2309

A supplement for use with STAR TREK® THE ROLE PLAYING GAME

FEDERATION

UFP

SHIP RECOGNITION MANUAL III

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CHANGES TO THIS MANUAL

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STAR FLEET INTELLIGENCE COMMAND
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Introduction

THE ROLE OF STAR FLEET

Star Fleet continues to expand the design and capabilities of the fleet of starship that support the exploration and protection of the United Federation of Planets. Since it's founding, Star Fleet has created dozens of unique ship deisgn to help support explorer, colonists, researchers and defenders of the Federation and it's allies.

Star Fleet's role in the expansion and defense of the Federation has changed little in over 180 years. Many of the vessels in the fleet fulfill specific tasks or are designed to engage in a multitude of roles. With ongoing conflicts and new borders being established every year, Star Fleet must continue to field capable combat platforms that can defend them selves as well as be utalized in a wide range of other roles.

Star Fleet's role also requires that its next generation of vessels be sturdier and more capable, with operational service lives well beyond that of the ships of old. As the roles of individual ships and full classes of vessels change and expand, individual ship must be able to adapt. This is created design that are larger and less specialized than ever before.

SCOPE OF THIS MANUAL

This manual describes ships of Star Fleet on a classified basis, providing an overview to authorized personnel and line officers. An effort has been made to provide a comprehensive and objective presentation despite the limitations of space. It is designed for general reading and quick reference.

A historical background of Star Fleet starship from the period of "The Great Awakening" to the present is provided. Discussions of all major ships include observations on their weaknesses and strengths, and complete combat data is provided for evaluation. The overall reliability of the data provided is subject to the level of classification autorized by Star Fleet Command. More detailed information on the performace charactersitics of each vessel may be found in the operations manuals of those particular vessels.

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FEDERATION SHIP RECOGNITION MANUAL III

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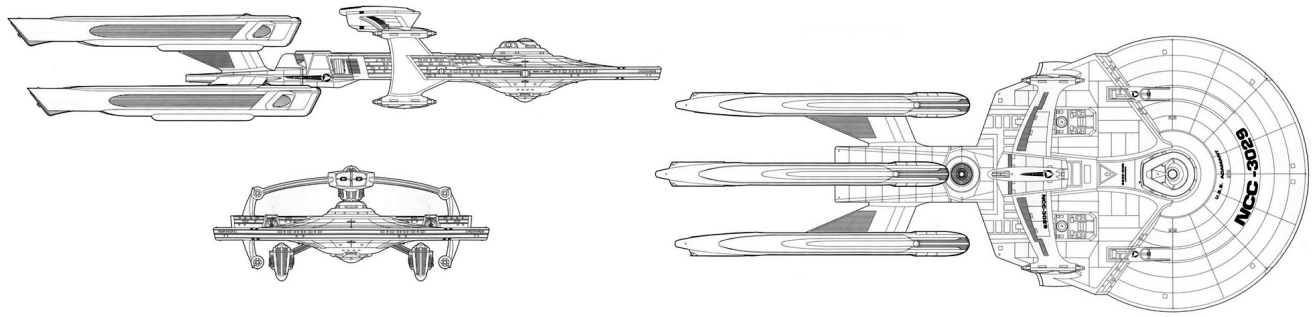
Adamant Class XIII Dreadnought



Construction Data:			
Model Numbers —	Mk I	Mk II	Mk III
Ship Class —	XIII	XIII	XIII
Date Entering Service —	2288	2296	2300
Number Constructed —	16	4	Refit
Hull Data:			
Superstructure Points —	45	45	50
Damage Chart —	C	C	C
Size:			
Length —	339 m	339 m	339 m
Width —	141 m	141 m	141 m
Height —	57 m	57 m	57 m
Weight —	238,320 mt	239,383 mt	212,995 mt
Cargo:			
Cargo Units —	690 SCU	690 SCU	690 SCU
Cargo Capacity —	34,500 mt	34,500 mt	34,500 mt
Landing Capacity —	None	None	None
Equipment Data:			
Control Computer Type —	M-7a	M-7a	M-8
Transporters:			
standard 6-person —	3	3	4
combat 20-person —	2	2	2
emergency 22-person —	3	3	3
cargo —	4	4	4
Other Data:			
Crew —	510	510	510
Troops —	120	120	120
Passengers —	40	40	40
Shuttlecraft —	54	54	54
Engines And Power Data:			
Total Power Units Available —	87	87	101
Movement Point Ratio —	7/1	7/1	7/1
Warp Engine Type —	FWG-1	FWG-1	FWL-2
Number —	3	3	3
Power Units Available —	21 ea.	21 ea.	23 ea.
Stress Chart —	E/G	E/G	F/G
Maximum Safe Cruising Speed —	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 9	Warp 9	Warp 10
Impulse Engine Type —	FIG-1	FIG-1	FIG-2
Power Units Available —	24	24	32
Weapons And Firing Data:			
Beam Weapon Type —	FH-11	FH-11	FH-11
Number —	6	6	6
Firing Arcs —	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s
Firing Chart —	Y	Y	Y
Maximum Power —	10	10	10
Damage Modifiers:			
+3	(1-10)	(1-10)	(1-10)
+2	(11-17)	(11-17)	(11-17)
+1	(18-24)	(18-24)	(18-24)
Beam Weapon Type —	FMH-5	FMH-5	FMH-5
Number —	4	4	4
Firing Arcs —	4 f/a	4 f/a	4 f/a
Firing Chart —	W	W	W
Maximum Power —	15	15	15
Damage Modifiers:			
+3	(1-10)	(1-10)	(1-10)
+2	(11-17)	(11-17)	(11-17)
+1	(18-20)	(18-20)	(18-20)
Missile Weapon Type —	FP-4	FP-4	FP-9
Number —	4	4	4
Firing Arcs —	2 f, 2 a	2 f, 2 a	2 f, 2 a
Firing Chart —	S	S	R
Power To Arm —	1	1	1
Damage —	20	20	28
Shield Data:			
Deflector Shield Type —	FSS	FSQ	FSQ
Shield Point Ratio —	1/4	1/4	1/4
Maximum Shield Power —	20	30	30
Combat Efficiency:			
D —	164.4	177.8	197.5
WDF —	173.0	173.0	189.8

Notes:

With tensions between the Klingon Empire and the Federation once again heating up, Star Fleet began to look into several new designs to supplement the aging *Star League* class of dreadnought. By 2285, Star Fleet was presented with a new design that would radically change the dreadnought design for ever.

Since the late 2250's, the role of the dreadnought had been as a focal point for large scale fleets. The dreadnought was designed to move at high warp into a troubled area and engage multiple targets with varied support. Although this traditional role was extremely successful against cloaking devices, it was felt that the Romulan's high mobility style of combat would be dangerous to a slow moving high firepower platform. Although dreadnoughts were becoming more maneuverable, they still lacked the high speed maneuverability required for combating pirates and other small attack forces. Sinnar Design quickly finished the design for the Adamant and presented it to the review board of Star Fleet R&D. By mid 2288, the prototype was completed and the *Adamant* was sent into production.

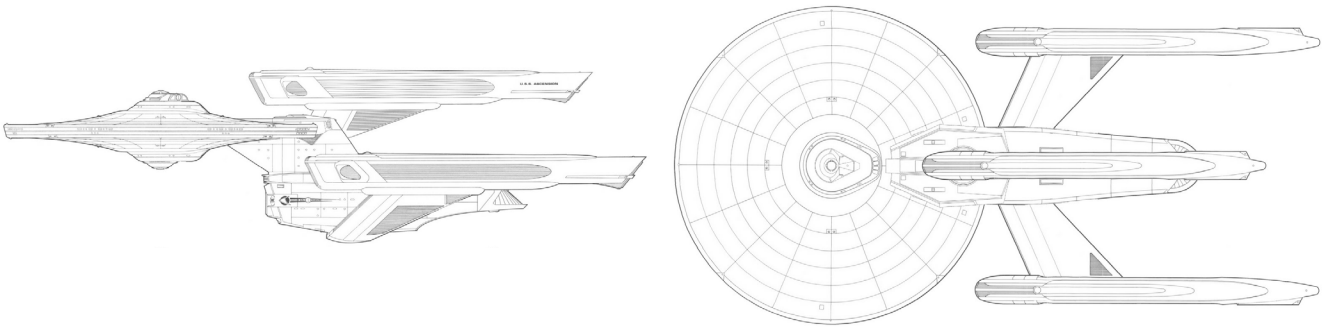
The *Adamant* was twice as maneuverable as current Dreadnought designs, and in many cases was more maneuverable than comparable heavy cruisers. The *Adamant's* heavy forward firepower design allowed the dreadnought to disable a single enemy cruiser or battleship while still maintaining the ability to defend against pursuing lighter craft. The *Adamant* also retained the large shuttle bays that were becoming standard on other *Miranda* variants, giving the Dreadnought the ability to act as a Frigate in times of crisis. Unfortunately, the *Adamant* Class did not solve the cost problems associated with other Dreadnoughts designs. Coupled with the lower warp speed of the FWE drive system, the *Adamant* was considered extremely mission specific.

The Mk I, the least powerful of the class, was still considered comparable to the Klingon *L-24* and Romulan *Z-1*. Armed with the new Mega Phaser cannon, the Mk I could defend against several targets while maintaining a constant attack posture against any heavy cruiser the Romulans or Klingons had in their inventory.

The Mk II was launched in 2296, increasing the shielding capability of the popular vessel. But the upgrade would soon be out-classed by the *Excelsior* heavy cruiser, which was more powerful and better equipped. Feeling their design had merits, Sinnar Fleets again upgraded the *Adamant* in 2300, enlarging the secondary hull slightly to provide for larger weapons. The upgrade was a success, and by 2313, all 14 remaining Adamants were converted to the new Mk III design.

Although well loved and found to be an excellent combat platform, the *Adamant* is being considered for retirement in late 2330.

Ascension Class XIII Light Dreadnought



Construction Data:		
Model Numbers —	Mk I	Mk II
Ship Class —	XIII	XIII
Date Entering Service —	2273	2285
Number Constructed —	6	Refit
Hull Data:		
Superstructure Points —	44	44
Damage Chart —	C	C
Size:		
Length —	289.8 m	289.8 m
Width —	141.7 m	141.7 m
Height —	77.8 m	77.8 m
Weight —	231,213 mt	236,005 mt
Cargo:		
Cargo Units —	550 SCU	550 SCU
Cargo Capacity —	27,500 mt	27,500 mt
Landing Capacity —	None	None
Equipment Data:		
Control Computer Type —	M-6a	M-7
Transporters:		
standard 6-person —	4	4
combat 20-person —	3	3
emergency 22-person —	3	3
cargo —	4	4
Other Data:		
Crew —	485	485
Troops —	58	58
Passengers —	20	20
Shuttlecraft —	6	6
Engines And Power Data:		
Total Power Units Available —	83	87
Movement Point Ratio —	6/1	6/1
Warp Engine Type —	FWG-1	FWG-1
Number —	3	3
Power Units Available —	21 ea.	21 ea.
Stress Chart —	E/G	E/G
Maximum Safe Cruising Speed —	Warp 8	Warp 8
Emergency Speed —	Warp 10	Warp 10
Impulse Engine Type —	FIF-3	FIG-1
Power Units Available —	20	24
Weapons And Firing Data:		
Beam Weapon Type —	FH-11	FH-11
Number —	6	6
Firing Arcs —	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s
Firing Chart —	Y	Y
Maximum Power —	10	10
Damage Modifiers:		
+3	(1-10)	(1-10)
+2	(11-17)	(11-17)
+1	(18-24)	(18-24)
Beam Weapon Type —	FH-3	FH-10
Number —	6	6
Firing Arcs —	2 f, 2 p/a, 2 s/a	2 f, 2 p/a, 2 s/a
Firing Chart —	W	W
Maximum Power —	5	7
Damage Modifiers:		
+3	(1-10)	(1-10)
+2	(11-17)	(11-17)
+1	(18-20)	(18-20)
Missile Weapon Type —	FP-4	FP-4
Number —	2	2
Firing Arcs —	2 f	2 f
Firing Chart —	S	S
Power To Arm —	1	1
Damage —	20	20
Shield Data:		
Deflector Shield Type —	FSP	FSP
Shield Point Ratio —	1/4	1/4
Maximum Shield Power —	20	20
Combat Efficiency:		
D / WDF —	166.9/124.0	170.9/133.0

Notes:

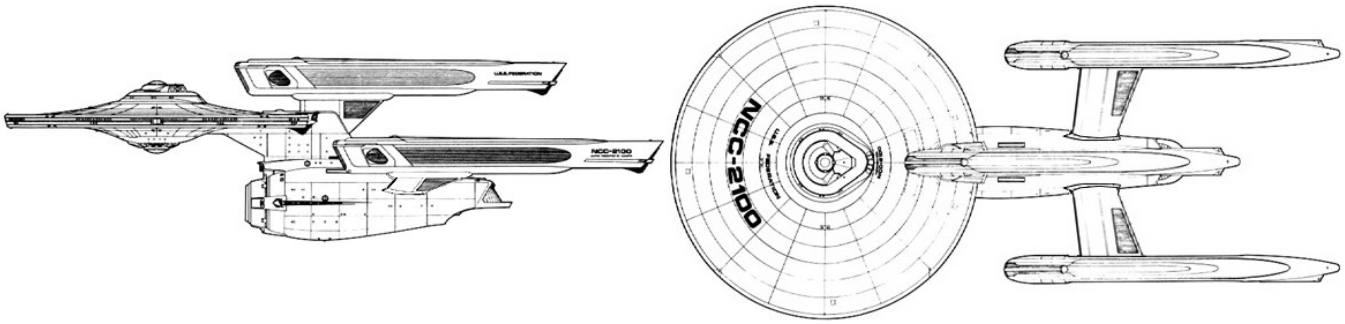
The *Ascension* class of dreadnought was designs as a lighter, easier to maintain version of the larger *Federation II* class of front line combat platform. The designs was essentially a *Belknap* class strike cruiser with an enlarged engineering section and additional warp nacelle. Additional targeting sensors and minor internal changes rounded out the new design that was finished one year after the upgrade of the *Federation* class dreadnought.

The *Ascension* did not have the reinforced hull plating found on larger dreadnoughts of the period, but essentially maintained equivelant firepower with most heavier dreadnought classes. The Mk I was fielded with the popular FWG-1 warp package, providing excellent power for both defense and combat systems. While resonant fields from the three FWG-1 nacelles did reduce overall power slightly, the FWG system did provide a stable warp field and required nearly 10% less overall fuel than the less effective FWG-2 system. The additional weight savings with the lighter nacelle meant the *Ascension* could incorporate the powerful FIF-3 impulse drive. When the final design was fielded, the *Ascension* Mk I proved more powerful and faster than its larger cousin, the *Federation II*.

The Mk II would be fielded in 2285, enlarging the main impulse drive and increasing the firepower of the secondary beam weapons. This required an increase in to the main computer, with the M-7 replacing the older M-6a. The upgrades were completed in less than 3 months. The *Ascension* class would see significant operations during the First Tzenkethi War. Most would also be deployed during the Tomed Conflict where they served with distinction. Currently, all six *Ascensions* are assigned to patrol the Tzenkethi border as the Federation finalizes the armistice.

Several design bureaus are currently vying for the contract to produce a Mk III *Ascension*. Although all current *Ascension* vessels will require refurbishment of most primary structural frames, increases in weapons and defense system are expected to ensure the *Ascension* remains a capable front-line combat craft.

Federation II Class XIV Dreadnought



Construction Data:		
Model Numbers —	Mk I	Mk II
Ship Class —	XIV	XIV
Date Entering Service —	2272	2288
Number Constructed —	Refit	Refit
Hull Data:		
Superstructure Points —	62	62
Damage Chart —	C	C
Size:		
Length —	307.6 m	307.6 m
Width —	141.7 m	141.7 m
Height —	83.7 m	83.7 m
Weight —	281,975 mt	288,638 mt
Cargo:		
Cargo Units —	600 SCU	600 SCU
Cargo Capacity —	30,000 mt	30,000 mt
Landing Capacity —	None	None
Equipment Data:		
Control Computer Type —	M-6a	M-7a
Transporters:		
standard 6-person —	4	4
combat 20-person —	3	3
emergency 22-person —	6	6
cargo —	4	4
Other Data:		
Crew —	638	647
Troops —	62	62
Passengers —	20	20
Shuttlecraft —	12	12
Engines And Power Data:		
Total Power Units Available —	82	86
Movement Point Ratio —	6/1	6/1
Warp Engine Type —	FWG-2	FWG-2
Number —	3	3
Power Units Available —	22 ea.	22 ea.
Stress Chart —	I/L	I/L
Maximum Safe Cruising Speed —	Warp 8	Warp 8
Emergency Speed —	Warp 9	Warp 9
Impulse Engine Type —	FIE-3	FIF-3
Power Units Available —	16	20
Weapons And Firing Data:		
Beam Weapon Type —	FH-11	FH-11
Number —	6	6
Firing Arcs —	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s
Firing Chart —	Y	Y
Maximum Power —	10	10
Damage Modifiers:		
+3	(1-10)	(1-10)
+2	(11-17)	(11-17)
+1	(18-24)	(18-24)
Beam Weapon Type —	FH-9	FH-14
Number —	6	6
Firing Arcs —	2 f/p/a, 2 f/s/a, 2 a	2 f/p/a, 2 f/s/a, 2 a
Firing Chart —	X	T
Maximum Power —	6	12
Damage Modifiers:		
+3	(-)	(-)
+2	(1-12)	(1-10)
+1	(13-22)	(11-18)
Missile Weapon Type —	FP-4	FP-4
Number —	2	2
Firing Arcs —	2 f	2 f
Firing Chart —	S	S
Power To Arm —	1	1
Damage —	20	20
Shield Data:		
Deflector Shield Type —	FSP	FSS
Shield Point Ratio —	1/4	1/4
Maximum Shield Power —	15	20
Combat Efficiency:		
D / WDF —	190.7/125.2	200.7/142.0

Notes:

The *Federation II* class of dreadnought was fielded shortly after the *Enterprise* class was launched. As with her smaller sister, the *Federation II* included new Leeding FWG-2 warp nacelles and the cooresponding powerplant. An improved version of Kloratis Drives' FIE-3 impulse system was also installed on the Mk I, giving the *Federation II* excellent impulse manueverability with a higher saftey margin than the older FIE drive.

By far, the greatest improvements were the main weapons. The FH-11 and FH-9 systems were chosen as the primary and secondar beam weapons. Directly tied into the main power systems, the FH-11 significantly increased damage and range of the main phasers. As with other redesigns of the era, the main torpedoes were moved from the primary hull to the ajoining secondary hull location. This provided room for additional sensors and support systems in the primary hull.

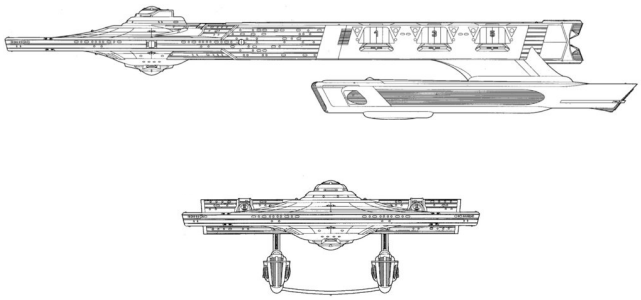
The *Federation II* would prove it worth time and again over the years, engaging Romulans, Klingons, and Tzenkethi opponents, proving victorious in nearly ever encounter. However, by 2284, analysis of the Taal Tan offensive had shows that the Federation II's secondary weapons would use improvement. An upgrade in the sensors and an improved science section were also proposed.

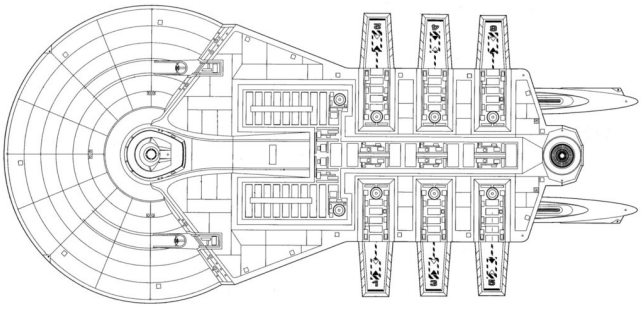
In mid-2288, the Mk II was launched which improved both the secondary weapons and the main deflector shield system. An improved stellar cartography section was also incorporated in the secondary hull, allowing the dreadnought to conduct extensive deep-space scans, freeing other scouts and cruisers for more detailed operations.

The *Federation II* class is scheduled for a major upgrade some time within the next ten years. With the recent conclusion of hostilities with the Tzenkethi and the significant tensions between the Cardassians and Klingon, most in Star Fleet are awaiting the arrival of new heavy cruisers before pulling the *Federation II* from the line for major refits.

Currently, nine *Federation II* class dreadnoughts are in active service. While no set date for the construciton of a Mk III has been set, some vessels are scheduled to be refit to the *Star League*. Proposals for some of these vessels to be refit to the *Nichter* class are also on the table. Final disposition of many of these ships may no be known for years.

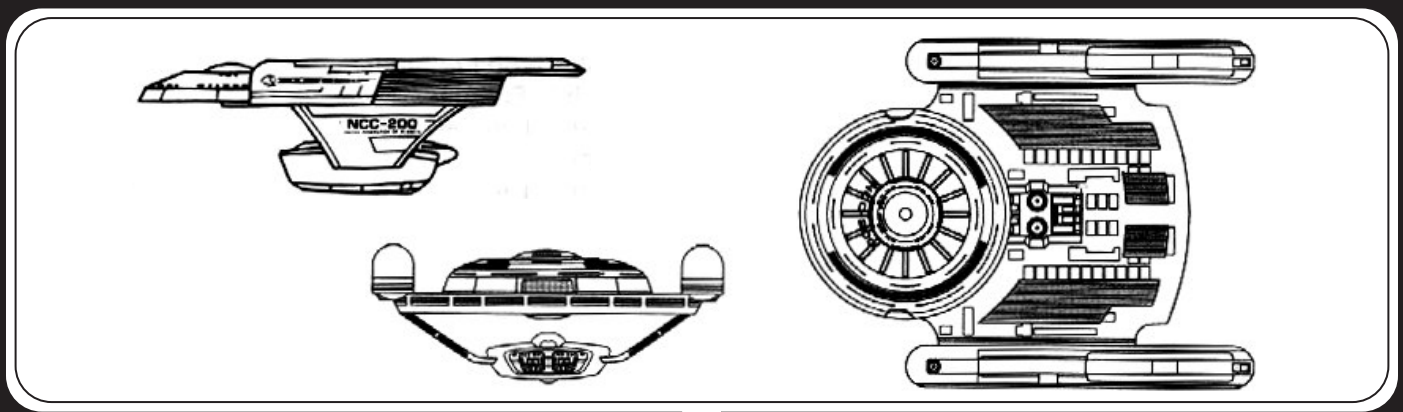
Archangel Class XIII Carrier





Construction Data:				
Model Numbers —	Mk I	Mk II	Mk III	Mk IV
Ship Class —	XIII	XIII	XIII	XIII
Date Entering Service —	2288	2294	2316	2330
Number Constructed —	11	2	Refit	Refit
Hull Data:				
Superstructure Points —	54	54	54	54
Damage Chart —	C	C	C	C
Size:				
Length —	300.5 m	300.5 m	300.5 m	300.5 m
Width —	141.7 m	141.7 m	141.7 m	141.7 m
Height —	52.8 m	52.8 m	52.8 m	52.8 m
Weight —	232,950 mt	234,750 mt	235,185 mt	235,685 mt
Cargo:				
Cargo Units —	710 SCU	710 SCU	710 SCU	710 SCU
Cargo Capacity —	35,500 mt	35,500 mt	35,500 mt	35,500 mt
Landing Capacity —	None	None	None	None
Equipment Data:				
Control Computer Type —	M-7	M-7	M-7a	M-7b
Transporters:				
standard 6-person —	6	6	6	6
emergency 22-person —	6	6	6	6
cargo —	4	4	4	4
Other Data:				
Crew —	500	500	500	500
Passengers —	150	150	150	150
Shuttlecraft —	153	153	153	153
Engines And Power Data:				
Total Power Units Available —	92	92	92	92
Movement Point Ratio —	6/1	6/1	6/1	6/1
Warp Engine Type —	FWG-3	FWG-3	FWG-3	FWG-3
Number —	2	2	2	2
Power Units Available —	38 ea.	38 ea.	38 ea.	38 ea.
Stress Chart —	F/I	F/I	F/I	F/I
Maximum Safe Cruising Speed —	Warp 8	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 9	Warp 9	Warp 9	Warp 9
Impulse Engine Type —	FID-3 (x2)	FID-3 (x2)	FID-3 (x2)	FID-3 (x2)
Power Units Available —	8 ea.	8 ea.	8 ea.	8 ea.
Weapons And Firing Data:				
Beam Weapon Type —	FH-10	FH-11	FH-18	FH-20
Number —	10	10	10	10
Firing Arcs —	2 f/p, 2 f, 2 f/s, 2 p/a, 2 s/a	2 f/p, 2 f, 2 f/s, 2 p/a, 2 s/a	2 f/p, 2 f, 2 f/s, 2 p/a, 2 s/a	2 f/p, 2 f, 2 f/s, 2 p/a, 2 s/a
Firing Chart —	W	Y	Y	Y
Maximum Power —	7	10	12	14
Damage Modifiers:				
+3	(1-10)	(1-10)	(1-10)	(1-14)
+2	(11-17)	(11-17)	(11-17)	(15-19)
+1	(18-20)	(18-20)	(18-20)	(20-24)
Shield Data:				
Deflector Shield Type —	FSS	FSS	FSQ	FSQ
Shield Point Ratio —	1/4	1/4	1/4	1/4
Maximum Shield Power —	20	20	30	30
Combat Efficiency:				
D —	193.2	193.2	209.2	209.2
WDF —	73.0	107.0	127.0	146.0

Asmodeus Class IV Corvette



Construction Data:		
Model Numbers —	Mk I	Mk II
Ship Class —	IV	IV
Date Entering Service —	2278	2294
Number Constructed —	42	10
Hull Data:		
Superstructure Points —	16	16
Damage Chart —	C	C
Size:		
Length —	102.3 m	102.3 m
Width —	103 m	103 m
Height —	39.5 m	39.5 m
Weight —	36,495 mt	36,905 mt
Cargo:		
Cargo Units —	70 SCU	70 SCU
Cargo Capacity —	3,500 mt	3,500 mt
Landing Capacity —	None	None
Equipment Data:		
Control Computer Type —	M-1	M-1
Transporters:		
standard 6-person —	2	2
emergency 22-person —	1	1
cargo —	1	1
Other Data:		
Crew —	76	76
Passengers —	4	4
Shuttlecraft —	8	8
Engines And Power Data:		
Total Power Units Available —	26	26
Movement Point Ratio —	3/1	3/1
Warp Engine Type —	FWH-1	FWH-1
Number —	2	2
Power Units Available —	10 ea.	10 ea.
Stress Chart —	Q/R	Q/R
Maximum Safe Cruising Speed —	Warp 5	Warp 5
Emergency Speed —	Warp 6	Warp 6
Impulse Engine Type —	FIB-3	FIB-3
Power Units Available —	6	6
Weapons And Firing Data:		
Beam Weapon Type —	FH-12	FH-8
Number —	1	1
Firing Arcs —	1 p/f/s	1 p/f/s
Firing Chart —	R	T
Maximum Power —	6	5
Damage Modifiers:		
+3	(-)	(-)
+2	(1-9)	(1-10)
+1	(10-16)	(11-18)
Missile Weapon Type —	FP-1	FP-8
Number —	4	4
Firing Arcs —	2 f, 2 a	2 f, 2 a
Firing Chart —	L	S
Power To Arm —	1	1
Damage —	10	10
Shield Data:		
Deflector Shield Type —	FSF	FSH
Shield Point Ratio —	1/2	1/2
Maximum Shield Power —	13	15
Combat Efficiency:		
D —	64.9	68.9
WDF —	22.5	29.5

Notes:

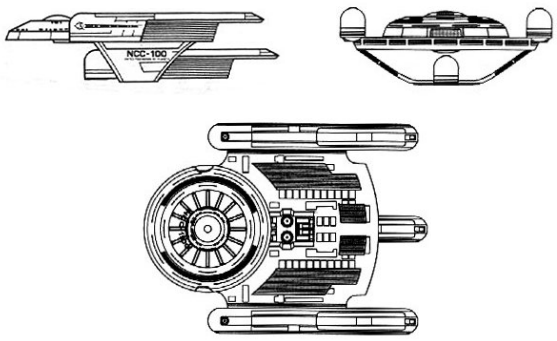
Designed to be a short-ranged high firepower torpedo boat, the *Asmodeus* was developed in conjunction with it's longer ranged cousin, the *Jester*. Both vessels are so visually similar that they are often considered the same class. However, the mission profiles of each are very different. Where the *Jester* is designed for deep space operations, the *Asmodeus* is designed to remain near protected systems, providing heavier support to other corvettes and in-system monitors.

The *Asmodeus* is fielded with the FWH-1 warp drive system. Although less maneuverable and slightly slower than other warp drive systems available at the time, the FWH was extremely stable even at it's emergency speed. The smaller warp core associated with the FWH allowed designers to incorporate additional cooling systems for the main torpedoes, allowing the *Asmodeus* to use the mid-ranged FP-1. The *Asmodeus* was also equipped with excellent sensors and an enlarged cargo facility, allowing these ships to remain at the edge of a star system for months at a time.

The Mk I was so stable and so reliable that the *Asmodeus* would not see a significant design change until 2294. The Mk II would see the introduction of the longer ranged FP-8, giving the *Asmodeus'* torpedoes similar range to that of a cruiser or destroyer. An improved recreation deck and security center were also installed providing greater crew comfort and improvements to the vessels interdiction role.

The *Asmodeus* would continue to serve well into the 2300's, finally being retired in 2319. A total of 52 *Asmodeus* corvettes were fielded over the years, including 42 Mk I's and 10 Mk II's. 3 Mk I's have been destroyed. 2 Mk I's and 1 Mk II have been scrapped. 5 Mk I's were disarmed and sold to the Andorian government. 2 Mk I's have been sold to the Deltans. 32 Mk I's were converted to Mk II's. 41 Mk II's are currently in reserve status.

Clark Class IV Clipper



Construction Data:		
Model Numbers —	Mk I	Mk II
Ship Class —	IV	IV
Date Entering Service —	2280	2320
Number Constructed —	170	Refit
Hull Data:		
Superstructure Points —	16	16
Damage Chart —	C	C
Size:		
Length —	102.3 m	102.3 m
Width —	103 m	103 m
Height —	40 m	40 m
Weight —	38,205 mt	38,505 mt
Cargo:		
Cargo Units —	70 SCU	70 SCU
Cargo Capacity —	3,500 mt	3,500 mt
Landing Capacity —	None	None
Equipment Data:		
Control Computer Type —	M-1	M-1
Transporters:		
standard 6-person —	2	2
emergency 22-person —	3	3
cargo —	1	1
Other Data:		
Crew —	61	61
Troops —		
Passengers —	40	40
Shuttlecraft —	6	6
Engines And Power Data:		
Total Power Units Available —	42	42
Movement Point Ratio —	4/1	4/1
Warp Engine Type —	FWA-2	FWA-2
Number —	4	4
Power Units Available —	9 ea.	9 ea.
Stress Chart —	L/O	L/O
Maximum Safe Cruising Speed —	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8
Impulse Engine Type —	FIB-3	FIB-3
Power Units Available —	6	6
Weapons And Firing Data:		
Beam Weapon Type —	FH-11	FH-19
Number —	2	2
Firing Arcs —	2 p/f/s	2 p/f/s
Firing Chart —	Y	Y
Maximum Power —	10	14
Damage Modifiers:		
+3	(1-10)	(1-10)
+2	(11-17)	(11-17)
+1	(18-24)	(18-24)
Shield Data:		
Deflector Shield Type —	FSH	FSH
Shield Point Ratio —	1/2	1/2
Maximum Shield Power —	15	15
Combat Efficiency:		
D —	74.9	74.9
WDF —	21.4	28.6

Notes:

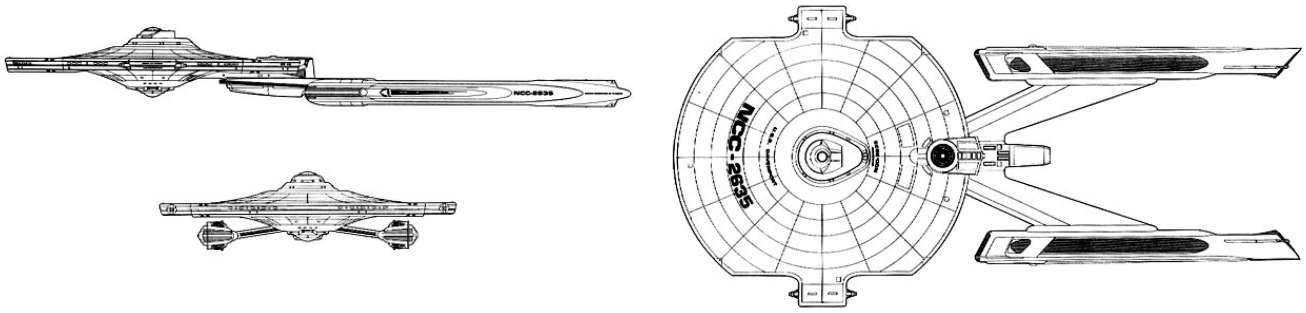
The *Clark* class is one of the lightest and most unique tri-nacelle designs fielded by Star Fleet. The vessel is designed to provide long-range transport for crew and dignitaries alike, as well as light cargos and resupply materials when necessary. Crew quarters are spacious, owing to the limited science and exploration components found on the vessel. The *Clark* also has three independent cargo transporters, allowing for quick loading and unloading of needed supplies. Three small cargo holds are located near each of the small shuttle bays, further providing quick load and unload times. The *Clark* does have a moderate diplomatic capability, with a large secure conference room located near the primary guest quarters.

The Mk I was first fielded in 2280 and was an immediate success. The three FWA-2 warp nacelles worked well together to maintain both cruising speed and emergency speed for extended periods of time. The most startling aspect of the *Clark* was it's powerful twin mounted phasers. Unlike many ships of this size, the *Clark* mounted the most powerful phasers of the day – the FH-11. Review by the Saess'Tan Testing Facility of Benecia did notate that the twin phasers were vulnerable during battle situations, but could offer no alternative due to the ships internal configuration. HiBeam Energies and Agusta Ansadado both attempted to find adequate rerouting of the weapon power conduits; however, all proposals required routing the conduit by the guest quarters, making these spaces vulenerable during combat operations. Starfleet continued with production of the Mk I with a total of 170 hulls being fielded.

The Mk II moved several support systems and some crew quarters to enlarge the impulse drive to the more powerful FIB-3. The main phasers were upgraded to the more powerful FH-19, requiring very little retooling of the weapon support systems. An improved bridge moduel as also installed. 165 Mk I's were eventually modified to the Mk II specification. The *Clark* would see significant military action during the Second Tzenkethi war, being forced to act as an insystem gunboat during much of the are. Only a handful saw actual combat, with all being victorious. However, most were also significantly damaged.

Currently, 137 *Clark* class vessels remain on active duty. Of the 170 built, 3 MK I's and 7 Mk II's have been destroyed. 1 Mk I is listed as missing. Two Mk I's are in reserve fleets. Two Mk I's and 9 Mk II's have been scrapped. 6 Mk II's have been sold to various UFP governments and 2 Mk II's have been disarmed and sold.

Davenport Class VIII Heavy Corvette



Construction Data:			
Model Numbers —	Mk I	Mk II	Mk III
Ship Class —	VIII	VIII	VIII
Date Entering Service —	2272	2301	2304
Number Constructed —	45	9	4
Hull Data:			
Superstructure Points —	16	18	20
Damage Chart —	C	C	C
Size:			
Length —	300.6 m	300.6 m	300.6 m
Width —	141.7 m	141.7 m	141.7 m
Height —	35.9 m	35.9 m	35.9 m
Weight —	111,320 mt	115,061 mt	119,138 mt
Cargo:			
Cargo Units —	200 SCU	200 SCU	200 SCU
Cargo Capacity —	10,000 mt	10,000 mt	10,000 mt
Landing Capacity —	None	None	None
Equipment Data:			
Control Computer Type —	M-3	M-3b	M-3b
Transporters:			
standard 6-person —	3	3	3
combat 20-person —	1	1	1
emergency 22-person —	4	4	4
cargo —	2	2	2
Other Data:			
Crew —	275	275	282
Troops —	28	28	28
Passengers —	40	40	40
Shuttlecraft —	4	4	4
Engines And Power Data:			
Total Power Units Available —	38	38	38
Movement Point Ratio —	3/1	3/1	3/1
Warp Engine Type —	FWE-2	FWE-2	FWE-2
Number —	2	2	2
Power Units Available —	13 ea.	13 ea.	13 ea.
Stress Chart —	G/K	G/K	G/K
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 9	Warp 9	Warp 9
Impulse Engine Type —	FIF-1	FIF-1	FIF-1
Power Units Available —	23	12	12
Weapons And Firing Data:			
Beam Weapon Type —	FMH-3	FMH-4	FMH-5
Number —	4	4	4
Firing Arcs —	2 f, 2 a	2 f, 2 a	2 f, 2 a
Firing Chart —	O	S	W
Maximum Power —	14	16	15
Damage Modifiers:			
+3	(1-6)	(1-8)	(1-10)
+2	(7-10)	(9-14)	(11-17)
+1	(11-14)	(15-18)	(18-20)
Shield Data:			
Deflector Shield Type —	FSI	FSL	FSS
Shield Point Ratio —	1/3	1/3	1/4
Maximum Shield Power —	13	16	20
Combat Efficiency:			
D —	94.9	102.2	128.6
WDF —	38.4	51.2	58.8

Notes:

As Star Fleet began the massive refurbishment of the Fleet in 2271, it was felt that a full size corvette would provide a unique platform for in-system customs duties while providing a large enough vessel to act as a defense ship for the local star base commander. The *Davenport* Class was one of the first accepted designs.

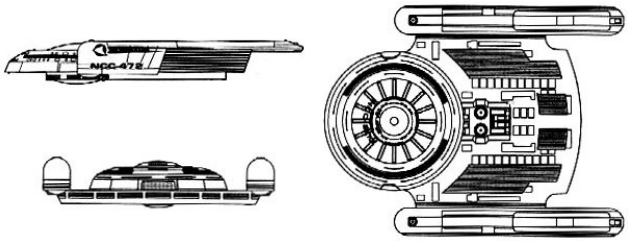
In what is considered one of the oddest re-arrangement of components, the *Davenport* had its standard phasers removed in favor of the powerful Mega-phaser cannons. To provide ease of repair and modification, the cannons main components were imbedded within the primary hull. The mega-phaser cannons provided the *Davenport* with a unique combat ability capable of fending off medium to large size warships in signle combat. The final launch vehicle was far more successful that originally anticipated. A myriad of changes had required to give the Mk I the desired multi-role capability that designers and planner sought. Space was created for a full scale medical section, small troop training areas, specialized boarding apparatus, and a large shield projector, as well as a second tractor beam emitter. These changes allowed the *Davenport* to fulfill its primary role as a corvette, but reduced the science capabilities of the class, and provided little internal room for expansion or modification.

The Mk II saw an increase in the primary weapon system, increasing range and accuracy, as well as an improvement to the primary shield system. An improvement to the primary M-3 computer also allowed the installation of the improved Emperor 60 heavy weapon system, which had proven effective on the *Avenger*, *Miranda* and *Knox* classes. Wyandotte Defense Shield Corp's 4th generation of the popular FSL was also installed, reducing overloads to other onboard systems by nearly 30% during combat.

The Mk III, launched in 2304, would be the last construction variant of the *Davenport*. Heavier primary weapons were again installed, with the Asakaze Ordnance Systems' Emperor 85 Omni-Directional cannons being installed. After-action reports had shown the the multi-directional versions of the heavy cannons had proven moderately ineffective. The Emperor 85 would reclaim internal space aboard the platform with little loss of combat potential. The additional internal space allowed for the inclusion of the FSS primary shield as well as the expansion of the recreation deck. Conversion of all Mk II's to the Mk III configuration was completed by 2309, with many *Davenports* being assigned to the Romulan frontier.

The *Davenport* was produced at the Rapier Dynamic Group New Aberdeen Naval Yards and the Arias Mastac Prime Dockyards at a combined rate of 5 per year.

Greer Class III Corsair



Construction Data:		
Model Numbers —	Mk I	Mk II
Ship Class —	IV	IV
Date Entering Service —	2279	2290
Number Constructed —	264	226
Hull Data:		
Superstructure Points —	16	18
Damage Chart —	C	C
Size:		
Length —	102.3 m	102.3 m
Width —	103 m	103 m
Height —	20 m	20 m
Weight —	35,135 mt	37,365 mt
Cargo:		
Cargo Units —	40 SCU	40 SCU
Cargo Capacity —	2,000 mt	2,000 mt
Landing Capacity —	None	None
Equipment Data:		
Control Computer Type —	M-1	M-1
Transporters:		
standard 6-person —	2	2
emergency 22-person —	1	1
cargo —	4	4
Other Data:		
Crew —	70	70
Passengers —	15	15
Shuttlecraft —	4	4
Engines And Power Data:		
Total Power Units Available —	20	22
Movement Point Ratio —	2/1	2/1
Warp Engine Type —	FWA-2	FWA-2
Number —	2	2
Power Units Available —	8 ea.	8 ea.
Stress Chart —	J/M	J/M
Maximum Safe Cruising Speed —	Warp 6	Warp 6
Emergency Speed —	Warp 8	Warp 8
Impulse Engine Type —	FIB-2	FIB-3
Power Units Available —	4	6
Weapons And Firing Data:		
Beam Weapon Type —	FH-5	FH-12
Number —	6	6
Firing Arcs —	2 f/p, 2 f/s, 1 p/a, 1 s/a	2 f/p, 2 f/s, 1 p/a, 1 s/a
Firing Chart —	R	R
Maximum Power —	4	6
Damage Modifiers:		
+3	(-)	(-)
+2	(1-8)	(1-9)
+1	(9-16)	(10-16)
Shield Data:		
Deflector Shield Type —	FSF	FSH
Shield Point Ratio —	1/2	1/2
Maximum Shield Power —	13	15
Combat Efficiency:		
D —	69.9	78.7
WDF —	18.6	29.4

Notes:

The *Greer* was designed as one of the lightest fully capable deep space combat vessels with the ability to engage enemy freighter, transports and other support vessels. The *Greer* were designed to fulfill a Tellarite military doctrine of support denial, which had proven it self during the Four-Years War. The basic platform was intended to operate in small squadrons and quickly react to aggressive move from hostiles governments by bypassing the frontline attack forces and destroying the support vessels that would desperately be needed after the initial attack.

To fulfill it's mission, the *Greer* was well armed with medium range phasers capable of targeting multiple vessels. It's most effective tools, however, were it's sophisticated fire control systems and long range targeting scanners. This gave the small vessel excellent combat capability equal to ships twice it's size.

The *Greer's* most unusual and controversial aspect was it's use as a corsair. As with other corsair class vessels, the *Greer* was assigned to local Federation governments who retained control and jurisdiction over the day to day operations of the *Greer* class. Many were crewed with native personnel rather than Star Fleet crew (although it is noteworthy to mention that a vast majority of these beings were retired star fleet personnel). Despite the controversy, Star Fleet felt that the doctrine was sound, with may pointing out that such an arrangement allowed Star Fleet to detail heavier patrol vessels closer to hostile borders.

The Mk I, launched in 2279, was considered an immediate success. With it's well established main drive consisting of the FWA and FIB power systems, the *Greer* could operate well outside the range of their home systems and be in position to intercept enemy forces when necessary. The six main FH-5 phasers, a significant number for a vessel of this size, gave the corsair excellent beam weapon coverage without taxing the main power system. With their excellent sensors, the *Greer* often operated as an interdiction vessel and deep space customs craft, intercepting freighters and transports while still hours from their home system.

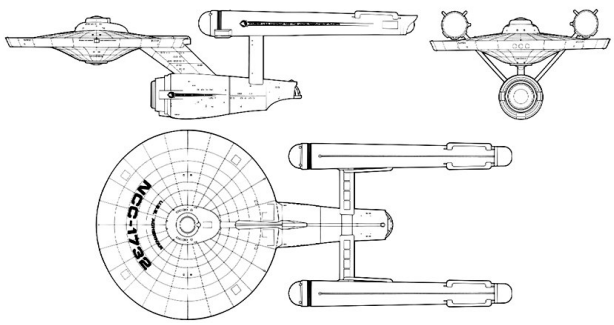
This unique dual role would continue even as Star Fleet fielded the Mk II in 2290. The Mk II improved the primary fire-control system and enlarged the impulse drive. Heavier weapons were also installed to give the *Greer* greater capability, a reaction to the recent Taal Tan incursion.

In 2309, as many Mk I's approached their 30 year mark, Star Fleet Procurement began investigating if the older versions should be upgraded to the Mk II, a process that had not yet been started. Although some governments, such as the Tellarites and Andorians did express willingness to fund the upgrades, many others found the refit cost outside their normal budgetary capability. By years end, Star Fleet had decided to not upgrade the Mk I, instead choosing to sell them in the coming years.

In late 2316, the final Mk I had been sold, with promises of further purchases in later years as the Mk II began to age out of its standard life cycle. Contracts for the sale of nearly all Mk II are currently being negotiated.

Of the 490 built, 31 Mk I's and 204 Mk II's remain in active service. 7 Mk I's and 4 Mk II's have been destroyed. 3 Mk I's are listed as missing. 21 Mk I's and 11 Mk II's have been scrapped. 187 Mk I's and 7 Mk II's have been sold. 15 Mk I's were disarmed and traded to various groups in the Federation.

Achernar II Class XI Cruiser



Construction Data:		
Model Numbers —	Mk I	Mk II
Ship Class —	XI	XI
Date Entering Service —	2263	2269
Number Constructed —	13	Refit
Hull Data:		
Superstructure Points —	25	28
Damage Chart —	C	C
Size:		
Length —	288.6 m	288.6 m
Width —	128 m	128 m
Height —	153.6 m	153.6 m
Weight —	171,575 mt	176,715 mt
Cargo:		
Cargo Units —	300 SCU	300 SCU
Cargo Capacity —	15,000 mt	15,000 mt
Landing Capacity —	None	None
Equipment Data:		
Control Computer Type —	M-4	M-4
Transporters:		
standard 6-person —	3	3
emergency 22-person —	2	2
cargo —	3	3
Other Data:		
Crew —	430	440
Passengers —	60	60
Shuttlecraft —	3	3
Engines And Power Data:		
Total Power Units Available —	48	56
Movement Point Ratio —	4/1	4/1
Warp Engine Type —	FWF-1	FWF-1
Number —	2	2
Power Units Available —	20 ea.	20 ea.
Stress Chart —	G/L	G/L
Maximum Safe Cruising Speed —	Warp 6	Warp 6
Emergency Speed —	Warp 8	Warp 8
Impulse Engine Type —	FIE-2	FIE-3
Power Units Available —	8	16
Weapons And Firing Data:		
Beam Weapon Type —	FH-8	FH-9
Number —	6	6
Firing Arcs —	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s
Firing Chart —	T	X
Maximum Power —	5	6
Damage Modifiers:		
+3	(-)	(-)
+2	(1-10)	(1-12)
+1	(11-18)	(13-22)
Missile Weapon Type —	FP-5	FP-5
Number —	2	2
Firing Arcs —	2 f	2 f
Firing Chart —	R	R
Power To Arm —	1	1
Damage —	16	16
Shield Data:		
Deflector Shield Type —	FSL	FSO
Shield Point Ratio —	1/3	1/3
Maximum Shield Power —	14	16
Combat Efficiency:		
D / WDF —	106.3/44.8	121.0/55.0

Notes:

The *Achernar II* is commonly refered to as the end of an era, and was the last Federation starship to be designed using “old” technology format. Unlike it’s predecesor, which was quickly fielded during the Four-Years War, the *Achernar II* was originally to take advantage of advancements in warp drive technology, shielding and weapons that could not be installed on the Achernar I. At the time it was first drafted, the *Achernar II* class was truly ahead of it’s time. But rapidly, the planned advancements fell behind before tooling was even begun.

The Mk I was launched in 2265, several years after the launch of the Mk III *Constitution*. The *Achernar II’s* primary advantage over other heavy cruisers was it tremendous maneuverability. The Mk I was lighter and roomier than most other cruisers, and was envisioned as a replacement for many of the older designed *Constitution* cruisers that it so closely resembled. The *Achernar II* Mk I was well defended, using the multi emitter FH-8 phasers. The FH-8 did not have the range of other phaser weapons, but the increase in power over other heavy cruiser weapons did prove effective. The FH-8’s reputation as a sturdy weapon was reinforced in early 2267; the *USS Achernar* herself engaged two Tholian heavy cruisers that had crossed the border and captured a Federation communication satellite. Realizing that the heavy cruiser was between them and the safety of the border, both Tholian vessels fiercely engaged the Federation vessel. Despite repeated hits to the phaser systems, the *Achernar* was able to continue the battle and eventually destroyed the satellite before the Tholians crossed the border. The *Achernar* returned to her base for minor repairs and continued on her patrol route.

But the *Achernar II* still had a number of short-comings, the least of which was speed. With a top warp speed of only warp 6, few felt that the *Achenar II* was equipped to handle the rigors of deep space. In early 2269, the class was upgraded, using several new design techniques. Re-launched later that year, the Mk II increased nearly every component of the heavy cruiser’s inventory. Increased weapons, shields and computer power all breathed new life into the *Achernar II* design. Although other heavy cruisers were soon surpassing the *Achernar II’s* more basic design, the *Achernar II* class remained a potent escort vessel near hostile borders. The *Achernar II* remained in active service until mid the 2290’s when the last vessel was retired from service as a training vessel.

Although the remaining *Achernar II* vessels are in mothballs, there are no immediate plans to reactivate or scrap the ships.

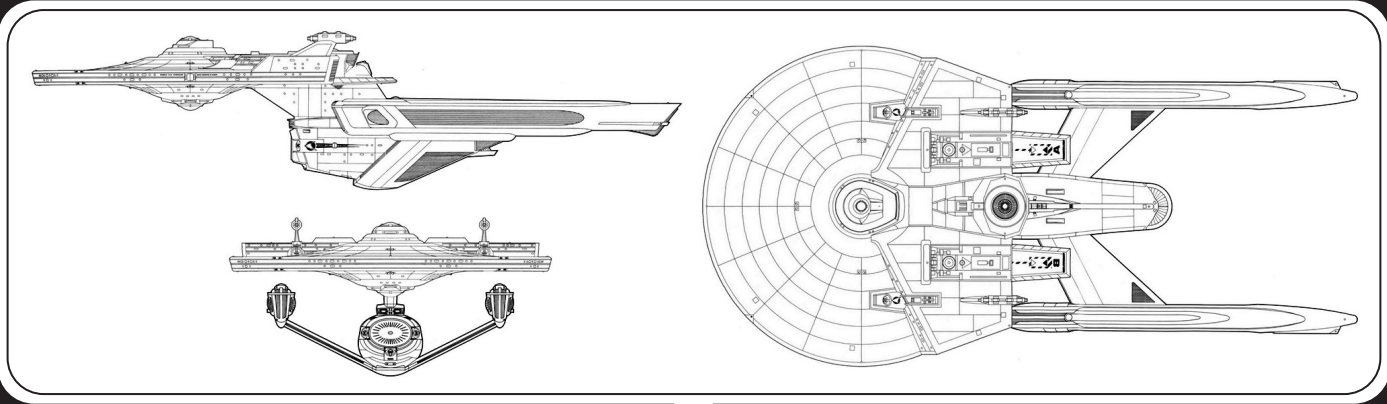
Disposition:

The following list of Achernar Class cruiser shows thier hull numbers, name, model designation, date entering service and current disposition. The disposition as of 2330 is represented by the letter codes given here and is followed by the date of occurrence, if known.

I	Inactive - Reserve Fleet
D	Destroyed by hostile action of natural disaster
Sc	Scrapped
L	Lost, whereabouts unknown
R2	Refit to Mk II
R Ex	Refit to *Excelsior* Class
R End	Refit to *Endeavour* Class

NCC-1732	*Achernar*	Mk I	R2 - 2269 I - 2289, R Excelsior - 2303
NCC-1733	*Sol*	Mk I	R2 - 2270, I - 2297
NCC-1734	*Jupiter*	Mk I	R2 - 2271, R End - 2284
NCC-1735	*Rigel Kentaurus*	Mk I	R2 - 2273, I - 2294
NCC-1736	*Quindar*	Mk I	R2 - 2270, R End - 2280
NCC-1737	*Proxima*	Mk I	R2 - 2273, I - 2294
NCC-1738	*Androcus*	Mk I	R2 - 2271, R End - 2283
NCC-1739	*Astrad*	Mk I	R2 - 2275, I - 2297
NCC-1740	*Mondoloy*	Mk I	R2 - 2272, R End - 2285
NCC-1741	*Alfr*	Mk I	R2 - 2274, I - 2292
NCC-1742	*Thelonii*	Mk I	R2 - 2273, I - 2301
NCC-1743	*Xanthii*	Mk I	R2 - 2276, I - 2300
NCC-1744	*Sirius*	Mk I	R2 - 2275, I - 2299

Athabaska Class XII Heavy Exploratory Cruiser



Construction Data:			
Model Numbers —	Mk I	Mk II	Mk III
Ship Class —	XII	XII	XII
Date Entering Service —	2285	2294	2300
Number Constructed —	28	8	4
Hull Data:			
Superstructure Points —	52	52	52
Damage Chart —	C	C	C
Size:			
Length —	290 m	290 m	290 m
Width —	141.7 m	141.7 m	141.7 m
Height —	71.3 m	71.3 m	71.3 m
Weight —	197,210 mt	197,203 mt	198,545 mt
Cargo:			
Cargo Units —	640 SCU	640 SCU	640 SCU
Cargo Capacity —	32,000 mt	32,000 mt	32,000 mt
Landing Capacity —	None	None	None
Equipment Data:			
Control Computer Type —	M-7	M-7a	M-8
Transporters:			
standard 6-person —	4	4	4
emergency 22-person —	4	4	4
cargo —	3	3	3
Other Data:			
Crew —	490	490	490
Passengers —	60	60	60
Shuttlecraft —	12	12	12
Engines And Power Data:			
Total Power Units Available —	68	72	76
Movement Point Ratio —	4/1	4/1	4/1
Warp Engine Type —	FWG-1	FWG-1	FWG-1
Number —	2	2	2
Power Units Available —	26 ea.	26 ea.	26 ea.
Stress Chart —	D/F	D/F	D/F
Maximum Safe Cruising Speed —	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 10	Warp 10	Warp 10
Impulse Engine Type —	FIE-3	FIF-3	FIG-1
Power Units Available —	16	20	24
Weapons And Firing Data:			
Beam Weapon Type —	FH-10	FH-10	FH-10
Number —	10	10	10
Firing Arcs —	2 f/p, 3 f, 2 f/s 1 p/a/s, 2 a	2 f/p, 3 f, 2 f/s 1 p/a/s, 2 a	2 f/p, 3 f, 2 f/s 1 p/a/s, 2 a
Firing Chart —	W	W	W
Maximum Power —	7	7	7
Damage Modifiers:			
+3	(1-10)	(1-10)	(1-10)
+2	(11-17)	(11-17)	(11-17)
+1	(18-20)	(18-20)	(18-20)
Beam Weapon Type —	FMH-6	FMH-8	FMH-9
Number —	2	2	2
Firing Arcs —	2 f/a	2 f/s	2 f/s
Firing Chart —	P	S	T
Maximum Power —	18	20	25
Damage Modifiers:			
+3	(1-5)	(1-8)	(1-5)
+2	(7-12)	(9-14)	(6-12)
+1	(13-18)	(15-18)	(13-18)
Missile Weapon Type —	FP-4	FP-4	FP-9
Number —	2	2	2
Firing Arcs —	2 f	2 f	2 f
Firing Chart —	S	S	R
Power To Arm —	1	1	1
Damage —	20	20	28
Shield Data:			
Deflector Shield Type —	FSS	FSQ	FSQ
Shield Point Ratio —	1/4	1/4	1/4
Maximum Shield Power —	20	30	30
Combat Efficiency:			
D —	198.4	220.4	226.4
WDF —	147.4	153.8	177.4

Notes:

Few vessels in Star Fleet have had as many multi-mission roles heaped upon there shoulders in quite the same way as the powerful and flexible *Athabaska* class of exploration vessel. The *Athabaska* was one of a number of expanded cruiser designs that would allow for the inclusion of numerous sub-systems and extensive research capabilities while maintaining a powerful defensive combat stance.

The *Athabaska* is known for its extended research capabilities, including multiple dedicated labs and a wide range of sensors including narrow-angle IR-UV-gamma ray imagers, two quasar telescopes, and the latest version of Sensor Industrial's high-resolution graviton flux spectrometer to name a few. These systems allow the *Athabaska* to study up to 10 seperate deep space phenomonon simultaneously.

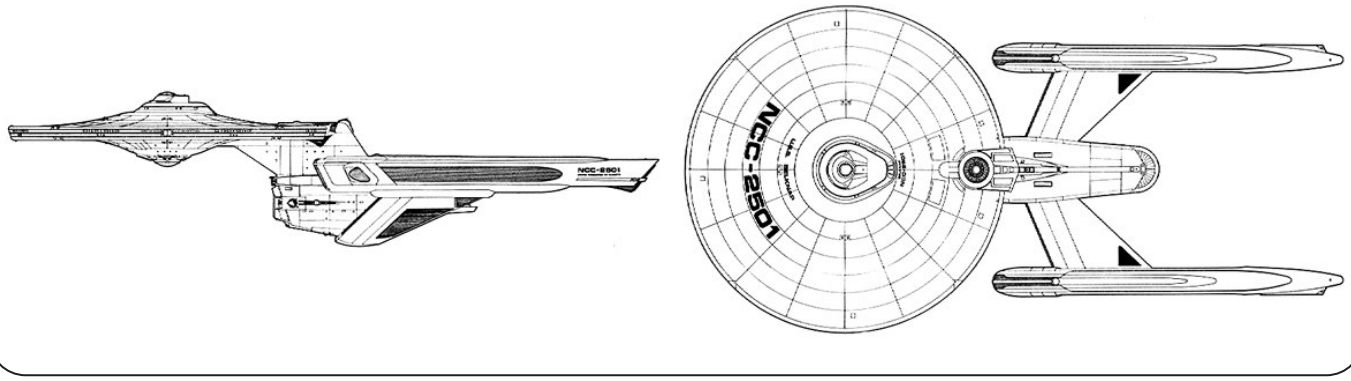
To ensure that the *Athabaska* can perform it's military and diplomatic missions, the craft is well armed with standard and heavy beam weapons, including Asakaze Ordanance Systems powerful Emperor 60 FMH-6 multi-directional cannon. The Mark 6 Model 2 FP-4 was also installed, giving the *Athabaska* a significant torpedo capability equal to any front line cruiser in the fleet. With the use of the FSS shield system, the Mk I was considered more capapble than even the vaunted *Enterprise* class.

The design was not without it's detractors, though. Some complained that the relatively small crew was not sufficient to quickly react to unusual phenomonon, should the be encountered. Others fielded a nearly opposite account, stating that the enlarged science crew detracted from the ships combat capability during times of war. Both pacifist camps would be proven wrong as the Athabaska design proved it's self time and again over the years.

The first major update to the craft would come in 2294 when an improved version of the M-7 was installed. Asakaze Ordanance also refit the main heavy weapons to the more powerful FMH-8. The primary shields were also upgraded as was the fire-control system. While 10 hulls were ordered, only 8 would see completion before the Mk III was launched. The Mk III again saw the increase in the heavy weapons as well as enlargement of the impulse drive and would be the last production model of the Athabaska class.

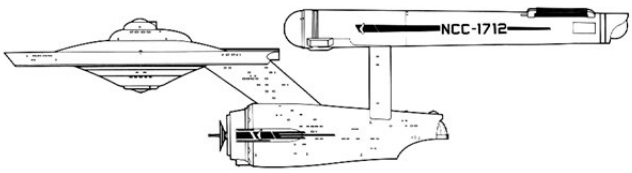
Of the 40 *Athabaska* class cruiser fielded, 1 Mk I has been destroyed, while 1 Mk I and 1 Mk II have been scrapped. 20 Mk I's were converted to Mk II specs and later refit to Mk III specs. 6 Mk I's and 7 Mk II's were converted to Mk III. There is current discussion about fielding a Mk IV, although no official contracts have been issued.

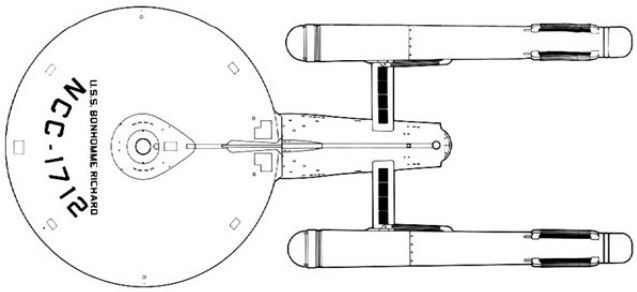
Belknap Class X Cruiser



Construction Data:						
Model Numbers —	Mk I	Mk II	Mk III	Mk IV	Mk V	Mk VI
Ship Class —	X	X	X	X	X	X
Date Entering Service —	2274	2281	2289	2297	2316	2322
Number Constructed —	26	2	Refit	Refit	Refit	Refit
Hull Data:						
Superstructure Points —	31	31	31	31	40	40
Damage Chart —	C	C	C	C	C	C
Size:						
Length —	290 m	290 m	290 m	290 m	290 m	290 m
Width —	141.7 m	141.7 m	141.7 m	141.7 m	141.7 m	141.7 m
Height —	67.5 m	67.5 m	67.5 m	67.5 m	67.5 m	67.5 m
Weight —	158,835 mt	159,435 mt	159,188 mt	159,908 mt	156,073 mt	157,883 mt
Cargo:						
Cargo Units —	410 SCU	410 SCU	410 SCU	410 SCU	410 SCU	410 SCU
Cargo Capacity —	20,500 mt	20,500 mt	20,500 mt	20,500 mt	20,500 mt	20,500 mt
Landing Capacity —	None	None	None	None	None	None
Equipment Data:						
Control Computer Type —	M-6a	M-6a	M-6a	M-6a	M-7a	M-7a
Transporters:						
standard 6-person —	3	3	3	3	3	3
emergency 22-person —	3	3	3	3	3	3
cargo —	3	3	3	3	3	3
Other Data:						
Crew —	395	401	410	411	410	411
Passengers —	40	40	40	40	40	40
Shuttlecraft —	16	16	16	16	16	16
Engines And Power Data:						
Total Power Units Available —	60	60	64	64	66	66
Movement Point Ratio —	4/1	4/1	4/1	4/1	4/1	4/1
Warp Engine Type —	FWG-1	FWG-1	FWG-1	FWG-1	FWG-1	FWG-1
Number —	2	2	2	2	2	2
Power Units Available —	26 ea.	26 ea.	26 ea.	26 ea.	26 ea.	26 ea.
Stress Chart —	D/F	D/F	D/F	D/F	D/F	D/F
Maximum Safe Cruising Speed —	Warp 8	Warp 8	Warp 8	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 10	Warp 10	Warp 10	Warp 10	Warp 10	Warp 10
Impulse Engine Type —	FIE-2	FIE-2	FIF-1	FIF-	FIF-2	FIF-2
Power Units Available —	8	8	12	12	16	16
Weapons And Firing Data:						
Beam Weapon Type —	FH-11	FH-11	FH-11	FH-11	FH-18	FH-19
Number —	7	8	7	8	7	8
Firing Arcs —	2 f/p, 3 f, 2 f/s	2 f/p, 2 f, 2 f/s, 2 p/a/s	2 f/p, 3 f, 2 f/s	2 f/p, 2 f, 2 f/s, 2 p/a/s	2 f/p, 3 f, 2 f/s	2 f/p, 2 f, 2 f/s, 2 p/a/s
Firing Chart —	Y	Y	Y	Y	Y	Y
Maximum Power —	10	10	10	10	12	14
Damage Modifiers:						
+3	(1-10)	(1-10)	(1-10)	(1-10)	(1-10)	(1-10)
+2	(11-17)	(11-17)	(11-17)	(11-17)	(11-17)	(11-17)
+1	(18-24)	(18-24)	(18-24)	(18-24)	(18-24)	(18-24)
Beam Weapon Type —	FH-12	FH-12	FH-3	FH-3	FH-17	FH-11
Number —	1	1	1	1	1	1
Firing Arcs —	1 p/a/s	1 f	1 p/a/s	1 f	1 p/a/s	1 f
Firing Chart —	R	R	W	W	Y	Y
Maximum Power —	6	6	5	5	6	10
Damage Modifiers:						
+3	(-)	(-)	(1-10)	(1-10)	(1-10)	(1-10)
+2	(1-9)	(1-9)	(11-17)	(11-17)	(11-17)	(11-17)
+1	(10-16)	(10-16)	(18-20)	(18-20)	(18-24)	(18-24)
Missile Weapon Type —	FP-4	FP-4	FP-4	FP-9	FP-9	FP-9
Number —	2	2	2	2	2	2
Firing Arcs —	2 f	2 f	2 f	2 f	2 f	2 f
Firing Chart —	S	S	S	R	R	R
Power To Arm —	1	1	1	1	1	1
Damage —	20	20	20	28	28	28
Shield Data:						
Deflector Shield Type —	FSP	FSP	FSP	FSP	FSS	FSQ
Shield Point Ratio —	1/4	1/4	1/4	1/4	1/4	1/4
Maximum Shield Power —	16	16	16	16	20	30
Combat Efficiency:						
D / WDF —	154.3/104.8	154.3/115.5	158.3/105.7	158.3/124.8	179.2/129.5	195.2/158.5

Bonhomme Richard Class XI Heavy Cruiser





Construction Data:			
Model Numbers —	Mk I	Mk II	Mk III
Ship Class —	XI	XI	XI
Date Entering Service —	2248	2256	2264
Number Constructed —	16	Refit	Refit
Hull Data:			
Superstructure Points —	26	30	30
Damage Chart —	C	C	C
Size:			
Length —	286.7 m	286.7 m	286.7 m
Width —	125.7 m	125.7 m	125.7 m
Height —	70.9 m	70.9 m	70.9 m
Weight —	168,900 mt	178,285 mt	177,690 mt
Cargo:			
Cargo Units —	430 SCU	430 SCU	430 SCU
Cargo Capacity —	21,500 mt	21,500 mt	21,500 mt
Landing Capacity —	None	None	None
Equipment Data:			
Control Computer Type —	M-3	M-4	M-4
Transporters:			
standard 6-person —	3	3	3
emergency 22-person —	2	2	2
cargo —	3	3	3
Other Data:			
Crew —	430	430	430
Passengers —	40	40	40
Shuttlecraft —	12	12	12
Engines And Power Data:			
Total Power Units Available —	38	46	48
Movement Point Ratio —	4/1	4/1	4/1
Warp Engine Type —	FWC-1	FWF-1	FWF-1
Number —	2	2	2
Power Units Available —	16 ea.	20 ea.	20 ea.
Stress Chart —	O/M	G/L	G/L
Maximum Safe Cruising Speed —	Warp 6	Warp 6	Warp 6
Emergency Speed —	Warp 8	Warp 8	Warp 8
Impulse Engine Type —	FIC-3	FIC-3	FIE-2
Power Units Available —	6	6	8
Weapons And Firing Data:			
Beam Weapon Type —	FL-4	FH-3	FH-10
Number —	4	4	4
Firing Arcs —	1 p, 2 f, 1 s	1 f/p, 2 f, 1 f/s	1 f/p, 2 f, 1 f/s
Firing Chart —	G	W	W
Maximum Power —	3	5	7
Damage Modifiers:			
+3	(-)	(1-10)	(1-10)
+2	(-)	(11-17)	(11-17)
+1	(1-4)	(18-20)	18-20)
Missile Weapon Type —	FAC-3	FP-1	FP-5
Number —	2	2	2
Firing Arcs —	2 f	2 f	2 f
Firing Chart —	H	L	R
Power To Arm —	4	1	1
Damage —	12	10	16
Shield Data:			
Deflector Shield Type —	FSH	FSK	FSI
Shield Point Ratio —	1/2	1/2	1/3
Maximum Shield Power —	10	14	11
Combat Efficiency:			
D —	78.2	94.9	108.9
WDF —	11.8	32	48.2

Notes:

The *Bonhomme Richard* was originally envisioned as an advanced version of the *Constitution*, but was not launched in time for Star Fleet Procurement to consider it the Mk II of the *Constitution* class. The *Bonhomme Richard* was soon referred to as a new class of vessel, and design changes were incorporated into all subsequent vessels.

The Mk I, like the Mk I *Constitution* was armed with heavy lasers and twin accelerator cannons, and was nearly identical to the *Constitution* class in combat capabilities. The *Bonhomme Richard* did have a larger crew and more laboratories, and plans to convert the *Constitution* class to the *Bonhomme Richard* specifications were quickly approved. But the Mk II *Constitution* was soon equipped with phases and photon torpedoes, far outclassing the Mk I *Bonhomme Richards*. Designers of the *Bonhomme Richard* quickly shifted into high gear and launched the Mk II, six months ahead of the official commissioning of the Mk II *Constitution*.

Armed with powerful phasers, the Mk II *Bonhomme Richard*, and her sister ship *Monitor*, were both immediately sent to explore the boundaries of the Federation. The Mk II could remain in deep space for nearly 4 years, despite it large crew. Armed with the newly designed FH-3, the Mk II incorporated the “Saber” combat control system, which was soon standard equipment on many front line vessels. She was also equipped with the MK 12 version of the now standard FP-1. The Mk 12 required a smaller torpedo tube and less primary energy to fire than earlier attempts at automation of photon systems. The Mk 12 also used a non-toxic coolant system, offsetting the dangerous chemicals of the phaser system.

Although the Mk II was superior to the Mk I *Constitution*, the Mk II *Constitution* nearly canceled the *Bonhomme Richard* project. Designers had underestimated the Mk II *Constitution* and were now playing catch up. By 2260, the Mk III *Bonhomme Richard* was launched and was again seen as a great success. The Mk III used the newly developed “Wolf” model 2 FP-5. Although more costly than the Awalt system, now in trial runs, the Wolf system was smaller and less crew intensive than the Awalt FP-5’s. The Mk III continued to serve until 2264, when the Mk IV was launched. The Mk IV continued to use the Wolf FP-5 system, but increased the phaser system to the Lockheed 447/54 model of the FH-10 system. The Lockheed system provided more power than the Constitution’s FH-3’s and were easier to maintain. The *Bonhomme Richard* class continued to serve until the premature launch of the *USS Enterprise* in 2271.

The *Bonhomme Richard*, like their cousin cruisers, were produced at various shipyards around the Federation. Of the 16 built, one was lost with all hands.

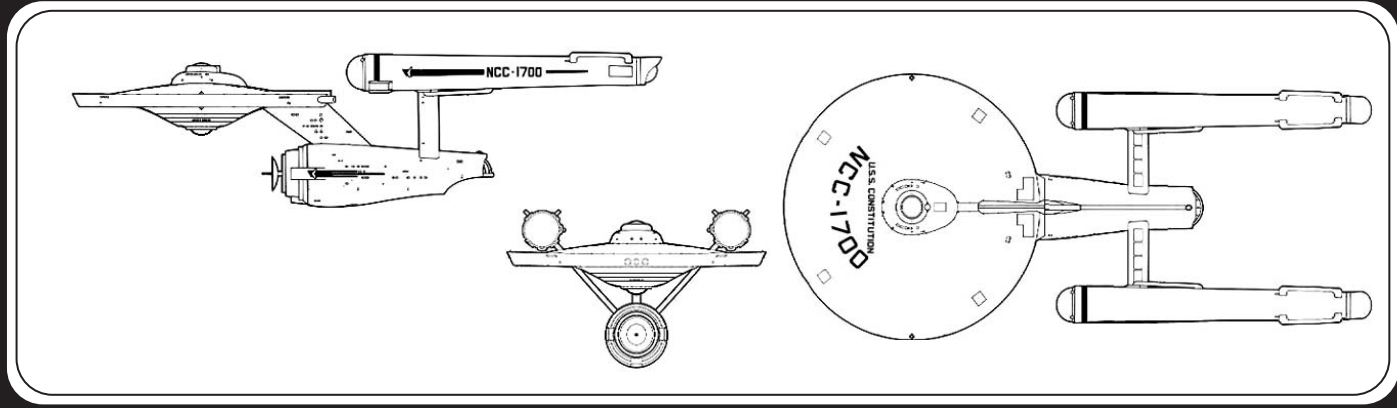
Disposition:

The following list of Achernar Class cruiser shows thier hull numbers, name, model designation, date entering service and current disposition. The disposition as of 2330 is represented by the letter codes given here and is followed by the date of occurrence, if known.

I	Inactive - Reserve Fleet
D	Destroyed by hostile action of natural disaster
Sc	Scrapped
L	Lost, whereabouts unknown
R2	Refit to Mk II
R Ex	Refit to *Excelsior* Class
R End	Refit to *Endeavour* Class

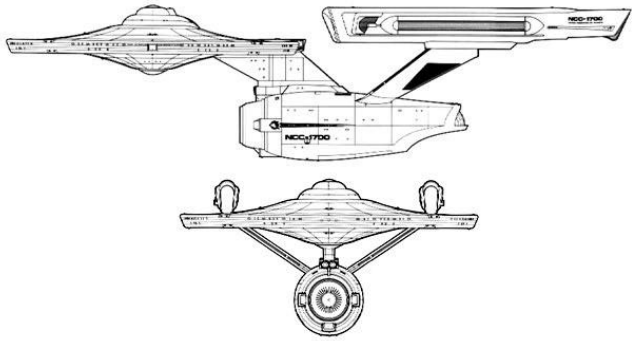
NCC-1712	*BonHomme Richard*	I	2248, R2 2257, R3 2265, R Co2 2271
NCC-1713	*Monitor*	I	2249, R2 2256, R3 2266, R Co2 2272
NCC-1714	*Hornet*	I	2250, R2 2256, R3 2265, R Co2 2271
NCC-1715	*Merrimac*	I	2250, R2 2258, R3 2264, R Co2 2270
NCC-1716	*Endeavour*	I	2250, R2 2259, R3 2267, R End 2271
NCC-1717	*Defiant*	I	2250, R2 2256, R3 2264, L 2268
NCC-1718	*Excelsior*	I	2251, R2 2259, R3 2268, R End 2273
NCC-1719	*Eagle*	I	2251, R2 2258, R3 2265, R End 2270
NCC-1720	*Lafayette*	I	2251, R2 2260, R3 2267, R End 2274
NCC-1721	*Wasp*	I	2251, R2 2260, R3 2265, R End 2272
NCC-1722	*El Dorado*	I	2251, R2 2259, R3 2268, R Ent 2273
NCC-1723	*Ari*	I	2251, R3 2264, R End 2272
NCC-1724	*Saratoga*	I	2252, R2 2259, R3 2268, R End 2272
NCC-1725	*Tori*	I	2252, R2 2258, R3 2264, R End 2272
NCC-1726	*Krieger*	I	2252, R2 2257, R3 2266, R Ent 2271
NCC-1727	*Essex*	I	2252, R2 2260, R3 2269, R Ent 2273

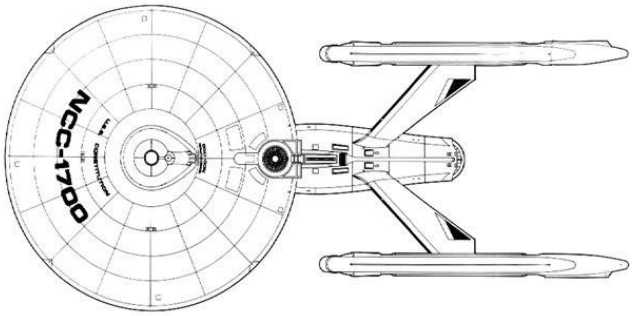
Constitution Class XI Heavy Cruiser



Construction Data:				
Model Numbers —	Mk I	Mk II	Mk III	Mk IV
Ship Class —	XI	XI	XI	XI
Date Entering Service —	2245	2255	2262	2266
Number Constructed —	13	9	20	Refit
Hull Data:				
Superstructure Points —	28	28	28	28
Damage Chart —	C	C	C	C
Size:				
Length —	285.9 m	285.9 m	285.9 m	285.9 m
Width —	125.6 m	125.6 m	125.6 m	125.6 m
Height —	71.5 m	71.5 m	71.5 m	71.5 m
Weight —	175,645 mt	173,495 mt	177,880 mt	178,115 mt
Cargo:				
Cargo Units —	340 SCU	320 SCU	450 SCU	450 SCU
Cargo Capacity —	17,000 mt	16,000 mt	22,500 mt	22,500 mt
Landing Capacity —	None	None	None	None
Equipment Data:				
Control Computer Type —	M-3	M-3	M-4	M-4
Transporters:				
standard 6-person —	4	4	4	4
emergency 22-person —	4	4	4	4
cargo —	3	3	3	3
Other Data:				
Crew —	270	430	430	430
Passengers —	80	60	60	40
Shuttlecraft —	10	12	12	12
Engines And Power Data:				
Total Power Units Available —	36	36	44	48
Movement Point Ratio —	4/1	4/1	4/1	4/1
Warp Engine Type —	FWC-1	FWC-1	FWF-1	FWF-1
Number —	2	2	2	2
Power Units Available —	16 ea.	16 ea.	20 ea.	20 ea.
Stress Chart —	O/M	O/M	G/L	G/L
Maximum Safe Cruising Speed —	Warp 6	Warp 6	Warp 6	Warp 6
Emergency Speed —	Warp 8	Warp 8	Warp 8	Warp 8
Impulse Engine Type —	FIB-2	FIB-2	FID-2	FIE-2
Power Units Available —	4	4	4	8
Weapons And Firing Data:				
Beam Weapon Type —	FL-6	FH-3	FH-3	FH-3
Number —	6	6	8	8
Firing Arcs —	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s, 2 a	2 f/p, 2 f, 2 f/s, 2 a
Firing Chart —	H	W	W	W
Maximum Power —	3	5	5	5
Damage Modifiers:				
+3	(-)	(1-10)	(1-10)	(1-10)
+2	(1-4)	(11-17)	(11-17)	(11-17)
+1	(5-7)	(18-20)	(18-20)	(18-20)
Beam Weapon Type —	FL-2	FH-2	-	-
Number —	2	6	-	-
Firing Arcs —	2 a	2 a	-	-
Firing Chart —	H	W	-	-
Maximum Power —	3	5	-	-
Damage Modifiers:				
+3	(-)	(-)	-	-
+2	(-)	(-)	-	-
+1	(-)	(1-10)	-	-
Missile Weapon Type —	FAC-3	FAC-3	FP-1	FP-5
Number —	2	2	2	2
Firing Arcs —	2 f	2 f	2 f	2 f
Firing Chart —	H	H	L	R
Power To Arm —	4	4	1	1
Damage —	12	12	10	16
Shield Data:				
Deflector Shield Type —	FSG	FSN	FSN	FSO
Shield Point Ratio —	1/1	1/2	1/2	1/3
Maximum Shield Power —	9	16	16	16
Combat Efficiency:				
D —	66.0	89.0	94.0	113.5
WDF —	17.2	45.2	55.2	65.4

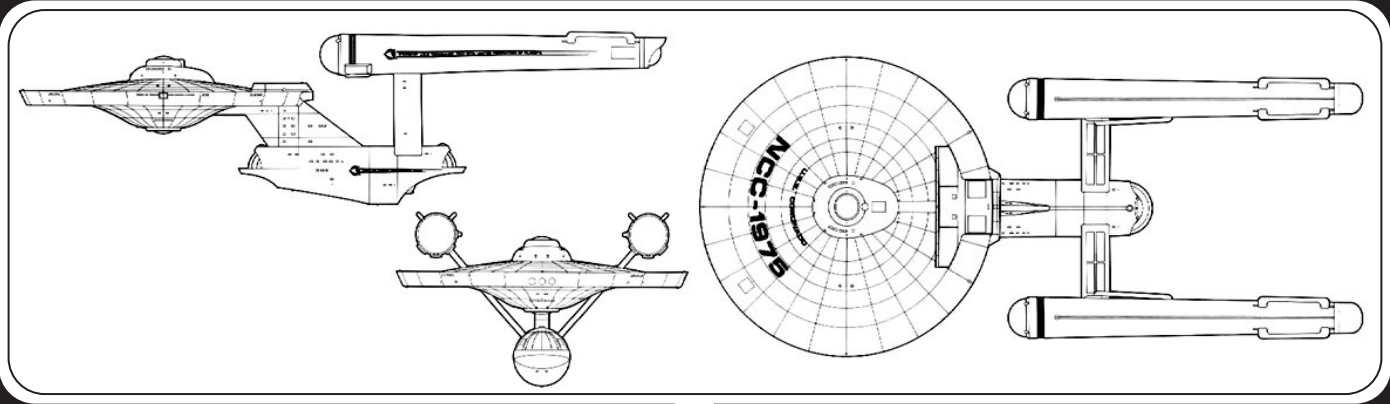
Constitution II Class XI Heavy Cruiser





Construction Data:				
Model Numbers —	Mk I	Mk II	Mk III	Mk IV
Ship Class —	XI	XI	XI	XI
Date Entering Service —	2271	2273	2297	2320
Number Constructed —	6	1	Refit	Refit
Hull Data:				
Superstructure Points —	30	30	32	38
Damage Chart —	C	C	C	C
Size:				
Length —	297.5 m	297.5 m	297.5 m	297.5 m
Width —	140.8 m	140.8 m	140.8 m	140.8 m
Height —	71.4 m	71.4 m	71.4 m	71.4 m
Weight —	173,083 mt	173,503 mt	176,998 mt	177,025 mt
Cargo:				
Cargo Units —	430 SCU	430 SCU	430 SCU	430 SCU
Cargo Capacity —	17,000 mt	16,000 mt	22,500 mt	22,500 mt
Landing Capacity —	None	None	None	None
Equipment Data:				
Control Computer Type —	M-6	M-6a	M-6a	M-6a
Transporters:				
standard 6-person —	3	3	3	3
emergency 22-person —	2	2	2	2
cargo —	3	3	3	3
Other Data:				
Crew —	435	450	450	450
Passengers —	60	60	60	60
Shuttlecraft —	20	20	20	20
Engines And Power Data:				
Total Power Units Available —	56	60	64	80
Movement Point Ratio —	4/1	4/1	4/1	4/1
Warp Engine Type —	FWG-2	FWG-2	FWG-2	FWG-1
Number —	2	2	2	2
Power Units Available —	22 ea.	22 ea.	22 ea.	26 ea.
Stress Chart —	H/K	H/K	H/K	D/F
Maximum Safe Cruising Speed —	Warp 8	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 9	Warp 9	Warp 9	Warp 10
Impulse Engine Type —	FIF-1	FIF-2	FIF-3	FIH-1
Power Units Available —	12	16	20	28
Weapons And Firing Data:				
Beam Weapon Type —	FH-11	FH-11	FH-11	FH-18
Number —	4	4	4	4
Firing Arcs —	1 f/p, 2 f, 1 f/s	1 f/p, 2 f, 1 f/s	1 f/p, 2 f, 1 f/s	1 f/p, 2 f, 1 f/s
Firing Chart —	Y	Y	Y	Y
Maximum Power —	10	10	10	12
Damage Modifiers:				
+3	(1-10)	(1-10)	(1-10)	(1-10)
+2	(11-17)	(11-17)	(11-17)	(11-17)
+1	(18-24)	(18-24)	(18-24)	(18-24)
Beam Weapon Type —	FH-8	FH-13	FH-9	FH-10
Number —	4	4	4	4
Firing Arcs —	2 p/f/s, 2 a	2 p/f/s, 2 a	2 p/f/s, 2 a	2 p/f/s, 2 a
Firing Chart —	T	T	X	W
Maximum Power —	5	8	6	7
Damage Modifiers:				
+3	(-)	(1-5)	(-)	(1-10)
+2	(1-10)	(6-12)	(1-12)	(11-17)
+1	(11-18)	(13-18)	(13-22)	(18-20)
Missile Weapon Type —	FP-5	FP-4	FP-9	FP-9
Number —	2	1	2	2
Firing Arcs —	2 f	1 f	2 f	2 f
Firing Chart —	R	S	R	R
Power To Arm —	1	`1	1	1
Damage —	16	20	28	28
Shield Data:				
Deflector Shield Type —	FSP	FSP	FSS	FSQ
Shield Point Ratio —	1/4	1/4	1/4	1/4
Maximum Shield Power —	16	16	20	30
Combat Efficiency:				
D —	146.9	152.9	165.8	212.3
WDF —	79	81.3	100.2	119.8

Coronado Class XI Through-Deck Cruiser



Construction Data:		
Model Numbers —	Mk I	Mk II
Ship Class —	XI	XI
Date Entering Service —	2258	2265
Number Constructed —	6	Refit
Hull Data:		
Superstructure Points —	28	28
Damage Chart —	C	C
Size:		
Length —	245.1 m	245.1 m
Width —	127.1 m	127.1 m
Height —	72.1 m	72.1 m
Weight —	172,235 mt	173,495 mt
Cargo:		
Cargo Units —	350 SCU	350 SCU
Cargo Capacity —	17,500 mt	17,500 mt
Landing Capacity —	None	None
Equipment Data:		
Control Computer Type —	M-3	M-4
Transporters:		
standard 6-person —	4	4
emergency 22-person —	3	3
cargo —	3	3
Other Data:		
Crew —	317	312
Passengers —	80	80
Shuttlecraft —	42	42
Engines And Power Data:		
Total Power Units Available —	38	40
Movement Point Ratio —	3/1	3/1
Warp Engine Type —	FWC-1	FWC-1
Number —	2	2
Power Units Available —	16 ea.	16 ea.
Stress Chart —	O/M	O/M
Maximum Safe Cruising Speed —	Warp 7	Warp 7
Emergency Speed —	Warp 9	Warp 9
Impulse Engine Type —	FIC-3	FIE-2
Power Units Available —	6	8
Weapons And Firing Data:		
Beam Weapon Type —	FH-5	FH-8
Number —	6	6
Firing Arcs —	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s
Firing Chart —	R	T
Maximum Power —	4	5
Damage Modifiers:		
+3	(-)	(-)
+2	(1-8)	(1-10)
+1	(9-16)	(11-18)
Beam Weapon Type —	FH-4	FH-4
Number —	4	4
Firing Arcs —	2 p/f/s, 2 p/a/s	2 p/f/s, 2 p/a/s
Firing Chart —	Q	Q
Maximum Power —	3	3
Damage Modifiers:		
+3	(-)	(-)
+2	(1-8)	(1-8)
+1	(9-14)	(9-14)
Missile Weapon Type —	FP-1	FP-6
Number —	2	2
Firing Arcs —	2 f	2 f
Firing Chart —	L	O
Power To Arm —	1	1
Damage —	10	12
Shield Data:		
Deflector Shield Type —	FSK	FSL
Shield Point Ratio —	1/2	1/3
Maximum Shield Power —	14	14
Combat Efficiency:		
D / WDF —	96.0/37.8	116.5/49.6

Notes:

The *Coronado* was a vessel who capabilities and design philosophy would go on to influence the future of nearly every shuttle carrier and small craft transport to come. Although only six of these venerable craft were ever fielded, their influence on design for the next 150 years is undeniable.

The *Coronado* was fielded to address a wide range of shortcoming from many of its predecessors. While through-deck cruisers had been in service for many years, each design had its drawbacks and minor flaws. Once fully analized, it was felt that the Coronado could address nearly all of these drawbacks in a single platform. The single largest issue was the placement of lab, sensor systems and other scientific equipment. The decision was made to completely re-design the internal volume of the *Coronado*, deviating from the somewhat standard designs of other Federation vessels. In the end, the primary and secondary hull layouts were so different that the class would onlybe refit once in its career.

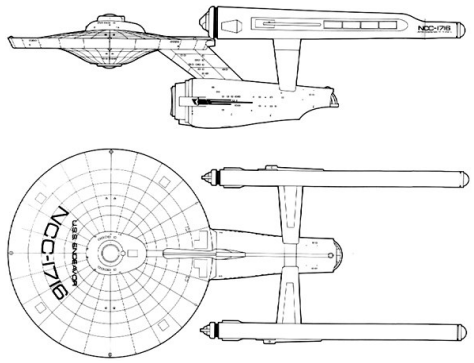
While the internal layout allowed easy access to the main hangar decks by both research and exploration teams, the basic components and capabilities of the vessel were somewhat standard for the era. The Mk I was fitted with the venerable FWC main power system. The Mk I was also fitted with multiple phaser systems to allow it to better defend against small targets when necessary.

The Mk II would increase the impulse drive, enlarge the computer system and increase the firepower of the vessel. This quickly became more popular for its greater capabilities and was one of the brigh stars during the Organian Conflict. Both the *Bennington* and *Devonshire* engaged enemy cruisers successfully during the early hours of the conflict.

However, the specialized internal layout of the Coronado prevented further refits without major reworking of the vessel. The decision was made to allow the vessels to serve until they're operational lifespan was complete and then convert them to other vessel classes.

All of the *Coronado* class vessels were built and converted by Vicker's Shipbuilding Group, Ltd. in the Sol system.

Endeavor Class XI Heavy Cruiser



Construction Data:		
Model Numbers —	Mk I	Mk II
Ship Class —	XI	XI
Date Entering Service —	2272	2275
Number Constructed —	10	6
Hull Data:		
Superstructure Points —	30	32
Damage Chart —	C	C
Size:		
Length —	283.1 m	283.1 m
Width —	126.2 m	126.2 m
Height —	73.8 m	73.8 m
Weight —	174,675 mt	179,363 mt
Cargo:		
Cargo Units —	310 SCU	310 SCU
Cargo Capacity —	15,500 mt	15,500 mt
Landing Capacity —	None	None
Equipment Data:		
Control Computer Type —	M-4	M-6
Transporters:		
standard 6-person —	4	4
emergency 22-person —	4	4
cargo —	3	3
Other Data:		
Crew —	419	411
Passengers —	40	40
Shuttlecraft —	12	12
Engines And Power Data:		
Total Power Units Available —	40	52
Movement Point Ratio —	3/1	3/1
Warp Engine Type —	FWC-1	FWC-1
Number —	2	2
Power Units Available —	16 ea.	16 ea.
Stress Chart —	O/M	O/M
Maximum Safe Cruising Speed —	Warp 7	Warp 7
Emergency Speed —	Warp 9	Warp 9
Impulse Engine Type —	FIE-2	FIF-3
Power Units Available —	8	20
Weapons And Firing Data:		
Beam Weapon Type —	FH-10	FH-11
Number —	6	6
Firing Arcs —	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s
Firing Chart —	W	Y
Maximum Power —	7	10
Damage Modifiers:		
+3	(1-10)	(1-10)
+2	(11-17)	(11-17)
+1	(18-20)	(18-24)
Missile Weapon Type —	FP-4	FP-4
Number —	2	2
Firing Arcs —	2 f	2 f
Firing Chart —	S	S
Power To Arm —	1	1
Damage —	20	20
Shield Data:		
Deflector Shield Type —	FSL	FSP
Shield Point Ratio —	1/3	1/4
Maximum Shield Power —	14	16
Combat Efficiency:		
D / WDF —	119.4/68.8	165.8/89.2

Notes:

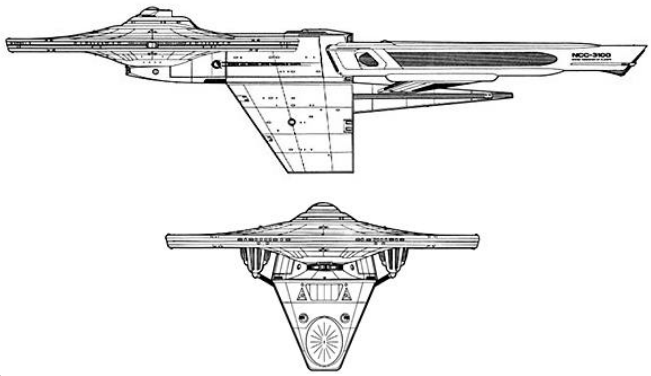
One of the last classes to continue using the older style hull layout, the *Endeavor* class was a moderately successful attempt to merge older but useful design elements with newer technologies. Although the *Endeavor* was by no mean a grand leap in technology or design, it basic capabilities were prosperous, and the Class entered history as a sturdy, capable, successful design that helped expand the boundaries of the Federation.

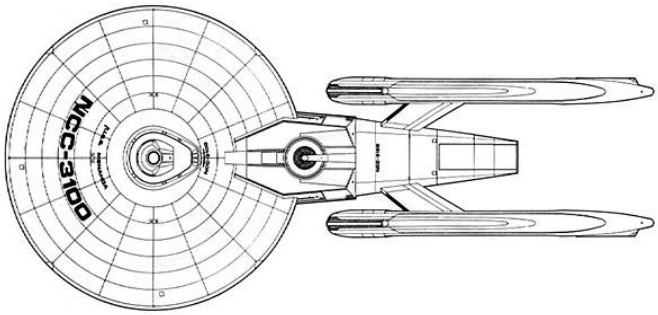
The Mk I was intended to compete directly with the A*chernar II* class, who's Mk II had just recently been approved. The Mk I *Endeavor* was fitted with the less powerful FWC-1 warp power system. Although not as powerful as other heavy Cruisers, the FWC-1's power transfer to maneuvering was more efficient than most similar Cruisers. The FWC-1 also provided a higher overall warp speed, extending the range of the *Endeavor* to well over 5 years when necessary. The Mk I was fitted with the RIN-6 version of the FH-13 main phaser. Although split banks were becoming the norm for Star Fleet vessels, the *Endeavor* Mk I used the independent single location mount, rather than the over-under mounts. This allowed for extremely quick refit time, and allowed for rapid crossover from damaged weapon subsystems when necessary. The RIN-6 also drew power from the overall power grid, rather than directly from the warp sub-system. Although the more powerful FP-4 was available, the FP-5 was a better match to the "Awalt" launch system already installed on most of the *Endeavor* class vessels. Most fleet planner agreed that the "Awalt" FP-5 system was sufficient for the purpose of combat against enemy vessels, and the Mk I's were not kept from hostile borders. The Mk I was employed in the traditional Heavy Cruiser role along the Klingon, Romulan and Tholian borders for nearly 6 years before the first combat casualties forced a quick re-evaluation of the now aging *Endeavor* class. The *USS Saratoga* was badly mauled by indeterminate forces, believed to be Klingon or IKS forces well beyond the Triangle border, near Beta Xela, where she was conducting a routine survey of an ion cloud. The *Saratoga* was attacked by 4 enemy vessels. Although one enemy vessel was believed destroyed, the *Saratoga* too extremely heavy damage, and would have been completely destroyed were it not for fast arriving reinforcements. 373 crewmen were lost in the battle and the *Saratoga* was scrapped.

After the incident, *Endeavor* class vessels were assigned at least one escort or destroyer for protection during their operations. This reallocation of vital ships was a serious strain on front line operations, and in mid 2277, the remaining 4 *Endeavor* Class vessels were refit while still in dry-dock. The Mk II saw several expensive upgrades to the heavy cruiser, including the installation of the more powerful FIF-3. Weapons were also extensively overhauled, with the inclusion of the FH-9 as replacement of the FH-13. Although not as powerful, the FH-9, even in the RIN-6 configuration, had greater range and accuracy. The FH-9 required a smaller coolant system, which allowed internal rearrangements that made room for the larger FP-4 torpedo system. Although the FP-4 required a specially modified "Awalt" track, the heavier torpedo increased the overall combat ability of the *Endeavor* by nearly 5%. The most significant improvement was the replacement of the trinary FSL shield system with the improved RSAT/HIRAM variant FSP shield generator system. The FSP was 25% more efficient than trinary systems, and gave the Endeavor a significant advantage over other cruisers.

But *Endeavor's* days were still numbered. The Mk II served with distinction for ten further years, but by 2287, the vessel was employed in escort duties and other destroyer/escort roles. Although a Mk III was proposed, the cost of refitting the aging cruisers was deemed too great, and the vessels were slowly decommissioned. A total of 16 *Endeavors* were launched, including 12 Mk I's, all refits from other heavy cruiser designs, and 4 Mk II's, new built ships. 1 Mk I was lost, and 1 was destroyed. The remaining 10 were converted to the Mk II specs by 2280. 5 have been retired so far, with the remaining expected to be retired as their missions end. None are employed along actively hostile borders.

Menahga Class X Battlecruiser





Construction Data:			
Model Numbers —	Mk I	Mk II	Mk III
Ship Class —	X	X	X
Date Entering Service —	2272	2286	2317
Number Constructed —	15	7	5
Hull Data:			
Superstructure Points —	28	30	30
Damage Chart —	C	C	C
Size:			
Length —	307.1 m	307.1 m	307.1 m
Width —	141.7 m	141.7 m	141.7 m
Height —	78 m	78 m	78 m
Weight —	154,283 mt	158,540 mt	158,410 mt
Cargo:			
Cargo Units —	270 SCU	270 SCU	270 SCU
Cargo Capacity —	13,500 mt	13,500 mt	13,500 mt
Landing Capacity —	None	None	None
Equipment Data:			
Control Computer Type —	M-6	M-6a	M-6a
Transporters:			
standard 6-person —	4	4	4
emergency 22-person —	3	3	3
cargo —	3	3	3
Other Data:			
Crew —	300	300	300
Passengers —	40	40	40
Shuttlecraft —	14	14	14
Engines And Power Data:			
Total Power Units Available —	68	76	76
Movement Point Ratio —	4/1	4/1	4/1
Warp Engine Type —	FWG-1	FWG-1	FWG-1
Number —	2	2	2
Power Units Available —	26 ea.	26 ea.	26 ea.
Stress Chart —	D/F	D/F	D/F
Maximum Safe Cruising Speed —	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 10	Warp 10	Warp 10
Impulse Engine Type —	FIF-2	FIG-1	FIG-1
Power Units Available —	16	24	24
Weapons And Firing Data:			
Beam Weapon Type —	FH-11	FH-11	FH-18
Number —	6	6	6
Firing Arcs —	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s
Firing Chart —	Y	Y	Y
Maximum Power —	10	10	12
Damage Modifiers:			
+3	(1-10)	(1-10)	(1-10)
+2	(11-17)	(11-17)	(11-17)
+1	(18-24)	(18-24)	(18-24)
Beam Weapon Type —	FH-5	FH-13	FH-10
Number —	2	2	2
Firing Arcs —	2 a	2 a	2 a
Firing Chart —	R	T	W
Maximum Power —	4	8	7
Damage Modifiers:			
+3	(-)	(1-5)	(1-10)
+2	(1-8)	(6-12)	(11-17)
+1	(9-16)	(13-18)	(18-20)
Missile Weapon Type —	FP-5	FP-4	FP-9
Number —	2	2	2
Firing Arcs —	2 f	2 f	2 f
Firing Chart —	R	S	R
Power To Arm —	1	1	1
Damage —	16	20	28
Shield Data:			
Deflector Shield Type —	FSP	FSS	FSS
Shield Point Ratio —	1/4	1/4	1/4
Maximum Shield Power —	16	20	20
Combat Efficiency:			
D / WDF —	160.0/89.4	178.9/102.2	178.9/124.2

Notes:

No other single vessel ever produced by Star Fleet and the Federation has been as controversial as the *Menhaga* class of battle bruiser. Built exclusively as a front line combat ship, the vessel was hotly debated in both the public and private circles, with even Star Fleet captains wondering about the ships prime function. Despite the controversy, Star Fleet Procurement was able to narrowly push through the construction plans and within a year , the proto-type *Menhaga* was launched for evaluation.

The evaluation period for the *Menhaga* nearly ended in cancellation of the Class. A dozen minor but noticeable problems were discovered by the evaluation team while the *Menhaga* was on its trial runs. With modification costs soaring, cheaper and more multi-role vessels were becoming the order of the day. Only continued open aggression by the Klingon Empire saved the *Menhaga* Class.

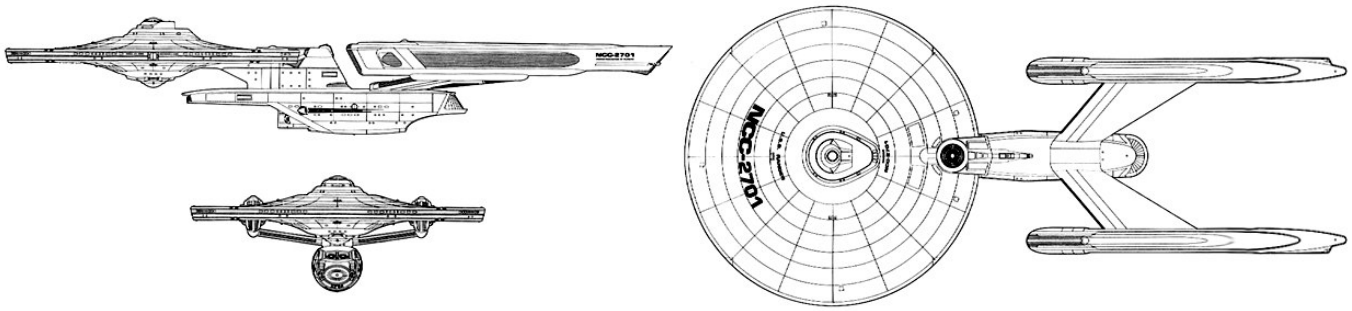
It was the *Menhaga's* ease of repair and limited resource requirements that Star Fleet Procurement felt was an asset to the fleet. Equal in firepower to a heavy cruiser, but with a smaller crew and fewer front line needs, the *Menhaga* proved extremely cost effective once built, despite their initial cost. The Mk I was fast, well protected, and powerful, making it one of the most desired front line combat commands. Time and again, the sheer firepower of the *Menhaga* drove off enemy task forces who were unaccustomed to such brute force from a medium cruiser. But the Mk I was still considered under-powered and on 2292, the order was given to improve the *Menhaga*.

The Mk II saw the addition of two large research bays. The Federation council had insisted that, although successful as a warship, the role of Star Fleet was still exploratory in nature, and that there were too many phenomenon along hostile borders that could better be researched by a front line cruiser. The Mk II had the impulse drive enlarged and the main weapons system updated. By 2294, all remaining Mk I's had been converted to Mk II specs, and 8 new Mk II had been constructed.

But by the end of the century, the Romulans had begun open hostility with Federation interest within the Triangle. The Khitomer accords were still not solidified, and new hostile forces were beginning to be detected. Starship combat was becoming more dangerous for older ships, and the order was given to upgrade the *Menhaga* once again. Utilizing the FSS shielding system, the Mk III saw the introduction of the FP-9, which gave the cruiser tremendous punch during battle. With new ECM equipment and more efficient fighter craft aboard, the *Menhaga* would continue to serve for nearly 26 years.

The *Menhaga* was produced at the Sol III Baltic Yards at a rate of 2 per year. Of the 27 built, 25 remain in active service. 1 Mk I was destroyed near the Klingon Neutral Zone, and 1 Mk II was scraped after being attacked by Romulan vessels in the Triangle. All have been converted to the Mk III configuration.

Ranger II Class X Light Cruiser



Construction Data:			
Model Numbers —	Mk I	Mk II	Mk III
Ship Class —	X	X	X
Date Entering Service —	2289	2315	2321
Number Constructed —	30	Refit	Refit
Hull Data:			
Superstructure Points —	30	30	30
Damage Chart —	C	C	C
Size:			
Length —	320.6 m	320.6 m	320.6 m
Width —	141.7 m	141.7 m	141.7 m
Height —	53.3 m	53.3 m	53.3 m
Weight —	157,223 mt	157,303 mt	158,045 mt
Cargo:			
Cargo Units —	570 SCU	570 SCU	570 SCU
Cargo Capacity —	28,500 mt	28,500 mt	28,500 mt
Landing Capacity —	None	None	None
Equipment Data:			
Control Computer Type —	M-6a	M-6a	M-6a
Transporters:			
standard 6-person —	4	4	4
emergency 22-person —	4	4	4
cargo —	4	4	4
Other Data:			
Crew —	470	470	470
Passengers —	60	60	60
Shuttlecraft —	9	9	9
Engines And Power Data:			
Total Power Units Available —	68	68	76
Movement Point Ratio —	4/1	4/1	4/1
Warp Engine Type —	FWG-1	FWG-1	FWG-1
Number —	2	2	2
Power Units Available —	26 ea.	26 ea.	26 ea.
Stress Chart —	D/F	D/F	D/F
Maximum Safe Cruising Speed —	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 10	Warp 10	Warp 10
Impulse Engine Type —	FIF-2	FIF-2	FIG-1
Power Units Available —	16	16	24
Weapons And Firing Data:			
Beam Weapon Type —	FH-11	FH-11	FH-11
Number —	6	6	6
Firing Arcs —	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s
Firing Chart —	Y	Y	Y
Maximum Power —	10	10	10
Damage Modifiers:			
+3	(1-10)	(1-10)	(1-10)
+2	(11-17)	(11-17)	(11-17)
+1	(18-24)	(18-24)	(18-24)
Beam Weapon Type —	FH-14	FH-18	FH-18
Number —	1	1	1
Firing Arcs —	1 p/a/s	1 p/a/s	1 p/a/s
Firing Chart —	T	Y	Y
Maximum Power —	12	12	12
Damage Modifiers:			
+3	(-)	(1-10)	(1-10)
+2	(1-10)	(11-17)	(11-17)
+1	(11-18)	(18-24)	(18-24)
Missile Weapon Type —	FP-4	FP-4	FP-9
Number —	2	2	2
Firing Arcs —	2 f	2 f	2 f
Firing Chart —	S	S	R
Power To Arm —	1	1	1
Damage —	20	20	28
Shield Data:			
Deflector Shield Type —	FSP	FSS	FSS
Shield Point Ratio —	1/4	1/4	1/4
Maximum Shield Power —	16	20	20
Combat Efficiency:			
D —	162.9	166.9	178.9
WDF —	98.0	101.9	110.3

Notes:

The *Ranger II* class of light cruiser is considered an optimal balance of cruiser range and capability with the reduced resource requirements of a smaller and lighter platform. Despite it's smaller size, the *Ranger II* has a full complement of science and research equipment, including full exobiology, zoology and astrophysics labs as well as a wide range of long-range sensors.

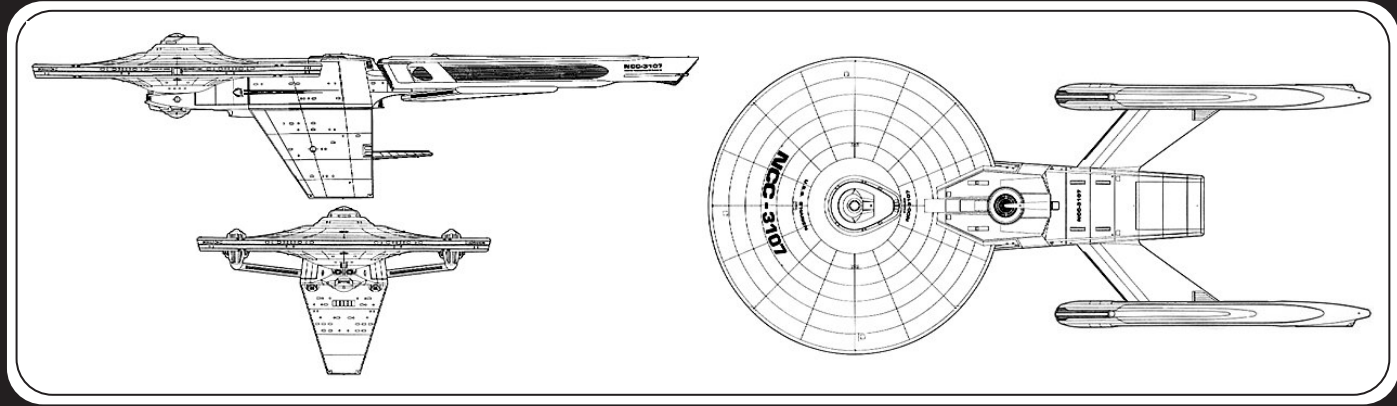
The Mk I, launched in 2289, had the same powerplant as the *Enterprise* Mk III. The LN-64 version of the FWG-1 gave the light cruiser excellent power and manueverability. The FIF-2, which had become standard by this time, further enhanced the Mk I's power curve. FH-11's were mounted in the standard configuration. Agusta Ansadado's RSM-14B was used in the FH-14 configuration to provide a poweful and accurate long ranged aft weapon. To ensure sufficient protection, the FSP shield system was chosen. Both the RSAT/HIRAM and Lancelot Primary systems were used on different vessels.

The Mk II, which saw the first refit launched in 2315, saw the upgrade of the shield system to Sylvanesti Shields FSS system. An updated FSTR/TAC Fleet Strategic/Tactical Data System fire control system allowed for the used of the long range FH-18 aft phaser system. This gave the *Ranger II* a distinct advantage against light enemy craft as well as preceieved threats from the Romulan cloaking device.

The Mk III, first fielded in 2321, saw an elargement to the main impulse drive, replacing the now aged FIF-2 with a new FIG system. Most Mk III's were fielded with Scarbak Propulsions RSL units; however, several were fit with the RST version. An inproved FP-9 torpedo system replaced the older FP-4. The PRA-TAK FIre control add-on was also installed at this time. Replacement of the MC-3C artificial gravity system was originally scheduled, but was put on hold due to the deteriorating relation with the Tzenkethi. All *Ranger II's* would see frontline operation during that conflict.

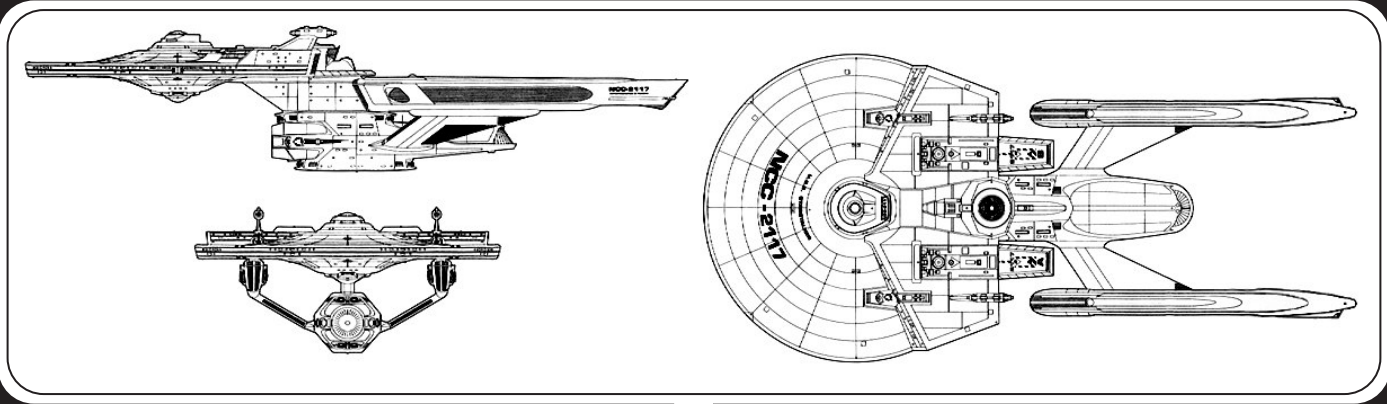
A total of 30 *Ranger II's* were built between 2289 and 2293 at a rate of 6 per year. 1 Mk II and 2 Mk III's have been destroyed. 1 Mk I and 1 Mk III have been scrapped. Plans to upgrade the *Range II* have been announced. However, no difinitive technological advancements have been detailed as of 2330. The *Ranger II* was built at the Sol III, Dened and Alpha Centauri facilities.

S'Harien Class X Battlecruiser



Construction Data:				
Model Numbers —	Mk I	Mk II	Mk III	Mk IV
Ship Class —	X	X	X	X
Date Entering Service —	2288	2298	2303	2318
Number Constructed —	10	Refit	Refit	Refit
Hull Data:				
Superstructure Points —	28	28	30	30
Damage Chart —	C	C	C	C
Size:				
Length —	320.1 m	320.1 m	320.1 m	320.1 m
Width —	141.7 m	141.7 m	141.7 m	141.7 m
Height —	78 m	78 m	78 m	78 m
Weight —	156,130 mt	156,130 mt	159,690 mt	159,420 mt
Cargo:				
Cargo Units —	370 SCU	370 SCU	370 SCU	370 SCU
Cargo Capacity —	18,500 mt	18,500 mt	18,500 mt	18,500 mt
Landing Capacity —	None	None	None	None
Equipment Data:				
Control Computer Type —	M-6a	M-6a	M-6a	M-6a
Transporters:				
standard 6-person —	3	3	3	3
emergency 22-person —	3	3	3	3
cargo —	3	3	3	3
Other Data:				
Crew —	440	440	440	440
Passengers —	40	40	40	40
Shuttlecraft —	14	14	14	14
Engines And Power Data:				
Total Power Units Available —	76	76	76	76
Movement Point Ratio —	4/1	4/1	4/1	4/1
Warp Engine Type —	FWG-1	FWG-1	FWG-1	FWG-1
Number —	2	2	2	2
Power Units Available —	26 ea.	26 ea.	26 ea.	26 ea.
Stress Chart —	D/F	D/F	D/F	D/F
Maximum Safe Cruising Speed —	Warp 8	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 10	Warp 10	Warp 10	Warp 10
Impulse Engine Type —	FIG-1	FIG-1	FIG-1	FIG-1
Power Units Available —	24	24	24	24
Weapons And Firing Data:				
Beam Weapon Type —	FH-3	FH-3	FH-3	FH-3
Number —	6	6	6	6
Firing Arcs —	2 f/p, 2f, 2 f/s	2 f/p, 2f, 2 f/s	2 f/p, 2f, 2 f/s	2 f/p, 2f, 2 f/s
Firing Chart —	W	W	W	W
Maximum Power —	5	5	5	5
Damage Modifiers:				
+3	(1-10)	(1-10)	(1-10)	(1-10)
+2	(11-17)	(11-17)	(11-17)	(11-17)
+1	(18-20)	(18-20)	(18-20)	(18-20)
Beam Weapon Type —	FH-9	FH-11	FH-14	FH-18
Number —	2	2	2	2
Firing Arcs —	2 a	2 a	2 a	2 a
Firing Chart —	X	Y	T	Y
Maximum Power —	6	10	12	12
Damage Modifiers:				
+3	(-)	(1-0)	(-)	(1-10)
+2	(1-12)	(11-17)	(1-10)	(11-17)
+1	(13-22)	(18-24)	(11-18)	(18-24)
Missile Weapon Type —	FP-4	FP-4	FP-9	FP-9
Number —	4	4	4	4
Firing Arcs —	2 f, 2 a	2 f, 2 a	2 f, 2 a	2 f, 2 a
Firing Chart —	S	S	R	R
Power To Arm —	1	1	1	1
Damage —	20	20	28	28
Shield Data:				
Deflector Shield Type —	FSS	FSS	FSS	FSS
Shield Point Ratio —	1/4	1/4	1/4	1/4
Maximum Shield Power —	20	20	20	20
Combat Efficiency:				
D —	176.0	176.0	178.9	178.9
WDF —	96.8	106.2	119.2	127.0

Starstalker Class XII Patrol Cruiser



Construction Data:		
Model Numbers —	Mk I	Mk II
Ship Class —	XII	XII
Date Entering Service —	2288	2291
Number Constructed —	7	6
Hull Data:		
Superstructure Points —	54	54
Damage Chart —	C	C
Size:		
Length —	307.6 m	307.6 m
Width —	141.7 m	141.7 m
Height —	66.3 m	66.3 m
Weight —	200,822 mt	202,100 mt
Cargo:		
Cargo Units —	650 SCU	650 SCU
Cargo Capacity —	32,500 mt	32,500 mt
Landing Capacity —	None	None
Equipment Data:		
Control Computer Type —	M-7a	M-8
Transporters:		
standard 6-person —	4	4
emergency 22-person —	4	4
cargo —	3	3
Other Data:		
Crew —	525	525
Passengers —	80	80
Shuttlecraft —	24	24
Engines And Power Data:		
Total Power Units Available —	72	76
Movement Point Ratio —	4/1	4/1
Warp Engine Type —	FWG-1	FWG-1
Number —	2	2
Power Units Available —	26 ea.	26 ea.
Stress Chart —	D/F	D/F
Maximum Safe Cruising Speed —	Warp 8	Warp 8
Emergency Speed —	Warp 10	Warp 10
Impulse Engine Type —	FIF-3	FIG-1
Power Units Available —	20	24
Weapons And Firing Data:		
Beam Weapon Type —	FH-11	FH-11
Number —	7	7
Firing Arcs —	2 f/p, 2 f, 2 f/s, 1 p/a/s	2 f/p, 2 f, 2 f/s, 1 p/a/s
Firing Chart —	Y	Y
Maximum Power —	10	10
Damage Modifiers:		
+3	(1-10)	(1-10)
+2	(11-17)	(11-17)
+1	(18-24)	(18-24)
Beam Weapon Type —	FMH-4	FMH-8
Number —	2	2
Firing Arcs —	2 f/a	2 f/a
Firing Chart —	S	S
Maximum Power —	16	20
Damage Modifiers:		
+3	(1-8)	(1-8)
+2	(9-14)	(9-14)
+1	(15-18)	(15-18)
Missile Weapon Type —	FP-5	FP-5
Number —	8	8
Firing Arcs —	4 f, 4 a	4 f, 4 a
Firing Chart —	R	S
Power To Arm —	1	1
Damage —	16	20
Shield Data:		
Deflector Shield Type —	FSS	FSS
Shield Point Ratio —	1/4	1/4
Maximum Shield Power —	20	20
Combat Efficiency:		
D / WDF —	207.2/176.5	213.2/205.7

Notes:

Originally designed by Commander Montgomery Scott, the *Starstalker* was intended to address what Scott felt was a flaw in the design of the *Constitution* class - it's reliance on phasers as it's primary weapon system. Scott and others had found that during some combat situation, the limitations of beam weapons had proven costly for Star Fleet over the years. While some designs and refits addressed this concern, including the addition of aft weapons on some models of the *Constitution* class, a fully dedicated heavy crusier with multiple torpedo systems could address the issue more efficiently.

While system redesigns in the *Enterprise* class would address some of these issues, the *Starstalker* would continue under development for the next 15 years. Scott himself would come back to the design several time. By 2285, the need for a large multi-weapon patrol vessel were clear, and the final design elements were locked in.

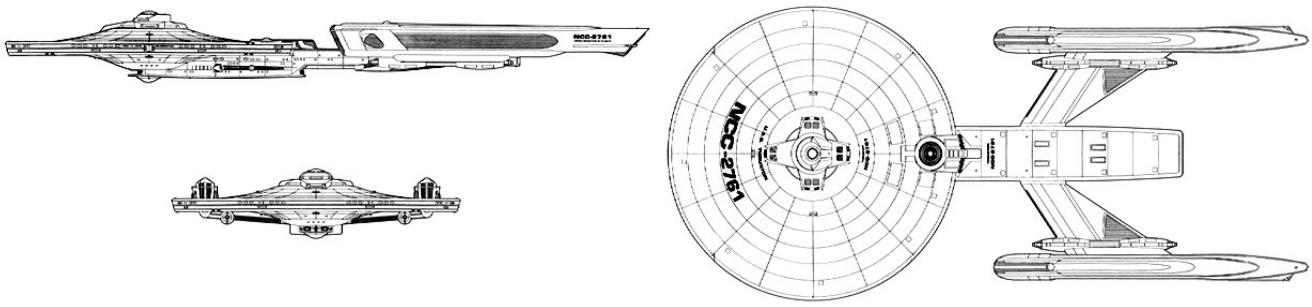
The *Starstalker* would be larger than a standard cruiser, with an enlarged primary hull designed to house two full fighter wings when needed. Heavy phasers were also installed, giving the design significant firepower against multiple targets. 4 torpedo banks were included, 2 banks forward and 2 aft. This allowed for specialized munitions to be shared between launchers when needed and provided heavy firepower as well. To help supplements the heavy firepower, several high-end sub-systems were also installed, including the FSTR/TAC Fleet Strategic/Tactical Data System fire control system and the Long-Site III Sensor package.

The Mk II would see the replacement of the QIK-69A with the more accurate QIK-70 sensor suite. Heavier phasers and more powerful torpedoes would round out the main Mk II improvements.

A total of 13 *Starstalker* class ships were fielded before production ended. 1 Mk I was destroyed. 5 Mk I's were converted to Mk II's. 1 Mk I is in drydock awaiting an undetermined upgrade. An anticipated launch date of 2333 is expected for a Mk III, although details of this variant have not yet been released. All remaining *Starstalker* class ships are on patrol along hostile borders.

The *Starstalker* was built at the Rigel, Sol and Aldeberan shipyards.

Thruxton Class X Tactical Cruiser



Construction Data:			
Model Numbers —	Mk I	Mk II	Mk III
Ship Class —	X	X	X
Date Entering Service —	2290	2297	2322
Number Constructed —	18	7	Refit
Hull Data:			
Superstructure Points —	30	30	40
Damage Chart —	C	C	C
Size:			
Length —	315.2 m	315.2 m	315.2 m
Width —	141.7 m	141.7 m	141.7 m
Height —	33.7 m	33.7 m	33.7 m
Weight —	158,588 mt	158,828 mt	159,093 mt
Cargo:			
Cargo Units —	270 SCU	270 SCU	270 SCU
Cargo Capacity —	13,500 mt	13,500 mt	13,500 mt
Landing Capacity —	None	None	None
Equipment Data:			
Control Computer Type —	M-6a	M-6a	M-7a
Transporters:			
standard 6-person —	4	4	4
emergency 22-person —	4	4	4
cargo —	3	3	3
Other Data:			
Crew —	455	455	455
Passengers —	40	40	40
Shuttlecraft —	8	8	8
Engines And Power Data:			
Total Power Units Available —	68	68	78
Movement Point Ratio —	4/1	4/1	4/1
Warp Engine Type —	FWG-1	FWG-1	FWL-2
Number —	2	2	2
Power Units Available —	26 ea.	26 ea.	25 ea.
Stress Chart —	D/F	D/F	E/F
Maximum Safe Cruising Speed —	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 10	Warp 10	Warp 10
Impulse Engine Type —	FIF-2	FIF-2	FIH-1
Power Units Available —	16	16	28
Weapons And Firing Data:			
Beam Weapon Type —	FH-3	FH-3	FH-17
Number —	6	6	6
Firing Arcs —	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s
Firing Chart —	W	W	Y
Maximum Power —	5	5	6
Damage Modifiers:			
+3	(1-10)	(1-10)	(1-10)
+2	(11-17)	(11-17)	(11-17)
+1	(18-20)	(18-20)	(18-24)
Beam Weapon Type —	FMH-2	FMH-2	FMH-4
Number —	4	4	4
Firing Arcs —	2 f, 2 a	2 f, 2 a	2 f, 2 a
Firing Chart —	L	L	S
Maximum Power —	12	12	16
Damage Modifiers:			
+3	(1-3)	(1-3)	(1-8)
+2	(4-8)	(4-8)	(9-14)
+1	(9-12)	(9-12)	(15-18)
Missile Weapon Type —	FP-4	FP-9	FP-9
Number —	4	4	4
Firing Arcs —	2 f, 2 a	2 f, 2 a	2 f, 2 a
Firing Chart —	S	R	R
Power To Arm —	1	1	1
Damage —	20	28	28
Shield Data:			
Deflector Shield Type —	FSS	FSS	FSQ
Shield Point Ratio —	1/4	1/4	1/4
Maximum Shield Power —	20	20	30
Combat Efficiency:			
D —	166.9	166.9	213.2
WDF —	112.4	129.2	161.2

Notes:

As a tactical cruiser, the *Thruxton's* size, design and layout give it a significant tactical advantage under a wide range of combat scenarios. The extremely "thin" forward profile reduces the targetable area of the ship by over 65% when compared to other vessels of similar size. While this advantage can be reduced in the three dimentional aspect of space combat, many of the established tactics and evasive manuevers used by the *Thruxton* arespecifically designed to continually present the lower profile aspect of the vessel.

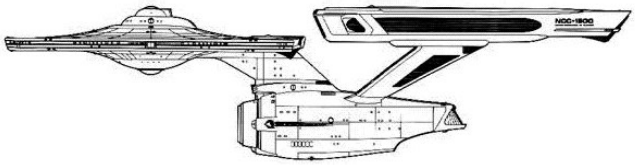
Like all tactical cruisers, firepower is a significant part of the *Thruxton's* mission profile. Balancing an efficient and easily repaired and refurbished set of weapon systems was a must when the design was first fielded. The Mk I used the now standard FWG-1 and FIF-2 combined powerplant, giving the ship excellent movement and power for it's many subsystems. The use of the FH-3 was initially controversial, as other primary beam systems were available. However, the FH-3 was cheeper and easier to maintain, while being reliable and sturdy under continued use. The FH-3 also did not require direct tie-in to the warp power matrix, a fault that was still being addressed in more powerful platforms. The medium ranged FMH-2 heavy beam weapon also incorporated a number of components that were shared with the FH-3, allowing for swap on in extreme emergencies. With it dual forward and aft torpedoes, the Thruxton was well equipped to fulfill it's main mission.

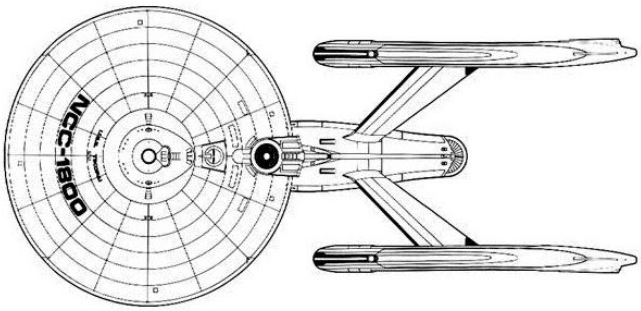
The Mk II would see the upgrade to the main torpedo system, replacing the Mark 7 Mod 1 with the Mod 2, decreasing photon exhaust. The LRSS-4 sensor system was also installed at this time.

The Mk III saw significant changes to the MK I and II. The used of the more stable FWL-2 warp drive was coupled with the powerful FIH impulse drive. The main phasers were upgraded to the longer ranged FH-17 model, utalizing the RIM-20B emitters. Once again, the FH-17 and the FMH-4, which was chosen as an upgarde to the main heavy weapons, sharde a wide range of components, allowing for field swap in case of extreme emergency. The FSQ shield system was also intalled, increase the ships survivability.

A total of 25 *Thruxton* have been built to date, including 18 Mk I's and 7 Mk II's. 2 Mk II's and 21 Mk III's remain in active service. 1 Mk II has been destroyed in combat. 1 Mk I has been scrapped, also after combat. 9 Mk I's were converted to Mk II's. 8 Mk I's and 13 Mk II's have been converted to Mk III's. The remining two Mk II's in service are expected to be converted by 2332.

Tikopai II Class XI Heavy Cruiser





Construction Data:					
Model Numbers —	Mk I	Mk II	Mk III	Mk IV	MK V
Ship Class —	XI	XI	XI	XI	XI
Date Entering Service —	2275	2278	2285	2297	2318
Number Constructed —	19	14	Refit	Refit	Refit
Hull Data:					
Superstructure Points —	32	32	34	35	38
Damage Chart —	C	C	C	C	C
Size:					
Length —	304.8 m	304.8 m	304.8 m	304.8 m	304.8 m
Width —	141.7 m	141.7 m	141.7 m	141.7 m	141.7 m
Height —	71.3 m	71.3 m	71.3 m	71.3 m	71.3 m
Weight —	160,723 mt	160,863 mt	165,700 mt	172,000 mt	178,495 mt
Cargo:					
Cargo Units —	380 SCU	380 SCU	380 SCU	380 SCU	380 SCU
Cargo Capacity —	19,000 mt	19,000 mt	19,000 mt	19,000 mt	19,000 mt
Landing Capacity —	None	None	None	None	None
Equipment Data:					
Control Computer Type —	M-6	M-6a	M-6a	M-7	M-7a
Transporters:					
standard 6-person —	4	4	4	4	4
emergency 22-person —	4	4	4	4	4
cargo —	3	3	3	3	3
Other Data:					
Crew —	447	447	447	447	447
Passengers —	60	60	60	60	60
Shuttlecraft —	12	12	12	12	12
Engines And Power Data:					
Total Power Units Available —	64	68	76	76	80
Movement Point Ratio —	4/1	4/1	4/1	4/1	4/1
Warp Engine Type —	FWG-1	FWG-1	FWG-1	FWG-1	FWG-1
Number —	2	2	2	2	2
Power Units Available —	26 ea.	26 ea.	26 ea.	26 ea.	26 ea.
Stress Chart —	D/F	D/F	D/F	D/F	D/F
Maximum Safe Cruising Speed —	Warp 8	Warp 8	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 10	Warp 10	Warp 10	Warp 10	Warp 10
Impulse Engine Type —	FIF-1	FIF-2	FIG-1	FIG-1	FIH-1
Power Units Available —	12	16	24	24	28
Weapons And Firing Data:					
Beam Weapon Type —	FH-9	FH-10	FH-11	FH-11	FH-18
Number —	6	6	6	6	6
Firing Arcs —	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s
Firing Chart —	X	W	Y	Y	Y
Maximum Power —	6	7	10	10	12
Damage Modifiers:					
+3	(-)	(1-10)	(1-10)	(1-10)	(1-10)
+2	(1-12)	(11-17)	(11-17)	(11-17)	(11-17)
+1	(13-22)	(18-20)	(18-24)	(18-24)	(18-24)
Weapons And Firing Data:					
Beam Weapon Type —	FH-12	FH-13	FH-9	FH-10	FH-11
Number —	4	4	4	4	4
Firing Arcs —	1 f/p/a, 1 f/s/a, 2 a	1 f/p/a, 1 f/s/a, 2 a	1 f/p/a, 1 f/s/a, 2 a	1 f/p/a, 1 f/s/a, 2 a	1 f/p/a, 1 f/s/a, 2 a
Firing Chart —	R	T	X	W	Y
Maximum Power —	6	8	6	7	10
Damage Modifiers:					
+3	(-)	(1-5)	(-)	(1-10)	(1-10)
+2	(1-9)	(6-12)	(1-12)	(11-17)	(11-17)
+1	(10-16)	(13-18)	(13-22)	(18-20)	(18-24)
Missile Weapon Type —	FP-5	FP-4	FP-4	FP-9	FP-9
Number —	2	2	2	2	2
Firing Arcs —	2 f	2 f	2 f	2 f	2 f
Firing Chart —	R	S	S	R	R
Power To Arm —	1	1	1	1	1
Damage —	16	20	20	28	28
Shield Data:					
Deflector Shield Type —	FSP	FSP	FSS	FSS	FSQ
Shield Point Ratio —	1/4	1/4	1/4	1/4	1/4
Maximum Shield Power —	16	16	20	20	30
Combat Efficiency:					
D / WDF —	159.8/74.6	165.8/94.8	184.6/113.2	186.1/126.8	212.3/152.4

NOTES:

Originally intended to be put into production as the *Enterprise* class, the *Tikopai* class has often been refereed to as "Scottie's Scratch-book". The second submitted design upgrade to the *Constitution* class of vessels submitted by *Enterprise* Chief Engineer Montgomery Scott, the *Tikopai* class became a less intensive class of vessel, capable of many of the same abilities as the *Enterprise* class.

As construction contracts were handed out throughout the Shipyards of the Federation, Ishikawajima Harima Industries rushed their design into production, even as the *Enterprise* herself was entering dry dock. The *USS Tikopai* was soon completed and headed for trials, where serious flaws were soon discovered. By the time the first set of tests were complete, the V'Ger incident had already passed, and Ishikawajima Harima Industries was in dire need of a success. Although well under budget to date, the *Tokopai* class was still in need of dramatic upgrades to both the warp drive and weapons systems. By mid 2275, Ishikawajima Harima Industries broke down and incorporated the FWG-1 warp drive system, adding significant cost in material and man power to the Tikopai construction design. When Star Fleet Baltic Yards launched the Constitution II Class nearly 6 month before the revamped *Tikopai* class, Ishikawajima Harima Industries began to make plans to scrap the design. But the *Constitution II* was only half as powerful as the *Enterprise* class, leaving a large gap that Ishikawajima Harima Industries felt their cruiser could fill. When the Mk I was finally launched, it embarked less crew that the *Enterprise* class, and mounted lighter weapons, but was nearly as fast and had a massive research base, even larger than the touted *Enterprise* class.

With the launch of the *Tokopai* class, Ishikawajima Harima Industries entered into a long lasting construction war with nearly a dozen construction firms, which helped produce technological jumps unpressidnted either before of after. Within three years, the *Tikopai* Mk II was launched, increasing the cruisers abilities beyond that of other heavy cruisers. With an enlarged impulse drive and increased primary and secondary weapons, the overall capability of the *Tikopai* class soon surpassed even the *Enterprise* class. The Mk II was still significantly less resource intensive to build and operate, and 20 more were ordered. But the Mk II would be the last change for over seven years, with several other designs taking precedence in Star Fleet's inventory. Not until Cosmodyne began work on the *USS Helios* did new system become incorporated into the successful design. With the Mk II *Enterprise* class now more powerful that the *Tokopai*, the Mk III was soon launched. Nearly identical in system components to the Mk II *Enterprise*, the Mk III *Tokopai* had also become more resource intensive, with only a 5% savings over the more powerful *Enterprise*. None the less, 6 ships were nearing completion and were launched to take up positions along the frontier. So similar to the *Enterprise* design was the *Tikopai*, several examples are reported where Pirates and raiders were scarred off even before the arrival of a *Tikopai* class cruiser, a fact Star Fleet did nothing to discourage.

The Mk III remained in service until the launch of the Mk IV in 2297. The Mk IV saw the expansion of the primary computer core as well as an increase in the secondary weapon systems. The main torpedo bay was also modified to house the FP-9 torpedo system. The launch of the Mk IV was delayed nearly a year after numerous debates over the primary torpedo subsystems. The FP-9 could easily incorporate the targeting and power controls of the existing Thor Mod 2 Direct already installed on the Tikopai. However, Skar-Rar Weapons System of Andor pushed hard to swap the targeting subsystems to their less crew-intensive Mark 7 Mod 2 Direct system. In the end, the Mark 7 was chosen and final load-out was finished only two months behind schedule.

Most Mk IV would complete four to five standard 5-year missions before being rotated into the SLEP (Service Life Extension Program) in the early 2300. While several ships put-in as early as 2315, the first Mk V would not be relaunched until 2318. The *Tikopai* class' main structural components, like many other ships launched in the 2270's, proved difficult to replace without a major overhaul. Deltan and Vulcan engineers eventually found a successful way to replace and re-crystallize the load-bearing fame members and the Mk V's became essentially new ships.

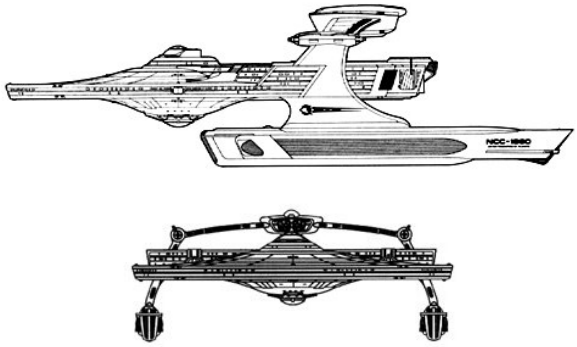
Disposition:

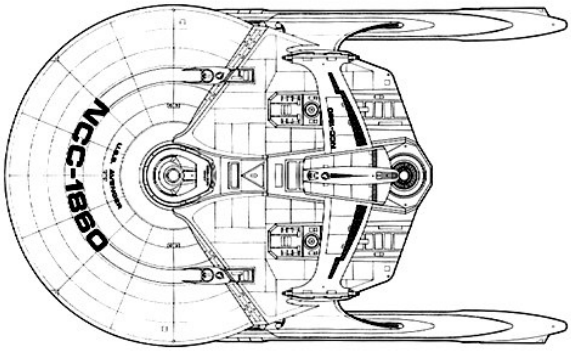
The following list of Constitution II Class cruiser shows thier hull numbers, name, model designation, date entering service and current disposition. The disposition as of 2330 is represented by the letter codes given here and is followed by the date of occurrence, if known.

R2	Refit to Mk IV
R3	Refit to Mk III
R4	Refit to Mk IV
R5	Refit to Mk V

NCC-1800	Tikopai	I	B - 2271, R2 - 2279, R3 - 2290, R4 - 2297, R5 - 2318
NCC-1801	K'ushui	I	B - 2272, R2 - 2278, R3 - 2289, R4 - 2303, R5 - 2322
NCC-1802	K'hotan	I	B - 2274, R2 - 2280, R3 - 2293, R4 - 2305, R5 - 2319
NCC-1803	Altair	I	B - 2275, R2 - 2281, R3 - 2293, R4 - 2298, R5 - 2323
NCC-1804	Fomalhaut	II	B - 2280, R3 - 2288, R4 - 2303, R5 - 2319
NCC-1805	Nekarat	I	B - 2275, R2 - 2281, R3 - 2291, R4 - 2298, R5 - 2325
NCC-1806	Vega	I	B - 2275, R2 - 2280, R3 - 2293, R4 - 2310, R5 - 2324
NCC-1807	Arcturus	I	B - 2272, R2 - 2279, R3 - 2286, R4 - 2300, R5 - 2325
NCC-1808	Pollox	I	B - 2271, R2 - 2278, R3 - 2285, R4 - 2297, R5 - 2321
NCC-1809	Capella	I	B - 2277, R2 - 2279, R3 - 2287, R4 - 2310, R5 - 2321
NCC-1810	Darion	I	B - 2276, R2 - 2280, R3 - 2285, R4 - 2309, R5 - 2319
NCC-1811	Sardar	II	B - 2278, R3 - 2288, R4 - 2303, R5 - 2321
NCC-1812	Aldebaran	II	B - 2280, R3 - 2289, R4 - 2309, R5 - 2318
NCC-1813	Hor	I	B - 2272, R2 - 2281, R3 - 2287, R4 - 2298, R5 - 2323
NCC-1814	Canopus	I	B - 2277, R2 - 2280, R3 - 2287, R4 - 2305, R5 - 2324
NCC-1815	Spica	II	B - 2278, R3 - 2286, R4 - 2304, R5 - 2319
NCC-1816	Agena	I	B - 2277, R2 - 2279, R3 - 2292, R4 - 2300, R5 - 2321
NCC-1817	Vena	I	B - 2278, R2 - 2278, R3 - 2292, R4 - 2309, R5 - 2321
NCC-1818	Acrux	II	B - 2280, R3 - 2289, R4 - 2300, R5 - 2322
NCC-1819	Binar	II	B - 2280, R3 - 2285, R4 - 2306, R5 - 2321
NCC-1820	Antares	II	B - 2279, R3 - 2289, R4 - 2302, R5 - 2323
NCC-1821	Anak	I	B - 2277, R2 - 2279, R3 - 2290, R4 - 2299, R5 - 2319
NCC-1822	Betelgeuse	II	B - 2278, R3 - 2291, R4 - 2307, R5 - 2325
NCC-1823	Lux	II	B - 2278, R3 - 2291, R4 - 2310, R5 - 2323
NCC-1824	Rigel	I	B - 2274, R2 - 2281, R3 - 2294, R4 - 2310, R5 - 2320
NCC-1825	Helios	II	B - 2280, R3 - 2293, R4 - 2298, R5 - 2319
NCC-1826	Deneb	II	B - 2280, R3 - 2292, R4 - 2307, R5 - 2318
NCC-1827	Adhara	I	B - 2275, R2 - 2280, R3 - 2286, R4 - 2299, R5 - 2322
NCC-1828	Alioth	I	B - 2275, R2 - 2281, R3 - 2294, R4 - 2309, R5 - 2319
NCC-1829	Alkaid	I	B - 2277, R2 - 2280, R3 - 2286, R4 - 2301, R5 - 2319
NCC-1830	Alnilam	II	B - 2280, R3 - 2285, R4 - 2305, R5 - 2323
NCC-1831	Arided	II	B - 2281, R3 - 2289, R4 - 2309, R5 - 2324
NCC-1832	Bellatrix	II	B - 2279, R3 - 2290, R4 - 2308, R5 - 2320

Avenger Class XI Heavy Frigate





Construction Data:				
Model Numbers —	Mk I	Mk II	Mk III	Mk IV
Ship Class —	XI	XI	XI	XI
Date Entering Service —	2275	2284	2286	2298
Number Constructed —	22	Refit	Refit	Refit
Hull Data:				
Superstructure Points —	32	34	38	40
Damage Chart —	C	C	C	C
Size:				
Length —	234.9 m	234.9 m	234.9 m	234.9 m
Width —	141.2 m	141.2 m	141.2 m	141.2 m
Height —	58.8 m	58.8 m	58.8 m	58.8 m
Weight —	160,235 mt	164,478 mt	176,040 mt	179,465 mt
Cargo:				
Cargo Units —	300 SCU	300 SCU	300 SCU	300 SCU
Cargo Capacity —	15,000 mt	15,000 mt	15,000 mt	15,000 mt
Landing Capacity —	None	None	None	None
Equipment Data:				
Control Computer Type —	M-6	M-6a	M-7	M-7a
Transporters:				
standard 6-person —	3	3	3	3
combat 20-person —	7	7	7	7
emergency 22-person —	4	4	4	4
cargo —	3	3	3	3
Other Data:				
Crew —	360	360	360	360
Troops —	250	250	250	250
Passengers —	40	40	40	40
Shuttlecraft —	37	37	37	37
Engines And Power Data:				
Total Power Units Available —	68	72	76	76
Movement Point Ratio —	4/1	4/1	4/1	4/1
Warp Engine Type —	FWG-1	FWG-1	FWG-1	FWG-1
Number —	2	2	2	2
Power Units Available —	26 ea.	26 ea.	26 ea.	26 ea.
Stress Chart —	D/F	D/F	D/F	D/F
Maximum Safe Cruising Speed —	Warp 8	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 10	Warp 10	Warp 10	Warp 10
Impulse Engine Type —	FIE-3	FIF-3	FIG-1	FIG-1
Power Units Available —	16	20	24	24
Weapons And Firing Data:				
Beam Weapon Type —	FH-9	FH-9	FH-11	FH-11
Number —	6	6	6	6
Firing Arcs —	2 f/p, 2f, 2 f/s	2 f/p, 2f, 2 f/s	2 f/p, 2f, 2 f/s	2 f/p, 2f, 2 f/s
Firing Chart —	X	X	Y	Y
Maximum Power —	6	6	10	10
Damage Modifiers:				
+3	(-)	(-)	(1-10)	(1-10)
+2	(1-12)	(1-12)	(11-17)	(11-17)
+1	(13-22)	(13-22)	(18-24)	(18-24)
Beam Weapon Type —	FMH-2	FMH-5	FMH-8	FMH-8
Number —	2	2	2	2
Firing Arcs —	2 f/a	2 f/a	2 f/a	2 f/a
Firing Chart —	L	W	S	S
Maximum Power —	12	15	20	20
Damage Modifiers:				
+3	(1-3)	(1-10)	(1-8)	(1-8)
+2	(4-8)	(11-17)	(9-14)	(9-14)
+1	(9-12)	(18-20)	(15-18)	(15-18)
Missile Weapon Type —	FP-5	FP-4	FP-4	FP-9
Number —	4	4	4	4
Firing Arcs —	2 f, 2 a	2 f, 2 a	2 f, 2 a	2 f, 2 a
Firing Chart —	R	S	S	R
Power To Arm —	1	1	1	1
Damage —	16	20	20	28
Shield Data:				
Deflector Shield Type —	FSP	FSS	FSS	FSQ
Shield Point Ratio —	1/4	1/4	1/4	1/4
Maximum Shield Power —	16	20	20	30
Combat Efficiency:				
D —	165.8	178.6	190.3	209.2
WDF —	87.8	115.4	145.0	161.8

NOTES:

One of the most dynamic and militant of the *Miranda* variants, the *Avenger* class of heavy frigate was originally intended to provide a combat platform that could patrol the Klingon and Romulan Neutral Zones and engage enemy squadrons with sufficient power and combat capability to survive the encounter.

The *Avenger* class was originally intended to be a new-build production variant of the recently launched *Miranda* class. The design, like many of the *Miranda* variants, was intended to be easily converted and upgraded, with ships being able to take on the role of research vessel, explorer and combat patrol with minimal refit time. The *Avenger* build was to begin in later 2275 or early 2276; however the Kzinti incursion of 2272 forced an acceleration of plans for the new *Avenger* class and the decision was made to modify *Surya* class frigates to form the *Avenger* class.

The *Avenger* is the lest flexible of the *Miranda* variants. Spaces designated for research facilities and scientific equipment were mostly re-appropriated for troop support and combat subsystems. Combat shielding was a significant requirement for the *Avenger,* with the Mk I fielding the efficient FSP shield. Further internal space was dedicated to the large FIE impulse drive. Oversized landing bays and shuttle/fighter storage also reduced internal volume further limiting the space available for science and exploration equipment. With the addition of multiple combat transporters, the Avenger class' capabilities as a exploratory vessel were reduced to that of an escort or transport.

Its role as a combat frigate was unquestioned, however, and command of these vessels was popular among many in Star Fleet. In 2284, eight *Avengers* were refit to the endurance class, returning some exploratory subsystems to the platform; meanwhile the Mk II *Avenger* was also fielded, with increases in firepower. Miniaturization of some key components allowed the increase to recreation facilities and replacement of several sensor systems, giving the Mk II more flexibility in it mission role.

Two years later, an even more powerful *Avenger,* the Mk III was fielded. Procurement felt that several Avengers should have the additional power and combat firepower brought by the FMH-8 heavy weapon system. With additional impulse power from the larger FIG-1, the Mk III was exclusively used along the Klingon border.

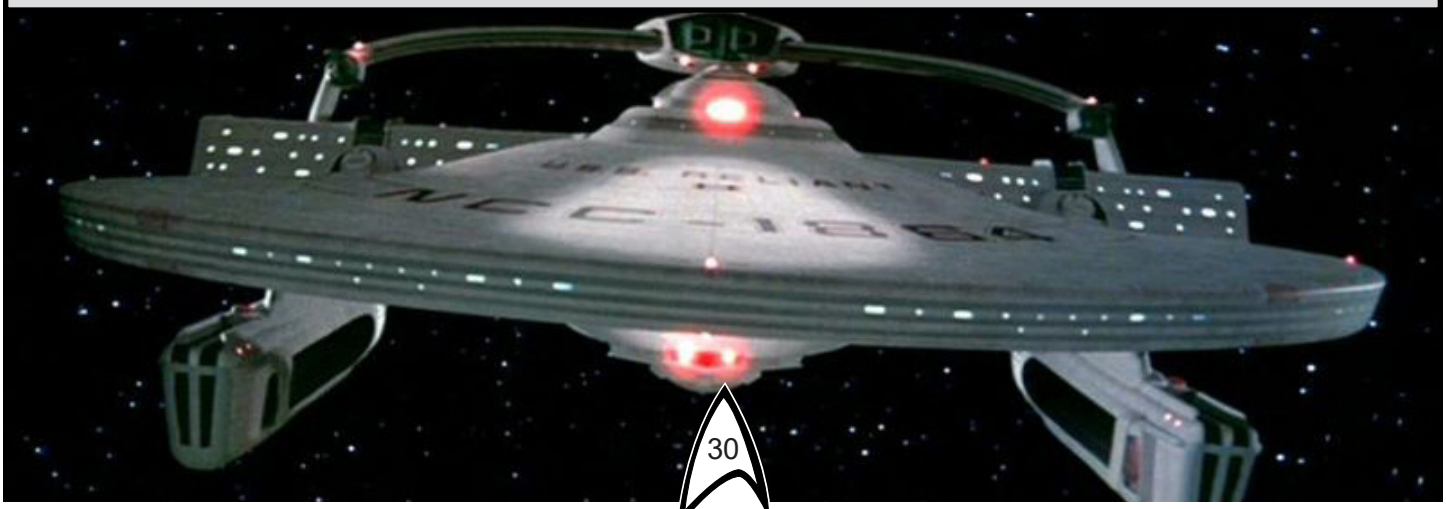
After the destruction of Praxis, some called for the remaining *Avenger* vessels to be retrofitted to the *Miranda* or *Endurance* specification. However, the Tzenkethi conflict ensured that the *Avenger* would once again be refit. While the conflict ended before the Mk IV was commissioned, the ongoing conflict between the Klingons and Cardassians meant that several Avengers were detailed to the region.

Disposition:

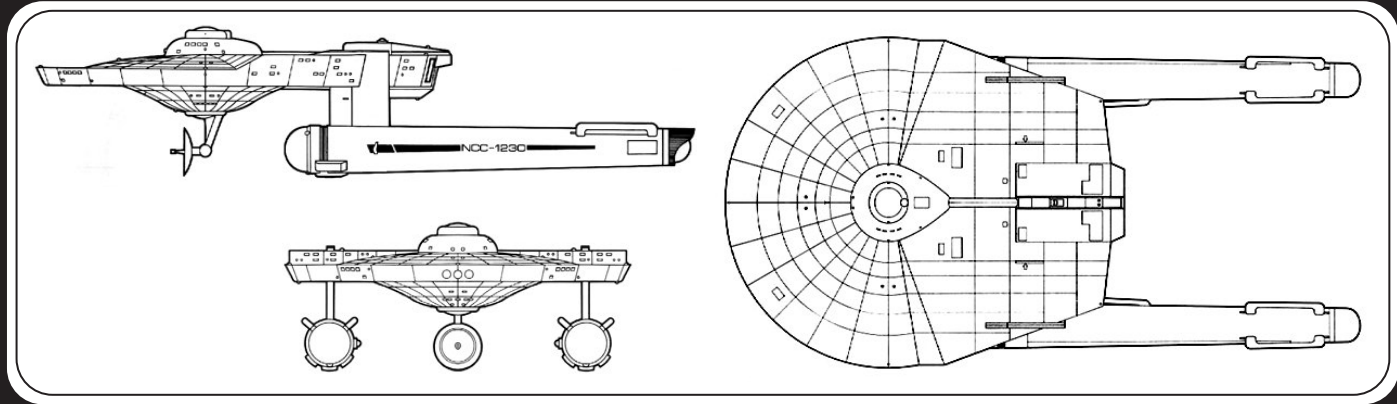
The following list of *Avenger* Class frigates shows thier hull numbers, name, model designation, date entering service and current disposition. The disposition as of 2330 is represented by the letter codes given here and is followed by the date of occurrence, if known.

R2	Refit to Mk II
R3	Refit to Mk III
R4	Refit to Mk IV
R Endurance	Refit to Enduracne Class
D	Destroyed

NCC-1860	Avenger	I	B - 2275, R2 - 2284, R3 - 2289, R4 - 2299
NCC-1861	Courageous	I	B - 2277, R2 - 2286, R3 - 2291, R4 - 2298
NCC-1862	Endurance	I	B- 2275, R Endurance - 2285
NCC-1863	Illustrious	I	B - 2275, R2 - 2285, R3 - 2290, R4 - 2305
NCC-1864	Reliant	I	B- 2275, D - 2284
NCC-1865	Vigilant	I	B- 2275, R Endurance - 2285
NCC-1866	Dromio	I	B- 2274, R Endurance - 2285
NCC-1867	Balthasar	I	B - 2277, R2 - , R3 - 2286, R4 - 2299
NCC-1868	Ardana	I	B - 2277, R2 - 2285, R3 - 2291, R4 - 2300
NCC-1869	Amiens	I	B - 2276, R2 - 2284, R3 - 2289, R4 - 2302
NCC-1870	Antipholus	I	B - 2277, R2 - 2284, R3 - 2290, R4 - 2303
NCC-1871	Dardanius	I	B- 2275, R Endurance - 2286
NCC-1872	Hippolyta	I	B- 2274, R Endurance - 2286
NCC-1873	Melkotian	I	B- 2275, R Endurance - 2286
NCC-1874	Sarpedion	I	B - 2277, R2 - 2285, R3 - 2291, R4 - 2304
NCC-1875	Odin	I	B - 2277, R2 - 2284, R3 - 2289, R4 - 2302
NCC-1876	Nar-Tak Shir	I	B- 2276, R Endurance - 2285
NCC-1877	Resolution	I	B - 2275, R2 - 2284, R3 - 2290, R4 - 2300
NCC-1878	Polonius	I	B - 2276, R2 - 2284, R3 - 2289, R4 - 2298
NCC-1879	Yaroslav	I	B - 2276, R2 - 2285, R3 - 2292, R4 - 2303
NCC-1880	Oberon	I	B- 2275, R Endurance - 2286
NCC-1881	Alarcity	I	B - 2276, R2 - 2284, R3 - 2288, R4 - 2298

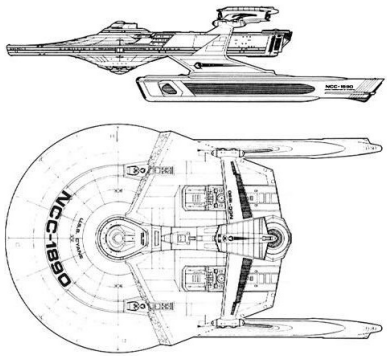


Coventry Class X Frigate



Construction Data:				
Model Numbers —	Mk I	Mk II	Mk III	Mk IV
Ship Class —	X	X	X	X
Date Entering Service —	2248	2257	2263	2268
Number Constructed —	14	Refit	Refit	Refit
Hull Data:				
Superstructure Points —	26	26	26	26
Damage Chart —	C	C	C	C
Size:				
Length —	245.1 m	245.1 m	245.1 m	245.1 m
Width —	127.1 m	127.1 m	127.1 m	127.1 m
Height —	54.1 m	54.1 m	54.1 m	54.1 m
Weight —	150,480 mt	149,535 mt	149,580 mt	148,500 mt
Cargo:				
Cargo Units —	310 SCU	310 SCU	310 SCU	310 SCU
Cargo Capacity —	15,500 mt	15,500 mt	15,500 mt	15,500 mt
Landing Capacity —	None	None	None	None
Equipment Data:				
Control Computer Type —	M-3	M-4	M-4	M-4
Transporters:				
standard 6-person —	3	3	3	3
combat 20-person —	4	4	4	4
emergency 22-person —	3	3	3	3
cargo —	2	2	2	2
Other Data:				
Crew —	315	321	321	321
Troops —	124	124	124	124
Passengers —	20	20	20	20
Shuttlecraft —	8	8	8	8
Engines And Power Data:				
Total Power Units Available —	30	42	42	42
Movement Point Ratio —	4/1	2/1	2/1	2/1
Warp Engine Type —	FWD-1	FWD-2	FWD-2	FWD-2
Number —	2	2	2	2
Power Units Available —	12 ea.	18 ea.	18 ea.	18 ea.
Stress Chart —	L/G	M/G	M/G	M/G
Maximum Safe Cruising Speed —	Warp 6	Warp 6	Warp 6	Warp 6
Emergency Speed —	Warp 8	Warp 8	Warp 8	Warp 8
Impulse Engine Type —	FIC-3	FIC-3	FIC-3	FIC-3
Power Units Available —	6	6	6	6
Weapons And Firing Data:				
Beam Weapon Type —	FL-6	FH-3	FH-9	FH-10
Number —	4	6	6	6
Firing Arcs —	2 f, 1 p, 1 s	1 f/p, 2 f, 1 f/s, 2 a	1 f/p, 2 f, 1 f/s, 2 p/a/s	1 f/p, 2 f, 1 f/s, 2 p/a/s
Firing Chart —	H	W	X	W
Maximum Power —	3	5	6	7
Damage Modifiers:				
+3	(-)	(1-10)	(-)	(1-10)
+2	(1-4)	(11-17)	(1-12)	(11-17)
+1	(5-7)	(18-20)	(13-22)	(18-20)
Beam Weapon Type —	FL-5	-	-	-
Number —	1	-	-	-
Firing Arcs —	1 a	-	-	-
Firing Chart —	H	-	-	-
Maximum Power —	2	-	-	-
Damage Modifiers:				
+3	(-)	-	-	-
+2	(1-4)	-	-	-
+1	(5-7)	-	-	-
Missile Weapon Type —	FAC-3	FP-1	FP-5	FP-5
Number —	2	2	2	2
Firing Arcs —	2 f	2 f	2 f	2 f
Firing Chart —	H	L	R	R
Power To Arm —	4	1	1	1
Damage —	12	10	16	16
Shield Data:				
Deflector Shield Type —	FSH	FSK	FSL	FSL
Shield Point Ratio —	1/2	1/2	1/3	1/3
Maximum Shield Power —	11	14	14	14
Combat Efficiency:				
D —	74.2	117.2	146.7	146.7
WDF —	14.5	43.6	55	62.8

Cyane Class XI Heavy Frigate



Construction Data:			
Model Numbers —	Mk I	Mk II	Mk III
Ship Class —	XI	XI	XI
Date Entering Service —	2286	2288	2299
Number Constructed —	8	2	Refit
Hull Data:			
Superstructure Points —	36	38	40
Damage Chart —	C	C	C
Size:			
Length —	235.1 m	235.1 m	235.1 m
Width —	141.2 m	141.2 m	141.2 m
Height —	60.3 m	60.3 m	60.3 m
Weight —	165,938 mt	175,418 mt	179,445 mt
Cargo:			
Cargo Units —	310 SCU	310 SCU	310 SCU
Cargo Capacity —	15,500 mt	15,500 mt	15,500 mt
Landing Capacity —	None	None	None
Equipment Data:			
Control Computer Type —	M-6a	M-7a	M-7a
Transporters:			
standard 6-person —	3	3	3
combat 20-person —	7	7	7
emergency 22-person —	3	3	3
cargo —	3	3	3
Other Data:			
Crew —	355	355	355
Troops —	250	250	250
Passengers —	30	30	30
Shuttlecraft —	22	22	22
Engines And Power Data:			
Total Power Units Available —	72	72	76
Movement Point Ratio —	4/1	4/1	4/1
Warp Engine Type —	FWG-1	FWG-1	FWG-1
Number —	2	2	2
Power Units Available —	26 ea.	26 ea.	26 ea.
Stress Chart —	D/F	D/F	D/F
Maximum Safe Cruising Speed —	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 10	Warp 10	Warp 10
Impulse Engine Type —	FIF-3	FIF-3	FIG-1
Power Units Available —	20	20	24
Weapons And Firing Data:			
Beam Weapon Type —	FH-10	FH-11	FH-11
Number —	6	6	6
Firing Arcs —	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s
Firing Chart —	W	Y	Y
Maximum Power —	7	10	10
Damage Modifiers:			
+3	(1-10)	(1-10)	(1-10)
+2	(11-17)	(11-17)	(11-17)
+1	(18-20)	(18-24)	18-24)
Beam Weapon Type —	FMH-8	FMH-8	FMH-9
Number —	2	2	2
Firing Arcs —	2 f/a	2 f/a	2 f/s
Firing Chart —	S	S	T
Maximum Power —	20	20	25
Damage Modifiers:			
+3	(1-8)	(1-8)	(1-5)
+2	(9-14)	(9-14)	(6-12)
+1	(15-18)	(15-18)	(13-18)
Missile Weapon Type —	FP-4	FP-4	FP-9
Number —	4	4	4
Firing Arcs —	2 f, 2 a	2 f, 2 a	2 f, 2 a
Firing Chart —	S	S	R
Power To Arm —	1	1	1
Damage —	20	20	28
Shield Data:			
Deflector Shield Type —	FSS	FSS	FSQ
Shield Point Ratio —	1/4	1/4	1/4
Maximum Shield Power —	20	20	30
Combat Efficiency:			
D / WDF—	181.5/124.6	184.3/145.0	209.2/168.6

Notes:

The *Cyane* class was originally intended to be an extension of the *Avenger* class, which it self was a modification of the standard Miranda class. The *Avenger* program had proven extremely effective, but costly. The decision to have many of the equipment of the *Avenger* version easily swapped with the Miranda had increased initial build costs and Star Fleet felt that a more dedicated combat platform should be built.

The main poweplant of the *Cyane* is identical to that of the *Avenger* Mk II. This give the *Cyane* significant power, excellent movement and a powerful first strike capability. The internal plasma conduits and power supply feed to the ships weapons are very different from the *Avenger* and Miranda classes. A improved NAVCAS Select navigation system is coupled with improvements in the main computer, increasing respons time for evasive manuevers and targeting capability. Because the *Cyane* class was not intended to conduct long term research or exploration missions, a more combat oriented set of shuttle bays was installed. Fighters and combat shuttles can easily be rearmed and relaunched from the *Cyane* making it an idea platform for small scale planetary operations. The research capabilities of the *Cyane* are housed in a single moderately sized area in the forward hull. All six primary labs are connected into a sigle lab facility but can be configured for independant projects or used to address a single project.

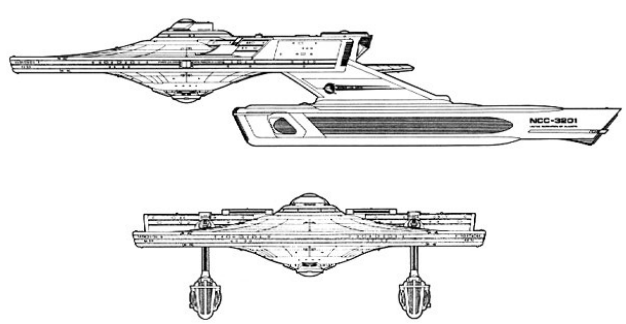
The Mk I was the use of the FH-10, despite the *Avengers* use of the FH-11. The FH-10 was easier to maintain and less expensive to refurbish after significant combat. The FMH-8 was also chose due to it's ease of repair in the field and quick refurbish time after heavy use.

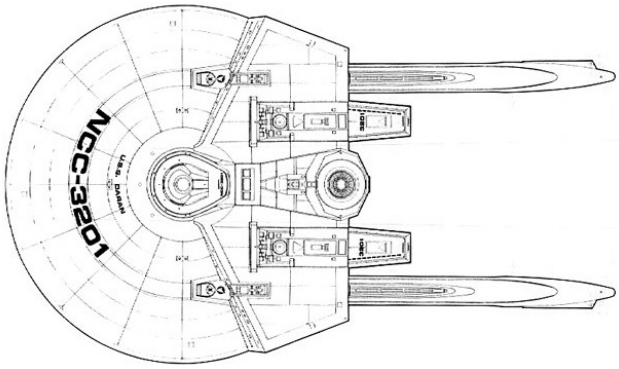
However, designed decided that the improvements in the basic design were somewhat limiting and in 2288, the final two *Cyane* classes under construction were refit with the FH-11 as their main weapon. An improved computer system was also installed on these ships. The Mk II would be the last production model.

Shortly after the first Tzenkethi war, designers began looking at way to improve many of the ships currently in the invemtnory. The *Cyane*, which had fared well in the war, was improved with the use of the FMH-9, which provided heavier hitting power and slightly longer range. The FP-9 was also installed, increasing torpedo firepower over the older FP-4. The FSQ shielding system was chosen as it's components could be easily changed out with the FSS system.

The *Cyane* have served well since thier upgrade, with all Mk I's and Mk II's converted to Mk III's by 2301. All of the *Cyane* saw action in the Tomed Conflict with all but one seeing battle during the Second Tzenkethi War. The *Cyane* is expected to recieve a number of updated in the next 5 to 7 years.

Daran Class IX Fast Frigate





Construction Data:				
Model Numbers —	Mk I	Mk II	Mk III	MK IV
Ship Class —	IX	IX	IX	IX
Date Entering Service —	2272	2276	2290	2320
Number Constructed —	12	Refit	Refit	Refit
Hull Data:				
Superstructure Points —	30	30	30	30
Damage Chart —	C	C	C	C
Size:				
Length —	243.6 m	243.6 m	243.6 m	243.6 m
Width —	141.2 m	141.2 m	141.2 m	141.2 m
Height —	49.6 m	49.6 m	49.6 m	49.6 m
Weight —	134,283 mt	135,983 mt	136,198 mt	137,283 mt
Cargo:				
Cargo Units —	240 SCU	240 SCU	240 SCU	240 SCU
Cargo Capacity —	12,000 mt	12,000 mt	12,000 mt	12,000 mt
Landing Capacity —	None	None	None	None
Equipment Data:				
Control Computer Type —	M-4	M-6a	M-6a	M-6a
Transporters:				
standard 6-person —	3	3	3	3
combat 20-person —	4	4	4	4
emergency 22-person —	4	4	4	4
cargo —	2	2	2	2
Other Data:				
Crew —	331	331	331	331
Troops —	124	124	124	124
Passengers —	10	10	10	10
Shuttlecraft —	28	28	28	28
Engines And Power Data:				
Total Power Units Available —	38	38	42	42
Movement Point Ratio —	3/1	3/1	3/1	3/1
Warp Engine Type —	FWE-2	FWE-2	FWE-2	FWE-2
Number —	2	2	2	2
Power Units Available —	13 ea.	13 ea.	13 ea.	13 ea.
Stress Chart —	G/K	G/K	G/K	G/K
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 9	Warp 9	Warp 9	Warp 9
Impulse Engine Type —	FIF-1	FIF-1	FIF-2	FIF-2
Power Units Available —	12	12	16	16
Weapons And Firing Data:				
Beam Weapon Type —	FH-10	FH-11	FH-11	FH-19
Number —	6	6	6	6
Firing Arcs —	2 f/p, 2f, 2 f/s	2 f/p, 2f, 2 f/s	2 f/p, 2f, 2 f/s	2 f/p, 2f, 2 f/s
Firing Chart —	W	Y	Y	Y
Maximum Power —	7	10	10	14
Damage Modifiers:				
+3	(1-10)	(1-10)	(1-10)	(1-10)
+2	(11-17)	(11-17)	(11-17)	(11-17)
+1	(18-20)	(18-24)	(18-24)	(18-24)
Shield Data:				
Deflector Shield Type —	FSL	FSP	FSS	FSQ
Shield Point Ratio —	1/3	1/4	1/4	1/4
Maximum Shield Power —	15	16	20	30
Combat Efficiency:				
D —	117.9	138.9	150.9	166.9
WDF —	43.8	64.2	64.2	85.8

Notes:

The *Daran* class of fast frigate, along with the *Knox* class, are considered one of the most capable frigates in Star Fleet service, with excellent astrionics and impressive offensive and scientific capabilities. They are equipped with the highly sophisticated Poincare SSDGI exploratory suite; as a result, they are often assigned to research task forces for brief forays into unexplored Federation treaty territory.

The design itself is based on a scaled-down *Avenger* arrangement, having a shorter raised-hull and no upper weapon carriage. A combination wide-angle deflector units and selective, high intensity sensor system is mounted in a box-like configuartion on the upper hull. These ships were also fitted with the extended landing platforms below their hangar bay doors. These platforms prodice a larger landing target acquisition area, enabling the ships to accommodate a wider variety of embarked craft.

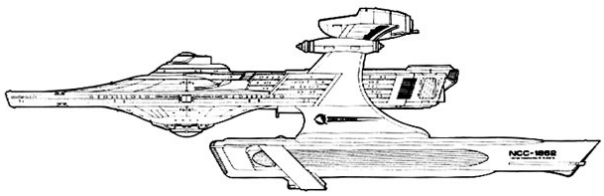
The navigation, computer and weapons systems on these ships are considered among the most sophisticated in the Fleet. The “Fasfax/Datac” version of the M-4 nad later M-6a computers is incredibly efficient and trouble-free. The “Artos” Navigation Guidance Suite has not been upgraded or changed sing the Daran’s launch.

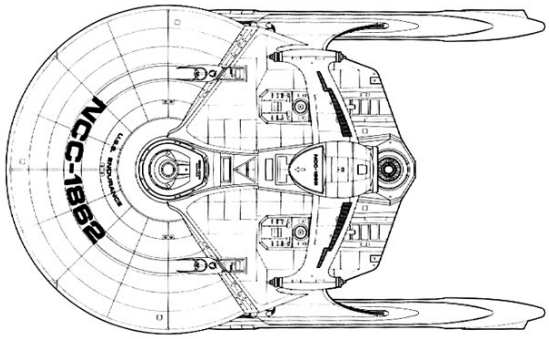
These ships are equipped with the Model 4 version of the LN-64 linear warp drive nacelle. These units are designed to produce more efficient engine flux and a tighter, more compact warp bubble.

The *Daran’s* basic design is intended to provide for subsequent installation of aditional weapon systems if necessary. To date, no vessel has been equipped with additional weapons.

Of the 12 *Darans* built, 1 Mk II was destroyed along the Klingon Border. The *Soryu* is the only Mk III configuration that has not been updated to the Mk IV.

Endurance Class XI Exploratory Frigate





Construction Data:			
Model Numbers —	Mk I	Mk II	Mk III
Ship Class —	XI	XI	XI
Date Entering Service —	2285	2288	2292
Number Constructed —	8	Refit	Refit
Hull Data:			
Superstructure Points —	40	40	40
Damage Chart —	C	C	C
Size:			
Length —	234.9 m	234.9 m	234.9 m
Width —	141.2 m	141.2 m	141.2 m
Height —	65.8 m	65.8 m	65.8 m
Weight —	172,123 mt	178,060 mt	178,605 mt
Cargo:			
Cargo Units —	310 SCU	310 SCU	310 SCU
Cargo Capacity —	15,500 mt	15,500 mt	15,000 mt
Landing Capacity —	None	None	None
Equipment Data:			
Control Computer Type —	M-6	M-7a	M-7a
Transporters:			
standard 6-person —	3	3	3
combat 20-person —	2	2	2
emergency 22-person —	4	4	4
cargo —	3	3	3
Other Data:			
Crew —	365	365	365
Troops —	60	60	60
Passengers —	60	60	60
Shuttlecraft —	22	22	22
Engines And Power Data:			
Total Power Units Available —	64	76	76
Movement Point Ratio —	4/1	4/1	4/1
Warp Engine Type —	FWG-1	FWG-1	FWG-1
Number —	2	2	2
Power Units Available —	26 ea.	26 ea.	26 ea.
Stress Chart —	D/F	D/F	D/F
Maximum Safe Cruising Speed —	Warp 8	Warp 8	Warp 8
Emergency Speed —	Warp 10	Warp 10	Warp 10
Impulse Engine Type —	FIF-1	FIG-1	FIG-1
Power Units Available —	12	24	24
Weapons And Firing Data:			
Beam Weapon Type —	FH-11	FH-11	FH-11
Number —	6	6	8
Firing Arcs —	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s, 1 p/a, 1 s/a
Firing Chart —	Y	Y	Y
Maximum Power —	10	10	10
Damage Modifiers:			
+3	(1-10)	(1-10)	(1-10)
+2	(11-17)	(11-17)	(11-17)
+1	(18-24)	(18-24)	(18-24)
Weapons And Firing Data:			
Beam Weapon Type —	FH-13	FH-10	-
Number —	2	2	-
Firing Arcs —	1 p/a, 1 s/a	1 p/a, 1 s/a	-
Firing Chart —	T	W	-
Maximum Power —	8	7	-
Damage Modifiers:			
+3	(1-5)	(1-10)	-
+2	(6-12)	(11-17)	-
+1	(13-18)	(18-20)	-
Shield Data:			
Deflector Shield Type —	FSP	FSS	FSQ
Shield Point Ratio —	1/4	1/4	1/4
Maximum Shield Power —	16	20	30
Combat Efficiency:			
D —	171.2	193.2	209.2
WDF —	77.2	78.8	85.6

Notes:

The modification of a small number of *Avenger* class starship to this configuration was first considered by Star Fleet in early 2281. The conversion was approved in November of 2282. However, the conversion of these frigates was almost cancelled after the authorization of the *Cyane* class in February of 2284. However, final shipyard approval for the *Endurance* class was authorized on June 29, 2284.

The class was created to more effectively utilize the heavily-armed Avenger frigate design, which proved somewhat ineffective during the peaceful years of the late 2270's. The internal systems configuration of these ships is basically unchanged from the original Miranda layout; the deletion of some weapons systems found on the Avenger design is the primary modification.

The Da Praesa exploratory package is fitted it's key element is the massive Costias-designed long-range data pod, mounted in place of the torpedo weapon pod on the Avenger and Miranda classes. This unit houses all the necessary primary operating systems, including the ultra-high intensity sensing unit faired into it's front end. Additionally, KWIL short-range, precision sensors are mounted on the bottom of each LN-64 warp nacelle. These units are designed primarily for the analyzation of sentient alien phenomena and are linked directly to the scientific data banks of the ship's library computer.

The system of linear feed chambers located throughout the support pylon assembly was integrated with the Costias unit during conversion. This shaft system now supplies engine power directly to the LRDP, considerably increasing the unit's range and overall effectiveness.

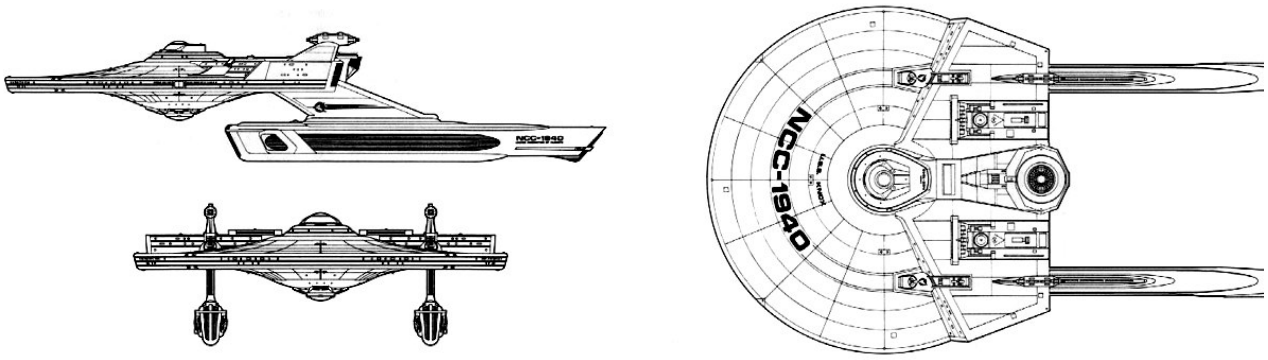
The multi-function mid-range Chng Li sensor units are mounted in place of the heavy weapon emplacements. These units were designed specifically for operation with the Da Praesa system.

The KWIL sensor units mounted on the underside of the warp nacelles resulted in some internal structural modification to the linear warp units.

The final modification to the *Endurance* class was the addition of two aft-firing standard phaser emplacements. RSM-14B units were fitted to allow for easier maintenance when needed.

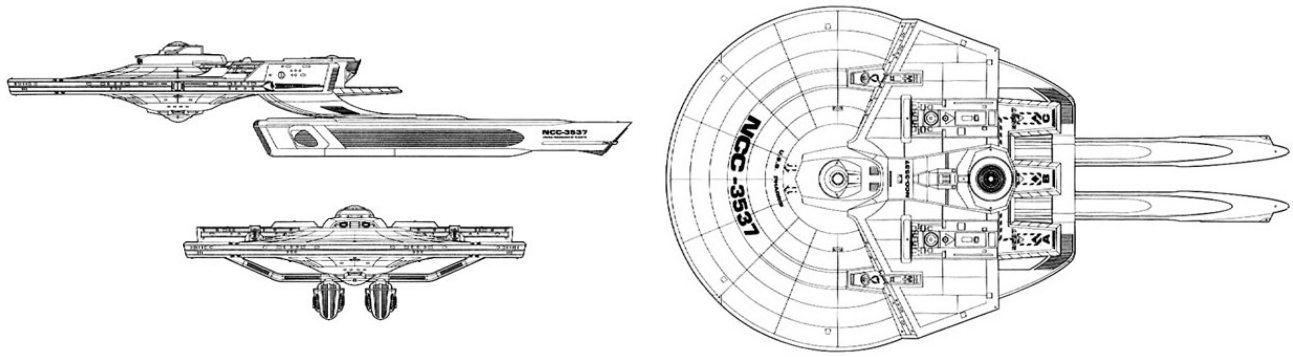
All eight *Endurance* class vessels remain in service and have been upgraded to the Mk III Variant.

Knox Class IX Frigate



Construction Data:				
Model Numbers —	Mk I	Mk II	Mk III	Mk IV
Ship Class —	IX	IX	IX	IX
Date Entering Service —	2275	2289	2294	2317
Number Constructed —	26	Refit	Refit	Refit
Hull Data:				
Superstructure Points —	30	30	30	30
Damage Chart —	C	C	C	C
Size:				
Length —	243.3 m	243.3 m	243.3 m	243.3 m
Width —	141.2 m	141.2 m	141.2 m	141.2 m
Height —	52.8 m	52.8 m	52.8 m	52.8 m
Weight —	137,303 mt	136,223 mt	137,518 mt	137,148 mt
Cargo:				
Cargo Units —	277 SCU	277 SCU	277 SCU	277 SCU
Cargo Capacity —	13,850 mt	13,850 mt	13,850 mt	13,850 mt
Landing Capacity —	None	None	None	None
Equipment Data:				
Control Computer Type —	M-6a	M-6a	M-6a	M-6a
Transporters:				
standard 6-person —	3	3	3	3
combat 20-person —	4	4	4	4
emergency 22-person —	2	2	2	2
cargo —	3	3	3	3
Other Data:				
Crew —	388	388	388	388
Troops —	124	124	124	124
Passengers —	20	20	20	20
Shuttlecraft —	12	12	12	12
Engines And Power Data:				
Total Power Units Available —	38	42	42	42
Movement Point Ratio —	3/1	3/1	3/1	3/1
Warp Engine Type —	FWE-2	FWE-2	FWE-2	FWE-2
Number —	2	2	2	2
Power Units Available —	13 ea.	13 ea.	13 ea.	13 ea.
Stress Chart —	G/K	G/K	G/K	G/K
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 9	Warp 9	Warp 9	Warp 9
Impulse Engine Type —	FIF-1	FIF-2	FIF-2	FIF-2
Power Units Available —	12	16	16	16
Weapons And Firing Data:				
Beam Weapon Type —	FH-9	FH-10	FH-11	FH-11
Number —	6	6	6	6
Firing Arcs —	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s
Firing Chart —	X	W	Y	Y
Maximum Power —	6	7	10	10
Damage Modifiers:				
+3	(-)	(1-10)	(1-10)	(1-10)
+2	(1-12)	(11-17)	(11-17)	(11-17)
+1	(13-22)	(18-20)	(18-24)	(18-24)
Beam Weapon Type —	FMH-5	FMH-5	FMH-5	FMH-10
Number —	2	2	2	2
Firing Arcs —	2 f/a	2 f/s	2 f/s	2 f/s
Firing Chart —	W	W	W	V
Maximum Power —	15	15	15	28
Damage Modifiers:				
+3	(1-10)	(1-10)	(1-10)	(1-10)
+2	(11-17)	(11-17)	(11-17)	(11-16)
+1	(18-20)	(18-20)	(18-20)	(17-21)
Shield Data:				
Deflector Shield Type —	FSP	FSP	FSS	FSS
Shield Point Ratio —	1/4	1/4	1/4	1/4
Maximum Shield Power —	16	16	20	20
Combat Efficiency:				
D —	138.9	146.9	150.9	150.9
WDF —	65.4	73.2	93.6	109.4

Pharris Class IX Strategic Frigate



Construction Data:			
Model Numbers —	Mk I	Mk II	Mk III
Ship Class —	IX	IX	IX
Date Entering Service —	2288	2301	2308
Number Constructed —	40	Refit	Refit
Hull Data:			
Superstructure Points —	32	32	32
Damage Chart —	C	C	C
Size:			
Length —	257.6 m	257.6 m	257.6 m
Width —	141.7 m	141.7 m	141.7 m
Height —	46.7 m	46.7 m	46.7 m
Weight —	139,463 mt	138,598 mt	138,718 mt
Cargo:			
Cargo Units —	340 SCU	340 SCU	340 SCU
Cargo Capacity —	17,000 mt	17,000 mt	17,000 mt
Landing Capacity —	None	None	None
Equipment Data:			
Control Computer Type —	M-6a	M-6a	M-6a
Transporters:			
standard 6-person —	3	3	3
combat 20-person —	4	4	4
emergency 22-person —	3	3	3
cargo —	2	2	2
Other Data:			
Crew —	375	379	381
Troops —	124	124	124
Passengers —	30	30	30
Shuttlecraft —	16	16	16
Engines And Power Data:			
Total Power Units Available —	38	42	42
Movement Point Ratio —	3/1	3/1	3/1
Warp Engine Type —	FWE-2	FWE-2	FWE-2
Number —	2	2	2
Power Units Available —	13 ea.	13 ea.	13 ea.
Stress Chart —	G/K	G/K	G/K
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 9	Warp 9	Warp 9
Impulse Engine Type —	FIF-1	FIF-2	FIF-2
Power Units Available —	12	16	16
Weapons And Firing Data:			
Beam Weapon Type —	FH-9	FH-10	FH-10
Number —	6	6	6
Firing Arcs —	2 f/p, 1 f, 2 f/s, 1 a	2 f/p, 1 f, 2 f/s, 1 a	2 f/p, 1 f, 2 f/s, 1 a
Firing Chart —	X	W	W
Maximum Power —	6	7	7
Damage Modifiers:			
+3	(-)	(1-10)	(1-10)
+2	(1-12)	(11-17)	(11-17)
+1	(13-22)	(18-20)	(18-20)
Missile Weapon Type —	FP-4	FP-4	FP-9
Number —	2	2	2
Firing Arcs —	2 f	2 f	2 f
Firing Chart —	S	S	R
Power To Arm —	1	1	1
Damage —	20	20	28
Shield Data:			
Deflector Shield Type —	FSP	FSS	FSS
Shield Point Ratio —	1/4	1/4	1/4
Maximum Shield Power —	16	20	20
Combat Efficiency:			
D —	141.8	153.8	153.8
WDF —	61.0	68.8	77.2

Notes:

The *Pharris* class of strategic frigate is an attempt to remedy imperfections in the basic concept of the Frigate design. Many in Star Fleet felt that the presence of heavy beam weapons did not make up for the lack of torpedo tubes. While vessels such as the *Knox* or *Daran* were capable ships, the enormous power draw was still seen as a drawback.

Star Fleet's Strategic Design bureau set about designing a single hull frigate design that would include a full torpedo system without increasing the vessel's tonnage. The was born the *Pharris* class.

While the *Pharris* class was more intensive to build than other Frigate designs, it benefitted from the Taylor-Azik Mk 6 Torpedo system. This gave the torpedoes far more automation and required less crew to operate in combat conditions. The *Pharris* was also unique in having three separate landing platforms. This greatly improved refueling times and support capability for the *Pharris*.

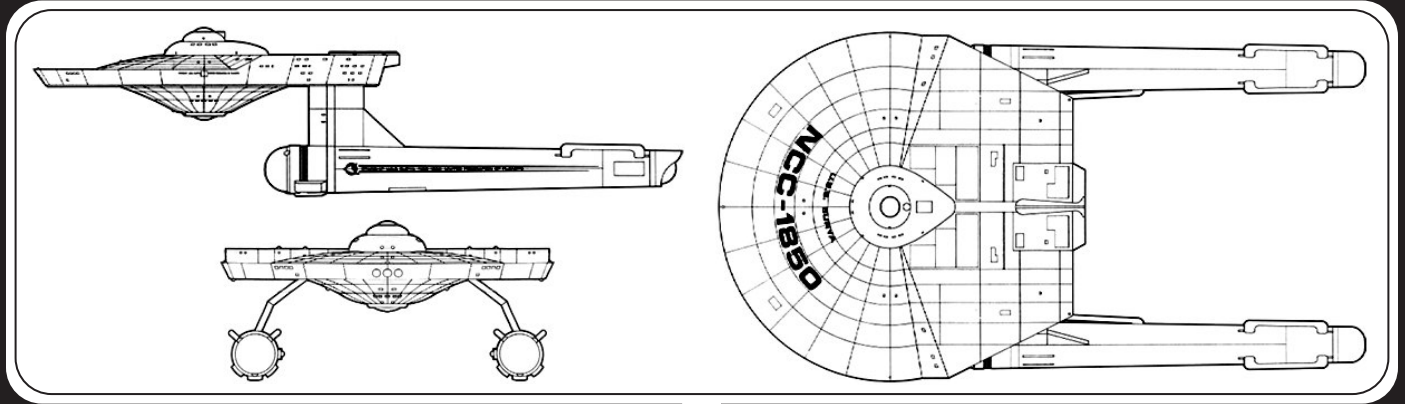
The Andorian nacelle configuration increased warp acceleration with no appreciable reduction in warp maneuverability.

The Mk II upgrade of 2301 replaced the QIK-45 sensors with the QIK-75 system. This upgrade allowed the replacement of the FH-9's with the longer ranged FH-10. This allowed for the inclusion of the "Percivale" primary force field system. The "Mentor III" fire control system was also installed at this time.

In late 2308, the decision to install the Skat-Rar Mk 25 Model 2 direct torpedo system allowed for the use of the FP-9 which was quickly becoming the standard photon system used throughout the fleet.

Of the 40 *Pharris* class frigates built, 37 remain in active service. 2 have been destroyed in combat and 1 was scrapped after suffering catastrophic damage from a collision with Bolain smugglers.

Surya Class IX Frigate



Construction Data:			
Model Numbers —	Mk I	Mk II	Mk III
Ship Class —	IX	IX	IX
Date Entering Service —	2245	2256	2266
Number Constructed —	39	Refit	Refit
Hull Data:			
Superstructure Points —	25	25	25
Damage Chart —	C	C	C
Size:			
Length —	237.4 m	237.4 m	237.4 m
Width —	127.1 m	127.1 m	127.1 m
Height —	60.5 m	60.5 m	60.5 m
Weight —	128,075 mt	126,985 mt	129,175 mt
Cargo:			
Cargo Units —	270 SCU	270 SCU	270 SCU
Cargo Capacity —	13,500 mt	13,500 mt	13,500 mt
Landing Capacity —	None	None	None
Equipment Data:			
Control Computer Type —	M-2	M-3	M-4
Transporters:			
standard 6-person —	3	3	3
combat 20-person —	4	4	4
emergency 22-person —	2	2	2
cargo —	3	3	3
Other Data:			
Crew —	335	310	310
Troops —	124	124	124
Passengers —	20	20	20
Shuttlecraft —	9	9	9
Engines And Power Data:			
Total Power Units Available —	22	32	34
Movement Point Ratio —	3/1	3/1	3/1
Warp Engine Type —	FWE-1	FWE-2	FWE-2
Number —	2	2	2
Power Units Available —	8 ea.	13 ea.	13 ea.
Stress Chart —	G/K	G/K	G/K
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 9	Warp 9	Warp 9
Impulse Engine Type —	FIB-3	FIC-3	FIE-2
Power Units Available —	6	6	8
Weapons And Firing Data:			
Beam Weapon Type —	FL-4	FH-5	FH-9
Number —	6	6	6
Firing Arcs —	1 f/p, 2 f, 1 f/s	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s
Firing Chart —	G	R	X
Maximum Power —	3	4	6
Damage Modifiers:			
+3	(-)	(-)	(-)
+2	(-)	(1-8)	(1-12)
+1	(1-4)	(9-16)	(13-22)
Beam Weapon Type —	FL-1	FH-2	FH-8
Number —	2	2	2
Firing Arcs —	1 p/a, 1 s/a	1 p/a, 1 s/a	1 p/a, 1 s/a
Firing Chart —	D	H	T
Maximum Power —	2	3	5
Damage Modifiers:			
+3	(-)	(-)	(-)
+2	(-)	(-)	(1-10)
+1	(-)	(1-10)	(11-18)
Missile Weapon Type —	FAC-1	FP-1	FP-5
Number —	2	2	2
Firing Arcs —	2 f	2 f	2 f
Firing Chart —	F	L	R
Power To Arm —	3	1	1
Damage —	8	10	16
Shield Data:			
Deflector Shield Type —	FSD	FSK	FSL
Shield Point Ratio —	1/2	1/2	1/3
Maximum Shield Power —	6	15	15
Combat Efficiency:			
D —	64.8	88.8	106.3
WDF —	10.8	30	63.6

Notes:

The design of the *Surya* as a whole is known for its excellent record of operational reliability. Their simple design allowed for ease of upgrades over the years as they became more indispensable to the fleet. These ships were used extensively as convoy escorts in the 2250's and 2260's.

The original mission parameters for the *Surya* class was the production of a large number of medium-sized starships to patrol border space areas. While this would later fall to the Agilis class of perimeter action ships, the simplicity and easy to maintain nature of the *Surya* gave these ships a significant advantage over other front-line vessels.

The Mk I *Surya* was equipped with the latest Duotronic computer systems. The Duotronic M-2 was a significant improvement over previous systems. The Mk I was equipped with the 21.5 QEV dilithium laser emplacements which were far less bulky than the 17.7 QEV system.

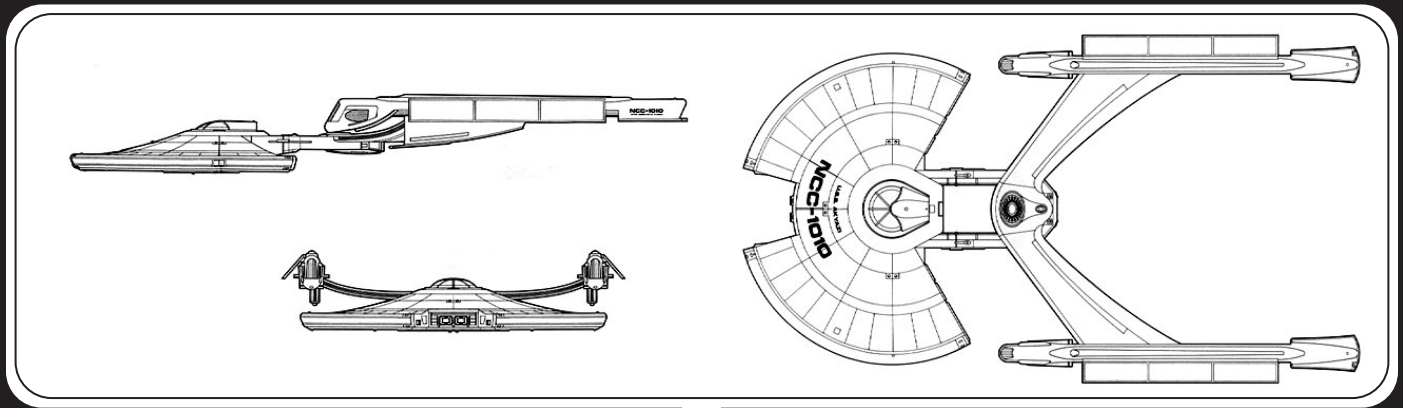
Shortly before the end of the Four-Years War, the Mk II was commissioned. The Mk II saw increases in nearly every onboard system, with an enlarged computer, increased impulse power and improved shields. However, the greatest advantage of the Mk II was the installation of the new phasers. Far more accurate and capable than previous phase cannons of high-powered lasers, the new phasers would set the standard for Federation weapon design for the next 100+ years.

Two Mk II were launched without their photon torpedo systems updated and rushed into the last few battles of the war. The remaining hulls were all scheduled for full upgrades with the first being launched several weeks after the decisive battle of Kolm-An.

Upgrade to the Mk II variant was slowed after the war, but was not shelved. The *Surya's* capabilities and ease of maintenance was undeniable, and the decision to complete the updates to the *Surya* was quickly approved. The class would not see another update until 2266 as improved tactical systems and control components became available. The Mk III was the last major upgrade to the *Surya* with several vessels serving well into the 2280.

Of the 39 *Surya* built, 1 Mk I was destroyed prior to the Four Years War. 22 Mk III's were converted to the *Avenger* configuration.

Akyazi Class VI Perimeter Action Ship



Construction Data:		
Model Numbers —	Mk I	Mk II
Ship Class —	VI	VI
Date Entering Service —	2286	2296
Number Constructed —	38	Refit
Hull Data:		
Superstructure Points —	20	20
Damage Chart —	C	C
Size:		
Length —	216.1 m	216.1 m
Width —	120 m	120 m
Height —	27.5 m	27.5 m
Weight —	78,830 mt	79,980 mt
Cargo:		
Cargo Units —	100 SCU	100 SCU
Cargo Capacity —	5,000 mt	5,000 mt
Landing Capacity —	None	None
Equipment Data:		
Control Computer Type —	M-2 (x2)	M-2 (x2)
Transporters:		
standard 6-person —	1	1
Other Data:		
Crew —	84	84
Engines And Power Data:		
Total Power Units Available —	40	40
Movement Point Ratio —	3/1	3/1
Warp Engine Type —	FWB-2	FWB-2
Number —	2	2
Power Units Available —	14 ea.	14 ea.
Stress Chart —	M/O	M/O
Maximum Safe Cruising Speed —	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8
Impulse Engine Type —	FIB-3 (x2)	FIB-3 (x2)
Power Units Available —	6 ea.	6 ea.
Weapons And Firing Data:		
Beam Weapon Type —	FH-9	FH-3
Number —	6	6
Firing Arcs —	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s
Firing Chart —	X	W
Maximum Power —	6	5
Damage Modifiers:		
+3	(-)	(1-10)
+2	(1-12)	(11-17)
+1	(13-22)	(18-20)
Beam Weapon Type —	-	FH-5
Number —	-	2
Firing Arcs —	-	2 p/a/s
Firing Chart —	-	R
Maximum Power —	-	4
Damage Modifiers:		
+3	-	(-)
+2	-	(1-8)
+1	-	(9-16)
Missile Weapon Type —	FP-4	FP-4
Number —	3	3
Firing Arcs —	2 f, 1 a	2 f, 1 a
Firing Chart —	S	S
Power To Arm —	1	1
Damage —	20	20
Shield Data:		
Deflector Shield Type —	FSI	FSI
Shield Point Ratio —	1/3	1/3
Maximum Shield Power —	15	15
Combat Efficiency:		
D / WDF —	106.6 / 73.5	106.6 / 78.5

Notes:

All ships of the *Akyazi* sub-class possess multiple stealth characteristics, foremost among these the "Orissa" cloaking generation system. However, it should also be noted that from the outset the design team was instructed to create a hull form that was both psychologically challenging to potential humanoid adversaries as well as superior in its ability to deceive enemy sensing and scanning systems. This was partially achieved by the incorporation of a "low recognition profile" in the *Akyazi*.

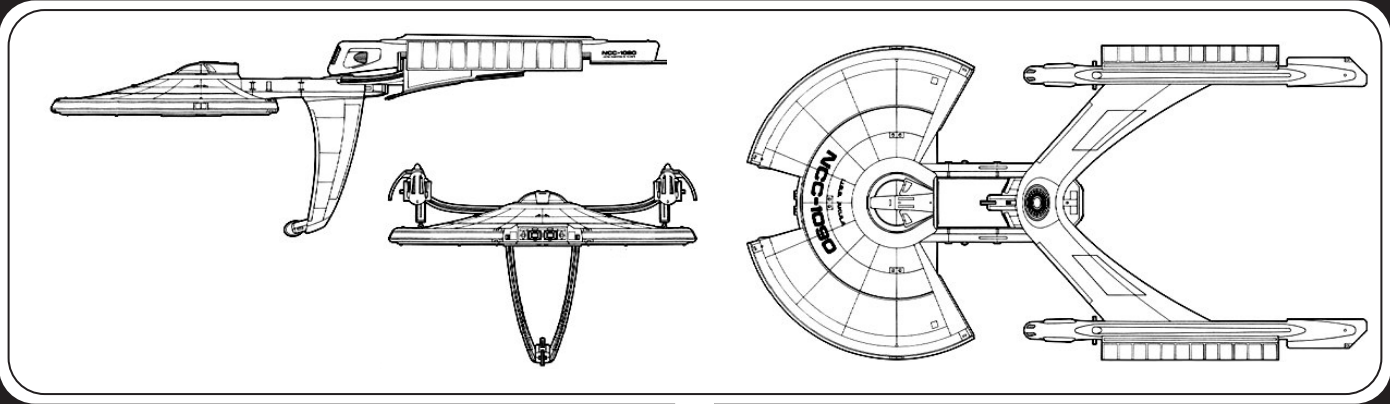
The "Fier" LN-90 warp units are fitted in all ships. These engines are the progenitors of the later LN-91 and (to a slightly lesser extent) LN-94 models. Vickers Engineering was awarded the contract to design the units specifically for this class. The FORS emergency impulse units were incorporated into the Akyazi sub-class late in the design stage. There was much debate and disagreement among senior members of the design team and Star Fleet officials about the need for the units. In the end, however, the survival of the ship and crew were deemed paramount and the FORS units were incorporated into the bottom of the primary hull. In the event they are needed (primary hull integrity must be maintained and the entire propulsion package must be abandoned), the ship's RCS system must first flight-correct the hull to its destination coordinates. After the covers are blown, the emergency impulse units can be engaged with both the enhanced QASR units and the RCS system providing inflight adjustment.

The JAKA series phaser banks are fitted in the *Akyazi* class. This is a high-output phaser system with the capability of delivering a more powerful phaser discharge (in brief salvos) than any other system currently in use aboard Class One starships. A total of eight banks (including two on the impulse platform) are fitted in all but the SFD-built ships, which have six.

The *Akyazi* sub-class utilizes a three-tube photon torpedo system - two "Komati" bow units and one "Boris" stern unit. Both the photon torpedo assemblies and the JAKA phaser units are directed by the enhanced "Nike" weapon system, which was developed by Keindoffer-Klaatsen especially for the Akyazi class. The later Arbing & Lidde ships have the "Merlin II" unit supplemented by the CIDSS (heavy) Deflector Supplement, which is more powerful than the standard CIDSS configuration.

Of the 38 *Akyazi* ships built, 26 remain in active service. 2 have been destroyed. Reports indicate that a Mk III Variant is in the design phase.

Akula Class VI Perimeter Action Ship



Construction Data:		
Model Numbers —	Mk I	Mk II
Date Entering Service —	2288	2308
Number Constructed —	25	Refit
Hull Data:		
Superstructure Points —	19	19
Damage Chart —	C	C
Size:		
Length —	215.5 m	222.4 m
Width —	108.8 m	119.9 m
Height —	68.7 m	70.4 m
Weight —	78,720 mt	79,175 mt
Cargo:		
Cargo Units —	110 SCU	110 SCU
Cargo Capacity —	5,500 mt	5,500 mt
Landing Capacity —	None	None
Equipment Data:		
Control Computer Type —	M-2 (x2)	M-2 (x2)
Transporters:		
standard 6-person —	1	1
Other Data:		
Crew —	75	81
Engines And Power Data:		
Total Power Units Available —	36	40
Movement Point Ratio —	3/1	3/1
Warp Engine Type —	FWB-2	FWB-2
Number —	2	2
Power Units Available —	14 ea.	14 ea.
Stress Chart —	M/O	M/O
Maximum Safe Cruising Speed —	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8
Impulse Engine Type —	FIB-2 (x2)	FIB-3 (x2)
Power Units Available —	4 ea.	6 ea.
Weapons And Firing Data:		
Beam Weapon Type —	FH-3	FH-3
Number —	6	6
Firing Arcs —	2 f/p, 2 f, 2 f/s	2 f/p, 2 f/ 2 f/s
Firing Chart —	W	W
Maximum Power —	5	5
Damage Modifiers:		
+3	(1-10)	(1-10)
+2	(11-17)	(11-17)
+1	(18-20)	(18-20)
Beam Weapon Type —	FH-8	FH-9
Number —	2	2
Firing Arcs —	2 f	2 f
Firing Chart —	T	X
Maximum Power —	5	6
Damage Modifiers:		
+3	(-)	(-)
+2	(1-10)	(1-12)
+1	(11-18)	(13-22)
Beam Weapon Type —	FH-12	FH-16
Number —	1	1
Firing Arcs —	1 a	1 a
Firing Chart —	R	Y
Maximum Power —	6	4
Damage Modifiers:		
+3	(-)	(1-10)
+2	(1-9)	(11-17)
+1	(10-16)	(18-24)
Missile Weapon Type —	FP-5	FP-5
Number —	2	2
Firing Arcs —	2 f	2 f
Firing Chart —	R	R
Power To Arm —	1	1
Damage —	16	16
Missile Weapon Type —	FP-1	FP-8
Number —	1	1
Firing Arcs —	1 a	1 a
Firing Chart —	L	S
Power To Arm —	1	1
Damage —	10	10
Shield Data:		
Deflector Shield Type —	FSI	FSL
Shield Point Ratio —	1/3	1/3
Maximum Shield Power —	15	16
Combat Efficiency:		
D / WDF —	100.7 / 71.7	106.7 / 77.5

Notes:

The ships of the *Akula* sub-class of perimeter action ships comprise the final construction group of the *Akyazi* class. These ships are also the smallest number built, with only 25 hulls approved. The *Akula* was the last of the sub-classes built due to the extensive testing on the "Bia" deflector pod assembly. The "Bia" unit contributes heavily to the distinctive visuals of the *Akula* class.

The *Akula* class is assigned to high-threat areas of Federation space. They carry additional defensive systems and greater firepower than their sister ships. Three seperate phaser system as utalized as is two different torpedo systems.

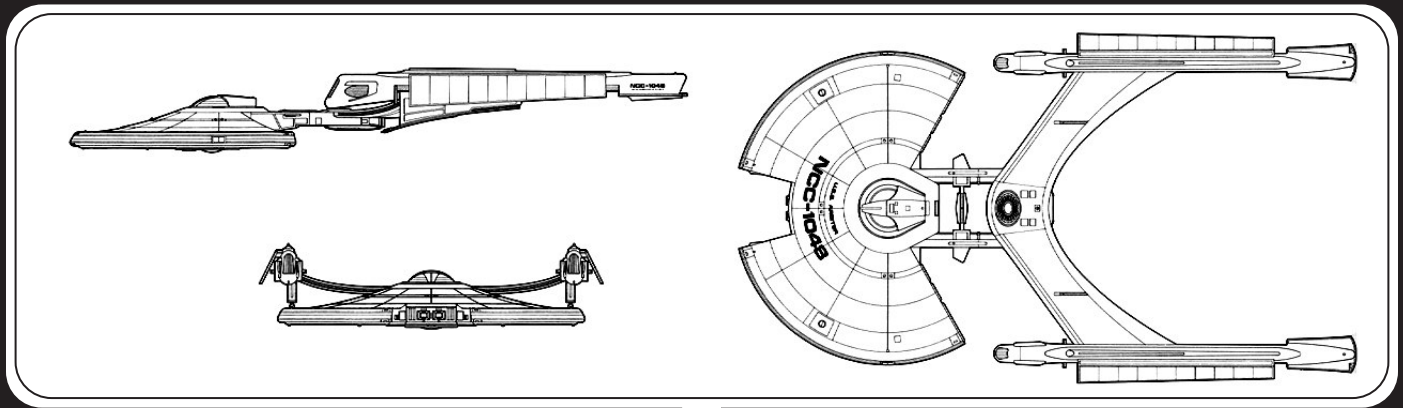
The "Kratos" LN-94 warp units are fitted in most of these ships. The warp reflectors on the "Kratos" engines are curved, increasing their efficiency at capturing the warp field and felecting it between each engine. As in all *Akyazi* class ships, the warp reflector assemblies act as defensive "shields" for the warp units, protecting them from enemy fire.

Power for both the deflectors and the "Bia" deflector spire is provided directly from the warp engines. In the event of a warp unit failure, the CME-A impulse system can provide limited power to the deflector pod, while the spires can be supplied by secondary power located on deck five.

The *Akula* mount the JAKA-2 and JAKA-5 phaser systems. The Tuch compact phaser system is fitted within the deflector pod assembly. The "Bia" pod acts on the same principle as the ships' deflector, acting as a lightning rod during battle. The pod absorbs and dissipates incoming enemy fire through a series of dissipation vanes located along the support pylon assembly. The pods capture and disipation rate is between 28% and 41% depending on various factors. The success of the "Bia" system remain classified.

Of the 25 vessels built, all remain in active service.

Arbiter Class VI Perimeter Action Ship



Construction Data:		
Model Numbers —	Mk I	Mk II
Date Entering Service —	2287	2287
Number Constructed —	26	16
Hull Data:		
Superstructure Points —	20	20
Damage Chart —	C	C
Size:		
Length —	215.8 m	215.8 m
Width —	120.2 m	120.2 m
Height —	28.6 m	28.6 m
Weight —	79,780 mt	79,880 mt
Cargo:		
Cargo Units —	140 SCU	140 SCU
Cargo Capacity —	7,000 mt	7,000 mt
Landing Capacity —	None	None
Equipment Data:		
Control Computer Type —	M-2 (x2)	M-2 (x2)
Transporters:		
standard 6-person —	1	1
Other Data:		
Crew —	77	80
Engines And Power Data:		
Total Power Units Available —	40	40
Movement Point Ratio —	3/1	3/1
Warp Engine Type —	FWB-2	FWB-2
Number —	2	2
Power Units Available —	14 ea.	14 ea.
Stress Chart —	M/O	M/O
Maximum Safe Cruising Speed —	Warp 7	Warp 7
Emergency Speed —	Warp 8	Warp 8
Impulse Engine Type —	FIB-3 (x2)	FIB-3 (x2)
Power Units Available —	6 ea.	6 ea.
Weapons And Firing Data:		
Beam Weapon Type —	FH-3	FH-3
Number —	6	6
Firing Arcs —	2 f/p, 2 f, 2 f/s	2 f/p, 2 f, 2 f/s
Firing Chart —	W	W
Maximum Power —	5	5
Damage Modifiers:		
+3	(1-10)	(1-10)
+2	(11-17)	(11-17)
+1	(18-20)	(18-20)
Beam Weapon Type —	FH-13	FH-12
Number —	1	2
Firing Arcs —	1 p/a/s	2 a
Firing Chart —	T	R
Maximum Power —	8	6
Damage Modifiers:		
+3	(1-5)	(-)
+2	(6-12)	(1-9)
+1	(13-18)	(10-16)
Missile Weapon Type —	FP-4	FP-4
Number —	2	2
Firing Arcs —	2 f	2 f
Firing Chart —	S	S
Power To Arm —	1	1
Damage —	20	20
Missile Weapon Type —	FP-7	FP-7
Number —	2	2
Firing Arcs —	2 a	2 a
Firing Chart —	R	R
Power To Arm —	1	1
Damage —	8	8
Shield Data:		
Deflector Shield Type —	FSI	FSI
Shield Point Ratio —	1/3	1/3
Maximum Shield Power —	15	15
Combat Efficiency:		
D / WDF —	106.6 / 75.9	106.6 / 79.2

Notes:

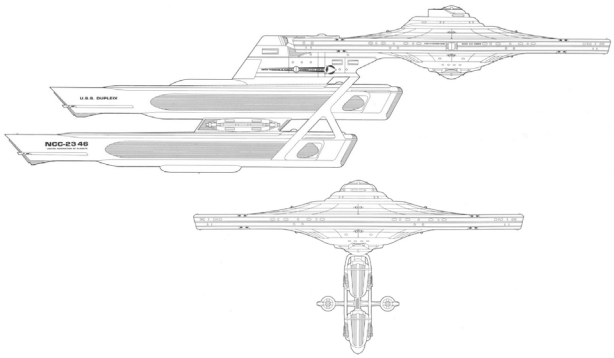
Like their earlier sister ships, vessels of the *Arbiter* sub-class were designed to be stealthy, and well-armed. The 41 vessels represent the intermediate construction group, bearing much greater resemblance to the *Akyazi* sub-class than to the later *Akula* ships. Building on the basic Akyazi design, they are augmented with the "Iulus" Protective Envelop system and an additional rear-firing torpedo tube. Construction of the *Arbiter* was delayed to take advantage of both the "Iulus" system and the ASL series emergency impulse units, neither of which was available when the *Akyazi* began building in 2284.

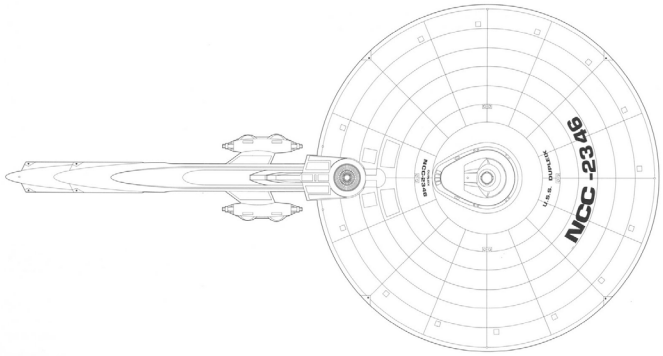
The *Arbiter* class are much more "stealthy" than had been anticipated when they were originally conceived. They benefit from the same hull form but are slightly faster and carry greater firepower. The Rav/TENEC navigation suite is a defensive refinement of the Tlixis-built RAV/ISHAK navigation unit. The warp drive was built by Vickers Engineering Group. The "Skade" LN-91 warp nacelles utilize a warp reflector assembly to "bounce" or reflect the transmissive warp energies between the two engines, passing the warp field underneath the ship in the process. This method of warp field manipulation greatly enhances the maneuverability and is a key element to their ability to achieve and sustain their high warp velocities.

The shape of the warp engine support pylon assembly has been changed and it's overall structural configuration improved from the original *Akyazi* design. The majority of the *Arbiter* group ships have a single JAKA-5 phaser bank mounted on the warp engine support pylon above the impulse deck. 16 vessels are equipped with two single mound JAKA-7D phaser mounts on the underside of the engineering pod. The Mk-20 "Teviot" photon torpedo system is fitted in all ships with two forward FP-4s and two aft FP-7s.

During a readiness exercise conducted in February 2288, five PA vessels were allied againsts a force of three heavy frigates and the heavy cruisers *Monitor*. For the first three hours, the PA force was limited to minor scoring in the dead-weapon scenario. At +3.42, the *USS Eiger* and *USS Arashi* entered warp while in pursuit of the *Monitor*. When the captain of the *Monitor* turned his ships to engage the PA's, the two ships executed a standard crossover maneuver, passing over the heavy cruiser at high warp. Unfortunately, an apparent miscalculation by the *Arashi's* helmsman caused the two ships to make contact the at moment of subspace termination. The *Arashi's* starboard engine struck the primary hull of the *Eigher* tearing away a large section of the *Eigher's* primary hull. The *Arashi's* collapsed warp nacelle caused a warp-core breach 2.6 seconds later, killing all aboard. 75 people were killed between both vessels.

Dupleix Class VIII Perimeter Action Ship





Construction Data:			
Model Numbers —	Mk I	Mk II	Mk III
Ship Class —	VIII	VIII	VIII
Date Entering Service —	2290	2303	2308
Number Constructed —	33	Refit	Refit
Hull Data:			
Superstructure Points —	19	19	19
Damage Chart —	C	C	C
Size:			
Length —	268.5 m	268.5 m	268.5 m
Width —	141.7 m	141.7 m	141.7 m
Height —	73.9 m	73.9 m	73.9 m
Weight —	117,098 mt	119,724 mt	119,994 mt
Cargo:			
Cargo Units —	210 SCU	210 SCU	210 SCU
Cargo Capacity —	10,500 mt	10,500 mt	10,500 mt
Landing Capacity —	None	None	None
Equipment Data:			
Control Computer Type —	M-3	M-3b	M-3b
Transporters:			
standard 6-person —	3	3	3
combat 20-person —			
emergency 22-person —	3	3	3
cargo —	2	2	2
Other Data:			
Crew —	226	226	226
Troops —	20	20	20
Passengers —	20	20	20
Shuttlecraft —	9	9	9
Engines And Power Data:			
Total Power Units Available —	38	38	38
Movement Point Ratio —	3/1	3/1	3/1
Warp Engine Type —	FWE-2	FWE-2	FWE-2
Number —	2	2	2
Power Units Available —	13 ea.	13 ea.	13 ea.
Stress Chart —	G/K	G/K	G/K
Maximum Safe Cruising Speed —	Warp 7	Warp 7	Warp 7
Emergency Speed —	Warp 9	Warp 9	Warp 9
Impulse Engine Type —	FIF-1	FIF-1	FIF-1
Power Units Available —	12	12	12
Weapons And Firing Data:			
Beam Weapon Type —	FH-12	FH-3	FH-3
Number —	7	7	7
Firing Arcs —	2 f/p, 2 f, 2 f/s, 2 a	2 f/p, 2 f, 2 f/s, 2 a	2 f/p, 2 f, 2 f/s, 2 a
Firing Chart —	R	W	W
Maximum Power —	6	5	5
Damage Modifiers:			
+3	(-)	(1-10)	(1-10)
+2	(1-9)	(11-17)	(11-17)
+1	(10-16)	(18-20)	(18-20)
Beam Weapon Type —	FMH-1	FMH-3	FMH-3
Number —	7	7	7
Firing Arcs —	2 f/a	2 f/a	2 f/a
Firing Chart —	K	O	O
Maximum Power —	10	14	14
Damage Modifiers:			
+3	(1-4)	(1-6)	(1-6)
+2	(5-9)	(7-10)	(7-10)
+1	(10-15)	(11-14)	(11-14)
Shield Data:			
Deflector Shield Type —	FSI	FSL	FSP
Shield Point Ratio —	1/3	1/3	1/4
Maximum Shield Power —	13	16	16
Combat Efficiency:			
D —	99.2	103.7	123.2
WDF —	45.9	59.8	59.8

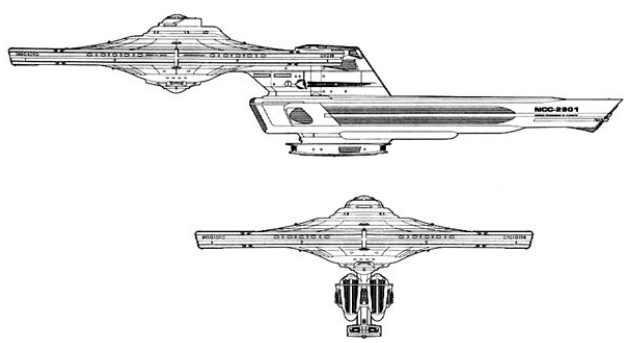
Notes:

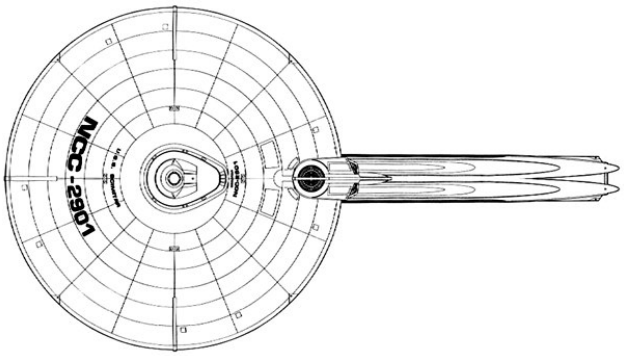
The *Dupliex* role is to patrol the immediate sectors around a task force, hunting for enemy vessels. When not engaged in this role, the *Dupliex* is used as an escort for flagships and Dreadnoughts in both peace time and during conflicts.

The most striking innovation of the *Dupliex* class is it's twin nacelle deployment. This arrangement was hypothesized to allow maximum speed and warp acceleration advantages. While the hope-for improvements were less than expected, the improvement in maintaining higher warp speed was appreciable and several other designs went on to use this engine layout. The *Dupliex* was also not fitted with a torpedo system, opting for twin megaphasers emplacements.

Of the 33 *Dupliex* class perimeter action ships fielded, 1 Mk I and 1 Mk II have been destroyed in combat. 1 Mk II was scrapped, also after combat. The remaining 30 vessels are all currently in the Mk III configuration. A Mk IV variant is being considered at this time, although no dates have been announced.

Scimitar Class IX Fast Destroyer





Construction Data:		
Model Numbers —	Mk I	Mk II
Ship Class —	IX	IX
Date Entering Service —	2287	2305
Number Constructed —	27	8
Hull Data:		
Superstructure Points —	30	31
Damage Chart —	C	C
Size:		
Length —	256.5 m	256.5 m
Width —	144 m	144 m
Height —	58.7 m	58.7 m
Weight —	136,275 mt	139,783 mt
Cargo:		
Cargo Units —	240 SCU	240 SCU
Cargo Capacity —	12,000 mt	12,000 mt
Landing Capacity —	None	None
Equipment Data:		
Control Computer Type —	M-4	M-6a
Transporters:		
standard 6-person —	3	3
emergency 22-person —	4	4
cargo —	2	2
Other Data:		
Crew —	320	320
Passengers —	20	20
Shuttlecraft —	6	6
Engines And Power Data:		
Total Power Units Available —	34	42
Movement Point Ratio —	3/1	3/1
Warp Engine Type —	FWE-2	FWE-2
Number —	2	2
Power Units Available —	13 ea.	13 ea.
Stress Chart —	G/K	G/K
Maximum Safe Cruising Speed —	Warp 7	Warp 7
Emergency Speed —	Warp 9	Warp 9
Impulse Engine Type —	FIE-2	FIF-2
Power Units Available —	8	16
Weapons And Firing Data:		
Beam Weapon Type —	FH-8	FH-17
Number —	7	7
Firing Arcs —	2 f/p, 2 f, 2 f/s, 1 a	2 f/p, 2 f, 2 f/s, 1 a
Firing Chart —	T	T
Maximum Power —	5	8
Damage Modifiers:		
+3	(-)	(1-5)
+2	(1-10)	(6-12)
+1	(11-18)	(13-18)
Beam Weapon Type —	FH-10	FH-11
Number —	1	1
Firing Arcs —	1 f	1 f
Firing Chart —	W	Y
Maximum Power —	7	10
Damage Modifiers:		
+3	(1-10)	(1-10)
+2	(11-17)	(11-17)
+1	(18-20)	(18-24)
Missile Weapon Type —	FP-6	FP-4
Number —	4	4
Firing Arcs —	2 f, 2 a	2 f, 2 a
Firing Chart —	O	S
Power To Arm —	1	1
Damage —	12	20
Shield Data:		
Deflector Shield Type —	FSO	FSP
Shield Point Ratio —	1/3	1/4
Maximum Shield Power —	16	16
Combat Efficiency:		
D / WDF —	114.9/64.2	148.3/106.2

Notes:

The *Scimitar* class of destroyer was the first Andorian destroyer design to incorporate the "Back-up" phaser targetting system. The phaser turrett, mounted just above the torpedo tubes, projects a low-power phaser beam that tracks with the torpedo. Upon impact, the beam increases to full power, providing significant additional energy to the impact site. While not applicable in all combat situations, the "Back-up" system has proven to be effective in serveral situations since the *Scimitar* was first fielded.

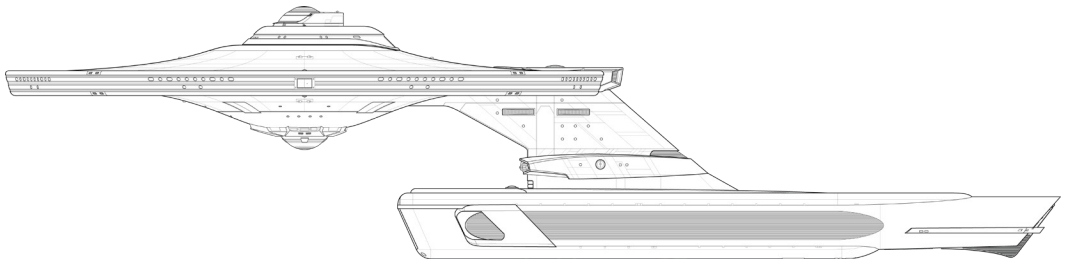
Unlike the *Swiften* or *Thunderbolt* classes, the *Scimitar* has both fore and aft torpedo tubes. This necissitated the use of the Mentor III Fire Control System. The TACAR Fire Control Add-On was also added to better support the weapon systems and combat data analysis.

The *Scimitar* is known for its research capabilities, including three dedicated labs and a wide range of sensors including narrow-angle IR-UV-gamma ray imagers, its quasar telescopes, and its Sensor Industrial's high-resolution graviton flux spectrometer. The *Scimitary's* primary shuttle bay is also known for a large workshop for the modification and specilization of medium and long range probes. Due to it's ability to function in a dual role, *Scimitar* class vessels are often assigned to research and mapping missions along known hostile borders.

In late 2303, the *Scimitar* class was scheduled for the replacement of Mk 6 direct torpedo system with the Mk 7 Model 1 Direct system. At that time, the decision to conduct a full refit of the vessel was made. The FasFax Duotronic II version of teh M-4 computer was replaced with the FasFax Duotronic III M-6a. The K3 Supplemental System was also installed at this time. The RIM-10C phasers were also refit with the RIM-15A system with the primary weapons changed from the FH-8 to the more powerful FH-17. The shields were also upgraded from the Lancelot version of the FSO to the Merlin version of the FPS. The Mk II was officially comissioned in 2305.

Of the 27 Mk I's and 8 Mk II's launched, 1 Mk I and 1 Mk II have been destroyed. 1 Mk I was scrapped. 2 Mk I's are in reserve fleets. 23 Mk I's have been converted to Mk II configurations. The *USS Scimitar* is in drydock at this time. It is expected that a Mk III version will be announced soon.

Siva II Class VII Destroyer



Construction Data:		
Model Numbers —	Mk I	Mk II
Ship Class —	VII	VII
Date Entering Service —	2272	2278
Number Constructed —	7	Refit
Hull Data:		
Superstructure Points —	20	20
Damage Chart —	C	C
Size:		
Length —	249.8 m	249.8 m
Width —	141.7 m	141.7 m
Height —	59.5 m	59.5 m
Weight —	98,450 mt	98,450 mt
Cargo:		
Cargo Units —	190 SCU	190 SCU
Cargo Capacity —	9,500 mt	9,500 mt
Landing Capacity —	None	None
Equipment Data:		
Control Computer Type —	M-2	M-2
Transporters:		
standard 6-person —	3	3
emergency 22-person —	2	2
cargo —	2	2
Other Data:		
Crew —	198	198
Passengers —	10	10
Shuttlecraft —	4	4
Engines And Power Data:		
Total Power Units Available —	28	28
Movement Point Ratio —	2/1	2/1
Warp Engine Type —	FWC-2	FWC-2
Number —	1	1
Power Units Available —	20	20
Stress Chart —	M/K	M/K
Maximum Safe Cruising Speed —	Warp 7	Warp 7
Emergency Speed —	Warp 9	Warp 9
Impulse Engine Type —	FIE-2	FIE-2
Power Units Available —	8	8
Weapons And Firing Data:		
Beam Weapon Type —	FH-5	FH-8
Number —	7	7
Firing Arcs —	2 f/p, 2 f, 2 f/s, 1 a	2 f/p, 2 f, 2 f/s, 1 a
Firing Chart —	R	T
Maximum Power —	4	5
Damage Modifiers:		
+3	(-)	(-)
+2	(1-8)	(1-10)
+1	(9-16)	(11-18)
Missile Weapon Type —	FP-7	FP-7
Number —	2	2
Firing Arcs —	2 f	2 f
Firing Chart —	R	R
Power To Arm —	1	1
Damage —	8	8
Shield Data:		
Deflector Shield Type —	FSK	FSK
Shield Point Ratio —	1/2	1/2
Maximum Shield Power —	16	16
Combat Efficiency:		
D —	91.6	91.6
WDF —	31.3	39.7

Notes:

The *Siva II* was the first of the single engine destroyer designs to be upgraded to the new more efficient layout. Like a number of vessels upgraded and refit in the 2270's the *Siva II* had many of her internal compartments enlarged and updated. This provided room for more internal systems and improved crew spaces and secondary systems throughout the vessel.

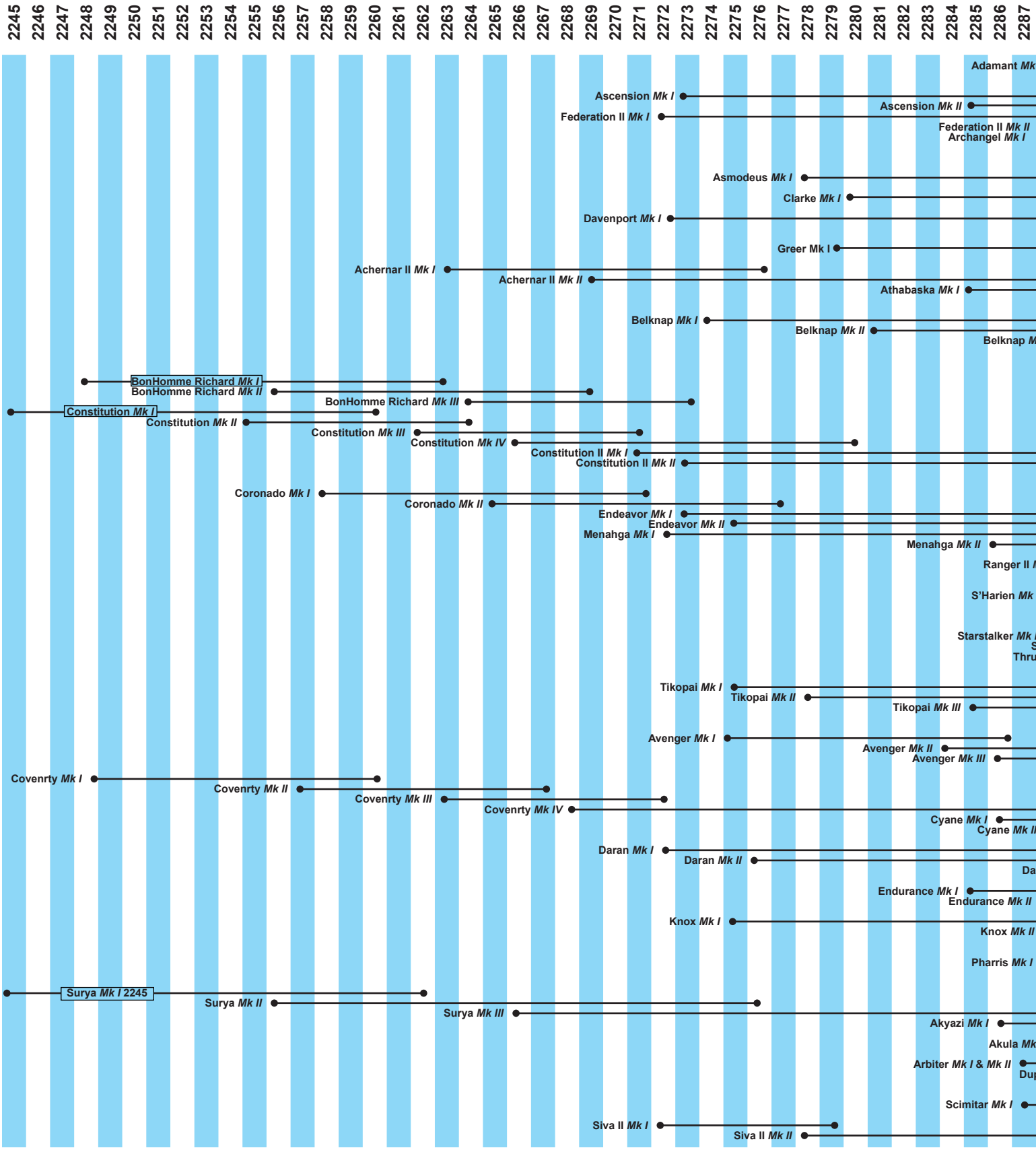
The *Siva II* saw the enlargement of the main impulse deck to incorporate the Kloratis Drive FIE-2 tandem unit. This system incorporated and impulse deflection crystal which channeled thrust energy directly from the intermix chamber. This provided overall improvement in the impulse reaction and impulse maneuverability.

The *Siva II* also installed the FP-7 torpedo system. While not as powerful as the previous FP-1, the FP-7 had significantly greater range and flexibility over it's older version.

The Mk II was launched several years later and replaced the FH-5 phasers with the improved FH-8 system.

The *Siva II* would remain in active service until all siz were converted to the more standardized Jenghiz class in the 2280's.

Time Line of Act



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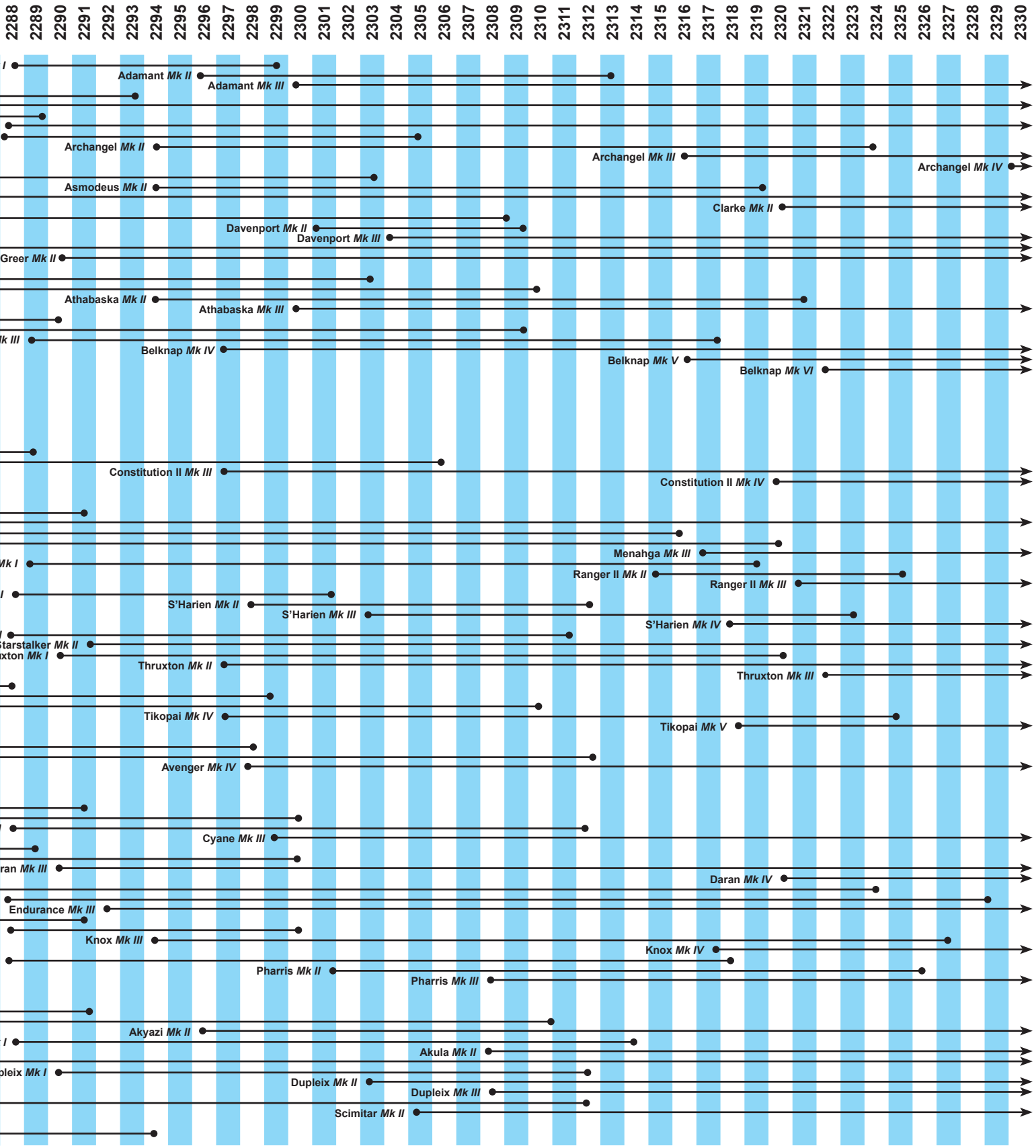
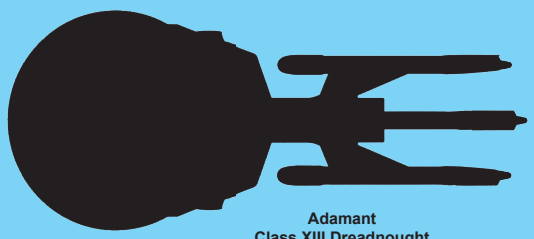
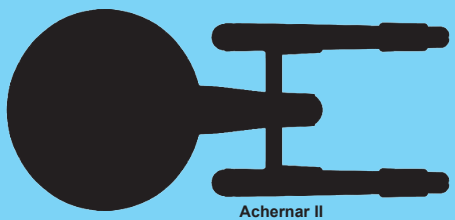
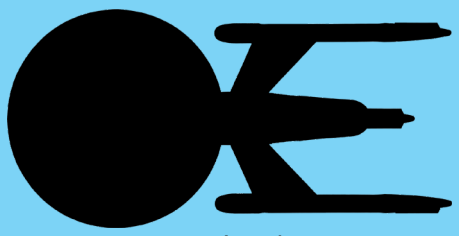




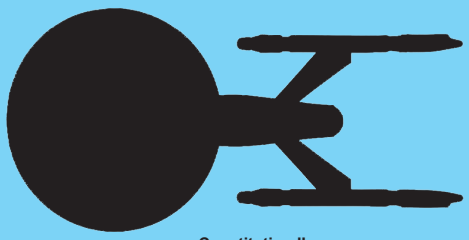
Adamant
Class XIII Dreadnought



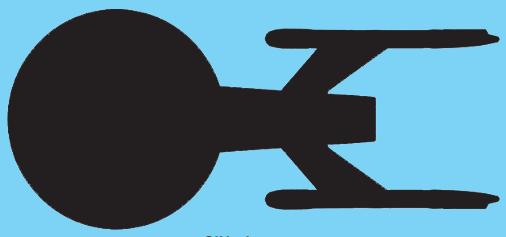
Achernar II
Class XI Cruiser



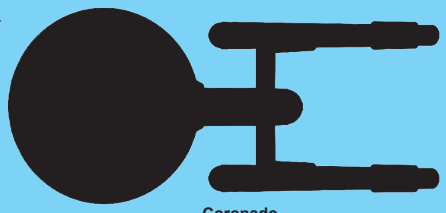
Ascension
Class XIII Light Dreadnought



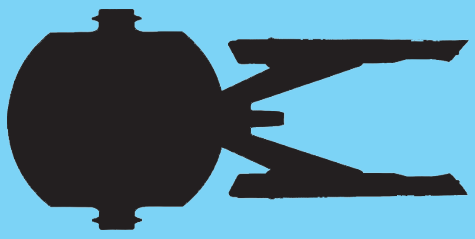
Constitution II
Class XI Heavy Cruiser



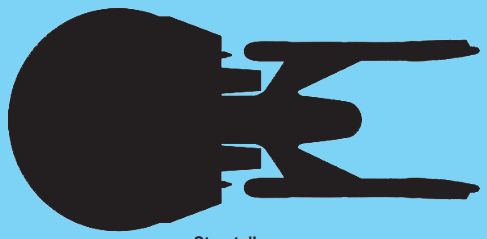
S'Harien
Class X Battlecruiser



Coronado
Class XI Through-Deck Cruiser



Davenport
Class VIII Heavy Corvette



Starstalker
Class XII Patrol Cruiser

Cyane
Class XI Heavy Frigate

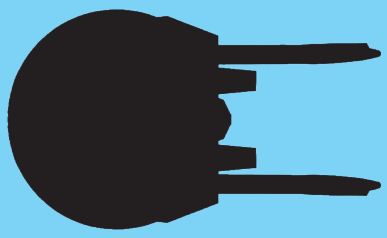
Avenger
Class XI Heavy Frigate

Endurance
Class XI Exploratory

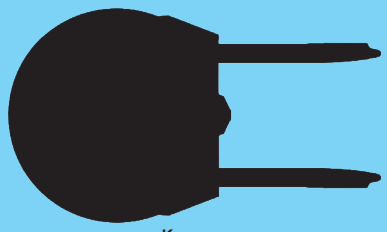
Coventry
Class X Frigate

Clark
Class IV Clipper

Asmodeus
Class IV Corvette

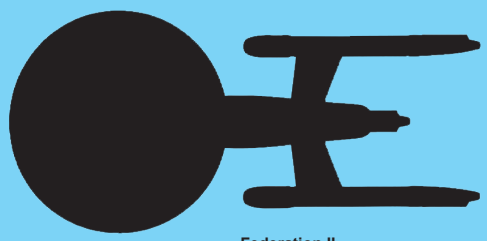


Daran
Class IX Fast Frigate



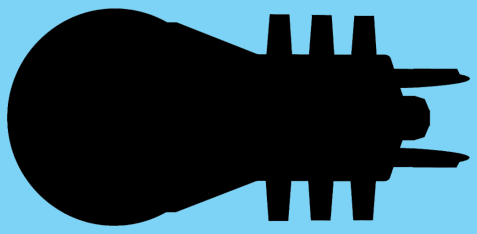
Knox
Class IX Frigate

Surya
Class IX Frigate



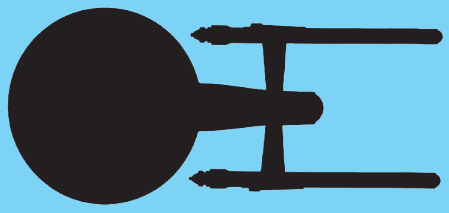
Federation II
Class XIV Dreadnought

Greer
Class III Corsair

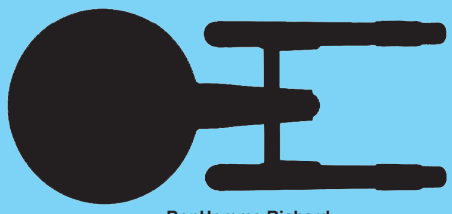


Archangel
Class XIII Carrier

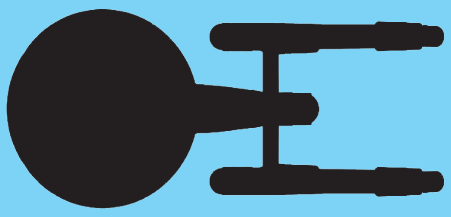
Athabaska
Class XII Heavy Exploratory



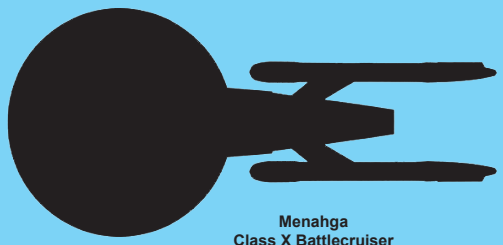
Endeavor
Class XI Heavy Cruiser



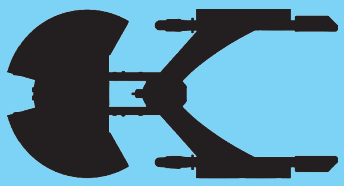
BonHomme Richard
Class XI Heavy Cruiser



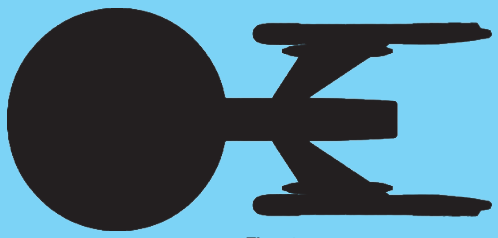
Constitution
Class XI Heavy Cruiser



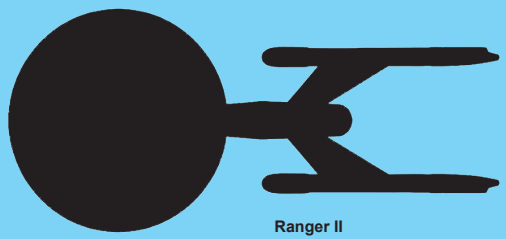
Menahga
Class X Battlecruiser



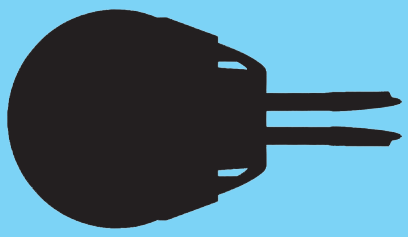
Akula
Class VI Perimeter Action Ship



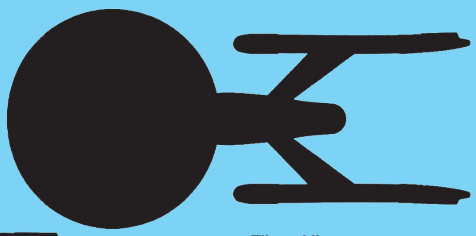
Thruxton
Class X Tactical Cruiser



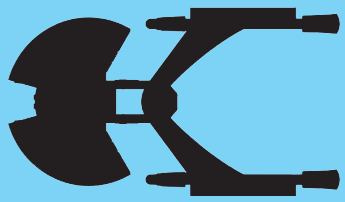
Ranger II
Class X Light Cruiser



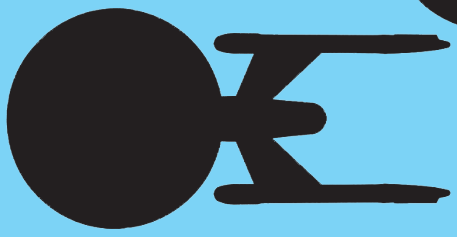
Pharris
Class IX Strategic Frigate



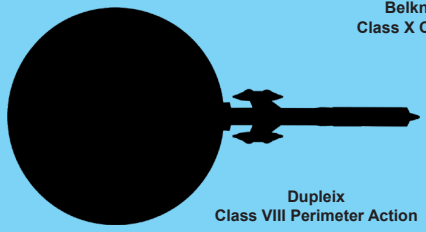
Tikopai II
Class XI Heavy Cruiser



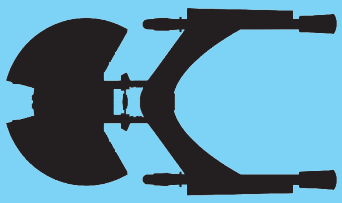
Akyazi
Class VI Perimeter Action Ship



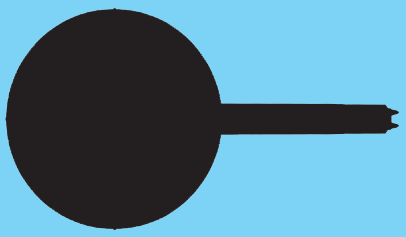
Belknap
Class X Cruiser



Dupleix
Class VIII Perimeter Action



Arbiter
Class VI Perimeter Action Ship



Scimitar
Class IX Fast Destroye

CLASSIFIED
AUTHORIZED PERSONNEL ONLY

The **Federation Ship Recognition Manual III** is intended for Star Fleet personnel with a “need to know” concerning informaiton on the Star Fleet Vessels. This comprehensive study discloses all known combat, visual, and historical data on 39 different Federation ships and their variants. This manual is a must for all *Star Trek* enthusiasts.

Shown on the front cover is a view of the Akyazi class deep space exploration cruiser. Shown on the back cover are the Endeavour class cruiser.