# Star Trek Fleet Analysis
## By Daniel Sallee

Ok.  First, a guide to the sheet, and then a guide to the data on the sheet.

The first page contains all the ships, with most of the major attributes of the ship.  First the name, with an (outdated) if the ship is older than the TNG-era, which I play in.  Following that is it's class, or size, such as LCV, or Capitol.

Beyond that, you have the Ratio, which is ramming factor divided by point value.  The next two values are... hah, ramming factor and then point value. I'll explain the ratio later on.

The Defining Characteristic column is hard to pin down.  It includes things like Armored, for something that is unusually heavily armored, and how much a Carrier can carry.  Marines are listed, as are cargo bays.  Anything that sets it apart from the average warship.

Thrust lists the total thrust produced, plus the cost to increase forward velocity by 1.  The bare bones "drag racing" thrust profile.  Sensors come next, with ELINT being listed as appropriate.

Shields are next.  I decided against listing the recharge values, as that could have gotten complicated.  After shields come the weapons.  No real order on this first page.  Just listed.

The next page is the Cardassian fleet page.  Actually the next page is the Bajorans, but the next page that has more than like, 3 ships is the Cardassian page.

This Fleet is a post Voyager fleet.  That being the "current" timeline in my campaign.

Each Element is first led by a command ship, and then has a number of other ships below it.  This is what you might meet if you went, found, and rumbled with a Cardassian patrol.

After the listing, you find a total of the whole elements point value, and ramming factor.  Then, you get the ELement Ratio.  This shows you the overall cost effectiveness of the element.  It's not an average, rather, a single massively inefficient cruiser will offset the effectiveness of an entire element.  This is often neccesary however, as large inefficent ships have the meat neccesary to shrug off heavy fire.

An Element thrust rating is given, as the faster rate at which the slowest ship in the element can accelerate.  Then a total is given of the weapons. On the fleet pages, the weapons are deliniated in such a way as to make them appear in appropriate columns.

More elements follow.  Each race has it's own unique set.  Nobody but Romulans have EW elements.  Nobody by the Cardassians have such a huge amount of static defenses.  Nobody by the Federation has a Borg Breaker element.

After the last element, usually a Command Element, you have the total Fleet statistics.

The Force Ratio lists all the elements, and their relative numbers. Usually, the bast element is the command element, with 1 ship.  Then, you work from there.  You might have 40 patrols for every 20 attacks for every 3 assaults for every 1 command.

To the right of the force ratio, you find the ship listing.  This lists all the ships in the fleet, the numbers they appear in, what elements they appear in, and the total point value, and

ramming/resource value they give the fleet. We'll take the Galors from the Cardassians as an example.

There are 3 Galors in every Patrol elements, and there are 30 such elements. So 90 Galors appear in Patrol fleets. There are 5 Galors in Attack Elements, and 15 such elements exist. So 75 Galors appear in Attack elements. A total of 165 Galors appear in the Fleet. This is a huge number. So if you will look at the bottom of the sheet, you'll see that out of 61730 RF of the fleet, almost a third of it, 19800 are spent on Galors, even though only 165 out of 789 vessels. The huge numbers of small efficient Hidekis do not offset the larger, more inefficient Galors.

On the right of the ship/fleet stat blocks, you'll find the weapon stat block.

This lists all the various weapons of the fleet, and in what numbers they appear. Again, we will take the Cardassians as an example. 6 Comp Beams appear in a patrol element. There are 30 such elements, so 180 comp beams are found in Patrol Elements. And so on. You will find that this gives interesting insight into racial strong and weak points.

That concludes my explanation of Spreadsheet Format Explanation. Whew. Long explanation. I'll recover a bit, do some actual work, and then send you the actual explanation of why I chose what ships I did, and some exposition on the campaign that highlights why the dominion fleet is so small and other stuff.

---

First I'll explain the whole point/ramming factor ratio stuff, then my campaign.

I chose the ramming factor as the Meat Value of a ship, as I had nothing better to go on. I'm working on a handful of revisions, like giving shuttles a 50% cost decrease, possibly, but I'm happy with the somewhat flawed system as it is.

The Ramming/Resource Factor is how much it costs to produce the ship. The Point value is the combat effectiveness. The Dominion have a very nice Cost to effect ratio. The Cardassians do not. It's a function of technological sophistication. The Ratio simply states how "good" a ship is, both in terms of combat effectiveness, but also in production cost.

Does that make sense? It's probably the biggest Home Rule in the system.

Now, as to what the fleets are, for the most part they are simply there for comparison purposes. In Game Terms, they are just the "ships in the area" for the large zone that encompasses the game setting. The Klingons have their fleet in the area, patrolling the Romulan/Federation borders, the Romulans patrol the Klingon and Federation borders, the Ferengi have their trade fleet spread out all over, the Dominion have gone into hiding, and maintain a pirate force, and the Cardassians are trying to stave off the wolves.

I'll go in order of the apperance in the spreadsheet.

The Bajorans maintain only a very small defense force. Probably a good number of fighters and carriers, but not much else. I've never fleshed out their fleet, not enough ships to make it worth my time.

The Cardassians though, are quite interesting. I wanted to give them more Galors than any other large ship, but it only makes since for them to field large numbers of Hidekis. I've read they have problems with supplies, so I put a supply ship with most of the fleets.

I've given them a large number of stations and defenses, and their own unique Blockade Runner element.

If you'll notice, they don't field a large number of capitols, neither do they field a large number of mediums. They concentrate on waves of Galors, and waves of Hidekis. Fleet actions for them tend to be quite large affairs. They don't have the quality of ship the Federation has, so they rely on Light Phaser Bank broadsides from large numbers of ships, and concentrated Comp Beam power.

They field a large number of ships. Only the Klingons field more. Their fleets tend to be quite slow. I wanted to give them a real naval feel. Not the quite vicious strikes from the Klingons, or the graceful sweep of Federation cruisers, but midrange dirty little ships with alot of hardness to them, and a little bite.

Federation forces are different from all the others. Even the Ferengi field some LCV forces. Starfleet, however, concentrates on Capitol sized Cruisers, and thus field HALF the ships the Klingons do. More capitols than HCVs, even.

This gives the Federation a smaller reach, but a much stronger punch. Most ships are surrounded by weapons, with big arcs, and so they don't have as much to fear from quick opponents.

Most of their numbers come from older ships, like Ambassadors and Excelsiors, but the headline vessels like Galaxys and Nebulas are still fielded in good numbers.

The Federation is the weakest, not counting the Ferengi, but looks to me like a fleet who is trying to pare down the numbers, while retaining effectiveness.

Ferengi ships are almost all transports, save the 3 elements containing Kingals. This gives them a decent excuse to be out wandering around. I've given some Ferengi a more mercenary bent, as to explain why a trade fleet would field warships.

The Plasma Beam is fielded in unbelievable numbers. 1400. The Ferengi as spread out as they are can still be quite a threat.

Of course the Jem'hadar is in big trouble. I missed a lot of the end of DS9, but I'm under the impression that they were pushed out of the wormhole, and the surviving Alpha Quadrant forces were trashed. A few bases could have survived, so in the dark corners of the AQ lurk Jem'hadar. I've got them performing various pirate duties, while mulling over another attempt at alliance with an AQ power, most likely the Romulans.

Now, Klingons are pretty nasty business. They field over 800 ships, almost all of which cloak. The huge number of Bre'ls, and the larger K'vort are truly scary. They pack a large capitol ship punch, but their real strength is speed and numbers.

They field a good solid wave of patrol elements, and the flexibilty of 3 types of Assault forces give them quick response to a number of threats.

The Romulans are a real treat to play, though. They have such massive ELINT capacity, that it's hard to play games with the players. They field a number of neutral zone patrols, but those are really small potatoes, not fit to rumble with even a small Federation force. These patrols are often never seen, as the ELINT sensors of the Dre'net can keep them out of sight. The HUGE number of Warbirds appearing everywhere the Federation probes is probably a pretty scary concept, but in reality, their only real concentration of forces, the Warbirds, could be wolfpacked to death by bits and peices by much faster forces.

Beyond the obvious, though, they have some very cool tricks. Almost every element has ELINT support, and they have their own ELINT element. Where the Klingons use cloaks only to march into battle, and often have opposing forces use ELINT to burn through their cloaks, the Romulans never have that problem. If they want to stay hidden, they stay hidden.

I hope that gives you some perspective on why I chose the ships I did, and what that means for the big picture in my campaign.

Some tidbits I want to get down before I forget, also, from RP with the group.

**Green Alert** - all power to sensors. Shields are not up, neither are weapons. Only the Federation usually goes to Green Alert. This does give them a Very distinct advantage of detecting cloaked vessels at a moderate distance. This also gives an excuse as to why they are always raising the shields and weapons, in Babylon 5 Wars terms.

The Federation Patrol elements, unlike most other elements, do not neccesarily stay together. They might be assigned a pretty large area, and patrol that area, without seeing the other ships from the element for months.

Anyway, I hope you find it as interesting as I do.

Well, the whole RPG campaign has brought up some interesting bits, when using Babylon 5 Wars to simulate what goes on during a Star Trek TV series.

Things like the Federation element structure being quite loose, in the Patrol elements. They have these very large cruisers, able to take on, or at least successfully flee from, a more powerful force, and then summon a big group of such cruisers.

This must have served them well against the mid 2300s Cardassian war, but against the Borg it was painfully useless. So now they maintain a number of tightly bound warship elements, but still hold onto the widely dispersed patrol network.

The Ferengi ARE pretty rough. The D'kora is a pirate's nightmare, and I figured that a good justification for their true warships would be merc work.

Anyway. It's interesting, just to compare something like the Hideki, the B'rel, the Shrike, and the Dominion Attack ship. The small PT boats of the series, they each allow something different. Klingons are war-crazy, and alot of them seem to desire command. Solution? Tons of ships. Tons of little Birds of Prey to create almost double the Captian's positions available in the Federation. The Hideki is just cheap, always a plus for the Cardassians. The Shrike has that awesome Plasma Torp up front, giving a good first punch after decloaking, and is fast enough to escape after that first whack. And the Dominion Attack Ship is just good design. Good enough shields to take a couple of hits, a good good gun. It's only downfall is the fact that it will get taken out quicker than a larger ship, but that's no big problem to the fanatic Jem'hadar.