

STARSHIP CLASSIFICATION & SHIP TYPES



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A supplement for use with FASA's *Star Trek: The Role Playing Game*

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Introduction

INTRODUCTION TO VESSEL DESCRIPTIONS

The nomenclature used to describe starships and their varied forms has changed dramatically since the early days of space flight. Modern terminology is both inclusively specific and broad based, describing the general size, function, capabilities and even assignment of a given class of starship. Terminology has also crossed cultural and political borders, with many nations adopting the terms of an enemy power in an attempt to help understand transmissions and deciphered messages.

Generalized descriptions are also used for many vessels. These general descriptions refer primarily to the overall function and profile of a given vessel, despite its class or capability. Such terms are often linked to several classes of vessel, and can be used to understand the overall profile used by a given ship.

More often than not, most descriptions indicate only a minor difference between vessels. Cruisers and Heavy Cruisers are both designed to conduct deep space research. Size and crew complement are somewhat different though. The difference between a Cruiser and Research Cruiser indicates that a Research Cruiser is more specialized. Often, descriptions will indicate a single advantage of a given class, at the cost of other systems or capabilities. General listings can be used to compare broad based vessel descriptions, but examination of details is best when comparing vessels of the same type.

As in science, ships are divided into a number of sub-categories listed here:

TYPE

Refers to the overall vessel grouping, such as Destroyer, Cruiser or Freighter.

CATEGORY

Another generalization term, category refers to a broader classification of vessels, such as combat vessels, support vessels, exploratory vessels, etc. Various categories of vessels may have different classifications or be of different types, but all have the same mission parameters. (i.e. The Exploration category may include scouts, explorers, heavy cruisers or research cutters. All these vessel types are charged with research, exploration and data gathering.)

CLASSIFICATION

A mission specific title, classifications include heavy, light, tactical, fast and a myriad of other titles to help describe specialized capabilities unique to an individual starship. Vessels of the same classification will often sacrifice the same equipment to help fulfill their classification requirements (i.e. all Heavy classified vessels are larger, more crew intensive and more expensive than standard classified vessels.)

Assault - The Assault classification refers to vessels designed for prolonged combat and military operations. Most Assault classified vessels are designed to engage a single target and to maintain a combat posture longer than

other vessels, be it attacking a ground installation, enemy starship or star base. Most firepower on an Assault vessel is concentrated to the front or rear, allowing a massive blow before fulfilling its secondary mission protocols.

Attack - The Attack classification is used to describe vessels designed to attack a single target, while fending off other smaller targets, be they escorts, combat fighters or destroyers. Attack vessels often employ weapons that can be used against any vector, but that can be quickly focused on a single target. Attack vessels do not have the overall firepower of an Assault classified vessel, but are better capable of defending themselves and other vessels in their unit.



Battle - An extremely specific designation, the affix "battle" is used almost exclusively with the cruiser class of vessels, and is most prevalent in the Klingon Navy. Battle classified vessels use a number of highly specialized on-board systems to conduct multi-mission military operation against space-born targets, most often, other combat starships. Battle classified vessels are surprisingly expensive, due to a large number of specialized sub-systems, including specialized sensors, redundancy systems, intelligence gathering equipment, weapons and defenses. In starship combat, Battle classified vessels are best known for their heavier than normal offensive weapons, as well as often having unusual weapons systems, including specialized transporters, mine laying systems, solid shot or mass mover weapons, and even specialized torpedo munitions. Battle classified vessels often sacrifice crew comfort to provide the necessary internal spaces required for these unique systems.

Diplomatic - Most diplomatic classified vessels are used to allow a safe location for interaction between government representatives and other political, industrial and military officials. Diplomatic vessels are highly specialized, allowing delegates from various worlds to create environments that are conducive to negotiation, treaty creation and other legal interactions that would most often require a ground station or star base. Diplomatic vessels allow each onboard location to be modified to support various environments, and a host of specialized equipment to allow several delegates from various environments

to meet or work together. Diplomatic vessels are also renowned for their extensive communication systems, allowing interaction between various planetary computer networks and delegates. Diplomatic vessels often have a specialized culinary systems and unique medical facilities, although at a somewhat reduced level.

Exploration - This specific term describes vessels that have a number of specialized sub-systems for exploring, mapping and recording deep space areas and planetary systems. Although quite capable of conduction research, most "Exploration" classified vessels are used to gather data, to be interpreted at a later date.

Fast - The term "fast" describes vessels that are designed to fulfill one of two general parameters. Most fast classified vessels are significantly faster or more maneuverable than vessels of similar class or type. Fast vessels often have maneuverability equivalent to vessels half their size, sacrificing crew comfort, internal compartments and weapons to make room for oversized engine support systems. Fast vessels can usually cruise at a higher top speed for a greater period of time than similar sized vessels. Fast vessels, like other specially classified vessels, are cramped and expensive to maintain. Most are very successful when employed correctly.

Heavy - The term "Heavy" describes vessels that are larger and more crew intensive than standard vessels of the same class. Heavy vessels are often more powerful, have a greater number of resources, both military and non-military, and have longer range, but are much more expensive to build and maintain.

Leader - Usually a suffix title, the term Leader refers to a specially equipped vessel designed to coordinate small unit operations for starships of a similar class. Most Leader classified vessels have extra communication equipment, heavier weapons and extra departments that allow for the tactical planning and evaluation of front line operations. Not as large or as diversely capable as a Command vessel, Leader classification none the less full fill many of the same roles.

Light - The generalized term of "light" describes a vessel that is smaller than it's standard cousins. Most light vessels have a smaller crew, lighter weapons, and a shorter range than standard or heavy vessels of a similar nature. They are also often less expensive and yet nearly as capable as their large brethren.

Medical - Medical describes vessels designed as emergency support ships. Most medical classified vessels are more than just mobile hospitals, often having specialized recovery systems, starship support equipment and expansive search-and-rescue capability. Although not equipped for full salvage, many medical classified ships do have the ability to take on not only a

myriad of injured persons, but large groups of refugees and displaced persons. Medical vessels also have rare medicines and treatment systems on-board, as well as the ability to produce such items quickly. Medical vessels are rarely used as combat vessels, but are known to be capable of defense, although at a reduced level. Most medical vessels also have very extensive exobiology research systems, allowing Medical classified vessels the ability to act as a highly detailed research vessel near medical disaster worlds.

Medium/Standard - The "Medium" or "Standard" classifications are rarely used, but are used to describe a full function mission specific vessel. Standard vessel fulfill, precisely, the required mission statements, be it military, exploratory or transport. Medium or Standard is only used when describing a larger classification system. Most vessels will simply use their ship designation, such as Cruiser, Destroyer, Freighter, etc. The term Medium Freighter would only be used when describing other freighters of similar function but different class (i.e. light freighter, medium freighter, heavy freighter, fast freighter etc.)

Patrol - Patrol describes vessels used primarily within a governments borders, to monitor, patrol and defend known space lanes and areas of friction. Patrol vessels often have a shorter range when compared to other vessels of their type. They also have a greater overall number of weapons and resources, but less diversity. Patrol vessels do not have the research capability of other vessels, opting for medical systems and specialized detection equipment. Patrol classified vessels are often employed as support for other in-system and deep space defense craft, including Cutters, Monitors and Escorts. Patrol vessels are often assigned to "mid-points" between two star systems or patrol areas, and are intended to rapidly respond to trouble at either of the locations.

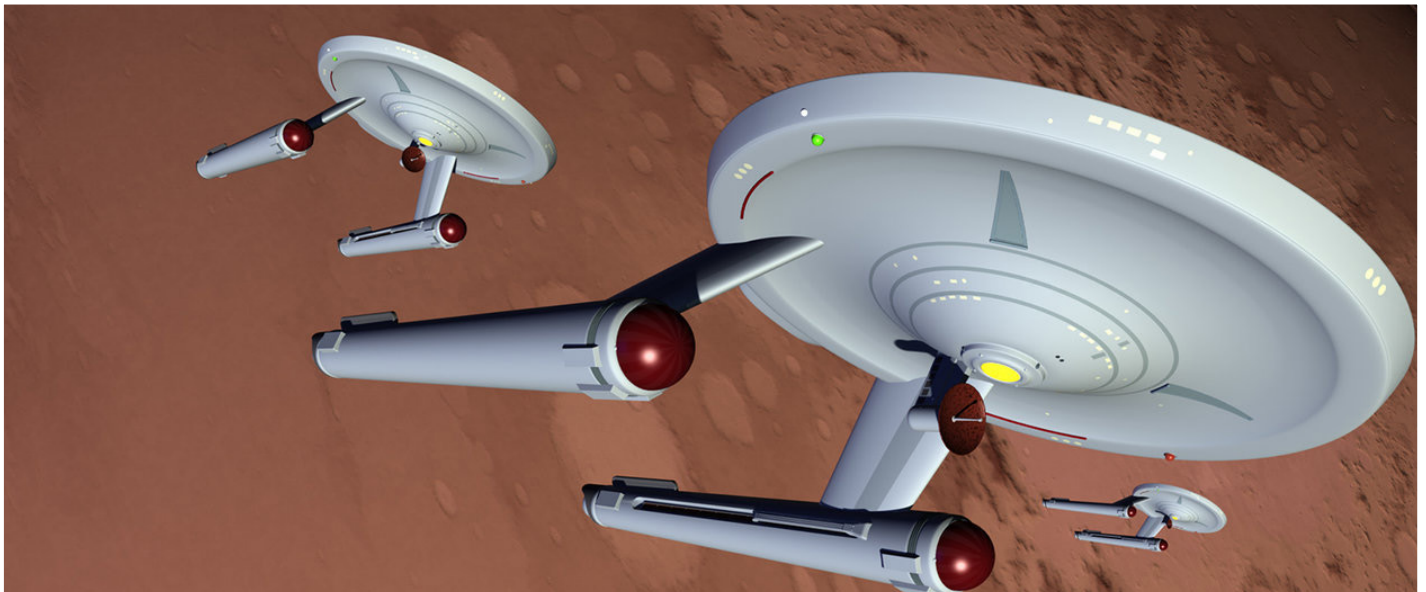
Penetration - Penetration vessels are military ships designed to operate completely independently, move into a specific area or to a specific target, and engage and destroy said target. Most Penetration vessels utilize stealth and heavy forward firepower to completely overwhelm a target. Penetration vessels are often capable of attacking and destroying a single target while under attack by other vessels. Penetration vessels are used as part of a coordinated attack plan during times of war. Most Penetration vessels do not actually patrol, but are charged with waiting at a predetermined location, and to move and attack a target should hostilities break out. More than any other vessel classification, penetration classified vessels have very little communication with other ships, ground posts or even friendly combat squadrons. Most penetration-classified vessels are heavy and small, often being likened to early underwater submarine craft found on most planets.

Pocket - The term “pocket” most often refers to a very large vessel class, such as Dreadnought or Battleship. Pocket versions of these vessels are usually smaller than their larger cousin, sacrificing crew comfort and other internal systems for general function. Most “pocket” classified vessels are capable of fulfilling all the requirements of a standard vessel type, but in a much more “cramped” condition. Pocket vessels require a much larger support network, but are cheaper and easier to build and repair.

Police - An unusual designation, police vessels are known for their short range, light crews and light weapons, all creating an inexpensive but effective short range vessel. Police vessels are often built by major governments and loaned to local systems to enforce shipping laws, battle local pirates, and provide a moderate support role away from hostile borders. Police vessels can operate away

protracted, detailed study of a target, and often have internal space dedicated to on-loading of special equipment or new research material.

Strategic - Strategic describes vessels that are built to attack the support, secondary, and “beyond the battlefield” targets associated with starship combat. The most notable target of Strategic oriented starships is the targeting of starbases and outposts that lend support to front line combat forces. Ground outposts, in system support ships, tenders, repair docks and a long list of other targets also fall under the guise of Strategic vessels. Strategic vessels have heavier weapons, with most of their weapon load focused forward to allow a powerful first strike. Many are faster than standard vessels, allowing them to travel great distances to achieve their objectives.



from support areas, but only at reduced capability. Police vessels often use lighter weapons, specifically tailored to combat pirate activity and disable vessels that are in the act of breaking local laws. Unlike cutters and other patrol vessels, Police vessels are also equipped to detain prisoners, conduct search-and-rescue mission and interact with local law officials, who often have specially designated offices located onboard. Police vessels primary operating mission is the support and defense of local systems, often overriding interstellar mandates from major governments such as Star Fleet or the Romulan Empire. Police vessels are one of the most inexpensive combat vessels to build and maintain.

Research - The research classification is used to describe vessels who's systems are designed to conduct specialized data gathering and interpretation an a given subject, be it space born or planetary bound. Research vessels can arrive at a location and conduct extremely

Strike - Strike refers to a vessel or group of vessels that are designed for combat; specifically to engage a single target, be it a known group of enemy ships, a ground instillation or other pre-determined objective. Strike vessels are able to fulfill their other mission directives, but to a lesser degree, employing a number of specialized on-board systems for their given task. Strike vessels are most often used to attack monitoring stations and patrol vessels along the front lines, providing a disruption of enemy responses.

Tactical – Tactical vessels describe ships that are designed to engage enemy forces along the front lines and borders of a given government. Tactical vessels are designed with extended redundancy and other secondary systems to support multiple combat engagements.

Through-Deck - “Through Deck” describes a vessel that has an open hangar deck that passes “through” a given

level. One side is used to on-load shuttles, fighters or cargo containers, while the other end is used to launch or discharge said items. Through-deck vessels employ a number of specialized safety systems, including emergency transporter recovery systems, should shields fail and expose the deck to space. Internal tractor beams for manipulation of cargo or damaged craft are also employed, as are full battery back-up systems that are separate from the main power source. Extremely expensive, through-deck vessels are nonetheless very useful.

Torpedo / Missile - A seemingly specialized designation, Torpedo or Missile classified vessels actually have a wide variety of specialty uses. These vessels are designed to launch and control large numbers of both offensive weapons and other "tube" mounted ordinances, including space probes, satellites, communication equipment and other specialized systems. When used in a combat role, Torpedo/Missile classified vessels are used not only as intelligence gathering platforms, but in combat are used to force enemy vessels and squadrons to adopt a high mobility defensive posture, as well as expending valuable energy on a multi-sphere attack defense. When not on patrol or in a military situation, most Torpedo/Missile classified vessels are used to help deploy and maintain sensor rings or study phenomenon that require multiple probes and sensor systems. Torpedo/Missile classified vessels are often less expensive than standard vessels to build, but are more expensive to maintain. Most have only a limited ability to conduct modifications on equipment or construct new torpedoes or probes, requiring re-supply after lengthy missions.

War - A recent nomenclature addition, War classified vessels are specifically designed to conduct extensive military operation away from local support for prolonged periods of time. War vessels are considered "over-armed", with weapons far exceeding their normal weapon load. Most War classified vessels, like Dreadnoughts, are designed for specific target use, being posted to bases and planets while not in use. War vessels are known for using tremendous amounts of consumables, exceeding even troop transports and frigates. War vessels are also designed with tremendous survivability built in, incorporating quadruple redundancy throughout the entire vessel. War vessels can have their systems so re-routed during combat, that attacking vessels often over-estimate the ability of a war vessels. The redundancy come as a high comfort reduction, with crews heavily billeted and even officer forced to share quarters. No recreation facilities or science capability is associated with War classified vessels. War vessels also require three to four times as long to repair and refit, with most requiring a complete overhaul of a vessel for even the simplest of maintenance. War vessels also have a surprising energy curve, requiring more fuel than standard vessels. Despite the setbacks, War vessels shear survivability has

guaranteed them a place in most navies.

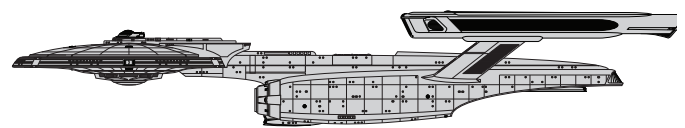
NOMENCLATURE

Nomenclature is most often used to delineate vessels assigned to a single mission. For example, a nebula might become the focus of a research task force, including a Survey Cruiser for gathering full data on the gas movement within the nebula, several cruisers to conduct specific research on newly forming stars, including light and heavy cruisers. A freighter may also be assigned to re-supply the unit, protected by several escorts.

If the unit is large enough, a Command Cruiser may be assigned to coordinate operations, as well as a Strategic Cruiser and several destroyers for defense. A shuttle carrier or through-deck cruiser may also be assigned to provide extra shuttles for the operations. Fast scouts may be assigned to quickly skirt the perimeter of the nebula during experiments and a repair tender may also be assigned if the operation will take an extended period of time. Only when discussing the various units will the full nomenclature be used.

Because most star navies are also tasked with the defense of both the home world and other allies or colonial holdings, a military approach is often found among nearly all larger space organizations. Although not all races are war-like, the military approach to personnel and their deployment is often the most efficient way to conduct operations, which influences not only the design and armament of many starships, but the overall use and structure of units and their deployment.

BATTLESHIP/DREADNOUGHT



INTRODUCTION TO BATTLESHIPS & DREADNOUGHTS

The battleship class of vessels consists of several large, combat oriented starships used for frontline military combat and defense. As is standard Federation policy, all Federation battleships and Dreadnoughts have science capability as well as other standard starship requirements. Because of the massive investment associated with their construction, many other governments also include some basic form of multi-mission capability. Battleships are the largest front line starship in most fleets.

DREADNOUGHT

Dreadnoughts are classified as a mission specific, multiple target engagement platform, designed to attack a specific group of targets and provide support for military

actions both within and outside established borders. The most notable aspect of recent Dreadnoughts has been the addition of a third warp nacelle. The controversial decision to add a third nacelle does give the Dreadnought a tremendous advantage in combat. Because driver coils can be phased in and out of the warp field, even at high speeds, Dreadnought can use lighter engines and still maintain power levels equivalent to a heavy cruiser or battleship. Dreadnoughts can reach higher top speeds than other starships and can often maintain these speeds longer periods of time. Dreadnoughts are designed for quadrant defense, with weapons grouped to protect specific quadrants of the combat area while still maintaining a powerful striking ability against a single target.

The Dreadnought's unique and powerful design does produce a reduced effectiveness for multi-mission roles. Dreadnoughts have even less space devoted to first contact and exploration missions, making them ineffective for exploration. The space disadvantage inherent in Dreadnoughts also extends to the engineering spaces. Most Dreadnoughts have very limited space for crew comfort due to the enlarged engineering and extra support systems needed to maintain the third warp engine. Balance problems with tri-engine designs have plagued Dreadnoughts since first being launched. Even modern Dreadnoughts require larger crews to monitor and maintain the multi-engine designs. Dreadnoughts are often more expensive to build than conventional battleships but are easier to maintain in the field. Dreadnoughts also have a significant command-and-control system allowing them to act as the centerpiece of a large fleet. Dreadnoughts, despite their weight and size, are surprisingly maneuverable, and have proved their ability time and again.

POCKET BATTLESHIPS

The term 'pocket battleship' refers to smaller battleships found along several borders near non-hostile areas where pirates and raiders are common. Unlike their larger cousins, pocket battleships do not have the overall size and power associated with heavy combat. Pocket battleships have greater speed and agility, allowing them to pursue light raiding craft or engage a large contingent of shuttlecraft. Pocket battleships are used in concert with escort cruisers to help defend convoys near unsecured trade routes. Pocket battleships are often mistaken for heavy cruisers or light to medium Dreadnoughts. They are less resource intensive, requiring a smaller crew and less fuel for a standard cruise. Pocket Battleships also have lighter weapons, albeit in greater numbers, to help cope with it's primary mission. Pocket Battleship are capable of engaging heavy combat vessels, and are used as combat support cruisers during times of war. Pocket battleships do not have the expanded command-and-control ability associated with other heavy combat craft.

SEMI-DREADNOUGHT (POCKET DREADNOUGHT)

The Semi-Dreadnought, also known as the Pocket Dreadnought, is an amalgam of varied projected uses combined in a single medium to heavy combat platform, used to conduct a combination of ground assault and fighter support on a smaller scale than the assault frigate or assault ship. The Semi-Dreadnought is more independent than most front line assault vessels, able to conduct prolonged military operations with the added capability of using two the three fighter wings during it primary mission. Most missions assigned to the Semi-Dreadnought are of an independent nature, freeing up escorts and other cruisers to conduct more detailed operations. Most Semi-Dreadnought have a very small science department, no research capability, and limited first contact ability. None the less, the Semi-Dreadnought can conduct some exploratory operation while maintaining the ability to operate as a dreadnought when the need arises. During times of war, semi-dreadnought are often used to assault small outposts.

STANDARD BATTLESHIP

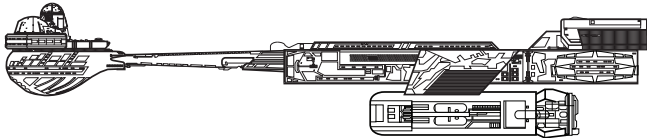
Standard Battleships, simply referred to as battleships, are the largest and most powerful combat ship in most naval arsenals. Designed to move into a hostile area and engage multiple enemy targets, a battleship is a perfect example of multi-vector point defense combat platform. While stationary or moving at low impulse speed, a battleship can bring dozens of weapons to bear on a number of targets during combat. Battleships often mount the largest and most powerful engines, multiple weapons systems with redundancy, and a host of other military systems, including large fighter wings, specialized intelligence gathering probes and shuttles, multiple sensor systems and command-and-control systems that allow a battleship to act as a fleet command vessel. Battleships also have excellent emergency recovery systems, long-range communication equipment and a large contingent of repair and tender systems, allowing battleships to act as a centralized mobile command post.

But the power and flexibility of the Battleship does come at a price. Many Battleship designs are prohibitive in both material and cost, owing to the low number of classes and hulls built. Battleships are often under-equipped to deal with exploration and first contact missions and spend a great deal of time on long-range patrols near hostile borders. This coupled with the intense resource requirements to even maintain a Battleship does reduce the ability to produce new ships.

CRUISER

INTRODUCTION TO CRUISERS

Cruisers are by far the most numerous and varied craft in most space navies. One of the oldest designations, the term Cruiser refers to a large array of vessel types and sizes. Cruisers can be both general purpose and mission specific, with many capable of autonomously switching between the two extremes when needed. Cruisers are not as large or powerful as battleships or Dreadnoughts, but can often be as effective in military conflict. Cruiser are also highly varied in their abilities to explore and expand the boundaries of established governments. First contacts, stellar and planetary research as well as diplomatic negotiations are all well within the purveyance of cruiser class vessels. Cruisers can also easily switch to medical emergency mode, search and rescue and evacuation when needed. Most cruisers have a large science base, consisting of numerous sensor system, independent science labs and numerous on-board departments that specialize in a wide variety of space and planetary science. Cruisers often have a large engineering contingent, giving a cruiser unique forward capabilities while in deep space. Cruisers can maintain lengthy patrols and explore well beyond the boundaries of established boarder space. Cruisers are often well armed and very capable of defense and combat when necessary. Cruisers are the mainstay of the Romulan navy, and an expansive part of the Federation and Klingon navies.



ASSAULT CRUISER

Primarily a Klingon designation, the Assault Cruiser is designed to continually engage it's opponent for prolonged periods. Even among the Klingons - not known for their safety features or redundancy, the typical Assault Cruiser has numerous backup systems that can ensure weapon remain on line and the vessel can continue to fight even after taking heavy damage. Because of the number of redundant systems and extensive combat equipment, most Assault Cruisers have shorter range and are more expensive to build and maintain than other combat platforms.

BATTLECRUISER

When first introduced, the designation of Battlecruiser was considered the most controversial annotation for Star Fleet. But other governments and various conflicts soon cemented the use of these highly specialized large combat craft. Battlecruisers do not have the multi-project research capability of other exploration

vessels, but do bring together many other aspects of standard cruisers into a surprisingly lethal package. Battlecruisers focus their abilities into a combat platform designed to engage both multi-vessel units or larger single combat vessels. Battlecruisers are often more heavily armed, but are more expensive to maintain.

COMMAND CRUISER

Command Cruisers are designed to operate as mobile star-bases and tactical operations focal points during both emergency situations and times of conflict. Command Cruisers act as a flagship for medium to large fleets, often superceding command of battleships or Dreadnoughts. Command Cruisers can coordinate the operations of nearly 100 (or more) other vessels, having specialized on-board command-and-control systems, tactical data systems, and on-board analysis systems that allow a front line commander to quickly assess the changing political and military situation for dozen of parsecs. Command Cruisers are able to coordinate large scale research operations as well, but have only a moderate research ability themselves. Most command Cruisers are equal or larger than heavy Cruisers, and have firepower equivalent to most Dreadnoughts. Command Cruisers do have a much shorter range, owing to the large number of extra crew members on-board, which often include intelligence operatives, special-forces personnel, military strategists, tactical engineering and analysis personnel and other specialized military or research personnel. Command Cruisers also have surprisingly extensive repair and medical systems, allowing them to act as a rescue vessels when necessary.

DIPLOMATIC CRUISER

Perhaps the strangest of all cruiser designs, the Diplomatic Cruiser is a cross between Heavy Cruiser, Survey Cruiser and Command Cruisers. More than any other vessel, diplomatic cruisers have a very wide variety of crew specialties, including cultural analysis, intelligence operatives, military advisers, diplomatic specialists and political advisers. Most Diplomatic Cruisers are commanded by Commodores or Admirals and are sent to rendezvous with new races or worlds that currently have political or military trouble with their neighbors or require a mediation of trade and negotiation of treaties.

Diplomatic Cruisers have a large number of oversized staterooms than can provide accommodations for any know atmosphere. They are also equipped with special conference rooms that can allow persons from different atmospheres to meet face to face. Diplomatic Cruisers have secure communications facilities, extensive medical support systems and a surprisingly powerful tactical suite, capable of aggressive defense when necessary. Diplomatic Cruisers are preferred for use as neutral ground during negotiations, and have a wide range or abilities to adapt to dangerous or unforeseen situations. Not quite as pliable as a heavy cruiser, Diplomatic Cruisers are none the less able to

conduct extensive first contact operations during their missions. Diplomatic cruisers do lack the research ability of other cruisers, using the space for meeting rooms, data interpreting facilities and extended guest quarters.

EXPLORATION CRUISER

Exploration Cruisers are specifically designed to map and explore deep space. Although they possess the capability to conduct first contact and terrestrial investigations, their primary systems are dedicated to mapping solar systems, stars, comets and other deep space objects. Exploration Cruisers are often larger than standard cruisers, and have extended patrol capability, larger fuel reserve, and better crew accommodations. Most are used as scouts during times of conflict.

FAST CRUISER

The Fast Cruiser is considered one of the most expensive main line production vessels, and yet fills a unique niche that is unparalleled in Fleet Operations. Like other *fast* classified vessels, fast cruisers have better maneuverability and higher warp speeds than standard cruisers, sacrificing internal space for the additional equipment necessary to help keep the engines in balance. Fast Cruisers help provide not only a high speed military response, but the ability to quickly move research and exploration equipment into an area that may be experiencing rapid changes. Surprisingly, most Fast Cruisers are used for just such a purpose, responding to ephemeral phenomenon that would normally have dissipated before the arrival of a standard science vessel. Fast Cruisers are also used for quick diplomatic response, allowing policy makers the ability to quickly respond to shifts in local governments.

In their combat role, Fast Cruisers are employed in the periphery of fleets, able to maneuver with Destroyers and other lighter vessels, while maintaining the ability to quickly respond to gaps and other tactical dangers while in fleet maneuvers. When not actively employed in fleets, most Fast Cruisers are assigned to independent patrols near unexplored regions, able to respond to new threats when they appear. Most Fast Cruisers are well armed, despite the fact that internal space is at a premium. Front line Fast Cruisers are equipped for lengthy patrols, with excellent recreational facilities. Crew quarters and research facilities are often cramped, though, and many crew members are rotated out after lengthy missions. Only the Gorn seem to build roomy Fast Cruisers, most of which suffer maneuverability problems, yet maintain their above average top speeds.

Fast Cruisers must employ several unique subsystems to help maintain their high speeds for extended periods of time. These systems often triple the basic cost of a fast cruiser. Fast Cruisers also employ special replicator and reclamation systems that help to extend their range. Despite these costs, Fast Cruisers are a popular command, and remain a potent tool for most governments.

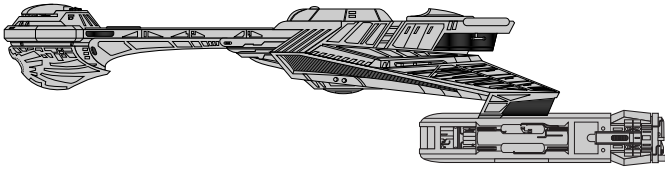
HEAVY CRUISER

A Heavy Cruiser is perhaps one of the most popular command assignments within most space-faring navies. Heavy Cruisers are designed to maintain their exploration and research capabilities well beyond the borders of known space. Heavy Cruisers can operate independently for up to 5 years at a time, and can call on a greater level of onboard resources than standard cruisers. Most Heavy Cruisers have a larger science department, larger engineering department and better command department, all owing to the independent nature of Heavy Cruiser operations. It is not uncommon for Heavy Cruisers to be used as front line battleships, command-and-control vessels, long-range explorers and multi-phenomena research platforms. Heavy Cruisers are the largest and most expensive main line standardized production vessels.

HUNTER-KILLER

A dangerous new classification, hunter-killers are nearly always cruiser-sized vessels designed to hunt and eliminate a specific type - and more often a specific class - of enemy vessel. Although this type of operation had been conducted for many years, it was not until recently, when the Romulans began deploying hunter-killers to attack Klingon built *Bird-Of-Prey* vessels that the nomenclature became commonly used. Hunter-killer vessels focus all of their resources to defeating the known defenses of a given class of vessel, either with sheer firepower or other specialized systems to exploit weaknesses that have been discovered. Many hunter-killers are themselves captured and re-armed versions of the vessels they hunt.

Hunter-killers operate with a wide range of latitude, but require a frightening support network to operate efficiently. Because of the extensive combat systems onboard, most hunter-killers are all but useless for other missions, and must focus all their on-board resources to attacking and defeating their prey. Hunter-killers use special sensors, over-powered weapons, specialized munitions, and in some cases are equipped simply with extra armor to help them achieve their objectives. These systems often take up valuable cargo space, reduce or eliminate science stations, reduce crew accommodations and shorten the over-all range of most hunter-killers. Hunter-killers also increase construction costs by a tremendous amount, often costing twice what a standard cruiser would cost. Many also take extra damage while engaging their foe, burning out costly circuitry, over-loading computers and damaging shield systems. Despite the costs and shortcomings, hunter-killers prove invaluable when used against their intended target, and are often as much a boost for morale as an effective combat craft.



LIGHT CRUISER

Light Cruisers are designed to provide the same research, exploration and scientific capability as their larger brethren. Light Cruisers often sacrifice range and onboard amenities to create sufficient room for research equipment. Light Cruisers are often better at focusing all their resources on a single project, due to their smaller size and more analogous crew. Light Cruisers do not have the speed associated with other cruiser classes, but are often more maneuverable. During military operations, Light Cruisers are used in conjunction with Destroyers and Escorts to target a single enemy vessel and engage it with fire support from larger vessels, such as heavy cruiser or Dreadnoughts. Light Cruisers are significantly less expensive to build and maintain, having a smaller crew and less expendables than their standard or heavy counterparts. Although not as heavily armed, most Light Cruisers have the same weapon systems as their larger cousins. This makes them popular with cash strapped governments.

MEDICAL CRUISER

Like other *medical* vessels, Medical Cruisers are designed to provide extensive medical facilities for very large groups of people. Most Medical Cruisers can take on hundreds of patients when necessary, and have sufficient supplies to operate in the field for several years. Differing from other *medical* vessels, Medical Cruisers dedicate nearly every on-board lab to medical treatment and research, with many Medical Cruisers having large civilian medical staff. Unlike Medical Frigates, Medical Cruisers have fewer trauma bays, but a greater number of surgical wards. Medical Cruisers also have a greater number of non-humanoid surgical systems and a larger long-term care capability. Although able to take on a tremendous number of refugees, Medical Cruisers can not support them readily and must rely on other vessels for transportations of such groups. Medical Cruisers also have larger medicine production capability, and are able to transport or deliver mass quantities of rare medicines to other ships and planets.

MISSILE CRUISER

Since the advent of space born missile weapons, including the photon torpedo, plasma torpedo and tactical missile, most races have fielded a cruiser dedicated to using these munitions as their main weapon. Many races have also learned the inherent advantages of a vessels that can launch, track and receive data from multiple space probes, giving many missile cruisers multiple role duty. Like other specialized cruisers, Missile Cruisers do

not have the extensive onboard laboratories of larger or more research-intensive vessels, but do have the ability to gather, process and interpret details about both military and exploratory missions. Most Missile Cruisers have a highly varied crew from a number of services.

PATROL CRUISER

A Patrol Cruiser is designed to maintain long patrols along hostile borders and engage in intelligence gathering missions. Most Patrol Cruisers have sufficient resources to handle a single mass emergency, but must quickly be re-supplied, unlike standard cruisers. patrol cruisers use shuttles, fighters and deep space probes to expand their sensor net. Patrol Cruisers also contain a larger than average crew recreation facility, due to the length of their patrols. Patrol Cruisers are usually not as speedy as other cruisers, but do have sufficient power to engage enemy capital warships. Patrol Cruisers often have larger cargo capacity than other patrol classified vessels, allowing them to support small squadrons of Corvettes or other short range vessels found in their area.

PENETRATION CRUISER

A Penetration Cruiser is by far the most mission specific vessel ever produced. These sleek cruiser are designed to conduct their patrols in complete radio silence, crossing into enemy territory once war is declared. Penetration Cruisers are designed to attack and destroy a single vessel or base and move on to another target without engaging other forces. Most Penetration Cruisers are extremely maneuverable, fast and well armed, often employing phaser cannons and heavy torpedoes or other unique weapons concentrated in the forward firing arc. Penetration Cruisers can bring down the shield of even a large star base and fire a full spread of torpedoes and beam weapons within seconds. Current doctrine states that a Penetration Cruiser will conduct only one attack run and immediately go to warp, wether the attack was successful or not. Although unusual as a method of combat, the fast hit-and-run tactic can often be confusing for enemy forces, with just enough damage done to the target to force the redirection of defense forces to the area. Penetration Cruisers are difficult assignments for crew, though. With communication limited to once every 30 days, and extremely cramped interior spaces, Penetration Cruisers are still effective enough that most governments are planning on several new version of the powerful vessels. Penetration Cruisers have extremely powerful shields and high speed engines, often using oversized engines for their class. Penetration Cruisers limited fields of fire do make them vulnerable in a non-point defense situation, but their heavy forward firepower does virtually guarantee severe damage to any vessel that comes under their guns. Despite their unique mission parameters, Penetration Cruisers are surprisingly inexpensive to build and maintain.

RECON CRUISER

A recent addition to cruiser nomenclature, the Recon Cruiser is designed as a cruiser version of a scout. Most are charged with entering a hostile environment, gathering data quickly, and departing the area, often while under attack. Recon Cruisers are moderately armed, but often have drives equal to high speed or fast cruisers. Recon Cruisers also have oversized computer systems and larger intelligence interpreting crew compliments, allowing for the rapid processing of raw data for tactical transmission to others. Recon Cruisers have scientific capabilities equal to a light cruiser, and are employed in this role during times of peace.

RESEARCH CRUISER

Research Cruisers are specifically designed to conduct intensified and detailed investigations on a single phenomenon. Unlike other cruisers, which keep their system separated, Research Cruisers integrate their on-board systems, allowing cross department data transfer and material analysis. This unique ability is not without it's limits. Several Research Cruisers have been crippled when a single system became damaged/infected by a research subject. Although this has happened with other classes of starship, the inherent de-centralized nature of Research Cruisers does make them more prone to such accidents. None the less, most Research Cruisers are popular with science and exploration command personnel due to their ability to bring significant resources to bear on a single project. Research Cruisers maintain several equipment bays dedicated to specialized equipment and extra accommodations for civilians and researchers. Like Exploration Cruisers, Research Cruisers are used as scouts during times of conflict.

SPACE CONTROL VESSEL

The basic premise of the space control ship was to enlarge the standard protocol and capabilities of a given heavy cruiser to allow a single platform to control and maintain a given sector away from primary and secondary support. When first employed, the space control vessel, which was essentially an enlarged heavy cruiser, were able to engage several hostile targets and maintain their military capability for months at a time. Space control vessels were equipped with enlarged hangar facilities, used to support large numbers of fighters and other light attack craft. Space control Vessels were also designed to support large numbers of troops, equal to most of the larger frigate class vessels. Extensive heavy firepower was maintained through the use of a multitude of various beam and torpedo weapons, and the space control vessel was thought to be the ultimate in front line combat vessels.

But both the Federation and Klingons, who fielded space control vessels first, quickly learned that the cost of these behemoth vessels was not reflected in the returns. Space control vessels were extremely fast for their size, often able to maintain speed with first response units as well as *fast* classified vessels. However, they were less

maneuverable than other cruisers. The vessel could act as a command ship, mother ship for shuttles and fighters, and ground assault platform, but lacked support systems for exploration and other non-military activities. Federation designers quickly reduced the number of troops and added exploratory sub-systems. The Klingons simply accepted this drawback, and reduced their program over several years.

Since these changes were introduced, the space control vessel has remained a useful platform for monitoring and controlling moderately dangerous sectors of space. Larger than a standard cruiser, the space control vessel is surprisingly inexpensive when compared to other specialized front line cruisers. None the less, it's ability to function without support, and heavier weapon load is costly to maintain, and many space control vessels operate near supply posts when not on extended missions. Their military capability, coupled with their carrier capability has made them a popular command within the Klingon Empire. To date, only a few designs are used as space control vessels, and only the Klingons and Federation are known to field space control vessels.

STAR CRUISER

The classification of Star Cruiser is a recent addition to Federation nomenclature, and is not see among other naval powers. Star Cruisers, like Heavy Cruiser and Research Cruisers, are designed to conduct deep space research and exploration. Star Cruisers are by far the most hearty of the deep space vessels, being specifically designed to operate at great distances from their home port or base of operation.

Star Cruisers are often larger or faster than standard cruisers, yet are surprisingly cramped for their larger size. No other single vessels classification is as self sufficient as a Star Cruiser. Most are capable of replicating any onboard system, often several times over. Star Cruisers can send crew to the surface of most planets and convert or mine raw material to allow for the vessels to operate well beyond the boundaries of any government. Star Cruisers also have more redundancy and backup than most other vessels, with nearly every onboard system having a routable back-up. Star cruisers can conduct very lengthy research on multiple subjects simultaneously, and are equipped with a full exploration suite of on-board sensors and computer systems.

Star Cruisers, while known for cramped quarters, are also know for their cutting edge recreation facilities. Star Cruisers, much like their heavy cruiser fore-fathers, operate independently of a planetary government, with Star Cruisers captains have a broad range of autonomy. Although inherently more dangerous, star cruiser commands have become nearly as popular as heavy cruiser commands. Star Cruisers are often significantly more expensive and resource intensive to construct.

STRIKE CRUISER

Strike Cruisers are designed to engage a specific target behind enemy lines. Like other cruisers, they have a science contingent and extended range. Strike Cruisers are often employed to engage a specific enemy squadron and can spend month in radio silence while on patrol. Strike Cruisers are also used to transport special forces personnel to a desired target. Strike Cruisers must employ special sensors and costly dampening equipment to achieve their stealthy goals, but prove well worth the cost when used during times of conflict.

SURVEY CRUISER

This classification of vessels was first coined in the early 2250 by members of the Federation. It has since been adopted by several empires, including the Romulans. Survey Cruisers are designed as basic data gathering platforms, capable of obtaining and cataloging a lengthy list of local conditions, space anomaly effects and even mapping asteroid fields individually. Survey Cruisers are best employed in gathering broad conditional data, and rarely have the detailed computer systems or sensors to analyze local phenomenon specifically.

Duty aboard Survey Cruisers is extremely tedious in most navies, and requires dedicated science and research personnel. Missions assigned to Survey Cruisers often keep the vessels in a single general location for months or even years at a time, gathering lengthy details of every "square meter" of the surrounding space. Survey Cruisers are also used to gather data about new worlds, often observing planets that fall under the Prime Directive. Survey Cruisers can monitor all communications, planetary movements and gather general detail about weather patterns, mining operations, construction materials and other "tedious" bits of information.

More than any other class of vessel, Survey Cruisers are in constant contact with their home base and knowledge repositories, transmitting raw data and information on a nearly daily bases. Survey Cruisers also have the largest passenger compliment of any vessel, allowing for the inclusion of large numbers of scientists and research assistants to remain on board for extended periods.

TACTICAL CRUISER

Tactical Cruisers are used primarily to coordinate multi prong front line attacks. Unlike a Command Cruiser, Tactical Cruisers can move with a rapid response force and have the ability to concentrate their combat power on a single target. Tactical Cruisers, like Battlecruisers, are limited on their research ability, but unlike Battlecruisers or Command Cruisers, Tactical Cruisers use a number of countermeasure systems to help hide their strategic importance in battle while still maintaining a multi-vectored attack approach. This unique ability keeps many Tactical Cruisers along hostile borders in small to medium squadrons.

THROUGH DECK CRUISER

Although the usefulness of fighters and armed shuttles has long since been debated, their advantage in numbers has continued to provide a niche in combat. Through-deck Cruisers were designed to provide small to medium numbers of fighter wings and shuttle squadrons, while maintaining a multi-capable science platform. Most Through-deck Cruisers sacrifice speed or crew comfort to allow the room needed for the large hangar deck, which extends from one side, through the entire vessel. This open deck allows ships to land very quickly, unload passengers, re-arm, and even conduct minor repairs quickly, launching out the other end of the deck. Nearly two dozen unique systems are found on Through-Deck Cruisers. Some include multi-trajectory micro tractor beams, used to manipulate and move shuttles quickly. Specialized crew tracking sensors and 3 man transporters are also found on board, used to track all persons on the open deck and beam them back in case of an accident. The shields used to protect crew and prevent loss of pressure on the deck while open, are specially modulated to allow energy through, without the loss of gas pressure. This specialized system was installed on Through-Deck Cruiser after it was discovered that enemy fire could overload the standard force fields. Extra crew quarters for both pilots and repair crews are also found on board. Through-Deck Cruisers also maintain a moderate combat capability, comparable to most destroyers and cruisers.

TIMESLIP CRUISER

Timeslip Cruisers are a very recent addition, with the only known versions belonging to Star Fleet. Time Slip Cruisers use specially designed engines to travel back in time and observe historical events. Few of these highly specialized cruisers are able to travel more than 100 years into the past or future without significant gravitational assistance. Service on-board these vessels is very difficult, with a number of special computer protocols hard-wired into the ship, owing to the extremely dangerous aspects associated with time travel. Even ship captains can not change or tamper with the onboard security protocols without setting off a chain reaction that will utterly destroy the entire vessel and everything in it. Computer systems on-board Time Slip Cruisers do not contain equipment specifications, historical documents or technical data on combat or starship operations. Crew members serving on-board such cruiser must be totally self-sufficient in repairs and construction of on-board systems; and can not keep detailed logs or personal items, should the vessel be damaged or captured.

Time Slip Cruisers are often only outfitted with sufficient supplies for very short duration missions, and do not have sufficient on-board resource to conduct lengthy patrols and operations. Computer systems are very delicate and will automatically erase their core should anything tamper with the memory systems. Several vessels have lost their entire computer core to simple "static" discharges associated with operation. Only

onboard crew members know the precise formulas and calculations necessary for time travel.

TRANSPORT CRUISER

Rarely used, Transport Cruisers are designed to load and off-load large strategic cargos and move them quickly from non-combat to combat zones in a secure fashion. Unlike freighters, Transport Cruisers can provide a much wider range of storage and security for moderately sized cargos. Transport Cruisers also provide direct laboratory and engineering access to the cargo-bays, allowing connection of special equipment or storage systems that would otherwise be too large for a standard cruiser. This gives the Transport Cruiser a unique niche when large research projects are conducted. Transport Cruisers are often slower or less maneuverable than other cruisers, but are significantly better armed than freighter or escorts.

FRIGATE

INTRODUCTION TO FRIGATES

Frigates are a general purpose military medium range vessel used primarily for attacking a specific space born enemy vessel or light space facility. Frigates typically incorporate a small to medium contingent of Marines or other ground/special combat forces, permanently bivouacked aboard the ship. Frigates allow for a rapid combat response with a follow-up boarding party or moderate ground assault when necessary. Federation Frigates, like all Star Fleet Vessels, do have a moderate science research capability, and many are used as support vessels while exploring hostile environment. Frigates also operate a number of specialized onboard systems that allow them to conduct military operations in more hostile environments, including double and triple redundancy systems, specialized crew safety systems and moderate fighter wings.

Frigates operate in a variety of modes, most often being found in conjunction with other frigates or destroyer escorts. Frigates are most often posted to Neutral Zones and hostile borders. Most Frigates are well armed and well defended, being capable of engaging enemy vessels that are often larger than themselves. Onboard troop complements range from platoons of 20-50 men onboard smaller frigates, through company sized forces between 100 and 250 troops (which is standard on most frigates) to small Battalion sized forces of between 400 and 600 troops associated with the largest of frigates.

ASSAULT FRIGATE

These highly specialized frigates are designed to engage a target for a prolonged period of time. Most Assault Frigates are heavier than standard frigates, and often more powerful. Assault Frigates have a larger support contingent, including Heavy Fighters and Heavy Assault Shuttles. Assault Frigates do not have the multi-

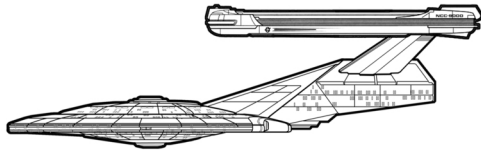
vectored attack systems found on other specialized frigates, but do maintain the ability to act as a command post for ground operations. Assault Frigates also maintain the ability to quickly construct ground dwellings and planetary defenses, being able to garrison a planet in less than 48 hours. Most Assault Frigates operate in tangent and are often accompanied by escorts or other combat craft. Assault Frigates are well equipped to engage other combat craft, and can be a decisive factor in combat. Assault Frigates are surprisingly expensive for their size, and their large troop compliment of several companies (up to 400 troops) can add to their initial expense and maintenance cost. Most Assault Frigates have a specific target to engage, should hostilities commence with a foreign power.

ATTACK FRIGATE

Attack Frigates are designed to engage several enemy starships simultaneously while maintaining the ability to deliver a powerful single target blow that can cripple most enemy starships. Attack Frigates are slower than other front line combat platforms, but have a more powerful weapons base, making Attack Frigates some of the most powerful vessels in space. Most Attack Frigates maintain a medium sized troop contingent of company size (175 – 200 troops), and have a shorter range than other vessels. But their heavy firepower and multi-vector attack ability allow them to engage well defended targets. Many Attack Frigates employ special forces troops, trained in ship sabotage, deep space operations and Special Force Ground Operations. Attack Frigates have come under fire from pacifist blocks who complain about the reduced science ability of an Attack Frigate. None the less, Attack Frigates, like other combat starships, do maintain a minimum science and exploration capability.

ESCORT FRIGATE

This rarity of Frigate designs is most popular among the Klingons, who have dealt with pirate raids the longest. Escort Frigates are equipped as standard escort vessels, having extensive motion detection and long range general scanners, as well as sophisticated medical facilities and crew/cargo retrieval systems. Unlike other Frigates, Escort Frigates usually only have a single large Platoon of troops (up to 50 men) specially trained to board captured freighters and re-take them. Other training allows Escort Frigate troops to capture pirate and light combat craft that attack a convoy. Escort Frigates are usually faster than standard frigates, but have shorter range weapons. Many have large cargo bays and hangar facilities, as well as some repair facilities that allow the Escort Frigate to take the role of an Escort Cruiser or Command ship when necessary.



FAST FRIGATE

A Fast Frigate is designed to operate in one of two modes. Most Fast Frigates, like Fast Cruisers, have high speed warp drives, allowing Fast Frigates to maintain high warp speeds for extended periods of time. Extra on-board systems to maintain this speed often reduces overall firepower, but most Fast Frigates can still operate as effective warships. Also included in the Fast Frigate category are the highly maneuverable Frigate designs. These Fast Frigates are designed to be extremely maneuverable, even at high sub-light speed, often being able to attack with their fighter and attack shuttle wings when necessary. Fast Frigates are not as powerful as other frigates, sacrificing power for speed and maneuverability. None the less, Fast Frigates give front line commanders a unique combat platform unparalleled by other hostile forces. Fast Frigates typically have a small platoon of between 100 and 150 troops onboard.

FRIGATE LEADER

Frigate Leaders are specially designed to act as a small unit command vessel, allowing unit vessels to concentrate on a specific combat target or objective. Frigate Leaders command 2 to 4 other frigate or destroyer classed vessels during combat, and act as a sector liaison between front line patrols and fleet command vessels. Frigate Leaders are often more heavily armed than standard variants of the same class, and are able to operate with impunity during combat.

Nearly all Frigate Leader classified vessels are modified versions of standard frigate designs, indistinguishable from others of the class to the casual observer. Troop compliments, weapon ordinance and various onboard systems are often different enough to warrant a new vessel type classification for Frigate Leaders, despite their nearly identical outward appearance to other frigate class vessels. This has given the Klingons a distinct advantage, with enemy vessels forced to assume that one vessel at least is a Frigate Leader, until more information is discovered.

Although used most often with other frigates, Frigate Leaders are known to also command destroyer and cruiser units, further making identification difficult. Despite their ability to free up Command Cruisers and Dreadnought, Frigate Leaders are not designed for a full command and control mission profile. Despite their limitations, and higher initial cost, Frigate Leaders are effective sub-command vessels, and can easily extend field forces effectiveness.

HEAVY FRIGATE

Like Heavy Cruisers, Heavy Frigates are larger, more capable versions of a standard Frigate. Heavy Frigates have a large science capability, and are often employed during hostile research missions. Heavy Frigates have a larger troop contingent of standard Marine personnel, up to a battalion of 400, although a large Company of 250 is standard. Heavy Frigates also transport troop equipment, including hover tanks, ground weapons and construction equipment. Heavy Frigates operate independently, in comparison with other frigate designs. Heavy Frigates, like Heavy Cruisers, draw the best crews and command compliment, further enhancing their reputation.

LIGHT FRIGATE

Light Frigates are designed to operate as smaller unit support vessels and have the lowest troop count of any Frigate class vessel. Light Frigates are used primarily as fire support platforms and escort vessels along hostile boarders. Light Frigates rarely have a full company on board, bivouacking one large platoon or two smaller ones. Often using internal space for equipment and standard science facilities found on other vessels, Light Frigates do fully support their on-board troops with ground weapons and vehicles, tactical Command-and-Control systems, medical support and communication capability during combat operations. Light Frigates rarely patrol alone, and are usually paired with other light to medium frigates. Light Frigates have shorter range, despite their smaller troop complement.

MEDICAL FRIGATE

A Medical Frigate is designed to provide field hospital facilities on a large scale during combat. Most Medical Frigates have dozens of individual sickbays and surgical wards, large scale evacuation abilities and specialized medical research facilities. Medical Frigates are also more heavily armed than other medical vessels, allowing them to conduct operation in hostile areas or as part of a moving combat force. Like other medical vessels, Medical Frigates keep a large supply of specialized medicines and emergency ground systems that allow other vessels to concentrate on more military oriented objectives. Medical Frigates have a full range of support systems for the construction and maintenance of ground hospitals, and can conduct recovery operations if necessary.

STRATEGIC FRIGATE

Strategic Frigates have a significantly smaller troop compliment of 50 to 75 troops, often carrying only a single platoon of Special Forces personnel for combat operations. Strategic Frigates are designed to provide space engagement capability for Frigate units conducting other operations. Most Strategic Frigates are more maneuverable than standard Frigates and have a moderate weapons package. Strategic Frigates also have

a larger support network, often equipped to supplement any single aspect of a larger frigate, should the need be required. Strategic Frigates are designed to conduct Multi-Vectored attack and defense, freeing other ships to conduct their primary mission. Strategic Frigates are designed to operate with fast moving units, often being employed as pirate hunters.

TACTICAL FRIGATE

Tactical Frigates, like Tactical Cruisers are designed to coordinate a multi-pronged attack against enemy ships and outposts. Tactical Frigates can also coordinate the use of multiple Special Operations teams from various vessels, without compromising efficiency or security. Tactical Frigate's weapon systems are designed to fend off vectored attacks from multiple targets and provide defense for assault teams. Tactical Frigates do not have the large scale equipment transporters found on Attack and Assault frigates, and are rarely used for ground operations unless absolutely necessary. None the less, Tactical Frigates do have excellent speed and maneuverability, allowing them to operate with fast response forces. Tactical Frigates usually have a platoon or less of highly trained specialists who have a full range of on-board special equipment not normally found on front line vessels.

TORPEDO FRIGATE

Torpedo Frigates are often thought to be high firepower torpedo vessels, but in fact are designed to use medium to light torpedoes to support offensive space and ground operations. Most Torpedo Frigates do have more torpedo tubes than standard frigates, but often use lighter launch systems that require less computer power. This gives the Torpedo Frigate the ability to be more precise in the use of their torpedoes. Like other Torpedo oriented vessels, Torpedo frigates have the ability to launch large numbers of sensor drones and probes, which extend the tactical ability of most front line units.

DESTROYER

INTRODUCTION TO DESTROYERS

Destroyers are a broad category of varying sized warships, used primarily as attack and patrol vessels along hostile borders. Destroyers are specifically designed to engage enemy vessels of any configuration and maintain fire to disable or destroy an enemy force. Most destroyers are used in conjunction with other vessels and are capable of engaging other destroyers and capital ships. Destroyers have a number of specialized onboard combat systems, including Command-and-Control systems, Combat Information Centers, specialized deep space sensors and crew support systems. Destroyers also function as fast response vessels in and near established space lanes, responding to pirate attacks and providing heavy support for Merchant Marine patrols near member planets.

None the less, Destroyers present a unique drawback to Federation planners. While all destroyers have moderately sized science research capabilities, most of these facilities are significantly smaller than on other starship. Destroyer's redundancy systems often take up large amounts of internal space, contributing to small crew quarters and lighter recreational facilities. To keep Destroyers stealthy, many have excellent passive sensor equipment, allowing them to detect even minute tachyon particle movement from cloaked vessels. Unfortunately, this specialized sensor ability also means that more powerful, active scanning systems are not installed, giving Destroyers a significant disadvantage in exploration situations. Destroyers do not usually mount troops, although several designs do have boarding parties for Maritime Patrol inspections. Destroyers also have smaller shuttle bays and smaller cargo bays. Most Destroyers are home ported at a front line star base or outpost, allowing them to refurbish their stores often.

Destroyers remain a mainstay of Federation and Klingon defense, due mostly to their inexpense and combat ability. Two destroyers can often be built for the same resource cost as a single cruisers. Destroyers are also designed to be easily repaired and upgraded, with changes to their design often being made in the field.

DESTROYER-ESCORT

Destroyer-Escorts are specifically designed to escort convoys and other large groups of ships traveling at low to medium warp. Destroyer-Escorts use significantly more sensitive and varied sensor equipment, often allowing them to act as primary back-up vessels for scientific expeditions near hostile borders. Destroyer-Escorts also support large marine and rescue contingents, as well as large medical bays. Destroyer-Escorts do not have the Command and Control systems associated with other escort vessels, but do have larger support craft contingents, often having more shuttles and pilots. Although rarely needed during their standard patrols, these extended abilities give Destroyer-Escorts a unique niche.

DESTROYER-LEADER

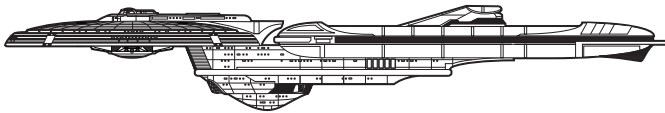
Like other leader classified vessels, Destroyer Leaders are capable of coordinating a squadron of destroyers, often of the same class, in a coordinated attack pattern. Most Destroyer Leaders sacrifice comfort for internal command-and-control systems, with smaller crew quarters and smaller recreational facilities. Many Destroyer Leaders have larger computer systems, stronger shields and in some cases stronger weapon loads. Although useful during combat, these overpowered systems can prove very difficult to maintain in front line units. In recent years, the Klingons had found that many of the Destroyer Leader vessels that are damaged during combat, must travel great distances for repairs. Many front line repair station and MRF do not normally carry supplies for these systems. Destroyer Leaders also consume more

fuel on average than other "Leader" classified vessels. None the less, the coordination abilities of most Destroyer Leaders far outweigh the disadvantages. In recent years, the Gorn and Cardassian Union have begun to add Destroyer Leader vessels to their front line combat units.

Destroyer Leaders are very expensive to build, due to the large number of specialized systems. Much of the onboard equipment must be custom built to accommodate the unique overall mission profile. This also reduces construction time significantly, with many Destroyer Leaders taking as long to construct as a typical heavy cruiser.

FAST DESTROYER

Like other "Fast" vessels, Fast Destroyers are designed to conduct one of two specialized speed functions; maneuverability or speed. Most Fast Destroyers are extremely maneuverable, making them difficult targets to hit during combat. High speed Fast Destroyers often have overpowered drive systems that are costly and difficult to maintain, but give planners a useful fire support platform that can maintain a highly mobile profile during both military and non-military situations.



HEAVY DESTROYER

The Heavy Destroyer is designed to provide significantly more firepower for destroyer units, often have equivalent combat capabilities to that of a Cruiser or Dreadnought. More maneuverable than Dreadnoughts and roomier than Heavy Cruisers, Heavy Destroyers are used primarily as focal points for destroyer squadrons and as destroyer-escorts for Battleships and other large combat vessels. Heavy Destroyers do not have the large science base of a comparable Heavy Cruiser, but do retain the excellent sensor systems and other unique systems found on cruiser class vessels. Heavy Destroyers larger size and extended patrol capability do prohibit mass production, but their combat contribution is undeniable.

INTERCEPTOR

A primarily Federation classification, these unique Destroyers are designed to quickly intercept pirate units and engage a superior number of small to medium class vessels. Many are simply a cross between a Fast Destroyer and PT Destroyer, taking the best and worst of both designs. Interceptors have very large engineering sections to allow for the larger warp drives needed. Interceptors often use photon torpedoes or mega-phasers as their primary weapon, allowing them to cripple a single target quickly and continue pursuit if necessary. During times of war, Interceptors are used with Fast Cruisers and Fast Frigates to support fast response missions, and

are often the first vessels to arrive at a trouble spot. Most Federation Interceptors are used near space lanes, since their speed and maneuverability allow them to engage pirate vessels and commerce raiders. Interceptors are surprisingly expensive in build and maintain. Their small cargo bays also require frequent re-supply.

LIGHT-DESTROYER

Light Destroyers are a unique light craft, pioneered by the Romulans, and still in use among many navies. Unlike other light vessels, Light Destroyers do not have the specialized systems that allow them to compete with their standard cousins. Instead, light destroyers are often used with a standard destroyer or Destroyer Leader to augment their reduced systems. Many Light Destroyers are highly automated, allowing for a smaller crew and less consumables. Light Destroyer design also favors small numbers of heavy weapons, of a larger number of medium or light weapons, with many Light Destroyer designs having only 2 to 4 main beam weapons.

In recent years, the introduction of the Photon Torpedo has extended the capabilities of the Light Destroyer. Many are now armed with 1 or more forward torpedoes, with some also mounting aft torpedoes to help defend small groups.

Light Destroyers are most often used in moderate sized groups or 3 to 5 ships. Most Light Destroyers operate in packs during both military and non-military missions. Unlike other light designs, which focus on maintaining a capable but reduced secondary mission profile, Light Destroyers must concentrate all their resources during research or exploration mission. To help counter crew fatigue, extensive and comfortable recreational facilities are found aboard most Light Destroyers, rivaling many cruisers and frigates. Even with extensive automation, Light Destroyer crews are often taxed during missions to make up for the reduced systems and light crew. None the less, Light Destroyers can be built in frightening numbers when necessary, and are still capable of active combat and attack during times of conflict. Light Destroyers continue to be a primary focus of the Romulan Empire, with the Klingons also expanding their Light Destroyer fleet.

PERIMETER ACTION SHIP

An older designation, Perimeter Action Ships are part of a unique military strategy used against both the Klingons and Romulan during many of the early conflicts. PAS were designed to use stealth and heavy firepower to engage enemy vessels during times of war. Most PAS do not have the extensive crew facilities found on other Destroyer vessels, often being on patrol for no more than 6 months. PAS are smaller than a standard Destroyer, but have similar mass. PAS use even more specialized and stealthy sensor systems, and are designed to be mass produced easily. Most PAS do not have the research capability of a Destroyer, and rarely have shuttle bays, extensive repair facilities or emergency systems. PAS

do mount a large number of redundancy systems, giving them more resilience in battle. Although easy to mass produce, PAS are surprisingly expensive, often costing twice what a standard destroyer costs. This, coupled with their limited exploration capability has kept their numbers reduced. But their heavy firepower and other unique systems continues to create a niche not filled by a standard destroyer.

PT/ TORPEDO DESTROYER

Since the early days of ocean going combat vessels, nearly every navy in known space has put into use some form of torpedo or missile firing surface and sub-surface ship. Most military planners realize the inherent strategy associated with high firepower Photon Torpedo combat vessels. Like the Missile Cruiser, the Photon Torpedo Destroyers uses large torpedo bays, and independent fire control systems to deliver a massive volley of fully armed photon torpedoes against a single or multiple targets. This ability to blanket an area with torpedoes has also given the popular destroyers a surprising niche in the science field, where they can launch dozens of specialized probes and sensor drones, while still maintaining contact with each independently. Because each bay (and often, each launch tube) has an independent fire control room, space aboard Photon Torpedo Destroyers is as cramped as on other specialized starship. With the added need for Torpedo casing storage, many Photon Torpedo Destroyers are compared to Cutters in regards to internal space. Despite this drawback, their impressive firepower continues to make Photon Torpedo Destroyers a viable weapon.

WAR-DESTROYER

The War Destroyer designation has become extremely popular within the Klingon Empire, and has begun to see expanded construction with the Cardassian and Gorn navies. War Destroyers are used extensively during lengthy campaigns, with the Klingons fielding War Destroyers on extended patrols. War Destroyers are designed to operate for lengthy periods of time independently or in small groups with little or no support. Unlike War Cruisers, War Destroyers exclusively conduct military operations, and are rarely used in a non-attack role.

Most War Destroyers have extensive redundancy built into their onboard systems, as well as an extensive ability to repair their on-board systems. War Destroyers rely mostly on heavier torpedoes for their extra punch, and are know for using less sophisticated sensor system to allow for the inclusion of large cargo bays and a full replicator sub-system. War Destroyer firepower is often compared to a heavy cruiser or other large combat vessel. Most firepower is directed to the Port and Starboard sides of the vessel, with torpedoes concentrated fore and aft. Gorn War Destroyers are known for heavy aft firepower to counter the superior Romulan cloaking devices they often encounter.

Despite the extensive specialized system found on many War Destroyers, they are relatively inexpensive to construct. Most are equal to Heavy Destroyers in the material requirements, boosting production. Within the Federation, reductions in crew quarters and other research ability are made up by a surprisingly extensive recreational facility, owing to the lengthy missions required by the class. Only a few War Destroyer designs are currently fielded by most governments. War Destroyers, while popular, are still a fairly static design, restricted in their secondary duties. When not actively on an extended mission, most War Destroyers are found in-system to conserve resources.

CARRIER

INTRODUCTION TO CARRIERS

Carriers were originally seen as an enigma within the context of starship combat and operations. Shuttle Carriers had obvious capabilities in rescue and exploration, but little advantage in a theatre of operation. Few shuttles could withstand even a glancing blow from a starships main weapons. Most Carrier class vessels before 2270 were simple shuttle transport vessels. But by 2268, advancements in technology and design gave shuttles and their support vessels a much greater presence in the fleet. Since then, carriers have once again become extremely capable and important vessels.

Carriers are designed to fulfill several specialized niches. Most carriers are designed to expand the mission of a given starship, be it exploratory, military or medical. Carriers themselves constantly evolve, with new equipment and systems installed nearly every year. Most carriers are based with a large fleet or at a specific star base or home world and are charged with rapid response and delivery of their respective craft at a moments notice. Like Dreadnoughts, most Carriers spend their patrol time less than a day's journey from their home port.

Carriers of all types carry a large variety of shuttle craft, and may be called upon to rendezvous and deliver shuttles to other front line vessels. Carriers contain berths for flight crews, pilots and often a large area for passengers, patients or troops, depending on the mission parameters. Most carriers also have large medical or storage areas, also congruent with their mission profile. Nearly all carriers has an extensive operating protocol, including emergency transporter recovery systems, rapid shuttle launch and recovery, emergency medical or evacuation protocols and extensive troop or colonist deployment plans. Although all carriers are capable of full filling any of these operations, when ever possible, specific carriers are sent, allowing specialists who have trained to conduct the mission. Many in the Carrier fleet compete against other vessels for recovery times, information gathering and emergency procedures.

ASSAULT CARRIER

Assault Carriers are considered the backbone of most ground force support squadrons, capable of attacking a single fixed target with extensive weapons, while supporting large numbers of attack shuttles and troop transports. Assault Carriers act as primary base vessels for ground troops and support troops, coordinating troop movement, landing zones, medical recovery and space support operations with other Assault Ships and Frigates. Assault Carriers can support entire brigades when necessary. Most Assault Carriers have large numbers of docking facilities and specialized hangar decks that allow for the mass transfer of troops and equipment to waiting shuttlecraft. Assault Carriers also have extendable docking rings used to link with other support vessels. Most Assault Carriers are larger than standard vessels of similar mass and are extremely expensive to operate for lengthy periods of time. Assault Carriers are known for their port and starboard weapons compliment, owing to their ground support role. As with other shuttle carrier vessels, Assault Carriers are often used during rescue missions to provide evacuation points and transport when necessary.

ATTACK CARRIER

Attack Carriers are designed to engage several enemy targets using both fighter squadrons and on-board combat systems, while still maintaining a focused attack on a single target. Attack Carriers are usually smaller than Heavy Carriers, but maintain the same overall number of combat shuttles. Unlike Fighter Carriers, Attack Carriers have a moderate recovery capability, but are not as maneuverable or speedy as Fighter Carriers. Most Attack Carriers maintain multiple egress points to allow the command vessel to maintain a combat posture while launching fighters. Attack Carriers do not have the extensive research capability of other carriers, nor the medical base of rescue carriers. Surprisingly, they are often sent with other carriers to escort large groups of shuttles near hostile boarders.

ESCORT CARRIER

Although sometime associated with escorts, Escort Carriers are more often known for their fast attack capability within military convoys. Escort Carriers maintain a constant military readiness stance while escort other vessels, with their air crews often waiting "on-deck" in their respective shuttles and fighters. Escort Carriers have highly sensitive passive sensors, designed to allow commanders a first strike warning capability. Because Escort Carriers are most often used for highly sensitive escort missions or to escort combat strike forces, stress levels are high. To combat this problem, most Escort Carriers are designed with extensive recreation facilities and crew accommodations. Escort Carriers also support a non-standard 4 watch day, requiring larger numbers of flight crews and support personnel. Escort Carriers require greater re-supply efforts.

Escort Carrier fighters are often the first response when trouble is detected, with entire wings of ship able to be launched before most enemy vessels can even de-cloak. Escort Carriers, like other high use carrier vessels, maintain numerous crew safety and protection systems. Escort Carriers also employ an extensive crew rescue capability, designed to secure crew members from captured or severely damaged freighters. Escort Carriers do not maintain the extensive air coordination systems found on other carriers. Escort Carriers, like other specialized ships, are extremely expensive to build and maintain.

FAST CARRIERS

Fast Carriers pose a difficult design challenge. The heavy, powerful engines and support systems required for a 'fast' vessel necessarily limit the amount of space and weight that can be designed in for other systems. A carrier requires considerable space and weight for it's contingent of small craft and their launch and recovery systems, maintenance bays, and specific supply needs. As such, Fast Carriers carry the smallest numbers of fighters and/or shuttles of all carrier designs including Light Carriers. Their maintenance bays are cramped and their on-board supplies are normally minimal at best. The launch/recovery systems are kept as simple as possible to reduce weight. The Fast Carriers are also lightly armed as a result, opting to use the space and weight that would go into more extensive weaponry to improve flight operations capabilities.

Consequently, Fast Carriers are seldom deployed unless another 'fast' vessel such as a Destroyer or Cruiser is available to act as an escort. Few Fast Carriers are built to serve specifically as combat vessels. The Fast Carriers that are built to serve primarily as combat vessels normally carry elite squadrons to help improve the effectiveness of this ship type in combat. In a non-combat role, Fast Carrier are deployed to aid in rescue and evacuation missions and are often the first to arrive on the scene due to their speed. However, their limited supplies and cramped on-board space make them more suited to support such operations instead of leading them.

Fast Carriers find their greatest utility as fast re-supply vessels, carrying replacement fighters and shuttles to other carrier types. During military campaigns, their swift re-supply of fighters and assault craft along with replacement crews to front-line carriers is vital in maintaining the carrier fleet's combat effectiveness.

FIGHTER CARRIER

Fighter Carriers have been likened to the surface ships of old that would launch and recover large groups of specialized fighter aircraft. Modern fighter carriers are often less maneuverable than destroyers and are designed for fast attack strikes by their fighter wings, with moderate to heavy support from the Carrier it's self. Most fighter carriers have fairly small recovery systems, but have excellent launch protection and defense.

FLEET CARRIER

Fleet Carriers are the largest of the combat carriers, capable of launching dozens of fighters and attack shuttles in moments. Unlike fighter carriers, Fleet Carriers have more extensive recovery and re-arming systems. Most Fleet Carriers are well protected against other fighters, but are not designed for extended starship combat. Fleet Carriers are often employed as command vessels for other carrier vessels. Fleet Carriers also have a large medical recovery capability, allowing them to operate and coordinate rescue and evacuation operations.

HEAVY CARRIER

Heavy Carriers are the cruiser classed carriers designed to function as support for several specialized shuttle and fighter squadrons. Unlike combat carriers, Heavy Carriers have extensive research facilities as well as shuttle support systems. Heavy Carriers have combat abilities equivalent to large destroyer or medium cruisers, with enough of a science base to be classified as a light cruiser. Heavy Carriers often sacrifice some maneuverability to allow for the necessary internal space for shuttle operations.

LIGHT CARRIER

The Light Carrier is considered a fast response multi-purpose carrier, designed to operate freely away from a home port. Most Light Carriers have only a few squadrons of shuttles or fighters on board, but do have extensive support facilities for it's embarked craft. Light Carriers are also used as long range scouts during military and non-military missions, able to coordinate data gathering from all of it's normal shuttle compliment, extending the "eyes" of a fleet. Light carriers are considered to have ample firepower to engage enemy destroyers, and with it's full complement of combat craft in the air, can engage enemy cruisers. Light Carriers are less expensive to field and maintain than other carriers.

RESCUE CARRIER

Specifically designed for emergency operations, Rescue Carriers employ not only Shuttles, but mass transporters, energy transfer systems, and extendable shield systems that allow Rescue Carriers to lend assistance to nearly any size or type of vessel. Rescue Carriers, like other emergency starships, have extensive medical facilities, with many onboard facilities able to transform into mass trauma bays at a moments notice. Rescue carriers have extended research bays, isolation science centers and other specialized science systems, as well as onboard systems to convert entire decks of the vessel to "other atmospheric" conditions. Rescue Carriers also have a number of specialized transports that allow shuttles to drop off evacuees or injured persons without needing to physically dock with the Carrier. Rescue Carriers are rarely armed, but do maintain a minimum defensive capability.

SHUTTLE CARRIER

The second largest of the carriers, the Shuttle Carrier is designed primarily to provide logistic support for a great number of shuttles. Although combat capable, shuttle carriers are most often employed in rescue operations or transporting of colonists and equipment from large colonial transports to planetary locations. Shuttle Carriers are well adapted to operate as non-combat command vessels for scores of shuttles. Shuttle carriers have extensive repair and modification equipment and are capable of building, from the ground up, nearly any type of shuttle or fighter. Shuttle Carriers are often slow and unmaneuverable, being designed as a "refueling" stop rather than a front line combat vessel. Although not designed as rescue vessels, many shuttle carriers are capable of acting as a resting stop during evacuations, allowing other carriers and vessels to take on more critical supplies or wounded in times of crisis.

SUPER CARRIER

The largest of all the carriers, the Super Carrier is capable of launching, supporting and recovering over 100 shuttles simultaneously. Slow and fairly unmaneuverable, Super Carrier non the less fulfill all aspects of carriers in general, including rescue and evacuation, heavy combat support, ground combat support, research and exploration, transportation, repair and construction, and re-supply to other units. Super Carrier have nearly as many shuttle as a Shuttle Carrier and as many fighter wings as a Fleet Carrier. Super Carrier greatest liability is their dependence on other support tenders and supply vessels for extended missions. Although most Super Carrier are capable of taking on board nearly 30,000 souls, should the need arise, few Super Carrier could support such a passenger load for more than a few weeks, relying on other support craft.

SUPPORT CARRIER

An unusual designation, the Support Carrier is designed for large civilian companies who require extensive shuttle support vessels for both colonial and mining operations. Support Carriers feature surprisingly luxurious rooms for operations specialists who are required "on site" for various jobs. Support Carriers also have large internal spaces that can be used as cargo transfer and processing areas, as well as interchangeable internal configurations that allow for quick installation of specialized cargo processing modules.

Most support carriers are used between systems to upload ore or raw materials that can not be moved easily by transports. Support carriers then escort the cargo transports and help quickly off-load the same material at a destination port. Currently, there are very few Support Carrier designs. Surprisingly, most Support Carriers are highly modified by their owning companies. An entire sub-culture of Support Carrier modification companies has arisen in the Ferengi Alliance to help customize these vessels for deep space use.

TACTICAL CARRIER

Tactical Carriers, like other Tactical classified vessels, are designed to coordinate both shuttle squadrons and other starship in large scale attacks against several targets. Tactical Carriers, like Command Cruisers, have large Command-and-Control centers and can take command of a fleet should a command vessel be lost. Tactical Carriers replace their standard sensors with wide area flight command sensors, allowing Tactical Carriers to act as a "control tower" for nearly any ship situation. Tactical Carriers are most often employed independently with one or more squadrons of Destroyers or other combat craft, to engage enemy facilities and raid shipping during times of war.

Tactical Carriers are also employed when emergency Command-and-Control is necessary for disasters that would otherwise overwhelm a standard carrier or Command Cruiser. Tactical Carrier's ability to coordinate the more minute operations of front line shuttle operations make them ideal for micro-management use in large fleets with multiple shuttle based craft. Tactical Carriers do have sufficient firepower to act as a Heavy Cruiser, but lack the maneuverability of a Cruiser, being akin to a Dreadnought or Battleship. Despite their sluggish maneuverability, Tactical Carriers are faster than standard carriers.

THROUGH-DECK CARRIER

Through-Deck Carriers, unlike other carrier vessels, are designed to rapidly re-arm and launch shuttle and fighters on a massive scale. Very slow when compared to even freighters, most Through-Deck Carriers require a greater number of defensive escort ships, but can support twice the number of shuttle employed by a Through-Deck Cruisers. Through-Deck Carriers are able to rapidly modify a large number of shuttles for special air operations when necessary, and have the ability to support mass evacuation operation at any time with little or no warning. Through Deck Carriers employ many of the same safely features installed on other Carrier vessels.

ESCORT

INTRODUCTION TO ESCORTS

Escorts provide a wide range of support capabilities to front line combat vessels and large convoys found throughout travel lanes. Unlike Destroyers, which use passive sensors to detect enemy forces, Escorts use active sensors, scanning with dozens of different systems. Built for delaying actions, Escorts are used primarily to delay and harass enemy forces, giving freighters time to escape and other combat vessels time to arrive on scene.

Escorts also act as scouts and rescue vessels for convoys and other large forces. Nearly all escorts traverse from one point to the next, often on standard patrol routs and freight runs. Most escorts have surprisingly comfortable crew amenities, owing to their

lengthy patrols. Many convoy runs take two to three times as long as a standard cruise, due to the slower speed of fully laden cargo vessels. None the less, they can move at surprising speed when necessary. Escorts are also designed to be very easy to construct and maintain, being able to be produced in vast numbers.

Most Escorts are armed for short to medium range combat, owing to their greater chance of encountering light, fast pirate vessels. None the less, Escorts are armed heavily enough to engage enemy destroyers and light to medium cruisers with a high degree of success.

CONVOY TENDER

Another of the unusual support vessels, Convoy Tenders are highly specialized, and are only used to escort the most sensitive of cargo vessels. Convoy Tenders, unlike standard tenders and repair craft, are designed to quickly restore power, life support and even fighting capability of other vessels, even while under attack. Convoy Tenders have large engineering crews, as well as a surprisingly large contingent of combat fighters and specially designed shuttles. Convoy Tenders use several specialized systems to allow themselves to transfer power directly to other vessels through their shields, transfer personnel rapidly to damaged areas of a vessel, and even to transfer specialized materials, like hull plating and coolant directly to a crippled ship. Because of their mission, Convoy Tenders are often well protected, with one or more vessels assigned directly to them for protection.

Many of a Convoy Tenders specialized systems do make them vulnerable, especially when forced to remain stationary to conduct transfers. None the less, their ability to quickly engineer stop gap measures to restore power or propulsion to crippled ships make them a valuable tool. Many Convoy Tenders are armed and have surprisingly strong shields for vessels their size. They are often slow and somewhat unmaneuverable, though.

ESCORT-CORVETTE

Like standard Escorts, Escort-Corvette's are designed to engage pirate raiders who attack convoys. Escort-Corvettes are significantly smaller than Escorts, and do not have the extensive sensor systems found on other Escort class vessels. Most operate in large groups, allowing one or more ships to pursue raiders, while others escort-corvettes continue on with a convoy. Escort-Corvettes are often found operating with Escort-Cruisers, which act as unit command ships for Escort-Corvette squadrons. Escort-Corvettes are easier to build and maintain than most other vessels. Most Escort-Corvettes have very limited range, built to escort standard convoy routes. Most Escort-Corvettes replace science systems with emergency transporters and holding cells. Most Escort-Corvettes engage Orion and Ferengi pirate forces, found through-out the Federation. Escort-Corvettes never operate alone and are rarely used in large scale combat situations.

ESCORT-CRUISER

Escort-Cruisers are larger escort vessels, which act as command ships for larger convoys. Most Escort-Cruisers are designed to have all the capabilities of a full cruiser with the added benefit an Escorts active sensor suite. Escort-Cruiser also have a standard compliment of troops, used to secure damaged or disabled vessels. Extensive rescue systems and extra transporters are also installed, along with larger shuttle bays and extra cargo holds, used for specialized cargo in case of emergency. Unlike Command Cruisers, Escort-Cruisers have a large repair section and extra replicators. Escort-Cruisers can also conduct two or more back-to-back cruises, owing to their larger crew compliment and more extensive cargo facilities.

Escort-Cruisers also have an extensive civilian law facilities, including court reporter, judge-advocate, and securities & exchange facilities, maintained by both Star Fleet and Federation personnel. This often means that Escort-Cruisers are called upon to act as mediation facilities for minor altercations and disagreements. Despite these unusual capabilities, Escort-Cruisers are very well armed, having more firepower that most Destroyers and Frigates. Escort-Cruisers are so mission specific that only a few designs are currently in use.

ESCORT-FREIGHTER

A uniquely Romulan designation, the Escort-Freighter is more an escort vessel than a true freight carrying ship. Escort-Freighters are designed for moderate cargo runs with a light but valuable cargo load. Unlike traditional freighters, Escort Freighters are highly maneuverable, even when loaded, and are well shielded to prevent loss of cargo and crew. Escort-Freighters are also well armed with large numbers of short to medium range weapons, and often torpedoes or other high firepower systems that help to defend both them selves and others that are in convoy with the Escort-Freighters. Most Escort Freighters have extensive transfer systems that allow them to operate with tenders and support vessels while maintaining a powerful combat presence.

Escort-Freighters, often destroyer or cruiser sized, do not have the amenities associated with these classes of vessels, using the internal space for cargo and transfer systems. Escort Freighters also have large, often luxurious accommodation for VIP's and other crew members that may be accompanying cargoes. Escort Freighters also have special on-board systems for unique cargoes, including special environmental systems, shielding and radiation suppression systems. These expensive but useful sub-systems allow Escort-Freighters to transport hazardous materials when necessary, without the need for large escort groups.

Escort-Freighters are built and maintained primarily by larger governments and some very profitable private companies. Although able to transport moderately size cargoes, Escort-Freighters require destroyer sized crews to operate effectively, and are ineffective as a

profit making tool for private owners and even most large companies. None the less, several independent operators field vessels of this size and classification. The Romulans are also believed to be marketing several vessels of this class.

ESCORT-TUG

A very rare breed of starship, Escort-Tugs are built to tow damaged or disabled vessels within convoys. Escort-Tugs are always stationed at a large Star Base or other planet with a high degree of traffic. Unlike other rescue vessels, Escort-Tugs are more heavily armed, and have a surprising amount of specialized equipment onboard as part of their missions. Most have physical grappling systems, should tractor beams prove useless. Larger cargo bays, mass transporters, and huge landing bays are also features of these unusual vessels. Escort-Tugs also have some of the most powerful engines of the escort class of vessels, owing to their power needs. But all the unique systems come at a great cost. Escort-Tugs are extremely cramped, even more so than light Corvettes.

Escort-Tugs have no lab facilities, not troops, no emergency repair capability and few crew amenities. Although powerful, they are often unmaneuverable and easy targets for opposing vessels. Although moderately armed, few have torpedoes and most have lighter shield in comparison to other vessels of the same class, allowing for the larger engineering spaces needed. Escort-Tugs are often mistaken for Rescue-Tugs, but do not have the inter-ship computer connection, rescue shuttles or large sick bay found on other rescue vessels.

SKIFF

Skiffs are considered part of the overall Escort classification, but are know for their larger size and focused combat capabilities. The term skiff refers to the most simplified and primitive of the combat capable ships. Most skiffs are short range vessels, requiring a support command vessel for extended patrols or combat operations. Skiffs use the most inexpensive systems, often equipped with only the most basic of navigational sub-systems, crew accommodations and computer capability. Skiffs, and their associated sub-class – Battle Skiff, are most associated with the Klingon Empire, who maintain several unique designs in their inventory. Skiff have very limited computer capability, requiring other vessels to link to database networks. Skiffs also rare have extensive repair capability or medical facilities. Skiffs are described most often as “an engine and a gun”, referring to their extremely simplistic nature. Despite their simple design, skiffs require very few crew members and can be built in surprising numbers very quickly. Skiffs are also well know for their extensive weapons capability, often equaling vessels twice their size. Skiffs are usually used to overwhelm a single enemy target or protect military cargoes on established cargo runs, where crew and vessels can be rescued if necessary.

SPECIAL SERVICE VESSELS (Q-SHIPS)

Special Service Vessels, more commonly referred to by their Teran designation of Q-Ships, are used as anti-commerce raider/anti-piracy vessels. The quintessential 'wolves in sheep's clothing', Q-Ships are standard freighters/transporters that have been modified to carry medium to heavy weapons and are often re-fitted with more powerful engines to provide for the increased heavier weapons suites. Many are structurally reinforced to enhance their combat survivability, and most examples of this vessel type, weapons are mounted in such a way as to conceal them from casual scans and even physical view. This helps to maintain the appearance of a standard commercial version upon which the ship is based. Special Service Vessel operations are considered hazardous, yet successful.

Most pirate and commerce raiding vessels prey upon lone commercial vessels and lightly or undefended convoys. Special Service Vessels poses as a standard trading vessel hoping to lure in such hostiles. Once hostile vessels commit to the attacking, the Q-Ship unveils it's weapons and turns the tables on the attacker.

In many cases, the knowledge that Q-Ships have been deployed in an area experiencing pirate or commerce raider attacks is enough to cause significant reduction in pirate activity. Special Service Vessels still retain some cargo-carrying capacity. They normally can carry approximately 50% of their normal cargo load and are used as armed freighters for small, when not engaged in their primary mission. Q-Ships are normally considered Auxiliaries of the space navies in which they are registered. As such, they are considered military vessels and are operated by qualified military crews. Special Service Vessels are significantly more expensive to build and maintain than other escort vessels. Due to their highly specialized weapon systems and other onboard equipment, refit times for many Q-Ships are extensive.

TROOP VESSEL

INTRODUCTION TO TROOP VESSELS

Troops, and their use in general combat, has been a long debated central theme for many nations that field space navies. Since the early days of space expansion, many nations have had the need to embark, transport, disembark and assault a fixed position using a variety of specialized equipment and personnel. Many nations, such as the Klingons or Cardassians, mount a mobile army force that can conduct a wide range of military operations, while other nations field a more specialized ground force, designed to conduct long term combat operations with varied support.

Unlike Frigates and other Marine carrying transports, Troop Vessels conduct most of their operation again purely ground targets, including cities and towns, fortresses, group outposts and other normal city operations. Most troop operations in the modern combat

theatre are conducted against defended and shielded ground targets, many of which are too well defended to be attacked from space. Troop Vessel operations are often on a much large scale than Marine operations, and require a wide range of vessels for the transport of both men and material. Troop ships are designed to specifically support Army forces and their ground vehicles/sub-systems. Most Troop vessels are used only during war, and against a specific target. Assault vessels are short range platforms, capable of moving from 500 to in some cases over 3,000 troops from a garrison or base, to front line action. Troop vessels can then disembark those troops and their equipment, and conduct support functions from space.

Although used primarily in times of war, Troop vessels can also be used to transport massive numbers of refugees, and can even be converted quickly to cargo transport when necessary. Most Troop vessels have light crews, despite the large number of troops they can carry. Many are inexpensive to build, but extremely expensive to fully load and maintain during combat. Most troop ships are armed, due to their dangerous mission profile, but their large compliment and heavy cargo loads often reduce maneuverability, and internal space, often at a premium, is reserved for support facilities, rather than weapons.

ASSAULT COMMAND VESSEL

Assault Command Vessels operate as a command post for extended ground operations, coordinating medical, support and assault functions for an entire Expeditionary force. Assault Command Vessels can also coordinate air support, and even close-in space defense around a ground assault force. ACVs are most likened to other command vessels, often internally laid out in a similar fashion. Many ACVs are indeed converted Command Cruisers with systems specialized for ground units rather than space units.

ASSAULT SHIP

Assault Ships are the most specific troop movement vessels assigned to most space navies. Assault Ships are designed to quickly load men and material for moderately extended operations, transport said troops to a planet and support landing and operations planet side for months at a time. Most Assault Ships are moderately armed, able to aggressively defend them selves and support defending escorts from hostile space born combat platforms. Most Assault Ships are able to support over 1,000 troops in ground operations. Many Assault Ships have moderate medical facilities, cargo replication ability, some research capability and minor command and control ability. Assault Ships have a wide range of specialized defense system to keep troops safe during transport and in the initial stages of an assault. Many Assault Ships also support fighter wings to help protect the vessel and conduct ground attacks. Assault Ships are usually faster than Troop Transports, and are often seen in large convoys with other Troops vessels.

ASSAULT SUPPORT VESSEL

While a lofty sounding name, many are aware that Assault Support Vessels are primarily armed cargo/supply transports, used by army forces to move ground force vehicles and support systems to and from the battlefield. Most Assault Support Vessels are specifically designed to defend themselves and other troop vessels while maintaining orbit and transporting ground vehicles, shield systems and other troop support systems under fire. Assault Support vessels are used in conjunction with Ground Support Vessels to maintain troop equipment, help move non-replicable material, and conduct other non-engineering support functions, including medical, logistic and transport needs that would otherwise strain an Assault ships capabilities.

Most Assault Support Vessels are better armed than other Troop Vessels, owing to their use during most initial combat operations. Assault Support Vessels can also use a wide range of specialized combat ordinances to support ground assaults. Although the Crew of an Assault Support Vessel is large than other Troop Vessels, there is still a large group of transient officers and men during combat operations.

GROUND SUPPORT VESSEL

Unlike an Assault Support Vessel, a Ground Support Vessels is referred to as an "Engineering" ship. The primary use for most Ground Support Vessels is to help construct permanent and semi-permanent support facilities for ground troops. GSV's also help to build housing, recreational facilities, shield systems, and even planetary defense weapons to support army units on hostile worlds. GSV's are fitted with a large number of replicators and other material construction systems that allow the vessel to operate as a base for engineering teams and units. GSV's also transport unique equipment, not normally called for by ground forces. Ground Support Vessels also coordinate transfer of material to various troops units from other vessels, such as freighters and transports.

With in the Romualn and Federation fleets, GSV's also function as a mining vessel, capable of extracting and processing raw material at a limited capacity. This further extends the ability of a fielded Army unit to remain independent of other support ships during times of war. Because of the wide range of onboard systems, GSR's are surprisingly expensive, often equal to Heavy Cruisers and Battleships. They are also difficult to build and maintain due to their specialized nature.

LANDING SHIP

Considered one of the most vulnerable and specialized vessels, Landing Ships provide field commanders with the ability to load troops, equipment, support systems and secondary systems in space, then physically land these resources on planets where transporters or other transport mechanisms are ineffective. Landing Ships are known for their massive repulsor

lifts, often able to lift two to three times their standard weight. Many are specially equipped with systems that allow landing, take off and transfer of men and material while under fire. Most landing ships are able to load and transfer hundreds of men at a time, including all light craft, air support vehicles, construction vehicles, and ground instillation construction systems in one fell swoop.

But the Landing Ships' unique abilities come at a cost. Landing ships do not have the support facilities associated with other troop ships, and can not maintain troops onboard for extended periods. Most can only support troops for short duration flights, often less than a week. Landing Ships also do not have long range space weapon systems, opting for large numbers of short range weapons that can be employed accurately while in-atmosphere.

Landing ships are also extremely slow when compared to even the largest of starships. Although able to operate within an atmosphere even after several of it's repulsor systems are damaged, most Landing Ships are sluggish at the best of times. Even at top speed, achieving orbit when fully loaded can take vulnerable minutes, during which Landing Ships must rely on fighters, escorts and orbiting starships for protection.

Despite their restrictions, when properly employed, landing ships can allow armies to garrison and occupy a planet in hours, rather than the traditional time period of days. Landing Ships are surprisingly difficult and costly to build, and frighteningly expensive to maintain. Each single ship often costs the equivalent of a squadron of destroyers, owing primarily to the unique equipment needed to fulfill their primary mission profile.

MARINE LANDER

Unlike the lumbering and vulnerable Landing Ship, the Marine Lander is considered a high speed, heavy assault ground support vessel designed to drop large numbers of troops and their equipment into hostile territory, and cover their deployment while under fire. Marine Landers can often transport about 1/3 the total number of troops as a Landing Ship, but can maintain their shield cover and support firepower, even against orbiting starships. Most Marine Lander expense is dedicated to the shield systems, which require numerous back-ups, redundant crossovers and other specialized equipment to allow the troops to disembark in relative safety. Marine Landers can project their shields to help support other landing craft while engineers set up ground based shield systems and other buildings during combat. Marine Landers maintain enough shuttles and escape pods for every crew member and soldier, as well as combat and emergency transporters for each person. The entire complement of troops and equipment can be transporter in less than 2 minutes, allowing the Marine Lander to rededicate it's power to shields and weapons.

Marine Landers must maintain extremely precise short range sensors, as well as large power reserve systems. (Most Federation Marine Landers can operate

for in excess of 20 minutes from batter power alone, with full shields, transporters and other combat systems.) Life other specialized landing vessels, Marine Landers are not built to maintain troops on long journeys, and must rely on troop transports and assault ships to move troops over great distances. One on location, though, most Marine Landers can move entire platoons from orbit to ground positions in less than 10 minutes.

TROOP TRANSPORT

Troop Transports are primarily used to move very large groups of troops too and from the battlefield, relying on other vessels to transport ground systems and vehicles. Troops Transports are specifically used to move men, rather than material, and can often move thousands of men quickly and safely. Troop Transports primarily use transporters to move troops to other vessels or to safe ground positions before operations commence. Unlike an Assault Ship, a Troop Transport has little room for transporting ground vehicles, building material and other planetary resources. Among some naval power (specifically the Klingon Empire) Troop Transports have support facilities for only the onboard crew, relying on other vessels to support disembarked troops. Troop Transports are almost always used in conjunction with Assault Support Vessels, who provide the required support systems. Troop Transports are expensive to maintain, but simple and easy to build.

SCOUT

INTRODUCTION TO SCOUTS

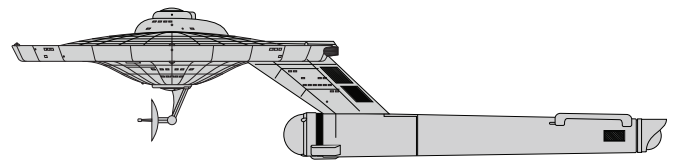
Scouts, like Cruisers, are one of the oldest designation in Federation nomenclature. Scouts are designed to conduct a number or information gathering missions, including exploration, first contact, research, and intelligence gathering. Scouts are usually smaller and lighter than other front line exploration vessels. Most are also less heavily armed, using the space for labs and research equipment. Scouts have extremely comfortable, although somewhat cramped, crew spaces, due to their extended patrols. Most scouts are used along the expanding boarder to explore and catalogue planets, stars and other space phenomenon. No other single category of vessel can claim as many discoveries as Scouts.

Scouts are also designed to be easily repaired, and many have extensive self-repair capabilities, needing only time and raw materials to repair nearly any onboard system. Scouts have both passive and active sensor systems, often rivaling those of Heavy Cruisers. Scouts have a number of computer redundancies, used to store and transmit newly acquired information. But the focused nature of Scouts does put them at a disadvantage when compared to cruisers. Most scouts have only moderate medical facilities, reducing their effectiveness in medical situations. Scouts also lack the large crew associated with other exploration classes. None the less, their speed

and excellent detection equipment make them the ideal choice for expanding the borders of the Federation.

BATTLE SCOUT

Battle Scouts, a Klingon term, describe vessels more commonly known as Raiders and occasionally confused with Blockade Runners. Battle Scouts, the most famous of which is the Bird of Prey design, has only a limited science capability, usually having only one or two actual labs aboard. Many Battle Scouts are equipped with extensive ECM devices which allow them to operate closer to most enemy facilities. Battle Scouts are known for their light beam weapons and usually are equipped with a single, heavy firepower torpedo weapon. Although unable to successfully engage large capital ships, Battle Scouts are able to use their stealth and attack Destroyers, Escorts, and on rare occasions, Cruisers. Battle Scouts ability to gather data stealth fully make them an interracial part of most combat plans.



FAST SCOUT

Fast Scouts are usually known for their inability to conduct research missions, rather than their high speed. Considered some of the fastest vessels within most navies, Fast Scouts use much of their internal space to accommodate oversized engines and impulse drives, sacrificing much of their science base capability. Most Fast Scouts do retain extremely sensitive scanning equipment, and can gather data nearly as detailed as a Survey vessel. None the less, most have half the number of labs associated with a typical scout vessel. This give most Fast Scouts a more military mission profile. Due to their small size and usually light weapons, Fast Scouts are not know for their battle capabilities.

HEAVY SCOUT

Heavy scouts are used to conduct extended reconnaissance ahead and to the flanks of fleets and to supplement other surveillance craft patrolling in sensitive areas. They are also used in place of standard scouts in areas where hostile action is anticipated. These vessels mount powerful sensor suites, often mounted externally, which extends their sensor range dramatically compared to other vessels. Built for good speed and moderate maneuverability, these vessels provide vital reconnaissance for the fleet, ranging well ahead and to the flanks of the fleet. Their superior sensor suites scan for danger which the scout transmits back to the fleet. When faced with superior forces, they utilize their high speed to return to the protection of the fleet. In fleet combat, these vessels act as picket ships supporting the fleet's capital vessels.

Heavy scouts mount weapons comparable to standard destroyers to help in their survivability while scouting away from the fleet and to provide good supporting fire when acting as pickets. Often referred to as the 'eyes and ears of the fleet', these vessels play a vital role in fleet operations. When deployed to scout independently, the heavy scout is able to sense potential trouble at a longer range than a standard scout. The heavy scout can then utilize it's speed to evade danger or rely on it's firepower to engage a hostile which cannot be outrun. Heavy scouts are significantly more expensive to build and maintain.

INTELLIGENCE SCOUT

One of the most secretive vessel classes, the Intelligence Scout is designed to gather and quickly interpret enemy/unknown transmissions along a broad range of carrier signals, including Sub-space, Radio and even Laser communication systems. Intelligence Scouts use extremely modified drive systems to almost completely mask their warp signatures and location from even their own command vessels. Most Intelligence Scouts have the ability to remain on station for extended periods of time, running silent for up to a year or more.

Intelligence Scouts have a myriad of onboard self-destruct systems that allow any of the crew to quickly and completely destroy all data gathered from their targets. Intelligence scouts are also able to gather communications data from great distances using (often externally mounted) large sensor grids or antenna that extend the range of an Intelligence Scout beyond that of even a heavy cruiser. Intelligence scouts have poor long and medium range sensor systems, being equipped with more passive systems. Most Intelligence Scouts are known for their small crews, usually less than 10 persons, with several designs being one man craft.

Intelligence Scouts are not known for their weapons or shields, often using very light shielding to reduce energy signatures detectable by enemy forces. Duty on-board Intelligence Scouts is less hazardous than commonly believed, but significantly less exciting than hoped for. Most crews aboard Intelligence Scouts, even among races like the Romulans, burn out very rapidly and few persons request a second tour.

LIGHT SCOUT

Light Scouts are the smallest scout vessels in use by the Federation. Unlike standard Scouts, which have an extensive multi-target research base, Light Scouts, like Research Cruisers, are designed to concentrate several different science system on the study of a single phenomenon. Light scouts are often no larger than a cutter or large gunboat, but have extensive recreation and meeting spaces available. Light Scouts also have a larger than average passenger compliment, with many on board crew actually civilians. Light Scouts often have only rudimentary defenses, and are never sent beyond the boundaries of Federation Space.

RECON SCOUT

Recon Scout is a designation found in the Klingon Imperial Navy. This ship type was developed by the Klingons to help make up for their general lack of science-dedicated vessels while adding a reasonably combat-capable vessel to the inventory. A cross between a Battle Scout and a Science Scout, the primary mission of the Recon Scout is to range out from the fleet and/or bases to investigate and assess threats that require a more scientific approach when brute strength will not suffice. The crews of Recon Scouts tend to be older, shrewder warriors which recognize the value of outwitting a foe with knowledge (even when the enemy is a natural phenomenon). While not as capable as other species science scouts, the Klingon Recon Scout serves well as a scientific investigation vessel and are vital to the Klingons in determining the threat level or material value of newly-encountered phenomena.

Recon Scouts are built to have good speed to carry them to trouble spots and to aid in their escape and swift return of critical data. Recon Scouts generally have firepower comparable to Battle Scouts but will have at least twice to three times the amount of lab space and more sensitive and broader-ranged sensor suites. Recon Scouts are often used in first contact situations where their more extensive lab facilities can prove advantageous in discovering whether a new species might have resources worth exploiting. Recon Scouts are also capable of performing extensive surveys of planetary systems in the search for valuable material resources.

SCIENCE SCOUT

The most sought after scout assignment, the Science Scout is perhaps the most common image of scouting vessels among most navies. Science Scouts trade weapons for labs, often having more actual on-board laboratories than vessels twice their size. Science Scouts have extremely precise sensors to make extensive studies of both space-born and ground phenomenon. Science Scouts bring to bear all the science and research capabilities of a Heavy Cruiser in a platform often one quarter of the size. Science Scouts can conduct experiments and research on up to 10 or more projects simultaneously, and are credited with more discoveries than any other single class of vessel.

Science Scouts are none the less vulnerable. Because of their reduced internal volume, many are only lightly armed and moderately shielded. Most Science Scouts are assigned to relatively "safe" areas of study, having a military escort when operating near dangerous areas. Science Scouts are usually quite easy to detect, despite their small size. Truly non-military vessels, Science Scouts have large Passenger Facilities and recreation capability. Although armed, most Science Scouts would quickly run when faced with an adversary. Although not deigned for it, most Science Scouts can conduct first contact missions when necessary.

PATROL CRAFT

INTRODUCTION TO PATROL CRAFT

The Patrol Craft designations cover a large assortment of light, short to mid-range vessels, use by both military and civilian personnel. Patrol Craft include Corvettes, Cutters, Gunboats, Clippers, Sloops, Corsairs and Monitors. Although all are group as Patrol Craft, each is unique in their design and abilities

CLIPPER

Used for mostly civilian vessels, a Clipper is an extremely fast vessel, capable of tremendous speed, moderate maneuverability and often built with comfort in mind. Many civilian Clippers are armed with light weapons, often employed by corporate concerns as courier and pleasure craft. Star Fleet does maintain a small fleet of Clippers, used as high speed transport vessels and high speed escort. Although capable of deep space operations, most Clippers are designed to cruise from one port to another, often taking in any sights along the way. Star Fleet Clippers do have a large internal bay used to load special sensors or other science equipment for short periods of time, as well as moderate weapons that allow them to act as Escort vessels for high speed convoys. Civilian Clippers often have a small but highly specialized cargo bay used to transport unique and rare cargos from through space. Although similar in size to Blockade Runners, Clippers are rarely used in illegal activities, due to their often unique hull design.

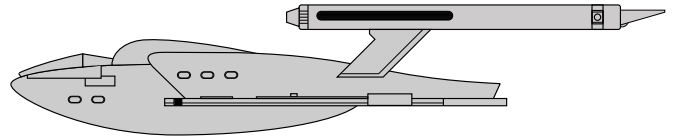
CORSAIR

Corsairs are small, extremely fast luxury ships, used by dignitaries, military leaders and corporate heads as personal transports. Significantly smaller than other luxury vessels, Corsairs are used mostly near the interior of secure space. Corsairs are primarily used by Star Fleet as large personnel transport vessels, bringing crew and dignitary personnel to and from front line vessels and bases. Most Corsairs are well know for their speed, and are lightly armed, often having little more than the most basic defensive weapons.

CORVETTES

Modern corvettes are designed to conduct patrols in and near established Star Bases and Outposts. They are built for extreme maneuverability, often sacrificing speed for maneuverability. Most Corvettes are armed for short to mid-range battle, with either a small number of heavy firepower weapons, or a larger number of light weapons. Corvettes are designed primarily to work in teams or three or more vessels, patrolling in and around the immediate air space of a space station or outpost. Corvettes are not designed for deep space patrols, having very limited supplies. They are equipped with sensitive sensor equipment, equal to most cruisers and escorts.

They are also equipped with excellent crew amenities, due to the tedium of their missions. Corvettes are very inexpensive to build and maintain.



CUTTER

Cutters, like Gunboats, are designed to operate in squadrons of 3 to 5 vessels, in and around an established outpost or base. They act as customs vessels, inspecting incoming transports, freighters and other ships. They have only moderate sensor systems, but often have a small boarding party or Marine or Ground Forces personnel. Most Cutters are built for only short range, remaining on patrol for no more than a month. Cutters are also used in-system to scan local planets, re-supply in-system listening posts and research facilities, conduct sensor sweeps of asteroid fields and escort vulnerable incoming vessels. When faced with a large cruiser or small squadron, Cutters swarm a target, attempting to overwhelm it's attack capability. Cutters almost exclusively employ short range weapons, opting for multiple hits rather than range. Although dangerous against large warships, this doctoring allows cutters to easily overwhelm most pirate vessels. Cutters are not built for speed, opting for maneuverability. Cutters are very common in most populated Federation systems.

GUNBOAT

Gunboats are designed to patrol in large numbers near established shipping and transport lanes, attacking enemy forces and pirate raiders. Gunboats, similar to Cutters, are built for speed rather than maneuverability, and are armed with longer range weapons, balancing ease of construction with combat ability. Most do not have as sensitive a sensor system as Corvettes or Cutters, but have stronger shield and higher speed. Most Gunboats also have larger cargo facilities, allowing longer patrols. Like Corvettes, Gunboats are designed to swarm a single target, overwhelming it targeting ability and delivering multiple hits on all sides.

HEAVY CORVETTE

Sometimes referred to as Pseudo-fighters, heavy corvettes are designed as patrol craft for use in known hostile areas and as attack craft within fleets. Like the standard corvette, these vessels have high maneuverability but have moderate to good speed. They are generally built with small numbers of heavy weapons and their superstructures are reinforced to increase their combat survivability. As patrol craft, they are deployed either as leaders for standard corvettes or in groups consisting solely of heavy corvettes. Their better combat

survivability over standard corvettes are a plus in areas where hostile action is the norm and heavier vessel types are unavailable for patrol duty.

Primarily used by the Imperial Klingon Navy in fleet actions, groups of 3 or 6 of these vessels take advantage of their superior maneuverability to exploit weaknesses in the enemy defenses. The larger vessels in the fleet seek to pin down and engage the enemy's large vessels while the heavy corvettes jockey for position to deliver their weapons load through a lightly or unshielded side or swoop in to deliver more fire through downed shields. When traveling with a fleet or task force, this vessel type is dependent upon tenders that are specifically designed to re-supply and repair them due to their limited shipboard resources. The Klingons also utilize these vessels as raiders. Like the battle scout, these vessels serve this dual roll well

LIGHT CORVETTE

Light Corvettes are essentially a larger version of a Long Range Shuttle or Courier. Most operate in larger squadrons than standard Corvettes, and often use similar tactics to fighters and armed shuttles. Light Corvettes do have extremely sensitive sensor equipment in keeping with their mission parameters. Most remain on patrol no longer than a few weeks, even during times of conflict. Because of their small crew complement and ease of construction, Light Corvettes can be mass produced on a huge scale, with nearly every Star base in the Federation having one or more squadrons of Light Corvettes.

MONITOR

Monitors are considered one of the most basic of all in-system patrol craft in use today. Monitors primary function is to patrol a given star system, monitoring all in-bound and out-bound space traffic, continually update navigational records, scan and monitor planets and asteroids and provide in-system defense from pirate or other hostile activity. Monitors are considered by many to be sub-light "police" vessels, and indeed many monitors do not have Warp drives. Monitors are usually larger than Cutters and Gunboats, and are also more heavily armed, relying on large numbers of short range weapons to overwhelm and disable enemy targets. Monitors have extremely extensive sensors, often rivaling most cruisers in the area. Monitors are also outfitted with a wide range of communication systems, allowing them to act as control ships for robotic freighters and comm. station while in-system. Most Monitors are also employed by Merchant Marine commands to board cargo vessels for inspection, conduct salvage missions, re-supply out-lying stations and conduct checks on buoys and other in-system equipment.

Although not a popular command, Monitors and their crews have more interaction with other life forms and other ships than nearly every other command combined. Monitors are designed to allow interaction between various systems and crews without endangering equipment or men. Most Monitors also maintain a moderate boarding

party of marines or other armed forces personnel to help with inspections and trouble shoot during combat operations.

During combat, Monitors are used to assist Cutters, Corvettes and Gunboats with larger enemy vessels, and can often be the difference between success and failure. Most Monitors are extremely fast and agile, despite their lack of Warp drive. Monitors work closely with Star Base personnel, various police officials and other government agencies to maintain lawful transit and operations within a given star system. Because most lack warp drives, Monitors are surprisingly inexpensive to construct, and very easy to maintain in-system. Most are nearly luxurious in their accommodations, and

SLOOP

Nearly identical to a Cutter, a Sloop is a civilian version of the useful frontline cutter craft. Most Sloops are larger than a standard Cutter and are employed by large corporations and smaller governments as a patrol craft near sensitive instillations. Many sloops are surprisingly comfortable, with extensive recreation and communication equipment. Sloops are even more popular as luxury craft than clippers, being both larger and roomier. Sloops are used by Star Fleet as dignitary transports and moderate speed Couriers. Sloops are also used by Star Fleet to transport small specialized cargo's between deep space stations and patrol ships.

SUPPORT VESSEL

INTRODUCTION TO SUPPORT VESSELS

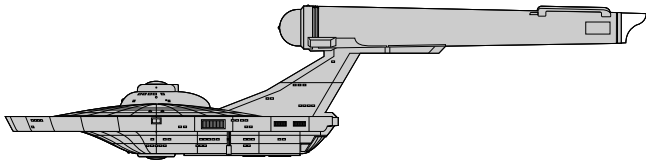
Although the term "support vessel" engenders visions of repair ships and re-supply vessels, technically, support vessels include transport and cargo movement platforms. Many "support" vessels are in actuality civilian ships designed to conduct extremely specific missions, rarely military in nature. Support Vessels include cargo ships, passenger ships, repair vessels and other assorted short to long range ships of all types. Most support vessels can be bought or traded on the open market, and come in an extremely wide range of sizes and costs.

Nomenclature of a particular support vessel rarely gives an accurate description of the ships actual size, crew or defensive capabilities. Most Support Vessels can (and are) modified to some degree depending on the location of the specified cargo/operation area. Many support vessels operating in hostile areas will ban together, often escorted by military authorities, on common cargo or transport runs. Some Support Vessels are assigned specific patrol areas, while other wait at a star base or orbital platform until needed. Even robotic ships are common.

ARSENAL SHIP

Unlike other supply vessels, Arsenal Ships are specifically designed to re-supply torpedo casings, warheads, high energy plasma, phaser and disruptor

coolants and other consumable military goods. Arsenal Ships are specifically designed to transfer these components quickly and accurately using both physical connections and transporter systems. Arsenal Ships are also able to supply probes, mines and other special warfare and science sub-systems to front line vessels. Arsenal Ships are often faster than standard tender vessels, and are also known for being well armed for short range combat. Arsenal ships are also capable of supplying components for ground troops and Star bases when necessary. Like other support ships, Arsenal Ships are only moderately equipped for other mission operations, with limited sensor and science capability. Because of the dangerous nature of much of their supply operation, Arsenal Ship duty is considered highly strenuous



BUOY TENDER

Buoy Tenders are often referred to as the unsung heroes of the space lanes. Nearly every race fields some form of navigational satellites to aid in navigation, course correction, data transfer and other mundane activities. Buoy tenders are charged with the placement, maintenance and upkeep of these buoys. Buoys come in a vast field of purpose oriented systems, from navigation drones to in-system defense satellites. Buoy tenders have extensive repair and refueling systems designed to upgrade nearly any type of buoy encountered. Buoy tenders also have large cargo facilities and launch bays that can service entire fleets of small craft used for repair and upgrade to buoys. Buoy Tenders can operate both in-system and in deep space, with excellent recreational facilities to help alleviate lengthy mission times. Buoy Tenders can also create a large array of buoy from in-house stores and can even build satellites from scratch using extensive replicator systems. Because they must often operate near hostile boarders, many buoy tenders are armed, although more often than not, they are escorted.

COMBAT SUPPORT TENDER

And unusual and dangerous mission profile, the Combat Support Tender is designed to quickly close with crippled vessels, secure them, and toe them from a field of battle, even while under fire from enemy vessels. CST's can transport wounded crews, provide basic power and life-support and even aggressively defend crippled ships in the face overwhelming numbers. Most CST's are heavily armored, with redundant shield generators to help maintain defense while under attack. CST's are also heavily armed with short range weapons en-mass, capable of crippling even heavy cruisers at close range. Both energy and physical grapples are available to help secure and transport crippled starships.

The CST's pays heavily for it survivability. Most are extremely cramped, even by Romulan standards. There are no crew recreation facilities, extremely crowded quarters, no research or exploratory abilities, and almost no secondary support ability. Few CST's can operate far from an outpost or base, and many must rely on other vessels for support while traversing greater distances. Like Dreadnoughts, CST's are most often kept in-system except in times of conflict. The short range weapons on most CST's are also a liability when faced with longer range attacks. Once a vessels has been toed from the battlefield, most CST's can physically dock with the crippled vessel, using special docking systems that allow crews to transfer to and from a crippled vessel when transporters and normal access is not available. In this role, the few open spaces aboard CST's are used as staging areas with other support vessels, such as repair tenders or medical frigates.

CST's never operate alone, and are always escorted by the secondary combat units in most fleets, such as command ships, escorts and fleet monitors. When a rescue is necessary, the entire unit will engage the enemy, often providing too many targets to successfully defend against. The CST's will quickly secure the crippled vessel and retreat before damage becomes too severe. CST's are very expensive to build, and have such a specific mission profile, that few are fielded. CST's have also earned the nickname "morgue ships", as they are often used to store deceased crew members, saving vital space aboard medical vessels.

COURIER

Couriers are use extensively in most navies to transport light cargos, special personnel and even high ranking officers to and from important locations. Most Couriers are lightly armed and shields, using speed to avoid combat. Couriers are also equipped with extensive security systems, both in the main computer and through out the crew compartments. Couriers are also extensively used by corporate CEO and owners as private yacht vessels with increased speed and security. Couriers are sometimes used as light cargo craft. Most Couriers require only a light crew, often a pilot and engineer, although specially outfitted couriers may have larger crews. Most Couriers are extremely comfortable and luxurious when compared to other vessels. Couriers are often unarmed or have only the most basic defensive weapons, although some do have powerful shield for a vessel of their size. Couriers are know for their expense due to their number of specialized onboard systems and luxury accommodations.

DIPLOMATIC COURIER

Unlike a standard Courier, Diplomatic Couriers are designed to allow diplomats from other races to easily interact with Ambassadors and corporate heads. Special communication equipment, luxury meeting rooms, specialized non-class M quarters and detailed library

systems are all standard aboard Diplomatic Couriers. Most Diplomatic Couriers have a smaller internal cargo hold, but significantly more luxurious staterooms. Diplomatic Couriers also have a securable transmitter system that allows for subspace financial transactions among other variable worlds. Diplomatic Couriers are rarely armed and are most often accompanied by armed escorts near hostile areas. Diplomatic Couriers are a favorite target of pirates, who are often able to transfer moderate sums from various banking establishments before the couriers capture is detected.

FUEL CARRIER

Fuel Carriers are one of the most dangerous occupational vessels to sign on with. Fuel Carriers transport both solid and non-solid fuel to help replenish front line starships, bases, outposts and even ground stations with depleteable fuels, such as nutronic, liquid deuterium and even koranium. The most highly sought after spoil of war is the Deuterium Tanker Fuel Carrier. With nearly every space faring race using liquid Deuterium to mix with anti-deuterium, Deuterium Tankers are extremely valuable. A single tanker can re-fuel nearly a dozen vessels for a standard 5 year mission. These ship are usually carry both deuterium and anit-duterium, making them extremely dangerous cargo vessels. Most raiders will avoid firing on Deuterium Tankers, choosing in stead to attempt to drive off any escorting vessels. Other fuel tankers are just as volatile, and are one of the least destroyed vessels in known space.

MRF/MRS

Mobile Repair Ships and Mobile Repair Facilities are considered by many to be one of the most important design elements within a space faring navy. MRF provide deep space repair and construction capability to both military and civilian concerns throughout established and transient boarders and deep space. MRF's provide all living space support structure for an established crew, allowing both short and long term repair capability to an advancing force. Most MRF provide moderate fabrication capability, and light re-supply capability to fielded starships. MRF's are most often found as part of a moving military force, and are seen with freighters that supply raw material, shuttle carriers that support work shuttles and crew quarters, Office ships for logistics and other tender vessels. Unlike Tenders, MRF's provide established framework and support networks, including tractor beams, large scale transporters and independent power sources to provide construction capability on a long term basis. MRF's can construct entire starships from the keel up, although not as quickly as established dry-docks. MRF's lack the large component construction systems found at most Dry-dock facilities, although these can be supplied by other vessels. MRF's are rarely armed, due to their slow speed and maneuverability.

POLICE VESSEL

Police Vessels are a special sub-type of vessel used to intercept, scan and take action concerning in system and government policy through out most empires. Police Vessels are specially designed to intercept approaching freighters, civilian craft and other non-government or non-military vessels. Police Vessels come in a wide range of designs and sizes, most being older military and fleet vessels purchased before being scrapped. Some Police Vessels are specifically designed for their intended missions, while others are modified heavily to accomplish their interdiction roll. Police Vessels serve as cutters, cruisers, scouts and rescue ships. Although equipped with a number of mission specific systems, Police Vessels are often less expensive than similarly sized military vessels. Police Vessels are very short range, often having only enough supplies for in system operations. Police Vessels are most often armed with greater numbers of short range weapons, intended to drive off pirate and illegal combat vessels. Many Police Vessels are owned by planetary governments, rather than the respective star fleet.

REPAIR TENDER

Repair Tenders are designed for a more combat repair oriented mission. Most Repair Tenders have the ability to link up with a target vessel and repair or replace sufficient onboard systems to allow for a continued combat posture. Repair Tenders do not carry armament re-supply, but do have the ability to focus repair on hull breaches and engine damage rather than general computer repair and re-supply. Repair Tenders often work in conjunction with MRF's, Standard Tenders and Supply Ships to repair and rearm front line vessels without the need for return to a star base or other dry-dock facility. Although repair can take up to 20% longer than a specialized MRF and 50% longer than an established dry dock, most Repair Tenders can arrive on scene before other units to help stabilize and conduct basic repairs on front line vessels.

SUPPLY SHIP

Unlike a Tender, Supply Ships are designed to specifically re-supply the consumables aboard nearly any type of starship. Supply Ships have pre-processed food stuffs used with replicators, stored solid food stuffs, medical supplies and various fuels used for shuttles, impulse drives and probes/torpedoes. Supply Ships also have large cargo holds that provide a wide variety of storage, as well as a full production system that allows for the creation of specialized cargo. Often, Supply Ships are expensive, due to the large number of specialized production systems. Supply Ships, like other support vessels, are often found in tandem with small support fleets. Supply Ships are most often associated with the Klingons and Gorns who have a penchant for live and fresh food stuffs.

SUPPLY TENDER

A specialized cross breed of ship, the Supply

Tender allows full re-supply of several vessels with both consumables and on-board systems prone to repair needs. Supply Tenders are highly generalized, allowing repair and upgrade to both vessels and bases through out a sphere of influence. With their special umbilical attachments and transfer equipment, Supply Tenders can complete re-supply of vessels quickly, as well as provide a support base for repair crews. Supply Tenders are most often associated with the Romulan Empire, who maintain fewer specialized vessels and a greater proportion of generalized space craft.

TENDER

Tenders are designed to provide medium to fast response to deep space vessels that require judicious repair and re-supply. Tenders are most often associated with non-combat operations, and are used primarily to provide moderate repairs to on-board systems. Tenders often carry complete replacement parts for the most commonly damaged or overloaded ship systems, including computer systems, power transfers and other electronic components. Tenders are also known for large "consumables" storage, including coolant gasses and other inert transferable materials. Tenders do not supply full loads of food stuffs and water, although luxury goods are often carried for trade. Tenders also have casings for torpedoes, although must specifically have Armed torpedoes loaded during combat operations. Also unique to Tenders are their specialized shop spaces designed for "tear down and replacement" operations associated with high use and ware systems found on all starships.

Tenders allow work crews to efficiently rework, resurface and improve a number of systems, including fuel injectors, plasma transfer conduits and even plating found within dilithium chambers. Tenders allow deep space patrol vessels to remain on station longer and are able to move with the intended target vessel while on patrol. Although a somewhat tedious routine, many within Star Fleet Engineering request Tender duty for the vast expanse of variation associated with Tender Operations.

WARP TENDER

Unlike pure repair vessels, Warp Tenders are used to transport large starship, vessel components, and even star bases to locations, using warp power. Warp Tenders are extremely versatile, and are often designed to move a single target or type of vessel. Most Warp Tenders have specialized onboard quarters for support crews who must accompany the base or ship that is being moved. Warp Tenders usually are able to provide life support and structural integrity to their intended transport subject, as well as some power supply. Warp Tenders are often used to "jump start" fusion or matter/anti-matter reactors once they have arrived on station. Currently, only the Federation and Tholians use Warp Tenders in any numbers. Several companies also support Warp Tenders to help move their office stations and other large, non-mobile equipment. Warp Tenders are able to

move their targets by extending and manipulating their warp field around the base or outpost. Once on station, the support crew transfers any consumables and begins setting up to station. Once activated, the Warp Tender remains on station until other support vessels and full time crew arrives. Despite their high expense, Warp Tenders are ill suited for other operations, with no appreciable science capability, limited sensor systems and light to non-existent weapon systems. Warp Tender duty is also considered tedious, as most missions will last 6 months to a year in just arriving on station. Extensive crew comfort is designed into the mission parameters. Despite these faults, Warp Tenders are often the only way to move a star base from location to location.

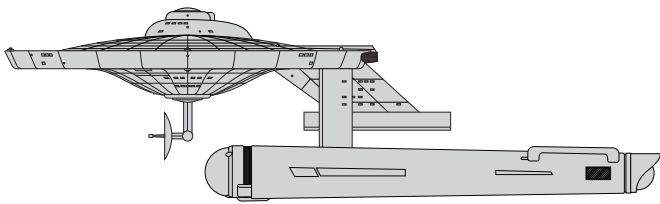
TRANSPORT

INTRODUCTION TO TRANSPORTS

Transports are a class of vessel used to describe nearly every type of private and civilian vessel used to transport goods, materials and personnel to and from the many worlds of each government. Many Transport vessels are designed to provide primarily cargo transport, with several type used just for sentient beings, while others are used for varying combinations of both. Some support vessels can also be found in the Transport category.

Transports come in a massively wide range of sizes, categories, capabilities and levels of luxury, far outweighing the variation found in military vessels. Transports are the most numerous of vessels among nearly every known space faring race, with transport production out-weighing military production by as much as a factor of 20. Hundreds of thousands of private transport vessels can be found throughout know and unknown trade routs. Many are custom built, while others are part of a production run, while still others are modified surplus vessels. Many transport vessels, especially those owned by independent captains or small companies, are highly modified from their original design, with varying degrees of upgrade and repair.

Commercial transport vessels rarely have the highly sophisticated equipment found on research and military vessels. Most have only enough to get from one port to the next, with improvements and upgrade initiated when profits are high or the cargo runs are rich. Corporate owned transports are often in better condition, but conduct operations in much the same manner. From small 1 man scouts to the massive Bulk Cargo Carriers, Transport Vessels remain the mainstay of most races, with no two transports exactly the same.



AUTOMATED TRANSPORTS

Totally computerized cargo transports, AT's are most often used as cargo ore haulers for many governments. Automated Transports can be controlled from a Command Cruisers, Star Base or other designated vessel, and are often used within well established boarders. Most Automated Transports have both primary and secondary back up computer systems, as well as automated distress and emergency procedures for a wide range of difficulties. None the less, Automated Transports are only used with non-perishable and often non-valuable cargos. AT's are much slower than standard Transports, and are rarely used for time sensitive transport. None the less, their automated nature does make them timely for many shipping companies.

BULK CARGO CARRIER

Massive cargo vessels, BCC's are well known for their slow speed and excessive size, often being able to transport whole starships within their hulls. Despite being unloaded, most Bulk Cargo Carriers can manage little more than warp 5 and are not used when excessive speed is required. Most Bulk Cargo Carriers can transport entire sections of a star base or outpost, as well as entire production facilities to far flung regions of space. Many Bulk Cargo Carriers are seen operating near newly established colony worlds where massive terraforming equipment might be needed. Star ship hulls and engineers produced at one location can be loaded en-mass and transported to assembly yards by Bulk Cargo Carriers. On two known occasions, Bulk Cargo Carriers were used as Colony transports, having several Colony Containers and other systems placed inside. Although a slow trip, twice the number of colonists were transported.

COLONIAL TRANSPORT

The largest civilian personnel transports, the Colonial Transport is designed to transport thousands of civilians and their gear to new frontier planets and outposts for colonization. Colonial Transports have an extensive transporter and shuttle systems, massive cargo capacity and sophisticated medical and terraforming equipment to help settle new worlds. Most Colonial Transports are slow, compared to liners and other cargo vessels, but are capable of moving both human and non-human cargos for lengthy periods of time. Many Colonial Transports do have some pre-fabrication systems and grain/live stock storage ability, as well as light craft transport ability. During times of conflict, Colonial Transports are most often used to help transport non-front line field personnel

and evacuate of endangered colonies. In their Evacuation role, Colonial Transports can move hundreds of thousands of people short distances, where they can be transferred to other transports. Most Colonial Transports have the ability to rearrange internal systems to incorporate new technologies or extend their current abilities, such as adding extra transporters or storage facilities. When unloaded, Colonial Transports can move surprisingly fast for their bulky size, but are significantly hampered when fully loaded with colonists or evacuees.

COMMERCIAL TRANSPORTS

Unlike standard transports, Commercial Transports are owned and run by large corporations to continually transport personnel and cargos on special runs. Commercial Transports are often much more luxurious than standard Transports and are know for having very specialized cargo holds that can transport even dangerous substances when necessary. Most Commercial Transports operate extensive passenger facilities, rivaling those of many Passenger Liners. Commercial Transports are also moderately armed, used as corporate defense vessels in systems with no military presence. Commercial Transports employ a higher caliber of crew, and are often used as training vessels for crew who will later run freight for the company as an independent hauler. Most Commercial Transports do not have as large a cargo capacity as other similarly sized transport vessels, and are often referred to as "yachts with holds". None the less, most corporations use Corporate Transports for needed mission

CRUISE / LUXURY LINER

Considered the plushiest and more decadent starship known to sentient life, Cruiser and Luxury liners are designed to provide short to long range "get-a-ways" for individuals from a number of worlds. Cruiser Liners are often used as vacation vessels, offering dozens of on-board recreation facilities and entertainments from diverse cultures. Luxury Liners are well known for traversing space phenomenon, such as binary star systems and nebulas. Many Cruiser Liners are associated with specific recreation destinations, and make scheduled runs, often at sub-warp speed to and from these ports of call. Only during the rarest of emergencies will Luxury Liners be called upon for military or rescue missions. Luxury Liners are often twice as large as the largest warship or freighter and are the only know vessel to out-cost a battleship. Due to their sheer size, the number of crew/passengers, and the difficulty in controlling such a large group, pirates often avoid Luxury Liners, opting to attack the transports to and from such vessels, or sneaking on board to steal cargo. Most Luxury Liners resemble small to medium star bases, rather than actual starships.

FREIGHTERS

Similar to Transports, Freighters are designed to carry pre-loaded cargo containers. Freighters are not as versatile as Transports, but are nearly as common. Freighters are used more often for raw materials, including ship building materials, grain and other large bulk cargos. Freighters do have some cargo hold differentiations, but most often ship only one of two types of cargo per run. Freighters are usually larger than Transports and considerably less maneuverable. During times of conflict, Freighters are most often used to transport raw materials for ship construction, ground fortification construction and other non-environmentally sensitive cargo.

LINER/STARLINER

Liners are specifically designed to transport large numbers of passengers on specific established transport routes. Lines come in a large variety of sizes and capabilities, from 50 passenger light transport liners to massive 5,000 passenger colonial liners. Although a number of sub-classifications exist, most Liners are known for their pleasant but basic passenger accommodations. More reputable liner companies are able to ensure safety through a number of onboard crew/passenger protection features, including passenger tracking systems, inter-bulkhead shield systems and numerous individual life saving features. Liners are cheaper to build and maintain than the Luxury and Cruise Liners.

MINING SHIP

Mining Ships are designed to prospect and process rare ores and minerals from a variety of hostile locations. Most mining ships have excellent short range sensors for locating ore and minerals, as well as extensive shipboard mining and processing equipment. Mining Ships are often very large, containing entire smelting plants aboard. Mining Ships also have surprisingly comfortable and extensive recreation and crew facilities, with the ability to support both shipboard and ground crews for extended periods of time. Mining Ships are well known for having unusual equipment, including laser miners, solar sails, particle transfer systems and specialized transporters.

OFFICE SHIP

An unusual classification, first coined by the Tellarites, Office Ships have become an integral part of many civilian operations, providing lavish bureaucratic capability to front line operations. Office Ships have extensive legal systems, money exchange systems and record keeping ability, often equal to Star bases and group outposts. Office Ships provide large corporations the ability to move their operations with little change in operating procedures. Very few Office Ships are found operating alone, with most part of a larger corporate fleet. Office ships are known to be operating in Star Fleet as well as the Romulan Star Navy, where they are used as mobile Star Base facilities. Office Ships are known for their above average luxury as well as their excellent communication

systems. Although initially expensive, Office Ships are often less expensive than establishing ground outposts or purchasing space aboard star bases and space stations.

ORE CARRIER

Ore carriers are specifically designed to transport massive quantities of raw material and unprocessed ore to and from processing ships or plants. Most are sub-light vessels, transporting materials from dangerous asteroid fields or hostile planetary surfaces to other locations for smelting and processing. Ore Carriers are very slow and unmaneuverable, highly automated and have few crew amenities.

PASSENGER LINER

Passenger liners describe vessels that make very regular cruiser runs between planets and colonies. Passenger liners are designed to provide both short and long term comfort for passengers of all races. Many passenger liners are unarmed, and will only ply well established space lanes. Passenger Liners do have some cargo carrying capability, although this is limited when compared to Transports. None the less, Passenger Liners are cheaper for passengers who do not have appreciable cargo to transport. During times of conflict, passenger lines may be used (for appreciable compensation) as troop transports or hospital ships. Passenger liners do not conduct pleasure cruises, although they will stop for special areas of interest along their established routes.

SHIPWRECK SALVAGE VESSEL

Shipwreck Salvage vessels are nearly an exclusive civilian classification of vessel used to locate and secure derelict and badly damaged ships in deep space. Most Shipwreck Salvage vessels are equipped with specialized systems that allow details close scans and securing of salvageable hulks. Shipwreck Salvage vessels often have large hangar and hold decks that allow for the removal and cataloguing of onboard systems, including personal belongings and onboard equipment. Shipwreck Salvage vessels are able to completely remove every component from a wrecked starship, including hull plating, computer equipment, control panels, consumable gasses and even lighting fixtures. Shipwreck Salvage operations are no easy operation unto themselves. Most derelict ships are so badly damaged that little or intrinsic value is left. Only a full time Salvage company is able to gain any form of profit from such operations, with many governments and large corporations realizing that repair to a badly damaged vessel can be more expensive and labor intensive than the construction or purchase of a new vessel.

TRANSPORT

The term Transport is a generic listing of any passenger and/or cargo vessel that carries its cargo internally under specified environmental conditions. With 90% of all cargo's requiring some form of environmental

control, Transports are the most common freight carrying vessels in known space. Transports are often equipped with some passenger facilities for those who wish to escort their cargo. In most space Navies, Transports are moderately armed, but their unmaneuverable makes them a tremendous liability in combat. Transports come in a extensive range of sizes, from one man shuttle sized craft to 100 man crewed cargo transports. Most transports do have the ability to change their hold environment for different cargos, with many having several cargo holds to allow for a large range of cargo types in a single cargo run. Light Transports are designed for speed, while heavier transports are built for longer hauls. Most transports have pre-set cargo runs, allowing for a continued operating schedule. During times of conflict, Transports are most often used to transport equipment and special supplies that require special care or maintenance, including live stock, military vehicles, sensor instillations and other specialized equipment.

TRANSPORT TUG

These specially designed tugs are designed to transport cargo containers. Capable of transferring power to cargo containers via attachment plates, Transport Tugs can manipulate their warp fields to incorporate a long train of cargo containers. Most Transport Tugs can maintain a viable speed when hauling one to two cargo containers, but very quickly loose their speed and maneuverability when hauling more than two. Transport Tugs, like Transports, do have the ability to transport passengers, with military transport tugs having the ability to conduct combat operations and exploration procedures under certain conditions. But their primary mission is moving cargo containers to and from various ports, housing special Work Bee's and Cargo Shuttles.

YACHT

The term Yacht is used in a broad spectrum of civilian and personal star craft, designed as both living establishment, transport, pleasure cruiser and courier. Yachts come in a wide range of sizes, although most encountered are small to medium craft, often having a crew of 5 or less. Yachts are considered the most luxurious of the civilian craft, with individual state rooms often rivaling the great Luxury Lines. Yachts are also one of the hardest classifications to generalize, due to their stupendous variation. Yachts are the most modified of all know ships, with many yards specializing in personal luxuries and specialty on-board systems at exorbitant costs. Yachts are most well known for their speed, with most choosing to out run danger, rather than fight. None the less, many Yacht class vessels are armed, especially those of the more militant governments. Yachts often double as transports and light cargo vessels, as well as sigh-seeing ships for corporate heads, government officials and even military leaders.

STATION

INTRODUCTION TO STATIONS

Nearly every space faring government supports a large variety of space born and orbital platforms used to support both planetary and space operations throughout their respective space. Stations include a wide variety of support facilities tied directly to deep space exploration, transport and defense, including administration, recreation, repair and military defense. Stations and outposts can range from small 2 man listening outposts, through large scale automated science platforms to the massive space docks and fleet support bases. Most stations have the ability to act as a space born city, with medical facilities, communication facilities and storage centers. Stations often act as political power bases along most frontiers. Single stations can monitor and direct operation across dozens of parsecs. Most military stations have and extensive sensor net that allows a single orbital platform to monitor several enemy strong points, while acting as a strong point themselves. Other stations have the ability to re-supply entire fleets, or act as a medical station, taking on hundreds of refugees and wounded. Most larger station are extremely well armed and well defended. Military outposts can often drive off several opposing battleships, and with support from other starships, can extend their strength well beyond their local area.

Even the smallest station has a surprising advantage over mobile starships. Unlike a starship, who must mount massive warp coils and power systems to allow FTL speeds, stations and outposts mount only a power generating system that can be fed directly into the station sub-systems. Practically speaking, this allows for much stronger shield systems, weapons, sensors and other onboard systems that must share power with a starships warp drive. Stations can link to satellite and probe systems throughout space, allowing for communication with distant units and other sections of a government. Most stations act as amplification systems for communications passing near their location, and are also the hub for extensive commerce and trade. Most larger stations are considered as valuable as a ground base or city, often able to perform the same functions. This has given the support facility as a whole, a unique, much loved and practical position in popular culture.

ADMINISTRATION STATION

These unique stations are designed to provide both military and civilian authorities with detailed administrative support facilities, including communication, record keeping, monetary record, library facilities, massive data storage and transfer, as well as other information storage and retrieval capabilities. Most Administration Stations have the ability to dock with capital ships and freighters, but more commonly use shuttles and light transport craft for personnel transportation. Most stations are extremely

comfortable, with meeting rooms and research bays that allow for lengthy duty shifts. Most Admin Stations are used to coordinate shipping operations, mining operations, construction dry docks and banking transactions. Admin Stations are not equipped for re-supply missions or extensive combat operations, but do have surprisingly effective security facilities. Admin Stations are owned by both government and private corporations. On-board spaces are often rented to local businesses aboard larger Admin Stations. Most Admin Stations are found in orbit, near ship yards or production facilities, or located with other station facilities in deep space along established trade routes.

COMMUNICATION ARRAY

Unlike a Communication Satellite, Communication Arrays are larger and have extensive computer systems that can store and amplify transmissions throughout space. Communication Arrays are used to boost signals and messages from a wide variety of sources. Communication Arrays are often manned with short term crews that monitor the activity through the area, as well as conduct repairs. Communication Arrays are not luxurious, and crews are rarely assigned for more than a few months. Regular stops and check-ins with patrolling ships help break the monotony of Array Duty. Many arrays have large scale antennas that allow them to pick up and amplify signals that are often too faint even for starships. Communication Arrays are an exclusively deep space facility, and are much less expensive than full Communication Stations.

COMMUNICATION STATION

Communication Stations are designed to provide an analysis of communication from both known and unknown sources. Communication Stations can monitor dozens of satellites and other specialized systems to provide both intelligence and first contact data concerning local and even distant subjects. Most Communication Stations double as probe manufacturing facilities as well as repair station for damaged communication equipment. Communication Stations also provide a hub location for communication networks. Communication Stations are manned by both civilians and government workers, including intelligence personnel from various organizations.

DEEP SPACE OBSERVATION STATION

Often referred to as Spy Stations, DSOS's are used to gather and analyze data on enemy ship movements and activity beyond the traditional capabilities of Communication Stations. Most DSOS's work in conjunction with other Intelligence gathering facilities to provide up to date material. DSOS's also provide decryption facilities, military operation facilities and some fleet command capabilities, making them highly valuable resources. Despite their military nature, many DSOS's have only a limited military escort capability, relying on

stealth to function. None the less, the hazardous nature of Intelligence operations warrants surprising armament aboard these stations.

DEFENSE OUTPOST

Defense Outposts are smaller, lighter versions of Defense Stations, designer as the "links" in a chain between larger Military Outposts and Defense Stations. Defense Outposts often have sufficient firepower to engage a single large squadron or small fleet, and can quickly call in support in less than an hour should the need arise. With a cost nearly 1/10th that of a Military Outpost or Defense Station, Defense Outposts have the ability to give aid and conduct basic repair and construction to damaged starships. Defense Outposts also act as listening posts with a more active posture, using active sensors to scan their local surroundings. Most Defense Outposts have either assigned Military Squadrons or cutter and gunboat patrols. Both Deep Space and In-System station are know to operate along hostile boarders and in defendable systems requiring moderate firepower. Defense Outposts have the unique advantage of being small enough to be moved, often by a single vessel.

DEFENSE STATION

Defense Stations are designed to be anchors for sectors and boarders that require heavy firepower to support other operations in their sector. Defense Stations are considered the most powerful single military station, and are often incorrectly referred to as Star Bases. Defense Stations are able to fend off entire fleets with little support, and are used as secondary command posts for entire fleets. Defense Stations are very busy locations, with assigned cutters and gunboats, as well as local Dreadnought patrols all passing near Defense Stations. Most Defense Stations are part of a larger network of stations designed to fend off enemy attacks and protect vulnerable locations, including star bases, production facilities and home worlds. Defense Stations also serve as repair yards, intelligence operation centers, recreation facilities, medical bases and a plethora of other capabilities. In most fleet, Defense Station commanders can make wide swept decision for ships operating near their location, with most Defense Stations considered fall back points for Star Bases that may fall due to military operations. Attacking Defense Stations is considered nearly as foolhardy as attacking a Star Base it self. None the less, Defense Stations are often forced to defend them selves, with their static nature making them vulnerable.

DRY-DOCK

Unlike a standard station, a Dry-dock is used to secure starships, construction equipment and construction materials in a single location to facilitate the creation of space facilities and starships. Most Dry-docks can moor a single large hull or several small hulls and allow for movement of both personnel and material around the construction area. Most Dry-docks are found in larger

groups near established production facilities. Each dock is equipped with a rudimentary computer systems and basic orbital control system as well as extensive tractor beam emplacements. Dry-docks provide tool storage, lighting, personnel monitoring and in some cases, minor production capability. Most have no crew compartments, keeping the docking facility simple and effective. Large naval yards often have dozens of Dry-docks controlled from one or more central office or administration facilities. Some Dry-docks do have on-board facilities, with design meeting rooms and other on-board facilities for crew comfort. Several Romulan designs are known to have entire crew quarters on-board, allowing engineers and other workers to live and work right at the ship construction location. Most Dry-docks can moor several other facilities to their main hull structure, including factory facilities, administration modules, crew support modules and even defensive systems when necessary. Most Dry-docks are dedicated to the construction of a single hull during the year, with fitting out and other internal systems completed during shake down cruises.

LISTENING POST

Another of the Intelligence stations, Listening Posts are used to gather data on opposing ship activity, military communication and other activities that would be deemed "covert". Within the Federation, Listening Posts are also used to record activity on planets that will soon be candidates for first contact. For most other governments, Listening Posts constitute an intelligence gathering position that gathers covert data from distant ships and probes. Most Listening Posts have extremely sophisticated sensor and communication equipment that allow them to gather data that is not normally sent directly to the post due to security concerns. Listening Posts are able to conduct initial analysis of incoming transmissions and activities, with the post commander having the discretionary authority to reveal the posts location should it be deemed necessary. Unlike other intelligence stations, Listening Posts do not have the extensive ability for long term data analysis and correlations. Most Listening Posts gather the data, evaluate it's military significance and secret it off to other locations. Listening posts can be found in system, usually built on a small planetoid or in an asteroid belt. Listening Posts are re-supplied very rarely, often by covert means. Post duty is often monotonous, as the listening posts can not actively transmit communications to other vessels or star bases. None the less, Listening Post duty is a sought after posting across known space.

MEDICAL FACILITY

Although traditional Star Base facilities do provide for extensive medical care and even research, specially designed Medical Stations can often be found through space, providing a unique capability to most space faring races. Medical Facilities are designed for both long and short term care, with an array or both standard and

exotic surgery suites, rehab facilities and other medical capabilities that often dwarf even the largest star base. Medical Facilities also function as research station for unique and on-going medical studies, with isolation wards, research labs and specialized research equipment that is not normally found aboard other stations. And finally, Medical Station function as production facilities for zero-g medicines and other exotic treatments needed through out space. Many Medical Facilities have very large stores of rare medicines that require specialized storage or can only be produced in small quantities under normal conditions.

Most Medical Facilities are associated with other Star Bases or established home worlds where defense is rarely an issue. Medical Facilities are never armed, but can support an extensive array of shuttles, including military fighters if necessary. Most Medical Facilities also serve as teaching hospitals for their respective worlds, with medical teams often brought in from local ground medical facilities during times of extreme need or military conflict. Although most Medical Facilities are designed to service a limited number of wounded personnel, many and quickly expand their capability by a factor of as much as 10 or more when necessary. Like Outposts and other specialized facilities, most Medical Facilities rely on other facilities to keep stocks of supplies as current as possible. Because of their unique capabilities, most Medical Facilities are often more expensive than bases twice their size, but their capabilities can often not be duplicated under other conditions.

MILITARY OPERATION COMMAND POST

As with Defense Stations, Military Command Posts are large Star Base sized stations used as both Defense Outpost and Administration station for dozens of squadrons and ships. Most MOCP's are commanded by an Admiral, with wide sweeping Military decision-making ability. Most MOCP's are more powerful than standard Defense Outposts, with dozens of subsystems dedicated to military operations, including starship production, medical and intelligence operations as well as re-supply and recreation activities. MOCP's are most often used along Neutral Zones and politically active borders where standard Star Bases and Outposts would be considered vulnerable. As with most station, MOCP's also serve as communication posts and many do allow civilian traffic near their area of operation.

OBSERVATORY

Observatories are specially designed deep space station used to gather and interpret data concerning stars, nebulas, black holes and other space phenomenon. Both manned and unmanned Observatories are in use by many governments. Observatories are most often used while investigating unusual phenomenon, recording data from a lengthy list of specialized sensors and install able special equipment bays. Observatories are almost never armed, and are rarely targets for any type of military

target. Observatories are surprisingly expensive for their size due to the high number of specialized equipment found on board.

OUTPOST

Outposts are often located on planetoids or asteroids, or near space phenomenon that might require observation. Most Outposts are small, with transient crews and regular check-ins with patrolling starships. Most Outposts are established to monitor enemy activity, conduct specific research or as a base of operation for colony development. Outposts are known for their barren appearance, with few luxury afforded to crew and visitors. Most Outposts do have all the necessary facilities to support Starships and other in-system activities, but must rely on supply runs and visits from other vessels to keep the outpost fully functioning. Outposts are often less expensive than other facilities to build and maintain.

PENAL INSTILLATION

These specialized stations are used to house criminals and other prisoners. Most Penal Installations are well armed for short range battle, with patrol cutters and armed shuttles used for protections. Penal Facilities also house treatment facilities for psychological conditions. Conditions vary widely through-out the various governments concerning Penal Installations. Penal Installations have the ability for both long and short term incarcerations, and are also used to house prisoners of military conflicts. Penal Installations are expensive to build and maintain due to the high number of specialized security features found on board. Escapes are extremely rare, and those that do occur are almost always costly for the group of government involved in helping the escapee.

PRODUCTION STATION

Production Stations are used by several large corporations and governments near planets or other sources of raw material that would jeopardize or cause difficulty in processing. Production stations are also used near fragile ecosystems that would be damaged by the physical presence of the industry. Production stations vary widely in their functions and capabilities, including ore processing, food stuff processing and even toy manufacture. Production Stations have facilities to support a small administration department, full production crew and some engineering staff. Stations that produce rare or military items are known to be defended, but most Production Stations have little combat capability. Production stations are common near mining planets and starship production facilities where they are used to produce both hull material and components needed for starship construction.

RECREATIONAL FACILITY

Recreational Facilities are most often found in the Federation and Romulan sphere of influence, providing extensive entertainment and rest facilities that are not

normally found in other areas of space. Unlike other large bases, Recreational Facilities orient themselves towards pure entertainment, providing gaming establishments, entertainment venues and other unique recreational activities. Most recreational facilities mix private and government controlled activities, from shopping to tour of local attractions. Recreational Facilities provide exorbitant luxury and relaxation and are often the destination of cruise ships and luxury liners. Within the Federation, several recreational facilities are dedicated exclusively to starship on patrol near military boarders.

RESEARCH PLATFORM

Research Platforms are used for long term scientific research and study of phenomenon. Research Platforms have extensive library systems, research labs and other facilities that allow for the examination of one or more subjects or research objectives. Most Research Platforms are owned by private companies or individuals conducting research on lengthy projects. Research Platforms are often visited by patrolling vessels, who exchange sensor data, luxury goods and repair items that may be needed. Like most stations, Research Platforms come in a variety of sizes and capabilities.

SPACE OFFICE COMPLEX

Unlike Administration Stations, Space Office Complexes are used exclusively by contracted companies and private offices. Almost always a part of a space born complex, SOC's are used by shipbuilders, transport companies and mining operations as the primary location of record keeping and transfer. SOC's have a lesser ability to issue orders and transfer materials, and have fewer meeting rooms and onboard crew quarters. SOC's have a much larger record keeping and analysis ability than even star bases twice their size. SOC's are also less expensive to build and maintain than Administration Stations.

SPACEDOCK FACILITY

Spacedock is a Federation term used for the largest space station currently used by Star Fleet. Spacedock is used as both a full independent star base, trading station, communication station and fitting center used after the completion of starship construction. Spacedock provides full construction capability as well as research and medical capabilities. Spacedock facilities are now being constructed at all major starship construction centers and in orbit around many star bases. Spacedocks also have a large civilian area used for trade, entertainment and other public operations.

STAR BASE

The technical term Star Base refers to the collection of stations and ground facilities that facilitate the operation of starships and space activity. Star Bases are very large, often employing over 10,000 fleet personnel and three times as many civilian dependants and merchants. Star Bases are some of the best-defended

positions in known space, with orbital defenses, cutter and gunboat patrols, satellite defenses and ground weapons. Star Bases are well known for their research centers and large medical facilities, often capable of having hundreds of patients. Star Bases have dozens of independent labs as well as full production facilities and processing centers capable of creating foodstuffs for deep space ships and other facilities. Star Bases often have several stations in orbit, including defense outposts, research stations and starship repair yards. Star Base Commanders are part of a unique group of personnel with broad policy decision-making capability, and are in charge of all assignments for their respective area.

Star Bases are the central command position for Fleet Operations and are tasked with upholding the various political charters. Star Base Command Personnel are also tasked with everything from assignment changes to military action. Within the Federation, Star Base Command personnel handle everything concerning local activity concerning research missions, exploration mission, military activity, civilian activity and patrol requirements. In more militant governments, such as the Klingon and Romulan Empires, Star Base Commanders are often in charge of any covert operations undertaken by their governments, as well as full planning and detailing of invasion and defense plans.

Star Bases are well known for their comfort as well, with most ground bases analogous to small cities and towns. Star Bases are the furthest most extension of direct command for the various star fleets, with most answerable directly to their respective governments. Star Bases continue to be built at strategic locations as well as locations convent to exploration and outbound operations.

TRADING STATION/TRADING POST

Trading stations provide a large environment for the exchange and storage of transient goods throughout a sector. Most Trading Stations provide a modicum of administration ability, recreation facilities, medical capability and repair as well as storage and security of cargo's. Most Trading Stations are co-owned by private and government agencies, and are known to many freight captains as safe havens. Trading Stations keep open door policies, sometime in conflict with local laws, that allow anyone to conduct business.

CONTAINER

INTRODUCTION TO CONTAINERS

Container refers to a large (often cylindrical) specially built non-propulsive transport containers that come in a variety of uses. Many containers are little more than hollow cargo holds that can be connected together like ancient railway "box cars". Each container is completely self contained for its mission, having internal gravity generation, lighting, atmospheric capability and other specialized equipment as needed. Many transport

or freight containers have onboard transporters and special cargo handling equipment. Other personnel carrying containers will have full computer systems, crew quarters, medical facilities or other on-board systems. Specialized freight containers, designed for liquid, bulk or even vacuum cargos, can be left at a single location, loaded, and prepared for transport. Containers are transported to and from their location by specially equipped Cargo Transport Tugs, designed to push or pull several containers linked together. Containers are the most common form of shipment, with military, government and private containers used by various companies.

Some containers are purchased by small freight companies and are designed to allow a vast number of smaller cargoes to be transported on set cargo runs. Indistinguishable from standard containers, these specialized units are sometimes purchased by several different companies, with internal space divided up per company.

LIQUID CONTAINER

This container is used to transport large amounts of liquid materials. It is equipped with multiple baffled compartments which allow the transport of various liquid materials. Most can accommodate between 4,000 and 5,000 SCU of material.

DRY BULK CONTAINER

This container is used to transport large amounts of material such as ore or grain. It is equipped with multiple compartments to allow the transport of different materials or various grades of the same material. These are the most common civilian and corporate purchased containers. They can accommodate between 3,500 and 4,500 SCU of material.

REEFERS CONTAINER

This container is used to transport large amounts of material that require significant specialized climate control. They are equipped with far greater numbers of individualized compartments.

STARLINER CONTAINER

This container is used as a mass-personnel transport. It is equipped with a full range of facilities for passengers and crew, as well as recreation and medical facilities. Some are equipped with extensive luxury facilities while others are equipped with colony support facilities to train and acclimatize settlers on long journeys to frontier planets.

PRODUCTS CONTAINER

This container is used nearly exclusively by civilian interests to transport finished products to and from ports and colony worlds. Like a Reefers container, the Products container has a large number of individual compartments and equipment to support varying types of environments in each.

ASSAULT CONTAINER

This military modified container is designed to provide long term support for combat operations. It is equipped with medical, repair and command and control systems designed specifically for a combat environment. These containers are often part of a long term presence and can be found with other containers that also provide combat support.

ENGINE REPAIR CONTAINER

This container is used for the transport and installation of warp engines nacelles and components. They are often found in support of military operations or in areas where the interstellar medium may significantly tax existing systems. They are often part of a larger support group and are often used as part of temporary bases in frontier locations.

HYDROPONICS CONTAINER

These containers provide growth environments for both flora and fauna native to various races. They can support small to medium groups of individuals on colonies or planets where native food stuffs can not readily be grown or cultivated. These containers are used extensively by the Gorn and Klingons in many of their systems to ensure fresh meat is available.

LARGE PRODUCT CONTAINER

This container is essentially a massive empty container designed to transport very bulky items that can not easily be towed by a tractor beam.

COLONIAL TRANSPORT

This container is designed to support a small to medium colony during it's early stages. It is equipped to act as a space born station as well as an off-world production center or medical center should the need arise. Due to it's longer time on station, a Colonial Transport container carries fewer actual colonists than a Starliner, yet can support significantly more individuals on-planet.

FACTORY CONTAINER

This container is designed to be a major manufacturing station near locations where a permanent structure is unnecessary or may take time to build. They are use extensively by manufacturing companies to reduce the time needed to produce good and materials.

SHUTTLECRAFT CONTAINER

These containers are designed to support large numbers of fighters, shuttles and other small craft that are needed for lengthy periods of time. They are equipped with living quarters for pilots and repair crews and are often part of temporary orbital stations.

SURVEY CONTAINER

The highly specialized containers are designed

to conduct exploration, research and charting missions from a fixed point. They are often towed to areas where a long-term research presence is necessary. They are often used where a ground station is impractical or unavailable.

MEDICAL CONTAINER

This container is essentially a massive mobile hospital, capable to dealing with a wide range of disasters near remote and distant locations. When not utilized in it's hospital role, these containers are used as medical laboratory facilities.

STATION CONTAINER

These specialized containers are designed to act as a hub for other containers, creating space stations and outposts in deep space or planetary orbit. They are equipped with linking mechanisms that allow the transfer of consumables, computer information and other materials. They also provide a command and control function as well as more sophisticated communication and operations equipment.

ORE PROCESSING CONTAINER

These civilian containers are designed to process raw ore into usable metals and alloys. They are often used in locations where transporting unrefined ore invited pirate activities. They are often used in conjunction with Factory containers or as part of a large scale operation in star systems where a ground based processing station is impractical. Ore Processing Containers are sometime referred to as refinery containers.

TRAINING CONTAINER

These Klingon designed containers are built to allow subjugated races to be trained in a controlled environment. They use special simulators to mimic dangerous mining or work environments and allow Klingon technicians to train slaves to operate machinery in these environment. Most often, they are used on worlds with extremely primitive native life forms where more standard "in-field" training would most often result in numerous accidents.

TENDER CONTAINER

These containers are designed to be transported to areas where repair is needed to ships in the field. They are equipped with parts and replicators to repair nearly every system found on most starships. They are also equipped with limited consumables to resupply repaired vessels. These containers are often found in conjunction with Engine Repair containers and can provide full refit and load out to multiple ships when necessary.

LIGHT CRAFT/SMALL VESSEL

INTRODUCTION TO LIGHT CRAFT

One of the earliest and most basic forms of space vessel, shuttles and other light craft are designed to provide a wide range of capabilities to starship crews who must land on a planet, asteroid or conduct other space operations that require a small transport. Shuttles are known for their survival ability during abandon ship situations, their ability to weather difficult and treacherous atmospheric conditions and their ability to extend the range of a single starship when necessary. Most Shuttles are equipped with a wide range of support systems, including sensors, survival gear, weapons, computer interfaces and in recent years, micro-transporters. Many shuttles are designed for specific functions while generalized shuttles are designed for a wide range of uses. Shuttles provide starships an effective way to transport personnel to and from locations that would otherwise be inaccessible by transporter or other means. Most shuttles can be operated by a single individual. Shuttles are often kept small to allow for docking and landing capability. Although armed, most shuttles can not withstand an attack for a capital ship. Shuttles are extremely inexpensive to build, repair or maintain, and nearly every navy uses shuttles.

STANDARD SHUTTLE

Simply referred to as a shuttle, these small craft are designed to ferry 6 to 10 individuals to various destinations. They are equipped to act as a short term base on planets during exploration operations, medical transports during emergency situations, as well as a wide range of other possibilities. A standard sized shuttle is by far the most common type of transport found in space.

WARPSHUTTLE

Warpshuttle is a designation which has evolved over time. Not to be confused with standard shuttlecraft, warpshuttles are actually Class I-III starships. They are designed to have moderate to good speed and maneuverability and generally are lightly armed if armed at all. Their primary function is the transport of command staff, key personnel and other VIPs as well as small cargoes and equipment that is needed in far flung areas where a transport is unnecessary. Warpshuttles also serve as couriers in all the major power's space fleets. Warpshuttles were originally conceived around the mid-23rd century as warp-capable craft that could be carried in the shuttle hangers of larger vessels.

However, the only warpshuttle designs of the time small enough to fit in most ship's hanger bays were small Class I and some minimized Class II warpshuttles. These took up significant space due to their size and additional service requirements compared to standard sub-light shipboard shuttlecraft. While the Romulans regularly deployed warpshuttles aboard their warships, other major powers opted to only assign warpshuttles

to their ships when mission parameters required them. Through the end of the 23rd century, the most widely deployed Klingon warpshuttle designs were too large to fit in the hanger bays of their warships. Their warpshuttles served the multiple roles of couriers, light diplomatic craft and as small personal (and personnel) transports for military and government officials. Starbases and other command centers keep a number of warpshuttles on hand to quickly transfer key personnel to new duty stations and other assignments. Over the years, these small starships became known as 'runabouts' within Star Fleet. When small, standard shuttlecraft designs capable of warp speeds began to appear, Star Fleet changed the Warpshuttle designation to Runabout in order to avoid confusion.

FIGHTERS

The operation of fighters for deep space combat and other military applications has been an established yet dangerous part of space combat for over 100 years. Fighter tactics and combat capabilities have changed drastically over the years, but have also had to contend with a vast array of difficulties pertaining to Fighter operations.

Fighter's primary disability is their size. Very few fighters reach the Class II weight classification, with most little heavier than shuttles. Fighters small size predicates extremely light power curves and light armament. In practical combat terms, single fighters are nearly useless when matched against even escorts and scouts. Fighters have no deep space capability and limited supplies. All fighters must rely on a base or support craft to operate. Fighters rarely have heavy weapons and often must land to re-arm during prolonged combat. Fighters have limited sensors, targeting systems and very limited shielding. Most fighter class vessels are unable to withstand a direct hit from energy weapons.

Despite these setbacks, fighters are surprisingly effective. Due to their small size, squadrons of fighters are able to operate in extremely close proximity, overlapping shields and concentrating weapons fire to damage their opponents. Fighters are often 3 to 4 times as maneuverable as starships, able to use complex evasive patterns to provide protection from hostile attack. When launched, a single squadron of fighters can often mass sufficient firepower to down an enemy shield and cause some damage. With subsequent waves attacking the same location, fighters become extremely dangerous. Fighters also force enemy starships to commit to a multi vector defense plan, diverting precious power to 360 degree shields. Most fighter carriers have sufficient fighters to engage 3 destroyer class vessels simultaneously, and with Carrier Battle Groups, are able to engage entire enemy fleets with high degrees of success.

None the less, only large numbers of fighter prove effective against enemy capital ships. Although many ships have a single wing of fighters aboard, they are rarely used due to the extremely high mortality rates associated with fighter operations.

RUNNABOUT

The largest of the small transport starships, the Runnabout is used as a multi-mission mid range light transport for moving 5 to 10 individuals and their equipment. While not much larger than a warp shuttle, the Runnabout is designed with a significantly longer mission objective in mind. It's ability to operate as a small scout or other light craft give the Runnabout a particular appeal to base commanders.

PIRATE VESSEL

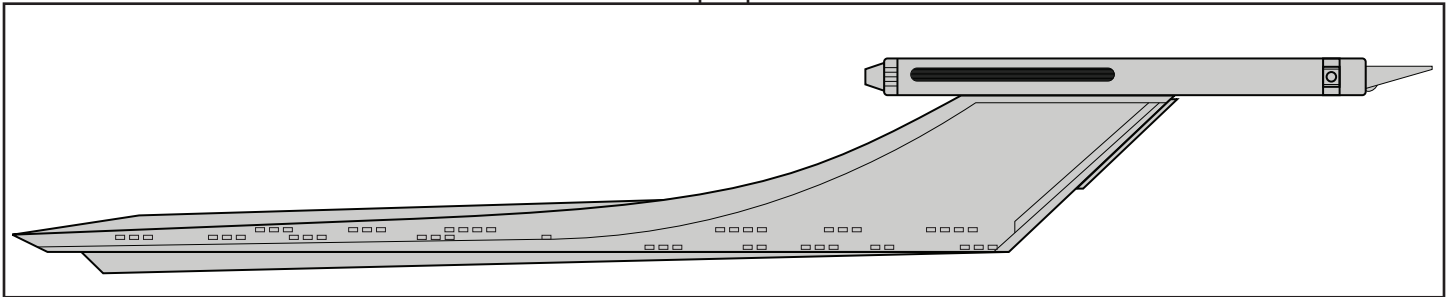
INTRODUCTION TO PIRATE VESSELS

Considered the second most dangerous group of combat craft encountered in space, pirate vessels come in a wide range of shapes and sizes and are used by extremely diverse groups. Although the most famous Pirate groups are the Orion Clans and Families, the Ferengi are also known to support Pirate activities. To understand pirate vessels does require an understanding of Pirate operations.

To successfully operate a pirate vessel or group

requires sub-systems. Ferengi pirate vessels are rarely the same from one ship to the next, with a successful captain upgrading and increasing the vessels abilities with their profitable operations. Other pirate groups often purchase auction vessels or wrecked / abandoned ships and spend considerable effort re-arming and sometimes upgrading such vessels.

No matter the source of the ship, most pirate vessels are designed to attack a target, usually from behind, down the targets shields and incapacitate their drive capabilities. Pirate vessels then dock with the crippled ship if time allows, or use surprisingly sophisticated transporters to capture desired cargo. Some pirate vessels are designed for Hit-and-Run raids, capturing a block of cargo and determining it's contents later. Other pirate vessels are designed to capture an entire freighter or transport and either tow or pilot the vessel to a hidden base. Pirate frigates are not unheard of, nor are fighter wings and other more legitimate vessels. Many pirate vessels are simply modified standard vessels, such as Sloops, Tenders, Salvage vessels and even Yachts. Because of the wide diversity of pirate vessels, most classifications are mission based, rather than class



of pirate ships requires a surprisingly businesslike approach to construction, operation and target selection. Most pirate vessels are geared towards specific mission objectives, and are designed to keep initial costs and upkeep to a minimum. Many pirate vessels must also operate as legitimate haulers and tradesmen to allow for trade of stolen or contraband material. Pirate operations must also take into consideration travel times, escape routes, hiding places and enemy patrol routes even before beginning a planned raid. Although some pirate groups do operate on a purely opportunistic outlook, most successful pirate groups have extensive ship support capability, intelligence networking and political clout to allow them to survive close enough to habitable systems to operate successfully. (For more details on pirate operations, see "The Orions" supplement from FASA).

Pirate vessels are designed to be easily constructed, easily repaired and difficult to detect. Most are built for speed, rather than combat capability. Many pirate vessels are under-shielded when compared with other vessels of a similar size. This allows for increased firepower and extra cargo room for captured cargo. Pirate vessels are also built simply, to allow easy repair and a quick learning curve for new crew members. Many Orion pirate vessels are a surprising hodgepodge of various

based. Although many missions to lend them selves to a specific vessel class, most pirate vessels are different, even from class to class.

BLOCKADE RUNNER

The most basic of all Pirate Vessels, Blockade Runners are designed to be fast, nimble, lightly armed pursuit craft. Blockade Runners usually operate alone or in small groups, dictating unique tactics. Blockade Runners primary mission is to attack light craft, disabling them and either using transporters or boarding actions to steal cargo. Nearly all Blockade Runners are designed to capture only a small portion of a targets cargo, usually less than 100 SCU worth of valuables. This gives Blockade Runners a tight margin of operation. When faced with larger prey, Blockade Runners are used in a harassment role to force target vessels to force a global defense pattern.

Blockade Runners light construction and small size give these unique ships a tactical advantage during operations. Most prove very difficult to detect, and can often hide in areas where larger or heavier warships would be detected. Blockade Runners are also more maneuverable than vessels of a similar class, relying on speed over brawn to protect the crew. Although able to

attack and disable freighters, Blockade Runners are no match for escorts or destroyers, and will almost always run from cruisers or other heavy combat vessels. Blockade Runners are by far the cheapest combat vessel to construct. Blockade Runners are short range vessels and can only operate several weeks out from a support facility or home base. Because Blockade Runners also conduct legitimate trade operations, many are able to openly operate near Orion Colonies and within the Triangle. Currently, Blockade Runners are almost exclusively seen operated by Orion Pirate cartels, although recent information concerning Ferengi family operation may change this in the near future.

COMMERCE RAIDER

Unlike a standard Raider, Commerce Raiders are designed to attack larger convoys and groups of vessels, including military convoys. Most Commerce Raiders are equipped with heavier weapons, heavier shields and powerful warp drives that allow them to close quickly with intended targets, disable multiple targets and quickly escape, even while under attack from escorting ships. Commerce Raiders are extremely difficult to maintain, even with a full pirate base available. To successfully achieve their goals, Commerce Raiders must employ multiple independent sensor systems, multiple independent transporter systems as well as other unique systems designed to help transfer cargo from varying points.

Commerce Raiders are often considered more dangerous than most other pirate vessels. Standard pirate vessels will disable their intended target. Once disabled, crew men aboard a disabled vessel will often not risk injury or loss of life, allowing the pirate vessel to take what they will and leave. This unspoken gentleman's agreement has been effective for both parties, but is quickly dismissed when Commerce Raiders are used. Because of the relatively short ranges associated with transporters, Commerce Raiders will use overwhelming firepower on their victims to disable their targets in one small group. Internal damage is often heavy, with loss of life considerable, even at the best of times. This has led to heavy resources dedicated by most governments to tracking down and destroying most Commerce Raiders and their support systems.

Although Commerce Raiders can capture significantly more material than other pirate vessels, their construction, modifications and upkeep often make their operation outside the profit range of most known pirate families. Most specialized capture equipment is simple modifications of existing technologies, rather than any true advance of technology. Many ships simply add in extra transporters, power cells, computers and other equipment. This can quickly drive up the cost of most Commerce Raiders. Expense associated with the purchase of heavier weapons also significantly increases the cost of Commerce Raiders. Many also suffer heavy damage in their operations, further reducing overall

profits. Because of these restrictions, true Commerce Raiders are somewhat rare, especially near well patrolled space lanes. None the less, the dangers associated with Commerce Raiders requires between 60 and 75% of all anti-pirate forces to concentrate their efforts on locating and eliminating Commerce Raiders and their support.

INFILTRATOR

The Infiltrator class of pirate vessel is though to be used as a scout type vessel by larger pirate cartels. Infiltrators, often no larger than a Prowler or Blockade Runner, are one of the most expensive investment undertaken by a pirate group, and signal a massive commitment by a group to a particular area. Infiltrators bristle with sophisticated sensor and detection equipment, as well as extensive communication and intelligence gathering sub-systems, often rivaling the major Governments. Infiltrators will rarely participate in combat or raiding operations directly, observing operations from a-far. Although able to act as a Command vessel, Infiltrators are rarely used in this capacity and in fact rarely communicate with other vessels, using highly localized and specialized communication protocols to keep hidden. Like other pirate vessels, Infiltrators are designed for short range operations, only able to remain in the field for 6 months or less. Infiltrator command, while prestigious, is somewhat dull for the average Pirate captain. Infiltrators are used almost exclusively by the Ferengi, although several versions are known to be fielded by the Orion cartels.

MAN-O'-WAR

By far the largest and most dangerous of all Pirate vessels, the Man-o'-war is likened to a heavy cruiser or even a battleship, and is one of the most targeted pirate vessels encountered. Only a few classes of Man-o'-war are fielded by the Orion Pirate Cartels, and construction of these massive vessels can bankrupt a family who does not know how to use such a resource. Most Man-o'-war vessels are designed not for cargo raiding, but for operations against Government warships, ground installations and even combat squadrons. The Man-o'-war is usually heavily armed, and is an equal match to most Cruisers. Man-O-Wars are extremely difficult to field, as their construction can not easily be hidden. Once a ship is known to be operating as a Man-o'-war, they become the target of large scale operations by anti-pirate forces. On the few occasions that the Man-o'-war is employed for raiding operations, it is usually used to board multiple vessels in a convoy, capture them and then escort them, even under fire, to a staging area or Pirate base. Unlike other pirate vessels, Man-o'-war will stand and fight against enemy vessels, forcing a heavy toll for the re-capture of taken freighters. Man-o'-war vessels are almost always mission specific, unable to operate longer than a month away from support facilities. Man-o'-war vessels are also much less stealthy, making operations even more difficult. Freightier crews who are unable to

escape from a Man-o'-war are advised to abandon their vessels as Man-o'-war captains will often maroon or kill a ship's crew after capturing the vessel.

MARAUDER

Marauders, primarily a Ferengi operated class of vessel, are cruiser sized long range pirate and commerce vessels. Like Blockade Runners, Marauders conduct both legitimate and pirate operations. Unlike most other pirate vessels, Marauders are designed for deep space operation well away from home ports and bases. Although an expensive initial investment, once fielded, Marauders quickly pay for themselves in both legitimate operations and secretive operations. Marauders are easily able to overpower single freighters and defend against larger escorts and combat vessels. Unfortunately, Marauders can rarely pay for their operations by capturing a single freighter. Constant raids or legitimate trade are required to keep the Marauder viable. Like the Blockade Runner, Marauders are more subtle in their combat operations, drawing less attention to themselves by allowing ships and crews to go on their way after surrendering their cargos. Unlike Blockade Runner, Marauders can quickly bring heavy firepower to bear when necessary.

Marauders are equal in firepower to most medium cruisers and even some heavy cruisers. Unlike other pirate vessels, Marauders are very luxurious, often the pride of both crew and captain. Marauders have large cargo facilities and surprising communication systems that allow for a multitude of operations. Ferengi versions of Marauders are known to be the backbone of the Ferengi fleet, serving as both cargo vessels and military combat vessels.

PIRATE FRIGATE

Although a seemingly standard class of pirate vessel, Pirate Frigates are not a popular choice for most pirate operations, and yet can be used to yield tremendous gains. Pirate Frigates are designed to overtake a target, transport troops aboard and capture the vessel in fact. Captured vessels are later sold or converted to pirate use, and even scrapped for spare parts to help support pirate activities. Such operations are surprisingly complex and difficult to maintain. Targets must almost always be pre-chosen and researched to insure success. Often an "inside man" or men must also be used, further reducing profits and increasing danger. While the loss of some cargo to pirates will often be accepted by most captains as a hazard of the job, the loss of a full cargo and the ship itself often brings a dangerous response from captains and crews who are targeted. Armed response is common, as is a fanatical defense against the pirate incursion.

Pirate Frigates must be able to down an enemy shields without damaging the ship or drive, and must also be able to maintain pursuit of the intended target even at warp speeds. Troops must quickly be transported to several key locations with enough support to capture the areas without damaging the vital equipment. Although cargo is rarely transported from the target vessel, Pirate

Frigates must maintain expensive specialized transporter system to support their troops. Large troop compliments further reduce profits, and force the targeting of larger freighters and even passenger liners, many of which are escorted. Although most Pirate Captains will refrain from killing target crew for fear of creating a suicide mentality among freighter crews, some will go to extremely violent measures to insure compliance, further increasing tensions. To insure some modicum of compliance, Pirate Frigates must often allow escape pods and even shuttles to escape unmolested, many of which can easily call for help.

Despite the setbacks, Pirate Frigates can often capture significantly more valuable ships and cargoes than most pirate vessels. Although several attempts must often be abandoned, a single successful capture can net handsome profits. Pirate Frigates are often re-armed military craft purchased from various sources. Many must undergo extensive modifications to fulfill their mission profile. When newly built, Pirate Frigates are easier to build, but no less expensive. With recent advances in transport technology, and the use of special interference systems on some freighters, Pirate Frigates are becoming more popular, allowing troops to use transporter enhancing buffers and other systems to insure capture of the best cargoes. Special booby-traps and system damage are also used to insure that responding escorts and rescue vessels must render aid before perusing the pirate vessels, allowing escape.

PRIVATEER

Roughly destroyer sized, the Privateer is the second most common pirate vessel. More heavily armed than a Blockade Runner, the Privateer is also designed for raiding of single cargo vessels and small, unprotected convoys. Privateers are often converted vessels purchased from other major governments and are designed to quickly overpower a fleeing cargo vessel, board or use transporters to capture cargo, then flee before security forces arrive. Unlike Blockade Runners, Privateers have much larger cargo capacity and can easily capture an entire cargo hold of valuables.

When used in other roles, the Privateer conducts operations similar to Escorts and Destroyers, defending larger vessels, captured prizes and bases during combat operations. Unlike Blockade Runners, Privateers are less subtle in their attacks, and will often significantly damage a target vessel to quickly gain its cargo. Privateers, like Marauders, are longer ranged than other pirate vessels, and can operate independently for months and even years. Despite being purchased from other governments, Privateers are often extremely expensive to re-arm and upgrade, but can be fielded much faster than keel built Blockade Runners.

RAIDER

Raiders are the third most common class of Pirate vessel encountered. Most Raiders are the size of

a Corvette or Gunboat, and are similarly armed. Raiders are almost always used in concert with other Raiders and larger vessels against both Military targets and large convoys. Squadrons of Raiders can quickly cripple a target vessel, then move off to provide harassment support against other targets. Raiders are extremely inexpensive to construct and maintain, and have gained popularity in recent years. Most Raiders can conduct atmospheric operations, making them a popular alternative to the space-bound Blockade Runner. Raiders can also conduct operations from a command vessel or small base located in deep space or in-system. This gives raiders a unique flexibility not seen in other Pirate vessels.

Raiders are extremely maneuverable, often able to conduct operations with fighters and combat shuttles when required. Raiders do have cargo transporters, with some able to capture up to 10 SCU worth of cargo, although they are rarely used in this capacity. Raider captains are often even more swaggering than their Blockade Runner counterparts, and are known for taking dangerous risks during missions. Raiders can often be difficult to detect and pursue even under ideal conditions.

Raiders main advantage is in a heavy forward strike capability. Nearly all weapons associated with a Raider are designed for extremely precise attacks, capable of downing a shield and disabling a single system quickly and efficiently. Most raiders use large numbers of short range weapons, rather than moderate numbers of medium range weapons. At close quarters, raiders are very dangerous, but are much less effective at greater distances. Raiders are extremely short ranged, requiring a base or command vessel to operate for extended periods of time. This requires an extensive outlay from Pirate clans, but often allows a greater number of targets to be considered by planners.

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