large numbers.

These corvettes were often used to raid neighboring low-tech worlds in the neutral zone. These attacks served as field-tests for advances in cloaking technology be developed by the Empire.

The Sehin Morlatta saw its most intensive service along the Romulan/Gorn border. Heightened tensions during the late 23rd Century led to a continuing series of border raids by both parties. Expandable corvettes were a

weapon of choice for the Romulans whose larger battlecruisers were deployed instead along the Federation and Klingon borders.

The *Sehin Morlatta* is named for an insect native to Gorwah with a poisonous sting that is particularly nasty to the Gorwah but fatal to Romulans, who call it *sehin morlatta* or "stinger of death".

Snipe Frigate

Base Hull (Unlimited Deployment)

Light Combat Vessel

Available: 2258

A small Romulan frigate, the Snipe was used primarily for patrolling the borders of Romulan space along Federation and Klingon space. Small and reasonably fast, the heavy hitting Snipes could hold off larger cruisers until help could arrive.

Vadaso Latta Destroyer

Vadasostelri Variant (Common)

Medium Ship

Available: 2249

When it was obvious to the Romulans that the Vadaso Stelri Destroyer was an abysmal failure in its combat role work began on several proposed upgrades to the design. The decision to refit the class into the Vadaso Latta Attack Destroyer was the general consensus among the engineers and scientists participating in the project.

Swapping some of its four of its light blast beams for two blast beams, the Vadaso Latta gave the aging Romulan hull some bite. Shielding was also upgraded in order to make it more useful within the Romulan fleet. Unfortunately the ship still didn't live up to promised expectations.

By the 2260's the Vadaso Latta Attack Destroyers and other variants of the original design were relegated to an escort or support role. The lack of a cloaking device, however, and its poor warp engines made its applications limited even in this role.

Vadaso Stelri Destroyer

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2240

Soon after its introduction into exploratory service, the Vadaso Stelri Destroyers were found to be unsuitable for their mission. The cramped quarters and work areas would not permit extensive onboard research and testing, which meant that the ships were

compelled to land on most worlds to carry out their studies. Not only were such atmospheric operations difficult, but the exposure of the entire ship to unknown environments put them in constant danger. These risks were unacceptable to the Romulan High Command, so the class was reassigned as cruisers to supplement the fleets. It evidently saw no greater success in this role, for it was removed from active service about 2259.

Vastagor Lattam Destroyer

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2241

The Vastagor Lattam Destroyer is an older destroyer class employed by the Romulans in defense of the Empire. A companion to other similar classes from the period, the Vastagor provides close-in protection for groups of Romulan cruisers. The Vastagor is poorly armored and is not resilient to damage, causing higher than normal casualty rates among the destroyers.

SCOUTS AND AUXILIARIES

Graffler Military Freighter

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2231

Developed during the period following the border wars with the Gorn Confederacy, the Graffler Military Freighter replaced older freighters that served during those conflicts. The Graffler is equipped with two light blast beams and adequate shield defenses, which previous Romulan freighters lacked. The design was considered to be a major achievement at the beginning of its service, but the Graffler quickly proved to be underpowered for the amount of cargo capacity available on each hull.

The Romulan Star Empire ceased contracts on Graffler Military Freighter in 2250, but ships of the class continue to be produced for use in the civil sector. Romulan merchants servicing the worlds of the empire could often be found operating these older freighters. Large enough numbers of Graffler Military Freighters were constructed that they became as ubiquitous within Romulan territories as the Antares Bulk Freighter within Federation dominated areas.

Hathos Scout Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2254

The Hathos Scout Cruiser is a ship built for the purpose of dedicated long-range exploration and research missions. The science facilities on the Hathos are the best that the Romulan had at the time of its construction and was well suited to its intended mission. Early encounters with Klingon forces, however, proved that the Hathos was inadequate when applied to a combat role.

In some limited fleet actions during border skirmishes with the Klingon Empire in the late 2250's the Hathos proved to also be unable to fulfill a combat ELINT role, due in part to the strain on the ship's reactor.

Retalla Vastamri Troop Transport

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2264

An assault ship designed for delivering troops and equipment to a planet's surface, the Retalla Vastamri is the principle troop transport used by the Romulan empire in the 23rd Century. The vessel likely is named in reference to the following quote: "The Romulan soldier will lead the way and secure the foundations of the Road to the Stars, for he will be borne on the wings of justice --- Arenius Triario, Commander." According to The Eridam Papers, this historic statement was made by Commander Triario as the Romulan fleet departed for a great battle with the Corillians. Triario was victorious and returned a hero.

In most cases the Retalla Vastamri Troop Transport is used in follow up invasions, or against minor powers that cannot hope to defeat the Romulans militarily, thus not putting these troop-laden vessels in harm's way. Like all older Romulan troop ships, the Retalla Vastamri does not use a cloaking device, as the equipment needed to run and maintain a cloaking device proved to be too costly in internal volume.

Temar Vestari Assault Ship

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2267

A common, small Romulan assault ship, the Temar Vestari is used in situations that warrant greater maneuverability and firepower than is offered by the larger Retalla Vastamri.

The ship's armament of two blast beams, while weak, makes it suitable for providing for its own defense. In many cases Temar Vestari Assault Ships are used as commando units, charging ahead with the main battleline with the hopes that some or all of the assault ships will make it through the planetary defenses in order to reach transporter ranges.

The class is named from the Romulan *temar vastari* (night flyers), in reference to a large reptilian bird of Hannrileth, solid black in color. In keeping with its namesake, the assault ships reportedly are painted midnight black.

BASES AND DEFENSES

Vas'Calanam Defense Outpost

Base Hull (Unlimited Deployment)

Capital Base

Available: 2250

Vas'Calanam Defense Outposts served as the linchpin in the Romulan Star Empire's border defense network, with dozens of these bases lining the Federation/Klingon borders. The bases served as listening posts, charged with monitoring their neighbors and gathering any information they could about them. They were never upgraded to use newer technologies, and very few remain in service into the present era. Like most Romulan bases, the Vas'Calanam Outpost does not have a cloaking device; the Romulans knew that anyone monitoring their fixed defenses would easily discover the bases presence, anyway, and the immense power drain of such a cloaking device would have had adverse effects on the readiness abilities of the base.

FIGHTERS AND SHUTTLES

Averix Standard Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2331

The Averix was the standard transport shuttle employed by the Romulan Star Empire throughout much of the 24th Century. Larger than most foreign shuttles of the period, the Averix is also much better armed, mounting a single light disruptor equivalent to those mounted on starships. The Averix also was equipped with a cloaking device, allowing the

shuttle to move stealthily through Romulan territories.

Gladiator-I Fighter Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2270

An early attempt by the Romulans to build a small shuttle-sized attrition unit with which to counter Klingon small craft and to inundate Federation cruisers. The Gladiator models met with limited success in this department. Without warp capabilities the Gladiators were forced to be deployed upon dedicated carriers, and such vessels were expensive and rare within the Romulan fleet. The lessons learned from these models are reflected in later Romulan military doctrine, as their frigate craft descended from the original Vas'Hatham Birds of Prey take over the escort and fast interception roles for the fleet.

Gladiator-II Fighter Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2273

An early attempt by the Romulans to build a small shuttle-sized attrition unit with which to counter Klingon small craft and to inundate Federation cruisers. The Gladiator models met with limited success in this department. Without warp capabilities the Gladiators were forced to be deployed upon dedicated carriers, and such vessels were expensive and rare within the Romulan fleet. The lessons learned from these models are reflected in later Romulan military doctrine, as their frigate craft descended from the original Vas'Hatham Birds of Prey take over the escort and fast interception roles for the fleet.

Ships of the Fleet (2340-2400)

BATTLESHIPS AND DREADNOUGHTS

Nevassa Stelam Battlecruiser

Morlasasi Stelam Variant (Special Deployment)

Capital Ship

Available: 2342

This upgrade to the Nevassa Stelam Dreadnought was an attempt to maintain the effectiveness of the dreadnought hull. The Morlasasi hulls were getting very old by this point and were of diminishing usefulness on the battlefield. Upgraded with new weapons, the Nevassa Stelam Battlecruisers allowed the Romulans to continue to make use of the existing hulls.

CRUISERS AND CARRIERS

D'vas Bird of Prey

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2293

The appearance of enlarged bird of prey style vessels within the Klingon fleet alarmed the Romulan military and intelligence agencies. The fact that another power was using an enlarged version of a warship design they considered their own struck a blow against Romulan national pride. The Klingon K'Vort Bird of Prey helped to cement the dissolution of the tenuous Romulan/Klingon alliance, though the alliance had been little more than intellectual for some time.

The Romulans designed and quickly deployed a design similar to the Klingon K'Vort. Less robust and equipped with sub-standard shield systems, the D'vas Bird of Prey was incredibly well armed for a ship of its size. Like the Vas'Calabams before them, the Romulans chose to install two deadly plasma mortars in the forward weapons pod the Klingons typically designed for their torpedo weapons.

D'vas Lonarai Improved Bird of Prey

D'vas Variant (Uncommon)

Heavy Combat Vessel

Available: 2313

This rarely seen variant of the D'vas Bird of Prey was used by the Romulans as an advanced scout unit to provide intelligence data on neighboring sectors. Equipped with exceptional sensors, the D'vas Lonarai

Improved Bird of Prey can insert itself into enemy territories using its cloaking device and take detailed scans of the region, usually in preparation for an attack.

In addition to a larger sensor array, the D'vas Lonarai Improved Bird of Prey also added two rear-mounted light plasma mortars. These weapons were installed to protect retreating D'vas Lonarais from pursuing warships.

The Romulan Star Empire made heavy use of D'vas Lonarais during their ultimately disastrous military campaigns against the Klingons in the first half of the 24th Century. Most were destroyed during the conflict.

D'deridex Advanced Warbird

D'deridex Variant (Rare)

Capital Ship

Available: 2367

The Romulan Star Empire tried in the 2360's to develop several new technologies in order to keep step with their neighbors. The D'deridex Warbird was selected as one of the hulls on which to testbed many of these new weapons technologies. One such variant, the D'deridex Advanced Warbird, was established to mount the mega disruptor and disruption bolt, two new weapons system under development by the Romulan Empire.

Initial tests seemed promising, but little real-world battle information was collected on them. The Tal Shiar sent several in their attack fleet to the Founder's homeworld, but no survivors returned to tell of the ship's effectiveness against the Dominion forces. When the ships were called up to fight in the Dominion War they saw their first real battle, and that is the time when the navy realized that the ships were ineffectual at best. Suffering from rampant misfirings with the weapons, it was obvious to the Senate that the technologies were not yet ready for introduction to mass production units. The D'deridex Advanced Cruisers were kept in the fleet, though production remained very slow. Some merit was seen in the hull, especially for the heavy hitting ability of the mega disruptor.

D'deridex Scout Warbird

D'deridex Variant (Rare)

Capital Ship

Available: 2349

The D'deridex Scout Warbird is a rare variant of the standard D'deridex Warbird that lowers overall firepower while implementing advanced intelligence gathering and data

collation equipment allowing the ship to detect enemy fleet movement at increased range, and to aid other Romulan fleet elements in battle.

D'deridex Warbird

Base Hull (Unlimited Deployment)

Capital Ship

**Available: 2345-2355 (Limited Availability)
2356+ (Unlimited Deployment)**

The D'deridex Warbird was originally intended to function as the Romulan Star Empire's new battleship hull. Constructed in limited quantities during the period of hostilities with the Klingon Empire, D'deridex Warbirds participated in many skirmishes and raids across the border.

Following the cessation of hostilities, the Romulans re-evaluated the effectiveness of the D'deridex Warbird and decided to go ahead with expanded construction of the hull. Of the Romulan's existing hulls the D'deridex had many significant advantages, one of the most important being its size. Not only was the D'deridex larger than any other alien ship the Romulans had yet encountered, it was also far more durable. Perhaps more importantly the size of the D'deridex lent a psychological aspect to the battle, instilling terror into the hearts of enemies of Romulus.

The D'deridex also enjoyed the most advanced weapon systems the Romulans could develop, including the first heavy disruptors in the fleet. Technological advancements were not limited to the ship's weapons. While other races continued to use matter/antimatter reactors to power their starships, the Romulans had instead developed and installed a power system that used a controlled quantum singularity to generate power for the D'deridex.

Ne'faraasa Heavy Cruiser

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2344

The Ne'faraasa Heavy Cruiser was one of the more common Romulan heavy cruiser designs in use before the widespread adoption of the D'deridex Warbird. The Ne'faraasa Heavy Cruiser stands as a synthesis of the old and new Romulan design aesthetics, demonstrating close a close developmental relationship to both the older Vas'Deletham and the newer D'deridex.

The Ne'faraasa proved to be a capable warship with a more well-rounded arsenal when compared to other large Romulan warships. The Ne'faraasa was also one of the last

Romulan warships to make use of photon torpedo technologies, the bulk of the Romulan navy having converted to the far superior plasma torpedo several decades before.

Once the D'deridex took its place as the Romulan's primary heavy cruiser, the remaining Ne'faraasa Heavy Cruisers were rotated into reserve fleets performing garrison duty in the backwater segments of the empire.

Design by William Sage.

D'tallax Torpedo Warbird

D'tallax Variant (Limited Availability 33%)

Capital Ship

Available: 2354

A smaller, abridged model of the popular Warbird lineage, the D'tallax Torpedo Warbird is a shortened hull that loses most of the rear hull section in exchange for a more efficient and streamlined energy coupling system which allows the hull to mount no less than six plasma torpedoes fore and two aft. The D'tallax Torpedo Warbird is used for quick strikes on enemy targets, decloaking at optimal torpedo range, delivering its deadly payload, and then recloaking. Such sniper attacks can easily wear down enemy formations making it easier for other D'deridex Warbirds and support craft to dispatch the fleet later. The D'tallax, however, lacks any appreciable anti-fighter defense, and as such relies on escorting ships -- such as D'ridren Destroyers -- to protect it from enemy light craft.

Griffin Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2342

The Griffin Cruiser was a common warship operated by the Romulan Star Empire during the first half of the 24th Century and saw widespread service, notably against the Klingons on several occasions where open hostilities broke out in the 2340's. The Griffin was built to be mass produced as a relatively cheap, easily built firepower platform to supplement the older vessels in their service.

The Griffin Cruiser has better shields and more balanced firepower than many of the ships of its era and fought valiantly, but time was a cruel mistress to the Griffin. The D'deridex Warbirds which had served as battleships during the late 2340's soon phased out the Griffin's original fleet role. This left the remaining Griffins being relegated to interior security patrols and off the front lines.

Griffin Light Torpedo Cruiser

Griffin Variant (Uncommon)

Capital Ship

Available: 2349

The Griffin Light Torpedo Cruiser was developed to produce an attack ship that could deliver a large number of plasma torpedoes to the target. The Griffin cruiser was well suited to this application and many were converted.

Unfortunately for Romulan ship designers, the installation of two more plasma torpedoes required that the forward heavy disruptors be downgraded to provide more internal space for a larger reactor to be installed.

Norexan Warbird

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2376

The Norexan Warbird is the next generation Romulan cruiser design. Designed in the same vein as the Federation Sovereign and Klingon Negh'Var, the Norexan differs from these designs in an important way. Where these two battleships units stress firepower, the Norexan instead stresses speed and maneuverability.

The Norexan Warbird is slightly more powerful than a D'deridex Warbird. The Norexan lacks heavy disruptors, formerly a staple of the Romulan arsenal. The Norexan instead makes heavy use of fast firing medium disruptors and disruption bolts, including the new heavy disruption bolt.

While a Norexan cannot score the sheer amount of damage of a Sovereign its armament cycles much faster, allowing it to score repeated volleys against the target. The Norexans are also far cheaper to construct, giving the Empire an advantage in numbers.

Valdore Command Warbird

Romulan Norexan Warbird Variant (Rare)

Capital Ship

Available: 2377

The Valdore Command Warbirds are the Romulan's fleet command vessels. The Romulans learned during the Dominion War that their D'deridex Warbirds were ill-suited for leading their forces into battle. The larger D'deridex's were ungainly and easily inundated by smaller Jem'Hadar attack craft.

The Valdore Command Warbird takes advantage of the speed of the Norexan Warbird hull. A larger, more efficient warp core was

installed to provide the ship with the power necessary to operate a full compliment of disruption bolts, including an additional two heavy disruption bolts.

DESTROYERS AND FRIGATES

D'ridren Destroyer

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2344

A small combat ship designed to support the larger D'deridex and run light patrol missions, the D'ridren is small for a destroyer. The D'ridren is, however, an exceptionally effective attack platform.

D'ridren Disruption Destroyer

D'ridren Variant (Rare)

Medium Ship

Available: 2368

One of the few ships other than the D'deridex Advanced Warbird to be outfitted with the bleeding edge disruption bolt, the D'ridren Destroyer was seen as an acceptable platform on which to mount the new weapon, both because of its speed and maneuverability but also because of the space available for installing new hardware.

The D'ridren Disruption Destroyer entered service in 2368 and was quickly pressed into battle in a support role, helping to police the borders of Romulan space and assist in large fleet actions against the Dominion during that war. It was in the field during times of crisis that a problem was discovered with the new disruption bolt. It was found that, though the weapons themselves were not prone to the power surges and catastrophic failures of those onboard D'deridex Advanced Warbirds, they were extremely maintenance intensive and constant repairs were being needed post-battle in order to keep them operational. This logistical strain proved that the disruption bolt was not an acceptable weapon to retrofit onto such a small hull that simply cannot store the required supplies to reliably maintain the weapons on the field (Historical Note: many of the components used within the disruption bolt, and the ones that tended to fail more than others, could not be replicated by shipboard replicators because of their use of trillithium and trillithium resin as a catalyst agent. It was, in fact, some of the

trilithium from the disruptor bolt project that Dr. Soran stole from the Romulans during his attempt to redirect the Nexus).

Shrike Light Frigate

Base Hull (Unlimited Deployment)

Light Combat Vessel

Available: 2364

The Shrike Light Frigate functions as a small police craft, patrolling areas of space that do not warrant the attention of larger warships. Often they operate in small flotillas of three to eight spread out over a small region of space. In times of open conflict Shrikes are sometimes called upon to function as light escorts in fleet actions, but this is rare and there are many warship types better than the Shrike for this purpose.

Veles Frigate

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2356

The Veles Frigate is one of the largest medium ships in the Romulan navy. Armed with no less than four plasma torpedoes, the Veles is a deadly opponent. However, the Veles' abilities did not come without their price. The ship's warp core is stressed to the maximum and is unable to power all of the ship's systems simultaneously. The ship is slower than ships of similar sizes operated by either of the Federation or Klingons but has exceptional maneuverability which allows it to best them in combat.

SCOUTS AND AUXILIARIES

D'renet Scout

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2342

A very small scout ship, D'renet Scouts operates primarily on the borders of Romulan space, hiding in the shadows and gathering intelligence information. A well built small ship, the D'renet is the standard Romulan science vessel--analagous to the Federation Oberth or Nova classes--and as such is not meant for mainline combat.

BASES AND DEFENSES

Na'tarran Heavy Fortress

Base Hull (Unlimited Deployment)

Enormous Base

Available: 2348

A common site in the depths of the Romulan Star Empire, the Na'tarran Heavy Fortress stands as a testimony to Romulan advanced technologies. This base utilized some of the most advanced power and shielding technologies developed by any of the Alpha Quadrant races. Able to create and maintain thick shielding while also operating an impressive array of plasma torpedoes and disruptor weapons, bases of the Na'tarran class can easily hold off enemy assaults for days. Like most Romulan bases, the Na'tarran does not utilize cloaking devices for secrecy. In the case of the Na'tarran the Romulans do this less because of the engineering difficulties involved and more to taunt their military opponents.

FIGHTERS AND SHUTTLES

Atarra Long Range Shuttle

Base Hull (Unlimited Deployment)

Super Heavy Fighter

Available: 2354

The Atarra Long Range Shuttle is a larger, improved model of the pre-existing Averix Standard Shuttle operated by the Romulans during most of the 24th Century. The Atarra is both larger and better armed, mounting three light disruptor beams rather than a single fighter-mounted light disruptor. The shuttle is also capable of being equipped with light plasma torpedoes for especially dangerous missions.

The primary purpose of the Atarra Long Range Shuttle is as a long-range courier craft for transporting important supplies or personnel through potentially hostile territories along the Romulan borders. The Atarra's speed and stealth give it a marked advantage in this role.

Cardassian Union

History

The world of Cardassia (also commonly called Cardassia Prime) is the homeworld of the Cardassian people. In the distant past, the early Cardassians were a peaceful and spiritual people that built a glorious civilization renowned for its beautiful architectural and aesthetic design works. Though these ruins and relics were considered some of the most magnificent in the galaxy they would later be raped and cannibalized by the modern Cardassian government in order to finance government and military projects.

Cardassia, however, is resource poor and the Cardassians were faced with disaster over the past several centuries. Plagues and natural calamities taxed the Cardassian's spirits and left millions dead. With dwindling natural resources available on their homeworld they would be forced to expand in order to provide for their people.

It was during this period in Cardassian history that the military staged a dramatic coup, seizing the reigns of government from civilian authorities. The semblance of civilian control was maintained, but in truth it was the military and its commanders that decided Cardassian policies. New weapons, technologies, and worlds were acquired by the Cardassian Union through a series of bloody conquests. The Cardassians had gone from a single resource starved world to the surveyors of a small empire.

During one of the Cardassian's more recent expansion efforts they came into direct conflict with the United Federation of Planets. Battles over territorial claims go back to as early as 2350. The protracted border conflict was finally settled in 2366 by a treaty negotiated by Ambassador Sarek of Vulcan.

The treaty was violated by the Federation the following year (2367) when a rogue Federation Nebula class starship, the U.S.S. Phoenix, crossed the Cardassian border. Another treaty was signed later that year, instituting a wary armistice between the Federation and Cardassian governments.

By 2369, the Cardassian Union had begun to fall into a state of decay. Due to budget shortfalls and general unrest, the Cardassians were forced to evacuate many of the worlds on their borders, most of which had been secured through violent means over the



past century. Bajor was among the worlds freed during this recession of the Cardassian borders. The relationship between the newly freed Bajorans their old oppressors was mended in 2371 when Cardassian representatives arrived in the Bajor system to sign a historic peace treaty.

2372 saw the fall of the Cardassian Union government to civil unrest. The Detapa Council, a purely civilian segment of the previous government, was retained and a new framework built around it so as to secure the civilian's control of the government, lest it fall back into the hands of the military. These actions prompted the Klingons – fearing Dominion involvement – to declare war on the Cardassians and invade dozens of Cardassian colony worlds along their border. The resultant destruction and near assassination of the new Cardassian ruling body left the Cardassian Union in economic ruins and politically unstable.

The Federation, wishing to maintain ties with the new civilian Cardassian government, sent the Cardassian relief supplies including twelve industrial replicators. The replicators, however, were captured by Maquis forces.

The Cardassian Union was again overthrown in 2373 when military command Gul Dukat secretly negotiated an alliance with the Dominion. The Detapa Council that he had

helped to protect and advise during the previous year was dissolved, leaving him and supreme commander of the Cardassian people.

By 2375, the Dominion War was nearing its end and public sentiment on Cardassia Prime and its colonies was becoming more and more anti-Dominion. Many terrorist organizations sprang up, their goal to wear away at the impressive Dominion presence in their territory in an attempt to get them to leave Cardassian space. During the closing days of the war, all out revolt on Cardassia Prime prompted the Dominion to begin leveling entire cities. This attempt to quell the rebellion backfired, and the remaining Cardassian military personnel – both on planet and in space – almost immediately revolted against their former Dominion allies. The contribution of the surviving Cardassian naval force during those last few hours was a great help to the beleaguered Allies who had already taken heavy losses to Jem'Hadar warships and the Cardassian planetary defense grid.

In the end Cardassia was in ruins. Over 800 million men, women, and children had been slaughtered by the Dominion and their economic infrastructure was destroyed.

Following the war, the Cardassians began the long process of rebuilding their world and their colonies. However, it will be a very long time before the Cardassians will ever be a major power again in the galaxy.

Government

The Cardassian Central Command is the ruling body of Cardassia. Governing powers are primarily held by the civilian Detapa Council, though in truth both the military and intelligence arms of the government operate autonomously. This has often put the Detapa Council at odds with the Cardassian military and its intelligence agency, the Obsidian Order.

In 2372, unrest lead to the toppling of the Central Command. The new civilian government reinstituted the Detapa Council and put them in direct control of the Cardassian Union.

Ships of the Fleet

Battleships and Dreadnoughts

Keldon Dreadnought

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2365

An enlarged and upgraded Galor Cruiser, the Keldon Dreadnoughts were in large part financed by the Obsidian Order, the Cardassian intelligence agency, to facilitate their needs for an elite heavy cruiser. Entered into general fleet use, the Keldon Dreadnought features enhanced defenses and almost doubled firepower making the vessel an imposing target on the battlefield.

Normally the Keldon Dreadnought is considered a Limited Availability 33% vessel within Cardassian fleets. One exception to this rule exists. The Obsidian Order are allowed to purchase and operate Keldon Dreadnoughts as if they were Unlimited Availability hulls.

CRUISERS AND CARRIERS

Bel'shan Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2336

The Bel'shan Cruiser entered service shortly after the Cardassian occupation of Bajor and was used as part of further military expansion efforts after that date. While this ship was adequate for invading races that had no space going military assets, it proved to be a poor match in combat for the *Excelsior*-class, the Federation ship of the line in this period.

With only one torpedo, this ship is a liability in Cardassian fleets in the modern era, and most of these hulls have been relegated to colony defence fleets and training crews. However, due to the relative newness of the Galor hull during the conflict with the Federation, the Cardassians deployed many of these hulls in skirmishes with Federation forces. The Bel'shan Cruisers were predominantly used to fill the role of patrol ship, defending Cardassian colonies from possible Federation raiding forces.

Obsolete in the modern era, these ships are now rarely seen on the battle lines.

Design by Ben Rubery.

Brinok Missile Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2350

The Brinok Missile Cruiser represents a shift in thinking within the Central Command during the 2340's. Their older warships had proven their effectiveness in battle, but the Cardassian Union lacked a warship with the range advantage enjoyed by their adversaries. Each Galor Cruiser mounted a pair of photon torpedoes, but an individual Galor could not project enough ranged firepower to overwhelm their opponent's defenses. What the Cardassian military desired was a dedicated bombardment cruiser.

The Brinok throws to the wind all secondary armaments in favor of equipping itself with as many photon torpedoes as is possible on a hull of its size. The Brinok sacrifices armor for increased forward firing arcs for its photon torpedoes, giving it extra room to maneuver while still maintaining a firing solution on the enemy.

Many Brinok Missile Cruisers were constructed by the Central Command, but the lack of a secondary phaser armament proved telling and the ships found themselves easily crippled and left for dead on the battlefield. Galor Cruisers proved to be a more balanced combat option, and in most cases two Galors could be built for the cost of a single Brinok.

Nonetheless Brinok Missile Cruisers continued to be built at a slow but steady pace and were sufficiently effective to remain in useful service. During the Dominion War their fire support abilities in large fleet actions was a major advantage for the Dominion forces.

Dur'nat Heavy Cruiser

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2365

Built at the same time as the Keldon Dreadnought, the Dur'nat was meant to be a competing design to the Keldon. This proved to be an unsuccessful bid, as while the Dur'nat had six torpedo tubes it could not compete with the Keldon in survivability. With better shields and simply more mass, the Keldon could take more of a beating than the Dur'nat, which was only mildly more resilient than the Galor class. The Keldon also mounted more compressors and better sensors and -- of greatest importance -- a better reactor. The Dur'nats inability to power all of its weapons was looked on as a major

handicap, as enemy ships (particularly Maquis or Bajoran craft) would find areas where the weapons were not powered and start to strafe the ship.

However the Central Command authorised a limited production run of Dur'nat class ships as fleet support vessels, firing volleys of torpedoes to knock down the shields of key enemy craft. The ship performed adequately in squadrons, and was usually seen providing heavy torpedo support to Galors.

Design by Ben Rubery.

Dutar Heavy Cruiser

Base Hull (Limited Availability 33%)

Heavy Combat Vessel

Available: 2284-2328 (Unlimited Deployment)

2329-2379 (Limited Availability)

The early Cardassian Union relied on the Dutar Heavy Cruiser as a power projection unit as they began their campaigns of conquest throughout the neighboring region. This heavy combat vessel was designed to be hardier than those of nearby powers and pack as much forward firing firepower as conceivably possible. The Dutar Heavy Cruisers were remarkably effective against the minor powers on their borders. The weak shields of their opponents coupled with the high damage yields of its four light plasma cannons ensured quick destruction of enemy targets. Antiquated systems aside, the Dutar was a formidable enemy. The ship was no threat to the likes of the Federation or Klingon navies, but it was not meant to be.

The Dutar Heavy Cruiser fell into disuse after thirty years of operations. A massive systems upgrade in 2328 extended the lives of the remaining Dutars. Installation of the new light compressor beam and the experimental heavy gravitic disruptor were lauded by the Central Command, and the weapons were certainly worth merit. The heavy gravitic disruptor in particular proved to be a deadly weapon easily capable of stripping enemy shields at a distance.

The 2328 upgrade would be the last major refit of the Dutar class. The number of surviving Dutar cruisers was also relatively low, due in large part to high attrition rates during the years of military expansion. This limited the availability of the hull, forcing it into a supplementary position within the fleet.

Several Dutar Heavy Cruisers survived the Dominion War, but all were scrapped within a decade of the conflict. The ships simply could

not hope to stand up to the likes of enemy cruisers.

Galor Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2343

The Galor Cruiser is the workhorse cruiser of the Cardassian Empire. Though technologically inferior to the ships of the neighboring Federation and Klingon empires, the Cardassians made up for this failing by producing Galor Cruisers in bulk. If their cruiser could not be of a higher quality, then the Cardassians were bound and determined that they would always enjoy an advantage in numbers.

Overall, the Galor is an effective cruiser hull, though smaller than its contemporaries. The major advantage of the hull is its forward mounted compressor beam, a strong energy beam weapon capable of doing extraordinary levels of damage. The compressor beam suffers from a long recharge time, however, leaving the Galor relatively defenseless in the turns between firings.

Gur'net Warship

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2317

The Gur'net Warship was the first Cardassian warship to employ the medium

phaser prototype. A small warship, the Gur'net was literally built around the two medium phasers it carried, one mounted above and another below the primary hull engineering hull. The incredible amount of power the weapons required necessitated the shortest possible link between the weapon mounts and the ship's reactor. The spinal nature of the weapons greatly limited their firing arcs but this was of little consequence to the Cardassians.

The Gur'net served as the primary Cardassian warship for nearly two decades. Advances in compressor beam technology eventually supplanted phaser technology as a priority for the Cardassian Union. Without further research the medium phaser could not be miniaturized anymore than it had already been, so the weapon was eventually phased out of the fleet. When the first Galor Cruiser left the shipyards in orbit of Cardassia Prime the age of the Gur'net was over.

Since that time the Gur'net warships have been transitioning into new roles as second line support ships. Most of these ships have received upgrades in order to extend their useful lives. Many Gur'nets now serve in a logistics role.

Hepta Escort Warship

Gur'net Variant (Uncommon)

Heavy Combat Vessel

Available: 2332

The Hepta is one of the preferred



variants based on the Gur'net hull. The Hepta Escort Warship exchanges the Gur'net's spinal phaser mounts for an advanced light phaser battery. Installed in a turreted fashion, the positioning of the Hepta's light phaser emitters allow them wide arcs of fire. However the equipment is very delicate and the weapons are usually disabled by the slightest amount of damage. This problem has kept the Hepta from becoming more common in the fleet.

It is not uncommon to see Hepta Escort Warships even in the modern era, as their ample firing arcs give them the ability to defend against opportunity attacks by smaller enemy warships, such as fighters and light combat vessels.

Hutet Assault Cruiser

Base Hull (Restricted Deployment 10%)

Capital Ship

Available: 2365

Cardassia was surging ahead with its expansionist policy in the Alpha Quadrant, but it found it difficult to secure and maintain order in a colonized system without extensive long-term military presence. They could not afford to use existing Galor Cruisers as they could not be spared in large enough numbers. So a new ship was requested, the Hutet Assault Cruiser. It took eight years to complete the design and build the first prototype.

The Hutet was designed primarily to disperse a large number of troops and equipment far away from any support facilities. It also could hold back any major attacks without sacrificing territorial domination, even if it sustained substantial damage. Advanced structural integrity fields made this possible.

The Hutets were never built in any great numbers before the Dominion War and all of those built before and during that conflict were destroyed in the fighting. The very last Hutet was destroyed after the Cardassians broke ranks from their former Dominion allies, the ship exploding as it plowed full on into the underside of one of the Jem'Hadar battleships. The battleship survived the encounter, but was crippled and picked apart by Federation frigates.

Norin Light Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2357

After several years of conflict with the Federation it became obvious to the Central Command that a new warship was needed to supplement the Galor Cruiser. The Galors

fought well against the typically larger and heavier cruisers of the Federation Starfleet, but they were often unable to gain a numerical advantage in ships against the Federation. In some cases the smaller Federation frigates also got the better of the slow Galor Cruisers, picking them apart and picking apart weakened cruisers.

The Norin Light Cruiser is designed to be a smaller compliment to the Galor Cruiser. Both faster and more maneuverable than the Galor, the Norin can go toe-to-toe with enemy destroyers while providing fire support for larger cruisers. On its own the Norin is not the equal of enemy ships, but when grouped in pairs escorting cruiser squadrons they were found to be quite effective.

Pro'met Battlecruiser

Promet Variant (Limited Availability 33%)

Capital Ship

Available: 2356

The Pro'met Battlecruiser is an expensive hull that was only put into production due to the conflict with the Federation. A major alteration to the basic Galor design, the addition of a second command hull facing aft with a pair of light compressors makes the hull more able to face Federation starships on a ship to ship basis.

After the Federation conflict ended, this ship often served as a command ship in Cardassian fleets until the production of larger ships in the 2360's and 70's. When the Keldon and other hulls appeared this ship was relegated to providing little more than extra firepower to Galor Cruiser squadrons. However, during the war with the Klingons, Bird of Prey type ships found it easy to find arcs where no heavy weapons could be brought to bear. Once the Klingons adopted tactics to exploit these blind spots, Pro'mets fell rapidly to Klingon forces.

By the time of the Dominion War the Pro'met was out of production, and there are no plans for production runs in the future.

Design by Ben Rubery.

Seltik Escort Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2309

An older Cardassian ship, the Seltik Escort Cruiser, also commonly referred to as the Seltik "Ripper" Cruiser, is a ship design built around the gravitic disruptor weaponry that was common at the dawn of the 24th Century.

Seltik Escort Cruisers are designed almost solely to strip enemy shields at range using its gravitic disruptors so that fire from its charges will be more effective against the target. Seltiks were deployed in large numbers to take advantage of this, in hopes that enough saturation of gravitic disruptor fire would overload a ship's shields leaving them vulnerable to compressor beam or phaser strikes through that shield projection.

As the gravitic disruptor began to lose popularity among the Cardassian military elite so did the Seltik Escort Cruisers. Though hardy and boasting a reasonable weapons loadout, the ship was simply deemed inappropriate for the changing Cardassian military structure.

Telok Escort Cruiser

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2344

The Telok Escort Cruiser is a lighter, cheaper warship designed to escort Galor Cruisers into battle. Designed before the Norin Light Cruiser, the Telok fills a similar role to that the Norin would later adopt.

Armed primarily with defensive weaponry including a sizeable light phaser loadout, the Telok is suitable for providing cover fire for larger Cardassian ships. The Telok is much weaker structurally than the Galor, however, and cannot take the same amount of punishment that those larger warships can.

Tonga Blockade Cruiser

Torka Variant (Common)

Capital Ship

Available: 2371

With the successful Klingon blockade of Cardassia Prime, a stranglehold was put on the Cardassian war industry. All of their convoys and most of their blockade runners were being intercepted by the Klingons. In a desperate effort to break the blockade Cardassian engineers went back to a 50-year-old design that could utilize locally available raw materials. In addition it could be produced quickly and cheaply. The design yielded a slow, awkward and heavily shielded cruiser. The Tonga's weapon systems were then updated with current technology applicable to its mission of breaking through the blockade while taking down as many enemy ships as possible. This ship was found to be ideal for pinning an opponent in place while the Galors and Hidekis went for the kill.

Torka Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2322

The Torka Cruiser is a very early Cardassian "heavy cruiser" design. The Torka sports a mix of compressor, phaser, and torpedo weaponry which, at the time, were top of the line hardware for the Cardassian Union. Pressed into service to serve the Cardassians during one of their major military expansion campaigns, the Torka Cruiser was adequate at combating most minor system's ships.

After only about twenty years the Torka was beginning to feel its age. Early confrontations with Federation cruisers proved that the Torka lacked the shield and weapons strength to be a valid combatant. Most of the Torkas were relegated to backwater system where they served in the role of system monitors, keeping watch over uninteresting systems within the Cardassian sphere of influence. As the Galor Cruiser became more and more widely used, however, the Torkas were slowly pulled out of service and mothballed at shipyards orbiting Cardassia Prime.

When the Klingons began attacking Cardassian planets before the Dominion War lit the galaxy afire, the Cardassians were forced to bring their Torka Cruisers out of mothballs. Many of these sturdy cruisers were then refitted into Tonga Blockade Cruisers.

DESTROYERS AND FRIGATES

Aberax Destroyer

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2345

The Aberax Destroyer is one of the Cardassian's more common destroyer designs. Although not as large as the Galor Cruiser, the Aberax carries a substantial amount of firepower for a ship of its size. This includes four light photon torpedo launchers, more than is common on Cardassian designs.

Aberax Destroyers are usually deployed in wings of three to five destroyers and used as combat support for larger, slower cruisers. Such tactics were very effective against Federation units during the Federation/Cardassian War and the Dominion War.

Dakar Heavy Destroyer

Base Hull (Limited Availability 33%)

Heavy Combat Vessel

Available: 2349

The most powerful destroyer fielded by the Central Command, the Dakar Heavy Destroyer performs more like a cruiser than a destroyer. The Dakar is larger than the Galor, giving it extra ruggedness in comparison to other Cardassian craft.

The Cardassians used the Dakar Heavy Destroyers as long-range patrol vessels to patrol their border systems. A single Dakar could adequately patrol several sectors without the assistance of a larger fleet. Despite their numbers along the border the Dakar Heavy Destroyers were not terribly common.

Hideki Corvette

Base Hull (Unlimited Deployment)

Light Combat Vessel

Available: 2345

The Hideki Corvette is a light combat vessel designed for short-range patrol missions and escort duties. The Hideki is equipped with enough firepower that, in groups of two to three, they can be quite effective in screening cruiser formations against light enemy combatants, especially fighters and shuttles.

Neterok Raiding Destroyer

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2337

An older Cardassian ship, the Neterok Raiding Destroyer is not a mainline warship but rather a ship designed for raiding enemy supply lines and capturing cargo. The Neterok is armed well enough to overwhelm most transports and has enough cargo capacity to recover sizable amounts of spoils.

Neteroks were used heavily against Federation civilian shipping during their border wars in the 2350's. Unfortunately, their inability to defend themselves against enemy warships proved to be a major failing in the otherwise sturdy design.

Thalkar Heavy Frigate

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2352

The Cardassian Union designed the Thalkar Heavy Frigate for multiple mission types, primarily planetary defense and system patrols. The Thalkar frigate also was to be

capable of performing escort duties for larger warships. To this end, the Thalkar's shields were heavily reinforced to make it capable of withstanding enemy weapons fire and its engines were optimized to make it more maneuverable than the ships it was to be escorting.

By the 2370's, the Thalkar frigates found themselves defending the second tier systems of the Cardassian Union, running routine system patrols and keeping the peace. During the Dominion War this continued for the most part, though towards the end when the war started to go badly these ships were pulled from their secondary positions and flung in the fray to help stem the tide of Allied advances into Dominion territory. Many Thalkars found themselves smashed aside by superior Allied firepower.

After the war, many Thalkar Heavy Frigates lay damage but not destroyed on the many battlefields littering Cardassian space. Some of these were total losses, nothing more than floating detritus, but others were either partially or wholly salvageable. Minor races, raiders, pirates, and other opportunists managed to salvage many such hulls. Because of this, the Thalkar frigate became an all too common sight in raider hands following the Dominion War.

SCOUTS AND AUXILIARIES

Bok'Nor Freighter

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2316

The Bok'Nor Civilian Freighter is a relatively common Cardassian freighter operated within Cardassian space. The Bok'Nor freighters were built by local Cardassian corporations based off of plans purchased from third parties, thus their close kinship to the Civilian Merchantman hull. Though the exterior is very familiar, the interior is highly retrofitted to reflect Cardassian utilitarian design styles.

Chakor War Scout

Base Hull (Limited Availability 33%)

Heavy Combat Vessel

Available: 2337

The Chakor War Scout was developed prior to the Federation/Cardassian War as an intelligence-gathering platform that could operate for months along the volatile border. Unlike other Cardassian warships, the Chakor

lacks an integrated defensive armament, relying on escorts for protection from small aggressors. Instead, the Chakor War Scout is armed with a substantial number of light compressor beams, making it a fierce adversary in battle. The Chakor War Scout has a good chance of success in combat against the light cruisers fielded by other neighboring powers.

The Chakor War Scout's primary failing was a sub-par sensor system. Although good for long-range data collection and monitoring, it was not extremely effective in lending combat support in battle. This limitation led to the development of other more advanced scouts after the end of the war with the Federation.

Galor Scout Cruiser

Galor Variant (Uncommon)

Heavy Combat Vessel

Available: 2357

The Galor Scout Cruiser is one of the more common ELINT vessels active in the Cardassian fleet. A conversion of the ubiquitous Galor Cruiser, the Galor Scout Cruiser removes the vessel's photon torpedo bays in order to free up the extra room needed for an advanced electronics package.

The Galor Scout Cruiser is an effective ELINT vessel that functions well in fleet combat situations where its ELINT capabilities can be used to defend the fleet or support cruiser formations during their attack runs.

Goltak Logistics Cruiser

Gur'net Variant (Common)

Heavy Combat Vessel

Available: 2341

The most common alteration of the Gur'net, the Goltak Logistics Cruiser exchanges its medium phaser mounts for cargo space and greater hangar capacity. The ship is prized as a courier, as the Goltak's heavy shielding for a ship of its size allows it to weather fire that common military freighters cannot.

BASES AND DEFENSES

Dren Tor Heavy OSAT

Base Hull (Unlimited Deployment)

OSAT

Available: 2351

This heavy orbital satellite is the standard model employed by the Cardassian military. As large as some small starships, the Cardassian Dren Tor Heavy OSAT is a fierce

opponent, especially when fielded in large numbers.

Dren Lor Heavy OSAT

Dren Tor Variant (Common)

OSAT

Available: 2351

This modification of the Dren Tor exchanges that satellite's secondary weapons for two photon torpedoes, giving the OSAT greater long-range firepower. The Dren Lor is just as common as the Dren Tor and the two classes of satellite often placed side by side, each benefiting from the strengths of the other satellite.

Ocelar Outpost

Base Hull (Unlimited Deployment)

Capital Base

Available: 2340

This small Cardassian starbase class was a common site along the Cardassian border at the time of the Federation/Cardassian War. Small, but still formidable, they are based heavily on early plans for the larger Nor Space Station. The Ocelar has almost two-thirds the armament of the Nor but is far more fragile, unable to take the punishment that an enemy fleet can dole out.

The Dominion War drastically reduced the number of Ocelar Outposts fielded by the Cardassians. The Allied push to Cardassia destroyed nearly 75% of these border stations; of the rest, most were abandoned after the war due to an inability to maintain them.

Nor Space Station

Base Hull (Unlimited Deployment)

Enormous Base

Available: 2342

A typical Cardassian starbase, the Nor-type Space Stations were built to serve as multi-purpose outposts of the Cardassian Union. Nor Space Stations served as everything from forward listening posts and military garrisons to supply depots and ore extraction bases. Serving with distinction in the Cardassian forces these bases were often seen around worlds claimed by the Cardassians. The Nor Space Stations were cheap to construct and reasonably well armed, though confrontations with large numbers of ships easily overwhelm the defenses of this space station.



FIGHTERS AND SHUTTLES

Armed Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2336

A common type of Cardassian shuttle found onboard Cardassian craft, the Cardassian Armed Shuttle is relatively well armed, but lacks significant shielding.

8.5 Ferengi Alliance

Background

The Ferengi Alliance, a vast mercantile empire, has for centuries enjoyed strong trade relations (usually heavily in their favor) with the developing worlds and minor powers on their borders. The Ferengi Alliance governs and regulates trade within Ferengi territories. The Ferengi do not have a military arm to their government, but the plethora of well armed trade and mercenary ships give them a great pool of resources to draw on in times of crisis or emergency.

The existence of the Ferengi was a mystery to the Federation before their unexpected encounter at Delphi Ardu in 2364. It was later learned that an unknown alien vessel that attacked the U.S.S. Stargazer some years earlier at Zeta Maxia was, indeed, a Ferengi craft.

Ferenginar, the homeworld of the Ferengi people, is a wet, dismal place but is the cultural and economic center of the Ferengi Alliance, being the location of the Sacred Marketplace and the Tower of Commerce.

The Ferengi are interesting in that they did not themselves develop warp technologies, but instead purchased them from an unknown third party. This is a habit that would continue far into the future, with the Ferengi Alliance and its individual members purchasing rather than developing much of the technologies they now call their own.

The Ferengi have not enjoyed an overly warm association with the United Federation of Planets since their first contact. The Ferengi are reviled for their sexist treatment of the female portion of their population and their extreme

capitalistic beliefs. Some believe that the Federation's publicly hostile stance against the Ferengi is really a byproduct of the Federation's desire to maintain a stranglehold on trade and development of their lesser member worlds.

The Ferengi were one of the few Alpha Quadrant races not involved in the Dominion War. This spared them the devastation suffered by the participants of that conflict. During that time the Ferengi Alliance was going through major political, social, and economic upheaval brought on by reforms instituted by Grand Nagus Zek. It is unknown what ramifications the Zek's policies will have on the future of the Ferengi Alliance, nor is it entirely certain in which direction Grand Nagus Rom will lead the Ferengi in the future.

Ships of the Fleet

BATTLESHIPS AND DREADNOUGHTS

Kingal Heavy Battleship

Base Hull (X)

Capital Ship

Available: X

This behemoth is the Ferengi's only battleship currently in operation. Large and heavily armed and armored, it is literally the strong right arm of the reigning Grand Nagus. Built by executive order of then Grand Nagus Zek, the Kingal Heavy Battleship's sole purpose is combat. The Kingal Heavy Battleship has the distinction of being able to take on almost any other race's battleship hull and winning.

Only one Kingal Heavy Battleship had been constructed by the start of the Dominion War with a second hull started. Construction of Kingals was redoubled after the start of that war in an effort to ensure the protection of Ferenginar. After the Ferengi secured their neutral status in that conflict construction on the new Kingal hulls was slowed, with fully half of the hulls in construction being either struck or placed in mothballs for later activation.



CRUISERS AND CARRIERS



D'kora Marauder

Base Hull (Unlimited Availability)

Capital Ship

Available: 2357

The D'Kora Marauder is the primary trading vessel of the Ferengi. Equipped for warfare as well as cargo runs, this light cruiser is armed with enough firepower to hold its own against the more advanced races that the Ferengi more often than not find themselves in conflict with. Armed with plasma weapons and photon torpedoes, the D'Kora is a hardy opponent for any ship that should find themselves on the bad side of the Ferengi Alliance.

Goront Heavy Cruiser

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2359

The Goront Heavy Cruiser is one of the heaviest warships in the Ferengi fleet. Used almost exclusively by weapons runners, the Goront is designed to be slightly heavier than a D'Kora Marauder. Ferengi arms dealers found that it was best to operate from a strong offensive platform, lest their clientele decide to turn on them with their newly purchased goods. Because of their expense very few Ferengi merchants have been able to purchase Goront Heavy Cruisers, and those that do have had to pay extensive licensing and lease fees on the advanced plasmic disruptors that it is equipped with. It cuts into their profits, but it ensures that they will be able to project power against any

adversary foolish enough to attempt to disable their craft.

Ooron Strike Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2365

The Ooron Strike Cruiser is a newer hull used almost solely by bounty hunters and mercenaries. The Ooron is both fast and maneuverable while packing nearly the same level of firepower as a larger D'Kora Marauder. Strike cruisers are often used for everything from direct assaults, blockade running, and pirate hunting. Crews are usually kept small to maximize profits for each mission, and the owners of Ooron Strike Cruisers keep them in tip-top shape. It is uncommon to encounter an Ooron on anything other than a mission of violence, as normal cargo runs are primary ran by ships with less maintenance overhead.

S'Kara Marauder

Base Hull (X)

Capital Ship

Available: X

The predecessor to the well-known D'kora, the S'kara Marauder was one of the most common Ferengi warships of the late 23rd Century. The S'kara relies on its four medium plasma cannons to deliver killing blows to enemy ships.

Many S'Kara Marauders remain in service, many heavily upgraded to take advantage of new technologies. Such ships are

inferior to new build units, but are adequate for service in the fleets of less wealthy Ferengi.

DESTROYERS AND FRIGATES

Loorta Escort Frigate

Base Hull (X)

Capital Ship

Available: X

A common ship, the Loorta Escort Frigate is commonly found escorting transport convoys in Ferengi territories. The Loorta is optimized for maneuverability and short-range firepower and there are few ships that can match its raw destructive capability at extremely close ranges. Loorta frigates use this psychological advantage to force prospective pirates from closing on the caravan.

Krakta Penetrator

Base Hull (X)

Capital Ship

Available: X

A mid-sized light combat vessel, the Krakta class of long range penetrator vessels were mass produced in the early half of the 22nd Century after the Ferengi first purchased warp technology. Krakta Penetrators were optimized for long range operations. The ship's cargo hold can hold enough supplies to allow a crew of four or five adventurous Ferengi to live comfortably for a year or more between re-supply. As such, the Krakta was designed so that, as the amount of supplies diminished, the spoils captured by such enterprising Ferengi could fill the emptying cargo holds. When the ship returned to a friendly port it could then sell off its newfound treasures at a profit while at the same time re-supplying the ship for another voyage.

Krakta Penetrators and other small ships like them fell out of favor with the Ferengi after the mid 2160's. This change in national focus would keep the Ferengi from expanding into new markets, instead cultivating existing lucrative markets. The historical effect of this decision would keep the Ferengi from making contact with many other prominent Alpha Quadrant races, most importantly the newly formed alliance known as the United Federation of Planets.

Ngort Raider

Base Hull (X)

Capital Ship

Available: X

Lighter than the more common D'kora Marauder, the Ngort Raider fills a similar role in the Ferengi fleet. Young, vibrant Ferengi entrepreneurs out to find their fortunes among the stars are the usual operators of Ngort Raiders. The Ngort is not as well armed as other, larger, more expensive Ferengi vessels, but its affordability makes it a good starting point for the aspiring Ferengi with enough capital to buy a ship, but not enough to buy a D'kora.

In combat, Ngort Raiders are forced to close the range with their prey before firing because of the close range nature of their plasmic disruptors. Once at optimal firing range, the Ngort's disruptors can easily knock down enemy shielding and disable small cargo ships, allowing them to be boarded and their cargo seized.

Tokorn Heavy Destroyer

Base Hull (X)

Capital Ship

Available: X

The Tokorn Heavy Destroyer is designed to act as a heavy escort for other, larger Ferengi ships in times of war or when traveling through perilous war zones. The Tokorn is heavily armed for a ship of its size and relies on its speed and maneuverability, which is unrivaled in the Ferengi fleet, to intercept enemy ships.

Torkon Heavy Destroyers are often operated by larger corporations and used to defend vital cargo shipments from enemy attack. Some freelancers and privateers operate Tokorn destroyers as escorts-for-hire, a job that is far from glamorous but pays the bills.

SCOUTS AND AUXILIARIES

Bronta Trade Scout

Base Hull (X)

Capital Ship

Available: X

The Bronta Trade Scout is a common vessel used by influential Ferengi to explore unknown space in search of new, lucrative trade deals to be had with unsuspecting new alien races. Each Bronta scout has only a small crew, most of the ship's internal volume being

maximized to carry enough trinkets and baubles to make an initial fortune selling such items to any pre-warp or early interstellar civilization they should come across.

In battles before 2213 replace each pair of light plasmic disruptors with one light plasma cannon each and reduce the size of the ship's reactor by 4 boxes. This was the typical armament before the light plasmic disruptor became widely available.

Glantor Troop Transport

Base Hull (X)

Capital Ship

Available: X

The Glantor Troop Transport is one of the few dedicated troop transports operated by the Ferengi Alliance. Operated almost solely by independent collection agents, Glantor Troop Transports can carry several thousand Ferengi foot soldiers into combat. The Glantor is heavily armored to protect the troops inside and to allow them to survive into transporter range. Shields are not especially strong, however, and it is easy for a few well placed phaser and photon torpedo hits to disable a Glantor Troop Transport.

Grok Light Trader

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2303

The Ferengi operate many small trading ships, the Grok Light Trader being one of them. A medium ship, the Grok is large enough to haul bulk cargo over long distances. Groks are easy prey for raiders, as their light weapons are inadequate for taking down enemy ships before the Grok's shields are depleted.

Grok Light Traders are most often run by Ferengi who are "second sons" and, thus, did not inherit the family fortune. They are forced to run low class, drudging cargo missions in order to earn the profit they so desire. Some more affluent operators also use Groks for minor cargo routes or errands, but never would they themselves travel aboard such a craft.

Tomax Bulk Freighter

Base Hull (X)

Capital Ship

Available: X

One of the larger types of freighters used by the Ferengi, the Tomax Bulk Freighter is capable of carrying large amounts of bulk domestic goods as well as passengers and personnel. Ships of this type are fairly common

sights on the major trade routes heading out from Ferenginar.

FIGHTERS AND SHUTTLES

Shuttlepod

Base Hull (Unlimited Deployment)

Shuttle

Available: 2308

A small two to five man shuttle design, the typical Ferengi Shuttlepod is designed primarily for short duration flights, though if enough supplies are stored onboard it is capable of making longer flights. Warp capable but barely armed, this shuttle is solely for moving personnel.

BASES AND DEFENSES

Brokta Gath Starbase

Base Hull (Unlimited Deployment)

Enormous Base

Available: 2324

The Brokta Gath Starbases serve as centers of trade and commerce throughout the Ferengi Alliance. Built shortly after the Ferengi commercial explosion, the Brokta Gaths served as central commercial hubs connecting Ferenginar to Hupyria and Dopterica among other worlds in the region. The Ferengi's newfound wealth and status allowed them to expand their territorial holdings, in turn necessitating the construction of even more starbases from which to funnel latinum from naïve nearby cultures. The large hangars found on each of the Brokta Gath's four sections can dock ships as large as a D'kora Marauder allowing for direct transfer of goods and personnel.

The Brokta Gath Starbase is not particularly well armed, though it is sufficiently protected so as to be immune from minor pirate attacks. The Ferengi usually contracted mercenaries to provide for the security of their starbases, paying a fair price to ensure that the trade would continue to flow.

Fromta Orbital Satellite

Base Hull (Unlimited Deployment)

OSAT

Available: 2320

A standard Ferengi OSAT.

Frupta Export Satellite

Fromta Variant (Common)

OSAT

Available: 2325

This is a variation of the standard Ferengi OSAT modified for export to neighboring powers and entities. Frupta Export Satellites can be found spread across numerous sectors by those that were willing to pay the Ferengi's prices.

The Dominion

Heavy Attack Frigate
Base Hull (Unlimited Deployment)
Medium Ship
Available:

This larger version of the standard Dominion attack ship is capable of doing significant damage to enemy starships. With twice the firepower of an attack ship, the Heavy Attack Frigate is a match for most small cruisers and frigates operated by the Alpha Quadrant powers.

Note that the Heavy Attack Frigate is not a variant of the Attack Ship, but both are closely related so are listed together with the Attack Ship and its ilk.

Jem'Hadar Attack Escort
Domattackship Variant (Common)
Light Combat Vessel
Available:

A common variant of the attack ship, called an Attack Escort, replaces its single polaron beam with two light polaron beams. This allows the ship to fire every turn while doing less overall damage than it could have with the one, full fledged polaron beam. Vessels of this type were usually used to combat the smaller craft of the Alpha Quadrant powers.

Jem'Hadar Attack Ship
Base Hull (Unlimited Deployment)
Light Combat Vessel
Available:

The Jem'Hadar Attack Ship is the most common (and to some, the most deadly) warship in the Dominion arsenal. Operated in mass numbers, these attack ships swarm their targets, easily punching through shielding and flaying enemy hulls. Mounting a single polaron beam, the attack ship is vulnerable during the weapon's recharge, but the amount of damage that the ship can both deal and receive make it a strong opponent.

During times of desperation it is common to see Jem'Hadar attack ships perform suicide ramming maneuvers against their enemies.

They are very effective when used in this manner, especially if shield strength remains.

Jem'Hadar Battlecruiser
Base Hull (Unlimited Deployment)
Capital Ship
Available:

The most common capital ship in the Dominion fleet, the Jem'Hadar Battlecruiser is pound for pound more powerful than any warship operated by the Alpha and Beta Quadrant powers. The battlecruiser is armed with two heavy polaron beams and a sizeable number of secondary guns, more than enough firepower to allow it to destroy enemy warships -- frigate and heavy cruiser alike -- with relative ease.

It is lucky for the Alpha Quadrant powers that the Dominion focused more on their light attack craft than warships of this magnitude, as a fleet of Jem'Hadar Battlecruisers could easily take on any Federation, Klingon, or Romulan force of equal numbers.

Jem'Hadar Battleship
Dombattleship Variant (Restricted Deployment 10%)
Enormous Unit
Available:

An enormous weapon of war, the Jem'Hadar Battleship is the ultimate in Dominion firepower. Dwarfing all other ships on the battle field, this battleship is capable of taking on multiple cruisers simultaneously and ripping them to shreds. It is very difficult to take down a Jem'Hadar Battleship, and the casualties involved in doing so are always prohibitive -- a fact which the Founders use against their enemies, implementing the battleship just as much as an instrument of terror as for its destructive force.

Jem'Hadar Super Carrier
Domsupercarrier Variant (Limited Availability 33%)
Capital Ship
Available:

The Dominion use large super carriers to ferry fresh attack ships to the front lines. Such ships are large but not as well armed as other Dominion warships. Crewed by the Jem'Hadar, usually with a sole Vorta advisor stationed onboard, the Super Carrier can maintain up to 30 attack ships at any given time with an operational duration of two months. This fact allows Super Carriers to be important strategic elements of the Dominion war machine.

Tulaka Heavy Freighter
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2353

A common Karemma freighter design, the Tulaka is a common sight along Karemma trade routes. The Tulaka was built to be both a solid ship yet an economical transport. The center spine of the ship contains over a dozen individual cargo palettes, giving the ship a distinctly segmented midsection. Ships of this class are hardy and adequately armed and shielded in such a way to repulse most typical assailants; however, they lack the firepower to take on mainline military cruisers.

Breen Confederacy

Background

The Breen are one of the most enigmatic of the Alpha Quadrant powers. Even less is known about the Breen than the Romulans. What contact they have had with their neighbors has rarely been favorable. Even the Romulans have a saying about the Breen, "Never turn you back on a Breen."

The Breen homeworld is an extremely cold frozen wasteland, inhospitable to most other intelligent species. The Breen do not seem to be able to operate in Terran normal environments, requiring environmental support suits in order to survive. The extreme conditions of their homeworld also led to other physiological peculiarities. The Breen do not have blood, their bodies evolving to use an alternate circulatory method. They are also not empathically detectable by Betazoids and other telepathic species. The Breen reach sexual maturity at a younger age than most.

Most noted for their involvement in the Dominion War, the Breen had spent the previous century consolidating their territories. Located near the Cardassian Union, Tholian Assembly, and Miradorn, the Breen invaded and subjugated many neighboring species, impressing the conquered as slaves. The Breen launched sporadic raids against their neighbors, with the exception of the Tholians who were far too powerful and unpredictable to be worth the effort.

Raids on Cardassian and Federation interests along the Breen border were carried out even up to the beginning of the Dominion War. Such raids were meant to test the resolve of the Breen's neighbors, giving the Breen leadership valuable insights into enemy strategy and tactics that could later be used against them.

The Breen entrance into the Dominion War came as a major surprise to most of the combatants. The Breen had previously been politically non-aligned, having little to do with their neighbors let alone involve themselves in galactic affairs. As the war proved, the Breen Confederacy's strength was not to be discounted. It was the Breen that launched a devastating surprise attack against Earth late in 2375. It was also the Breen who developed the energy-draining weapons that, for a time, turned the war decisively in the Dominion's favor. Even



in the twilight months of the war, the Dominion would likely have fallen if not for the stolid support of the Breen fleet.

It has been debated as to why the Breen decided to ally themselves directly with the Dominion during the war. Most of the major powers in the region were at least sympathetic to the Dominion, signing non-aggression pacts with the Dominion soon after their arrival in the Alpha Quadrant. It is possible that the Breen were looking to expand their territorial holdings even further, taking control of valuable Federation territories and their populations.

After the signing of the peace treaty that ended the Dominion War, the Breen agreed to pay modest restitution and then retreated back behind their borders. It is unknown what course of action the Breen will take now that they have demonstrated their political and military abilities.

Technologies

The Breen traditionally use a mix of disruptor and photon torpedo weaponry. It is unknown whether the Breen developed these weapons technologies independently of the Klingons, but it is not difficult to speculate that the Breen acquired the technology from salvaged Klingon sources in the same way as the Ferengi. The Breen have used their advanced technological base and relative isolation to build up an inventory of unique weapons of both types. The Breen have attempted over time to build greater versatility or

saturation of fire into their weapons, with mixed results.

The Breen are known users of cloaking devices, though they are rarely fitted on common warship hulls. It is believed that Breen ship construction techniques make it more difficult to mask a ship's warp signature. This means that Breen warships outfitted with cloaking devices must be optimized for their use.

Whereas the Federation only started to develop significant bioorganic technology in the 2370s, the Breen have had such technology for over a century. Breen starships incorporate organic components, though the ships themselves are not of an organic nature. Most bioorganic devices can be found in Breen support systems.

Disruptors

The Breen are avid users of disruptor technology. All of their modern fleet units use disruptors as their primary offensive and defensive weapon systems. The disruptors replaced older plasma, particle, and laser weapons that were in use before the introduction of disruptors.

Unlike some disruptor-using races, the Breen have attempted to innovate on the basic concepts over the years in hopes of creating more versatile and powerful disruptors. Their efforts have met with some success, though they have yet to make a revolutionary advancement in the field.

Burst Beams

Also known as energy-draining weapons, burst beams are a relatively new technology only recently developed by the Breen. Burst beams fire a concentrated electromagnetic pulse at their target, disrupting shielding, disabling systems, and causing long-term damage to power grids. Such weapons proved exceptionally capable during the Dominion War until the Allies adapted an adequate defense.

Ships of the Fleet

BATTLESHIPS AND DREADNOUGHTS

Voh Lanthe Battleship
Base Hull (Restricted Deployment 10%)
Capital Ship

Available: 2371

This massive class of battleship was first introduced only a few years before the Dominion War. The Breen had long been testing their new energy-draining weapon and had fitted the first Voh Lanthe Battleships provided an excellent platform for the first live-fire testing. The success of the Voh Lanthe during those early tests reaffirmed the Breen's interest in burst beam weaponry.

The Voh Lanthe Battleships served with distinction during the Dominion War. Participating in lightning strikes deep into Federation and Klingon space, the battleships were capable of besting every ship that they came across – even the Federation's vaunted Galaxy Command Ship. Unfortunately for the Breen, the Voh Lanthe Battleships became priority targets for the Allies and within four months all three active battleships had been forced back to Breen space for repairs. Subsequent allied counter-offensives effectively isolated the Voh Lanthés from combat for the remainder of the war.

At war's end, there were still very few warships capable of combating the raw firepower of the Voh Lanthe Battleship. The Federation Sovereign and Klingon Negh'Var were two of only a handful of ships that could make that boast.

CRUISERS AND CARRIERS

Ghor Taan Battlecruiser
Base Hull (Unlimited Deployment)
Capital Ship
Available: 2349

The Ghor Taan Battlecruiser is one of the heavier warships operated by the Breen Confederacy. Armed with a mix of disruptors, photon torpedoes, and plasma cannons, the Ghor Taan has a well-rounded arsenal capable of taking on almost any potential opponent.

Nol Thek Battle Carrier
Base Hull (Limited Availability 33%)
Capital Ship
Available: 2363

The Nol Thek Battle Carrier was used only rarely by the Breen to transport their assault fighters into combat. The Nol Thek is capable of holding its own in a fight, but the Breen were very conservative with their carriers and traditionally kept them well behind the main

battle lines. During the Dominion War, Noli Thek carriers were a primary target of the Allied forces.

Shok Taan Strike Cruiser
Ghor Taan Variant (Uncommon)
Capital Ship
Available: 2370

The Shok Taan Strike Cruiser incorporates the new energy-dampening weapon, which had recently been developed by the Breen. The Breen hoped that the inclusion of this new technology would confer upon the Ghor Taan greater offensive potential.

Whereas the Ghor Taan was designed as a multi-purpose cruiser, the Shok Taan Strike Cruiser is instead designed for the rapid disabling of enemy starships. The Shok Taan's burst beam weapons allow the ship to strip the enemy of their shields while its photon torpedoes explode upon the hull.

The cost of converting Ghor Taans to Shok Taans is high and the Breen have only been able to convert a portion of the hulls over to the new standard, limiting their availability in the fleet.

This Breen frigate is the mainstay of the Breen Confederate warfleet. The Ghan Lak Frigates were equipped with the best in weapons and shielding technologies available to the Breen. The Ghan Lak Frigates were more than capable of taking on ships several times their size, a testament to Breen ship design strategies.

Ral Koan Corvette
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2328

The Ral Koan Corvettes are short-range attack craft used for patrol duties in and around Breen colony worlds. Ral Koans are little more than police ships and as such are incapable of taking on larger enemy warships on their own. Most would attempt to flee from such a combat situation, returning to its base in order to report the incursion.

The Ral Koan class was the first Breen ship to make use of the disruption repeater. A derivation of standard disruptor weapons, the Breen believed that building a faster-firing version of the weapon would be of great benefit to their navy. The high-energy costs of the weapon ultimately limited the weapon's service. Still, for ships like the Ral Koan with a limited arsenal, the extra versatility of the repeater was attractive.

Tha Lak Attack Frigate
Ghan Lak Variant (Common)

DESTROYERS AND FRIGATES

Ghan Lak Frigate
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2355



Heavy Combat Vessel

Available: 2367

This signature Breen cruiser is an upgrade of the older Ghan Lak class of frigate. The Tha Lak Attack Frigate is equipped with the devastating heavy burst beam, an energy-dampening weapon capable of quickly disabling even the strongest shields.

Tha Lak Attack Frigates saw action in almost every battle of the Dominion War after the formation of the Breen/Dominion alliance. These vessels are quick and deadly opponents and, although the Allies were able to develop countermeasures against Breen energy dampening weapons, the class remained an important component of the Dominion fleet.

Vos Lak Covert Frigate

Ghan Lack Variant (Uncommon)

Heavy Combat Vessel

Available: 2358

The Vos Lak Covert Frigates have traditionally been deployed along the Breen border where they serve in an invaluable early warning capacity. This means any enemy incursions into Breen space will be quickly detected by Vos Lak Covert Frigates. These frigates will then report back to Confederate military bases and arrange for interception of the intruding enemy fleet.

Certain times in the past Vos Lak captains have taken initiative in the field, intercepting and destroying foreign vessels that stray too close to the Breen border. For instance, covert frigates operating near the Black Cluster along the Federation border were sometimes known to attack unsuspecting vessels of Federation registry. However, such instances were relatively rare.

FIGHTERS AND SHUTTLES

Kohr Than Assault Fighter

Base Hull (Unlimited Deployment)

Heavy Fighter

Available: 2362

The Breen are one of the few Alpha Quadrant powers to operate fighter craft. The Breen Kohr Than Assault Fighters are highly advanced strike platforms designed for taking out enemy starships. Their two disruptor beams are highly capable of piercing enemy shields and doing moderate damage to the target's hull.

Tholian Assembly

Background

The Tholians are the very definition of heavy-worlders. Their homeworld defies easy definition. A very large, moonless, mineral-rich planet with the kind of layered atmosphere usually associated with a gas giant, but very close to its primary star, which has stripped much of the upper atmosphere from the world over the millennia. The result of this rather strange combination is a silicon-based life form with a circulatory fluid that solidifies at temperatures and pressures similar to Terran norms, surviving in excess of 450 degrees Kelvin and 4 gravities of pressure.

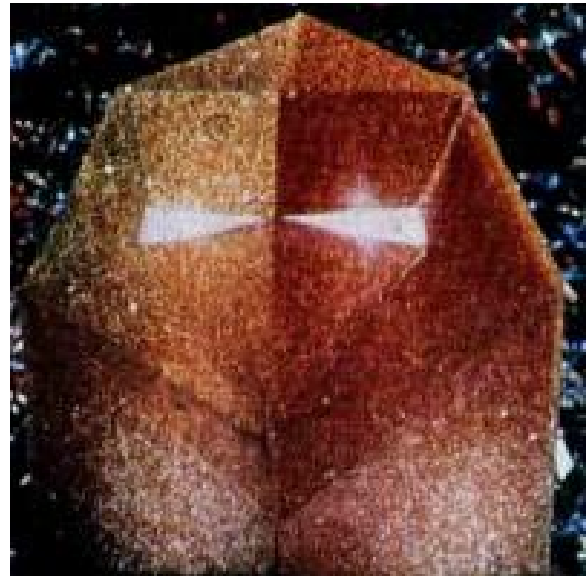
The Tholians evolved from seasonal omnivorous analogues -- the closest terrestrial example would be a bear. They are not social creatures in the sense that humans are, but work well together when united by a common goal. Their society is based on the establishing of tasks by a central board (whose purpose is to set tasks and priority for the Assembly).

Given those features, their progress toward space is readily understood. They made many of the scientific developments that catapulted other species into space, but while strongly territorial, they aren't particularly acquisitive. The enormous surface area of their home planet, including continents the size of Earth, provided more than enough to sate any urge they had to explore. Their society is also poorly geared to a lack of communication and central authority, and their atmosphere and the sheer size of Tholia are poorly geared to satellite communication.

Subspace radio communication made the exploration of space viable. Of course, having discovered subspace, warp travel was not far behind. They hold the singular distinction of having warp travel before ever venturing offworld.

Given the living conditions they consider ideal, it's a wonder that Tholians conflict with other races at all. The fact that they do is partially tied to their position near both the Romulan Star Empire and Klingon Empire, but also due to their extremely territorial nature. Generally, they do not play well with others.

While they should be able to peacefully cohabitate with other powers given their totally different requirements for habitability, their territorial nature, mining techniques (involving



pulling sma II, Earth-sized planets apart and mining the new asteroid belt) and 'terraforming' techniques (again, using web to tow gas giants closer to their primary star) make them bad to have as close neighbors.

Technology

Their technology is extremely resource-intensive, wastefully so by many standards. They have mastered tractor-beam technology; a legacy of their homeworld, and the necessities of such high gravities. Their ships are formed from crystals grown under conditions unexplored by many other species, with incredibly high value as armor, but those same hull materials are poorly suited to deflector shield grids, and so their shields are always poor. Another item of technology worthy of note is their approach to phaser weapons. Like so many races, they deploy phasers as their primary lighter armament, but have developed theirs along a different track, using lighter phaser weapons and a powerful focusing mechanism which appears to be tied to their tractor technology to concentrate fire, producing ad-hoc larger phaser weapons.

Tholian background information by Kevin Nault.

Ships of the Fleet

Akkrev Heavy Cruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel

Available: 2223-2318

The Akkrev Heavy Cruiser served as one of the Tholian's strongest cruisers for nearly one hundred years of their history. A durable starship, the Akkrev's hull resembles the merging of two of their patrol frigates. This cruiser was originally equipped with four medium phasers but upgrades to phase concentrators as soon as that weapon became available.

To move the Akkrev would appear an unassuming cruiser hull. The lack of ballistic weaponry, too, limits the range of attack available to the Akkrev. Looks can be deceiving. The ship's strong armor allows it to survive the hail of torpedo fire from its enemies, and the combined firepower of a maximum yield phase concentrator shot can devastate most Tholian opponents.

The Akkrev class was finally retired with the introduction of newer, more capable combat craft. The direct descendent of the Akkrev lineage is the Obsidian Strike Cruiser, a vessel just as fearsome as the Akkrev. Some Akkrev's were sold off to independent Tholian enclaves where they came to serve as planetary guard units or priority couriers.

Barricade Patrol Cruiser

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2236-2291

This sleek, nimble medium ship formed the backbone of the Tholian Assembly navy for much of the 23rd Century. The Barricade Patrol Cruiser's wide arcs of fire and heavy armor made it an able opponent for enemy light cruisers. The Barricade also proved to be highly effective and dealing with enemy small craft.

Perhaps the biggest draw of the Barricade is its web spinner. The web spinner allows the ship to create high-energy webbing that can trap or impede the movement of enemy ships.

Barrier Patrol Corvette

Base Hull (Unlimited Deployment)

Light Combat Vessel

Available: 2230-2325

The Barrier Patrol Corvette is a smaller relative of the Barricade Patrol Cruiser. The Barrier was originally developed as an engineering study model for the technologies that would later be included in the Barricade. As such the Barrier Patrol Corvettes were the first Tholian ships to mount the MK-2 model web spinner. The success of the Barrier during early

trials encouraged further construction on the class and it quickly entered widespread use in the Tholian fleet.

Whereas the Barricade was designed to function as an all-around fighting ship, the Barrier was instead designed as a very predatory design intended for engaging enemy cruisers. Groups of two to five Barriers would descend on unwitting alien cruisers in hopes of disabling them. If forced off the ships could then begin laying a Tholian web to ensnare the ship. Although most enemy vessels would likely escape before the web could be completed, it could buy the Tholians enough time for other, larger ships to arrive on the scene.

The Barrier remained in service beyond the phasing out of the Barricade, in large part due to the former's heavier firepower. The number of Barriers in active duty slowly fell until the last ship was mothballed in 2325.

Basalt Dreadnought

Base Hull (Restricted Deployment 10%)

Capital Ship

Available: 2112-2262

The Basalt Dreadnought was one of the Tholian's first dreadnought classes. Developed during the first decades of the 22nd Century, the Basalt represents the pinnacle of Tholian construction and weaponry from the time period. Heavy armor and strong particle weapons give the Basalt a competitive edge over its opponents.

Unlike many of their neighbors the Tholians did not adopt a policy of 'gunboat diplomacy.' Because of this the Tholians preferred to keep their largest and most powerful units, which included their Basalt Dreadnoughts, far from the fringe worlds of the Assembly. It was felt that defending the core Tholian colony worlds was more important than demonstrating their formidable strength to potential enemies. The Tholians did not wish to betray too much information about their defenses, either.

The development of phaser weapons degraded the importance of the Basalt within the Tholian fleet. The decision was made to upgrade the Basalt Dreadnought to the new phaser standard, but this refit did not provide a significant improvement in its combat abilities. The medium phaser, at the time the Tholian's most powerful phaser weapon, did add much needed versatility to the hull; however, it was not capable of doling out the raw damage of the particle cannon, nor was it as accurate as that weapon.

The Granite Dreadnought eventually replaced the Basalt as the Tholian dreadnought class.

Bastion Medium Carrier

This common Tholian carrier was a common site in Tholian border fleets during the 23rd Century. Based on the Akkrev Heavy Cruiser hull, the Bastion Medium Carrier exchanged offensive firepower for an enhanced close-in defense grid and eight sets of fighter rails, each carrying three light fighters.

The Tholians originally intended their carriers as a purely defensive implement of war, the fighter protecting the fleet from incoming ballistic weaponry and any ships that strayed too close to the fleet. Later, as fighters moved into a more offensive role, the Bastion and other early carriers found themselves ill suited for the strike role. In the case of the Bastion, the Tholian Assembly used the aging carriers as fleet defense units, screening against enemy fighters and combat shuttles.

Bloodstone Assault Cruiser

Base Hull (Limited Availability 33%)

Heavy Combat Vessel

Available: 2242-2329

The Tholians have always had little use for assault ships. The fact that their preferred environment is diametrically opposed to that of most sentient life they have rarely had to fight over the planets they consider prime real estate. Yet there have been some instances where the Tholians have perceived the need for planetary assaults by their own troops. In such cases the Assembly is usually searching for valuable technical or intelligence data that would be otherwise unattainable.

The Bloodstone Assault Cruiser was the preferred assault craft during the 23rd Century. A complex combination of two Barricade hulls, the Bloodstone can bring a considerable amount of firepower to bare in any arc. The ship is not capable of atmospheric insertion so instead relies on its combat transporters to beam marines to the planetary surface.

Feldspar War Cruiser

Base Hull (Limited Availability 33%)

Heavy Combat Vessel

Available: 2245

The Feldspar War Cruiser was the premier Tholian cruiser of its day. Heavily armed, shielded, and armored, the Feldspar could best almost any other enemy starship in a

fair fight. The operational range of the Feldspar was also excellent, allowing it to travel further from Tholian space on reconnaissance sorties.

The Tholians commonly used the Feldspar as a power projection warship, sending them into enemy space to attack targets in a pro-active form of defense. Such pinpoint assaults by Feldspar War Cruisers were often successful in deterring future attacks from the Tholian's weaker neighbors. In particular, early Cardassian raids against Tholian territories were quickly stopped by just such attacks on their still young space infrastructure.

The Feldspar War Cruiser design was a good one and continues to serve into the modern era. The ships are no longer the pinnacle of Tholian technology but instead serve as light cruisers to supplement the firepower of larger, more modern warships.

Granite Dreadnought

Base Hull (Restricted Deployment 10%)

Capital Ship

Available: 2259-2337

The Granite Dreadnought was a major improvement over the existing Basalt Dreadnought. The Granite Dreadnought made use of the advanced phase concentrators, weapons that could have their fire combined into a single cohesive shot capable of downing enemy shields and burrowing deeply into the enemy's hull. Strong shields and good armor round out the Granite design, reinforcing its potency in combat.

During its time in service there were few alien ships that could best the Granite Dreadnought in battle. The ship remained highly susceptible to ranged ballistic attacks during its attack run, a problem common within the Tholian fleet, but the dreadnought's large number of point defense phasers help to mitigate this flaw.

Matrix Destroyer

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2224-2280

In a fleet dominated by small patrol frigates and cruisers, the Matrix Destroyer is something of an oddity. One of the first destroyers to mount the new phaser weapons, the Matrix was intended as a companion of the larger Basalt Dreadnought. The Matrix Destroyer was the first Tholian warship to mount the light photon torpedo, a device reverse engineered from captured Klingon samples a decade earlier. The mix of fast firing phaser weapons and

ranged ballistic capabilities made the Matrix a perfect companion for larger heavy combat vessels and capital ships.

The ultimate downfall of the Matrix Destroyer is linked to its phaser systems. The ship was designed specifically to be equipped with intermediate phasers, a weapon that would eventually prove wanting. Tholian engineers had not included suitable upgradability into the Matrix to allow for an upgrade to full-fledged medium phasers. Without such an upgrade the Matrix simply did not have the firepower to remain competitive.

Refraction Scout
Barricade Variant (Uncommon)
Medium Ship
Available: 2236-2290

This Tholian scout craft was a common sight along the Tholian borders. As likely to be seen skulking amidst asteroid belts as traversing the empty distance between stars, Refraction Scouts kept a vigilant watch over the comings and goings on the Tholian borders. Refraction Scouts are exceptional electronic intelligence platforms and perform at a higher level than most of the Federation, Klingon, or Romulan equivalents of the period. They are also perfectly capable of handling themselves in a fight, something the Tholians had in mind when designing the class.

Sliver Fast Frigate
Base Hull (Unlimited Deployment)
Light Combat Vessel
Available: 2085-2226

The Sliver Fast Frigate was one of the more effective early frigates fielded by the Tholian Assembly. This small light combat vessel enjoyed the best in defense technologies. Good shields and armor ensured that the Sliver could take a considerable amount of damage before being taken down.

The biggest advantage held by the Sliver class was its centrally mounted particle cannon. Normally only mounted on larger cruiser hulls, this cannon provided the Sliver an unprecedented advantage in arms. It took only a few Sliver frigates to exert the same kind of firepower found only on the battleships and dreadnoughts fielded by other powers. Lightning strikes against larger capital ships proved extremely effective.

Bases & Defenses

Obelisk Border Station
Base Hull (Unlimited Deployment)
Capital Base
Available: 2223

The Obelisk Border Stations have long served as the Tholian's first line of defense against outsiders. The Tholians began building the first Obelisk Border Stations in the 2220s to replace the aging Spire Bases erected a century before. These bases served as nodes of a complex early warning detection grid that helped to secure the Assembly's borders. Often enclosed within an interwoven mesh of Tholian webbing, the Obelisk Border Stations were more often than not concealed from view, their secrecy part of their strength.

Obelisk Border Stations were upgraded to phase concentrators beginning in 2265. This refit was part of a comprehensive upgrade to the stations, including the virtual reconstruction of their central habit cylinder. The upgraded Obelisks continue to serve, although they have been functionally replaced by other, larger starbases. Many older Obelisks serve as civilian trading posts. One such Obelisk is operated on the trade route that links Tholian territories to Cardassian, Bajoran, and numerous other independent merchant interests in the surrounding territories.

Fighters & Shuttles

Gorn Confederacy

Physiology

The Gorn are a race of green-scaled, bipedal reptilians that evolved on the planet S'sgarnon (often called Gornar), a temperate, warm Class-M planet with a heavy gravity. The often cruel conditions of S'sgarnon forced the Gorn to adapt or die, and adapt they did. The Gorn are a strong, hardy race of fierce warriors and hard to best in hand-to-hand combat. Only their sluggishness slows them down. Gorn culture puts special emphasis on strength and courage and actively encourages survival of the fittest.

Background

The Gorn Confederacy is located on the border of Federation and Romulan space. The Confederacy is a small but strong empire, and the Gorn have been traditional enemies of the Romulan Star Empire for nearly two hundred years.

Early Expansion

The late 2210's saw a major push by the Gorn Alliance into surrounding space. The Gorn's border conflicts with the Romulans (2198-2211) had forced the Gorn to redouble research efforts and during this period of time these efforts came to fruition. New shipyards were constructed to increase the flow of new build starships from the yards of the Gorn homeworlds. (Industrial growth, yadda yadda).

The Gorn literally exploded from their holdings, taking in new claims as fast as their starships could travel outwards. This reckless expansion caused the Gorn to run into the borders of several other before unknown alien neighbors, including the Sheliak and ISC. Favorable relations would later be established with the ISC, though the brief war with the Sheliak (2230-2233) would leave the Gorn and the Sheliak alienated with irreconcilable differences.

The Gorn/Romulan Wars

(Constant conflict with the Romulans kept the Gorn contained.)

Federation Contact (2267)

First contact with the Federation came in the year 2267. Gorn scouts detected the presence of an alien colony – a Federation outpost – on Cestus III, a world claimed by the Gorn. The Gorn launched a pre-emptive attack on Cestus III, destroying the settlement and slaughtering the survivors. The Gorn were interrupted by the intervention of Captain James T. Kirk, commanding of the U.S.S. Enterprise. After evacuating the last of their crews, the Gorn retreated from Cestus, with the Enterprise in hot pursuit.

Through the intervention of the high-tech Metrons, the captains of the Gorn and Federation ships were transported to a neutral planet and forced to fight one another. The outcome of that battle, mercy and compassion on the part of the Federation commander, would determine the future of Gorn/Federation relations. The Gorn recognized at least some honor in their premature foe. Following the incident, the Gorn Confederacy opened up formal diplomatic relations with the United Federation of Planets.

The Federation/Gorn relationship progressed very slowly after contact. Internally, the Gorn government was split between those who wanted to adopt a diplomatic approach to the problem and those who believed a direct military confrontation was the only way to ensure their survival. Both factions agreed that the Federation must not hinder the Gorn expansion and the fulfillment of their Manifest Destiny, it was just in methodology that they differed. To their credit, the hawks in the government did have a very valid point. Diplomacy with the Romulans had always led to duplicity and broken treaties. The Gorn had no reason to believe that the United Federation of Planets would abide by the treaties they signed. The reigning autarchs opted to delay military action until all diplomatic solutions were exhausted. This decision, though causing some problems back home among the warmongers within the military hierarchy, was ultimately the right one.

Peace negotiations held over several years at the Federation Clanhaven colony, located

on the Federation's frontier near Gorn space, led to the adoption of an initial non-aggression treaty between the two powers. Both sides agreed to limit their military buildup along the border. Of most interest to the Gorn was the possession of territories in the region. Although

not formalized until the 2290s, the Federation agreed, in principle, to a compromise that benefited both parties. First, the two powers would mutually oversee a joint colonization and exploitation of the disputed world of Cestus III. Second, the remaining contested systems in the region would be handed over to the Gorn Confederacy, except in those cases where sizable Federation colonists had already been established. Also included in the peace terms were a number of territorial concessions granted by the United Federation of Planets, ceding rights to several worlds along the Federation/Romulan Neutral Zone to the Gorn Confederacy.

The Romulan Reappearance

The Gorn again found themselves grappling with the Romulans during the early 24th Century. With the signing of the Khitomer Accords, the Romulans witnessed their two greatest rivals joining together in the pursuit of a previously inconceivable desire: peace. With their own role in attempting to sabotage the peace mission revealed, the Romulans pulled into their shell as they had following the Earth/Romulan War. They spent this time building up their military, preparing to strike at their neighbors when they least expected it.

Unfortunately for the Gorn, the Romulans identified by the Confederacy as the weakest of the nations on its borders and became the target of the Romulan's early military campaigns. Shortly after hostilities broke out against the Gorn, Romulan forces along the Klingon border began their assaults on Klingon systems. Although the Klingon Empire bore the brunt of these attacks, including the assaults on Khitomer and Narendra, the Gorn were subjected to their own fair share of atrocities and loss of life. The Gorn had been preparing for war for nearly forty years, but their fleet was unprepared for the power of the new Romulan fleet. It was only the Romulan retreat on the Klingon front that convinced the Romulan Senate to adopt a renewed policy of isolationism.

The Gorn were forced to sign a peace treaty that ceded the Romulans a great number of their holdings along the Romulan border. However by that point in the conflict, the Gorn were more than happy to bargain for peace in order to prevent the weakened defenses of S'sgarnon from falling to the Romulans.

Dominion War

The Gorn Confederacy was lucky enough to be spared the destruction of the Dominion War by virtue of their distance from the conflict. Dominion agents were successful in infiltrating the Gorn government, going so far as to replace a high-level aid to one of the ruling autarchs. The Founders had hoped to use the Gorn as a distraction should the Romulans refuse a non-aggression treaty and join the war alongside the Federation and Klingon empires. When the Romulans finally joined the war on the side of the Allies, the Dominion found that the Gorn are not a race that can easily be played for fools. The changeling operative's insistence that the Gorn military be brought to action so hastily led to suspicion and the spy was ultimately unmasked before a single Gorn ship could be sent to war against the Romulans.

Government

The Gorn Confederacy is an alliance consisting of the homeworld, S'sgarnon, and its colonies. The Confederacy is ruled by two autarchs, one representing the Gorn homeworld and the other the Gorn colonies.

Not all Gorn colonies participate in the Confederacy and have instead broken away from Confederate rule. These worlds are governed under the autonomous rule of provincial autarchs. While these separatist worlds enjoy self-rule, they begrudgingly rely on the Confederacy for defense in return for a percentage of their annual production. Thus they remain protectorates of the Gorn Confederacy, and nominally under the its military (if not political) control.

Military

The Gorn military is a small, elite, highly structured institution known for its ferocity in battle. All crew are trained at nominally for both space and ground combat service and are expected to serve in the capacity in which their natural talents allow them to excel. Intensive training regimens ensure the highest quality of personnel while weeding out the weak or inadequate.

The Gorn navy is not as large as that of other powers, but individually Gorn ships tend to be superior. The Gorn ship building doctrine is based on size and intimidation, two aspects valued by the Gorn psychological approach to warfare. This extra size has given them

increased durability, allowing them to survive encounters that would have left a lesser ship scattered across the battlefield like so much space junk.

Technologies

Medium Plasma Cannon

The medium plasma cannon served as the primary heavy weapon of the Gorn navy from 2138 to 2262. This weapon was valued for its heavy hitting ability, something that the Gorn admired in their weaponry. Its short range was not seen as a major problem, as Gorn ships could weather the storm of enemy weapon's fire as they closed by virtue of their heavy structure blocks.

The medium plasma was eventually replaced on most Gorn ships by the newer particle driver, a weapon with greater range and more reliable damage. The medium plasma continued to be used on several lighter hulls and as a cheap weapon in the second tier home fleets.

Heavy Particle Driver

(developed as a new heavy weapon, unsuccessful weapon that was too large and required too much power to arm)

Particle Driver

(replaced medium plasma cannons)

Light Particle Driver

(original particle driver, not used very often)

Plasma Driver

(designed to implement a mix of plasma and particle driver tech, unsuccessful)

Plasma Shotgun

(primitive plasma mortar relative)

Plasma Mortar

(designed from Romulan scrap found during their war, used on late war ships and on)

Plasma Shell

(fighter weapon, a plasma shotgun shell that has an ammo track and acts like a shotgun)

Plasma Blast Gun

(single barrel plasma blaster)

Plasma Blaster

This light plasma weapon is an anti-fighter weapon used on most Gorn ships. The plasma blaster is meant to combat smaller units at short range. Fairly accurate, the plasma blaster does have limited effective range due to the high cool down rate of the weapon's plasma bursts.

Tri-Plasma Blaster

(three barrel plasma blaster)

Gravity Distorter

(designed to intercept, or provide ramming bonus)

Ships of the Fleet

Athsseka Battlecruiser

Base Hull (Restricted Deployment 10%)

Capital Ship

Available: 2306

The Athsseka Battlecruiser is a hybrid design, the result of a collaboration between the Defense and Patrol Fleet branches of the Alliance navy. The Athsseka Battlecruiser is a fast cruiser with the armament of a battleship, but lacking the structural reinforcement and shielding of some other comparable foreign starship classes. The class was the first to mount the heavy plasma driver, as well as the first to mount a combination of both the heavy plasma and particle drivers.

In battle, the Athsseka Battlecruiser was a potent offensive weapon. Despite its uncharacteristically weak superstructure (for a Gorn ship, anyway), the Athssekas were the equals of even the best ships fielded by foreign powers. More often than not, these ships were utilized as fleet command units. Gorn admirals admired its mobility, both in tactically and strategically.

The sole "failing" ascribed to the Athsseka Battlecruiser, and it is a matter of heated opinion, was the conspicuous omission of ranged ballistic weaponry. The ship is completely lacking torpedo weaponry of any kind. However, what the ship lacks in long-range

firepower it more than makes up for in brutal, short-range mauling capabilities.

BH-1 Battleship

Although the Gorn have tended to lag behind the likes of the Federation, Klingons, and Romulans in the area of ship technology, the massive BH-1 Battleship is not a ship to be trifled with. This behemoth can deliver a stunning first strike that can easily disable -- if not destroy -- any ship it targets.

BH-2 Battleship

The BH-type battleships underwent upgrades in the 2260's following the development of the particle driver. Medium plasma weapons, long the staple of the Gorn arsenal, were removed and new particle drivers installed. The new weapons gave the BH Battleship extended weapons range and more reliable damage from its heavy weapons.

MA-2 Plasma Cruiser

An early production model cruiser of the MA-type, the MA-2 Plasma Cruiser is a deadly frontline cruiser designed for destroying enemy cruisers. These ships are also equipped with a single plasma shotgun, giving the ship a long range plasma attack ability.

MA-2's fell out of favor during the late 2260's as more advanced weapons became available. Most MA-2 hulls proved unsuitable for upgrades to take advantage of these new technologies and were scrapped.

MA-4 Escort Cruiser

The MA-4 Escort Cruiser is an escort hull based on the successful MA-2 Plasma Cruiser hull. Exchanging that design's heavy plasma weapons for smaller anti-fighter weapons, the MA-4 Escort Cruiser is able to protect the fleet from enemy fighters and shuttles. Such ships were commonly employed along trade lanes where small pirate ships would attempt to prey on Gorn shipping interests.

MA-12 Cruiser

The MA-12 is one of the most common Gorn cruisers in service. This multi-role cruiser is typical of the Gorn doctrinal mindset, being armed with weapons in all directions to make up for its relatively slow speed and sluggish maneuvering. Two forward mounted torpedoes also give this class a valuable standoff capability.

MD-8 War Cruiser

The MD-8 War Cruiser is a heavily armed warship built to serve as strike elements in Gorn fleets. Slow and unmaneuverable like most Gorn ships, the MD-8 cannot hope to outmaneuver the enemy. Instead, the MD-8 relies on its large weapons loadout whose arcs mean that two heavy weapons will always be in-arc of a target no matter where they maneuver. Small strike groups composed of three to four MD-8's are capable of ripping enemy fleets to ribbons.

Sskura Heavy Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2287

By the 2280s, the Gorn were lagging far behind their neighbors in areas of advanced starship technologies. Continued advancements in construction science ensured the Alliance in edge in gross production efficiency, but this advantage was negated by their ships' lesser effective combat abilities.

In an attempt to rectify this situation, the Gorn initiated a heavily funded fleet reorganization campaign aimed at modernizing the Gorn fleet. This ambitious project's goal was to replace the bulk of the Alliance's space fleet with entirely new construction craft, equal in quality to that of their neighbors, by the end of the century.

One of the first new starships to come out of this project was the Sskura Heavy Cruiser. The ship was intended to be able to go toe-to-toe with the next-generation starships of the Romulan, Klingon, and Federation empires with an average chance of success. To this end, the Sskura Heavy Cruiser was the first full production hull to be equipped with the new plasma driver weapon. Though inaccurate at range, the close-in punch of the weapon allowed the Sskura to rip through enemy armor, once the enemy's shields were drained.

Large numbers of Sskura cruisers were built at orbital shipyard complexes throughout Gorn space. Their modular nature was appreciated by the design teams, who used the Sskura's basic spaceframe for numerous other variant and derivative hulls. This allowed for faster turnaround times and lower construction costs. Soon the Gorn Alliance was fielding a substantial number of these potent warships.

Unfortunately for Gorn military architects, the Sskura Heavy Cruiser was *not* the equal of the cutting-edge ships coming out of the major alien dockyards. The Excelsior and

Komo Val Battleships were both far superior to the Sskura, and even ships like the Constellation were able to best the Sskura in combat, if kept at arm's length during the fight. The Gorn were slightly distraught over this lamentable set of circumstances. Despite their best efforts, the Gorn military remained a second-rate power at best.

The Sskura Heavy Cruisers saw extensive service during the Romulan incursions in the early half of the 24th Century and proved themselves a dependable ship, even if outmatched by newer Romulan warships.

Thrulskruta Bulk Cruiser
Sskura Variant (Common)
Available: 2290

The Thrulskruta class of mass-production cruiser was conceived as a means by which to lower the effective cost-of-construction of the Sskura Heavy Cruiser. In designing the Thrulskruta, Gorn engineers sought to create a paired down heavy cruiser that would cost less to produce than a Sskura but that would use 90% or more of the same spaceframe. By doing so, the Gorn would be able to produce the new cruiser without needing to retool their shipyards and industrial facilities between production runs, while not leaving the yards sitting idle, either.

The Thrulskruta Bulk Cruiser is a lackluster fighting unit and clearly inferior to its cousin, the Sskura. The Thrulskruta's hull lacks the reinforcement of the Sskura's own. Additionally, the ship's systems, including weapons, were all scaled back to save on expenses.

In combat, the Thrulskruta is a "poor man's Sskura" and found greatest success when used in wave attack tactics where pure attrition conveyed the class an advantage over the enemy.

EC-6 Assault Cruiser ("Euromastyx")
4x Particle Drivers (fwd)
1x Plasma Shotgun (fwd)
1x Gravitic Distorter (fwd)
2x Light Particle Drivers (aft)
Combat Transporters (+1)
(2x plasma, 4x beam)

"Anaconda" Destroyer
3x beams, 1x plasma

"Grendel" Heavy Dreadnought
3x plasma, 2x defensive plasma, 14x beams, 4x defensive beams

Gravity Density Distortion Sphere
Omni-directional defensive weapon, which can be used in active mode (doing something), or defensively to intercept with a -4 intercept rating (non-cumulative).

KB-5 Light Cruiser
ISD: 2282

The KB-5 Light Cruiser was a reaction to the Federation/Romulan arms race of the late 23rd Century. The Gorn Alliance watched as each power developed and deployed ever more advanced warships. The Gorn did not wish to be caught at a disadvantage against either possible adversary so set out to design a new generation of Gorn hulls to combat the perceived threat.

The first to enter production and leave Gorn shipyards was the KB-5 Light Cruiser. Whereas the Federation, Romulans, and Klingons were fighting to develop the most advanced battleship of the age, the Gorn focused their efforts on designing a new light cruiser design to support their existing warships in the field. A large heavy combat vessel, the KB-5 is a solid design mounting the latest and greatest technologies that the Gorn scientists could muster. A light cruiser hull with a cruiser's armament, the KB-5 was often termed a "pocket cruiser" by Federation tacticians after they encountered such ships on the Romulan border.

Although tactically unimportant, the KB-5 did mark the beginnings of a new style of Gorn ship construction. In the past, the Gorn had focused solely on the ship's intended mission specifications when designing new ships. The KB-5, however, sports several superfluous aesthetic additions that do not add to the ship's performance. These modifications were seen as a waste by some old-school Gorn military brass, but their psychological impact on the battlefield could not be denied. The "spine and claw" design motif would continue, hitting its heyday in the 2330's to finally die out by the 2350's.

BZ-3 Battlecruiser
ISD: 2305 - restricted

The BZ-3 Battlecruiser is one of the most lackluster designs to come out of Gorn shipyards. A mix of modern and historic design elements, the BZ-3 was to be the backbone of the new Gorn fleet. Built for speed as well as firepower, it was hoped that the BZ-3

Battlecruiser would be able to best even the strongest cruisers of the Romulans and Federation.

The reality of the situation, however, was that the ship's four exterior mission pods (which also contained the ship's four warp nacelles) were structurally too weak and prone to being easily ripped off by enemy weapon's fire. Likewise, the ship's radical new heavy weapon systems, the heavy particle driver, proved to be inefficient when compared to existing Gorn weaponry.

Few BZ-3 Battlecruisers were ever built. Of the handful that were constructed, most served as reconnaissance units in their respective fleets, going ahead of the main battlegroup to ascertain enemy fleet strengths and locations.

Chokarr Carrier

Tura'Khur Variant (Common)

The Chokarr Carrier was commissioned as a throwaway carrier unit to assist in Gorn power projection along their new border with the United Federation of Planets. After encountering the Federation, the Gorn found themselves having to tighten security along a previously lax border of their empire. The Gorn saw carriers as the most cost-effective form of power projection available to them at the time.

Chokarr Carriers sacrifice the armament of the older Tura'Khur in favor of two forward hangar bays, each capable of holding two flights of fighters. No attempt was made to improve the ship's aging shield system as the carriers and their pilots were seen as wholly expendable in the name of defending the Confederacy from outside attack.

Lekar Destroyer

Base Hull (Unlimited Deployment)

The Lekar was an older Gorn destroyer design that saw its heyday in the Gorn/Romulan War. The sturdy destroyer design was originally equipped with a diversified arsenal of plasma weapons, including a plasma shotgun.

The Lekar was eventually superseded by other destroyer classes and remained a second-line ship until a string of upgrades, beginning in 2275, updated the hull with particle driver technology. These refits reduced the Lekar's overall firepower, but improved its escort capabilities.

Mpora Escort

Base Hull (Unlimited Deployment)

This small escort hull was developed during the Gorn/Romulan War as a means to counter Romulan cruisers. Armed with two plasma shotguns, the Mpora Escort is capable of ripping through shields and armor at close range, crippling or destroying most Romulan ships of the period with ease.

Tura'Khur Cruiser

Base Hull (Unlimited Deployment)

The Tura'Khur Cruiser was the primary cruiser unit during the Gorn/Romulan War. The Tura'Khurs were weaker than the Romulan's own Dhael'tagor ("Condor") Dreadnoughts, the Tura'Khurs compensated by being easier to build and being overgunned. Six medium plasma cannons and one plasma shotgun ensured that, at close range, a Tura'Khur could down even a Romulan dreadnought.

Even after the Tura'Khur Cruiser had been replaced by other more advanced units, the basic spaceframe was kept in service due to the economy of the design. Several variants exist of the Tura'Khur, and many survived into the 24th Century.

Vrrka Assault Carrier

Bhrataar Variant (Common)

The Vrrka Assault Carrier is a common modification of the venerable Gorn battleship of the BH2 type. During the late 2250s, tensions along the Gorn/Romulan border prompted the Gorn to convert several Vrrka Assault Carriers for duty. Unlike most enemy assault ships, the Gorn assault carrier relies heavily on its twelve assault shuttles to aid in the deployment of troops to a planetary target. The ship is also capable of beaming troops to ground targets, but does not have any specialized transporter systems to aid in this regard.

The armament of the Vrrka is considerably weaker than that of the Bhrataar Battleship. These craft were never meant for direct combat, but instead to move in once the battle in space was largely won.

Gorn Fighters

The Gorn are one of the few Alpha Quadrant powers to make heavy use of fighter craft in their fleet doctrine. Although they field few true carrier designs, the Gorn have traditionally maintained a large enough carrier force to allow for limited deployment of fighters in most border engagements if they feel it is necessary.

Davga Light Fighter

Base Hull (Unlimited Deployment)

The small Davga Light Fighter is an attrition fighter designed as a pure anti-shipping unit. Armed with a single paired particle gun, the Davga can do major damage to even the most well armored starship. However, its lack of a free thrust limits its utility as a heavy interceptor design. Luckily the fighter has an extremely small signature, making hitting the fighter very difficult indeed.

G'v'arr Medium Fighter

Base Hull (Unlimited Deployment)

This advanced medium fighter is a supplement to the smaller Davga. The G'v'arr is optimized for interceptor duty with two ultralight particle drivers giving it suitable firepower to destroy most enemy fighters and shuttles. The fighter also has improved forward and side shielding, allowing it to jump headlong into the fray with greater chance of survival.

9.0 Minor Races of the Star Trek Universe

This section of the guide includes a background of the minor powers represented in this conversion. Races are listed alphabetically in this section for ease of reference.

Andorian Empire

Mokrasir Fast Scout
Thirishar Variant (Uncommon)
Heavy Combat Vessel
Available: 2152

The Andorians never had scouts as powerful as those fielded by the Vulcans. Instead, the Andorians relied on their own breed of combat/escort scouts. These electronics vessels were optimized with battlefield performance in mind.

The Mokrasir was no exception. This light combat scout was adequately armed and could join the fray alongside its charges as needed. The Mokrasir's primary role was as an escort for larger cruisers. In such cases the Mokrasir could deactivate its two light particle cannons and channel this extra power into the ship's sensors and shield system. This left the quartet of particle beams for use in defending the fleet from incoming threats.

Shokrann Drone Cruiser
Shonn Variant (Rare)
Capital Ship
Available: 2154

The Shokrann Drone Cruiser was one of several dedicated drone warships operated by the Andorians. Based on the Shonn Warship hull, the Shokrann Drone Cruiser was capable of firing an almost continuous wave of drones during the opening moves of an engagement. Its reliance on drones did mean that once drone reserves were depleted the Shokrann was an easy target for the enemy. Because of this Shokrann Drone Cruisers were typically used as screening units, loosing their drones upon the approaching enemy before retiring from the field while the ship reloaded its drone racks.

Shonn Warship
Base Hull (Unlimited Deployment)
Capital Ship
Available: 2136

The Shonn Warship was the heaviest mainline cruiser operated by the Andorians during the 2150's. This heavily armed cruiser is more than capable of taking out comparable Vulcan ships. The ship's one disadvantage is the intense power drain its particle cannons put on the reactor.

Tamar Frigate
Base Hull (Unlimited Deployment)

Medium Ship
Available: 2108

The Tamar Frigate is one of the more common ships within the Andorian empire. The Tamar Frigate is both fast and well armed, boasting a pair of plasma cannons for close in defense and a single particle cannon for mid-range attacks.

Tathon Early Frigate
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2064

The Tathon Early Frigate is an older Andorian design that used polarized hull plating before the more advanced deflector shielding technologies became available. Against modern opponents, the Tathon is ill suited for combat.

Thirishar Light Cruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2150

The Thirishar Light Cruiser adopted many advanced Andorian technologies, making it one of the most efficient power projection units of its time. Two particle cannons provided the Thirishar with enough firepower to engage enemy capital ships with some degree of competence. The Thirishar is also unique in that it is equipped with a central drone rack, providing extra versatility in combat.

Thirishar Light Cruisers were popular combatants during the Romulan War and some members of the class were later donated to Starfleet. These vessels served only a short time, being quickly replaced by newer, more capable Federation starships.

Thofsin Cruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2086-2167

This large and heavily armed class of cruisers served as the primary warships of the Andorian empire until the development of the Shonn and its stable mates. The Thofsin Cruiser represents the design sensibilities of the Andorian military at that time. The Thofsin relied heavily on seeking drone weapons for offensive punch. The Thofsins were designed to counter the largest Vulcan cruisers of the period. Despite this the Andorians remained at a technological disadvantage compared to the Vulcans. In particular, the Andorians had yet to crack the

secrets of deflector shielding, relying instead on polarized hull plating for defense.

The warp nacelle arrangement of the Thofsin is typical of Andorian nacelle arrangements, preferring to mount nacelle's pointing inward from their pylons. The Andorians found the improved warp field stability gained from this arrangement more beneficial than the difficulty it caused jettisoning the nacelles in times of crisis.

Prior to the Romulan War, when tensions with the Vulcans were on the rise, the Andorians de-mothballed most of their Thofsin Cruisers and set about refitting them with newer technologies. The ships could not accept deflector shielding systems due to the space involved, so instead a stop gap measure was adopted in the form of energy dampeners. The Thofsins' electronics and weapons packages were also upgraded as part of the emergency refit process. Unfortunately for the Thofsin, the new equipment put a heavy strain on the ship's systems. Whereas newer Andorian ships had installed an override on the impulse engines so that power could be rerouted to weapons, the Thofsin and other older ships could not be equipped with such an override.

The Thofsin Cruisers fought valiantly during the war, but most of their number was lost. After Andor was once again secure and its defenses repaired the remaining Thofsins were scrapped.

Tanathooef Heavy Destroyer
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2091-2184

A swift and powerful Andorian class, the Tanathooef Heavy Destroyers were often deployed in strike wings to support larger Andorian cruisers in combat. These wolf packs would swarm the ponderous Vulcan cruisers, assailing them with a constant barrage of particle weapons and specialized drones.

The Tanathooef Heavy Destroyer was a ubiquitous sight during the Romulan War. Like the Thofsin, the Tanathooef destroyers were called up from mothballs and refitted with new systems to fight in the war. Tanathooefs often led valiant, and sometimes suicidal, charges against their mysterious Romulan adversaries. The Tanathooef's greater speed made them very valuable in this role.

Bajoran Militia

Background

Bajoran civilization has existed for over a half-million years, though being a more contemplative and spiritual people they have seen little need in reaching to the stars over the course of their history. It is known, however, that the Bajoran people held limited interstellar abilities via primitive solar sail space craft.

Bajoran culture declined greatly during the Cardassian Occupation, a from 2328 to 2369 in which the Cardassian Union dominated the Bajoran people. The Cardassians made heavy use of forced labor camps and attempted to strip the Bajorans of their cultural identity. Cardassian strip mining of Bajor lead to planet wide ecological devastation. It was the Cardassian Occupation of Bajor that forced the Bajoran people to throw off their strict caste based culture and actively fight against their oppressors.

The Bajoran people successfully repelled the Cardassians from their world in 2369 and a provisional government was established. The United Federation of Planets was called upon to provide assistance during this time of chaos and turbulence, the Federation assuming control of the abandoned Cardassian mining station Terok Nor (which the Federation renamed Deep Space Nine).

The discovery of the Bajoran wormhole (which the Bajorans called the "Celestial Temple") made Bajor of scientific importance, and later of military importance when the Dominion began their invasion of the Alpha Quadrant.

Assault Craft
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2365

This inter-planetary craft is designed for carrying marine assault groups to their target. During the Cardassian occupation of Bajor, Bajoran freedom fighters used assault craft to attack Cardassian convoys in order to disrupt supply lines. Often times these ships would return with stolen cargo to hidden caches on Bajor's moons. From these bases the Bajors continued their guerilla war against their oppressors.

After the Cardassians pulled out of Bajoran space, the Bajorans found their fleet of assault crafts to be lacking. Without warp capabilities these assault craft were limited to near planet defense.

Impulse Fighter
Base Hull (Unlimited Deployment)
Medium Fighter
Available: 2358

Impulse fighters are cheap, non-warp attack craft the Bajorans used in their fight for freedom against the Cardassian Union. These small impulse fighters were one of the few units that the Bajorans could manufacture during the Occupation and were more easily concealed than larger ships, such as Bajoran assault craft.

Independence Auxiliary Cruiser
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2369

When the Bajorans were first liberated from Cardassian control, the Bajoran provisional government set about constructing a fleet to defend Bajor should the Cardassians return. They found themselves short of both the yards necessary to build warships and the technology to design a true Bajoran warship hull. However, the Cardassians had left facilities to build Kelrun class freighters and the Bajorans quickly adapted the design (with some Federation assistance) as an auxiliary warship.

Able to support a flight of impulse fighters and mounting a medium phaser on its bow, the Independence class auxiliary cruiser became a common sight in Bajoran space, either patrolling the system or escorting convoys of Trolac and Kelrun class freighters. As the ships look identical to long range scans, Independence cruisers often gave raiders an unfortunate surprise when they attempted to raid Bajoran shipping.

Vedek Command Carrier
Tulaka Variant (Unique)
Heavy Combat Vessel
Available: 2374

Prior to the Dominion War, a Karemma trade delegation visited Bajor in 2370 to establish trade relations between themselves and the Bajorans. The Karemma, a Dominion member state, wished to open up trade with what they viewed as lucrative, untapped markets. The trade talks would ultimately be for naught when Dominion forces began their

military campaign against the Alpha Quadrant. However, during the short period of relations between their two peoples, the Bajorans managed to secure the purchase of a single Karemma Tulaka Heavy Freighter. The ship was expensive for the Bajorans to purchase, but they viewed it as a necessity for the continued protection of Bajor.

Rechristened the Vedek, this new ship was outfitted with the best technologies that the Bajorans had to offer. The cargo bays were ripped out of the hull, replaced instead with spacious hangars allowing the Vedek to operate as a heavy carrier unit. The empty weapon mounts were replaced with no less than six light phasers making the Vedek one of the heaviest warships in their fleet.

The Vedek Command Carrier first saw action during the standoff with Romulan forces in 2375. Though the Romulans ultimately stood down, it was found that the fast action of the Vedek's crew coupled with its fighter wing and improved command and control center let the Vedek coordinate the fleet more efficiently than could otherwise have been accomplished.

Hydran Kingdoms

Background

The Hydran fleet is deploying its first warships around 2190. These are armed with Nova cannon and light and defence phasers. After losing a war with the Klingons they have their homeworld occupied. A few Hydran colonies escaped occupation, as the Klingons do not know their locations and their probes in their direction are unsuccessful. These colonies are commercial ventures controlled by the trade guilds, and this creates a power struggle between the now far more powerful guilds and the Hydran royal family that carries on for generations. They Hydrans begin a weapons development program, eventually developing the Stinger fighter, the fusion cannon and gatling phaser. These weapons are designed to defeat the Klingon forces occupying Hydran space. The Hydrans are located on the other side of the Empire from the Federation, who only learn of their existence decades later. When the Klingons pull a number of ships out of Hydran space (which had been pacified for decades by this point) in order to square up to the federation in the TOS era, the Hydrans attack and recapture their homeworld and most of their space. A low level conflict with the Klingons continues for years as the Klingons cannot divert the units from the federation border to crush them and the Hydrans have not the strength to invade Klingon space. At the Khitomer conference the Hydrans and Klingons signed a treaty and the border became mostly peaceful. The Hydran navy still had regular skirmishes with Orion and Nausicaan pirates, and occasionally rogue Klingon house forces. However after a long period of peace the Klingons lapsed and took up their old ways due to subversion by the Founders. They warred with the Federation, and several of the Klingon houses on the border with the Hydran Kingdom began offensive operations into Hydran space, at one point launching an unsuccessful invasion of the Hydran home system. When the Klingons and Federation called a ceasefire due to the Dominion threat, another treaty was signed with the Hydrans who, having lost faith in the Klingons keeping their word, also signed a treaty with the Dominion to stay out of the conflict.

Written by Ben Rubery.

Dragoon Torpedo Cruiser

Knight Destroyer

Lancer Destroyer

Paladin Dreadnought

Ranger Patrol Cruiser

First generation Hydran ships (Enterprise era):-

2190-2240 - Cruiser and frigate hulls, freighter, system monitor.

Second generation (TOS era):

2240-2275 - fusion beams, gatling phaser, stinger 1 fighters - Ranger cruiser, Lancer destroyer, hunter frigate, gendarme police ship, OSAT, battlestation.

Third generation (movie era):

2275-2310 - hellbore torpedo, stinger 2 and stinger F fighters - Dragoon cruiser, Paladin dreadnought, Knight Destroyer, Uhlan carrier, Escort frigate.

Fourth generation (TNG era):

2310-2370 - Stinger X and H fighters, heavy fusion beam, medium phaser, Enveloping hellbore - Mongol Cruiser, Bishop carrier, starbase, military freighter, advanced frigate, advanced destroyer.

Weapons

These are the proposed Hydran weapons and the eras in which they become available. Note that fighter weapons have the following limits - no more than one light gatling on a fighter, no more than two light hellbore torps carried on a fighter, only fighter with two fusion beams is the Stinger X.

Nova Cannon (Enterprise era)

Class: Particle

Mode: Raking (6)

Damage: 2d10+8

Fire Control: +2/+1/--

Range penalty: -1 per hex
Rate of fire: 1 per 2 turns

Gatling Phaser (TOS era)
Class: Molecular
Mode: Standard
Damage: 1d10
Range penalty: -2 per hex
Fire control: +2/+2/+2
Intercept rating: -3
Rate of fire: 3 per turn

Fusion Beam (TOS era)
Class: Molecular
Mode: R, S
Damage: 3d10+4
Range Penalty: -1 per hex
Fire Control: +4/+2/-4
Intercept Rating: n/a
Rate of fire: 1 per turn

Hellbore Torpedo (movie era)
Class: Ballistic
Mode: Flash
Damage: 4d10+4
Range penalty: n/a
Max range: 30 hexes
Fire control: +3/+2/--
Intercept Rating: n/a
Rate of fire: 1 per 2 turns

Heavy Fusion Beam (TNG era)
Class: Molecular
Mode: R, S
Damage: 4d10+6
Range Penalty: -1 per 2
Fire Control: +4/+3/-6
Intercept rating: n/a
Rate of Fire: 1 per 2

Enveloping hellbore (TNG era)
Class: ballistic
Mode: Enveloping
Damage: 6d10+18
Range Penalty: n/a
Max range: 45 hexes
Fire control: +3/+1/--
Intercept rating: n/a
Rate of fire: 1 per 3 turns

Fighter weapons

Light fusion beam (TOS era)
class: molecular
damage: 1d6+8
Range penalty: -2 per hex

fire control: +0/+0/-2
Intercept rating: n/a
Rate of fire: 1 per 2 turns

Light gatling phaser (movie era)
class: molecular
Damage: 3x 1d6
Range penalty: -2 per hex
fire control: n/a
intercept rating: -3
Rate of fire: 1 per turn

Light hellbore torpedo (TNG era)
Cost: 14 points
Class: ballistic
Mode: Flash
Damage: 2d10+2
Max range: 8 hexes
Fire control: +0/+0/--
Intercept rating: n/a

Krenim Empire

Patrol Ship

Base Hull (Unlimited Deployment)

Light Combat Vessel

Available: 2318

The Patrol Ship is one of the lightest classes operated by the Krenim, though it is the dominant Krenim ship in non-altered timelines.

The Krenim Patrol Ship is lightly armed, relying on its mix of short-range pulse disruptors to damage enemy targets.

Temporal Weapon Ship

Krenim Temporal Weapon Ship Variant (Unique Ship)

Capital Ship

Available:

The Temporal Weapon Ship developed by Arronax allowed the Krenim scientist and his crew to shift themselves out of the time stream, allowing them to perform their modifications to the timeline without feeling the full brunt of their effect.

The Temporal Weapon Ship was destroyed by Voyager at the end of the "Year of Hell", and with its erasure from the timeline it is unlikely that such a ship will ever exist again.

Warship

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2353

This larger Krenim Warship was the primary cruiser of their Imperium in timelines where the Krenim had maintained their empire. Heavily armed with deadly chronaton torpedoes, the Warship is a match for any enemy starship.

In non-dominant Krenim timelines the Warship is still available, but in these cases it is known as a Battleship and is Restricted Deployment 10%.

KRIOSIAN EMPIRE

Background

The Kriosians were a major provincial power during the 22nd Century, controlling a substantial empire. The empire reached its height in the 2140's, wielding a great amount of power and influence in the region before falling into inevitable decline. Reclusive, the Kriosians had little contact with the races beyond their borders. What contact they did was linked to their civilian ship construction industry. Kriosian shipwrights were well known for their willingness to sell hulls to aliens—for the right price, that is.

The Kriosian Empire was weakened by a series of civil conflicts between the homeworld, Krios, and the Kriosian's largest extra-solar colony, Valt Minor. The two neighboring systems, named for mythical brothers who feuded over the love of a woman, lived up to their mythical namesakes and substantially weakened the empire to the point that they were no longer able to protect their territories from invaders.

The Klingons took advantage of the Kriosians weakened state and invaded them. The Klingon/Kriosian War (known to the Klingons simply as the Kriosian Conquest) began in 2213 and lasted only two years before the Kriosian Empire's last lines of defense were breached. With the fall of the empire the Kriosians were quickly saddled beneath the yoke of Klingon oppression. The people of Krios and her colonies were offered a restricted level of autonomy, but they made no mistake that the Klingons were their new masters.

The Kriosians remained a forced protectorate of the Klingon Empire for a century and a half after the fall of Krios. An unsuccessful revolt on Krios in 2367 triggered rumors of Federation assistance. The threat of Federation interference in internal Klingon affairs prompted the Klingons to begin negotiating with the insurgent Kriosians. The Klingons ultimately decided that the Kriosians were too insignificant to warrant further occupation and the Kriosian people were granted full autonomy from the Empire. The Klingon Empire did, however, maintain the lion's share of the rights to the surrounding territories as well as the right to operate military forces in the freed Kriosian systems.

In the following year, the Kriosians ended their famous feud with Valt Minor and began the process of rebuilding. The Dominion War had little impact on the Kriosians. As an autonomous subset of the Klingon Empire they

felt threatened by the Dominion advanced into Klingon space, but the Jem'Hadar attacks never came close to reaching Krios. However, the Klingon military presence in the Kriosian territories was highly elevated during the period.

Malon

Type 13 Freighter

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2295

The Malon Type 13 Freighter is a common transport type employed by the Malon. These large cargo ships are used to transport deadly antimatter waste to locations where it can be safely deposited.

Type 13 Freighters, as with most Malon waste transports, are well armed. This is because many of the locations where the Malon dump their toxic antimatter waste are inhabited by aliens that don't appreciate the gesture.

Type 2 Freighter

Malon Type 13 Freighter Variant (Uncommon)

Capital Ship

Available: 2328

The Type 2 Freighter is a variant of the Type 13. Whereas the Type 13 Freighter has only three large cargo pods, the Type 2 has eight smaller cargo pods. These pods are more heavily armored, protecting them from damage.

Ra'Kehn Warship (Theta)

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2363

A sturdy and small warship, the Ra'Kehn is one of the fastest warships in space, able to best even some Federation runabouts in speed.

The Theta model of the Ra'Kehn Warship is a heavily upgraded craft and the most common configuration during the latter half of the 24th Century. Ra'Kehn Warships are used by the Miradorn military as well as independent operators. These independents are usually subsidized by the Miradorn government and act as privateers, or some times even pirates. The Miradorn government denies ties to such operations, but there is little doubt that they are involved in funding such operations along their borders.

Nausicaan

Pirate Corvette

Base Hull (Unlimited Deployment)

Light Combat Vessel

Available: 2145

The Nausicaans operated many different types of pirate craft, one of which was this class of Pirate Corvettes. Well armed for a ship of its size, corvettes such as this were used to harry passing commercial freighters.

Orion Syndicate

Enforcer Privateer
Freelancer Variant (Rare)
Heavy Combat Vessel
Available: 2267

One of the least common configurations of the Freelancer Blockade Runner, the Enforcer Privateer uses almost entirely Orion designed weapons. The Enforcer is optimized for running cargo through dangerous regions of space. It's interruption weapons are perfect for shattering the shields of any enemy cruisers that would give pursuit. Most Orion captains have found that, once the shields of an pursuer are down, the ship will most likely give up its pursuit.

Freelancer Blockade Runner
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2267

Developed by a less influential Orion trade cartel, the Freelancer was a design that was intended to be the cartel's signature ship, a vessel even more unique because of its reliance on only Orion-produced equipment.

This requirement severely handicapped the contractors hired to engineer the Freelancer. The contractors did not have the capacity to build any photon torpedoes and purchasing them from outside interests was prohibitive. Plasma weapons were also not a possibility because of their close range and fast damage drop-off. That left the Orion's homegrown particle interrupter weaponry as their final option.

The contract with the cartel fell apart when an on-site inspection by the cartel's leaders found the Freelancer to be an inadequate vessel at best, a total mockery at worst.

The loss of the contract coupled with the expenditures related to the Freelancer nearly ruined the contractor, leaving it on the verge of bankruptcy. Serendipitously, however, another investor was found that had connections with foreign weapons dealers and could procure

several makes and models cheaply. The contractor refurbished the Freelancer and installed modular weapons mounts that made it easy to install both domestic and/or foreign weapons into the mounts.

The modular nature of the Freelancer has made it fairly popular in the Orion fleet and many entrepreneurial Orion captains have taken to the design because of the ease with which they can install newly procured systems onto the hull.

Original ship design and art by Dallas Reinhart & Jeff Willoughby.

Lightning Priority Courier
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2272

The Lightning seems exceptionally well-armed for a ship of its size. This is no ordinary merchant vessel - though, with its crew of only 23, it is also a paltry excuse for a pirate vessel. The Lightning is a courier, a light, fast ship intended to carry small valuable cargoes, blasting out of its path any opposition it cannot outrun.

Though it bears a superficial resemblance to many similar vessels of the Orions, the Lightning is more recent than the Wanderer. Designed to pour its heart out in speed, this ship has shields so paltry and a hull so strong that it makes no difference whether the shields are up or not. Many Orion captains put their trust in speed and live to tell how both dorsals were holed and still they got away.

Equipped with a fail-safe navigation systems, permitting accurate guidance even if the main sensors are shot away, and crewed by diehards who get paid only if they live to deliver the goods, Lightnings are exceptionally good at getting where they are supposed to go.

Smuggler Corvette
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2236

A common Orion medium ship, the Smuggler Corvette can best be described as a pirate ship. The Smuggler is, in its simplest application, designed for harassing enemy convoys and stealing their cargo. The Smuggler has two rear docking latches to which cargo pods can attach, allowing them to either come into combat with their own cargo pods already in tow or steal cargo pods from the wrecks of their victims.

In 2267, a group of Orion bandits illegally mining the Coridan system made heavy use of the Smuggler design, and one such ship initiated a hit and run attack against the U.S.S. Enterprise in an attempt to disrupt the Babel Conference. The attack did not have its intended result, and the Orion pirates were eventually dispersed.

Strider Torpedo Frigate
Wanderer Variant (Rare)
Heavy Combat Vessel
Available: 2277

The Orions commonly mount heavier weapons in the weapons pods of their Wanderer Blockade Runners. Coming into possession of such improved weapons, however, is sometimes the most difficult aspect of performing such upgrades.

During the 2270's, several Orions operators managed to secure a shipment of full fledged Photon Torpedoes. Many rumors abound as to where they came into such equipment. Some claim that the Federation sold them to government sponsored privateers operating on their borders; others believe that a Klingon family attempted to secure the loyalty of several Orion magnates in a failed coup attempt. No matter the reason, several upgraded Wanderers began appearing in and around Orion trade routes. Designated Strider Torpedo Frigates by Federation forces that encountered them in 2278, this design was found to be a potent opponent despite its weaker shields.

Traveler Fast Scout
Wanderer Variant (Uncommon)
Heavy Combat Vessel
Available: 2267

Nothing symbolizes Orion space power more than this sleek and powerful vessel, often called "the Orion D-7". A design implemented in the middle of the 23rd Century, the Wanderer owes much to Human starships, particularly in the use of an oval main hull where the bridge, sensors, computer, and most of the crew quarters are located. The engineering section, contained in a swelling 'abdomen', also contains the compact shuttlecraft bay (two eight man shuttlecraft are carried in snug bays and can be launched simultaneously) and a powerful tractor beam capable of towing vessels up to twice the mass of the Wanderer.

The most striking feature of this ship is its outrigger weapons pods, carried at the waist of the narrow hull. Not only are these pods convenient for mounting heavy or dangerous weapons, but they are also easier to access for repair or to jettison in case of explosion, fire, or leakage. The heaviest weaponry carried by a Wanderer has been four disruptors and no less than four Federation constructed photon torpedoes. With some modifications (such as reducing the ship's shields), even heavier arms could be carried.

Although the Wanderer has often been termed nothing more than a pirate's mount, a number of Federation concerns have purchased Wanderers (despite the heavy import duties) because the ship is suitable for certain tasks. As a salvage and rescue vehicle it has few peers, especially because sensor pods possessing marvelous range and sensitivity can replace the weapons pod. For the same reason, they perform planetary survey work well, particularly in unmapped regions or near uncertain borders where its great speed may ensure the survival of the mission.

Wanderer Blockade Runner
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2264

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Wayfarer Armed Transport
Wanderer Variant (Common)
Heavy Combat Vessel
Available: 2264

The Wayfarer Armed Transport replaces the Wanderer's weapons pods with two extra, bulky cargo canisters turning the fast blockade runner into a bulk freighter. The extra mass of the cargo pods slows the ship, but in situations where the ship is in jeopardy it can easily jettison both cargo pods and flee.

Pakleds

Unlike other races, the Pakleds rely on traders and the black market for the weapons and technologies incorporated into their warfleet.

Sombar Battlecruiser

The Pakleds were slow to adopt large warship designs, primarily because of the immense cost of their construction. The Sombar Battlecruiser is the first capital ship to enter widespread service in the Pakled fleet. Armed with Klingon disruptors and Federation phasers, the Sombar Battlecruisers were often deployed in areas along the Klingon border where pirate activity had begun escalating.

The Sombar is woefully inadequate compared to warships operated by other powers. The few times when Pakled captains have pressed the issue against such vessels they have rarely lived long enough to learn the error in their ways.

SON'A EMPIRE

Attack Frigate

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2353

The Son'a Attack Frigate is a small Son'a combatant typically found patrolling the regions near the Son'a's conquered territories. Small and fast, the Attack Frigate is well armed for a ship of its size. The inclusion of a single isolytic torpedo makes the design especially deadly, and is a source of dismay for those subspace environmentalists that reject the use of such subspace weaponry.

Battleship

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2364

The Son'a Battleship is a formidable warship. Son'a Battleships are large and well equipped with a mix of light and medium phasers. The battleship is also equipped with isolytic torpedo weapons. These subspace torpedo weapons are very dangerous and banned by most sentients.

Collector Ship

Sona Collector Ship Variant (Restricted Deployment 10%)

Capital Ship

Available: 2370

The Son'a Collector Ship was originally developed to harvest the metaphasic particles found in the atmosphere of the Bak'u planet.

When this mission failed, Collector Ships quickly found themselves being used as mobile triage or medical facilities. Others were turned into mobile ketracel white production centers, providing Dominion fleets with a constant supply of the white.

Command Ship

Destroyer Variant (Rare)

Heavy Combat Vessel

Available: 2356

The Son'a Command Ship is a heavy command version of the standard destroyer. Adding more weapons as well as general systems upgrades, the Command Ship is often used by Son'a leaders to travel between worlds or lead attacks against enemy targets.

Destroyer

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2340

The Son'a Destroyer is the most common Son'a warship. The destroyer is a mid-sized craft equipped with a balanced array of weapons allowing it to take on any possible alien threat.

Heavy Survey Scout

Collector Ship Variant (Common)

Capital Ship

Available: 2375

The Heavy Survey Scout is used for long-range probing missions into surrounding space.

Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2348

The Son'a use this aggressive style of shuttlecraft for their shuttle operations. The Son'a Shuttle is fast and well armed.

TALARIAN EMPIRE

Light Scout Craft

Observation Craft Variant (Uncommon)

Medium Ship

Available: 2327

The Talarian light scout is a heavily modified observation craft designed for longer duration voyages. Its improved sensor suite allows the light scout craft to act as an intelligence gathering platform, albeit a very poor one.

Observation Craft

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2321

A small vessel primarily used for training missions. The Talarian observation craft is weakly armed and shielded and is unable to hold its own in combat against any real opponent.

Warship

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2334

The Talarian warship is a weak vessel compared to Federation standards in the 24th Century. Armed only with x-ray lasers, neutral particle beams, and mercurite missiles, ships of this class are not a threat to the vessels of the major races.

Not considered a threat by their neighbors and not being in an area of any real interest, the Talarian warships see very little conflict. Their warship crews, however, are highly trained and are as capable as the finest crews of any Federation or Klingon vessel.

The Children of Tama (Tamarians)

Technologies

Their lack of contact with outsiders has forced the Tamarians to rely mainly on native, homegrown technologies. Some of the more common ship and weapon systems used by neighboring races have been purchased over the years, but primarily Tamarian craft are the result of strictly Tamarian ingenuity and research.

Flux Phasers

Short for 'fluctuation phasers', flux phasers are a uniquely Tamarian weapons development. Flux phasers were developed off of the same root technologies that the Federation and other interstellar powers have developed their own, traditional forms of phaser weaponry.

Whereas the Federation style phasers achieve versatility through variable damage output over their firing cycles, flux phasers instead store a large amount of power and then force feed it into the weapon housing to achieve greater damage output. This method is unreliable and lends the 'fluctuation' attribution to the flux phaser name. However, if properly aligned, a flux cannon can put out nearly twice as much total firepower as a comparable standard phaser weapon.

Of special note is the light flux phaser, which has an additional special ability. It may forego its additional possible shots when fired, opting instead for a free called shot against a system on the target ship or fighter. The weapon, however, will score no overkill damage.

Disruption Net

The disruption net is a system that creates an intense particle field that disrupts enemy sensor systems. If used offensively, the disruption net effectively reduces a target's sensor output on the following turn if it successfully "hits" the target.

More importantly, though, the disruption net can be set to a passive mode which acts to inhibit transporter activities making it difficult (or possibly even impossible) to successfully transport between sites. In order to do this, set

the disruption net to passive mode during the Power Segment.

During the turn, any time that a player attempt to transport from one location to another, draw a straight line between the beam in and beam out points. If this line passes within 10 hexes of a vessel with a with an in-arc disruption net set in passive mode, a check must be made for success. On a d20 roll, the transporting player must beat a value equal to 4 times the number of in-arc passive disruption nets. If a player rolls above this target number, then the transport was successful. Otherwise the transport attempt fails. However, if a transporting player fails his/her roll by greater than 10, then not only is the transport unsuccessful but the individuals or cargo involved in the transport are also lost.

Ships of the Fleet

CRUISERS AND CARRIERS

Chala Heavy Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2352

The Chala Heavy Cruiser is one of the most powerful warships fielded by the Children of Tama. The same size as a Federation Galaxy-class vessel, the Chala is in many ways just as advanced.

Although the Chala Heavy Cruisers are lacking in truly heavy weaponry, their strong complement of secondary weapons makes the ship a worthy opponent.

Marpir Gun Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2320

The Marpir Gun Cruiser is a common class of Tamarian warship operated long their borders. Unlike Tamarian police units, the Marpir is meant to respond to actual military incursions into their space. The ship is designed to intercept such hostile threats and eliminate them. The ship's four medium flux phasers are more than capable of stripping an enemy of shielding, tearing apart the enemy's hull in rapid fashion.

DESTROYERS AND FRIGATES

Shak No-Rel Interdiction Frigate

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2358

Designed initially as a fleet support unit, the Shak No-Rel Interdiction Frigate was built to escort larger cruisers into battle and use its arsenal of disruption nets to prevent enemy troops from boarding their charge.

After years of service, however, the Shak No-Rel frigate found itself being used more and more for policing duties on the fringes of Tamarian space. Most alien pirates found themselves caught off guard when Shak No-Rel frigates began jamming their sensors and pummeling their shields relentlessly.

SCOUTS AND AUXILIARIES

Jarothe Explorer

Base Hull (Restricted Deployment 10%)

Heavy Combat Vessel

Available: 2306

This aging Tamarian explorer class is seldom seen by the major powers as the Tamarians are generally exploring and expanding away from Federation, Klingon, and Romulan spheres of influence. The Jarothe Explorer is poorly armed, the Tamarians not intending the ship for combat, but does have fairly well developed electronics systems.

Jarothe Explorers are deployed on long-term missions of exploration far from friendly ports. As such the ship carries an unusually large amount of supplies to sustain the ship during these long journeys. Four spacious cargo bays, two in each wing strut, carry these supplies.

FIGHTERS AND SHUTTLES

Rogall Armed Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2323

A larger shuttle, the Rogall is the primary shuttle of the Tamarians. The Rogall is armed with an ultralight flux phaser which allows it to defend itself against other armed shuttles but is of little effect when used against starships.

Vulcan High Command

D'kyr Heavy Combat Cruiser
Base Hull (Unlimited Deployment)
Capital Ship
Available: 2148

One of the Vulcan's newer combat cruisers during the 2150's, the D'kyr Heavy Combat Cruiser stands as one of the strongest vessels fielded at that time.

D'kyr Heavy Combat Cruisers are armed with the best weapons available to the Vulcans at the time, including an array of early photon torpedoes and two heavy phase cannons.

D'Vahl Long Range Explorer
Base Hull (Unlimited Deployment)
Light Combat Vessel
Available: 1884

This small class of Vulcan explorer ships were used heavily during the period between 1890-1950. The D'Vahl is equipped specifically for long-term exploratory missions into uncharted regions of space.

Sh'ran Combat Cruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2145

The Sh'Ran Combat Cruiser is one of the more common early combat cruisers operated by the Vulcan High Command. Heavily armed for a ship of its size, the Sh'Ran can defend itself against most foes.

It is important to note that, during the Sh'Ran's development, the Vulcans were only starting to wholly adopt phase cannons. Also, the early photon torpedo was a newly developed weapon at the time.

Surak Light Cruiser
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2122

An older Vulcan ship, the Surak Light Cruisers are a common light warship in the Vulcan fleet. Suraks are only lightly armed for their own defense. They do, however, have enough firepower to deter raiders or other minor powers from attacking such a Vulcan ship while on patrol.

Ti'mur Science Vessel
Surak Variant (Uncommon)
Medium Ship

Available: 2130

The Ti'Mur-class of science vessels are widely used adaptations of the base Surak hull. Equipped with enhanced sensors and science labs in the space previously occupied by the ship's weapon's magazines, the Ti'Mur is well suited for long duration exploration missions.

Vahklas Frigate
Base Hull (Unlimited Deployment)
Light Combat Vessel
Available: 2084

An older Vulcan ship, the Vahklas Frigates were no longer in use during the 2150's and the Vulcans considered them a very old design.

These frigates were built in large number at the beginning of the 21st Century to help defend the Vulcan borders. Armed with particle cannons and particle beams, Vahklas Frigates are no match for modern warships.

YRIDIAN EMPIRE
Taska Destroyer
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2238

The Taska Destroyer is the most common Yridian ship seen along the Yridian/Federation border. Well armed for ships of their size, Taska Destroyers are charged with policing the edges of Yridian space.

Yoluscha Freighter
Yridian Taska Destroyer Variant (Common)
Medium Ship
Available: 2255

This freighter variant of the Taska Destroyer has been spotted operating in several foreign port locations. Although some of these ships have been recorded as being of civilian registry most are military freighters operated by the Yridian government.

8.X Remans

Ships of the Fleet

Scimitar Improved Warbird

Reman Scimitar Warbird Variant (Restricted Deployment 10%)

Capital Ship

Available: 2385

The Romulan navy saw great promise in the Reman's Scimitar Warbird. How slaves on the desolate world of Remus could have built such a vessel was still a mystery (and many still speculated at Federation complicity in the matter), but the design bore special consideration.

Many years after the destruction of the Scimitar, the Romulans began deploying a very similar class known as the Scimitar Improved Warbird. Almost identical to the old warbird design, the new Scimitar exchanged its Thalaron Cannon and related equipment for a set of heavy disruption bolts. This new battleship would come to be a feared member of the Romulan fleet for decades to come.

Scimitar Warbird

Base Hull (Unique Ship)

Capital Ship

Available: 2377

The Reman Scimitar Warbird was built in secret at a hidden Reman base on Remus. A fearsome ship, the Scimitar was built around its Thalaron Cannon. The Scimitar was successful in cowing the Romulan Star Empire and allowing the rebel leader, Shinzon, to take control of the Romulan empire.

The ship was destroyed when its Thalaron Generator was destroyed.

Scorpion Attack Flyer

Base Hull (Unlimited Deployment)

Medium Fighter

Available: 2370

These attack fighters are commonly stationed onboard Reman warships, especially assault ships. They are fast and effective in combat.

Xindi

Xindi History

(Author's Note: The following historical information is taken from the Memory Alpha Star Trek Wiki site - http://www.memory-alpha.org/en/index.php/Xindi_History)

Xindi history is long and troublesome; the Xindi have often been characterized by inter-species conflict.

Civil War and Diaspora

For about a century, the different Xindi races fought for control of Xindus, their homeworld. At the end of this long war, the Xindi-Reptilians and the Xindi-Insectoids forged an alliance which resulted in the destruction of the planet, sometime during the 2030s. The Xindi-Avians were unable to evacuate when Xindus was destroyed. This began the era known to the Xindi as the Great Diaspora, as the various Xindi species that survived the destruction declared peace, and sought to work together to find and establish a new homeworld.

They were unable to settle on a new homeworld, however, spreading across several worlds in the Delphic Expanse including Azati Prime and others. It was around this time that the Xindi were first contacted by the transdimensional beings they dubbed the Guardians. The Guardians assisted the Xindi during the Diaspora, directing groups of refugees to appropriate planets and helping them avoid the dangers of the Expanse. The Guardians were responsible for the creation of the Xindi Council and kept it together during troubling times.

The Human Threat

In 2140s the Guardians contacted the Xindi Council, informing them that in the 26th century humanity would destroy their new homeworld, thereby using the Xindi for their purposes in the Temporal Cold War. As a result, the Xindi began developing a planet-destroying weapon so they could wipe out Earth in a preemptive strike. A test strike against Earth in March 2153 resulted in the deaths of seven million people between Florida and Venezuela. Earth responded by sending the flagship of Starfleet, Enterprise, into the Delphic Expanse in order to find the Xindi and stop them from launching their final weapon.

When Enterprise arrived at Azati Prime in January 2154 after a long and harrowing search for the weapon, the information Captain Jonathan Archer brought rocked Xindi civilization to its core. He revealed that the Xindi "Guardians" were actually the same beings responsible for the construction of the spheres found all across the Delphic Expanse, and that they were using the spheres to alter space in our universe to conform to their dimension's physical laws. They had foreseen that in the 26th century the United Federation of Planets would defeat their invasion force and were trying to stop this from happening by destroying Earth, using the Xindi. (ENT: "Azati Prime")

Archer managed to convert Primate representative (and weapon designer) Degra to his cause, and with his help brought Arboreal representative Jannar and the other Primate on the Council to his side as well. The Aquatics remained on the fence until Archer provided stronger evidence, and then provisionally sided with Archer's cause. The Reptilian representative Commander Dolim as well as his insectoid colleague refused to accept Archer's story and stole the weapon rather than let the Council delay the launch. Fortunately for Earth and the future, Enterprise, working with the Primates, Arboreals, and Aquatics, managed to stop the weapon from destroying Earth. Enterprise also destroyed the sphere network in the Delphic Expanse.

The Xindi expressed gratitude toward Enterprise for showing them the truth, though reunifying after the fractures Archer's revelations had caused would be difficult.

Technologies

Particle Cannons and Particle Beams

Basic particle weaponry is the mainstay of the Xindi arsenal. Most Xindi vessels are equipped with some form of particle beam or cannon. In fact, the early particle beam is the primary defensive weapon in the fleet.

Light Plasma Drill

The obligatory Xindi plasma weapon, the light plasma drill was added to the Xindi Reptilian and Insectoid vessels as a way to match some of my sources which indicated that the Xindi ships used some sort of short-range plasma weapon. The Romulan plasma drill series seemed to fit the bill fine, and so I allowed the Xindi to "borrow" the lightest model as a light weapon on some of their ships.

The primary disadvantage to the light plasma drill is that it scores no overkill. This is because the plasma drill family of weaponry actually scores damage in piercing mode (not standard), where overkill is lost. In the case of the light plasma drill, it doesn't have the potency to actually burn through the ship's hull like the more advanced models do, which is represented by the no overkill addition to its rules.

Full information on the light plasma drill will appear along with Romulan War units in a future issue of The Great Machine.

Shearing Particle Beams

The shearing particle beam and shearing particle beam accelerator were created as a take off on the standard particle cannon. These types of weapons can be found on both Insectoid and Primate ships. Neither weapon is as powerful as a full-fledge particle cannon, but they do have their advantages. A slightly smaller rake size means that damage will be more spread around, increasing the chance of taking out ship systems, while the excellent fire control means that the shearing particle beam is extremely accurate, even at range.

The reason for the invention of an accelerated version of the shearing particle beam was the Xindi Primate Teckur Armed Courier, the class of vessel flown by Degra. With only a single beam weapon, that ship would have been dead meat in a firefight unless it could fire every single turn. But giving it a single early particle beam would have not been effective at all. So the answer was a version of the shearing particle beam that could fire in a one-turn mode for less damage. Problem solved!

Small Ballistic Torpedo

Ah, the wonders of either a) missing most of the season or b) poor starship continuity. When watching the Season 3 finale episode, the Andorian crew mentioned that the Reptilians were firing *torpedoes* at them! I didn't remember any other mention of torpedoes in prior episodes, thus the original Xindi Reptilian Tark'ha Attack Cruiser was not equipped with any.

Now, at that point I had to hit the drawing board and determine how I would handle these torpedoes. Should I simulate them with Class-SO Missile Racks, as was the case with the NX? No, that would not have given the right flavor to me. Photons were also out of the question, as I desperately want to keep them out

of the hands of non-Klingon interlopers for as long as I can (the Vulcans withstanding; I wish I didn't have to give them any, too).

Ultimately I decided that a knocked down version of the ballistic torpedo was in order. That advanced Centauri weapon ("advanced" being used sarcastically in this case) would provide the right mix of range, firepower, and versatility for a group as advanced as the Xindi but not as advanced as the Vulcans or Klingons.

All of the normal rules that apply to the ballistic torpedo apply to the small ballistic torpedo. The only functional difference is that the small ballistic torpedo only holds three shots, not six. The rules for torpedoes saturation still apply to small ballistic torpedoes, which is important to remember when flying Xindi ships armed with torpedoes.

At present, only the Xindi Reptilian and Primate cruisers have been equipped with small ballistic torpedoes.

Antimatter Torpedo

Where did *that* come from, you ask? In doing research for the Xindi Aquatics, one fan site listed their smaller patrol ship as being equipped with an antimatter torpedo system. Upon seeing this information I just shrugged and said "sure, why not." The antimatter torpedo from the B5 universe isn't that great of a weapon, just ask the Vree! Thus its inclusion on these primitive Xindi ships was not too overpowered.

The weapon is exactly the same as the B5 incarnation of the antimatter torpedo and is used only by the Xindi Aquatics.

Projection Beams

The Xindi Arboreals, for a lack of a better weapon system, received projection beams as their special weapon set. Again, the projection beams are another low-tech competitor to the particle cannon series of weapons. They score damage in raking mode and are very similar to particle cannon and phase cannon weaponry (dangerously close, in some cases).

One of the reasons for this peculiarly proprietary weaponry for the Arboreals is it seemed in one episode like their weapons were different somehow from those operated by the other Xindi factions. Their nose-mounted gun in particular seemed to fire for a slightly longer duration, or at least have a little bit more of an effect upon a successful hit. I created the heavy

projection beam to fit this concept. The weapon is capable of sustained fire (something that is fairly advanced for the time), and the damage on the weapon is similarly improved over weapons fielded by other powers. The rate of fire is a little slow, but this is made up for through the use of the sustained feature.

Using the Xindi in Pick-Up Games

Whenever a player opts to play as the Xindi, the player can choose to either play as a single Xindi faction (example: Reptilians) or they can instead choose to field a unified Xindi fleet.

If the player opts for a unified fleet, he/she should choose ONE Xindi faction as the primary faction within the fleet. This will be the principle Xindi race represented by the force. 25% of the point value total in the scenario must be spent on ships from the primary Xindi faction.

8.x.x Xindi Aquatic Drone Fighters

Due to their aquatic nature, the Xindi Aquatics are unable to pilot fighter-size craft. However, after one of the Romulan's first strikes into Xindi space, it became obvious that their large motherships could benefit from the additional protection fighter craft could afford.

The Xindi Aquatics addressed this problem by creating a drone fighter craft: the Talusa K'aam. These heavy fighters were completely automated, but imbued with a sophisticated artificial intelligence that could extrapolate orders based on vague or partial commands given by Xindi Aquatic flight masters. The Xindi Aquatic's slow reaction time made this level of self-guidance a mandatory requirement.

Unlike the Orieni, the Xindi Aquatics do not make use of static HK Controller systems. Instead, they use EW from their normal Sensors array to control their automated drone fighters. Each point of EW applied to Drone Control allows a Xindi Aquatic to control one squadron of drone fighters. Otherwise Xindi drone fighters should be handled like hunter-killers, minus the ramming component.

Kuo'zi'Qhi Cargo Couriers
Base Hull (Unlimited Deployment)
Xindi Insectoid
Light Combat Vessel
In Service: 2102

The Kuo'zi'qhi (pronounced "kwae – zee – key") Cargo Couriers are a common breed of Xindi cargo transport. Originally designed by the Xindi Insectoids, the ship has become extremely popular, especially among the Xindi Primates. These small ships are often found carrying

moderate amounts of bulk freight between Xindi colonies and outposts.

Kqu'hi Corvette
Base Hull (Unlimited Deployment)
Xindi Insectoid
Light Combat Vessel
In Service: 2219

The Kqu'hi (pronounced "kuh – cue – e") Corvettes are a standard Xindi Insectoid patrol ship design. Heavily armed for a ship of its size, the Kqu'hi are more than capable of taking on other Xindi cruisers for short amounts of time.

Qqu'chi'uch Frigate
Base Hull (Unlimited Deployment)
Xindi Insectoid
Medium Ship
In Service: 2135

Less powerful than the cruisers operated by the other four Xindi factions, the Qqu'chi'uch is still a formidable warship. The Qqu'chi'uch Frigate trades survivability for both firepower and economy. As a result, the Xindi Insectoids field large numbers of Qqu'chi'uch, defeating relative quality with quantity.

Teckur Armed Couriers
Base Hull (Unlimited Deployment)
Xindi Primate
Light Combat Vessel
In Service: 2136

These heavily upgraded Kuo'zi'qhi Cargo Couriers are commonly used by the Xindi Humanoids as their primary priority transport vessels. Strategically, the Teckur is faster than almost any other ship in the Xindi fleet. This allows for emergency supplies or information to be conveyed within the Xindi dominion.

Despite being a variant of the Kuo'zi'qhi, the version in Xindi Humanoid service is considered its own base hull as it is not natively available to the Xindi Insectoids.

Loruk Command Ship
Teckur Variant (Rare)
Xindi Primate
Light Combat Vessel
In Service: 2144

Loruk Command Ships are the preferred command vessel in the Xindi Humanoid fleet. Admirals prefer commanding from Loruk Command Ships rather than the larger Folorthan Cruisers, primarily because of the speed and versatility the Loruk's possess. The Loruk is

however significantly weaker than a Forlorthan, both in armor and armament.

If a Loruk Command Ship is present in a scenario, all friendly ships (including alien allies) receive a +1 initiative bonus. This bonus is already factored into the Loruk's base initiative bonus.

Omnu Cruiser
Base Hull (Unlimited Deployment)
Xindi Arboreal
Medium Ship
In Service: 2142

The Omnu Cruiser is the largest cruiser class vessel operated by the Xindi Arboreals. A showcase for all their best technologies, the Omnu is a fearsome fighting vessel. Unfortunately, the Xindi Reptilian and Insectoid ships are still a clear match in firepower for the Omnu.

This cruiser's major advantage is in its ability to perform fast turns, allowing it to keep its sustained-firing heavy projection beam in arc of the opponent.

Forlorthan Cruiser
Base Hull (Unlimited Deployment)
Xindi Primate
Medium Ship
In Service: 2130

The Xindi Primates rely on the Forlorthan Cruiser as a long-range patrol ship, ensuring the security of Xindi territories. The Forlorthan is faster than any ship in the fleet, capable of traversing greater distances faster by virtue of its advanced warp drive and portal generator.

In terms of firepower, the Forlorthan Cruiser is one of the strongest warships fielded by the Xindi. Its array of short-range particle weapons and torpedoes allows it to batter enemy ships with ease. The one failing of the design is that it is power starved, and a Forlorthan captain must make a decision whether to run his/her weapons at full strength or else deactivate weapons to gain additional thrust for the sake of mobility.

The Forlorthan is the first Xindi ship to make use of a four-deflector shield system. Although individually weaker and less resilient to battle damage than other Xindi shield systems, the deflectors on the Forlorthan are equally harder to take out, ensuring systems redundancy in combat.

Li'sar Mansir Mothership

Base Hull (Limited Availability 33%)
Xindi Aquatic
Capital Ship

The largest ship class built by the Xindi at the time of the conflict, the Li'sar Mansir Mothership is the pinnacle of Xindi Aquatic ship construction. The Li'sar Mansir dwarfs all other Xindi ships. In fact, the Mothership's large, spacious interior hangar can comfortably berth most Xindi starships. The size of the Li'sar Mansir is largely dictated by the demands of her crew. The interior environment of the Li'sar Mansir is filled with water, allowing the Xindi Aquatics to operate in normal surroundings rather than relying on cumbersome environmental suits or vehicles.

The Li'sar Mansir also has the distinction of being the best armed of the Xindi ships. A veritable battleship, the ships of even the Vulcan and Andorian navies pale in comparison to the sheer firepower a Mothership can bring to bear.

It is not surprising that the cost to build and operation Li'sar Mansir Motherships is extremely high, and the Xindi Aquatics have only a limited quantity in service at any one time.

Tark'Ha Attack Cruiser
Base Hull (Unlimited Deployment)
Xindi Reptilian
Medium Ship

The Tark'Ha Attack Cruiser is a potent combat ship, and the epitome of Xindi Reptilian power and prestige. The Tark'Ha follows a highly stylized design pattern, which stands in contrast to the designs operated by most of the other Xindi factions.

The Tark'Ha's main weapon is a wide-arc particle cannon. This heavy weapon can fire into most any arc, making it difficult to outflank a competent Reptilian captain. A mix of secondary weapons, including plasma drills and particle beams, round out the Reptilian arsenal.

The Xindi Reptilians operate several variants of the Tark'Ha hull, relying on its almost exclusively for their fleet.

Ek'qku Defense Craft
Base Hull (Unlimited Deployment)
Xindi Insectoid
Heavy Fighter

Ek'qku Defense Craft are atmospheric-capable warships that are also capable of submersible service and combat. The Xindi Insectoids originated the Ek'qku design, though

they are often found in the employ of the Xindi Aquatics on their oceanic colonial holdings.

This small fighter craft is armed with a single particle beam and torpedo launcher. They are not major threats to most enemy warships, though they can be a nuisance.

Historians will note the similarity between the Ek'qku and Nausicaan pirates ships of the same period. It is believed that the Nausicaans based their raider design on abandoned Xindi Ek'qkus found adrift on the edge of the Delphic Expanse, though this connection has never been fully confirmed.

Garde Atmospheric Shuttle
Base Hull (Unlimited Deployment)
Xindi Primate
Shuttle

The Garde is a small, fast shuttle type operated by the Xindi Primates. It is only lightly armed for its own protection.

Kalimansor Patrol Frigate
Base Hull (Unlimited Deployment)
Xindi Aquatic
Medium Ship

This common Xindi Aquatic warship design is used heavily throughout their sphere of influence. Smaller and easier to maintain than their large motherships, the Kalimansor class of frigates are often seen patrolling the edge of the Delphic Expanse. Individually they are not a threat, but in flotillas of three or more they can take down even the largest enemy cruiser.

Quen'i Combat Shuttle
Base Hull (Unlimited Deployment)
Xindi Insectoid
Shuttle

This small brand of assault shuttle was designed and built by the Xindi Insectoids in mind. A competent combat ship, they are used for solo operations in enemy territory.

Theer'Ka Command Cruiser
Thar'Ka Variant (Rare)
Xindi Reptilian
Medium Ship

A command variant of the common Thar'Ka hull, the Theer'Ka Command Cruisers are an exceptionally rare site in the Xindi Reptilian fleet and are one of the most fearsome hulls they have ever operated. This ship is equipped with a Shearing Plasma Beam, a unique Reptilian weapon system that can score heavy damage against opponents. The ship's shields are also first-rate in the Xindi fleet.

Vark'Ha Scout Cruiser
Thar'Ka Variant (Uncommon)
Xindi Reptilian
Medium Ship

The Xindi Reptilians use heavily armed scouts such as the Vark'Ha Scout Cruiser to keep watch over their territories – and those of their Xindi allies. Naturally distrustful of the other Xindi factions, the Reptilians feel it is their duty to oversee operations “for the greater good of the Xindi people.”

The Vark'Ha is an acceptable ELINT platform with a 6 EW sensor rating. In combat, scouts such as this often provide tracking data to two escorting cruisers. This allows all three ships to act as one, striking with increased precision and deadliness.

Toftth Cargo Shuttle
Base Hull (Unlimited Deployment)
Xindi Arboreal
Shuttle

The Toftth are a simple class of long-range cargo shuttles employed by the Xindi Arboreals. Toftths are often employed as free trader vessels due to their size and inexpensive nature. They are, however, not of much use in combat.

Tzenkethi Coalition

Area: Cardassian Space
Fought a war with the Federation; Founders attempted to start another one during that war.

Valerian Republic

Area: Cardassian Space
Manufacture and sell pure weapons grade dolamide, including to the Cardassians. Most probably one of the reasons that the Valerians were not conquered during the Cardassians attacks -- why pay for the invasion and subsequent administration when you can get the dolamide now, and cheaper? These actions put them at odds with the Bajoran government.

Bardeezi Alliance

Area: Former Cardassian Space
(*Speculation*) A former Cardassian protectorate, Bardeezi successfully revolted against the Cardassians during the years of their empire's

recession. The Cardassians hit the Bardeezan people hard, destroying much of their infrastructure and damaging their ecology before finally pulling out of their territories. The Bardeezan National Guard Force is their military unit, and is composed of a half-dozen locally manufactured ships bearing a resemblance to older Cardassian craft (they came from the same factories/yards), and several purchased defense ships. They are a weak nation (even as weak nations go). They have not petitioned for Federation membership at this time, the Bardeezan ruling council favoring protectionism at this time.

Xepolite Empire

Area: Former Cardassian Space

The Xepolites are an unaffiliated race that was outside of the immediate Cardassian sphere of power, but remained on their borders following the recession. Xepolite free traders, like the Lissepians, served as covert intelligence agents for the Cardassian Union, but unlike the Lissepians they were never caught due to the stealthy nature of the Xepolite ships, made possible by sensor reflective hull materials. (Speculation) The Xepolite Empire is relatively small, covering only two systems. However, they are technologically advanced and have resisted overtures from the Federation but have never challenged them militarily. Their military is reasonably sized for a minor power, and their sensor-reflective hull materials (represented by sub-invisibility and lower profiles) makes them hard to hit or even detect. Xepolite scanner technology has kept step with their reflective hulls, making them very advanced in this area. Their close ties with the Cardassians have given them access to most Cardassian technologies, and they have been known to use light compressor beams on some of their ships. Their own weapon, the compression blaster, is based on Cardassian technology.

Lissepian Magistrates

Area: Near Demilitarized Zone

The Lissepians have been known to operate as covert intelligence operatives for the Cardassians. (Speculation) The Lissepians began doing this in 2340 when the Cardassians threatened them with invasion. During the Cardassian war with the Federation, Lissepians funneled a wealth of tactical information, including fleet strengths, to the Cardassians. They were caught on several occasions and

prosecuted. The Lissepians control only their home system and have a small fleet of natively constructed ships, most of which look suspiciously like Merchantman-type ships. Lissepian technologies are poor and they continue to use outmoded weaponry.

Yridian Empire

Area: Between Former Cardassian space and Romulan Space

The Yridians are interstellar dealers in information, and have had known contacts with the Cardassians. Yridians are known to operate in the Cardassian area, including the demilitarized zone, and also are active in Romulan space.

Galador Traders

Area: Former Cardassian space

The Galador are known for their freighters. (Speculation) The Galador were occupied by the Cardassians from 2339-2367, at which point the Cardassian occupation forces departed Galador II. The Cardassians had strip mined the Galador homeworld much like they did that of the Bajorans, but Galador had already been a desert, barren world when they arrived. The Galador, too, welcomed the Cardassian occupation, as they saw it as an advantageous way to defend their world from attack. The Galador managed to retain several shipyard complexes and a series of antiquated industrial replicators when the Cardassians retreated, agreeing to pay the Cardassians for the remnants (a payment the Cardassians readily accepted). The Galador are known for their transports, which is in fact all that they operate. Poorly armed but some of the best freighters around, the Galador sell to interests in the former Cardassian territories, including at one point the Maquis. During the Dominion War, the Galador willingly surrendered their territories to the Dominion in return for protection. Many freighters were confiscated by the Dominion over the course of their stay in Galador space, but the Galador came through the war unscathed.

Camorites

Area: Near Demilitarized Zone

The Camorites are Federation members located near Cardassian space. During the Cardassian Wars of the 2350's, the Camorites took heavy losses at Cardassian hands.

Klaestron

Location: Near Trill & Cardassia

The Klaestron are Federation members, yet are also allies of the Cardassians.

Lurians

Morn's People

Lytasian Empire

Race that defeated the Ferengi at the Battle of Prexnak, considered to be the most important battle in Ferengi history. The Lytasians had 273 troops, the Ferengi 10.

Badeezi Home of the Badeezans.

Dreon: Site of a Bajoran colony where Kasidy Yates took cargo

Fahleena: World along Valerian/Cardassian Trade Route

Free Haven: Bajoran colony world, attacked by Breen privateers in 2372.

Ganalda: Planet where, in 2373, the Federation forced the Klingons to retreat.

Korma: Cardassian outpost, site of a intelligence exchange between Cardassian and Bajoran leaders. Klingons attacked and destroyed the outpost to top the meeting.

Lamenda Prime: Cardassian colony world near Cardassia Prime

Mariah: World along Valerian/Cardassian Trade Route

Nivoch: Romulan system.

Olmerak Location of a Jem'Hadar attack fleet and basing facility.

Pullock Cardassian colony, site of the first offworld Bajoran terrorist attack following their occupation.

Ultima Thula: Location of a pure dolamide processing plant

Xepolite: Home of the Xepolites.

The Tarsian War

The Angosians and neighboring Tarsians fought a brutal war during the mid-24th Century. Both

powers were of roughly equal technological sophistication, but still far below the galactic norm. Death tolls were high and as the war dragged on the Angosians began altering their soldiers through drugs and psychological programs to become fanatical fighters.

This edge allowed the Angosians to win several key ground battles as their troops proved their superiority. Eventually the Tarsians were forced to seek an armistice with the Angosians, ceding the contested Karmac system to the Angosians.

Following the end of the Tarsian War, the Angosians found it difficult to repatriot their "supersoldiers" as they considered them a danger to society. The veterans of the Tarsian War were thrown into prison camps.

The Angosians, fearing future Tarsian aggression, petitioned the United Federation of Planets for membership. The Angosians desired the association for defense reasons, as their fleet had been decimated by the war and the Angosian high command did not believe that their current fleet strength could stave off a dedicated Tarsian assault.

When the Federation learned the human rights abuses perpetrated by the Angosians on their own citizens they suspended the Angosian's petition pending the resolution of Angosia's social and political unrest.

10.0 Civilians and Neutrals

Antares Bulk Freighter
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2249

One of the oldest freighter classes in existence, the Antares class of bulk freighters have been in services for over a century. Originally used by the Federation as their military freighter of choice, the Antares was slowly phased out of service as newer, more resilient freighter models were developed.

Rather than scrapping their mothballed fleet of freighters, Starfleet instead sold them off to third parties. This included not only civilian interests within the Federation, but also several neighboring, pro-Federation governments.

Although no Antares Bulk Freighters remain in Federation service, they are a common craft seen throughout the bustling galactic starways. In most cases such freighters are owned and captained by alien crews. Most of these ships have seen their better days, and many operators have taken to making piece-meal repairs of their Antares freighters in order to keep them operational.

Bok'Nor Freighter
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2316

The Bok'Nor Civilian Freighter is a relatively common Cardassian freighter which is almost a total copy of the Civilian Merchantman Hull. The Bok'Nor freighters were built by local Cardassian corporations based off of plans purchased from third parties. Though the exterior is very familiar, the interior is highly retrofitted to reflect Cardassian utilitarian style.

Kelrun Priority Transport
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2344

Produced by the same manufacturer as the Trolac, the Kelrun is a heavy modification of that design. The Kelrun Priority Transport exchanges cargo capacity and weapons systems for both larger, more advanced commercial warp engines and stronger, more reliable shielding. These upgrades come at an extreme cost to ship system efficiency, however, and the Kelrun most notably suffers from power deficiencies caused by an overstrained reactor.

Kelruns are commonly found in both Cardassian and Bajoran service.

Merchantman Civilian Freighter
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2270

The Merchantman is the ubiquitous civilian cargo and transport ship in use by all of the major and minor powers. So many Merchantman-type ships exist in the galaxy that it is bizarre not to see at least one near a port of call at any given point in time. Lightly armed for their own defense, the Merchantman was never designed to go up against military ships; however, the ship can hold out long enough in a battle in case help should arrive.

Trolac Bulk Freighter
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2329

A common Cardassian freighter design, Trolacs are commonly found in the service of both Cardassian and Bajoran merchants. These freighters rely on their large cargo bays to move bulk freight such as processed industrial goods and ore. These ships are slow and inadequately shielded; however, they possess a strong enough array of defensive arms to fend off attackers.

11.0 Ancients

Shield Inversion Beam

The shield inversion beam exploits weaknesses in conventional shield technologies, allowing Borg transporters to bypass defensive shielding in order to reach their target. Upon a successful hit against a shielded enemy ship, the shield inversion beam creates a subspace 'ripple' in the shield large enough for a transporter signal to breach. This opens a split-second window of opportunity that the firing ship can then use to beam a drone over to the target in order to begin the assimilation process.

The shield inversion beam fires with other movement-related weapons. If it successfully hits its target one of the Borg ship's marine contingents will be automatically beamed over to the target ship and will immediately make a Delivering the Marines roll to determine if the drones' status. The marine contingents transferred to the enemy vessel are not free and must be purchased and available on the firing ship, else the weapon has no effect.

Transwarp Drive

The Borg are one of the few races in the galaxy to truly master transwarp technologies. This long sought after development gives a ship access to transwarp conduits that allow for the crossing of vast distances in an extremely short period of time. Few Borg ships use Transwarp Drives of their own, preferring instead to rely on a series of fixed transwarp hubs that provide the means to enter or exit transwarp.

Ship mounted Transwarp Drives function like normal Jump Engines with the caveat that the transwarp conduit opened by the drive remains active for the rest of the scenario and will in fact persist for anywhere from a few hours or even a week or more before finally dissipating. This means that other craft can follow a Borg ship through the transwarp conduit formed by its Transwarp Drive, though no combat is possible while in the conduit.

The Transwarp Drives found on fixed transwarp hub installations function in a similar but more controlled manner and the conduits they create do not persist but collapse the turn after becoming active. Such fixed installations do however have very fast recharge on their Transwarp Drives, allowing for successive uses of the portal to reach the predetermined location.

The transwarp delay for a Transwarp Drive is the same value as that listed for the

ship's warp delay, though each should be tracked separately and a ship cannot use its fulfilled warp delay to activate a Transwarp Drive that has not met its own transwarp delay.

Aggressor

Base Hull (Restricted Deployment 10%)

Capital Ship

Available: 2369

The Aggressor is one of the few new designs to come out of the Borg Collective in recent millennia. Originally reconstructed by rogue Borg under the influence of individualistic perversion and later conscripted by the android Lore, the Aggressor is the first major Borg ship class to make use of its own transwarp drive system, allowing it to travel quickly across space.

The schematics for the Aggressor were eventually assimilated back into the Collective and put to use in limited numbers in the Delta Quadrant. The Aggressor primarily serves as a long-range reconnaissance craft capable of locating and prioritizing species for assimilation by the Collective. In this role the transwarp drive is a major boon, extending the ship's range and speed of operations beyond that of a typical Borg scout craft.

During the Species 8472 incursion many Aggressors were used as minelayers to lay multikinetic mines in an attempt to stall 8472's advances into our galaxy.

Despite the recent in-service date of the Aggressor it is still considered an Ancient vessel for all rules describing or pertaining to Ancient craft.

Assimilator

Base Hull (Unlimited Deployment)

Capital Ship

Available: Ancient

The Borg Assimilator functions as a dedicated assault ship within the Borg Collective's hierarchy of starships. A bizarre design, the Assimilator is built to endure concentrated weapons fire from potential opponents as it makes its way towards the target. Assimilators are commonly used to assist in the mass assimilation of planetary populations, but most starship captains would encounter them instead in their direct assault role when the Assimilator attempts to capture their ship. The Assimilator's six energy draining tractor beams allow it unparalleled utility in wearing down enemy ships and successfully

achieving tractor beam lock on the target. Once a tractor beam has been established, the Assimilator begins the process of beaming over wave after wave of drones to assimilate the ship's crew and proceed with the complete assimilation of the starship.

Despite their ruggedness the Assimilator does have its own set of disadvantages. The ship must shut down much of its offensive weaponry in order to fully power their energy draining tractor beams, leaving it vulnerable to attack during its tractor beam attacks. The ship can also be crippled much easier than your typical cube.

Cube

Base Hull (Unlimited Deployment)

Enormous Unit

Available: Ancient

The primary vessel operated by the Borg Collective is the Cube. This colossal starship is entirely self-sufficient, allowing Cubes to travel great distances from Borg space.

During encounters with the Borg in the 2360's and 2370's, the Federation found that Borg Cube to be a nearly indestructible enemy. The first Borg incursion into Federation territories left a fleet of 39 starships derelict or destroyed. Even after being given time to develop new anti-Borg technologies Starfleet was still ill prepared for the second Borg incursion in their territories some years later.

A single Borg cube is capable of launching the invasion and assimilation of an entirely planetary culture. Such ships are enormous in size and carry thousands of Borg drones that can act as warriors and builders for the Collective in their search for technological excellence.

It is a frightening proposition for any race to take on a Borg Cube. In any case, entire fleets must be sacrificed in the destruction of a single one of these ships.

Priority Transport

Base Hull (Unlimited Deployment)

Capital Ship

Available: Ancient

This priority transport is used to move personnel and cargo between Borg installations. Armed solely for its own defense, the Priority Transport relies on speed to ensure a safe arrival at its destination.

It is important to point out that even this relatively weak Borg vessel is more than

capable of taking on the warships of less sophisticated races and coming out the winner.

Probe

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: Ancient

The Borg Probe is a long-range exploration unit used by the Borg to patrol the less developed regions of their territories. Armed only for their own defense, Borg Probes are not capable of combating enemy warships of a similar size. The Probe can however function as a valuable fleet support element, providing invaluable ELINT coverage to other Borg ships.

Queen's Diamond

Borg Priority Transport Variant (Rare)

Capital Ship

Available: Ancient

The Queen's Diamond is an advanced Borg ship used to test advanced technologies. Several variations of the Queen's Diamond have existed in the past, the version found on this ship control sheet being the most recent.

The Queen's Diamond can often be found leading Borg fleets into battle. The Diamond's high concentration of firepower allows it to be a formidable opponent on its own, but that is not its true strength. The Queen's Diamond most often acts as a loss leader for the rest of the fleet, absorbing enemy firepower that would have otherwise been directed at the larger Cubes and Spheres.

The presence of the Queen's Diamond does have a morale effect on the other Borg ships engaged in a scenario. So long as the Diamond remains undestroyed, all Borg units will receive a +1 initiative bonus.

Scout Cube

Base Hull (Unlimited Deployment)

Light Combat Vessel

Available: Ancient

This small Borg cube design is used for extremely long-range exploratory missions into unknown or otherwise uncharted space. Each Borg Scout Cube is manned by only a handful of drones and such vessels are seen as highly expendable reconnaissance units by the Borg hive mind.

Although the Scout Cube is classified as a light combat vessel, it is still allowed to up to its total EW total for ELINT functions. This directly overrides the 2 EW limit normally placed on light combat vessel EW use.

Sphere

Base Hull (Unlimited Deployment)

Capital Ship

Available: Ancient

The Borg Sphere is one of their most common craft. Spheres are most often used for patrol duties in areas that have either already been subjugated and/or assimilated, or areas of little interest to the Borg Collective. Borg Spheres are not as powerful as Cubes and rely on their speed and relative agility to survive heated combat situations.

Tactical Cube

Base Hull (Unlimited Deployment)

Capital Ship

Available: Ancient

The Tactical Cube is designed specifically for combat situations. The Tactical Cube is smaller than a full blown Cube and covered in heavy armor plating in order to make it more resistant to enemy weapons fire. Unfortunately for the Tactical Cube this improvement in defensive capabilities comes at the price of overall firepower.

While smaller and not as potent as a Cube, the Tactical Cube remains a very durable opponent and can easily counter any of the ships used by inferior races.

Tactical Sphere

Sphere Variant (Uncommon)

Capital Ship

Available: Ancient

This less common Borg Sphere is distinguished by its thick armor coating that provides additional damage resistance against enemy weapons fire. The Tactical Sphere is better armed than the Sphere and also includes upgrades to other key systems, including self-repair. In battle, the Tactical Sphere is still inferior to larger Borg combat ships.

Transwarp Hub

Borg Transwarp Hub Variant (Special Deployment)

Enormous Base

Available: Ancient

Transwarp Hubs are enormous constructs used to connect the many areas of the Borg's territories, allowing for swift transit between locations. The Borg used their network of Transwarp Hubs to link their territories and allow for large, systematic campaigns of assimilation against target species.

The *U.S.S. Voyager* destroyed the Borg's transwarp network prior to their return to Earth. It is unknown whether or not the Borg have been able to make any kind of significant repairs to the sundered travel network.

Unicomplex

Base Hull (Unlimited Deployment)

Enormous Base

Available: Ancient

The Unicomplex is the center of all Borg activity. Larger than any Cube, the Unicomplex is a nearly unassailable target. The sheer size of a Borg Unicomplex makes destruction of the base an untenable option for any power not as technologically advanced as the Borg, and most lesser race fleets would be torn apart by the facility's defenses before scoring a killing blow.

The Borg operate few Unicomplexes in their space, and those that do exist operate as vital communications and data storage nodes for the Collective. The loss of even a single Unicomplex can have dire repercussions on the functionality of the Collective.

Aeon Timeship

Base Hull (Unlimited Deployment)

Shuttle

Available: 2820

The Aeon is a small timeship design built for solo-operations through the timestream. It is stealthy, allowing it to elude detection. The Aeon is armed however, in case combat becomes necessary.

Wells Timeship

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2850

The Federation will eventually become quite advanced, operating starships that travel back and forth through time on a whim. The Wells is one of the most common of the larger timeship classes operated by the Federation and is quite advanced compared to modern units.

12.0 Appendix & Errata

12.1 Errata

Changes in 3.0

Changes in 2.5.3

- Rules for Andromedan Power Panels added.
- Finally included a rules snippet on Ablative Armor. They are treated as Gaim Bulkheads, as the icon indicates.
- The rules for Federation hangars were changed and renamed “Large Hangars”. The Federation, Dominion, and Remans are the only two current factions to be able to benefit from this rule.
- Added rules for Inverse Gravometric Drive Systems.

Changes in 2.5.2

- The three turn firing requirement for proximity mode photon torpedo fire has been removed.
- Tholian weapons technologies included.

INITIAL ACTIONS STEP

SHIP POWER SEGMENT

Secretly record cloaking/decloaking actions
Roll for critical reactor detonation
Resolve power deficiencies from shortages, EM weapon effects, and reactor criticals.
Deactivate systems for additional power, if desired
Increase shield projection capacity, if desired
Purchase additional regeneration points for deflector shields
Perform deflector shield arc extensions
Regenerate shield projections with in-arc deflector shields
Transfer shield strength between consecutive projections
Transfer missiles to/from reload racks
Announce deactivated systems/shields as needed
Announce all cloaking/decloaking actions

INITIATIVE SEGMENT

Hangar operations (reloading missiles, etc.) begin
All units roll for initiative

ELECTRONIC WARFARE & BALLISTIC LAUNCH SEGMENT

All players secretly determine EW levels, adaptive armor allocations, and ballistic launch
Tail gunners switch to/from navigator missions
Announce EW, adaptive armor and ballistic weapon launch (and target, if necessary)
Reveal or hide concealed weapons
ELINT ships announce which function(s) are in use and allocate which enemy OEW points to disrupt
Telepaths attack Shadow or other vulnerable organic ships.

JUMP POINT FORMATION SEGMENT

Announce/open jump points and activate phasing drives or warp engines

MOVEMENT STEP

PRE-MOVEMENT TERRAIN EFFECTS SEGMENT

Determine hyperspace current changes
Perform other terrain-related movement as needed

MOVEMENT SEGMENT

Units which are rolling flip over
Ships which are pivoting change facing
Defelict units move
All other units move in initiative order
Shadow ships announce half-phasing
Resolve pulsar mine fire when fighters enter range
Resolve skin dancing attempts after movement
Previously attached breaching pods deposit Marines

POST-MOVEMENT TERRAIN EFFECTS SEGMENT

Perform any remaining terrain-related movement

WEAPONS-BASED MOVEMENT SEGMENT

Resolve fire and effects from weapons that move or turn a target (gravity net, gravitic shifter, etc.)

COMBAT PIVOT SEGMENT

Fighters make combat pivots
Bases rotate

RECOVERY SEGMENT

Capture derelict fighters/shuttles
Recover escape pods
Breaching pods attempt to attach
Transporter activities are executed

CLOSE COMBAT EW SEGMENT

All players secretly determine targets of close combat EW
Announce targets of CCEW

RAMMING SEGMENT

Resolve all ramming attempts

COMBAT STEP

FIRE DETERMINATION SEGMENT

All players secretly determine all weapons fire, including weapons firing defensively
Declare all offensive fire, including called shots
Allocate defensive weapons against specific offensive shots
If using secret EW, announce all EW levels

FIRE RESOLUTION SEGMENT

Resolve ballistic weapon impact/explosions
Resolve all weapons fire from ships
Resolve all weapons fire from surviving fighters/shuttles at fighters/shuttles
Fighters damaged in the previous steps roll for drop-out
Resolve all other weapons fire, announcing special weapons modes as needed
Deploy fighters launched by fighter-bombs

END OF TURN ACTIONS STEP

MARINE ATTACK SEGMENT

Determine and resolve all Marine attacks

CRITICAL HIT SEGMENT

Determine and resolve all critical hits
Mark destroyed all systems attached to destroyed structure blocks
Reduce armor on systems damaged by armor-damaging weapons
Ships attempting to go to warp check for warp engine failure/breach

VORTEX ACTIVATION/CLOSURE SEGMENT

Jump points opened this turn become active
Ships which entered jump points on this turn are removed from play
Collapsing jump points close
Plasma web hexes created on previous turn dissipate

HANGAR OPERATIONS SEGMENT

Fighters/shuttles attempt to escape from destroyed ships
Launch/land fighters or shuttles
Hangar bay operations started earlier this turn are completed

LINK/UNLINK SEGMENT

- Announce release of detachable cargo holds
- Tractor beams attach/detach

ADJUST SHIP SYSTEMS SEGMENT

- Adaptive armor points are released due to damage received this turn

- Adjust ship systems to account for damage
- Shield projections without in-arc deflector shields collapse
- Self-repair systems perform repair
- Shadow ships complete phase-out/phase-in
- Star Trek ships complete warp-out/warp-in

ADDITIONAL NOTES

Photonic Pulses

1d10+2 damage, -1 power if structure is hit (-10 shielding strength)

Isokinetic Cannon

Matter weapons that scores overkill

Scattering Field

Disrupts transporters

Kriosian Empire

A major provincial power during the 22nd Century, a disastrous war with the Klingons eventually left the Kriosians so weakened that the Klingon Empire eventually conquered them in the 2210's. During the height of their empire in the 2140's, the Kriosians were well known for their willingness to sell hulls to anyone that had the money.

One of the leading causes of the Kriosian decline was the outbreak of civil war between the Kriosian homeworld, Krios, and their largest colony on Valt Minor. The two neighboring systems, named for mythical brothers who feuded over the love of a woman, lived up to their mythical namesakes and substantially weakened the empire to the point that they were in no position to repel Klingon attacks on their borders.

The Kriosians remained a forced protectorate of the Klingon Empire for a century and a half. After an unsuccessful revolt and the rumors of Federation assistance in 2367 the Klingon Empire was forced to come to the table and deal with the insurgent Kriosians. The Klingons ultimately decided that the world was too insignificant to warrant further occupation, granting the Kriosian people autonomy from the Empire. The Kriosians ended their famous feud with Valt Minor in the following year and began the process of rebuilding their people.

Kazon Collective

Heavy Fighter (no wings)

13 structure, 2 armor, 1 shield, 10 thrust
- fires a single beam weapon

Patrol Fighter

Heavy Fighter Variant (Uncommon – 1 flight per 2 heavy fighters)
13 structure, 2 armor, 2 shield, 8 thrust

Torpedo

Assault Shuttle

8 structure, 4 armor, 1 shield, 7 thrust
- also functions as a breaching pod

Shuttle (torpedo variant)

8 structure, 1 armor, 1 shield, 9 thrust

Raider (wings)

Medium Ship - 60 RF

2 shuttles

- the typical Kazon attack craft. Moderately armed with average speed

Light Raider (new – based off incorrect raider sil) stalker

Medium Ship – 40 RF

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1 shuttle

- a light raider with about 2/3 the capability of the raider, but smaller and one point faster

Mothership

Limited Deployment 33%

Capital Ship - 680 RF

12 fighters

- Less a warship as it is a mobile base.

Predator Mothership (rare mothership variant)

Capital Ship – 680 RF

- a warship variant of the mothership, exchanging cargo capacity for more weapons

Carrier (uncommon mothership variant)

Capital Ship – 680 RF

- a large variant that exchanges part of its weapons/cargo for more fighter capacity

Kazon Sects

Kazon-Ogla: Use primitive phaser weapons on their ships; base hulls represent those units in the service of the Kazon Ogla.

Kazon-Nistrim: Relies more heavily on brute force. Torpedo Assault Shuttles are more common in their fleet and their Torpedoes are more robust. Many of their ships have reinforced hull armors due to their advanced technologies in this region. However their ships are relatively poor otherwise and they have no access to the overpumped phaser, instead relying on disruptor cannons in these slots. They operate no torpedo weapons, replacing the photon torpedoes with Proton Projectors (large proton beam weapon). Limited Cloaking abilities. A fading power.

Kazon-Hobii: Lesser Kazon sect. More defensive minded, the Hobii replace all light phasers with additional point defense phasers, using the spared power to increase shield or sensor outputs to their highest levels. However maintenance has caused all engine efficiencies and sensor power requirements to be doubled.

Kazon-Mostral: The Mostral operate mainly proton beams and proton projectors in place of phasers, though some intermediate phasers remain in the fleet. The Mostral also build faster ships, producing extra thrust. All thruster ratings are increased by one point and have enough thrust to make full use of this advancement. Unfortunately Mostral ships are very poorly maintained and suffer an additional unreliable rule because of these makeshift improvements.

Kazon-Relora: Hated enemies of the Nistrim, the Relora have access to many types of plasma weapons secured during their post-exodus period. They use medium plasmas as well as plasma shotguns on many of their ships. The Kazon-Relora do not have overpumped phasers, using medium plasma cannons in their place. Plasma shotguns are used in place of photon torpedoes.

Kazon-Oglamar: Excellent technicians, the Oglamar are better able to maintain their ships than other Kazon sects. As such each vessel suffers from one less unreliable ship rule than normal. If all unreliable ship rules are covered by other factors (such as in a campaign) the Kazon-Oglamar can elect to have one onboard primary system be improved in output (sensors: +1 EW; reactor: +2 power; Engine: +1 thrust; Hangar: +1 launch/land; etc.)

Kazon-Totati: Use their motherships as orbital factories for the production of fighter craft and other salable merchandise. Totati ships can use each undamaged cargo bay as a 1-point self repair unit in battle.

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FIRST FEDERATION

Large Capital Ship with orbitals ala the Kirishiac that can be held or detached and sent out. Possibly acting as unfilled virtual orbitals, with the scouts purchased separately and mounted around the ship. Likely can hold four per structure block (of have each hull have a number of them given in the special notes box). Strong armor, kinetic weapons.

SFC2

Federation Fighter

10 structure

(3)(2)(2)(2)

2 Fighter Guns

10 Thrust

Better than Arco/Tycho, less than Peregrine