

MAJOR RACES OF THE STAR TREK UNIVERSE

UNITED FEDERATION OF PLANETS

Background

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

The Federation is governed by the Federation Council, composed of representatives from many member worlds. The executive is made of a President and his staff. The principle seat of government is Earth, with the Federation Council's chambers located in the city of San Francisco and the President's office in Paris.

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

Starfleet is the military arm of the Federation and has seen many actions in the past two hundred years. Early hostilities with the Klingons lasted almost a century until 2267 with the signing of the Organian Peace Treaty. This peace was eventually finalized with the signing of the Khitomer Accords in 2293. Wars have also been fought with the Romulans, Tholians, and Cardassians along Federation borders. Despite these conflicts the Federation has remained a stable political entity.

Abbe Patrol Destroyer Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2302

The Abbe Patrol Destroyer served as one of the Federation's heavy destroyer fleet elements in the early half of the 24th Century. The Miranda cruisers had long served in this role, keeping a vigilant eye on the Federation frontier, but their usefulness was diminishing and new designs were needed.

Closely related to the Constitution Refit family of ships, the Abbe Patrol Destroyer uses many of these modular design elements in its own design. The Abbe was developed with the intent of being a 'pocket cruiser' that would have the firepower of the retired Constitution Heavy Cruiser but be able to perform the missions currently assigned to the Miranda.

The primary armament of the Abbe destroyer is a quad battery of photon torpedoes. Mounted in an outboard mission pod, the Abbe's photon torpedoes give it exceptional firepower for dealing with enemy ships while at range. The forward torpedo firepower of the Abbe is no greater than that of the Miranda, but the additional of an additional rear-firing torpedo makes the Abbe better able to cover all of its arcs.

The Abbe's service within Starfleet was exemplary, but as with all craft these destroyers were eventually phased out of active service. Newer, more powerful craft were available and the Abbe was no longer suited for combating their modern opponents.

Achilles Siege Cruiser Base Hull (Limited Availability 33%)

Capital Ship

Available: 2376

One of the critical strategic problems faced by Starfleet Command during the Dominion War was that Federation forces were spread too thin. Between defending the Federation territory from the Dominion, and keeping a wary eye on the Romulans and trying to go on the offensive against the Dominion, Starfleet found it had too many obligations and too few resources. This problem became even more acute when Starfleet strategists determined that the 'Achilles Heel' of the Dominion was the dependency of the Jem'Hadar on Ketracel-White. If the Federation/Klingon Alliance could destroy, or even severely threaten, the Ketracel-White facilities the Dominion's Alpha Quadrant offensive would grind to a halt. Unfortunately the only ships that either Starfleet or the Klingon Defense Forces had that could do the job were the Galaxy and Negh'Var class ships. No existing vessel could launch the unescorted long-range strikes against heavily defended targets required to take out these facilities. The Defiant Heavy Escorts had too limited operating range and the Galaxy and Negh'Var, while having

the necessary operational range, were too expensive in to be feasible. Neither the Federation nor the Klingons were willing to commit such large fleets required to hit these targets. To do so would have entailed compromising the defense of key Federation and Klingon systems. A new, revolutionary ship design would be required to meet this set of mission objectives.

Ship designers at Utopia Planitia were up to the challenge. They not only designed a totally new class ship, the Achilles, but also designed and built it in less than two years. By adapting current anti-Borg designs to the new threat a ship with extraordinary features was created that could fulfill the role of a long-range cruiser with firepower equal to a Sovereign Dreadnought. This was accomplished with the new micro-torpedoes arranged in a 'phalanx' array, allowing for an astoundingly high rate of fire that can cripple any Dominion ship. With the 'broadside' arrangement of the mini-quantum torpedo phalanx the Achilles can defend itself against Jem'Hadar attack craft defending the Ketracel-White facilities while it maintains its focus on destroying the target. Quantum torpedoes and pulse phasers enable the Achilles sufficient firepower to destroy most large fixed targets in one pass. Finally, the Achilles has an unsupported, self-serviceable range equal to the Galaxy Command Ships that is required to operate effectively behind the Dominion defensive perimeter.

Design by Jon Letham and Tyrel Lohr. Based on a ship from the Dominion Wars computer game.

Akira Strike Cruiser **Base Hull (Unlimited Deployment)** **Capital Ship** **Available: 2367**

A newer vessel in the Federation fleet, the Akira Strike Cruiser is a new dual role cruiser hull that serves as both a bombardment support cruiser and fleet carrier. The Akira is one of many designs to be constructed after Starfleet's disastrous confrontation with the Borg at Wolf 359. Equipped with a formidable array of photon torpedo launchers, the Akira is quite effective at taking down larger cruisers and installations. The plethora of torpedo tubes also means that the Akira Strike Cruiser can engage multiple enemy units at a single time, an ability that proved invaluable during the Dominion War.

The carrier capacity of the Akira takes the form of a pass-through hangar deck that runs the length of the ship's saucer section. Eighteen small combat craft or shuttles can be stored in this bay and deployed in combat. Before the outbreak of war with the Dominion few Akiras actually carried fighters onboard. It was not until their invasion of the Alpha Quadrant that Starfleet began reactivating mothballed Peregrine Couriers for services on the Akira Strike Cruisers.

Ambassador Heavy Cruiser **Base Hull (Unlimited Deployment)** **Capital Ship** **Available: 2330**

A large warship that saw use before the development of the Galaxy and related hulls, the Ambassador Heavy Cruiser served as the Federation's long-range explorer and general cruiser, supplanting the existing fleet of Excelsior Cruisers. Slower than an Excelsior but bulkier and better equipped for combat, the Ambassador was a formidable heavy cruiser. One of the most important aspects of the Ambassador was its upgraded command facilities and diplomatic quarters, attributes which made the Ambassador a perfect choice for operation as a fleet command vessel. Unfortunately, very few Ambassadors were built, Starfleet opting to produce more of the cheaper and more versatile Excelsior hulls.

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

Andor Missile Cruiser **Base Hull (Limited Availability 33%)** **Heavy Combat Vessel** **Available: 2265-2313**

The Andor Missile Cruiser was the first operational photon-equipped ballistics cruiser in Starfleet. These unique vessels gained the respect and admiration of their crews because of their handling characteristics and offensive capabilities. The overall design came from Andorian design teams contracted to create a cruiser with

photon torpedoes as its main weapons. The teams opted for the use of early photon torpedo models in order to pack more photon torpedoes onto the spaceframe, an engineering principal that was quite common in the Andor's day.

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

The warp engines are mounted close together and center aft of the main hull. This affords the engines more protection during battle because of the partial cover provided by the secondary hull. As with all Starfleet vessels, the engines can be jettisoned in case of an overload in the matter/anti-matter chamber.

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

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

Antares Military Freighter

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2249

One of the oldest freighter classes in existence, the Antares class of bulk freighters have been in services for over a century. Originally used by the Federation as their military freighter of choice, the Antares was slowly phased out of service as newer, more resilient freighter models were developed.

Rather than scrapping their mothballed fleet of freighters, Starfleet instead sold them off to third parties. This included not only civilian interests within the Federation, but also several neighboring, pro-Federation governments.

Although no Antares Bulk Freighters remain in Federation service, they are a common craft seen throughout the bustling galactic starways. In most cases such freighters are owned and captained by alien crews. Most of these ships have seen their better days, and many operators have taken to making piece-meal repairs of their Antares freighters in order to keep them operational.

Anton Early Escort Cruiser

Anton Variant (Common)

Heavy Combat Vessel

Available: 2242-2255

The Anton Early Escort Cruiser is the first incarnation of the Anton cruiser. Armed with laser weapons, the Anton was upgraded to newer phaser technology at the same time as the Constitution Light Cruiser.

In many ways the Anton Early Escort Cruiser is a superior ship than the later phaser-equipped model. The ship's three medium laser cannons can do significant damage to the enemy, but their slow rate of fire forces the captain to be much more conservative with their fire. Laser fire cannot be squandered or gambled on as readily as phasers, one of the major reasons for the downfall of laser weaponry.

Anton Escort Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2252-2276

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

During this same period, the concepts of ship design were rapidly evolving and becoming more sophisticated, and the technology to build and operate starships was going through an industrial revolution. Advances in all facets of the technology required to construct, maintain, and operate a starship was changing so rapidly that some ships were obsolete before they were completed. The Anton design was changed no fewer than

twelve times before the tooling and machining was begun. Even so, the ship required some alterations during its trials and was to see many more changes after its commissioning.

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

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

Apollo Light Cruiser **Base Hull (Unlimited Deployment)**

Medium Ship
Available: 2325

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

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

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

Baker Destroyer **Base Hull (Unlimited Deployment)**

Heavy Combat Vessel
Available: 2269-2358

The Baker Destroyer was designed to supplement and eventually replace the older Larson class Destroyer which had nearly reached the end of its useful lifespan. Armed with six phasers and two early photon torpedoes (as that is all that could be put onto such a small hull!), the Baker Destroyer was more than able to take on light enemy combatants and effectively escort larger cruisers such as the Constitution Cruiser.

Despite the positive aspects of the Baker Destroyer, its frail construction made it easy to destroy should a determined opponent overwhelm her shields. A lack of speed, too, left the Baker unable to keep up with her escorts in some situations. Nonetheless the Baker Destroyer was a very popular warship within the Federation and continued to be used into the 24th Century. The ship was eventually replaced by other more powerful ships, and the need for a destroyer class eventually waned with the widescale deployment of the Excelsior Heavy Cruiser.

Baton Rouge Light Cruiser **Base Hull (Unlimited Deployment)**

Heavy Combat Vessel
Available: 2217-2273

The Baton Rouge Light Cruiser is the predecessor to the Constitution Light Cruiser. A multi-purpose hull, Baton Rouge Light Cruisers were used as everything from system patrols to science vessels.

The Baton Rouge Light Cruiser received numerous minor and major refits over its years of service. The most important was the 2250 upgrade to phaser technology. This upgrade would be the classes last major refit.

The ship design revolution of the late 2260's rendered the Baton Rouge obsolete and Starfleet ultimately abandoned the class as a viable warship design.

Brenton Heavy Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2263-2280

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

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

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

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

Centaur Light Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2310

A light warship built from an Excelsior's saucer section with a short connecting strut to two warp nacelles, the Centaur serves primarily as a light patrol and police craft charged with local planetary defense within the Federation's borders. The aging vessel lacks substantial firepower but its improved maneuverability makes it a good mid-sized escort for Federation capital ships, screening enemy light craft before they can attack.

Challenger Heavy Frigate

Challenger Variant (Restricted Deployment 10%)

Heavy Combat Vessel

Available: 2352

A rare hull, the Challenger Heavy Frigate was a design feasibility study for a new style of phaser array. Although new phaser array technology had greatly improved the arcs of fire compared to older phaser banks Starfleet engineers felt that there was still room for viable improvement. The Challenger made use of engineering plans common to other existing designs to cut down on construction time and expense.

The finished model of the Challenger was in many ways a success. Three heavy phasers could be installed on the vessel with extreme arcs of fire allowing it excellent weapons coverage even after sustaining damage. However, unlike almost every other Starfleet vessel, the Challenger was not equipped with photon torpedo launchers at all, the extra space being needed to house the phaser's associated equipment and power systems. This fact combined with the design's other failings led Starfleet to limit future new construction of Challenger hulls and the design was ultimately shelved.

When the Borg first invaded Federation space, at least one Challenger Heavy Frigate was activated to serve in Admiral Hanson's defense fleet. The new Starfleet technologies would not turn the tide of battle at Wolf 359. After the Borg attack Starfleet research proceeded in new directions, and the Challenger was all but forgotten, the few surviving specimens left to defend important worlds in the role of a light system monitor.

Chandley Assault Frigate

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2274-2241

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

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

Cheyenne Corvette **Base Hull (Unlimited Deployment)** **Heavy Combat Vessel** **Available: 2344**

A newer four-nacelle design, the Cheyenne Corvette operates as a long-range forward observer for high duration patrol missions that require additional speed and warp endurance. Composed of a Galaxy-style saucer section and four nacelles, the Cheyenne's warp engines are designed for quicker reaction times and greater redundancy.

The mix of weaponry and speed inherent in the Cheyenne Corvette make it an excellent choice as a support vessel in larger fleets or a skirmish vessel in smaller engagements. Its capacity for damage however is low and typically by the time a Cheyenne Corvette's shields reach the breaking point the ship is nearly torn to shreds.

Chimera Fast Frigate **Base Hull (Unlimited Deployment)** **Heavy Combat Vessel** **Available: 2310**

Another member of the Excelsior family of hulls, the Chimera Fast Frigate was a concept hull constructed to test the feasibility of three- nacelle starships. The Chimera is little more than two Excelsior saucers re-engineered into a single saucer segment with three nacelles attached. The three warp engines provide a stable, improved warp field, improving the ship's warp delay.

For the intents of the engineering feasibility study the Chimera was an overwhelming success and opened the door for later Federation ship development; however, the Chimera proved to be a poor warship. The Chimera simply did not have the weapons firepower or coverage to provide serious competition to contemporary Klingon and Romulan hulls of similar tonnage. Because of this most Chimeras were assigned to long distance patrols of the Federation border far from known threat sources.

Several Chimera Fast Frigates were recalled to the front lines during the Dominion War and saw battle in that conflict. Of those, the first ship of the class, the U.S.S. Chimera, was destroyed in the war. Following the war all remaining Chimera Fast Frigates were decommissioned.

Congress Light Cruiser **Base Hull (Unlimited Deployment)** **Heavy Combat Vessel** **Available: 2285**

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

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

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

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

Ship design and ship control sheet by Sebastian Seiml.

Constellation Patrol Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2283-2262

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

The Constellation had seen its age at the start of the 24th Century, and slowly but surely the class was phased out of service. By the mid- 24th Century few Constellations remained in active service, most mothballed in Federation shipyards. One such vessel, the U.S.S. Hathaway, was brought back into service to participate in wargames against the Galaxy-class U.S.S. Enterprise in 2365.

Constitution Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2270-2300

Following decades of service, the Federation ultimately decided to perform a mass upgrade of their Constitution fleet. The installation of new technologies required a nearly complete rebuild, necessitating the surviving Constitution Light Cruisers be taken into dock for an extended reconstruction period. Among the Constitution class vessels to receive this sweeping refit were the *U.S.S. Enterprise* and *U.S.S. Yorktown*. The Constitution Cruiser is sometimes referred to as the Enterprise Heavy Cruiser, though this was never its official designation.

The new Constitution Cruiser proved to be an effective fighting platform and acted as the primary heavy cruiser of Starfleet for the next two decades. The refit had been successful at greatly extending the lifespans of the aging Constitution hulls.

The age of the Constitution ended with the construction of the Excelsior Heavy Cruiser. The Constitution Cruisers still in service were scheduled to be scrapped and removed from service, with most if not all of the Constitutions having been struck from service by the beginning of the next century.

Constitution Early Cruiser

Constitution Variant (Common)

Heavy Combat Vessel

Available: 2243

The first batch of Constitution Light Cruisers built by the Federation used tried and true laser weaponry as phasers remained in their infancy. Likewise, photon torpedo technology had not yet been successfully reverse engineered. Federation ships instead used the long-range accelerator cannon to meet their needs in this area.

After the development of phaser technology, the Constitution Light Cruisers received upgrades to this new weapons technology. This was a priority for Starfleet and was done relatively quickly.

Constitution Light Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2255-2274

Kirk's Enterprise, the Constitution Light Cruiser was the heavy starship of the Federation fleet during the mid-23rd Century. Few Constitutions were built due to their great expense, most being dispatched on solitary

missions of exploration and defense of the Federation frontier. The Constitution class exemplifies the ideals and dreams of the United Federation of Planets during that era.

Compared to modern warships the Constitution Light Cruiser is an underarmed, under armored cruiser whose day is solidly in the past. During its day, however, it was the pinnacle of technology and design, able to take on its Klingon and Romulan adversaries on an equal footing.

Continent Assault Ship

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2269

A medium sized assault ship, the Continent is designed for the fast insertion of Federation troops, tanks, and other ground assault equipment and personnel. The Continent Assault Ship is more maneuverable than most Federation starships and relies on this improved maneuverability to break through enemy fortifications and battle lines to deposit its troops planetside.

The Continent Assault Ship does however come with its limitations. So much room is required to house the troop quarters and extra shuttle bays onboard the Continent that the ship's shield systems are atrophied to the point that they offer very little real protection from the horrors of space combat. Where a Constitution or Excelsior's shields would hold under an assault, the Continent would be opened to vacuum.

It is not hard to see why the Continent design fell out of favor with the Federation and Starfleet after its first few campaigns in service. In those ground assaults the Continent acted almost as an attrition unit, with a dozen Continent Assault ships and their escorts swarming enemy positions just so that a few could make it within transporter range of the planet. The expanded cargo and troop facilities on newer Federation classes relegated Continents and their brethren to auxiliary roles, though several were called up from mothballs during the Dominion War to move Federation troops to the frontlines.

Daedalus Cruiser

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2156-2196

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

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

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

Decker Destroyer

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2324

This heavy destroyer design was served as an escort for larger warships of the period, including the Excelsior and Ambassador Heavy Cruisers. Decker Destroyers lacked adequate shielding but were heavily armed, equipped with the same phaser and photon loadout of some cruisers of the previous century. This heavy arsenal gave the Decker an advantage over other enemy escorts and allowed them to easily dispatch enemy screening units.

Decker Destroyers were overshadowed by later starship developments, including such ships as the Steamrunner and Norway. Such developments forced the Decker Destroyers into support roles in the fleet. Many Decker Destroyers found themselves operating as minesweepers along hostile borders, moving ahead of larger fleets to clear enemy mines.

Defender Fast Cruiser

Base Hull (Unique Ship – Only 6 Exist)

Heavy Combat Vessel

Available: 2280-2376

Developed during the same time period as the Excelsior Heavy Cruiser, the Defender project was tied closely to other projects that were studying the ramifications of esoteric warp nacelle configurations. Like the Constellation Patrol Cruiser, the Defender Fast Cruiser was to use two pairs of warp nacelles to allow it to achieve higher warp field efficiency. The need also existed for a new generation of main line cruiser hulls to replace the aging Constitution and many new projects, including the Defender, were top contenders for the role.

The Defender project was progressing nicely with half a dozen hulls completed by 2285. Despite the advances made in the Defender and the relative success of the models currently on their shakedown cruises, the Excelsior proved in all ways superior. Not only did the ship sport a sturdier frame, more advanced sensors, and more firepower, it also proved to be a more flexible ship.

Construction of new Defenders ended overnight. The last ships were kept in service, most being placed into the defensive fleets of the Federation core worlds. When the Borg attacked the Federation in 2367, several of the last Defenders joined the fleet that was massacred at Wolf 359. The last Defenders saw service during the Dominion War defending the homeworlds again, and the last two Defenders to survive that conflict were finally retired from service, the ships scuttled.

Defiant Heavy Escort

Defiant Variant (Limited Availability 33%)

Medium Ship

Available: 2369

An advanced warship born from the first Borg attack on Federation holdings, the Defiant is a showcase for advanced Federation technologies and engineering concepts. Foregoing the saucer section typical of most Starfleet designs, the Defiant is a small, compact, agile warship designed specifically for combat at the expense of more extensive scientific and diplomatic facilities.

The major advantage of the Defiant Heavy Escort is its use of the new pulse phaser cannon, a weapon which fires individual pulses rather than a raking beam typical of traditional phaser weapons. This capable coupled with a good rate of fire and high damage output makes the Defiant an excellent choice for combating enemy starships of even capital ship size.

The original *U.S.S. Defiant* was equipped with a cloaking device as part of a special deal between the Federation and the Romulans. The *Defiant*, attached to Federation starbase Deep Space Nine, was to collect intelligence data on the Dominion to be shared by both parties. No other Defiant Heavy Escort was equipped with a cloaking device.

The success of the Defiant Heavy Escort led to widespread construction of the class during and after the Dominion War. The Defiant would come to serve as one of the core components of the Federation's border reaction force. After the year 2385 the Defiant should be considered an Unlimited Availability hull.

Diomedes Medium Cruiser

Base Hull (Restricted Deployment 10%)

Heavy Combat Vessel

Available: 2373-2385

At the beginning of the Dominion War Starfleet was in a desperate situation to replace combat losses. In one short-term solution, available components from multiple production series were combined and assembled together to shorten the construction time for new cruisers. The Diomedes Medium Cruiser was the result of the combination of Intrepid saucer sections and mothballed Constitution parts, mainly warp nacelles and engineering hulls. The phaser banks and shield systems were slightly improved, but unfortunately the hull could only employ the standard Photon Torpedo tubes.

Only a few Diomedes were constructed and the few survivors were mostly mothballed in the decade after the war.

Ship design and ship control sheet by Sebastian Seiml.

Durrett Light Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2266-2330

The Durrett Light Cruiser is closely related to the Miranda Light Cruiser. Part of the same construction initiative, the Durrett was intended to serve as a successor to the Saladin Destroyer, performing most of that

ship's system defense mission functions. However, the Durrett was also meant to act as a cheaper alternative to the Miranda. The Durrett Light Cruiser has slightly less overall firepower than a Miranda but costs comparatively less to build.

Despite the construction rate of the Durrett Light Cruiser it never caught on and was eventually abandoned. The Miranda proved to be a much more effective cruiser design with the potential for much longer service lives thanks to their modular nature. The Durretts simply could not be as easily upgraded to new technologies as the Miranda and the expense to do so outweighed their usefulness.

By the year 2300, the Durrett Light Cruisers were relegated to backwater systems and colonies, including running patrols in new Federation protectorates. As these ships broke down they were scrapped or sold off and replaced with newer ships that could perform the jobs better.

Essex Advanced Destroyer

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2377

Because the Norway was never heavily produced the Federation still lacked a significant number of destroyer class vessels. Due to the increasing Borg activity in a post Dominion War Alpha Quadrant the new Essex class destroyers were built to include all the latest in anti-Borg technology. Small, quick, the Essex Destroyer is protected by a combination of heavy shielding and ablative armor, ensuring that this vessel can survive a pounding while still being able to give one back in return. At the time of its construction the Essex was the smallest Starfleet vessel to incorporate advanced torpedo launchers.

Design by Jon Letham.

Excelsior Command Cruiser

Excelsior Variant (Rare)

Capital Ship

Available: 2290

Shortly after its introduction into the fleet, a variant of the Excelsior was introduced that featured enhanced command and control abilities and a heavier arsenal. These command cruisers cost more to build than a stock Excelsior, the greatly limiting the number of Excelsior Command Cruisers produced by Starfleet. Those that entered service served in strategic sectors commanding important defense fleets or installations. The *U.S.S. Enterprise-B* was a member of this class.

Following the introduction of the Ambassador Heavy Cruiser, the Excelsior Command Cruiser fell out of favor with the admiralty and was eventually relegated to the same duties as other Excelsior Cruisers. Many attempts were made to increase the potency of the Excelsior Command Cruiser but few made it off the drawing boards.

Excelsior Heavy Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2285-2299 (Limited Availability)

2300+ (Unlimited Deployment)

The standard Federation cruiser since its introduction in the late 23rd Century, the Excelsior Heavy Cruiser is the workhorse of the fleet. The Excelsior was originally used as the testbed design for the failed transwarp drive technologies. Although transwarp drives proved to be unattainable the basic spaceframe of the Excelsior proved its merits and it was refitted with standard warp drives and entered into service.

The Excelsior is an incredibly successful cruiser design and large numbers of these ships were built throughout Federation territories. The modular nature of the Excelsior allows the Excelsior to be used in multiple mission roles. In the past Excelsior Heavy Cruisers have acted as everything from exploratory craft to cargo transport to frontline warships.

Despite the passage of time the Excelsior remains one of the Federation's most effective combat vessels. At the time of its construction the Excelsior was considered the equivalent in firepower of the battleships and dreadnought operated by the Klingon and Romulan Empires. The Excelsior Heavy Cruiser may not be able to take on the modern battleships of these powers, but it remains a competent opponent of other heavy cruiser

designs. Its mix of light and medium firepower coupled with enhanced endurance make it a perfect patrol ship and escort for larger vessels, such as the Galaxy Command Ship.

Federation Dreadnought Base Hull (Restricted Deployment 10%)

Capital Ship

Available: 2260-2270

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

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

Federation Dreadnought Refit Federation Dreadnought Variant (Common)

Capital Ship

Available: 2270-2296

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

Freedom Defense Frigate Base Hull (Unlimited Deployment)

Medium Ship

Available: 2335

A return to the design style of the Hermes Destroyer, the Freedom Defense Frigate was a stopgap design built solely to project power in those areas and instances where a full-blown warship is not necessary. To this end the Freedom is capable of combating most localized enemy threats. The Freedom is sturdier than the Hermes, but also lacks the amount of weaponry that the Hermes had.

Galaxy Command Ship Base Hull (Limited Availability 33%)

Capital Ship

Available: 2360

One of the largest ships in the Federation fleet, the Galaxy Command Ship is one of the most powerful vessels in Starfleet. Throughout their service history the Galaxy have served as fleet flagships during times of war and long-range exploration vessels during peacetime. The closest thing the Federation had to a battleship design prior to the Sovereign, the Galaxy boasts an extensive array of heavy phasers and advanced photon torpedo launchers. The Galaxy Command Ship is replete with the best shields, armor, and systems available to Starfleet at the time of its construction. Equally well suited for diplomacy and exploration as combat and war, the Galaxy is a true multi-purpose starship.

Galaxy Dreadnought Galaxy Variant (Common)

Capital Ship

Available: 2395

An upgrade of the Galaxy Command Ship made in a future timeline, the Galaxy Dreadnought is the most advanced starship in the Federation fleet. Armed with the deadly mega phaser cannon, heavy shielding, a third warp nacelle, and a cloaking device, the Galaxy Dreadnought is the equal of any warship fielded by the other major powers.

It is unlikely that the Galaxy Dreadnought will come to pass in the current timeline, though the possibility does exist for such ships to be built, at least in theory. In campaign or pickup games set after 2395 Federation players may purchase Galaxy Dreadnoughts, but should consider them Rare variants of the base Galaxy hull. Additionally, these Galaxy Dreadnoughts lack the cloaking device of the original model and all of their photon torpedoes should be upgraded to quantum torpedoes. Increase the cost of the ship to 1750.

Galaxy Heavy Command Ship

Galaxy Variant (Uncommon 2373-2375/Rare)

Capital Ship

Available: 2373

During the Dominion War, many of the Galaxy hulls mothballed at the Utopia Planitia Yards at Mars were activated and put back into the construction lines. The dire need for new heavy warships was mounting as casualty reports from the front lines continued to stream in at a dizzying pace.

It was decided that a slight upgrade would be made to the superstructures of the new construction Galaxies to increase their overall firepower. Cargo and other non-combat systems were carved from the hull to make room for heavier weapons. The end result was a slightly more powerful Galaxy design.

The uprated Galaxy Heavy Command Ships moved to the front lines and replaced those command vessels that had fallen during the previous months of the war. After the end of the Dominion War most of these Galaxies were placed back in mothballs or converted back to standard models.

Illustrious Battle Carrier

Constitution Variant (Uncommon)

Heavy Combat Vessel

Available: 2276

The Illustrious Battle Carrier is one of the few Federation carrier units fielded during the period. A modification of a Constitution Refit Cruiser, the Illustrious replaces much of that ship's sensor equipment with a second forward hangar bay. A continuous, pass-through hangar connects the two launch bays, allowing the ship to launch fighters and shuttles to both the fore and aft of the ship.

The Federation dislike of fighters limited their deployment in the fleet, but still several Illustrious Battle Carriers were built to meet immediate needs of Federation member worlds. Illustrious Battle Carriers never operated alone, instead being placed in larger fleets where they could be better protected.

Intrepid Long Range Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2370

A new class of advanced Federation scout ship, the Intrepid is a mid-sized cruiser designed for long term scouting and exploration missions in uncharted space. The Intrepid Long Range Cruiser incorporates several new technologies, including bio-neural computers that allowed for faster data processing. The Intrepid is also the first Federation ship to be equipped with advanced warp drives that have a lessened environmental impact on local subspace.

One unique feature of the Intrepid Long Range Cruiser is its atmospheric capabilities. After decades of not operating an atmospheric starship Starfleet decided to incorporate landing capabilities into the Intrepid. The decision to make the Intrepid atmospheric capable was prompted in large part to many of the hazards crews of other classes had encountered in the field, ranging from transporter mishaps to shuttle crashes. Being able to land an Intrepid gives the captain and crew greater versatility and more options for dealing with unknown situations.

The Intrepid is a perfect representation of the shifting design ideologies of the Federation. The round saucer sections found on prior ships have begun to be removed from newer designs such as the Intrepid, replaced instead by elliptical saucer sections that are merged with the ship's stardrive section. This creates a more compact starship.

The Intrepid proved to be an adequate combat vessel after initial testing but few of the ships were ever pressed into combat. The Intrepids were instead converted into scouts and used to explore areas on the far side of the Federation during the Dominion War.

Kiev Frigate

Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2267-2310

The Kiev is a close relative of the more popular Miranda Light Cruiser. The two projects were developed jointly by the Advanced Starship Design Bureau and it is because of the input of mutual engineers and design agencies that the two classes bear such a striking resemblance to one another.

Where the Miranda was built to project military power within the Federation, the Kiev was instead designed to act as a fleet escort. The mission of convoy escort was to be the primary use of the new Kiev Frigates. As such they were tailored to be lighter and cheaper than the Miranda cruisers. Cost cutting included eliminating much of the modular design features common to other Federation designs. It was believed that building greater quantities of cheaper frigates would more than make up for the long-term disadvantages.

The Kiev was entered into widespread service by the early 2270's, and in early engagements the Kiev Frigates operated fairly well, though not up to the expectations of Starfleet Command.

By the late 2290's it was found that the lack of modularity of the Kiev design prevented further fleet upgrades, whereas the already more popular Miranda continued to accept new electronics and other systems packages.

All Kiev Frigates in service were either scrapped or mothballed by 2310. Some of these ships were brought out of mothballs during the Dominion War, but not to fight in actual combat; instead, they were cannibalized for parts to build throwaway combat units to join the combat on the frontlines and to repair battle damage on pre-existing ships. It was felt that the class simply would not be useful on the frontlines considering their advanced age.

Kolm-An Assault Cruiser

Base Hull (Limited Availability 33%)
Heavy Combat Vessel
Available: 2274-2340

The Kolm-An Assault Cruiser is a larger assault ship used by the Federation during the latter part of the 23rd Century. Large and heavily armed compared to other assault ships of the period, the Kolm-Ans were designed specifically to go into war zones with the firepower necessary to both defend itself from potential attackers as well as provide meaningful orbital bombardment support to its troops once deployed.

Although the Kolm-An Assault Cruiser cannot carry as many troops as either the Makin or Continent classes, it does have a distinct advantage in strategic speed compared to these two contemporary assault ships. The Kolm-An's were built from the start to operate as reactionary assault ships, able to be quickly deployed to combat zones along the Klingon or Romulan borders. This speed allowed Federation marines to be deployed quickly and establish beachheads to be used when additional troops arrived onboard other, slower assault ships.

Despite their advantages, the experimental warp drives onboard the Kolm-An kept the class from becoming overly popular. The extra maintenance required to service these drives compared to the standard warp engines of the time was telling. Engines similar to those found on the Kolm-An would later be used as part of the Excelsior's failed transwarp experiments. Although transwarp drives were not realized, the warp nacelle style pioneered by the Kolm-An Assault Cruisers would live on with the Excelsior.

Following the signing of the Khitomer Accords and the Tomed Incident, the Federation found little reason to maintain an operational fleet of fast response assault vessels in the fleet and those Kolm-An cruisers in service were retired. Some were mothballed at various Federation surplus depots and one remains in Starfleet Academy service to help in marine training exercises. Other Kolm-An's were sold to the local planetary governments of several Federation member worlds to act as command ships, shuttle carriers, or auxiliary cruisers within their fleets.

Lakota Command Cruiser

Excelsior Variant (Rare)
Capital Ship
Available: 2371

The Lakota Command Cruiser was an attempt by Starfleet Command to extend the service life of the venerable Excelsior Cruiser hull. Based on the Excelsior Command Cruiser spaceframe, the Lakota Command

Cruiser was refitted with the best weapons and shielding that the ship could hold. Improvements in firepower included the addition to two heavy phasers and two advanced photon torpedo launchers to the hull.

The new prototype of the class, the U.S.S. Lakota, proved to be a formidable opponent in battle simulations, but the cost of the conversion was simply too high to justify. The insurrection by Admiral Leyton in 2372 would have provided a true test of the Lakota's combat abilities, but luckily the orders to engage and destroy the U.S.S. Defiant were refused by the captain and crew of the U.S.S. Lakota.

In the wake of the attempted coup more Lakota Command Cruisers were produced, but not enough to lessen their rarity.

Larson Destroyer Base Hull (Unlimited Deployment) Heavy Combat Vessel Available: 2249-2278

The Larson Destroyer entered service at the same time as the Constitution Light Cruisers. Larson Destroyers served as patrol units, the vast majority of them being operated on the Federation's borders. The use of Larson Destroyers in this role allowed other craft to be freed up for other more pressing missions.

While the Constitutions saw major structural refits during the late-2260's, the Larsons were instead phased out of service and ultimately scrapped, being replaced by newer ships like the Baker Destroyer and Miranda Light Cruiser.

Larson Early Destroyer Larson Variant (Common) Heavy Combat Vessel Available: 2240-2250

The early Larson Destroyers were equipped with laser weapons as phaser weapons had yet to be developed. The Larson Early Destroyer suffered from a strained reactor that forced the crew to deactivate weapon systems or shield systems lest they overload the ship's warp core. The later upgrade to phaser weaponry improved the combat potential of the Larson Destroyer and was seen as a major step forward for the class.

Loknar Early Frigate Loknar Variant (Common) Heavy Combat Vessel Available: 2242-2254

The original Loknar Frigate was armed with four light laser cannons and a single accelerator cannon. This early armament made the Loknar a deadly opponent for other ships of the day, due in large part to the wide arcs of fire offered by the laser cannon turrets.

Loknar Frigate Base Hull (Unlimited Deployment) Heavy Combat Vessel Available: 2250-2297

Unlike many ships of its day, the Loknar Frigate was built from the beginning to serve almost exclusively as a warship with the Federation fleet. Ships of the Loknar class were capable combatants who were the equals of the venerable Constitution cruisers in battle. The ship's unique shape, including its 'horned' saucer section, are all marks left by the Andorian engineers who oversaw the development and construction of the first Loknar Frigates.

The Loknar was one of the first ships to receive phaser upgrades as they became available in the early 2250's. The Loknar saw extensive structural changes during the series of refits allowing for its to expand its existing armament to provide more complete weapon's coverage to the ship. The upgrade replaced the ship's four wide arc light lasers with four intermediate lasers (the best developed at the time), and the accelerator cannon was removed to make room for no less than three bleeding edge photon torpedoes.

The resultant ship maintained the Loknar's tactical superiority in the fleet. The Loknars would continue to serve in the fleet into the late 2280's, but attempts to upgrade the design further proved fruitless. Due to the size of the vessel it was simply impossible to mount worthwhile numbers of newer, more powerful weapons onto the

hull. It was decided instead to invest in the construction of newer light cruisers such as the Miranda which could perform more generalized missions while exerting nearly as much firepower.

As the Loknars were pulled out of service from 2289-2297, many were purchased by the Andorians for service within their own homeworld defense fleet. There the ships were mildly refitted and added to their already venerable racial fleet.

Loknar Heavy Frigate

Loknar Variant (Uncommon)

Heavy Combat Vessel

Available: 2267-2297

This upgrade to the Loknar Frigate was an ambitious project to upgrade the Loknar's capabilities. A new, larger impulse drive system was installed on the Loknar to improve the frigate's speed. Before this the Loknar suffered from a lack of acceleration resulting from its primitive engine system. The ship's photon torpedo launchers were also all upgraded from early models to full light photon torpedoes.

The added speed, maneuverability, and ranged firepower made the Loknar Heavy Frigate a deadly opponent. The cost of the upgrade was hard to justify in some cases, however, and many Loknars remained in their original configuration rather than be upgraded to the new standard.

Majestic Deep-Range Explorer

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2380

During the Dominion War, the Advanced Starship Design Bureau, Starfleet Tactical, and design and construction teams at shipyards throughout the Federation concentrated on designing and constructing new starships for the war effort. Consequently, the construction of new explorers was significantly curtailed, or suspended, in favor of producing large numbers of Defiant, Akira, and other starship classes that could be used as warships. Also during this period, starships assigned to Exploration Command were re-assigned and used as front-line battleships or were pressed into service as scouts to provide battlefield intelligence and reconnaissance. When the war was over, Starfleet began to inventory and assess its total fleet strength. Statistics showed that the number of explorers and science ships lost during the war was double that other starship types.

In February of 2375, Galaxy Exploration Command transmitted a request for proposal to all design bureaus and fleet yards throughout the Federation for a new medium class explorer that could support upcoming exploration projects and missions. Exploration Command made this decision after it extensively inventoried and reviewed the suitability of the remaining Excelsior- and Ambassador-class explorers still operating in the fleet and the age and condition of their spaceframes. After reviewing the proposals transmitted back from the Advanced Starship Design Bureau and others, Exploration Command selected a proposal submitted by Antares Fleet Yards for a medium-sized explorer based on the experimental *U.S.S. Hyperion* NX-86997 project.

The *U.S.S. Hyperion* was constructed at Antares Fleet Yards to serve as an experimental systems evaluation prototype for a new class of heavy quantum torpedo cruisers or "battlecruisers." The goals of the Hyperion-class were to create a starship with the offensive firepower of the Achilles-class combined with the speed, agility, and maneuverability of the Intrepid-class derived Yeager-class, in a medium-sized explorer platform. Like the Achilles-class, the Hyperion class was intended to attack and destroy heavily defended shipyards, Ketracel White factories, and Jem'Hadar hatcheries, but with greater range, greater time between fleet replenishment, and longer deployment schedules than the Achilles-class. With the end of the war in 2375, development of the Hyperion-class was cancelled and the prototype mothballed with the intention of using it as a future technologies test platform.

Antares Fleet Yards proposed to Exploration Command that the Hyperion-class prototype would be an excellent choice as the starting point for a new class of medium-sized explorers, and the *U.S.S. Hyperion* spaceframe was used to test and evaluate the Borg-derived technology that was ultimately deployed in the Majestic-class. The lead ship of this class, *U.S.S. Majestic* NCC-87001, is named in memory of the Miranda-class *U.S.S. Majestic* NCC-31060, which was lost with all hands during the battle to retake Deep Space Nine (Operation Return) in 2374. Use of the name Majestic also has along history and tradition in Starfleet and in the British Royal Navy, with many famous vessels bearing this name.

Ship design and background by Malcolm "Galen" Lu.

Makin Assault Frigate

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2270

A small Federation assault ship, the Makin Assault Frigate operates as a platform from which to quickly deposit a limited number of ground troops. Such vessels are unable to defend themselves and require escorting by larger frigates and cruisers. Casualty rates among Makin assault groups are unusually high, a reason why they are usually only used in combat zones in situations of desperation when no other assault ships are available.

Marklin Command Cruiser

Base Hull (Limited Availability 33%)

Heavy Combat Vessel

Available: 2222

Marklin Command Cruisers were operated by the Federation during the Four Years War against the Klingon Empire. The Federation Starfleet had been unprepared for all-out war with the Klingons and required a dedicated command cruiser for coordinating fleet actions against the Klingons.

At the end of the war most Marklin Command Cruisers were kept in operations near major Federation outposts and starbases.

The *U.S.S. Xenophon*, Captain Garth's ship at the Battle of Axanar was a member of this class.

Miranda Heavy Frigate

Miranda Variant (Uncommon)

Heavy Combat Vessel

Available: 2352

The Miranda Heavy Frigate is an example of the modern improvements made to the Miranda hull. The upper weapons rollbar has been removed and two side mounted heavy phasers are added to the design. The forward phaser arsenal is also upgraded, giving the Miranda Heavy Frigate a significant amount of firepower for a ship of its size. This variant is nowhere near as common as the tried and true Miranda Light Cruiser.

Miranda Light Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2266

One of the most long-lived and hardy of all Federation designs, the Miranda Light Cruiser is a jack of all trades. Serving reliably as a light warship and patrol ship for over a century, Miranda Light Cruisers are a good balance between cost and effectiveness. The Miranda has outlived many of its siblings and remains one of the primary Federation frigate hulls.

Other models of the Miranda have functioned as cargo transports, scouts and other support craft.

Mirandas have been operated in all of the Federation's recent conflicts, including both the Borg incursions and Dominion War.

Miranda Transport

Miranda Variant (Common)

Heavy Combat Vessel

Available: 2267

This transport variant of the Miranda appeared shortly after the first Miranda Light Cruiser rolled off the assembly lines. The need existed for a state-of-the-art priority transport and the new Miranda Light Cruiser fit the specifications. The Miranda Transport sacrifices firepower for additional cargo space, allowing the craft to haul bulk cargoes between Federation ports.

Like other Miranda variants, the Miranda Transport continues to serve into the modern era. However, fewer and fewer Miranda Transports are available and no more are being converted.

Nebula Advanced Cruiser

Nebula Variant (Rare)

Capital Ship

Available: 2366

An advanced model of Nebula cruiser was produced during the 2250's to streamline that cruiser hull. Additional warp nacelles were added the hull, though at the expense of the modular systems pod common to the Nebula class.

One of the first Nebula Advanced Cruisers to see battle was the U.S.S. Melbourne which was destroyed in the massacre of Starfleet forces in Wolf 359 at the hands of the Borg.

The Nebula Advanced Cruiser never caught on and is currently undergoing further development to make it a more practical addition to the fleet.

Nebula Carrier

Nebula Variant (Rare)**Capital Ship****Available: 2368**

The Federation experimented with installing hangar operations pods to several Nebula Cruisers in the late 2360's in an attempt to facilitate the new Peregrine Strike Fighters.

Nebula Cruiser

Base Hull (Unlimited Deployment)**Capital Ship****Available: 2358**

A large, multipurpose hull, the Nebula is a compact design that benefits from its versatility. Built with a detachable upper mission pod, the Nebula-class ships can be re-equipped with different pods depending on their intended missions. Most Nebula-class vessels carry a standard pod carrying additional weaponry for ship support, but other variants are known to carry such things as extra sensor equipment and cargo bays, usually for long range expeditions.

Though less powerful than the Galaxy Command Ship, the Nebula Cruiser is more plentiful both because of their reduced construction costs and the ease of maintenance facilitated by the removable mission module. Nebula cruisers are continually called upon to serve in roles that are inappropriate for expensive and rare Galaxies (and now Sovereigns) and cannot be filled by other ships such as Excelsior Cruisers.

Nebula Scout

Nebula Variant (Rare)**Capital Ship****Available: 2359**

A small number of Nebula Cruisers are outfitted with advanced electronics packages to facilitate long term exploration missions on the edge of the Federation.

During the Dominion War, some of these Nebula Scouts were used to perform tactical electronic warfare support in battle. The mortality rate was especially high for these combat units.

Nelson Scout

Base Hull (Unlimited Deployment)**Medium Ship****Available: 2248**

The Nelson Scout was designed to supplement the Oberth Science Vessels in their duty of exploration on the fringes of Federation held territories. Where the Oberth was adequate for scouting and exploring within areas which had previously been mapped by larger exploratory cruisers they found themselves too weak and too slow to journey alone into dangerous uncharted territories. The Nelson Scout was built from the beginning for strategic speed, being able to outrun most ships of the period with its short bursts at high warp speeds.

The Nelson does pay a price for its warp speed advantage. Nelson Scouts are only minimally armed and have weak shield generators that are not resilient to damage. Because of this fact the Nelson Scouts fell out of favor in the fleet and ceased to be used, the hulls instead mothballed or scrapped. By the 2270's, the Oberth continued on as the premier exploration ship of Starfleet, with larger dedicated explorers such as the Soyuz Scout taking up the slack.

Neptune Patrol Cruiser

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2130

The Neptune Patrol Cruiser was the most advanced ship in the Warp 2 Fleet. A predecessor of the future NX class, the Neptune was used for short-range defense of the Sol system.

New Orleans Battlecruiser

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2355

A dedicated warship, the New Orleans Battlecruiser is one of the most deadly starships the Federation has at its disposal. Built around three hard mounted photon torpedo tubes, the New Orleans can deliver up to nine photon torpedoes in its opening salvo. Designed with support of existing ships such as the Excelsior and Galaxy in mind, the New Orleans makes an excellent heavy weapons support platform in larger fleet engagements.

Niagara Fast Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2336

The Niagara Fast Cruiser is a cruiser hull designed at the same time as the Ambassador Heavy Cruiser. Where the Ambassador was built to maximize the amount of firepower on a single starship frame, the Niagara was instead designed to be faster and more maneuverable than other mainline cruisers.

The design proved wanting, with the extra speed and tactical flexibility of a third warp nacelle being overridden by frequent break downs and other maintenance problems. The Niagara was kept in service as a priority courier and deep range patrol ship, but it did not see as much services as other Federation hulls.

Northhampton Frigate

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2272

The Northhampton Frigate was designed to provide fleet support abilities and to act as heavy escort to friendly cruisers. Its maneuverability and good weapons coverage makes it an excellent vessel to pair up with Constitution Cruiser groups or Excelsior Cruisers.

Norway Destroyer

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2360

The Norway is a design developed to fill a hole in the Federation's line of battle. Many ships existed in the fleet to perform exploratory, research, and diplomatic missions, but few were available that had the speed, agility, and armament to act as a proper screening unit in large fleet engagements. The Norway filled this gap, being equipped with a mix of short range anti-fighter weaponry and long range heavy weapon support. With average sensors and a reinforced shielding system, the Norway was a success. Despite this, few Norways have been built to date.

Nova Scout Frigate

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2369

The Nova Scout Frigate was designed to serve as the long-term replacement of the aging Oberth Science Vessel. It was hoped by the Starfleet admiralty that the Nova would be able to take over the exploratory duties of both the Oberth and larger explorer ships, such as the Galaxy.

Because the ship was meant solely for exploration, the Nova was equipped with more economical warp drives which allowed it greater warp endurance at the loss of maximum warp factor. This was seen as not being much of a drawback, however, as the Nova was never meant to participate in fleet actions and for its slow scouting missions on the edge of Federation space it was seen to be more than adequate.

NX Experimental Cruiser

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2151

The NX-class was one of the first Terran exploratory vessels launched by Starfleet. A testbed for new warp and space construction technologies, the first NX ships were charged with exploring the frontier while protecting the interests of Earth.

The ship proved to be an effective design, although it was inferior to the warships operated by neighboring races, most notably the Vulcans and Klingons.

NX Experimental Cruiser-B

NX Variant (Common)

Medium Ship

Available: 2151

This common version of the NX Cruiser replaces the four forward plasma cannons with an additional two phase cannons.

NX Experimental Cruiser-C

Nx Variant (Rare)

Medium Ship

Available: 2155

Upon the development of laser cannon weapons, several NX Cruisers underwent upgrades to install the new weapons in place of their existing plasma cannons. These laser cannons had better arcs than the ship's phase cannons, but did not do as much damage as well as lacking the phase cannon's range.

The success of the smaller, cheaper Daedalus class made the C-variant of the NX a rare ship type.

NX War Cruiser

Nx Variant (Uncommon)

Medium Ship

Available: 2152

Following the attack on Earth by the Xindi, Starfleet began outfitting a large number of its forces for war. Of this the NX War Cruisers were the most advanced. Equipped with an extensive weapons suite and advanced torpedo weapons, the NX War Cruisers were the centerpieces of the Terran's defensive line.

Oberth Science Vessel

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2243

The Oberth is an aging Federation craft but one that remains highly visible in Starfleet use. Oberth crafts are typically charged with short range exploration missions into uncharted territory or for longer tours of duty to complete the mapping of areas covered by other starships. The ship lacks good shielding and good weaponry and as a point attempts to avoid combat with other ships.

It is not typical for an Oberth to be seen in combat, their impact in a battle being worth less than the value of their construction, but from time to time one does come under fire-whether intentionally or unintentionally. In these instances the Oberth can be a limited asset to the fleet through the use of its ELINT abilities, providing additional options to its defenders.

Polaris Attack Cruiser

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Base Hull (Limited Availability 33%)

Capital Ship

Available: 2362

The Polaris Attack Cruiser was developed as a branch of the Nebula project aimed at providing a more compact, versatile New Orleans Battlecruiser hull. The relationship between the Polaris and the New Orleans parallels that between Nebula and Galaxy classes. The Polaris is outfitted with a mission-specific pod similar to that on the Nebula.

One of the unfortunate sacrifices that had to be made with the Polaris Attack Cruiser was the downgrading of its advanced photon torpedo tubes down to standard photon torpedoes. Internal space requirements precluded the munitions storage necessary with such weapons.

Polaris Attack Cruisers are rarely seen and are typically assigned to base defense or local system patrols deep in the heart of the Federation. Few such vessels have been constructed as of yet and, with the introduction of the Akira Strike Cruiser several years later, there is little chance of another construction run.

Prometheus Attack Frigate

Prometheus Variant (Restricted Deployment 10%)

Heavy Combat Vessel

Available: 2374

The Prometheus Attack Frigate is the ultimate iteration of ship separation technologies. In the past many Starfleet vessels had been constructed that could detach their saucer sections from the stardrive sections in time of dire need (such as a warp containment breach), but never was this planned to be a standard combat tactic -- especially as saucer sections were incapable of going to warp! The Prometheus, however, was built from the ground up so that each section could operate independently of the others.

The design's power was demonstrated when the U.S.S. Prometheus was captured by operatives of the Romulan Tal Shiar during its shakedown cruise. The ship was able to take on the best firepower offered up by newer Federation starships while being able to easily dispatch a Romulan D'deridex Warbird.

Raging Queen Cruiser

Shelley Variant (Uncommon)

Capital Ship

Available: 2321

The Federation's need for Shelley Military Transports was lessened as several newer, larger military freighter hulls were introduced in the early part of the 24th Century. The Excelsior and its brood, though yet the war-horses of the fleet, were beginning to feel their age.

Shelley Transports began being sold off to non-Starfleet interests, including civilian military contractors. The bulk of these hulls were refitted with cheaper, more reliable Constitution refit type warp nacelles to decrease the cost of operating the hulls. Also, the ships' cargo holds were removed in favor of improved phaser firepower and more hangar space. These cruisers served as convoy escorts or courier haulers, transporting Peregrine-class Couriers to distant border worlds.

The Dominion War led to the conscription of the Raging Queen Cruisers. The ships were capable auxiliary carriers and were operated as such. The Peregrine Strike Fighters operated from Raging Queen Cruisers supported those launched by other carriers, such as the Akira Strike Cruiser, and were invaluable in several battles.

Despite their utility, Raging Queens were unprepared for modern warfare and were destroyed in droves by Jem'hadar attack ships. After the war the Federation estimated that 72% of all Raging Queen Cruisers ever constructed had been destroyed or damaged beyond repair by the Dominion.

Renaissance Medium Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2303

This small capital ship is a forerunner of several cruisers that would be built in the early half of the 24th Century, most notably the Ambassador Heavy Cruiser. The Renaissance Medium Cruiser is smaller than an Excelsior Heavy Cruiser yet is packed with nearly the same amount of firepower. Renaissance Medium Cruisers were intended to serve as escorts to the Excelsior, providing much needed close-in defense fire in battle.

Renaissance Medium Cruisers were eventually deemed too fragile and were phased out of service by newer cruiser models.

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Saber Attack Frigate
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2343

The Saber Attack Frigate is slightly larger than the Defiant Heavy Escort and is born from the same lineage. Designed as a warship to supplement the firepower of larger ships on the battlefield, the quick and maneuverable Saber can deliver heavy firepower to the enemy for its size. Unfortunately, the Saber suffers from several flaws, the worst of which is a lack of rearward weaponry, leaving the ship exposed, and even moreso after it begins taking damage. This very fact has hindered the Saber from entering common service.

Saber Frigate Leader
Saber Variant (Rare)
Medium Ship
Available: 2351

Starfleet began reviewing many of their past projects in the 2350's. In this period it was decided to produce a command version of the Saber Attack Frigate. Named the Saber Frigate Leader, the new design was built to command screening forces made up of other Saber Frigates, Miranda Cruisers, and other light combatants at the front of large fleets.

After the wide deployment of larger cruisers the role of the Saber Frigate Leader and its charges fell out of favor. The plethora of sturdier Excelsior Cruisers could do the same job with a lower mortality rate. Production on new frigate leaders was scrapped, and the last five ships which were under construction went into mothballs.

Saladin Destroyer
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2245

The Saladin Destroyer is one of the more popular destroyer designs used by the Federation, and one of the first to use phaser technologies.

Few Saladin Destroyers were built until the mid 2250's when phaser technology became more common and practical. During this period, the Saladin proved itself to be a good local area defense.

During the period 2245-2255, consider the Saladin Destroyer to be a Limited Availability 33% unit.

Scorpio Corvette
Base Hull (Unlimited Deployment)
Light Combat Vessel
Available: 2277

Scorpio Corvettes are some of the smallest, most under-powered ships in the Federation Starfleet. Built in the late 2270's to supplement the firepower of patrol cruisers and other system monitors, the Scorpio Corvettes were built around a pair of low power point defense phasers and a light photon torpedo. Unfortunately, Starfleet engineers could not resolve the problem of dangerous feedback loops in the plasma coils. This led to the design only being able to operate either the phasers or the photon torpedo - never both - without shutting down either sensors or shielding, neither of which were amiable solutions to the problem.

The closest thing that the Federation came to actual fighter craft, the Scorpio Corvettes were eventually sold off or scrapped once it became obvious that a single Excelsior Cruiser could handle the missions that required an entire flotilla of Scorpions.

The Scorpio design did have lasting effects for Starfleet designers. Though the idea of flotillas of small craft were put to rest by the project, the Scorpio Corvettes did lead to the concept of small, independent ships that can be used for short-range duties. Because of this, the Scorpio can be thought of as one of the original 'runabout' designs.

Shelley Military Transport
Base Hull (Unlimited Deployment)
Capital Ship
Available: 2304

The Shelley Military Transport is a converted Excelsior hull redesigned to hold bulk loads of cargo and the shuttles to ferry them. Effective in its mission, the Shelley's service in Starfleet has been a very quiet one.

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Solar Patrol Cutter

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2258

Light warship assigned to the defense of low priority targets, the Solar Patrol Cutter is a design woefully lacking in appreciable firepower. The Solar cutter is unable to threaten even an enemy destroyer and, with a tenuous shielding system, it cannot count on its own systems to keep it safe from enemy fire.

Like many older designs in the late 23rd Century, the Solar Patrol Cutters were phased out by the proliferation of larger, more able cruisers with longer effective cruise duration and heavier firepower.

Sovereign Dreadnought

Base Hull (Restricted Deployment 10%)

Capital Ship

Available: 2372

The Sovereign Dreadnought is a showcase for everything that has been developed in the Starfleet advanced technology research divisions since Wolf 359 and the Borg invasion. A massive vessel dedicated to one singular purpose--destruction--the Sovereign Dreadnought is a formidable foe. With the best shielding, weapons, and armor available, this class of vessels are ideal for leading Federation fleets into combat. The cost of production and maintenance of Sovereign Dreadnoughts, however, is immense, limiting their deployment greatly in the fleet.

Soyuz Scout

Miranda Variant (Rare)

Heavy Combat Vessel

Available: 2270

The Soyuz Scout is a variant of the Miranda which features an enlarged aft cargo and shuttlebay section, as well as several large outboard sensor pods.

The ship was adequate for the period it was introduced, but it did not take long for its limitations to manifest themselves. Soyuz Scouts were withdrawn from service by 2288.

Steamrunner Heavy Frigate

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2342

The Steamrunner Heavy Frigate was born from the Federation's need to build a ship to replace the aging Excelsior Cruiser in the role of perimeter patrol and defense missions. Although the Excelsior had served well in these missions for over half a century, it was starting to show its age.

The Steamrunner incorporates many design elements that sets it apart from other Starfleet design endeavors. First, the warp nacelles are integrated into the ship's saucer section increasing their vulnerability to enemy fire. The Steamrunner, too, does not have a standard stardrive section, instead placing its navigational deflector array slung beneath a rollbar assemblage placed between the ship's nacelles.

In the end, the Streamrunner demonstrated an Excelsior's firepower on a more maneuverable space frame. Construction of Streamrunners was low and none saw any major fleet actions until the Dominion War. In this war they proved their worth, being influential factors in several of the major battles fought against the Dominion.

Sussex Carrier

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2260

The Sussex class of carriers was the largest Federation carriers of its day. Able to transport and deploy twenty-four fighters and/or combat shuttles, the Sussex was a major investment for a Federation still recovering from war with the Klingon Empire.

Sussex Carriers acted as the command and control elements of their task forces, hanging back and directing the battle from a safe distance. The limited offensive firepower of the Sussex Carrier also helped to make it less of a priority target, helping to ensure their survival in combat.

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Based on an illustration from Star Fleet Battles.

Sweden Frigate
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2124

The Sweden Frigate is an early Starfleet vessel built as both a low-duration exploratory vessel as well as combat escort for other larger Terran cruiser designs. The Sweden Frigates are fast and maneuverable but lack heavy firepower.

Sydney Personnel Transport
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2286

The Sydney-class was primarily used as couriers and personnel transports, ferrying passengers to and from Federation outposts and commands. A glorified warp-shuttle, Sydney Personnel Transports were low-key assignments.

T'Pol Defense Cruiser
Apollo Variant (Common)
Medium Ship
Available: 2331

The Apollo Light Cruiser was a Vulcan design, so it is no surprise that the Vulcan science and defense forces would operate an inordinate amount of this type of hull for system patrols and exploratory missions.

It is only natural that the defensive minded Vulcans would modify the Apollo to fit their own needs. In fact, they operate several uprated Apollo models. One such model, the T'Pol Defense Cruiser, removes all troop carrying capacity in order to increase the ship's offensive capabilities and increase shield output levels.

The T'Pol Defense Cruiser is still weak compared to mainline warships, but for the Vulcans needs the T'Pol is more than enough to police the spacelanes around their holdings. Despite the fact that the model had begun to be retired with the rest of the Apollo Light Cruisers, many T'Pol cruisers were destroyed during the Dominion War when Dominion forces breached Federation borders and cut deep into the home territories of the Federation. The T'Pol's found themselves unable to out maneuver or out gun the Jem'Hadar attack ships and were cut to ribbons without taking down a single ship in most cases.

The T'Pol, the first Vulcan ship of this sub-class, was decommissioned and pieces of it purchased by the Romulans for their attempted invasion of Vulcan.

Trident Attack Scout
Chimera Variant (Rare)
Heavy Combat Vessel
Available: 2334

The Chimera Fast Frigate proved to be a poor combat platform, but Federation designers were never ones to strike perfectly good hulls. One of the variants of that class approved by Starfleet and that saw construction was the Trident Attack Scout. The Trident all but guts the Chimera's impulse and deflector shielding systems to make room for no less than three photon torpedo tubes and the larger warp core to power them. In addition, the ship was equipped with state of the art ELINT sensors to give it added utility on scouting missions.

These modifications to the Chimera spaceframe produced a ship that was extremely effective in fleet combat situations. The Trident was also a bigger threat to any ships that would assail it during its scouting missions, increasing the ship's survivability. Unfortunately, these advantages came at too high a price. The modifications made to the class weakened its shield generator, lowering the total shield strength. The impulse drives, too, became atrophied and unable to exert the kind of speed the Chimera enjoyed.

Few Trident Attack Scouts were built, but those that were served with distinction in the fleet. Trident Attack Scouts were valuable assets during many Federation conflicts. Their mix of firepower and ELINT support was a significant advantage before the development of larger, more combat-capable scout cruisers.

Vigilant Light Cruiser
Vigilant Variant (Restricted Deployment 10%)

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Capital Ship

Available: 2292-2355

During the 2290's, Starfleet was in dire need of new starship hulls. The aging Constitution-class Cruisers were nearing the end of their useful lives while production of the new Excelsior Heavy Cruiser remained too low to fill the niche left by them in the field. Starfleet put out several requests for proposals among the leading shipyards, and several bids were accepted to help and fill the gap, as the production was viewed as nothing more than a stop-gap initiative.

One of the first classes to go from the drawing board to the fleet yards was the Vigilant Light Cruiser. Using design elements taken from the successful Excelsior, the Vigilant filled the role of a light patrol cruiser, able to go on extended cruises on the edge of Federation territories. It was lightly armed and did not rely on consumable munitions.

It did not take long, however, for the true troubles of the design to come to light. The U.S.S. Vigilant on her shakedown cruise encountered several structural integrity field problems, including one accident in which four crewmen were killed when the field in their section 'hiccuped.' Review of the accident found the cause of the accident to be due to a faulty plasma coupling. The entire project was re-evaluated at that point with all active ships being recalled and all new construction halted.

The Starfleet admiralty was dumbfounded. Out of the half a dozen similar design projects that had been contracted out similarly bizarre production or service problems were being encountered. At first they raised the question of possible industrial espionage or some form of sabotage, but this could never be proved.

The few Vigilant Light Cruisers that were still under construction were finished, and the small cadre were entered back into service once Starfleet engineers had certified that all known design flaws had been corrected. From 2300-2341 the ships served in their intended role as a light cruiser. Most of the surviving ships were phased out of active service by the fall of 2341, with two of them reserved for Starfleet Academy use and another for local sector defense on the far side of the Federation. The rest were either mothballed or scrapped, including the U.S.S. Vigilant herself.

One of the Vigilant Light Cruisers assigned to Starfleet Academy was later seized by Admiral Hanson for use as part of the armada to counter the first Borg incursion into Federation space. This ship was lost with all hands at Wolf 359.

Of the other two Vigilants, one remains in Academy service while the other broke down in the mid 2350's and was relocated to the Qualor II surplus depot.

Wambundu Heavy Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2328

The Wambundu Heavy Cruiser is one of many cruiser designs developed by Starfleet contractors in an attempt to design a next generation Federation warship. Smaller than the Ambassador-class that would ultimately supercede it, the Wambundu Heavy Cruiser is designed for versatility and high modularity of design. The Wambundu's saucer section is especially modular, allowing for easy docking and undocking of entire sections of the saucer's hull for easy replacement or repair.

In combat, Wambundu Heavy Cruisers fair well against their Klingon and Romulan contemporaries. The Federation often stationed Wambundus in locations of less strategic importance, assigning the venerable Ambassadors to patrol the hot spots and contested sectors.

The Wambundu-class continues to serve into the modern period, although it is long in the tooth and construction of new units has long ceased. A major fleet refit of the remaining Wambundus took place in 2362, the ships' forward phasers being upgraded. The dual heavy phaser mounts on the refitted Wambundus give the ships longer range and greater firepower and have extended their hull life an additional twenty years.

Yeager Priority Courier

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2371

The ship is of similar size as the Intrepid and employs the same saucer hull. However, it is not equipped with variable geometry warp nacelles. Starfleet uses this ship as a short-range courier for high-risk/priority transports, so it is well armed for its size. The class is named after the *U.S.S. Yeager*, a Saber-class frigate destroyed during the second Borg incursion.

Ship design and ship control sheet by Sebastian Seiml.

Deep Space Nine

Base Hull (Unique Base)

Enormous Base

Available: 2370

When the Cardassians abandoned the planet of Bajor, the United Federation of Planets was reluctantly called in by the new Bajoran provisional government to aid in the protection of their world from possible Cardassian reprisals. The Federation took control of the abandoned Cardassian ore refining station of Terok Nor and operations of the station was transferred to the Federation, under the supervision of Bajoran military liasons.

When the Bajoran wormhole was discovered, this new Federation outpost -- Deep Space 9 -- became a nexus of activity as scientists, colonists, and explorers from the Alpha and Beta Quadrants began probing the far reaches the distant Gamma Quadrant.

The importance of the base was again realized when the Dominion and their leaders, the Founders, began their campaign to invade and dominate the races of the Alpha and Beta Quadrants. Deep Space 9 quickly became the focal point for the conflict and was upgraded to the best equipment possible. The upgrades came just in time, as the station was forced to weather attacks from any number of hostile foes, including a massive Klingon assault on the station.

Though the station changed hands several times during the course of that war, Deep Space 9 remained a place of strategic importance. The station was finally reclaimed by Allied forces near the end of the Dominion War.

Following that war, the station continued operations, though under largely Bajoran control.

Kepler Trading Post

Base Hull (Unlimited Deployment)

Capital Base

Available: 2255

A small, civilian trading post commonly located within Federation space, the Kepler Trading Post is a refuge for vagabonds, traders, and misfits from throughout the galaxy. Trade and commerce are the staples of areas served by Kepler Trading Posts and it is a common sight to see dozens of freighters jostling around such outposts.

R1 Defense Outpost

Base Hull (Unlimited Deployment)

Capital Base

Available: 2257

The R1 Defense Outposts are common bases to find throughout Federation space. Though not truly civilian endeavors, many civilian organizations working on projects sponsored by the Federation in general or Starfleet in particular have been known to utilize R1 Defense Outposts.

The R1 Outpost acts first and foremost as a listening post on the frontier, its long-range sensors tracking ship movements along the Federation borders and star lanes. This intelligence information is invaluable to the continued defense of the Federation. The base is armed primarily to warn off possible attackers but cannot itself rebuff a dedicated heavy cruiser intent on taking down the outpost. In this regard all R1 Outposts rely heavily on in area patrol ships to keep itself secure.

R2 Defense Starbase

Base Hull (Unlimited Deployment)

Capital Base

Available: 2353

Following the Romulan/Klingon conflicts of the 2340's, the Federation launched a new defense initiative to reinforce their borders in case of possible Romulan aggression. The R2 Defense Starbase design was the result of engineering modifications and enlargement of the basic R1 Outpost class. The increase in size allowed the R2

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Starbase to mount several new weapons systems, including the new dual phaser array that had previously only been mounted on full-fledged Federation Starbases.

The R2 Defense Starbase network along the Federation border would prove an invaluable asset during the Dominion War. One of these bases, Starbase 357, was used as a key base for the Federation fleet on the Dominion Border.

Starbase (refit)
Base Hull (Unlimited Deployment)
Enormous Base
Available: 2355

An enormous base (even by enormous base standards), the Federation's heavy starbase design is in a class all their own. Built to be gigantic cities in space replete with all of the necessary equipment to build, repair, and upgrade Starfleet vessels, the few starbases that exist in the Federation are major defensive linchpins.

Starbases are armed to the teeth with advanced weaponry systems and the heaviest shielding making them nearly invincible fortifications that cannot be destroyed by anything short of a full enemy assault.

Arco Attack Sled
Base Hull (Unlimited Deployment)
Heavy Fighter
Available: 2262

These heavier Federation fighter craft are rarely used. When they are seen in battle they are used as bombers, making runs against enemy ships in an attempt to strip them of their shields.

Few Federation ships have the hangar capacity to deploy large numbers of these craft, diminishing their overall effectiveness.

Danube Runabout
Base Hull (Unlimited Deployment)
Super-Heavy Fighter
Available: 2368

A small craft introduced in the 24th Century to facilitate short-range scientific, exploratory, and personnel transfer missions, Danube-class Runabouts are commonly based off of Federation outposts, effectively extending their spheres of influence. These bases use Danube Runabouts on missions that standard shuttlecraft cannot. These vessels are quite successful, and the design continues to be refined.

The Danube Runabout can elect when purchasing micro-torpedoes to assign up to 5 of them as being rear mounted torpedoes, in which case micro-torpedoes can fire with the same arc as the aft-mounted gun. Note that when running in this configuration the Runabout still can only fire one torpedo per turn.

Runabouts can under some circumstances be carried and based off of starships rather than orbital or planetary bases. A runabout stored in a ship's standard shuttlebay facilities occupies four (4) contiguous hangar boxes. Any ship that elects to convert hangar space for runabout use must pay 5 combat points per structure box (20 per runabout) for the conversion. A minimum of two shuttlecraft must remain onboard any ship. When launching runabouts, one runabout counts as a single launch/land point.

Delta Flyer
Base Hull (Unlimited Deployment)
Super-Heavy Fighter
Available: 2373

The Delta Flyer was originally developed by the crew of the starship Voyager as an alternative to their depleting shuttle supply. A smaller than normal runabout design, the Delta Flyer was better capable of handling the diverse mission roles the Voyager crew required.

The Delta Flyer incorporates some aspects of Borg technologies as well as other technological advancements procured by Voyager during its fateful tour of the Delta Quadrant. Plans for the shuttle were later sent back to the Alpha Quadrant and the class saw use on many Federation vessels and outposts.

Unlike the Danube Runabout or other Federation Super-Heavy Fighters, the Delta Flyer occupies only 3 shuttle boxes in a ship's hangar instead of 4.

Galileo Type Shuttle
Base Hull (Unlimited Deployment)
Shuttle

Available: 2246

An early model Federation warp shuttle, the Galileo Type (so called because of the Galileo 7 that served onboard the *U.S.S. Enterprise NCC-1701*) was a very early model Federation shuttle optimized for duration rather than speed or combat. Able to only moderately defend itself, and only able to take light damage, a Galileo is ineffectual for anything other than its intended goal: to transport personnel and cargo from one destination to another.

NX Shuttlepod
Base Hull (Unlimited Deployment)
Shuttle

Available: 2148

This small type of atmospheric shuttlepods were used onboard the Terran NX-class starships. Small and cramped, they were barely adequate for their mission.

Peregrine Strike Fighter
Base Hull (Unlimited Deployment)
Heavy Fighter

Available: 2367

A large fighter craft designed and deployed by the Federation in the 2360's and 2370's, the Peregrine was designed primarily as a fast attack craft to assist in large scale combat situations. The intent was to use the small, inexpensive Peregrines to deflect attention from the larger, more vulnerable Federation starships, allowing them additional time to strike—or, in some cases, the needed extra minutes to flee the battle.

Not warp capable, the Peregrine relies on its carrier to bring it in and out of battle. This design was necessitated by the fact that the small ship's internal volume was exasperated by shipboard micro-torpedo munitions. The only dedicated carrier in the fleet, the Akira Strike Cruiser, is the typical ship that would bring Peregrines into a battle. Other ships may be converted to carry Peregrines, paying 5 combat points per shuttle that the Peregrines replace. The Akira Strike Cruiser is exempt from this penalty as it was designed to carry small attack craft into the battle.

Tycho Light Interceptor
Base Hull (Unlimited Deployment)
Light Fighter

Available: 2248

The Tycho Light Interceptors are the most common of the Federation's light fighters during the TOS period. These fighters are only lightly armed, but they are fast -- allowing them to intercept enemy fighters and shuttles with ease.

Type 11 Heavy Shuttle
Base Hull (Unlimited Deployment)
Shuttle

Available: 2372

The Type 11 Heavy Shuttle was developed alongside the Sovereign Dreadnought as the most advanced shuttlecraft that the Federation could conceivably produce. Armed heavily for a shuttle and almost too large to fit within the hangar bay, the Type 11 Heavy Shuttle is able to handle itself against light enemy ships as it completes its mission.

Type 15 Shuttlepod
Base Hull (Unlimited Deployment)
Shuttle

Available: 2314

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A short-range, sublight shuttle usually used for in-system travel for two to three persons. The Type 15 Shuttlepod is armed for its own protection, but it can accept very little damage before it is itself destroyed. The Type 15A Shuttlepod is an improved version which increases the thrust output.

Type 16 Shuttlepod
Base Hull (Unlimited Deployment)
Shuttle

Available: 2342

A slightly improved model shuttlepod, the Type 16 is equipped with better shielding.

Type 5 Personnel Shuttle
Base Hull (Unlimited Deployment)
Shuttle

Available: 2272

A shuttle developed in the early 2270's to provide a more rugged warp-capable small craft than those already in service. With two ultralight phaser beams and strong shielding, the larger shuttle can withstand limited assaults.

Type 9 Personnel Shuttle
Base Hull (Unlimited Deployment)
Shuttle

Available: 2368

A newer shuttle which builds on the successes of earlier models, the Type 9 Personnel Shuttle features improved weaponry, improved thrust, and stronger shielding.

Type 9a Cargo Shuttle
Base Hull (Unlimited Deployment)
Shuttle

Available: 2349

The Type 9a Cargo Shuttle is a bulk cargo hauler designed primarily for use in and around Starfleet bases and ship production facilities. Able to carry large amounts of cargo, the Type 9a is used extensively for this purpose, offloading parts and raw materials to shipyards or moving other bulk commodities and perishables between Federation bases and starships.

THE KLINGON EMPIRE

Background

The Klingon Empire has existed for over fifteen-hundred years, since its founding by Kahless the Unforgettable, the legendary Klingon leader who unified the people of Qo'Nos. During much of its history, the Klingon Empire was under the singular rule of an Emperor, but this changed over time. By the 2060's, the Klingon High Council – originally a council of advisors to the Emperor – had taken control of the government. After the High Council's rise to power the position of Emperor was dissolved and an elected Chancellor took its place as the authoritative leader of the Klingon people. Another Emperor would not sit on the Klingon throne until 2369 when a clone of Kahless was allowed to assume the position in a ceremonial role.

The Klingons had already carved out a sizeable empire by the time they made contact with the Humans in 2151. Following the establishment of the United Federation of Planets several years later, the Klingon Empire would come to view the Federation and Humans as a threat to their security.

Several disastrous encounters in the early 23rd Century lead to escalating tensions between the Klingon Empire and Federation, bringing them into direct conflict on several occasions. By 2267, negotiations between the Klingons and Federation had begun to breakdown and both sides were preparing for war. The Organians forced peace upon both parties temporarily, but even they became flustered trying to get the two younger races to adhere to the principles of the treaty and eventually gave up on the whole affair.

During this period, the Klingons entered into a brief military alliance with the Romulan Star Empire. In exchange for cloaking technology and other resources, the Klingons gave the Romulans antiquated warship hulls, advanced warp technologies, and disruptor weaponry.

In 2293, the Klingon moon of Praxis suffered a catastrophic explosion due to over use and dangerous conditions. The explosion resulted in ecological damage to Qo'Nos and threw the Klingon Empire into chaos. The overextended Klingon Empire found itself no longer able to support the economic burden of its large star fleet following the damage done to their homeworld. Klingon Chancellor Gorkon extended a hand of friendship to the Federation with the promise of ending 70 years of hostilities between their two nations. Gorkon was later assassinated by enemies of peace on both sides of the conflict, but the historic Khitomer Peace Accords would lay the foundation for a lasting peace between the Klingon Empire and the United Federation of Planets.

The Klingon Empire again fell into chaos in 2367 when Chancellor K'mpec was assassinated by means of poison, a method found highly dishonorable in Klingon tradition. The resultant power struggle between the forces of the newly selected Chancellor, Gowron, and the forces of family Duras plunged the Empire into civil war. Support for Duras' heir, Toral, crumbled after the Federation blockaded the Klingon/Romulan border keeping Romulan aid from reaching Duras supply depots. Gowron's forces subsequently defeated their opposition and he was installed as the new Chancellor.

The Dominion War succeeded in destabilizing the Alpha Quadrant, and the Klingon Empire was one of the first to be played for fools by the Founders. Klingon paranoia following the collapse of the Cardassian military government in 2372 prompted the Klingon Empire to invade the Cardassian Union. The Federation condemned these actions. In response, the Klingons revoked the Khitomer Accords and expelled all Federation citizens from the Klingon Empire. Klingon/Federation relations decayed even further with open conflict and planetary assaults occurring along their mutual border.

In truth the Klingon Empire had been compromised, a changeling having replaced Klingon general Martok and advising the High Council to proceed with actions to destabilize the Alpha Quadrant. The deception was eventually uncovered by Federation operatives and the changeling was neutralized. Following these events the Klingons reinstated the Khitomer Accords and joined the fight against the Dominion alongside the Federation, and later the Romulans.

Klingon Chancellor Gowron was killed in honorable combat by Federation Starfleet officer Worf following politically-motivated actions taken by Gowron that squandered the lives of Klingon warriors. Though it was Worf's right to take Gowron's place and lead the Empire, he stepped aside and allowed General Martok (the true general was found in the Gamma Quadrant, imprisoned by the Dominion) to ascend to the chancellorship.

B'dra Bird of Prey
Brel Variant (Common)
Light Combat Vessel
Available: 2304

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The B'dra is the end result of Klingon experimentation to produce a heavy assault version of the B'rel Bird of Prey hull. A heavy photon torpedo system takes up a large part of the command boom, and half the disruptor armament was sacrificed to power it.

While the Klingons appreciate the range and hitting power of the heavy photon, the ship is usually forced to cloak while its weapons recharge or face destruction by a retaliatory strike. This does not stop Klingon admirals from deploying these ships when alpha strikes are important and a long battle is not expected.

B'ras Bird of Prey
Brel Variant (Uncommon/Rare)
Light Combat Vessel
Available: 2274

During the brief Klingon and Romulan alliance during the 2260's, the Klingons acquired cloaking technology from the Romulans in exchange for ship schematics, hulls, and warp drive. The Klingons also netted several examples of Romulan weapons technologies. The Klingons experimented with fitting these Romulan weapon systems to their own ships.

In on such example, a light plasma mortar was mounted to a B'rel Bird of Prey in place of its photon torpedo. After combat trials were concluded, the class went into limited production, resulting in the B'ras class.

The few of these ships survive into the modern day are used primarily for punishment duty, the class having fallen out of favour due to its Romulan weaponry.

B'rel Bird of Prey
Base Hull (Unlimited Deployment)
Light Combat Vessel
Available: 2270

One of the smaller warships employed by the Klingon Empire, the B'rel Bird of Prey is also one of the most common. The B'rel was the first Klingon ship to mount cloaking technology after its procurement from the Romulan Star Empire in the 23rd Century. Small, nimble, and stealthy, the B'rel has served as an excellent light combat craft for the Klingons into modern times. Requiring little more than a dozen crew members, B'rel Birds of Prey have been built in great numbers. Enough have been built over the years that some have even fallen into the hands of raiders, pirates, and foreign navies.

Individually, each B'rel is unable to take on enemy cruisers head to head, but in groups they are a force to be feared by even the most potent enemy battleship. A pack of B'rel Birds of Prey on the hunt are a deadly force to be reckoned with.

BaH'Taj Breaching Pod
Base Hull (Unlimited Deployment)
Breaching Pod
Available: 2374

Meaning "fire blade", the BaH'Taj Breaching Pod was developed alongside the SuQ'Jagh Assault Cruiser to act as a direct assault craft for deploying marines. For centuries transporters were the mode of choice for deploying marines aboard enemy craft, but during the Dominion War the Klingons decided they did not have the luxury of battering down the strong shields of Dominion cruisers in order to beam over troops. Instead, the BaH'Taj is designed to actually ram

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through weakened enemy shielding and attach themselves to craft. In this regard they suffer heavy attrition, but out of a wave of breaching pods at least a few will break through to attempt to attach to the enemy ship.

Baka Re Priority Freighter
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2247

The Baka Re Priority Freighter is a very common class of Klingon civilian merchant craft. Operated as priority freighters by the Empire proper, the Baka Re is capable of hauling bulk loads of cargo over long distances at faster speeds than comparable freighter designs. The Klingon Defense Forces retain many of these freighters for emergency ore or grain shipments. Individual Klingon houses have been known to operate Baka Re freighters in a similar manner.

C8 Dreadnought
C8dreadnought Variant (Limited Availability 33%)
Capital Ship
Available: 2262

The flagships of the Klingon Navy in the 23rd century, these large vessels dwarfed the other Klingon ship classes of the time. A C8 Dreadnought is equal in size to the modern Vor'Cha Attack Cruisers, and almost its equal in firepower as well.

The C8 Dreadnought soldiered on, but new advancements in Klingon ship design eventually deprecated the C8. Newer, stronger battleships such as the Komo Val proved superior to the aging C8 in nearly every way possible.

As time wore on, the Klingon Defense Forces eventually sold off its remaining C8 Dreadnoughts to the heads of noble houses where they found renewed life as family flagships.

Chut'Duj Patrol Craft
Brel Variant (Common)
Light Combat Vessel
Available: 2310

This economy system patrol unit is usually dropped in a colony system by a larger unit, or built in the system it will patrol. With only impulse drive it will always be limited to that system.

Using a B'rel class bird of prey shell, the Klingons left out the warp nacelles, which the B'rel has built alongside the spine of the ship, and substituted additional crew quarters and holding cells. The ship is used to police Klingon systems, and is treated as a law enforcement vessel in more ways than one, as service as a crewman on one is regarded as a punishment.

D'ama Cruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2217

The D4 D'ama Cruiser is actually newer than the D6 Cruiser, but by virtue of the Klingon design nomenclature is numbered as an earlier D- type model cruiser. This is by virtue of the fact that the D6 and D4 design projects overlapped, with the D4 being a hold over project that had been moribund from the 2180s.

The D'ama Cruiser was an early attempt at building an uprated cruiser hull. In this regard it is similar to the D6 Cruiser and other ships of the direct D-type lineage (of which the D7 Battlecruiser would later be a part). The

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D'ama shares many striking design and aesthetic similarities with the D6 Cruiser. Overall the D6 Cruiser was thought to be the more successful of the two, but the D'ama Cruiser did have its merits within the scope of the fleet. It was the first ship to be equipped with more advanced sensor systems and a heavier load of disruptors compared to other ships of the time period. However it did so at the loss of any torpedo weaponry, a staple of most Klingon warships of the last century. Where D'ama Cruiser had been tailor made to serve more in the role of a heavy cruiser, the final production model fell far short of being worthy of this name resulting in a change of nomenclature.

A threat in the way of an unknown, exterior alien threat along one of the frontier borders of the Klingon Empire in 2217 lead to a hurried production run of the D'ama Cruiser, much to the worry of Federation and Romulan forces that believed that it was a prelude to an invasion by the Klingon Empire. The D'ama served proudly in this role and earned itself a name within the fleet. In the next decade the D'ama and D6 both would contribute real-world combat data that would lead to the production of the next in the D-series of cruisers: the D7 Battlecruiser.

D-12 Bird of Prey
Brel Variant (Common)
Light Combat Vessel
Available: 2352

A variation of the B'rel Bird of Prey popular within the Klingon navy since the 2270s, the D-12 is a design plagued by problems. The designers attempted in the D-12 to refine the hull and increase the overall firepower of the ship. In this they managed to succeed. However, power problems plagued the D-12 Bird of Prey line. Weapon systems would not necessarily shutdown or fail due to these power spikes, but systems that were more sensitive tended to fail at inappropriate times. Faulty plasma coils in the cloaking devices onboard these ships were prone to a cascading shutdown because of the problem, and this eventually led to the class being phased out of active service. They were not mothballed, however; instead they were sold off to Klingon houses as honor guard and local defense craft.

D5 Cruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2132

This older Klingon warship saw its heyday during the 22nd Century. As advanced as any other cruiser of the day, the D5 was well equipped with multiple disruptor cannons. The design continued to serve well into the 23rd Century, albeit in a different role.

D5 Cruiser (Upgraded)
Klingon D5 Cruiser Variant (Common)
Heavy Combat Vessel
Available: 2216

An upgraded version of the D5 Cruiser, in operation during the 23rd Century. These ships were upgraded with modern weapons to extend their useful life.

D5F Deuterium Tanker
Klingon D5 Cruiser Variant (Common)
Heavy Combat Vessel
Available: 2132

The D5F Deuterium Tanker is the most common ship of the type operated by the Klingons. The design is fairly well armed for a tanker.

D6 Cruiser
Base Hull (Unlimited Deployment)

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Heavy Combat Vessel
Available: 2204

This ship was the mainstay of the Imperial Fleet until the D7 Battlecruiser was designed. Unable to be upgraded to the improved design, the D6 was used for a series of fleet support variants, assigned to backwaters or sold to the Romulans (before the alliance ended in betrayal). Its largely short range firepower led to the ship being used as an escort towards the end of its operational life, unable even to compete with the original incarnation of the Constitution class ships.

Some of these ships still exist, in service with minor noble houses or rotting on picket duty in backwaters. A number of these hulls were converted to survey cruisers and sent outside the empires boundaries to explore. Some of these ships have yet to return. Some D6 hulls have even become civilian transports.

D6T Torpedo Cruiser
D6 Variant (Common)
Heavy Combat Vessel
Available: 2242

In an effort to get more use out of the D6 hull several were converted to field more photon torpedoes and placed in service as support craft for D7 Battlecruiser squadrons. This resulted in a little more use being squeezed from the investment made by the High Council in the D6 class hulls.

D6V Carrier
D6 Variant (Common)
Heavy Combat Vessel
Available: 2248

When fighters first began to be deployed by the Empire the need for a carrier in order to carry out offensive ops was discovered. A number of old D6 Cruisers were converted to field two groups of 5 fighters, often one composed of Z-1 Assault Shuttles and the other of Z-2 Light Shuttles to run cover for them.

D7 Battlecruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2230

The classic Klingon cruiser, the D7 Battlecruiser is a stalwart defender of the empire and the basis for one of the most long lived cruiser lineages in history.

A worthy if aging opponent, the D7 was the counterpoint to the Federation Constitution Light Cruiser. The D7 Battlecruiser model is an effective warship design with a balanced weapons loadout. The ship does however does have less powerful shielding systems than those used by the Federation. Despite some minor flaws, the D7 Battlecruiser was the most powerful warship fielded by the major races of the Alpha and Beta Quadrants for some time. Its effectiveness in battle was well noted by other powers, most notably the Romulan Star Empire that traded cloaking technology in exchange for several pieces of Klingon technological data, including blueprints of the D7 Battlecruiser.

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Desta Kar Destroyer
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2268

The Desta Kar Destroyer is an advanced Klingon design, and the first such design to employ the cloaking device acquired from the Romulans. The Desta Kar is one of the sturdiest of the Klingon destroyer designs and set a new standard for future Klingon new construction and armoring refits. Shield output on the Desta Kar was sacrificed for the inclusion of the power intensive cloaking device, but the ability to surprise enemy units in the field who had previously never faced Klingon vessels with cloaking technology made it more than worth the trade-offs involved.

The Desta Kar is in many way the precursor to the K'Vort Bird of Prey, as the design tested many of the engineering principals later used in the K'Vort Bird of Prey. Desta Kar Destroyers continue to serve into modern times, though none are in the service of the Klingon Defense Forces. Instead they can be found in the house fleets of several important families. Vessels such as the Desta Kar serve as adequate couriers and warships for those that cannot spare (or cannot afford) newer warships.

E3 Patrol Gunboat
Base Hull (Unlimited Deployment)
Light Combat Vessel
Available: 2215

A light escort from the early days of the Imperial Navy, this ship was completely replaced by the Bird of Prey series, though it did continue to supplement the F5 or D6/7 on low priority assignments.

E3E Escort Gunboat
E3 Variant (Common)
Light Combat Vessel
Available: 2248

It was soon discovered that carriers need escorts, leading to the hasty conversion of a number of obsolete E3 gunboats to protect the fleet's carriers. While larger escorts were eventually found these ships served as a stopgap measure.

F5 Frigate
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2221

The small escort ship of the fleet until the Bird of Prey series went into production, this tough, reliable ship eventually became the Vor'Sal and soldiered on well into the 24th century.

F5S Scout Frigate
F5 Variant (Common)
Medium Ship
Available: 2229

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One of the first Klingon scouts, the F5S Scout Frigate is built to support fleets in combat. A variant of the F5 Frigate that sacrifices long ranged firepower for an electronic warfare array, this ships of this class performed as adequate fleet scouts, fielding more guns but significantly poorer shields than the Oberth class.

Fek'Lhr Polaron Cruiser
Feklhr Variant (Rare)
Capital Ship
Available: 2380

During the Dominion War, the Klingon Empire managed to procure several samples of polaron torpedoes. Though some of these were taken from the wreckage of Jem'Hadar warships left on the battlefield, this did not give them to the breakthrough necessary to begin building their own rudimentary polaron torpedo models. Rather, they were procured by an elite strike force sent into Cardassian space with the mission of attacking a Dominion communications relay on the border. The small base was not a relay, however, but a temporary storage location for ship parts intended to be used for repairs of other nearby fleet assets.

The looting of these technical models coupled with other information gained from wreckage and prisoners of war allowed the Klingons to demonstrate their first polaron torpedo weapon as early as 2378. These weapons quickly went into production, but the production process was still difficult and few units of acceptable quality were produced for anything more than limited deployment in the fleet.

A variant of the Fek'Lhr Strike Cruiser was the first Klingon unit to mount the polaron torpedo. Replacing its heavy photon torpedoes for polaron torpedoes, it was believed that the ability to pierce enemy shields would make up for the lower total damage.

Klingon understanding of polaron torpedoes and the principles behind them have kept polaron torpedoes from entering general service. Nonetheless, a slow stream of polaron equipped ships such as the Fek'Lhr Polaron Cruiser continued to leave Klingon shipyards for service in the Klingon Defense Forces.

Fek'Lhr Strike Cruiser
Base Hull (Unlimited Deployment)
Capital Ship
Available: 2376

The Fek'Lhr Strike Cruiser was born from the reality of the Dominion War. One of the next generation of Klingon cruisers, the Fek'Lhr is a close relative of the Vor'Cha and her sister hulls. The most visibly different aspect of the Fek'Lhr is the large, elongated forward hammerhead in which much of the ship's heavy weaponry are housed.

The Fek'Lhr Strike Cruiser has firepower rivaling that of the Vor'Cha Attack Cruiser, most appreciably in its torpedo armament. The Fek'Lhr, however, was built even more for speed than for firepower. This ship is equipped with one of the most advanced engine systems in the Klingon navy, allowing it to be both faster and more maneuverable than any other Klingon cruiser in the fleet.

Typically, Fek'Lhr Strike Cruisers operate alone on the borders of the Klingon Empire where their speed and combat prowess are utilized for fast raids into enemy space to destroy key strategic targets.

G'tharra Cruiser
Base Hull (Unlimited Deployment)

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Heavy Combat Vessel

Available: 2052

The G't'harra Cruiser was operated by the Klingons before the introduction of newer cruiser and battlecruiser hulls in the 22nd Century. The G't'harra was upgraded to disruptor technologies in 2125, replacing the pre-existing particle armament.

G2 Police Gunboat

E3 Variant (Common)

Light Combat Vessel

Available: 2218

Built on the same hull as the E3 Patrol Gunboat, the G2 Police Gunboat is designed to aggressively hunt down pirates using wolf pack tactics and light photons to cripple them, then move in for the kill using their light disruptors. These ships often operated in groups of four led by an F5 Frigate, though it was common to encounter them on their own patrolling the interior of Klingon space. Like the E3 this ship was completely replaced by the bird of prey series of ships.

K'el r'ianda Battleship

Kelrianda Variant (Limited Availability 33%)

Capital Ship

Available: 2242

The K'el r'ianda Battleship was the first attempt by Klingon ship designers to construct a battleship. After the completion of four ships, with four more in various stages of production, it was discovered that the vessels were no better in combat than some of the existing cruisers and frigates.

The failure of the K'el r'ianda Battleship stung hard with the Klingon admiralty, but future battleships such as the Komo Val were built better for the lessons learned in the K'el r'ianda debacle.

K'Farna Survey Bird of Prey

Kvort Variant (Uncommon)

Heavy Combat Vessel

Available: 2294

Even the Klingon Empire operates survey ships and scouts, deploying these ships to find planets suitable for settlement by the empire, or races suitable for conquest. Occasionally these ships are deployed in fleets to use their sensors to warn of approaching enemy fleets.

K'mpec Heavy Cruiser

Kmpec Variant (Limited Availability 33%)

Capital Ship

Available: 2376

The first K'mpec Heavy Cruiser began production in the last year of the Dominion War. Named after the late Klingon chancellor, the K'mpec had been in development for over a decade by the time the first space frame was laid down. The High Council wanted to eventually replace the Vor'Cha Attack Cruiser with this design, leaving the Negh'Var as a unique flagship for the Klingon navy. Production levels remain low, the Klingon Empire instead focusing on replacing their combat losses with tried and true warship hulls.

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With a large increase in firepower, and a minor increase in its defensive capabilities, this ship is superior to the Vor'Cha in virtually every way. This ship however has a minimal amount of scientific facilities and support for missions like stellar cartography, following the usual Klingon preference of firepower on warships, and fitting out smaller frigates or birds of prey for exploratory or science missions.

The K'mpec Heavy Cruiser is considered Limited Availability 33% from 2376 - 2391. In battles set in 2392 onward the K'mpec is considered to be Unlimited Availability.

K'shen Dreadnought
C8dreadnought Variant (Common)
Capital Ship
Available: 2318

This upgrade to the C8 Dreadnought still serves in some house navies and in the backwater sectors of the Empire. While still impressive in size, it's operations are limited to defensive postures and planetary assaults as the hull proved unsuitable for conversion to cloaking technology. While impressively armed, this ship is regarded as a poor posting in comparison to a Vor'cha or Negh'Var class ship.

K'T'amar Torpedo Cruiser
Ktinga Variant (Uncommon)
Heavy Combat Vessel
Available: 2271

The K'T'amar Torpedo Cruiser was developed by the Klingons as an advancement over the existing D6T Torpedo Cruiser.

The K'T'amar exchanges its heavy photon torpedo and other light weapons for three photon torpedo bays. This allows the K'T'amar to saturate the target, increasing the chance of torpedo hits considerably.

K'T'inga Battlecruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2271

Just as the Federation upgraded the Constitution design the Klingons upgraded their own cruiser, the D7 Battlecruiser. The end result--the K'T'inga Battlecruiser--was just as much a match for the improved Constitution-class vessels as their respective predecessors had been. Nearly evenly matched in firepower, gunnery, and damage potential, the two designs were the best of their period.

Soon after they entered service the K'T'inga received cloaking devices, a result of the brief alliance with the Romulan Star Empire. Newly developed and testbedded on other hulls, the Klingon Empire saw virtue in the ability to launch sneak attacks and then disappear. Despite the advantages of cloaking technology, however, the K'T'inga Battlecruiser was not a big enough leap in technology to make it superior to the Federation's Excelsior Cruiser.

After the Excelsior entered frequent Federation service, the age of the K'T'inga came to a close. The design was ill equipped to fight this newer Federation threat without superiority in numbers, and even then they faired poorly.

Ships of this class continue to be used in the Klingon navy, though they usually are acting in a destroyer role, escorting the larger Vor'cha Attack Cruisers or providing fire support for smaller B'rel Birds of Prey.

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K'T'kara Fast Cruiser
D7 Variant (Uncommon)
Heavy Combat Vessel
Available: 2249

The K'T'kara Fast Cruiser is a conversion of the popular D7 Cruiser. The K'T'kara is optimized for speed, featuring a larger engine and more powerful impulse drive system. However, the K'T'kara gains these capabilities at the loss of its photon torpedo armament.

The K'T'kara Fast Cruiser was fairly popular in Klingon service, but many commanders felt the lack of long range hitting power left the vessel too weak compared to other comparable Federation ships.

K'Taal Battlecruiser
Klingon Ktaal Battlecruiser Variant (Restricted Deployment 10%)
Heavy Combat Vessel
Available: 2148

The heaviest Klingon warship of its era, the K'Taal Battlecruiser is a rare ship which is the progenitor of the future D6 & D7 cruisers.

Ships of this class were heavily armed with the best technologies available to the Empire at that point of time.

K'Targha Escort Battlecruiser
Ktinga Variant (Common)
Heavy Combat Vessel
Available: 2360

In the latter half of the 24th Century, the Klingon Empire saw fit to begin upgrading several of their aging designs with new technologies. In particular, the K'T'inga Battlecruiser saw many different modifications and upgrades to lengthen their service lives. One such variant is the K'Targha Escort Battlecruiser.

Exchanging its heavy photon torpedo for a heavy disruptor and its aft photon torpedo for another medium disruptor, the all-beam K'Targha serves as heavy escorts for Vor'Cha Attack Cruisers in the field. The K'Targha battlecruisers are cheap and expandable by Klingon terms and more than adequate for screening for larger capital ships.

K'Thar OSAT
Base Hull (Unlimited Deployment)
OSAT
Available: 2325

This Klingon OSAT can be found defending small colonies and worlds throughout the empire, though they typically are used in conjunction with larger fixed defense structures.

K'Vasen Bird of Prey
Kvort Variant (Restricted Deployment 10%)
Heavy Combat Vessel
Available: 2345

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The testbed for most of the technology used on the Vor'Cha Attack Cruiser, the K'Vasen was built in limited numbers as flagships for Bird of Prey squadrons.

Though the K'Vasen is physically identical to the K'Vort class bird of prey, the K'Vasen is not considered a variant of that design. Substantial interior redesign work was done on the K'Vasen to allow it to mount heavier weaponry with the end result being a much different design than the older K'Vort.

K'Vort Bird of Prey
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2286

One of the most common light cruisers in the Klingon fleet, the K'Vort Light Cruiser is a Bird of Prey-type vessel that has slowly been phasing the older D7 and K'T'inga battlecruisers out of service. Larger and more powerful than the smaller Bird of Prey vessels such as the B'rel or D12 classes, the K'Vort is adequate for taking on small enemy ships. It is most common to see K'Vorts operating in wolf pack squadrons, teaming up to take down larger enemy ships. When operating in this manner they are a force to be reckoned with.

Kho'Tak Fighter Shuttle
Base Hull (Unlimited Deployment)
Shuttle
Available: 2301

The standard Klingon armed shuttle, the Kho'Tak is different from other race's shuttles in that it was designed from the beginning as an auxiliary combat craft. Though not very often used in this manner, skilled Klingon warriors can use Kho'Tak Fighter Shuttles with great success in defense of the fleet. Armed with a single disruptor beam, Kho'Tak shuttles are especially effective at ripping down enemy shielding, or darting in on attack runs on ships whose shields have collapsed.

For scenarios that require the use of basic Klingon shuttlecraft, simply use an unarmed version of the Kho'Tak shuttle.

Kisarza Attack Destroyer
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2233

A small destroyer designed for use with pack tactics. In many ways the Kisarza Attack Destroyer is the ancestor of the later B'rel Bird of Prey and both classes are meant to attack in the same manner. Armed with heavy weaponry for the period, a Kisarza's Achilles' heel is its power deficiency that forces it to deactivate one of its medium disruptors in order to satisfy the power drain. Nonetheless groups of three or more Kiszaras can be devastating to enemy cruisers.

Komo Val Battleship
Komoval Variant (Restricted Deployment 10%)
Capital Ship
Available: 2275

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The Komo Val Battleship was the largest Klingon warship of its time. These mammoth ships were commissioned into service prior to the testing of the Federation Excelsior Cruiser. For a short period of time, the Komo Val shifted the balance of power along the Klingon/ Federation border in the Klingon's favor.

The raw economic cost of the Komo Val Battleship limited their production runs and curbed the desire to produce the Komo Vals in mass quantities. This fact would later come back to haunt the Klingon Empire, as the Federation successfully streamlined the production process of their own Excelsior Cruisers allowing them to be produced in great numbers. In one-on-one battles the Komo Val was superior to the Excelsior, but with Excelsior Cruisers outnumbering Komo Vals two or three to one rendered their combat effectiveness greatly diminished over their first years in service.

The Komo Val Battleship was kept in service, but it was eventually replaced by the Vor'Cha Attack Cruiser - a warship that could be built in large quantities for a reasonable cost. Very few Komo Val Battleships remain in service. Those that are operated by house fleets.

Komo Var Torpedo Battlecruiser
Komoval Variant (Uncommon)
Capital Ship
Available: 2324

With the Klingon High Command finally realizing that there was no hope of matching the Federation's Excelsiors with their own Komo Vals ship for ship, and with the venerable C-18 Dreadnought being upgraded to the K'Shen and filling the duties of the Komo Val nicely, it was decided that the Komo Val hull could be better utilized in another role. Noting the lack of a dedicated torpedo cruiser hull in their order of battle since the somewhat lackluster K'T'amar design of 2271, the High Command chose to refit the Komo Val to fill this role.

Choosing to throw subtlety and caution to the wind, the Komo Val had its entire medium disruptor complement replaced with four Heavy Photon Torpedoes, bringing the total to eight with six of them firing forward. The light disruptor complement was retained in a weak concession to defensive concerns. The resulting Komo Var Battlecruiser was a fearsome addition to the Klingon battle line and would inspire other dedicated torpedo ships such as the Torath Torpedo Cruiser and the Vod'leq Heavy Cruiser.

Kronos One Command Cruiser
Ktinga Variant (Unique)
Heavy Combat Vessel
Available: 2278

The Kronos One Command Cruiser is an upgraded command version of the K'T'inga Battlecruiser reserved for use by the Klingon Chancellor or his duly appointed proxy. Only a single Kronos One type battlecruiser was ever operational at any given time. Heavily upgraded for the defence of the Chancellor, Kronos One rarely saw battle but was prepared for any ambush that enemies should set against it.

Laraatan Destroyer
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2269

The Laaratatan Destroyer was one of the most widely used destroyers in the Klingon Empire in its day. The Laaratatan is armed heavily and boasts excellent speed.

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The first model of Laaratan Destroyer to enter general service in the Klingon Defense Force had strong shields and a solid disruptor armament. It found its place in the fleet, screening for larger, more ungainly cruisers such as the D7 and Riskadh Battlecruisers. Often these ships were also sent with exploratory expeditions as escort should they run into trouble abroad.

After the Klingons entered into their brief alliance with the Romulans, many of the aging Laaratan Destroyers were upgraded to make use of cloaking technology. The transition did not come without drawbacks, however. The new equipment required for several key deflector shields to be gutted for their use, the effect being a 25% reduction in shield capacity. Existing shielding saw improvements to their systems but nothing could make up for the loss in shield quality. The addition of a rear firing light photon torpedo, too, makes the ship more well rounded.

The mass proliferation of K'Vort and B'rel birds of prey lead to the Laaratan's role being diminished in the fleet. Both classes could adequately perform the escort and attack duties the Laaratan had previously been assigned to, and their greater shield strength and armor rigidity made them more lasting combat elements in the thick of battle.

Laraatan Early Destroyer
Laraatan Variant (Common)
Heavy Combat Vessel
Available: 2252

The first model of Laaratan Destroyer to enter general service in the Klingon Defense Force had strong shields and a solid disruptor armament. It found its place in the fleet, screening for larger, more ungainly cruisers such as the D7 and Riskadh Battlecruisers. Often these ships were also sent with exploratory expeditions as escort should they run into trouble abroad.

Mortum Hesta Strike Frigate
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2268

One of the first Klingon vessels to mount the Romulan cloaking device technology, the Mortum Hesta Strike Frigate is designed for stealthy attacks. The frigate is quick and fairly well armed for a ship of its size. While unable to take on enemy heavy cruisers the ship can still be quite deadly.

Na Ra'den Heavy Assault Ship
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2265

The Naraden is the largest assault ship in the Klingon Navy. With the capability of putting its entire contingent of troops and vehicles on the ground in less than 15 minutes, this vessel is one of the most respected in known space. In most assault operations, these ships are used in groups of 3, the number of groups depending on the complexity of the operation.

The Naraden's disruptor armament is superior to that of most other ships, though the vessel's small power plant cannot adequately power all of them at any given time, forcing the ship's captain to shut down several of its disruptors in order to avoid stressing the reactor.

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Negh'Var Dreadnought
Neghvar Variant (Restricted Deployment 10%)
Capital Ship
Available: 2371

The Negh'Var Flagship is a vessel that was a closely guarded secret until its first appearance in battle. A large dreadnought, the Negh'Var is the most powerful warship in the Klingon arsenal. Armed for base assaults and capable of destroying enemy cruisers outright, the Negh'Var's firepower outpaces almost anything in use by other powers.

Noggra Transport Cruiser
Base Hull (Unlimited Deployment)
Capital Ship
Available: 2318

The Noggra class is a heavy transport cruiser built by the Klingons originally to ferry warriors to sites of battle and honor. Following several years of heavy use on several campaigns, the Noggras left the Klingon Defense Forces feeling that they were inadequate for the mission at hand. The Noggras were simply too expensive and too maintenance intensive to keep in service as troop transports.

The Noggra Transport Cruisers were all sold off to members of the houses, many of which took to using them as executive transports, ferrying in luxury from Qo'Nos to other areas of the Empire and beyond. In this role they continue to serve.

Plen Zha Free Trader
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2238

The Plen Zha Free Trader is an older Klingon freighter design used primarily by civilian interests within the Empire. The Plen Zha is slow and cumbersome, but is better armed than many merchant craft. Such freighters are often operated by disenfranchised Klingons who hope to make enough profit running cargo to one day buy themselves and their house a small fleet of warships, trading in their Plen Zha for an antiquated battlecruiser or personal bird of prey craft to command.

Raptor Heavy Scout
Klingon Raptor Heavy Scout Variant (Limited Availability 33%)
Medium Ship
Available: 2144

The Raptor Heavy Scout is a highly advanced Klingon scout ship designed for long-range exploration and probing missions. Such ships usually skulk on the fringes of known space in search of easy prey.

Riskadh Heavy Battlecruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2257

The Riskadh-class Heavy Battlecruiser is named for the house of Kahless the Unforgettable, and it is an ample name for such a majestic and deadly warship. Sharing many of the typical Klingon design elements found in the D7 lineage, the Riskadh was design in such a way to maximize internal volume so that more weapons and associated equipment could be loaded into the hull.

The net effect was a seriously over-gunned battlecruiser that was more than a match for almost any other ship in the fleet, including the C8 Dreadnought that followed only a few years on the heels of the Riskadh. Despite the improved weaponry and shielding systems, though, the Riskadh had its failings. The Riskadh was tragically slow, with less linear thrust abilities than the larger C8 Dreadnought. The ship could only maneuver marginally better than that ship, either. These two factors made the the Riskadh cumbersome, and unable to stay in formation with faster and more maneuverable D7 Battlecruiser contingents. It also did not help that the Riskadh Heavy Battlecruiser was unable to take much damage after its shields had failed, being little more survivable than the D7 Battlecruiser in this area.

Ro'Tahr Light Bird of Prey
Base Hull (Unlimited Deployment)
Super-Heavy Fighter
Available: 2366

The Ro'Tahr Light Bird of Prey is the smallest Bird of Prey design built to date. This fighter sized design is built around its armament of two disruptor beams and a light photon torpedo launcher. The ship is well stocked and well armed. The combination of speed, maneuverability, and firepower made Ro'Tahr Light Bird of Preys especially effective against Dominion forces.

Rotah Early Bird of Prey
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2147

One of the first bird of prey hulls fielded by the Klingon Empire, this early design was used to demonstrate several new Klingon technologies, including the early disruptor.

Ro'Tah Bird of Preys remained rare in Klingon service, but were plentiful enough so as not to be affected by deployment limitations.

SuQ'Jagh Armored Assault Cruiser
Base Hull (Unlimited Deployment)
Capital Ship
Available: 2374

The SuQ'Jagh Armored Assault Cruiser integrates lessons learned during the Klingons invasion of Cardassian during the early stages of the Dominion War. Before the Klingons were forcibly evicted from Cardassian space it became apparent that the existing troop transports and assault craft suffered too high an attrition rate.

The Klingons set out to design an assault cruiser that would be both survivable while being able to deliver an above average number of marine contingents - not only for planetary assault missions, but also as boarding parties to ravage crippled enemy ships in combat.

The end result is of mixed quality. The ship is heavily armored and shielded for survivability and able to hold several breaching pods, but there was simply no room to place a cloaking device on the vessel without ripping out the already spartan troop quarters.

T'Larr Heavy Bird of Prey
Klingon Tlarr Heavy Bird Of Prey Variant (Limited Availability 33%)
Capital Ship
Available: 2327

The T'Larr Heavy Bird of Prey was an engineering experiment by the Klingon Defense Forces to build a larger, better equipped Bird of Prey type vessel that could take on the heavy cruisers of foreign navies.

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T'Larr Heavy Birds of Prey are capable of delivering crushing alpha strikes to their opponent through a combination of heavy photon torpedoes and medium disruptors. Armed with a level of firepower that would have classified it as a battleship in the previous century, the T'Larr is more than capable of going toe-to-toe with Federation and Romulan capital ships.

The costs of building T'Larr Heavy Birds of Prey have limited their construction quantities. Most of the T'Larrs that have been built to date are maintained on the Romulan border where they are better suited to handling encounters with Romulan warbirds.

Tas'esta Combat Scout
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2244

The Klingon equivalent to the Oberth Science Vessel, the Tas'esta is - as you would expect of the Klingons - a combat oriented scout design. Though the ship is equipped for the standard long range survey and science missions, it is also serviceable in the role of a combat ELINT vessel. The Tas'esta's sensor suite coupled with its speed makes it a perfect compliment to small destroyer squadrons.

Th'lar Escort Frigate
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2250

The Th'lar Escort Frigate is a deadly Klingon frigate design. Designed for short range combat, the Th'lar is armed solely with beam weaponry including the potent (but later abandoned) assault disruptor. The Th'lar served as a very able bodied escort for the larger battlecruisers in the fleet, and their array of disruptors with excellent coverage proved invaluable in the thick of battle. Small squadrons of Th'lars could easily protect twice their number of other ships in a fleet.

Toh'Kaht Long Range Explorer
Vorcha Variant (Rare)
Capital Ship
Available: 2356

The Klingon Defense Forces operate several specially modified Vor'Cha Attack Cruiser hulls for their long-range exploration and intelligence gathering needs. These large ships are equipped with excellent sensors yet maintain an aggressive arsenal of disruptors for its own defense when in potentially hostile territories.

Torath Torpedo Cruiser
Torath Variant (Restricted Deployment 10%)
Capital Ship
Available: 2364

Built as a prototype for a heavily modified Vor'Cha before the Dominion war, the Torath Torpedo Cruiser proved to be a valuable addition to the Klingon fleet. While this ship is a rare sight in Klingon fleets due to the expense, it is often seen reinforcing Vor'Cha squadrons, providing them with more stand off firepower from its large torpedo armament.

The Torath keeps the mega disruptor of the Vor'Cha, and a medium disruptor firing aft, but trades its heavy disruptors and forward firing mediums for more torpedoes. With two forward heavy tubes and four medium tubes it can quickly collapse the shields of even the largest ship and cause critical damage. The class proved particularly successful against Cardassian Galor class craft in the Dominion war. While it sacrifices heavy

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disruptor power it gains an additional four light disruptors to intercept enemy fire and provide the ship with short range crunch ability.

This ship cannot stand up to an enemy cruiser at close range, but excels at its assigned role, long ranged sniping of key enemy ships.

Toron Light Shuttle
Base Hull (Unlimited Deployment)
Shuttle
Available: 2282

The Toron Light Shuttle is a short-range sublight craft used for intrasystem transit. Smaller and much weaker than the larger Kho'Tak, the Toron is also an older design.

The Toron is not entirely common anymore in Klingon service. Many Torons have been sold off to other nations, especially many of the weaker secondary powers on their borders.

Tro'Qa Fast Destroyer
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2307

After the Federation had experimented with fast warship designs with ships like the Defender class, the Klingons made similar experimental craft, including a variant of the K'T'inga with enlarged warp engines and a prototype of the Tro'Qa class destroyer. The K'T'inga variant (designated the K'sho) was discarded as too expensive for large scale production and no faster than the top speed of the K'Vort class. Instead, Klingon designers turned to the Bird of Prey series as a possible basis for future fast warship development.

The Tro'Qa Fast Destroyer met with a warm reception among the High Council. While it sacrificed the capacity to carry shuttles, it makes up for it with speed and punch. As this unit operates in squadrons and is purely military in nature, the High Council were prepared to do without the ability to operate shuttlecraft from the small hull, knowing there would always be larger craft with that ability close by. Faster than a K'T'inga, cheaper than a K'Vort, and with superior firepower to a B'rel, the Tro'Qa proved itself in combat trials as an excellent rapid reaction unit.

Squadrons were placed under the command of various houses and used to hunt pirates operating within the Empire. They were also used as mobile reserve units for the Empires border fleets, able to move to support pickets if they were threatened by enemy forces. These ships frequently saw combat against the Romulans, being in a position to respond rapidly to incursions and raids.

During the Dominion war the alliance used these ships to patrol borders and fronts, and occasionally to dash into enemy territory for fast raids.

Troop Transport
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2330

This vessel is one of the standard troop transports employed by the Klingon Empire. Purchased from foreign ship production yards, the

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troop transport is designed to carry several divisions of fearless Klingon warriors for deployment in combat zones in which the Klingon Defense Forces have already neutralized any naval resistance.

Ty'Gokor Armored Station
Base Hull (Unlimited Deployment)
Enormous Base
Available: 2330

A heavily armored base of operations, the Ty'Gokor stations are found throughout Klingon territory. These stations are operated by the Klingon Defense Forces as bases of operations and forward repair facilities. Not as heavily armed as some enemy bases the base instead relies on its heavy armor and photon spreads to weaken the enemy while birds of prey wear them down in battle.

Vkarzadan Destroyer
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2262

The Vkarzadan is a light destroyer unit built by the Klingons to supplement the firepower of their aging D7 Battlecruisers. Equipped with long range fire support in the way of four light photon torpedoes, the Vkarzadan can screen for their larger cousins and weaken enemy vessels so that ships like the D7 can finish them off at their leisure.

Originally the Klingons had hoped to place four full fledged photon torpedoes on this hull, but unfortunately the chassis proved too small and the power plant too inefficient to allow such a weapons loadout. Its shields also proved to be hard to rebuild after they had fallen, a definite design problem that causes Vkarzadan Destroyers to come into a battle fighting and fall relatively quickly. It is the "do or die" approach of the Vkarzadan that grew on many Klingon commanders, though once more effective attack platforms such as the B'rel Bird of Prey came onto the scene the Vkarzadan Destroyer was relegated to a secondary role in the fleet.

Vod'leq Heavy Cruiser
Vodleq Variant (Limited Availability 33%)
Capital Ship
Available: 2369

This ship was the first example of Klingon and Federation designers working together. The Vod'leq Heavy Cruiser is heavily modeled on the Akira class deployed by the Federation two years earlier. Designed, like the Akira, purely as a ship killer, the Vod'leq is built to batter enemy ships to pieces with volleys of torpedoes.

Bigger than the Akira, and lacking the advanced photon tubes of the Federation, the Vod'leq makes up for this by sheer number of tubes, and an impressive secondary disruptor armament. The Vod'leq, after an impressive performance by the prototype, was put into production. While this craft is a high profile post, and commanding one a great honor, the craft is nowhere near as versatile as the Vor'Cha, and is rarely seen outside fleet deployments.

Voodieh Heavy Cruiser
Base Hull (Unlimited Deployment)
Capital Ship
Available: 2384

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The Voodieh Heavy Cruiser succeeded the Vor'Cha Attack Cruiser as the new mainline Klingon cruiser. Based on the venerable Negh'vhar hull, the Voodieh Heavy Cruiser is as heavily armed and shielded as any Federation or Romulan hull.

Vor'Cha Attack Cruiser
Base Hull (Unlimited Deployment)
Capital Ship
Available: 2347

One of the largest vessels in the Klingon Defense Forces, the Vor'Cha is a formidable opponent. Though not as powerful as Federation Galaxy-class, the Vor'Cha is in some ways better due to its versatility. Equipped with a solid mix of heavy, medium, and light weaponry, the Vor'Cha is properly equipped for military maneuvers.

Vor'Sal Frigate
F5 Variant (Common)
Medium Ship
Available: 2271

The final refit of the F5 Frigate added a photon torpedo and a cloaking device to the hull, allowing it to continue operating in the Klingon fleet after the cloak equipped B'rel Bird of Prey became the standard light warship.

Z'gal Scout Cruiser
Zgal Variant (Limited Availability 33%)
Heavy Combat Vessel
Available: 2256

The Z'gal Scout Cruiser was the Klingon's primary exploration vessel for the last century. These scout cruisers were armed for their defense, but were still armed as is the Klingon mentality. The Z'gals were the closest thing that the Klingons came to dedicated science and exploration ships, and they were often used to find new territories for the Klingon Empire to conquer.

Z1 Assault Shuttle
Base Hull (Unlimited Deployment)
Shuttle
Available: 2248

The first of the Klingon fighters, this craft was designed to support the fleet by picking off isolated enemy ships or mopping up cripples. It is tediously slow and barely maneuverable, but makes up for this with a large anti-ship gun. Designed in tandem with the Z-2 (though entering active deployment several weeks before it, grasping the title of first fighter on active service), this fighter remained in service until the Bird of Prey project led to fighter production being seriously curtailed.

Z2 Light Shuttle
Base Hull (Unlimited Deployment)
Shuttle
Available: 2248

This interceptor is designed to protect Z-1 Assault Shuttles on their way to strikes and intercept enemy assault fighters attacking the fleet.

Adequately armed as an interceptor, and more maneuverable than the Z-1, this fighter was the more favoured by pilots.

Zha Mortas Outpost
Base Hull (Unlimited Deployment)
Capital Base
Available: 2241

These outposts were used as fixed defense installations along the Federation/Romulan borders. Impressive fortification for the period, Zha Mortas Outposts are able of easily repelling most enemy task forces.

In the Klingon navy, command of these outposts is not sought after. The duty is considered to be demeaning as it doesn't allow many chances, if any, for glory in combat. The commanders of these bases have a great deal of power in their hands nevertheless. The bases are usually accompanied by repair facilities and other much needed diversions for front line units, all under the base commander's jurisdiction. The name is a translation of the Klingon zha mortas.

Baka Re Priority Freighter

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2247

The Baka Re Priority Freighter is a very common class of Klingon civilian merchant craft. Operated as priority freighters by the Empire proper, the Baka Re is capable of hauling bulk loads of cargo over long distances at faster speeds than comparable freighter designs. The Klingon Defense Forces retain many of these freighters for emergency ore or grain shipments. Individual Klingon houses have been known to operate Baka Re freighters in a similar manner.

K'vort Cha Light Cruiser

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2370

On the verge of losing its edge in ship-to-ship actions, the Klingon Defense Force was in desperate need on a heavy hitting, low cost ship. In battle, the existing B'rel and K'T'inga fleets were simply outgunned and K'vort and Vor'Cha fleets were overgunned. The preferred hit-and-run tactics had become less effective as the enemy escorts improved and proliferated, making sustained strategic advances excessively slow and costly.

It was during the period just prior to the Dominion War, when Klingon Empire was at war with the Federation, that the KDF convinced the High Council to authorize a new, inexpensive, light cruiser: the K'vort Cha. More durable than other Klingon cruiser designs, it was hoped that this new light cruiser would be more successful than the K'T'inga in battle.

Within a period of 14 months the first of three K'vort Cha prototypes were ready to be tested. Following the Klingon belief that the best test is in battle, the first of the K'vort Cha's was dispatched to wreak havoc upon unsuspecting convoys and small military installations. These battle tests demonstrated the viability of the K'vort Cha design while showing several design flaws. The K'vort Cha was eventually upgraded after the war with newer, advanced technologies. The ship's electronics package was improved, increasing sensor strength and improving firing solutions. The cruiser also saw an upgrade to its disruptor banks, the existing medium disruptors being replaced with experimental threshold disruptors capable of firing faster and for more damage.

The flaws of the K'vort Cha were its eventual undoing. The ship never caught on and the High Council ultimately decided to retain their aging stock of K'vorts and B'rels to fill the same mission role.

Design by Epyon. Based on a ship from the Dominion Wars computer game.

Plen Zha Free Trader Base Hull (Unlimited Deployment)

Medium Ship

Available: 2238

The Plen Zha Free Trader is an older Klingon freighter design used primarily by civilian interests within the Empire. The Plen Zha is slow and cumbersome, but is better armed than many merchant craft. Such freighters are often operated by disenfranchised Klingons who hope to make enough profit running cargo to one day buy themselves and their house a small fleet of warships, trading in their Plen Zha for an antiquated battlecruiser or personal bird of prey craft to command.

THE ROMULAN STAR EMPIRE

Ships

A'vara Heavy Cruiser Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2278

The A'vara Heavy Cruiser was one of the first new design projects to be undertaken by the Romulan Star Empire following their brief alliance with the Klingon Empire. The A'vara Heavy Cruiser was born during a period in which the Romulans were abandoning their traditional blaster beam arsenal in favor of the more reliable disruptor-type weapons purchased from the Klingons.

Subsequent border disputes with both the Klingons and Federation prompted the Romulans to begin looking to the future and designing a new generation of Romulan warships. The Romulans had historically favored lighter, faster warships, but times were changing and the Romulans desired a larger, more capable breed of warship.

The A'vara Heavy Cruiser is both larger and better equipped than any other Romulan ship in the fleet at that time. In combat the A'vara proved to be just as deadly as the best warships in their fleet, and superior to most of the fighting ships fielded by their opponents at the time. The ship later went on to form the foundation of the Romulan fleet.

A'val Torpedo Cruiser A'vara Variant (Common)

Heavy Combat Vessel

Available: 2326

By 2320 the age of the A'vara Heavy Cruiser was becoming more and more apparent. Confrontations with the Klingons continually proved that, though the A'vara remained a competent fighting ship, it simply could not compete with the newer designs coming out of Klingon design houses.

The A'val Torpedo Cruiser was an attempt to extend the life of many of the A'vara hulls. The A'val trades the A'vara's plasma mortars for longer ranged plasma torpedoes, a new weapon at the time. These modifications kept many A'vara hulls in service for decades to come, but by 2350 all of the A'val Torpedo Cruisers had been either mothballed or moved to reserve fleets.

Aye Mosaram Cruiser Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2265

The Aye Mosaram Cruiser was one of the most popular Romulan cruisers of its day and was also one of the last blast beam equipped units to see wide-scale production. The Aye Mosaram earned a name for itself as a sturdy, lightweight cruiser design due to its heavy weapons loadout.

The class is named for a meteorological disturbance peculiar to Remus. As described in The Eridam Papers, twice per Remus year, a hot wind blows across the northern hemisphere for as long as five days. Mineral particles from the western cliffs are borne aloft by the winds, and, at night, their phosphorescence causes the hemisphere-wide nightglow that gives the weather phenomenon its name aye mosaram (white wind).

D7-A Battlecruiser Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2268

As part of their technology trade with the Klingons, the Romulans were able to procure the plans to the Klingon D7 Battlecruiser in addition to several cast-off examples of the hull. The Romulan implementation of the hull was classified as D7-A by the Romulan government, though Federation sources often identify it as a D7-R.

The Romulans were the first to install cloaking devices onboard ships of the D7 family, but other than this modification the D7-A Battlecruiser is little different than its Klingon counterpart. The one point of interest is the

replacement of the ship's heavy photon torpedo with a plasma mortar, providing the ship with extremely effective short-range firepower.

D'deridex Warbird

Base Hull (Unlimited Deployment)

Capital Ship

Available: Limited Availability 2345-2355, Unlimited Deployment 2356+

The D'deridex Warbird was originally intended to function as the Romulan Star Empire's new battleship hull. Constructed in limited quantities during the period of hostilities with the Klingon Empire, D'deridex Warbirds participated in many skirmishes and raids across the border.

Following the cessation of hostilities, the Romulans re-evaluated the effectiveness of the D'deridex Warbird and decided to go ahead with expanded construction of the hull. Of the Romulan's existing hulls the D'deridex had many significant advantages, one of the most important being its size. Not only was the D'deridex larger than any other alien ship the Romulans had yet encountered, it was also far more durable. Perhaps more importantly the size of the D'deridex lent a psychological aspect to the battle, instilling terror into the hearts of enemies of Romulus.

The D'deridex also enjoyed the most advanced weapon systems the Romulans could develop, including the first heavy disruptors in the fleet. Technological advancements were not limited to the ship's weapons. While other races continued to use matter/antimatter reactors to power their starships, the Romulans had instead developed and installed a power system that used a controlled quantum singularity to generate power for the D'deridex.

Galamthri Patrol Cruiser

Graffler Variant (Common)

Medium Ship

Available: 2232

Soon after the Graffler freighter was introduced into the Romulan fleet many of the ships began to be converted into makeshift patrol craft to help patrol the ever-expanding borders. The ships were equipped with better weapons, at the expense of an overtaxed reactor. The Galamthri Patrol Cruisers proved to be ineffectual at best but were so cheap that the Romulans maintained a steady flow of the craft to the outer sectors.

Once newer patrol craft were introduced in the 2240's and 50's the Galamthri fleet was stripped and sold off to civilian interests for use as tug boats or simple scrap depending on the veracity and interest of the dealer purchasing the hull.

Galan Stelri Cruiser

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2269

The Galan Stelri is one of many new-construction cruisers developed following the Romulan/Klingon Alliance. Larger and deadlier than the traditional Vas'Hatham Bird of Prey, the Galan Stelri is an exceptional warship. The multi-role cruiser was used for border patrols where its onboard science labs and instrumentation were crucial in monitoring enemy fleet movements.

Graffler Military Freighter

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2231

Developed during the period following the border wars with the Gorn Confederacy, the Graffler Military Freighter replaced older freighters that served during those conflicts. The Graffler is equipped with two light blast beams and adequate shield defenses, which previous Romulan freighters lacked. The design was considered to be a major achievement at the beginning of its service, but the Graffler quickly proved to be underpowered for the amount of cargo capacity available on each hull.

The Romulan Star Empire ceased contracts on Graffler Military Freighter in 2250, but ships of the class continue to be produced for use in the civil sector. Romulan merchants servicing the worlds of the empire could often be found operating these older freighters. Large enough numbers of Graffler Military Freighters were

constructed that they became as ubiquitous within Romulan territories as the Antares Bulk Freighter within Federation dominated areas.

Ne'faraasa Heavy Cruiser

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2344

The Ne'faraasa Heavy Cruiser was one of the more common Romulan heavy cruiser designs in use before the widespread adoption of the D'deridex Warbird. The Ne'faraasa Heavy Cruiser stands as a synthesis of the old and new Romulan design aesthetics, demonstrating close a close developmental relationship to both the older Vas'Deletham and the newer D'deridex.

The Ne'faraasa proved to be a capable warship with a more well-rounded arsenal when compared to other large Romulan warships. The Ne'faraasa was also one of the last Romulan warships to make use of photon torpedo technologies, the bulk of the Romulan navy having converted to the far superior plasma torpedo several decades before.

Once the D'deridex took its place as the Romulan's primary heavy cruiser, the remaining Ne'faraasa Heavy Cruisers were rotated into reserve fleets performing garrison duty in the backwater segments of the empire.

Design by William Sage.

Ocala Sindari Destroyer

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2249

This high-firepower destroyed design replaced the Vastagor Lattam Destroyers beginning in 2249. The Ocala Sindari Destroyers have better weapon's coverage than the Vastagor Lattams and do not suffer from power shortages.

The Ocala Sindari Destroyers were most often used in packs, as their name of "fire swarm" implies. In groups the Ocala Sindari Destroyer can bring to bear a large amount of firepower, overwhelming enemy shields and sometimes crippling enemy cruisers in a single pass.

Takara Morlatta War Cruiser

Base Hull (Limited Availability 33%)

Heavy Combat Vessel

Available: 2267

The Takara Morlatta War Cruisers were produced to provide the fleet with a suitable flagship or fleet command craft that would be capable of taking on the best warships of both the Klingon and Federation governments. Very well armed, the Takara Morlatta War Cruiser also benefits from reinforced shielding, increasing its survivability in a fight. The Takara is structurally weaker than a Vas'Deletham Heavy Cruiser, but the improved shielding makes up for this failing.

The Takara Morlattas served their intended purpose with distinction, acting as the central command nexus for Romulan border fleets. Their survivability and raw firepower was demonstrably better than their alien counterparts.

Vas'Deletham Assault Cruiser

Vas'Deletham Variant (Common)

Heavy Combat Vessel

Available: 2272

TEXT

Vas'Deletham Heavy Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2272

TEXT

Vastagor Lattam Destroyer

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2241

The Vastagor Lattam Destroyer is an older destroyer class employed by the Romulans in defense of the Empire. A companion to other similar classes from the period, the Vastagor provides close-in protection for groups of Romulan cruisers. The Vastagor is poorly armored and is not resilient to damage, causing higher than normal casualty rates among the destroyers.

Bases & Defenses

Fighters & Shuttles

Atarra Long Range Shuttle

Base Hull (Unlimited Deployment)

Super Heavy Fighter

Available: 2354

The Atarra Long Range Shuttle is a larger, improved model of the pre-existing Averix Standard Shuttle operated by the Romulans during most of the 24th Century. The Atarra is both larger and better armed, mounting three light disruptor beams rather than a single fighter-mounted light disruptor. The shuttle is also capable of being equipped with light plasma torpedoes for especially dangerous missions.

The primary purpose of the Atarra Long Range Shuttle is as a long-range courier craft for transporting important supplies or personnel through potentially hostile territories along the Romulan borders. The Atarra's speed and stealth give it a marked advantage in this role.

Averix Standard Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2331

The Averix was the standard transport shuttle employed by the Romulan Star Empire throughout much of the 24th Century. Larger than most foreign shuttles of the period, the Averix is also much better armed, mounting a single light disruptor equivalent to those mounted on starships. The Averix also was equipped with a cloaking device, allowing the shuttle to move stealthily through Romulan territories.

CARDASSIAN UNION

History

The world of Cardassia (also commonly called Cardassia Prime) is the homeworld of the Cardassian people. In the distant past, the early Cardassians were a peaceful and spiritual people that built a glorious civilization renowned for its beautiful architectural and aesthetic design works. Though these ruins and relics were considered some of the most magnificent in the galaxy they would later be raped and cannibalized by the modern Cardassian government in order to finance government and military projects.

Cardassia, however, is resource poor and the Cardassians were faced with disaster over the past several centuries. Plagues and natural calamities taxed the Cardassian's spirits and left millions dead. With dwindling natural resources available on their homeworld they would be forced to expand in order to provide for their people.

It was during this period in Cardassian history that the military staged a dramatic coup, seizing the reigns of government from civilian authorities. The semblance of civilian control was maintained, but in truth it was the military and its commanders that decided Cardassian policies. New weapons, technologies, and worlds were acquired by the Cardassian Union through a series of bloody conquests. The Cardassians had gone from a single resource starved world to the surveyors of a small empire.

During one of the Cardassian's more recent expansion efforts they came into direct conflict with the United Federation of Planets. Battles over territorial claims go back to as early as 2350. The protracted border conflict was finally settled in 2366 by a treaty negotiated by Ambassador Sarek of Vulcan.

The treaty was violated by the Federation the following year (2367) when a rogue Federation Nebula class starship, the U.S.S. Phoenix, crossed the Cardassian border. Another treaty was signed later that year, instituting a wary armistice between the Federation and Cardassian governments.

By 2369, the Cardassian Union had begun to fall into a state of decay. Due to budget shortfalls and general unrest, the Cardassians were forced to evacuate many of the worlds on their borders, most of which had been secured through violent means over the past century. Bajor was among the worlds freed during this recession of the Cardassian borders. The relationship between the newly freed Bajorans their old oppressors was mended in 2371 when Cardassian representatives arrived in the Bajor system to sign a historic peace treaty.

2372 saw the fall of the Cardassian Union government to civil unrest. The Detapa Council, a purely civilian segment of the previous government, was retained and a new framework built around it so as to secure the civilian's control of the government, lest it fall back into the hands of the military. These actions prompted the Klingons – fearing Dominion involvement – to declare war on the Cardassians and invade dozens of Cardassian colony worlds along their border. The resultant destruction and near assassination of the new Cardassian ruling body left the Cardassian Union in economic ruins and politically unstable.

The Federation, wishing to maintain ties with the new civilian Cardassian government, sent the Cardassian relief supplies including twelve industrial replicators. The replicators, however, were captured by Maquis forces.

The Cardassian Union was again overthrown in 2373 when military command Gul Dukat secretly negotiated an alliance with the Dominion. The Detapa Council that he had helped to protect and advise during the previous year was dissolved, leaving him and supreme commander of the Cardassian people.

By 2375, the Dominion War was nearing its end and public sentiment on Cardassia Prime and its colonies was becoming more and more anti-Dominion. Many terrorist organizations sprang up, their goal to wear away at the impressive Dominion presence in their territory in an attempt to get them to leave Cardassian space. During the closing days of the war, all out revolt on Cardassia Prime prompted the Dominion to begin leveling entire cities. This attempt to quell the rebellion backfired, and the remaining Cardassian military personnel – both on planet and in space – almost immediately revolted against their former Dominion allies. The contribution of the surviving Cardassian naval force during those last few hours was a great help to the beleaguered Allies who had already taken heavy losses to Jem'Hadar warships and the Cardassian planetary defense grid.

In the end Cardassia was in ruins. Over 800 million men, women, and children had been slaughtered by the Dominion and their economic infrastructure was destroyed.

Following the war, the Cardassians began the long process of rebuilding their world and their colonies. However, it will be a very long time before the Cardassians will ever be a major power again in the galaxy.

Government

The Cardassian Central Command is the ruling body of Cardassia. Governing powers are primarily held by the civilian Detapa Council, though in truth both the military and intelligence arms of the government operate

autonomously. This has often put the Detapa Council at odds with the Cardassian military and its intelligence agency, the Obsidian Order.

In 2372, unrest led to the toppling of the Central Command. The new civilian government reinstated the Detapa Council and put them in direct control of the Cardassian Union.

Aberax Destroyer

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2345

The Aberax Destroyer is one of the Cardassian's more common destroyer designs. Although not as large as the Galor Cruiser, the Aberax carries a substantial amount of firepower for a ship of its size. This includes four light photon torpedo launchers, more than is common on Cardassian designs.

Aberax Destroyers are usually deployed in wings of three to five destroyers and used as combat support for larger, slower cruisers. Such tactics were very effective against Federation units during the Federation/Cardassian War and the Dominion War.

Armed Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2336

A common type of Cardassian shuttle found onboard Cardassian craft, the Cardassian Armed Shuttle is relatively well armed, but lacks significant shielding.

Bel'shan Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2336

The Bel'shan Cruiser entered service shortly after the Cardassian occupation of Bajor and was used as part of further military expansion efforts after that date. While this ship was adequate for invading races that had no space going military assets, it proved to be a poor match in combat for the *Excelsior*-class, the Federation ship of the line in this period.

With only one torpedo, this ship is a liability in Cardassian fleets in the modern era, and most of these hulls have been relegated to colony defence fleets and training crews. However, due to the relative newness of the Galor hull during the conflict with the Federation, the Cardassians deployed many of these hulls in skirmishes with Federation forces. The Bel'shan Cruisers were predominantly used to fill the role of patrol ship, defending Cardassian colonies from possible Federation raiding forces.

Obsolete in the modern era, these ships are now rarely seen on the battle lines.

Design by Ben Rubery.

Bok'Nor Freighter

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2316

The Bok'Nor Civilian Freighter is a relatively common Cardassian freighter operated within Cardassian space. The Bok'Nor freighters were built by local Cardassian corporations based off of plans purchased from third parties, thus their close kinship to the Civilian Merchantman hull. Though the exterior is very familiar, the interior is highly retrofitted to reflect Cardassian utilitarian design styles.

Brinok Torpedo Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2350

The Brinok Missile Cruiser represents a shift in thinking within the Central Command during the 2340's. Their older warships had proven their effectiveness in battle, but the Cardassian Union lacked a warship with the range advantage enjoyed by their adversaries. Each Galor Cruiser mounted a pair of photon torpedoes, but an individual Galor could not project enough ranged firepower to overwhelm their opponent's defenses. What the Cardassian military desired was a dedicated bombardment cruiser.

The Brinok throws to the wind all secondary armaments in favor of equipping itself with as many photon torpedoes as is possible on a hull of its size. The Brinok sacrifices armor for increased forward firing arcs for its photon torpedoes, giving it extra room to maneuver while still maintaining a firing solution on the enemy.

Many Brinok Missile Cruisers were constructed by the Central Command, but the lack of a secondary phaser armament proved telling and the ships found themselves easily crippled and left for dead on the battlefield. Galor Cruisers proved to be a more balanced combat option, and in most cases two Galors could be built for the cost of a single Brinok.

Nonetheless Brinok Missile Cruisers continued to be built at a slow but steady pace and were sufficiently effective to remain in useful service. During the Dominion War their fire support abilities in large fleet actions was a major advantage for the Dominion forces.

Dur'nat Heavy Cruiser **Durnat Variant (Limited Availability 33%)** **Capital Ship** **Available: 2365**

Built at the same time as the Keldon Dreadnought, the Dur'nat was meant to be a competing design to the Keldon. This proved to be an unsuccessful bid, as while the Dur'nat had six torpedo tubes it could not compete with the Keldon in survivability. With better shields and simply more mass, the Keldon could take more of a beating than the Dur'nat, which was only mildly more resilient than the Galor class. The Keldon also mounted more compressors and better sensors and -- of greatest importance -- a better reactor. The Dur'nats inability to power all of its weapons was looked on as a major handicap, as enemy ships (particularly Maquis or Bajoran craft) would find areas where the weapons were not powered and start to strafe the ship.

However the Central Command authorised a limited production run of Dur'nat class ships as fleet support vessels, firing volleys of torpedoes to knock down the shields of key enemy craft. The ship performed adequately in squadrons, and was usually seen providing heavy torpedo support to Galors.

Design by Ben Rubery.

Galor Cruiser **Base Hull (Unlimited Deployment)** **Heavy Combat Vessel** **Available: 2343**

The Galor Cruiser is the workhorse cruiser of the Cardassian Empire. Though technologically inferior to the ships of the neighboring Federation and Klingon empires, the Cardassians made up for this failing by producing Galor Cruisers in bulk. If their cruiser could not be of a higher quality, then the Cardassians were bound and determined that they would always enjoy an advantage in numbers.

Overall, the Galor is an effective cruiser hull, though smaller than its contemporaries. The major advantage of the hull is its forward mounted compressor beam, a strong energy beam weapon capable of doing extraordinary levels of damage. The compressor beam suffers from a long recharge time, however, leaving the Galor relatively defenseless in the turns between firings.

Galor Scout Cruiser **Galor Variant (Uncommon)** **Heavy Combat Vessel** **Available: 2357**

The Galor Scout Cruiser is one of the more common ELINT vessels active in the Cardassian fleet. A conversion of the ubiquitous Galor Cruiser, the Galor Scout Cruiser removes the vessel's photon torpedo bays in order to free up the extra room needed for an advanced electronics package.

The Galor Scout Cruiser is an effective ELINT vessel that functions well in fleet combat situations where its ELINT capabilities can be used to defend the fleet or support cruiser formations during their attack runs.

Goltak Logistics Cruiser

Gurnet Variant (Common)

Heavy Combat Vessel

Available: 2341

The most common alteration of the Gur'net, the Goltak Logistics Cruiser exchanges its medium phaser mounts for cargo space and greater hangar capacity. The ship is prized as a courier, as the Goltak's heavy shielding for a ship of its size allows it to weather fire that common military freighters cannot.

Gur'net Warship

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2317

The Gur'net Warship was the first Cardassian warship to employ the medium phaser prototype. A small warship, the Gur'net was literally built around the two medium phasers it carried, one mounted above and another below the primary hull engineering hull. The incredible amount of power the weapons required necessitated the shortest possible link between the weapon mounts and the ship's reactor. The spinal nature of the weapons greatly limited their firing arcs but this was of little consequence to the Cardassians.

The Gur'net served as the primary Cardassian warship for nearly two decades. Advances in compressor beam technology eventually supplanted phaser technology as a priority for the Cardassian Union. Without further research the medium phaser could not be miniaturized anymore than it had already been, so the weapon was eventually phased out of the fleet. When the first Galor Cruiser left the shipyards in orbit of Cardassia Prime the age of the Gur'net was over.

Since that time the Gur'net warships have been transitioning into new roles as second line support ships. Most of these ships have received upgrades in order to extend their useful lives. Many Gur'nets now serve in a logistics role.

Dren Tor Heavy OSAT

Base Hull (Unlimited Deployment)

OSAT

Available: 2351

This heavy orbital satellite is the standard model employed by the Cardassian military. As large as some small starships, the Cardassian Dren Tor Heavy OSAT is a fierce opponenet, especially when fielded in large numbers.

Dren Lor Heavy OSAT

Dren Tor Variant (Common)

OSAT

Available: 2351

This modification of the Dren Tor exchanges that satellite's secondary weapons for two photon torpedoes, giving the OSAT greater long-range firepower. The Dren Lor is just as common as the Dren Tor and the two classes of satellite often placed side by side, each benefiting from the strengths of the other satellite.

Hepta Escort Warship

Gurnet Variant (Uncommon)

Heavy Combat Vessel

Available: 2332

The Hepta is one of the preferred variants based on the Gur'net hull. The Hepta Escort Warship exchanges the Gur'net's spinal phaser mounts for an advanced light phaser battery. Installed in a turreted fashion, the positioning of the Hepta's light phaser emitters allow them wide arcs of fire. However the equipment is very delicate and the weapons are usually disabled by the slightest amount of damage. This problem has kept the Hepta from becoming more common in the fleet.

It is not uncommon to see Hepta Escort Warships even in the modern era, as their ample firing arcs give them the ability to defend against opportunity attacks by smaller enemy warships, such as fighters and light combat vessels.

Hideki Corvette

Base Hull (Unlimited Deployment)
Light Combat Vessel
Available: 2345

The Hideki Corvette is a light combat vessel designed for short-range patrol missions and escort duties. The Hideki is equipped with enough firepower that, in groups of two to three, they can be quite effective in screening cruiser formations against light enemy combatants, especially fighters and shuttles.

Hutet Assault Cruiser

Hutet Variant (Restricted Deployment 10%)
Capital Ship
Available: 2365

Cardassia was surging ahead with its expansionist policy in the Alpha Quadrant, but it found it difficult to secure and maintain order in a colonized system without extensive long-term military presence. They could not afford to use existing Galor Cruisers as they could not be spared in large enough numbers. So a new ship was requested, the Hutet Assault Cruiser. It took eight years to complete the design and build the first prototype.

The Hutet was designed primarily to disperse a large number a troops and equipment far away from any support facilities. It also could hold back any major attacks without sacrificing territorial domination, even if it sustained substantial damage. Advanced structural integrity fields made this possible.

The Hutets were never built in any great numbers before the Dominion War and all of those built before and during that conflict were destroyed in the fighting. The very last Hutet was destroyed after the Cardassians broke ranks from their former Dominion allies, the ship exploding as it plowed full on into the underside of one of the Jem'Hadar battleships. The battleship survived the encounter, but was crippled and picked apart by Federation frigates.

Keldon Dreadnought

Keldon Variant (Limited Availability 33%)
Capital Ship
Available: 2365

An enlarged and upgraded Galor Cruiser, the Keldon Dreadnoughts were in large part financed by the Obsidian Order, the Cardassian intelligence agency, to facilitate their needs for an elite heavy cruiser. Entered into general fleet use, the Keldon Dreadnought features enhanced defenses and almost doubled firepower making the vessel an imposing target on the battlefield.

Normally the Keldon Dreadnought is considered a Limited Availability 33% vessel within Cardassian fleets. One exception to this rule exists. The Obsidian Order are allowed to purchase and operate Keldon Dreadnoughts as if they were Unlimited Availability hulls.

Neterok Raiding Destroyer

Base Hull (Unlimited Deployment)
Medium Ship
Available: 2337

An older Cardassian ship, the Neterok Raiding Destroyer is not a mainline warship but rather a ship designed for raiding enemy supply lines and capturing cargo. The Neterok is armed well enough to overwhelm most transports and has enough cargo capacity to recover sizable amounts of spoils.

Neteroks were used heavily against Federation civilian shipping during their border wars in the 2350's. Unfortunately, their inability to defend themselves against enemy warships proved to be a major failing in the otherwise sturdy design.

Nor Space Station

Base Hull (Unlimited Deployment)
Enormous Base
Available: 2342

A typical Cardassian starbase, the Nor-type Space Stations were built to serve as multi-purpose outposts of the Cardassian Union. Nor Space Stations served as everything from forward listening posts and military garrisons to supply depots and ore extraction bases. Serving with distinction in the Cardassian forces these bases were often seen around worlds claimed by the Cardassians. The Nor Space Stations were cheap to construct and reasonably well armed, though confrontations with large numbers of ships easily overwhelm the defenses of this space station.

Norin Light Cruiser **Base Hull (Unlimited Deployment)** **Heavy Combat Vessel** **Available: 2357**

After several years of conflict with the Federation it became obvious to the Central Command that a new warship was needed to supplement the Galor Cruiser. The Galors fought well against the typically larger and heavier cruisers of the Federation Starfleet, but they were often unable to gain a numerical advantage in ships against the Federation. In some cases the smaller Federation frigates also got the better of the slow Galor Cruisers, picking them apart and picking apart weakened cruisers.

The Norin Light Cruiser is designed to be a smaller compliment to the Galor Cruiser. Both faster and more maneuverable than the Galor, the Norin can go toe-to-toe with enemy destroyers while providing fire support for larger cruisers. On its own the Norin is not the equal of enemy ships, but when grouped in pairs escorting cruiser squadrons they were found to be quite effective.

Pro'met Battlecruiser **Promet Variant (Limited Availability 33%)** **Capital Ship** **Available: 2356**

The Pro'met Battlecruiser is an expensive hull that was only put into production due to the conflict with the Federation. A major alteration to the basic Galor design, the addition of a second command hull facing aft with a pair of light compressors makes the hull more able to face Federation starships on a ship to ship basis.

After the Federation conflict ended, this ship often served as a command ship in Cardassian fleets until the production of larger ships in the 2360's and 70's. When the Keldon and other hulls appeared this ship was relegated to providing little more than extra firepower to Galor Cruiser squadrons. However, during the war with the Klingons, Bird of Prey type ships found it easy to find arcs where no heavy weapons could be brought to bear. Once the Klingons adopted tactics to exploit these blind spots, Pro'mets fell rapidly to Klingon forces.

By the time of the Dominion War the Pro'met was out of production, and there are no plans for production runs in the future.

Design by Ben Rubery.

Seltik Escort Cruiser **Base Hull (Unlimited Deployment)** **Heavy Combat Vessel** **Available: 2309**

An older Cardassian ship, the Seltik Escort Cruiser, also commonly referred to as the Seltik "Ripper" Cruiser, is a ship design built around the gravitic disruptor weaponry that was common at the dawn of the 24th Century.

Seltik Escort Cruisers are designed almost solely to strip enemy shields at range using its gravitic disruptors so that fire from its charges will be more effective against the target. Seltiks were deployed in large numbers to take advantage of this, in hopes that enough saturation of gravitic disruptor fire would overload a ship's shields leaving them vulnerable to compressor beam or phaser strikes through that shield projection.

As the gravitic disruptor began to lose popularity among the Cardassian military elite so did the Seltik Escort Cruisers. Though hardy and boasting a reasonable weapons loadout, the ship was simply deemed inappropriate for the changing Cardassian military structure.

Telok Escort Cruiser **Base Hull (Unlimited Deployment)** **Medium Ship**

Available: 2344

The Telok Escort Cruiser is a lighter, cheaper warship designed to escort Galor Cruisers into battle. Designed before the Norin Light Cruiser, the Telok fills a similar role to that the Norin would later adopt.

Armed primarily with defensive weaponry including a sizeable light phaser loadout, the Telok is suitable for providing cover fire for larger Cardassian ships. The Telok is much weaker structurally than the Galor, however, and cannot take the same amount of punishment that those larger warships can.

Thalkar Heavy Frigate

Base Hull (Unlimited Deployment)**Heavy Combat Vessel****Available: 2352**

The Cardassian Union designed the Thalkar Heavy Frigate for multiple mission types, primarily planetary defense and system patrols. The Thalkar frigate also was to be capable of performing escort duties for larger warships. To this end, the Thalkar's shields were heavily reinforced to make it capable of withstanding enemy weapons fire and its engines were optimized to make it more maneuverable than the ships it was to be escorting.

By the 2370's, the Thalkar frigates found themselves defending the second tier systems of the Cardassian Union, running routine system patrols and keeping the peace. During the Dominion War this continued for the most part, though towards the end when the war started to go badly these ships were pulled from their secondary positions and flung in the fray to help stem the tide of Allied advances into Dominion territory. Many Thalkars found themselves smashed aside by superior Allied firepower.

After the war, many Thalkar Heavy Frigates lay damage but not destroyed on the many battlefields littering Cardassian space. Some of these were total losses, nothing more than floating detritus, but others were either partially or wholly salvageable. Minor races, raiders, pirates, and other opportunists managed to salvage many such hulls. Because of this, the Thalkar frigate became an all too common sight in raider hands following the Dominion War.

Tonga Blockade Cruiser

Torka Variant (Common)**Capital Ship****Available: 2371**

With the successful Klingon blockade of Cardassia Prime, a stranglehold was put on the Cardassian war industry. All of their convoys and most of their blockade runners were being intercepted by the Klingons. In a desperate effort to break the blockade Cardassian engineers went back to a 50-year-old design that could utilize locally available raw materials. In addition it could be produced quickly and cheaply. The design yielded a slow, awkward and heavily shielded cruiser. The Tonga's weapon systems were then updated with current technology applicable to its mission of breaking through the blockade while taking down as many enemy ships as possible. This ship was found to be ideal for pinning an opponent in place while the Galors and Hidekis went for the kill.

Torka Cruiser

Base Hull (Unlimited Deployment)**Capital Ship****Available: 2322**

The Torka Cruiser is a very early Cardassian "heavy cruiser" design. The Torka sports a mix of compressor, phaser, and torpedo weaponry which, at the time, were top of the line hardware for the Cardassian Union. Pressed into service to serve the Cardassians during one of their major military expansion campaigns, the Torka Cruiser was adequate at combating most minor system's ships.

After only about twenty years the Torka was beginning to feel its age. Early confrontations with Federation cruisers proved that the Torka lacked the shield and weapons strength to be a valid combatant. Most of the Torkas were relegated to backwater system where they served in the role of system monitors, keeping watch over uninteresting systems within the Cardassian sphere of influence. As the Galor Cruiser became more and more widely used, however, the Torkas were slowly pulled out of service and mothballed at shipyards orbiting Cardassia Prime.

When the Klingons began attacking Cardassian planets before the Dominion War lit the galaxy afire, the Cardassians were forced to bring their Torka Cruisers out of mothballs. Many of these sturdy cruisers were then refitted into Tonga Blockade Cruisers.

FERENGI ALLIANCE

Background

The Ferengi Alliance, a vast mercantile empire, has for centuries enjoyed strong trade relations (usually heavily in their favor) with the developing worlds and minor powers on their borders. The Ferengi Alliance governs and regulates trade within Ferengi territories. The Ferengi do not have a military arm to their government, but the plethora of well armed trade and mercenary ships give them a great pool of resources to draw on in times of crisis or emergency.

The existence of the Ferengi was a mystery to the Federation before their unexpected encounter at Delphi Ardu in 2364. It was later learned that an unknown alien vessel that attacked the U.S.S. Stargazer some years earlier at Zeta Maxia was, indeed, a Ferengi craft.

Ferenginar, the homeworld of the Ferengi people, is a wet, dismal place but is the cultural and economic center of the Ferengi Alliance, being the location of the Sacred Marketplace and the Tower of Commerce.

The Ferengi are interesting in that they did not themselves develop warp technologies, but instead purchased them from an unknown third party. This is a habit that would continue far into the future, with the Ferengi Alliance and its individual members purchasing rather than developing much of the technologies they now call their own.

The Ferengi have not enjoyed an overly warm association with the United Federation of Planets since their first contact. The Ferengi are reviled for their sexist treatment of the female portion of their population and their extreme capitalistic beliefs. Some believe that the Federation's publicly hostile stance against the Ferengi is really a byproduct of the Federation's desire to maintain a stranglehold on trade and development of their lesser member worlds.

The Ferengi were one of the few Alpha Quadrant races not involved in the Dominion War. This spared them the devastation suffered by the participants of that conflict. During that time the Ferengi Alliance was going through major political, social, and economic upheaval brought on by reforms instituted by Grand Nagus Zek. It is unknown what ramifications the Zek's policies will have on the future of the Ferengi Alliance, nor is it entirely certain in which direction Grand Nagus Rom will lead the Ferengi in the future.

BREEN CONFEDERACY

Ghan Lak Frigate

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2355

This Breen frigate is the mainstay of the Breen Confederate warfleet. The Ghan Lak Frigates were equipped with the best in weapons and shielding technologies available to the Breen. The Ghan Lak Frigates were more than capable of taking on ships several times their size, a testament to Breen ship design strategies.

Ghor Taan Battlecruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2349

The Ghor Taan Battlecruiser is one of the heavier warships operated by the Breen Confederacy. Armed with a mix of disruptors, photon torpedoes, and plasma cannons, the Ghor Taan has a well-rounded arsenal capable of taking on almost any potential opponent.

Kohr Than Assault Fighter

Base Hull (Unlimited Deployment)

Heavy Fighter

Available: 2362

The Breen are one of the few Alpha Quadrant powers to operate fighter craft. The Breen Kohr Than Assault Fighters are highly advanced strike platforms designed for taking out enemy starships. Their two disruptor beams are highly capable of piercing enemy shields and doing moderate damage to the target's hull.

Nol Thek Battle Carrier

Base Hull (Limited Availability 33%)

Capital Ship

Available: 2363

The Nol Thek Battle Carrier was used only rarely by the Breen to transport their assault fighters into combat. The Nol Thek is capable of holding its own in a fight, but the Breen were very conservative with their carriers and traditionally kept them well behind the main battle lines. During the Dominion War, Nol Thek carriers were a primary target of the Allied forces.

Shok Taan Strike Cruiser

Ghor Taan Variant (Uncommon)

Capital Ship

Available: 2370

The Shok Taan Strike Cruiser incorporates the new energy-dampening weapon, which had recently been developed by the Breen. The Breen hoped that the inclusion of this new technology would confer upon the Ghor Taan greater offensive potential.

Whereas the Ghor Taan was designed as a multi-purpose cruiser, the Shok Taan Strike Cruiser is instead designed for the rapid disabling of enemy starships. The Shok Taan's burst beam weapons allow the ship to strip the enemy of their shields while its photon torpedoes explode upon the hull.

The cost of converting Ghor Taans to Shok Taans is high and the Breen have only been able to convert a portion of the hulls over to the new standard, limiting their availability in the fleet.

Tha Lak Attack Frigate

Ghan Lak Variant (Common)

Heavy Combat Vessel

Available: 2367

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This signature Breen cruiser is an upgrade of the older Ghan Lak class of frigate. The Tha Lak Attack Frigate is equipped with the devastating heavy burst beam, an energy-dampening weapon capable of quickly disabling even the strongest shields.

Tha Lak Attack Frigates saw action in almost every battle of the Dominion War after the formation of the Breen/Dominion alliance. These vessels are quick and deadly opponents and, although the Allies were able to develop countermeasures against Breen energy dampening weapons, the class remained an important component of the Dominion fleet.

THOLIAN ASSEMBLY

Background

The Tholians are the very definition of heavy-worlders. Their homeworld defies easy definition. A very large, moonless, mineral-rich planet with the kind of layered atmosphere usually associated with a gas giant, but very close to its primary star, which has stripped much of the upper atmosphere from the world over the millennia. The result of this rather strange combination is a silicon-based life form with a circulatory fluid that solidifies at temperatures and pressures similar to Terran norms, surviving in excess of 450 degrees Kelvin and 4 gravities of pressure.

The Tholians evolved from seasonal omnivorous analogues -- the closest terrestrial example would be a bear. They are not social creatures in the sense that humans are, but work well together when united by a common goal. Their society is based on the establishing of tasks by a central board (whose purpose is to set tasks and priority for the Assembly).

Given those features, their progress toward space is readily understood. They made many of the scientific developments that catapulted other species into space, but while strongly territorial, they aren't particularly acquisitive. The enormous surface area of their home planet, including continents the size of Earth, provided more than enough to sate any urge they had to explore. Their society is also poorly geared to a lack of communication and central authority, and their atmosphere and the sheer size of Tholia are poorly geared to satellite communication.

Subspace radio communication made the exploration of space viable. Of course, having discovered subspace, warp travel was not far behind. They hold the singular distinction of having warp travel before ever venturing offworld.

Given the living conditions they consider ideal, it's a wonder that Tholians conflict with other races at all. The fact that they do is partially tied to their position near both the Romulan Star Empire and Klingon Empire, but also due to their extremely territorial nature. Generally, they do not play well with others.

While they should be able to peacefully cohabitate with other powers given their totally different requirements for habitability, their territorial nature, mining techniques (involving pulling small, Earth-sized planets apart and mining the new asteroid belt) and 'terraforming' techniques (again, using web to tow gas giants closer to their primary star) make them bad to have as close neighbors.

Technology

Their technology is extremely resource-intensive, wastefully so by many standards. They have mastered tractor-beam technology; a legacy of their homeworld, and the necessities of such high gravities. Their ships are formed from crystals grown under conditions unexplored by many other species, with incredibly high value as armor, but those same hull materials are poorly suited to deflector shield grids, and so their shields are always poor. Another item of technology worthy of note is their approach to phaser weapons. Like so many races, they deploy phasers as their primary lighter armament, but have developed theirs along a different track, using lighter phaser weapons and a powerful focusing mechanism which appears to be tied to their tractor technology to concentrate fire, producing ad-hoc larger phaser weapons.

Tholian background information by Kevin Nault.

Ships

Akkrev Heavy Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2223-2318

The Akkrev Heavy Cruiser served as one of the Tholian's strongest cruisers for nearly one hundred years of their history. A durable starship, the Akkrev's hull resembles the merging of two of their patrol frigates. This cruiser was originally equipped with four medium phasers but upgrades to phase concentrators as soon as that weapon became available.

To move the Akkrev would appear an unassuming cruiser hull. The lack of ballistic weaponry, too, limits the range of attack available to the Akkrev. Looks can be deceiving. The ship's strong armor allows it to survive the hail of torpedo fire from its enemies, and the combined firepower of a maximum yield phase concentrator shot can devastate most Tholian opponents.

The Akkrev class was finally retired with the introduction of newer, more capable combat craft. The direct descendent of the Akkrev lineage is the Obsidian Strike Cruiser, a vessel just as fearsome as the Akkrev. Some Akkrev's were sold off to independent Tholian enclaves where they came to serve as planetary guard units or priority couriers.

Barricade Patrol Cruiser

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2236-2291

This sleek, nimble medium ship formed the backbone of the Tholian Assembly navy for much of the 23rd Century. The Barricade Patrol Cruiser's wide arcs of fire and heavy armor made it an able opponent for enemy light cruisers. The Barricade also proved to be highly effective and dealing with enemy small craft.

Perhaps the biggest draw of the Barricade is its web spinner. The web spinner allows the ship to create high-energy webbing that can trap or impede the movement of enemy ships.

Barrier Patrol Corvette

Base Hull (Unlimited Deployment)

Light Combat Vessel

Available: 2230-2325

The Barrier Patrol Corvette is a smaller relative of the Barricade Patrol Cruiser. The Barrier was originally developed as an engineering study model for the technologies that would later be included in the Barricade. As such the Barrier Patrol Corvettes were the first Tholian ships to mount the MK-2 model web spinner. The success of the Barrier during early trials encouraged further construction on the class and it quickly entered widespread use in the Tholian fleet.

Whereas the Barricade was designed to function as an all-around fighting ship, the Barrier was instead designed as a very predatory design intended for engaging enemy cruisers. Groups of two to five Barriers would descend on unwitting alien cruisers in hopes of disabling them. If forced off the ships could then begin laying a Tholian web to ensnare the ship. Although most enemy vessels would likely escape before the web could be completed, it could buy the Tholians enough time for other, larger ships to arrive on the scene.

The Barrier remained in service beyond the phasing out of the Barricade, in large part due to the former's heavier firepower. The number of Barriers in active duty slowly fell until the last ship was mothballed in 2325.

Basalt Dreadnought

Base Hull (Restricted Deployment 10%)

Capital Ship

Available: 2112-2262

The Basalt Dreadnought was one of the Tholian's first dreadnought classes. Developed during the first decades of the 22nd Century, the Basalt represents the pinnacle of Tholian construction and weaponry from the time period. Heavy armor and strong particle weapons give the Basalt a competitive edge over its opponents.

Unlike many of their neighbors the Tholians did not adopt a policy of 'gunboat diplomacy.' Because of this the Tholians preferred to keep their largest and most powerful units, which included their Basalt Dreadnoughts, far from the fringe worlds of the Assembly. It was felt that defending the core Tholian colony worlds was more important than demonstrating their formidable strength to potential enemies. The Tholians did not wish to betray too much information about their defenses, either.

The development of phaser weapons degraded the importance of the Basalt within the Tholian fleet. The decision was made to upgrade the Basalt Dreadnought to the new phaser standard, but this refit did not provide a significant improvement in its combat abilities. The medium phaser, at the time the Tholian's most powerful phaser weapon, did add much needed versatility to the hull; however, it was not capable of doling out the raw damage of the particle cannon, nor was it as accurate as that weapon.

The Granite Dreadnought eventually replaced the Basalt as the Tholian dreadnought class.

Bloodstone Assault Cruiser

Base Hull (Limited Availability 33%)

Heavy Combat Vessel

Available: 2242-2329

The Tholians have always had little use for assault ships. The fact that their preferred environment is diametrically opposed to that of most sentient life they have rarely had to fight over the planets they consider prime real estate. Yet there have been some instances where the Tholians have perceived the need for planetary assaults by their own troops. In such cases the Assembly is usually searching for valuable technical or intelligence data that would be otherwise unattainable.

The Bloodstone Assault Cruiser was the preferred assault craft during the 23rd Century. A complex combination of two Barricade hulls, the Bloodstone can bring a considerable amount of firepower to bare in any arc. The ship is not capable of atmospheric insertion so instead relies on its combat transporters to beam marines to the planetary surface.

Feldspar War Cruiser Base Hull (Limited Availability 33%) Heavy Combat Vessel Available: 2245

The Feldspar War Cruiser was the premier Tholian cruiser of its day. Heavily armed, shielded, and armored, the Feldspar could best almost any other enemy starship in a fair fight. The operational range of the Feldspar was also excellent, allowing it to travel further from Tholian space on reconnaissance sorties.

The Tholians commonly used the Feldspar as a power projection warship, sending them into enemy space to attack targets in a pro-active form of defense. Such pinpoint assaults by Feldspar War Cruisers were often successful in deterring future attacks from the Tholian's weaker neighbors. In particular, early Cardassian raids against Tholian territories were quickly stopped by just such attacks on their still young space infrastructure.

The Feldspar War Cruiser design was a good one and continues to serve into the modern era. The ships are no longer the pinnacle of Tholian technology but instead serve as light cruisers to supplement the firepower of larger, more modern warships.

Granite Dreadnought Base Hull (Restricted Deployment 10%) Capital Ship Available: 2259-2337

The Granite Dreadnought was a major improvement over the existing Basalt Dreadnought. The Granite Dreadnought made use of the advanced phase concentrators, weapons that could have their fire combined into a single cohesive shot capable of downing enemy shields and burrowing deeply into the enemy's hull. Strong shields and good armor round out the Granite design, reinforcing its potency in combat.

During its time in service there were few alien ships that could best the Granite Dreadnought in battle. The ship remained highly susceptible to ranged ballistic attacks during its attack run, a problem common within the Tholian fleet, but the dreadnought's large number of point defense phasers help to mitigate this flaw.

Matrix Destroyer Base Hull (Unlimited Deployment) Medium Ship Available: 2224-2280

In a fleet dominated by small patrol frigates and cruisers, the Matrix Destroyer is something of an oddity. One of the first destroyers to mount the new phaser weapons, the Matrix was intended as a companion of the larger Basalt Dreadnought. The Matrix Destroyer was the first Tholian warship to mount the light photon torpedo, a device reverse engineered from captured Klingon samples a decade earlier. The mix of fast firing phaser weapons and ranged ballistic capabilities made the Matrix a perfect companion for larger heavy combat vessels and capital ships.

The ultimate downfall of the Matrix Destroyer is linked to its phaser systems. The ship was designed specifically to be equipped with intermediate phasers, a weapon that would eventually prove wanting. Tholian engineers had not included suitable upgradability into the Matrix to allow for an upgrade to full-fledged medium phasers. Without such an upgrade the Matrix simply did not have the firepower to remain competitive.

Refraction Scout Barricade Variant (Uncommon) Medium Ship

Available: 2236-2290

This Tholian scout craft was a common sight along the Tholian borders. As likely to be seen skulking amidst asteroid belts as traversing the empty distance between stars, Refraction Scouts kept a vigilant watch over the comings and goings on the Tholian borders. Refraction Scouts are exceptional electronic intelligence platforms and perform at a higher level than most of the Federation, Klingon, or Romulan equivalents of the period. They are also perfectly capable of handling themselves in a fight, something the Tholians had in mind when designing the class.

Sliver Fast Frigate

Base Hull (Unlimited Deployment)

Light Combat Vessel

Available: 2085-2226

The Sliver Fast Frigate was one of the more effective early frigates fielded by the Tholian Assembly. This small light combat vessel enjoyed the best in defense technologies. Good shields and armor ensured that the Sliver could take a considerable amount of damage before being taken down.

The biggest advantage held by the Sliver class was its centrally mounted particle cannon. Normally only mounted on larger cruiser hulls, this cannon provided the Sliver an unprecedented advantage in arms. It took only a few Sliver frigates to exert the same kind of firepower found only on the battleships and dreadnoughts fielded by other powers. Lightning strikes against larger capital ships proved extremely effective.

Bases & Defenses

Obelisk Border Station

Base Hull (Unlimited Deployment)

Capital Base

Available: 2223

The Obelisk Border Stations have long served as the Tholian's first line of defense against outsiders. The Tholians began building the first Obelisk Border Stations in the 2220s to replace the aging Spire Bases erected a century before. These bases served as nodes of a complex early warning detection grid that helped to secure the Assembly's borders. Often enclosed within an interwoven mesh of Tholian webbing, the Obelisk Border Stations were more often than not concealed from view, their secrecy part of their strength.

Obelisk Border Stations were upgraded to phase concentrators beginning in 2265. This retrofit was part of a comprehensive upgrade to the stations, including the virtual reconstruction of their central habit cylinder. The upgraded Obelisks continue to serve, although they have been functionally replaced by other, larger starbases. Many older Obelisks serve as civilian trading posts. One such Obelisk is operated on the trade route that links Tholian territories to Cardassian, Bajoran, and numerous other independent merchant interests in the surrounding territories.

Fighters & Shuttles

OTHER RACES OF THE ALPHA AND BETA QUADRANTS

ANDORIANS

Shonn Warship

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2136

The Shonn Warship was the heaviest mainline cruiser operated by the Andorians during the 2150's. This heavily armed cruiser is more than capable of taking out comparable Vulcan ships. The ship's one disadvantage is the intense power drain its particle cannons put on the reactor.

Tamar Frigate

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2108

The Tamar Frigate is one of the more common ships within the Andorian empire. The Tamar Frigate is both fast and well armed, boasting a pair of plasma cannons for close in defense and a single particle cannon for mid-range attacks.

Tathon Early Frigate

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2064

The Tathon Early Frigate is an older Andorian design that used polarized hull plating before the more advanced deflector shielding technologies became available. Against modern opponents, the Tathon is ill suited for combat.

BAJORAN MILITIA

Background

Bajoran civilization has existed for over a half-million years, though being a more contemplative and spiritual people they have seen little need in reaching to the stars over the course of their history. It is known, however, that the Bajoran people held limited interstellar abilities via primitive solar sail space craft.

Bajoran culture declined greatly during the Cardassian Occupation, a from 2328 to 2369 in which the Cardassian Union dominated the Bajoran people. The Cardassians made heavy use of forced labor camps and attempted to strip the Bajorans of their cultural identity. Cardassian strip mining of Bajor led to planet wide ecological devastation. It was the Cardassian Occupation of Bajor that forced the Bajoran people to throw off their strict caste based culture and actively fight against their oppressors.

The Bajoran people successfully repelled the Cardassians from their world in 2369 and a provisional government was established. The United Federation of Planets was called upon to provide assistance during this time of chaos and turbulence, the Federation assuming control of the abandoned Cardassian mining station Terok Nor (which the Federation renamed Deep Space Nine).

The discovery of the Bajoran wormhole (which the Bajorans called the "Celestial Temple") made Bajor of scientific importance, and later of military importance when the Dominion began their invasion of the Alpha Quadrant.

Assault Craft

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2365

This inter-planetary craft is designed for carrying marine assault groups to their target. During the Cardassian occupation of Bajor, Bajoran freedom fighters used assault craft to attack Cardassian convoys in order to disrupt supply lines. Often times these ships would return with stolen cargo to hidden caches on Bajor's moons. From these bases the Bajorans continued their guerilla war against their oppressors.

After the Cardassians pulled out of Bajoran space, the Bajorans found their fleet of assault crafts to be lacking. Without warp capabilities these assault craft were limited to near planet defense.

Impulse Fighter

Base Hull (Unlimited Deployment)

Medium Fighter

Available: 2358

Impulse fighters are cheap, non-warp attack craft the Bajorans used in their fight for freedom against the Cardassian Union. These small impulse fighters were one of the few units that the Bajorans could manufacture during the Occupation and were more easily concealed than larger ships, such as Bajoran assault craft.

Independence Auxiliary Cruiser

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2369

When the Bajorans were first liberated from Cardassian control, the Bajoran provisional government set about constructing a fleet to defend Bajor should the Cardassians return. They found themselves short of both the yards necessary to build warships and the technology to design a true Bajoran warship hull. However, the Cardassians had left facilities to build Kelrun class freighters and the Bajorans quickly adapted the design (with some Federation assistance) as an auxiliary warship.

Able to support a flight of impulse fighters and mounting a medium phaser on its bow, the Independence class auxiliary cruiser became a common sight in Bajoran space, either patrolling the system or escorting convoys of Trolac and Kelrun class freighters. As the ships look identical to long range scans, Independence cruisers often gave raiders an unfortunate surprise when they attempted to raid Bajoran shipping.

Vedek Command Carrier

Tulaka Variant (Unique)

Heavy Combat Vessel

Available: 2374

Prior to the Dominion War, a Karemman trade delegation visited Bajor in 2370 to establish trade relations between themselves and the Bajorans. The Karemman, a Dominion member state, wished to open up trade with what they viewed as lucrative, untapped markets. The trade talks would ultimately be for naught when Dominion forces began their military campaign against the Alpha Quadrant. However, during the short period of relations between their two peoples, the Bajorans managed to secure the purchase of a single Karemman Tulaka Heavy Freighter. The ship was expensive for the Bajorans to purchase, but they viewed it as a necessity for the continued protection of Bajor.

Rechristened the Vedek, this new ship was outfitted with the best technologies that the Bajorans had to offer. The cargo bays were ripped out of the hull, replaced instead with spacious hangars allowing the Vedek to operate as a heavy carrier unit. The empty weapon mounts were replaced with no less than six light phasers making the Vedek one of the heaviest warships in their fleet.

The Vedek Command Carrier first saw action during the standoff with Romulan forces in 2375. Though the Romulans ultimately stood down, it was found that the fast action of the Vedek's crew coupled with its fighter wing and improved command and control center let the Vedek coordinate the fleet more efficiently than could otherwise have been accomplished.

HYDRAN KINGDOMS

Background

The Hydran fleet is deploying its first warships around 2190. These are armed with Nova cannon and light and defence phasers. After losing a war with the Klingons they have their homeworld occupied. A few Hydran colonies escaped occupation, as the Klingons do not know their locations and their probes in their direction are unsuccessful. These colonies are commercial ventures controlled by the trade guilds, and this creates a power struggle between the now far more powerful guilds and the Hydran royal family that carries on for generations. They Hydrans begin a weapons development program, eventually developing the Stinger fighter, the fusion cannon and gatling phaser. These weapons are designed to defeat the Klingon forces occupying Hydran space. The Hydrans are located on the other side of the Empire from the Federation, who only learn of their existence decades later. When the Klingons pull a number of ships out of Hydran space (which had been pacified for decades by this point) in order to square up to the federation in the TOS era, the Hydrans attack and recapture their homeworld and most of their space. A low level conflict with the Klingons continues for years as the Klingons cannot divert the units from the federation border to crush them and the Hydrans have not the strength to invade Klingon space. At the Khitomer conference the Hydrans and Klingons signed a treaty and the border became mostly peaceful. The Hydran navy still had regular skirmishes with Orion and Nausicaan pirates, and occasionally rogue Klingon house forces. However after a long period of peace the Klingons lapsed and took up their old ways due to subversion by the Founders. They warred with the Federation, and several of the Klingon houses on the border with the Hydran Kingdom began offensive operations into Hydran space, at one point launching an unsuccessful invasion of the Hydran home system. When the Klingons and Federation called a ceasefire due to the Dominion threat, another treaty was signed with the Hydrans who, having lost faith in the Klingons keeping their word, also signed a treaty with the Dominion to stay out of the conflict.

Dragoon Torpedo Cruiser

Knight Destroyer

Lancer Destroyer

Paladin Dreadnought

Ranger Patrol Cruiser

First generation Hydran ships (Enterprise era):-

2190-2240 - Cruiser and frigate hulls, freighter, system monitor.

Second generation (TOS era):

2240-2275 - fusion beams, gatling phaser, stinger 1 fighters - Ranger cruiser, Lancer destroyer, hunter frigate, gendarme police ship, OSAT, battlestation.

Third generation (movie era):

2275-2310 - hellbore torpedo, stinger 2 and stinger F fighters - Dragoon cruiser, Paladin dreadnought, Knight Destroyer, Uhlan carrier, Escort frigate.

Fourth generation (TNG era):

2310-2370 - Stinger X and H fighters, heavy fusion beam, medium phaser, Enveloping hellbore - Mongol Cruiser, Bishop carrier, starbase, military

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freighter, advanced frigate, advanced destroyer.

Weapons

These are the proposed Hydran weapons and the eras in which they become available. Note that fighter weapons have the following limits - no more than one light gatling on a fighter, no more than two light hellbore torps carried on a fighter, only fighter with two fusion beams is the Stinger X.

Nova Cannon (Enterprise era)

Class: Particle
Mode: Raking (6)
Damage: 2d10+8
Fire Control: +2/+1/--
Range penalty: -1 per hex
Rate of fire: 1 per 2 turns

Gatling Phaser (TOS era)

Class: Molecular
Mode: Standard
Damage: 1d10
Range penalty: -2 per hex
Fire control: +2/+2/+2
Intercept rating: -3
Rate of fire: 3 per turn

Fusion Beam (TOS era)

Class: Molecular
Mode: R, S
Damage: 3d10+4
Range Penalty: -1 per hex
Fire Control: +4/+2/-4
Intercept Rating: n/a
Rate of fire: 1 per turn

Hellbore Torpedo (movie era)

Class: Ballistic
Mode: Flash
Damage: 4d10+4
Range penalty: n/a
Max range: 30 hexes
Fire control: +3/+2/--
Intercept Rating: n/a
Rate of fire: 1 per 2 turns

Heavy Fusion Beam (TNG era)

Class: Molecular
Mode: R, S
Damage: 4d10+6
Range Penalty: -1 per 2
Fire Control: +4/+3/-6
Intercept rating: n/a
Rate of Fire: 1 per 2

Enveloping hellbore (TNG era)

Class: ballistic
Mode: Enveloping
Damage: 6d10+18

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Range Penalty: n/a
Max range: 45 hexes
Fire control: +3/+1/--
Intercept rating: n/a
Rate of fire: 1 per 3 turns

Fighter weapons

Light fusion beam (TOS era)
class: molecular
damage: 1d6+8
Range penalty: -2 per hex
fire control: +0/+0/-2
Intercept rating: n/a
Rate of fire: 1 per 2 turns

Light gatling phaser (movie era)
class: molecular
Damage: 3x 1d6
Range penalty: -2 per hex
fire control: n/a
intercept rating: -3
Rate of fire: 1 per turn

Light hellbore torpedo (TNG era)
Cost: 14 points
Class: ballistic
Mode: Flash
Damage: 2d10+2
Max range: 8 hexes
Fire control: +0/+0/--
Intercept rating: n/a

KRIOSIAN EMPIRE

Background

The Kriosians were a major provincial power during the 22nd Century, controlling a substantial empire. The empire reached its height in the 2140's, wielding a great amount of power and influence in the region before falling into inevitable decline. Reclusive, the Kriosians had little contact with the races beyond their borders. What contact they did was linked to their civilian ship construction industry. Kriosian shipwrights were well known for their willingness to sell hulls to aliens—for the right price, that is.

The Kriosian Empire was weakened by a series of civil conflicts between the homeworld, Krios, and the Kriosian's largest extra-solar colony, Valt Minor. The two neighboring systems, named for mythical brothers who feuded over the love of a woman, lived up to their mythical namesakes and substantially weakened the empire to the point that they were no longer able to protect their territories from invaders.

The Klingons took advantage of the Kriosians weakened state and invaded them. The Klingon/Kriosian War (known to the Klingons simply as the Kriosian Conquest) began in 2213 and lasted only two years before the Kriosian Empire's last lines of defense were breached. With the fall of the empire the Kriosians were quickly saddled beneath the yoke of Klingon oppression. The people of Krios and her colonies were offered a restricted level of autonomy, but they made no mistake that the Klingons were their new masters.

The Kriosians remained a forced protectorate of the Klingon Empire for a century and a half after the fall of Krios. An unsuccessful revolt on Krios in 2367 triggered rumors of Federation assistance. The threat of Federation interference in internal Klingon affairs prompted the Klingons to begin negotiating with the insurgent Kriosians. The Klingons ultimately decided that the Kriosians were too insignificant to warrant further occupation and the Kriosian people were granted full autonomy from the Empire. The Klingon Empire did, however, maintain the lion's share of the rights to the surrounding territories as well as the right to operate military forces in the freed Kriosian systems.

In the following year, the Kriosians ended their famous feud with Valt Minor and began the process or rebuilding. The Dominion War had little impact on the Kriosians. As an autonomous subset of the Klingon Empire they felt threatened by the Dominion advanced into Klingon space, but the Jem'Hadar attacks never came close to reaching Krios. However, the Klingon military presence in the Kriosian territories was highly elevated during the period.

SON'A EMPIRE

Attack Frigate

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2353

The Son'a Attack Frigate is a small Son'a combatant typically found patrolling the regions near the Son'a's conquered territories. Small and fast, the Attack Frigate is well armed for a ship of its size. The inclusion of a single isolytic torpedo makes the design especially deadly, and is a source of dismay for those subspace environmentalists that reject the use of such subspace weaponry.

Battleship

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2364

The Son'a Battleship is a formidable warship. Son'a Battleships are large and well equipped with a mix of light and medium phasers. The battleship is also equipped with isolytic torpedo weapons. These subspace torpedo weapons are very dangerous and banned by most sentients.

Collector Ship

Sona Collector Ship Variant (Restricted Deployment 10%)

Capital Ship

Available: 2370

The Son'a Collector Ship was originally developed to harvest the metaphasic particles found in the atmosphere of the Bak'u planet.

When this mission failed, Collector Ships quickly found themselves being used as mobile triage or medical facilities. Others were turned into mobile ketracel white production centers, providing Dominion fleets with a constant supply of the white.

Command Ship

Destroyer Variant (Rare)

Heavy Combat Vessel

Available: 2356

The Son'a Command Ship is a heavy command version of the standard destroyer. Adding more weapons as well as general systems upgrades, the Command Ship is often used by Son'a leaders to travel between worlds or lead attacks against enemy targets.

Destroyer

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2340

The Son'a Destroyer is the most common Son'a warship. The destroyer is a mid-sized craft equipped with a balanced array of weapons allowing it to take on any possible alien threat.

Heavy Survey Scout

Collector Ship Variant (Common)

Capital Ship

Available: 2375

The Heavy Survey Scout is used for long-range probing missions into surrounding space.

Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2348

The Son'a use this aggressive style of shuttlecraft for their shuttle operations. The Son'a Shuttle is fast and well armed.

TALARIAN EMPIRE

Light Scout Craft

Observation Craft Variant (Uncommon)

Medium Ship

Available: 2327

The Talarian light scout is a heavily modified observation craft designed for longer duration voyages. Its improved sensor suite allows the light scout craft to act as an intelligence gathering platform, albeit a very poor one.

Observation Craft

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2321

A small vessel primarily used for training missions. The Talarian observation craft is weakly armed and shielded and is unable to hold its own in combat against any real opponent.

Warship

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2334

The Talarian warship is a weak vessel compared to Federation standards in the 24th Century. Armed only with x-ray lasers, neutral particle beams, and mercurite missiles, ships of this class are not a threat to the vessels of the major races.

Not considered a threat by their neighbors and not being in an area of any real interest, the Talarian warships see very little conflict. Their warship crews, however, are highly trained and are as capable as the finest crews of any Federation or Klingon vessel.

CHILDREN OF TAMA (TAMARIANS)

Chala Heavy Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2352

The Chala Heavy Cruiser is one of the most powerful warships fielded by the Children of Tama. The same size as a Federation Galaxy-class vessel, the Chala is in many ways just as advanced.

Although the Chala Heavy Cruisers are lacking in truly heavy weaponry, their strong complement of secondary weapons makes the ship a worthy opponent.

Rogall Armed Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2323

A larger shuttle, the Rogall is the primary shuttle of the Tamarians. The Rogall is armed with an ultralight flux phaser which allows it to defend itself against other armed shuttles but is of little effect when used against starships.

Shak No-Rel Interdiction Frigate

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2358

Designed initially as a fleet support unit, the Shak No-Rel Interdiction Frigate was built to escort larger cruisers into battle and use its arsenal of disruption nets to prevent enemy troops from boarding their charge.

After years of service, however, the Shak No-Rel frigate found itself being used more and more for policing duties on the fringes of Tamarian space. Most alien pirates found themselves caught off guard when Shak No-Rel frigates began jamming their sensors and pummeling their shields relentlessly.

VULCAN HIGH COMMAND

D'kyr Heavy Combat Cruiser

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2148

One of the Vulcan's newer combat cruisers during the 2150's, the D'kyr Heavy Combat Cruiser stands as one of the strongest vessels fielded at that time.

D'kyr Heavy Combat Cruisers are armed with the best weapons available to the Vulcans at the time, including an array of early photon torpedoes and two heavy phase cannons.

D'Vahl Long Range Explorer

Base Hull (Unlimited Deployment)

Light Combat Vessel

Available: 1884

This small class of Vulcan explorer ships were used heavily during the period between 1890-1950. The D'Vahl is equipped specifically for long-term exploratory missions into uncharted regions of space.

Sh'ran Combat Cruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2145

The Sh'ran Combat Cruiser is one of the more common early combat cruisers operated by the Vulcan High Command. Heavily armed for a ship of its size, the Sh'ran can defend itself against most foes.

It is important to note that, during the Sh'ran's development, the Vulcans were only starting to wholly adopt phase cannons. Also, the early photon torpedo was a newly developed weapon at the time.

Surak Light Cruiser

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2122

An older Vulcan ship, the Surak Light Cruisers are a common light warship in the Vulcan fleet. Suraks are only lightly armed for their own defense. They do, however, have enough firepower to deter raiders or other minor powers from attacking such a Vulcan ship while on patrol.

Ti'mur Science Vessel

Surak Variant (Uncommon)

Medium Ship

Available: 2130

The Ti'Mur-class of science vessels are widely used adaptations of the base Surak hull. Equipped with enhanced sensors and science labs in the space previously occupied by the ship's weapon's magazines, the Ti'Mur is well suited for long duration exploration missions.

Vahklas Frigate

Base Hull (Unlimited Deployment)

Light Combat Vessel

Available: 2084

An older Vulcan ship, the Vahklas Frigates were no longer in use during the 2150's and the Vulcans considered them a very old design.

These frigates were built in large number at the beginning of the 21st Century to help defend the Vulcan borders. Armed with particle cannons and particle beams, Vahklas Frigates are no match for modern warships.

YRIDIAN EMPIRE

Taska Destroyer

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2238

The Taska Destroyer is the most common Yridian ship seen along the Yridian/Federation border. Well armed for ships of their size, Taska Destroyers are charged with policing the edges of Yridian space.

Yoluscha Freighter

Yridian Taska Destroyer Variant (Common)

Medium Ship

Available: 2255

This freighter variant of the Taska Destroyer has been spotted operating in several foreign port locations. Although some of these ships have been recorded as being of civilian registry most are military freighters operated by the Yridian government.

OTHER RACES OF THE GAMMA QUADRANT

OTHER RACES OF THE DELTA QUADRANT

THE ANCIENTS

THE BORG

Shield Inversion Beam

The shield inversion beam exploits weaknesses in conventional shield technologies, allowing Borg transporters to bypass defensive shielding in order to reach their target. Upon a successful hit against a shielded enemy ship, the shield inversion beam creates a subspace 'ripple' in the shield large enough for a transporter signal to breach. This opens a split-second window of opportunity that the firing ship can then use to beam a drone over to the target in order to begin the assimilation process.

The shield inversion beam fires with other movement-related weapons. If it successfully hits its target one of the Borg ship's marine contingents will be automatically beamed over to the target ship and will immediately make a Delivering the Marines roll to determine if the drones' status. The marine contingents transferred to the enemy vessel are not free and must be purchased and available on the firing ship, else the weapon has no effect.

Transwarp Drive

The Borg are one of the few races in the galaxy to truly master transwarp technologies. This long sought after development gives a ship access to transwarp conduits that allow for the crossing of vast distances in an extremely short period of time. Few Borg ships use Transwarp Drives of their own, preferring instead to rely on a series of fixed transwarp hubs that provide the means to enter or exit transwarp.

Ship mounted Transwarp Drives function like normal Jump Engines with the caveat that the transwarp conduit opened by the drive remains active for the rest of the scenario and will in fact persist for anywhere from a few hours or even a week or more before finally dissipating. This means that other craft can follow a Borg ship through the transwarp conduit formed by its Transwarp Drive, though no combat is possible while in the conduit.

The Transwarp Drives found on fixed transwarp hub installations function in a similar but more controlled manner and the conduits they create do not persist but collapse the turn after becoming active. Such fixed installations do however have very fast recharge on their Transwarp Drives, allowing for successive uses of the portal to reach the predetermined location.

The transwarp delay for a Transwarp Drive is the same value as that listed for the ship's warp delay, though each should be tracked separately and a ship cannot use its fulfilled warp delay to activate a Transwarp Drive that has not met its own transwarp delay.

Aggressor

Base Hull (Restricted Deployment 10%)

Capital Ship

Available: 2369

The Aggressor is one of the few new designs to come out of the Borg Collective in recent millennia. Originally reconstructed by rogue Borg under the influence of individualistic perversion and later conscripted by the android Lore, the Aggressor is the first major Borg ship class to make use of its own transwarp drive system, allowing it to travel quickly across space.

The schematics for the Aggressor were eventually assimilated back into the Collective and put to use in limited numbers in the Delta Quadrant. The Aggressor primarily serves as a long-range reconnaissance craft capable of locating and prioritizing species for assimilation by the Collective. In this role the transwarp drive is a major boon, extending the ship's range and speed of operations beyond that of a typical Borg scout craft.

During the Species 8472 incursion many Aggressors were used as minelayers to lay multikinetic mines in an attempt to stall 8472's advances into our galaxy.

Despite the recent in-service date of the Aggressor it is still considered an Ancient vessel for all rules describing or pertaining to Ancient craft.

Assimilator

Base Hull (Unlimited Deployment)

Capital Ship

Available: Ancient

The Borg Assimilator functions as a dedicated assault ship within the Borg Collective's hierarchy of starships. A bizarre design, the Assimilator is built to endure concentrated weapons fire from potential opponents

as it makes its way towards the target. Assimilators are commonly used to assist in the mass assimilation of planetary populations, but most starship captains would encounter them instead in their direct assault role when the Assimilator attempts to capture their ship. The Assimilator's six energy draining tractor beams allow it unparalleled utility in wearing down enemy ships and successfully achieving tractor beam lock on the target. Once a tractor beam has been established, the Assimilator begins the process of beaming over wave after wave of drones to assimilate the ship's crew and proceed with the complete assimilation of the starship.

Despite their ruggedness the Assimilator does have its own set of disadvantages. The ship must shut down much of its offensive weaponry in order to fully power their energy draining tractor beams, leaving it vulnerable to attack during its tractor beam attacks. The ship can also be crippled much easier than your typical cube.

Cube

Base Hull (Unlimited Deployment)

Enormous Unit

Available: Ancient

The primary vessel operated by the Borg Collective is the Cube. This colossal starship is entirely self-sufficient, allowing Cubes to travel great distances from Borg space.

During encounters with the Borg in the 2360's and 2370's, the Federation found that Borg Cube to be a nearly indestructible enemy. The first Borg incursion into Federation territories left a fleet of 39 starships derelict or destroyed. Even after being given time to develop new anti-Borg technologies Starfleet was still ill prepared for the second Borg incursion in their territories some years later.

A single Borg cube is capable of launching the invasion and assimilation of an entirely planetary culture. Such ships are enormous in size and carry thousands of Borg drones that can act as warriors and builders for the Collective in their search for technological excellence.

It is a frightening proposition for any race to take on a Borg Cube. In any case, entire fleets must be sacrificed in the destruction of a single one of these ships.

Priority Transport

Base Hull (Unlimited Deployment)

Capital Ship

Available: Ancient

This priority transport is used to move personnel and cargo between Borg installations. Armed solely for its own defense, the Priority Transport relies on speed to ensure a safe arrival at its destination.

It is important to point out that even this relatively weak Borg vessel is more than capable of taking on the warships of less sophisticated races and coming out the winner.

Probe

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: Ancient

The Borg Probe is a long-range exploration unit used by the Borg to patrol the less developed regions of their territories. Armed only for their own defense, Borg Probes are not capable of combating enemy warships of a similar size. The Probe can however function as a valuable fleet support element, providing invaluable ELINT coverage to other Borg ships.

Queen's Diamond

Borg Priority Transport Variant (Rare)

Capital Ship

Available: Ancient

The Queen's Diamond is an advanced Borg ship used to test advanced technologies. Several variations of the Queen's Diamond have existed in the past, the version found on this ship control sheet being the most recent.

The Queen's Diamond can often be found leading Borg fleets into battle. The Diamond's high concentration of firepower allows it to be a formidable opponent on its own, but that is not its true strength. The

Queen's Diamond most often acts as a loss leader for the rest of the fleet, absorbing enemy firepower that would have otherwise been directed at the larger Cubes and Spheres.

The presence of the Queen's Diamond does have a morale effect on the other Borg ships engaged in a scenario. So long as the Diamond remains undestroyed, all Borg units will receive a +1 initiative bonus.

Scout Cube

Base Hull (Unlimited Deployment)

Light Combat Vessel

Available: Ancient

This small Borg cube design is used for extremely long-range exploratory missions into unknown or otherwise uncharted space. Each Borg Scout Cube is manned by only a handful of drones and such vessels are seen as highly expendable reconnaissance units by the Borg hive mind.

Although the Scout Cube is classified as a light combat vessel, it is still allowed to up to its total EW total for ELINT functions. This directly overrides the 2 EW limit normally placed on light combat vessel EW use.

Tactical Cube

Base Hull (Unlimited Deployment)

Capital Ship

Available: Ancient

The Tactical Cube is designed specifically for combat situations. The Tactical Cube is smaller than a full blown Cube and covered in heavy armor plating in order to make it more resistant to enemy weapons fire. Unfortunately for the Tactical Cube this improvement in defensive capabilities comes at the price of overall firepower.

While smaller and not as potent as a Cube, the Tactical Cube remains a very durable opponent and can easily counter any of the ships used by inferior races.

Transwarp Hub

Borg Transwarp Hub Variant (Special Deployment)

Enormous Base

Available: Ancient

Transwarp Hubs are enormous constructs used to connect the many areas of the Borg's territories, allowing for swift transit between locations. The Borg used their network of Transwarp Hubs to link their territories and allow for large, systematic campaigns of assimilation against target species.

The *U.S.S. Voyager* destroyed the Borg's transwarp network prior to their return to Earth. It is unknown whether or not the Borg have been able to make any kind of significant repairs to the sundered travel network.

Unicomplex

Base Hull (Unlimited Deployment)

Enormous Base

Available: Ancient

The Unicomplex is the center of all Borg activity. Larger than any Cube, the Unicomplex is a nearly unassailable target. The sheer size of a Borg Unicomplex makes destruction of the base an untenable option for any power not as technologically advanced as the Borg, and most lesser race fleets would be torn apart by the facility's defenses before scoring a killing blow.

The Borg operate few Unicomplexes in their space, and those that do exist operate as vital communications and data storage nodes for the Collective. The loss of even a single Unicomplex can have dire repercussions on the functionality of the Collective.

Antares Bulk Freighter
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2249

One of the oldest freighter classes in existence, the Antares class of bulk freighters have been in services for over a century. Originally used by the Federation as their military freighter of choice, the Antares was slowly phased out of service as newer, more resilient freighter models were developed.

Rather than scrapping their mothballed fleet of freighters, Starfleet instead sold them off to third parties. This included not only civilian interests within the Federation, but also several neighboring, pro-Federation governments.

Although no Antares Bulk Freighters remain in Federation service, they are a common craft seen throughout the bustling galactic starways. In most cases such freighters are owned and captained by alien crews. Most of these ships have seen their better days, and many operators have taken to making piece-meal repairs of their Antares freighters in order to keep them operational.

Bok'Nor Freighter
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2316

The Bok'Nor Civilian Freighter is a relatively common Cardassian freighter which is almost a total copy of the Civilian Merchantman Hull.

The Bok'Nor freighters were built by local Cardassian corporations based off of plans purchased from third parties. Though the exterior is very familiar, the interior is highly retrofitted to reflect Cardassian utilitarian style.

Kelrun Priority Transport
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2344

Produced by the same manufacturer as the Trolac, the Kelrun is a heavy modification of that design. The Kelrun Priority Transport

exchanges cargo capacity and weapons systems for both larger, more advanced commercial warp engines and stronger, more reliable shielding. These upgrades come at an extreme cost to ship system efficiency, however, and the Kelrun most notably suffers from power deficiencies caused by an overstrained reactor.

Kelruns are commonly found in both Cardassian and Bajoran service.

Merchantman Civilian Freighter
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2270

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The Merchantman is the ubiquitous civilian cargo and transport ship in use by all of the major and minor powers. So many Merchantman-type ships exist in the galaxy that it is bizarre not to see at least one near a port of call at any given point in time. Lightly armed for their own defense, the Merchantman was never designed to go up against military ships; however, the ship can hold out long enough in a battle in case help should arrive.

Trolac Bulk Freighter
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2329

A common Cardassian freighter design, Trolacs are commonly found in the service of both Cardassian and Bajoran merchants. These freighters rely on their large cargo bays to move bulk freight such as processed industrial goods and ore. These ships are slow and inadequately shielded; however, they possess a strong enough array of defensive arms to fend off attackers.

Heavy Attack Frigate
Base Hull (Unlimited Deployment)
Medium Ship
Available:

This larger version of the standard Dominion attack ship is capable of doing significant damage to enemy starships. With twice the firepower of an attack ship, the Heavy Attack Frigate is a match for most small cruisers and frigates operated by the Alpha Quadrant powers.

Note that the Heavy Attack Frigate is not a variant of the Attack Ship, but both are closely related so are listed together with the Attack Ship and its ilk.

Jem'Hadar Attack Escort
Domattackship Variant (Common)
Light Combat Vessel
Available:

A common variant of the attack ship, called an Attack Escort, replaces its single polaron beam with two light polaron beams. This allows the ship to fire every turn while doing less overall damage than it could have with the one, full fledged polaron beam. Vessels of this type were usually used to combat the smaller craft of the Alpha Quadrant powers.

Jem'Hadar Attack Ship
Base Hull (Unlimited Deployment)
Light Combat Vessel
Available:

The Jem'Hadar Attack Ship is the most common (and to some, the most deadly) warship in the Dominion arsenal. Operated in mass numbers, these attack ships swarm their targets, easily punching through shielding and flaying enemy hulls. Mounting a single polaron beam, the attack ship is vulnerable during the weapon's recharge, but the amount of damage that the ship can both deal and receive make it a strong opponent.

During times of desperation it is common to see Jem'Hadar attack ships perform suicide ramming maneuvers against their enemies. They are very effective when used in this manner, especially if shield strength remains.

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Jem'Hadar Battlecruiser
Base Hull (Unlimited Deployment)
Capital Ship
Available:

The most common capital ship in the Dominion fleet, the Jem'Hadar Battlecruiser is pound for pound more powerful than any warship operated by the Alpha and Beta Quadrant powers. The battlecruiser is armed with two heavy polaron beams and a sizeable number of secondary guns, more than enough firepower to allow it to destroy enemy warships -- frigate and heavy cruiser alike -- with relative ease.

It is lucky for the Alpha Quadrant powers that the Dominion focused more on their light attack craft than warships of this magnitude, as a fleet of Jem'Hadar Battlecruisers could easily take on any Federation, Klingon, or Romulan force of equal numbers.

Jem'Hadar Battleship
Dombattleship Variant (Restricted Deployment 10%)
Enormous Unit
Available:

An enormous weapon of war, the Jem'Hadar Battleship is the ultimate in Dominion firepower. Dwarfing all other ships on the battle field, this battleship is capable of taking on multiple cruisers simultaneously and ripping them to shreds. It is very difficult to take down a Jem'Hadar Battleship, and the casualties involved in doing so are always prohibitive -- a fact which the Founders use against their enemies, implementing the battleship just as much as an instrument of terror as for its destructive force.

Jem'Hadar Super Carrier
Domsupercarrier Variant (Limited Availability 33%)
Capital Ship
Available:

The Dominion use large super carriers to ferry fresh attack ships to the front lines. Such ships are large but not as well armed as other Dominion warships. Crewed by the Jem'Hadar, usually with a sole Vorta advisor stationed onboard, the Super Carrier can maintain up to 30 attack ships at any given time with an operational duration of two months. This fact allows Super Carriers to be important strategic elements of the Dominion war machine.

Tulaka Heavy Freighter
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2353

A common Karemman freighter design, the Tulaka is a common sight along Karemman trade routes. The Tulaka was built to be both a solid ship yet an economical transport. The center spine of the ship contains over a dozen individual cargo palettes, giving the ship a distinctly segmented midsection. Ships of this class are hardy and adequately armed and shielded in such a way to repulse most typical assailants; however, they lack the firepower to take on mainline military cruisers.

Aeon Timeship
Base Hull (Unlimited Deployment)
Shuttle
Available: 2820

The Aeon is a small timeship design built for solo-operations through the timestream. It is stealthy, allowing it to elude detection. The Aeon is armed however, in case combat becomes necessary.

Wells Timeship
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2850

The Federation will eventually become quite advanced, operating starships that travel back and forth through time on a whim. The Wells is one of the most common of the larger timeship classes operated by the Federation and is quite advanced compared to modern units.

Wilkerson Escort Destroyer
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2275

The Wilkerson Escort Destroyer is a lighter escort craft with a similar mission profile to that of the Baker Destroyer. The Wilkerson is not in and of itself able to combat enemy targets but, instead, to escort larger cruisers and provide cover or support fire to its charge.

The Wilkerson is hardy for a ship of its size, but once the shields are breached the ship tends to crumple quickly.

Bronta Trade Scout
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2284

The Bronta Trade Scout is a common vessel used by influential Ferengi to explore unknown space in search of new, lucrative trade deals to be had with unsuspecting new alien races. Each Bronta scout has only a small crew, most of the ship's internal volume being maximized to carry enough trinkets and baubles to make an initial fortune selling such items to any pre-warp or early interstellar civilization they should come across.

In battles before 2213 replace each pair of light plasmic disruptors with one light plasma cannon each and reduce the size of the ship's reactor by 4 boxes. This was the typical armament before the light plasmic disruptor became widely available.

D'Kora Marauder
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2357

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The D'Kora Marauder is the primary trading vessel of the Ferengi. Equipped for warfare as well as cargo runs, this light cruiser is armed with enough firepower to hold its own against the more advanced races that the Ferengi more often than not find themselves in conflict with. Armed with plasma weapons and photon torpedoes, the D'Kora is a hardy opponent for any ship that should find themselves on the bad side of the Ferengi Alliance.

Fromta Orbital Satellite
Base Hull (Unlimited Deployment)
OSAT
Available: 2320
A standard Ferengi OSAT.

Frupta Export Satellite
Ferengi Fromta Osat Variant (Common)
OSAT
Available: 2325
This is a variation of the standard Ferengi OSAT modified for export to neighboring powers and entities. Frupta Export Satellites can be found spread across numerous sectors by those that were willing to pay the Ferengi's prices.

Glantor Troop Transport
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2348

The Glantor Troop Transport is one of the few dedicated troop transports operated by the Ferengi Alliance. Operated almost solely by independent collection agents, Glantor Troop Transports can carry several thousand Ferengi foot soldiers into combat. The Glantor is heavily armored to protect the troops inside and to allow them to survive into transporter range. Shields are not especially strong, however, and it is easy for a few well placed phaser and photon torpedo hits to disable a Glantor Troop Transport.

Goront Heavy Cruiser
Goront Variant (Limited Availability 33%)
Capital Ship
Available: 2359

The Goront Heavy Cruiser is one of the heaviest warships in the Ferengi fleet. Used almost exclusively by weapons runners, the Goront is designed to be slightly heavier than a D'Kora Marauder. Ferengi arms dealers found that it was best to operate from a strong offensive platform, lest their clientele decide to turn on them with their newly purchased goods. Because of their expense very few Ferengi merchants have been able to purchase Goront Heavy Cruisers, and those that do have had to pay extensive licensing and lease fees on the advanced plasmic disruptors that it is equipped with. It cuts into their profits, but it ensures that they will be able to project power against any adversary foolish enough to attempt to disable their craft.

Grok Light Trader
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2303

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The Ferengi operate many small trading ships, the Grok Light Trader being one of them. A medium ship, the Grok is large enough to haul bulk cargo for long distances. Groks are easy prey for raiders, as their light weapons are inadequate for taking down enemy ships before the Grok's shields are depleted.

Grok Light Traders are most often run by Ferengi who are "second sons" and, thus, did not inherit the family fortune. They are forced to run low class, drudging cargo missions in order to earn the profit they so desire. Some more affluent operators also use Groks for minor cargo routes or errands, but never would they themselves travel aboard such a craft.

Kingal Heavy Battleship
Kingal Variant (Restricted Deployment 10%)
Capital Ship
Available: 2370

This behemoth is the Ferengi's only battleship currently in operation. Large and heavily armed and armored, it is literally the strong right arm of the reigning Grand Nagus. Built by executive order of then Grand Nagus Zek, the Kingal Heavy Battleship's sole purpose is combat. The Kingal Heavy Battleship has the distinction of being able to take on almost any other race's battleship hull and winning.

Only one Kingal Heavy Battleship had been constructed by the start of the Dominion War with a second hull started. Construction of Kingals was redoubled after the start of that war in an effort to ensure the protection of Ferenginar. After the Ferengi secured their neutral status in that conflict construction on the new Kingal hulls was slowed, with fully half of the hulls in construction being either struck or placed in mothballs for later activation.

Krakta Penetrator
Base Hull (Unlimited Deployment)
Light Combat Vessel
Available: 2109

A mid-sized light combat vessel, the Krakta class of long range penetrator vessels were mass produced in the early half of the 22nd Century after the Ferengi first purchased warp technology. Krakta Penetrators were optimized for long range operations. The ship's cargo hold can hold enough supplies to allow a crew of four or five adventurous Ferengi to live comfortably for a year or more between re-supply. As such, the Krakta was designed so that, as the amount of supplies diminished, the spoils captured by such enterprising Ferengi could fill the emptying cargo holds. When the ship returned to a friendly port it could then sell off its newfound treasures at a profit while at the same time re-supplying the ship for another voyage.

Krakta Penetrators and other small ships like them fell out of favor with the Ferengi after the mid 2160's. This change in national focus would keep the Ferengi from expanding into new markets, instead cultivating existing lucrative markets. The historical effect of this decision would keep the Ferengi from making contact with many other prominent Alpha Quadrant races, most importantly the newly formed alliance known as the United Federation of Planets.

Loorta Escort Frigate
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2326

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A common ship, the Loorta Escort Frigate is commonly found escorting transport convoys in Ferengi territories. The Loorta is optimized for maneuverability and short-range firepower and there are few ships that can match its raw destructive capability at extremely close ranges. Loorta frigates use this psychological advantage to force prospective pirates from closing on the caravan.

Ooron Strike Cruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2365

The Ooron Strike Cruiser is a newer hull used almost solely by bounty hunters and mercenaries. The Ooron is both fast and maneuverable while packing nearly the same level of firepower as a larger D'Kora Marauder. Strike cruisers are often used for everything from direct assaults, blockade running, and pirate hunting. Crews are usually kept small to maximize profits for each mission, and the owners of Ooron Strike Cruisers keep them in tip-top shape. It is uncommon to encounter an Ooron on anything other than a mission of violence, as normal cargo runs are primarily ran by ships with less maintenance overhead.

S'kara Marauder
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2263

The predecessor to the well-known D'kora, the S'kara Marauder was one of the most common Ferengi warships of the late 23rd Century. The S'kara relies on its four medium plasma cannons to deliver killing blows to enemy ships.

Many S'Kara Marauders remain in service, many heavily upgraded to take advantage of new technologies. Such ships are inferior to new build units, but are adequate for service in the fleets of less wealthy Ferengi.

Shuttlepod
Base Hull (Unlimited Deployment)
Shuttle
Available: 2308

A small two to five man shuttle design, the typical Ferengi Shuttlepod is designed primarily for short duration flights, though if enough supplies are stored onboard it is capable of making longer flights. Warp capable but barely armed, this shuttle is solely for moving personnel.

Tokorn Heavy Destroyer
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2326

The Tokorn Heavy Destroyer is designed to act as a heavy escort for other, larger Ferengi ships in times of war or when traveling through perilous war zones. The Tokorn is heavily armed for a ship of its size and relies on its speed and maneuverability, which is unrivaled in the Ferengi fleet, to intercept enemy ships.

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Torkon Heavy Destroyers are often operated by larger corporations and used to defend vital cargo shipments from enemy attack. Some freelancers and privateers operate Tokorn destroyers as escorts-for-hire, a job that is far from glamorous but pays the bills.

Tomax Bulk Freighter
Base Hull (Unlimited Deployment)
Capital Ship
Available: 2318

One of the larger types of freighters used by the Ferengi, the Tomax Bulk Freighter is capable of carrying large amounts of bulk domestic goods as well as passengers and personnel. Ships of this type are fairly common sights on the major trade routes heading out from Ferenginar.

BH-1 Battleship
Bh2 Variant (Common)
Capital Ship
Available: 2247

Although the Gorn have tended to lag behind the likes of the Federation, Klingons, and Romulans in the area of ship technology, the massive BH-1 Battleship is not a ship to be trifled with. This behemoth can deliver a stunning first strike that can easily disable -- if not destroy -- any ship it targets.

BH-2 Battleship
Bh2 Variant (Limited Availability 33%)
Capital Ship
Available: 2265

The BH-type battleships underwent upgrades in the 2260's following the development of the particle driver. Medium plasma weapons, long the staple of the Gorn arsenal, were removed and new particle drivers installed. The new weapons gave the BH Battleship extended weapons range and more reliable damage from its heavy weapons.

MA-12 Cruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2255

The MA-12 is one of the most common Gorn cruisers in service. This multi-role cruiser is typical of the Gorn doctrinal mindset, being armed with weapons in all directions to make up for its relatively slow speed and sluggish maneuvering. Two forward mounted torpedoes also give this class a valuable standoff capability.

MA-2 Plasma Cruiser
Ma12 Variant (Common/Rare)
Heavy Combat Vessel

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Available: 2226

An early production model cruiser of the MA-type, the MA-2 Plasma Cruiser is a deadly frontline cruiser designed for destroying enemy cruisers. These ships are also equipped with a single plasma shotgun, giving the ship a long range plasma attack ability.

MA-2's fell out of favor during the late 2260's as more advanced weapons became available. Most MA-2 hulls proved unsuitable for upgrades to take advantage of these new technologies and were scrapped.

MA-4 Escort Cruiser
Ma12 Variant (Common)
Heavy Combat Vessel
Available: 2243

The MA-4 Escort Cruiser is an escort hull based on the successful MA-2 Plasma Cruiser hull. Exchanging that designs heavy plasma weapons for smaller anti-fighter weapons, the MA-4 Escort Cruiser is able to protect the fleet from enemy fighters and shuttles. Such ships were commonly employed along trade lanes where small pirate ships would attempt to prey on Gorn shipping interests.

MD-8 War Cruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2268

The MD-8 War Cruiser is a heavily armed warship built to serve as strike elements in Gorn fleets. Slow and unmaneuverable like most Gorn ships, the MD-8 cannot hope to out maneuver the enemy. Instead, the MD-8 relies on its large weapons loadout whose arcs mean that two heavy weapons will always be in-arc of a target no matter where they maneuver. Small strike groups composed of three to four MD-8's are capable of ripping enemy fleets to ribbons.

SS-3 Heavy Destroyer
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2240

This large and bulky Gorn destroyer is designed for providing supporting fire for other larger Gorn cruisers. The SS-3 is itself capable of engaging the light cruisers of the other major powers with a reasonable chance of winning the engagement.

Patrol Ship
Base Hull (Unlimited Deployment)
Light Combat Vessel
Available: 2318

The Patrol Ship is one of the lightest classes operated by the Krenim, though it is the dominant Krenim ship in non-altered timelines.

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The Krenim Patrol Ship is lightly armed, relying on its mix of short-range pulse disruptors to damage enemy targets.

Temporal Weapon Ship

Krenim Temporal Weapon Ship Variant (Unique Ship)

Capital Ship

Available:

The Temporal Weapon Ship developed by Arronax allowed the Krenim scientist and his crew to shift themselves out of the time stream, allowing them to perform their modifications to the timeline without feeling the full brunt of their effect.

The Temporal Weapon Ship was destroyed by Voyager at the end of the "Year of Hell", and with its erasure from the timeline it is unlikely that such a ship will ever exist again.

Warship

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2353

This larger Krenim Warship was the primary cruiser of their Imperium in timelines where the Krenim had maintained their empire. Heavily armed with deadly chronaton torpedoes, the Warship is a match for any enemy starship.

In non-dominant Krenim timelines the Warship is still available, but in these cases it is known as a Battleship and is Restricted Deployment 10%.

Lyrans Playtest Pack

Base Hull (Unlimited Deployment)

Enormous Base

Available:

This isn't an enormous base, is it? But it got your attention, didn't it?

This is a PDF of the Lyrans done by Chris Nasipak (aka croaker) for the conversion. Please playtest and return any information so that they can be rounded out.

Type 13 Freighter

Base Hull (Unlimited Deployment)

Capital Ship

Available: 2295

The Malon Type 13 Freighter is a common transport type employed by the Malon. These large cargo ships are used to transport deadly antimatter waste to locations where it can be safely deposited.

Type 13 Freighters, as with most Malon waste transports, are well armed. This is because many of the locations where the Malon dump their toxic antimatter waste are inhabited by aliens that don't appreciate the gesture.

Type 2 Freighter

Malon Type 13 Freighter Variant (Uncommon)

Capital Ship

Available: 2328

The Type 2 Freighter is a variant of the Type 13. Whereas the Type 13 Freighter has only three large cargo pods, the Type 2 has eight smaller cargo pods. These pods are more heavily armored, protecting them from damage.

Ra'Kehn Warship (Theta)

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2363

A sturdy and small warship, the Ra'Kehn is one of the fastest warships in space, able to best even some Federation runabouts in speed.

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The Theta model of the Ra'Kehn Warship is a heavily upgraded craft and the most common configuration during the latter half of the 24th Century. Ra'Kehn Warships are used by the Miradorn military as well as independent operators. These independents are usually subsidized by the Miradorn government and act as privateers, or some times even pirates. The Miradorn government denies ties to such operations, but there is little doubt that they are involved in funding such operations along their borders.

Pirate Corvette
Base Hull (Unlimited Deployment)
Light Combat Vessel
Available: 2145

The Nausicaans operated many different types of pirate craft, one of which was this class of Pirate Corvettes. Well armed for a ship of its size, corvettes such as this were used to harry passing commercial freighters.

Enforcer Privateer
Freelancer Variant (Rare)
Heavy Combat Vessel
Available: 2267

One of the least common configurations of the Freelancer Blockade Runner, the Enforcer Privateer uses almost entirely Orion designed weapons. The Enforcer is optimized for running cargo through dangerous regions of space. It's interruption weapons are perfect for shattering the shields of any enemy cruisers that would give pursuit. Most Orion captains have found that, once the shields of an pursuer are down, the ship will most likely give up its pursuit.

Freelancer Blockade Runner
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2267

Developed by a less influential Orion trade cartel, the Freelancer was a design that was intended to be the cartel's signature ship, a vessel even more unique because of its reliance on only Orion-produced equipment.

This requirement severely handicapped the contractors hired to engineer the Freelancer. The contractors did not have the capacity to build any photon torpedoes and purchasing them from outside interests was prohibitive. Plasma weapons were also not a possibility because of their close range and fast damage drop-off. That left the Orion's homegrown particle interrupter weaponry as their final option.

The contract with the cartel fell apart when an on-site inspection by the cartel's leaders found the Freelancer to be an inadequate vessel at best, a total mockery at worst.

The loss of the contract coupled with the expenditures related to the Freelancer nearly ruined the contractor, leaving it on the verge of bankruptcy. Serendipitously, however, another investor was found that had connections with foreign weapons dealers and could procure several makes and models cheaply. The contractor refurbished the Freelancer and installed modular weapons mounts that made it easy to install both domestic and/or foreign weapons into the mounts.

The modular nature of the Freelancer has made it fairly popular in the Orion fleet and many entrepreneurial Orion captains have taken to the design because of the ease with which they can install newly procured systems onto the hull.

Original ship design and art by Dallas Reinhart & Jeff Willoughby.

Lightning Priority Courier
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2272

The Lightning seems exceptionally well-armed for a ship of its size. This is no ordinary merchant vessel - though, with its crew of only 23, it is also a paltry excuse for a pirate vessel. The Lightning is a courier, a light, fast ship intended to carry small valuable cargoes, blasting out of its path any opposition it cannot outrun.

Though it bears a superficial resemblance to many similar vessels of the Orions, the Lightning is more recent than the Wanderer. Designed to pour its heart out in speed, this ship has shields so paltry and a hull so strong that it makes no difference whether the shields are up or not. Many Orion captains put their trust in speed and live to tell how both dorsals were holed and still they got away.

Equipped with a fail-safe navigation systems, permitting accurate guidance even if the main sensors are shot away, and crewed by diehards who get paid only if they live to deliver the goods, Lightnings are exceptionally good at getting where they are supposed to go.

Smuggler Corvette
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2236

A common Orion medium ship, the Smuggler Corvette can best be described as a pirate ship. The Smuggler is, in its simplest application, designed for harassing enemy convoys and stealing their cargo. The Smuggler has two rear docking latches to which cargo pods can attach, allowing them to either come into combat with their own cargo pods already in tow or steal cargo pods from the wrecks of their victims.

In 2267, a group of Orion bandits illegally mining the Coridan system made heavy use of the Smuggler design, and one such ship initiated a hit and run attack against the U.S.S. Enterprise in an attempt to disrupt the Babel Conference. The attack did not have its intended result, and the Orion pirates were eventually dispersed.

Strider Torpedo Frigate
Wanderer Variant (Rare)
Heavy Combat Vessel
Available: 2277

The Orions commonly mount heavier weapons in the weapons pods of their Wanderer Blockade Runners. Coming into possession of such improved weapons, however, is sometimes the most difficult aspect of performing such upgrades.

During the 2270's, several Orions operators managed to secure a shipment of full fledged Photon Torpedoes. Many rumors abound as to where they came into such equipment. Some claim that the Federation sold them to government sponsored privateers operating on their borders; others believe that a Klingon family attempted to secure the loyalty of several Orion magnates in a failed coup attempt. No matter the reason, several upgraded Wanderers began appearing in and around Orion trade routes. Designated Strider Torpedo Frigates by Federation forces that encountered them in 2278, this design was found to be a potent opponent despite its weaker shields.

Traveler Fast Scout

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Wanderer Variant (Uncommon)
Heavy Combat Vessel
Available: 2267

Nothing symbolizes Orion space power more than this sleek and powerful vessel, often called "the Orion D-7". A design implemented in the middle of the 23rd Century, the Wanderer owes much to Human starships, particularly in the use of an oval main hull where the bridge, sensors, computer, and most of the crew quarters are located. The engineering section, contained in a swelling 'abdomen', also contains the compact shuttlecraft bay (two eight man shuttlecraft are carried in snug bays and can be launched simultaneously) and a powerful tractor beam capable of towing vessels up to twice the mass of the Wanderer.

The most striking feature of this ship is its outrigger weapons pods, carried at the waist of the narrow hull. Not only are these pods convenient for mounting heavy or dangerous weapons, but they are also easier to access for repair or to jettison in case of explosion, fire, or leakage. The heaviest weaponry carried by a Wanderer has been four disruptors and no less than four Federation constructed photon torpedoes. With some modifications (such as reducing the ship's shields), even heavier arms could be carried.

Although the Wanderer has often been termed nothing more than a pirate's mount, a number of Federation concerns have purchased Wanderers (despite the heavy import duties) because the ship is suitable for certain tasks. As a salvage and rescue vehicle it has few peers, especially because sensor pods possessing marvelous range and sensitivity can replace the weapons pod. For the same reason, they perform planetary survey work well, particularly in unmapped regions or near uncertain borders where its great speed may ensure the survival of the mission.

Wanderer Blockade Runner
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2264

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Wayfarer Armed Transport
Wanderer Variant (Common)
Heavy Combat Vessel

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Available: 2264

The Wayfarer Armed Transport replaces the Wanderer's weapons pods with two extra, bulky cargo canisters turning the fast blockade runner into a bulk freighter. The extra mass of the cargo pods slows the ship, but in situations where the ship is in jeopardy it can easily jettison both cargo pods and flee.

Mondor Freighter
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2345

The Mondor-type Pakled freighter is the most common trading vessels used by the technologically inept Pakleds. Poorly armed and defended, Mondor Freighters are often seen bulk cargo between foreign ports all in attempt to "buy things" to "make them go".

Sombar Battlecruiser
Base Hull (Unlimited Deployment)
Capital Ship
Available: 2350

The Sombar Battlecruiser serves as the Pakled's primary defense cruiser. Fleets of Sombars are charged with system defense and fighting back any potential alien forces that try to invade Pakled space.

The Sombar Battlecruiser is structurally weak for a ship of its size and will more often than not be destroyed by even the second-line vessels of foreign navies.

Tondar Warship
Mondor Variant (Common)
Medium Ship
Available: 2351

The Tondar Warship is a common conversion of the standard Mondor Freighter. The Tondar converts the Mondor's cargo capacity into weapons mounts, arming itself with the best weapons available to the Pakleds.

A'Val Torpedo Cruiser
Avara Variant (Common)
Heavy Combat Vessel
Available: 2326

The A'Val Torpedo Cruiser was an attempt to get a few more years of service out of the aging A'Vara hull. Replacing the plasma mortars with advanced plasma torpedoes, the A'Val Torpedo Cruiser was seen as a waste of resources, especially with larger warships on the drawing board whose development could use the resources that were instead being spent on the A'Val refits.

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A'Vara Heavy Cruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2278

A heavy warship deployed by the Romulan Star Empire. Little is known about the A'Vara Heavy Cruiser, though its design connection to the Bird of Prey lineage is evident.

Atarra Long Range Shuttle
Base Hull (Unlimited Deployment)
Super-Heavy Fighter
Available: 2354

This larger cousin of the Averix is design for long range operations, often in hostile territory. The Atarra Long Range Shuttle is better equipped to combat enemy threats should it come upon them.

Averix Shuttle
Base Hull (Unlimited Deployment)
Shuttle
Available: 2332

The Averix Shuttle is a short-ranged unit, capable of limited warp travel when necessary. It is heavily shielded and armored in order to defend its occupants from enemy fire. The shuttle is also equipped with a cloaking device making it even more useful by allowing stealthy movements through space.

Aye Mosaram Cruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2265

The Aye Mosaram Cruiser is a light cruiser designed to support heavier Romulan ships in combat. Equipped with a plasma mortar and cloaking device, the Aye Mosaram packs enough firepower to ably take on enemy cruisers. The agility of the Aye Mosaram, too, makes it perfect for hunting down larger, slower cruisers belonging to the Klingon and Federation navies.

The class is named for a meteorological disturbance peculiar to Remus. As described in The Eridam Papers, twice per Remus year, a hot wind blows across the northern hemisphere for as long as five days. Mineral particles from the western cliffs are borne aloft by the winds, and, at night, their phosphorescence causes the hemisphere-wide nightglow that gives the weather phenomenon its name aye mosaram (white wind).

D'deridex Advanced Warbird
Dderidex Variant (Rare)
Capital Ship
Available: 2367

The Romulan Star Empire tried in the 2360's to develop several new technologies in order to keep step with their neighbors. The D'deridex

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Warbird was selected as one of the hulls on which to testbed many of these new weapons technologies. One such variant, the D'deridex Advanced Warbird, was established to mount the mega disruptor and disruption bolt, two new weapons system under development by the Romulan Empire.

Initial tests seemed promising, but little real-world battle information was collected on them. The Tal Shiar sent several in their attack fleet to the Founder's homeworld, but no survivors returned to tell of the ship's effectiveness against the Dominion forces. When the ships were called up to fight in the Dominion War they saw their first real battle, and that is the time when the navy realized that the ships were ineffectual at best. Suffering from rampant misfirings with the weapons, it was obvious to the Senate that the technologies were not yet ready for introduction to mass production units. The D'deridex Advanced Cruisers were kept in the fleet, though production remained very slow. Some merit was seen in the hull, especially for the heavy hitting ability of the mega disruptor.

D'deridex Scout Warbird
Dderidex Variant (Rare)
Capital Ship
Available: 2349

The D'deridex Scout Warbird is a rare variant of the standard D'deridex Warbird that lowers overall firepower while implementing advanced intelligence gathering and data collation equipment allowing the ship to detect enemy fleet movement at increased range, and to aid other Romulan fleet elements in battle.

D'deridex Warbird
Base Hull (Unlimited Deployment)
Capital Ship
Available: 2345

A massive warship, the D'deridex Warbird is the pinnacle of Romulan technology. Powered by a quantum singularity, the D'deridex Warbird is one of the most advanced warships in the known galaxy. Several times larger than a Galaxy, the D'deridex dwarfs the warships of other powers--one of its major advantages is, of course, its size. The armament of the Warbird, however, is not commensurate with its size, though it is still a ship to be reckoned with.

D'renet Scout
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2342

A very small scout ship, D'renet Scouts operates primarily on the borders of Romulan space, hiding in the shadows and gathering intelligence information. A well built small ship, the D'renet is the standard Romulan science vessel--analagous to the Federation Oberth or Nova classes--and as such is not meant for mainline combat.

D'ridren Destroyer
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2344

A small combat ship designed to support the larger D'deridex and run light patrol missions, the D'ridren is small for a destroyer. The

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D'ridren is, however, an exceptionally effective attack platform.

D'ridren Disruption Destroyer

Dridren Variant (Rare)

Medium Ship

Available: 2368

One of the few ships other than the D'deridex Advanced Warbird to be outfitted with the bleeding edge disruption bolt, the D'ridren Destroyer was seen as an acceptable platform on which to mount the new weapon, both because of its speed and maneuverability but also because of the space available for installing new hardware.

The D'ridren Disruption Destroyer entered service in 2368 and was quickly pressed into battle in a support role, helping to police the borders of Romulan space and assist in large fleet actions against the Dominion during that war. It was in the field during times of crisis that a problem was discovered with the new disruption bolt. It was found that, though the weapons themselves were not prone to the power surges and catastrophic failures of those onboard D'deridex Advanced Warbirds, they were extremely maintenance intensive and constant repairs were being needed post-battle in order to keep them operational. This logistical strain proved that the disruption bolt was not an acceptable weapon to retrofit onto such a small hull that simply cannot store the required supplies to reliably maintain the weapons on the field (Historical Note: many of the components used within the disruption bolt, and the ones that tended to fail more than others, could not be replicated by shipboard replicators because of their use of trillithium and trillithium resin as a catalyst agent. It was, in fact, some of the trillithium from the disruptor bolt project that Dr. Soran stole from the Romulans during his attempt to redirect the Nexus).

D'tallax Torpedo Warbird

Dtallax Variant (Limited Availability 33%)

Capital Ship

Available: 2354

A smaller, abridged model of the popular Warbird lineage, the D'tallax Torpedo Warbird is a shortened hull that loses most of the rear hull section in exchange for a more efficient and streamlined energy coupling system which allows the hull to mount no less than six plasma torpedoes fore and two aft. The D'tallax Torpedo Warbird is used for quick strikes on enemy targets, decloaking at optimal torpedo range, delivering its deadly payload, and then recloaking. Such sniper attacks can easily wear down enemy formations making it easier for other D'deridex Warbirds and support craft to dispatch the fleet later. The D'tallax, however, lacks any appreciable anti-fighter defense, and as such relies on escorting ships -- such as D'ridren Destroyers -- to protect it from enemy light craft.

D7-A Battlecruiser

Base Hull (Unlimited Deployment)

Heavy Combat Vessel

Available: 2268

As part of their technology trade with the Klingons, the Romulans procured the plans to the Klingon D7 Cruiser. The Romulan implementation of the hull was classified as D7-A. The first example of the ship-type to be equipped with a working cloaking device, the Romulan's D7-A was otherwise little different than its Klingon counterpart. The one point of interest is the replacement of the heavy photon torpedo with a plasma mortar, the precursor to the plasma torpedo.

Galamthri Patrol Cruiser

Romulan Graffler Military Freighter Variant (Common)

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Medium Ship

Available: 2232

Soon after the Graffler freighter was introduced into the Romulan fleet many of the ships began to be converted into makeshift patrol craft to help patrol the ever-expanding borders. The ships were equipped with better weapons, at the expense of an overtaxed reactor. The Galamthri Patrol Cruisers proved to be ineffectual at best but were so cheap that the Romulans maintained a steady flow of the craft to the outer sectors.

Once newer patrol craft were introduced in the 2240's and 50's the Galamthri fleet was stripped and sold off to civilian interests for use as tug boats or simple scrap depending on the veracity and interest of the dealer purchasing the hull.

Galan Stelri Cruiser

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2269

The Galan Stelri is one of many new-construction cruisers developed following the Romulan/Klingon Alliance. Larger and deadlier than the traditional Vas'Hatham Bird of Prey, the Galan Stelri is an exceptional warship. The multi-role cruiser was used for border patrols where its onboard science labs and instrumentation were crucial in monitoring enemy fleet movements.

Gladiator-I Fighter Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2270

An early attempt by the Romulans to build a small shuttle-sized attrition unit with which to counter Klingon small craft and to inundate Federation cruisers. The Gladiator models met with limited success in this department. Without warp capabilities the Gladiators were forced to be deployed upon dedicated carriers, and such vessels were expensive and rare within the Romulan fleet. The lessons learned from these models are reflected in later Romulan military doctrine, as their frigate craft descended from the original Vas'Hatham Birds of Prey take over the escort and fast interception roles for the fleet.

Gladiator-II Fighter Shuttle

Base Hull (Unlimited Deployment)

Shuttle

Available: 2273

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Graffler Military Freighter

Base Hull (Unlimited Deployment)

Medium Ship

Available: 2231

Developed during the period following the border wars with the Gorn Confederacy, the Graffler Military Freighter replaced older freighters that served during those conflicts. The Graffler is equipped with two light blast beams and adequate shield defenses, which previous Romulan freighters lacked. The design was considered to be a

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major achievement at the beginning of its service, but the Graffler quickly proved to be underpowered for the amount of cargo capacity available on each hull.

The Romulan Star Empire ceased contracts on Graffler Military Freighter in 2250, but ships of the class continue to be produced for use in the civil sector. Romulan merchants servicing the worlds of the empire could often be found operating these older freighters. Large enough numbers of Graffler Military Freighters were constructed that they became as ubiquitous within Romulan territories as the Antares Bulk Freighter within Federation dominated areas.

Griffin Cruiser
Base Hull (Unlimited Deployment)
Capital Ship
Available: 2342

The Griffin Cruiser was a common warship operated by the Romulan Star Empire during the first half of the 24th Century and saw widespread service, notably against the Klingons on several occasions where open hostilities broke out in the 2340's. The Griffin was built to be mass produced as a relatively cheap, easily built firepower platform to supplement the older vessels in their service.

The Griffin Cruiser has better shields and more balanced firepower than many of the ships of its era and fought valiantly, but time was a cruel mistress to the Griffin. The D'deridex Warbirds which had served as battleships during the late 2340's soon phased out the Griffin's original fleet role. This left the remaining Griffins being relegated to interior security patrols and off the front lines.

Griffin Light Torpedo Cruiser
Griffin Variant (Uncommon)
Capital Ship
Available: 2349

The Griffin Light Torpedo Cruiser was developed to produce an attack ship that could deliver a large number of plasma torpedoes to the target. The Griffin cruiser was well suited to this application and many were converted.

Unfortunately for Romulan ship designers, the installation of two more plasma torpedoes required that the forward heavy disruptors be downgraded to provide more internal space for a larger reactor to be installed.

Hathos Scout Cruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2254

The Hathos Scout Cruiser is a ship built for the purpose of dedicated long-range exploration and research missions. The science facilities on the Hathos are the best that the Romulan had at the time of its construction and was well suited to its intended mission. Early encounters with Klingon forces, however, proved that the Hathos was inadequate when applied to a combat role.

In some limited fleet actions during border skirmishes with the Klingon Empire in the late 2250's the Hathos proved to also be unable to fulfill a combat ELINT role, due in part to the strain on the ship's reactor.

K5R Frigate

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Base Hull (Unlimited Deployment)
Medium Ship
Available: 2267

The K5R Frigate is the Romulan refitted version of Klingon F5 Frigates purchased from the Klingon Empire. Equipped with cloaking devices and light plasma mortars, the K5R Frigates were relatively cheap units for the Romulans to buy and made acceptable escorts for their own Vas'Hatham Birds of Prey.

KR Cruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2264

The Romulans were eager to acquire warp capable ships as they began to receive Klingon technology. The aged D6 Cruiser class was initially all the Klingons were willing to sell them, which led to the Romulans creating this ship, which, while weakly armed and shielded, was still better than their warbirds. The Romulans purchased dozens of these hulls, which formed the core of their new starfleet.

KRV Carrier
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2273

Based off of old Klingon D6 Cruisers, the Romulans purchased many of them to convert into KRV Carriers when it was found that their existing carrier vessels simply could not carry enough fighter shuttles into battle.

Extremely effective as both a carrier and a warship, the KRV Carriers served with distinction for decades. Once fighter shuttles proved overly ineffectual in the modern combat world the KRV's were scrapped.

Morlasasi Stelam Dreadnought
Morlasasistelam Variant (Limited Availability 33%)
Capital Ship
Available: 2280

The Morlasasi Stelam Dreadnought is the largest, most powerful, ship of its day, and the Romulan's first battleship to be commissioned. Armed with a considerable armament of heavy blast beams and light photon torpedoes, the Morlasasi Stelam Dreadnought is capable of laying down a withering barrage in all directions.

Mularr Escort
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2255

The Mularr Escort is a small escort ship designed for fleet and convoy escort duties on the fringe of Romulan territories. Heavily armed for an escort, the Romulans intended for Mularrs to be able to fend off attacks by enemy light cruisers and destroyers.

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Na'tarran Heavy Fortress
Base Hull (Unlimited Deployment)
Enormous Base
Available: 2348

A common site in the depths of the Romulan Star Empire, the Na'tarran Heavy Fortress stands as a testimony to Romulan advanced technologies. This base utilized some of the most advanced power and shielding technologies developed by any of the Alpha Quadrant races. Able to create and maintain thick shielding while also operating an impressive array of plasma torpedoes and disruptor weapons, bases of the Na'tarran class can easily hold off enemy assaults for days. Like most Romulan bases, the Na'tarran does not utilize cloaking devices for secrecy. In the case of the Na'tarran the Romulans do this less because of the engineering difficulties involved and more to taunt their military opponents.

Nefaraasa Heavy Cruiser
Romulan Nefaraasa Heavy Cruiser Variant (Limited Availability 33%)
Capital Ship
Available: 2344

The Ne'faraasa Heavy Cruiser was one of the more common Romulan heavy cruiser designs in use before the widespread adoption of the D'deridex Warbird. The Ne'faraasa Heavy Cruiser stands as a synthesis of the old and new Romulan design aesthetics, demonstrating close a close developmental relationship to both the older Vas'Deletham and the newer D'deridex.

The Ne'faraasa proved to be a capable warship with a more well-rounded arsenal when compared to other large Romulan warships. The Ne'faraasa was also one of the last Romulan warships to make use of photon torpedo technologies, the bulk of the Romulan navy having converted to the far superior plasma torpedo several decades before.

Once the D'deridex took its place as the Romulan's primary heavy cruiser, the remaining Ne'faraasa Heavy Crusiers were rotated into reserve fleets performing garrison duty in the backwater segments of the empire.

Nevassa Stelam Battlecruiser
Morlasasistelam Variant (Special Deployment)
Capital Ship
Available: 2342

This upgrade to the Morlasasi Stelam Dreadnought was an attempt to maintain the effectiveness of the dreadnought hull. The Morlasasi hulls were getting very old by this point and were of diminishing usefulness on the battlefield. Upgraded with new weapons, the Nevassa Stelam Battlecruisers allowed the Romulans to continue to make use of the existing hulls.

Norexan Warbird
Base Hull (Unlimited Deployment)
Capital Ship
Available: 2376

The Norexan Warbird is the next generation Romulan cruiser design. Designed in the same vein as the Federation Sovereign and Klingon Negh'Var, the Norexan differs from these designs in an important way. Where these two battleships units stress firepower, the Norexan instead stresses speed and maneuverability.

The Norexan Warbird is slightly more powerful than a D'deridex Warbird. The Norexan lacks heavy disruptors, formerly a staple of the Romulan arsenal. The Norexan instead makes heavy use of fast firing medium disruptors and disruption bolts, including the new heavy disruption bolt.

While a Norexan cannot score the sheer amount of damage of a Sovereign its armament cycles much faster, allowing it to score repeated volleys against the target. The Norexans are also far cheaper to construct, giving the Empire an advantage in numbers.

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Ocala Mosaram Cruiser
Ayemosaram Variant (Uncommon)
Heavy Combat Vessel
Available: 2270

A variant of the more common Aye Mosaram Cruiser, the Ocala Mosaram (meaning "fire wind" in Romulan) is a much heavier warship than its predecessor. The Ocala Mosaram trades its plasma mortar for three light photon torpedoes, weapons secured from technology transfers with the Klingon Empire. The replacement of two ranged blast beams with heavy blast beams make the ship a vessel to be feared. However, power shortages caused by the overstressed reactor for the ship to deactivate ship systems in order to cover the deficit. Romulan engineers attempted to find a solution to this problem but came to the conclusion that the Aye Mosaram hull was simply too small to accommodate a sweeping reactor upgrade.

Ocala Sindari Destroyer
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2249

This high-firepower destroyed design replaced the Vastagor Lattam Destroyers beginning in 2249. The Ocala Sindari Destroyers have better weapon's coverage than the Vastagor Lattams and do not suffer from power shortages.

The Ocala Sindari Destroyers were most often used in packs, as their name of "fire swarm" implies. In groups the Ocala Sindari Destroyer can bring to bear a large amount of firepower, overwhelming enemy shields and sometimes crippling enemy cruisers in a single pass.

Phoenix Attack Cruiser
Phoenix Variant (Limited Availability 33%)
Capital Ship
Available: 2286

The Phoenix Attack Cruiser was designed as the testbed hull for the new heavy plasma mortar. The Romulans hoped that this extension of their plasma development would create an even opponent for the Federation's Excelsior Cruiser, but after two separate encounters in the 2290s between vessels of these two classes it became obvious that the Phoenix and its heavy plasma mortar were ill equipped for the task. Lacking speed and mobility, and hampered by the slow rate of fire of the heavy plasma mortar, the Phoenix was quickly phased out of service.

The Phoenix is from the SNES version of Starfleet Academy released in the mid-90's. It was implemented as the equivalent of the Excelsior in that setting, so I translated that into my conversions. Adding the heavy plasma mortar to the ship not only made it reflect the game's presentation of the design but also allowed me to demonstrate the progression of the plasma mortars into the plasma torpedoes.

Ralaaram Ocala Light Cruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2250

A small but effective combatant, the Ralaaram Ocala Light Cruiser was built to supplement other, older Romulan cruisers and frigates. One of the features that made the Ralaaram Ocala popular in the Romulan navy is its weapon layout which allows the ship full weapons coverage and the ability to deliver broadside attacks when needed.

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Reemea Battle Destroyer
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2271

The Reemea Battle Destroyer is a small, fast destroyer craft used as fast attack craft by the Romulan Star Empire. Reemeas are operated in wolf packs, attacking in numbers in order to provide too many targets for enemy starships to effectively counter.

Retalla Vastamri Troop Transport
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2264

An assault ship designed for delivering troops and equipment to a planet's surface, the Retalla Vastamri is the principle troop transport used by the Romulan empire in the 23rd Century. The vessel likely is named in reference to the following quote: "The Romulan soldier will lead the way and secure the foundations of the Road to the Stars, for he will be borne on the wings of justice --- Arenius Triario, Commander." According to The Eridam Papers, this historic statement was made by Commander Triario as the Romulan fleet departed for a great battle with the Corillians. Triario was victorious and returned a hero.

In most cases the Retalla Vastamri Troop Transport is used in follow up invasions, or against minor powers that cannot hope to defeat the Romulans militarily, thus not putting these troop-laden vessels in harm's way. Like all older Romulan troop ships, the Retalla Vastamri does not use a cloaking device, as the equipment needed to run and maintain a cloaking device proved to be too costly in internal volume.

S'ten Vastam Cruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2256

At the time of their introduction the S'ten Vastam Cruisers were the most powerful ships in the Romulan fleet. Armed with a heavy loadout of ranged blast beams and a single plasma mortar, the S'ten Vastam are more than a match for other ships of the period.

Scimitar Improved Warbird
Reman Scimitar Warbird Variant (Restricted Deployment 10%)
Capital Ship
Available: 2385

The Romulan navy saw great promise in the Reman's Scimitar Warbird. How slaves on the desolate world of Remus could have built such a vessel was still a mystery (and many still speculated at Federation complicity in the matter), but the design bore special consideration.

Many years after the destruction of the Scimitar, the Romulans began deploying a very similar class known as the Scimitar Improved Warbird. Almost identical to the old warbird design, the new Scimitar exchanged its Thalaron Cannon and related equipment for a set of heavy disruption bolts. This new battleship would come to be a feared member of the Romulan fleet for decades to come.

Scimitar Warbird
Reman Scimitar Warbird Variant (Unique Ship)
Capital Ship
Available: 2377

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The Reman Scimitar Warbird was built in secret at a hidden Reman base on Remus. A fearsome ship, the Scimitar was built around its Thalaron Cannon. The Scimitar was successful in cowing the Romulan Star Empire and allowing the rebel leader, Shinzon, to take control of the Romulan empire.

The ship was destroyed when its Thalaron Generator was destroyed.

Scorpion Attack Flyer
Base Hull (Unlimited Deployment)
Medium Fighter
Available: 2370

These attack fighters are commonly stationed onboard Reman warships, especially assault ships. They are fast and effective in combat.

Shrike Light Frigate
Base Hull (Unlimited Deployment)
Light Combat Vessel
Available: 2364

The Shrike Light Frigate functions as a small police craft, patrolling areas of space that do not warrant the attention of larger warships.

Often they operate in small flotillas of three to eight spread out over a small region of space. In times of open conflict Shrikes are sometimes called upon to function as light escorts in fleet actions, but this is rare and there are many warship types better than the Shrike for this purpose.

[1-29-03] Incorrectly listed as a medium ship in database.

Snipe Frigate
Base Hull (Unlimited Deployment)
Light Combat Vessel
Available: 2258

A small Romulan frigate, the Snipe was used primarily for patrolling the borders of Romulan space along Federation and Klingon space.

Small and reasonably fast, the heavy hitting Snipes could hold off larger cruisers until help could arrive.

Stelam Mosaram Plasma Dreadnought
Morlasasistelam Variant (Uncommon)
Capital Ship
Available: 2294

The armament of the Morlasasi Stelam left much to be desired with many in the higher circles of the Senate, especially given the

acquisition of disruptor technologies from the Klingons a decade before. Yet other despised the photon torpedo armament, instead preferring to mount home-grown plasma weapons. Both of these camps managed to force through the Romulan Senate orders to construct a limited run of Stelam Mosaram Dreadnoughts to meet their needs. The new Stelam Mosarams (meaning "solar wind") were acceptable, but ultimately it was decided that they were too slow and cumbersome to be effective.

Takara Morlatta War Cruiser
Romulan Takara Morlatta War Cruiser Variant (Limited Availability 33%)
Heavy Combat Vessel
Available: 2267

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The Takara Morlatta War Cruisers were produced to provide the fleet with a suitable flagship or fleet command craft that would be capable of taking on the best warships of both the Klingon and Federation governments. Very well armed, the Takara Morlatta War Cruiser also benefits from reinforced shielding, increasing its survivability in a fight. The Takara is structurally weaker than a Vas'Deletham Heavy Cruiser, but the improved shielding makes up for this failing.

The Takara Morlattas served their intended purpose with distinction, acting as the central command nexus for Romulan border fleets. Their survivability and raw firepower was demonstrably better than their alien counterparts.

Temar Vastaram Bird of Prey
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2261

The Temar Vastaram Bird of Prey, created from plans for the older Vas'Hatham Class, was constructed in response to the need for increased firepower and speed. Its similarity to the Vas'Hatham on casual inspection is responsible for the prolonged myth that the Vas'Hatham was the mainstay of the Romulan Navy.

A slightly heavier cruiser, the Temar Vastaram mounts two lesser plasma mortars and many blast beams. The cruiser was a point of great pride in the Romulan fleet, and it - like the Vas'Hatham - were among the first ships to receive an upgrade to medium disruptor technologies once those became widely available.

Temar Vestari Assault Ship
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2267

A common, small Romulan assault ship, the Temar Vestari is used in situations that warrant greater maneuverability and firepower than is offered by the larger Retalla Vastamri. The ship's armament of two blast beams, while weak, makes it suitable for providing for its own defense. In many cases Temar Vestari Assault Ships are used as commando units, charging ahead with the main battleline with the hopes that some or all of the assault ships will make it through the planetary defenses in order to reach transporter ranges.

The class is named from the Romulan temar vastari (night flyers), in reference to a large reptilian bird of Hannrileth, solid black in color. In keeping with its namesake, the assault ships reportedly are painted midnight black.

Vadaso Latta Destroyer
Vadasostelri Variant (Common)
Medium Ship
Available: 2249

When it was obvious to the Romulans that the Vadaso Stelri Destroyer was an abysmal failure in its combat role work began on several proposed upgrades to the design. The decision to refit the class into the Vadaso Latta Attack Destroyer was the general consensus among the engineers and scientists participating in the project.

Swapping some of its four of its light blast beams for two blast beams, the Vadaso Latta gave the aging Romulan hull some bite. Shielding was also upgraded in order to make it more useful within the Romulan fleet. Unfortunately the ship still didn't live up to promised expectations.

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By the 2260's the Vadaso Latta Attack Destroyers and other variants of the original design were relegated to an escort or support role. The lack of a cloaking device, however, and its poor warp engines made its applications limited even in this role.

Vadaso Stelri Destroyer
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2240

Soon after its introduction into exploratory service, the Vadaso Stelri Destroyers were found to be unsuitable for their mission. The cramped quarters and work areas would not permit extensive onboard research and testing, which meant that the ships were compelled to land on most worlds to carry out their studies. Not only were such atmospheric operations difficult, but the exposure of the entire ship to unknown environments put them in constant danger. These risks were unacceptable to the Romulan High Command, so the class was reassigned as cruisers to supplement the fleets. It evidently saw no greater success in this role, for it was removed from active service about 2259.

Valdore Command Warbird
Romulan Norexan Warbird Variant (Rare)
Capital Ship
Available: 2377

The Valdore Command Warbirds are the Romulan's fleet command vessels. The Romulans learned during the Dominion War that their D'deridex Warbirds were ill-suited for leading their forces into battle. The larger D'deridex's were ungainly and easily inundated by smaller Jem'Hadar attack craft.

The Valdore Command Warbird takes advantage of the speed of the Norexan Warbird hull. A larger, more efficient warp core was installed to provide the ship with the power necessary to operate a full compliment of disruption bolts, including an additional two heavy disruption bolts.

Vas'Caladon Command Frigate
Vashatham Variant (Rare)
Medium Ship
Available: 2278

In the late 2270's, the Romulan Star Empire's fleet was undergoing substantial changes. The effective Vas'Hatham Bird of Prey had begun to be replaced by other designs, including export D7-A Cruisers and homegrown warships such as the A'Vara Heavy Cruiser. In order to keep step with changing times a new warship, the Vas'Caladon Command Frigate (also known as a "War Eagle") was designed to act as a leader vessel for wings of Vas'Hatham Birds of Prey and keep the design lineage an effective component of the fleet.

Vas'Calanam Defense Outpost
Base Hull (Unlimited Deployment)
Capital Base
Available: 2250

Vas'Calanam Defense Outposts served as the linchpin in the Romulan Star Empire's border defense network, with dozens of these bases lining the Federation/Klingon borders. The bases served as listening posts, charged with monitoring their neighbors and gathering any information they could about them. They were never upgraded to use newer technologies, and very few remain in service into the present era. Like most Romulan bases, the Vas'Calanam Outpost does not have a cloaking device; the Romulans knew that anyone monitoring their fixed defenses would

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easily discover the bases presence, anyway, and the immense power drain of such a cloaking device would have had adverse effects on the readiness abilities of the base.

Vas'Deletham Assault Cruiser
Vasdeletham Variant (Common)
Heavy Combat Vessel
Available: 2334

When the Romulan Star Empire found the need for a modern assault ship they looked towards the Vas'Deletham Heavy Cruiser as solution to their problem. The cruiser hull had started to show its age but could be converted for assault duties.

The Vas'Deletham Assault Cruiser strips the ship of most of its disruptor armament in exchange for exquisite troop facilities. These ships, though not outfitted with advanced transporter facilities, are efficient ways to deliver troops stealthily into alien territories.

Vas'Deletham Heavy Cruiser
Base Hull (Unlimited Deployment)
Heavy Combat Vessel
Available: 2276

The Romulan equivalent of the Federation Excelsior, the Vas'Deletham Heavy Cruiser was widely used within the Romulan Star Empire in the late 23rd Century. With medium disruptors facing in all directions, the Vas'Deletham can deliver heavy damage to a target in any arc.

Vas'Deletham Cruisers rarely travelled only, being operated solely as part of a larger fleet. Romulan battlegroups led by these cruisers are formidable opponents even for Federation fleets of the era.

The Romulans slowly retired the Vas'Deletham Heavy Cruiser from mainline service after the development of the heavy disruptor. However, the hull was still popular among Romulan captains and remained in service as support for larger and more capable warships such as the D'deridex Warbird.

Vas'Hatham Bird of Prey
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2260

The Vas'Hatham Bird of Prey was the first major warship design to come out of the Romulan Star Empire since their isolationist efforts following the Romulan war with the early Federation, the Bird of Prey is a frightful ship. One of the first truly successful implementation of cloaking technology, a ship of this class crossed the Romulan Neutral Zone in 2266 and attacked multiple Federation civilian and military targets to test the resolve of the Federation.

Vas'Kalabam Cruiser
Vaskalabam Variant (Restricted Deployment 10%)
Heavy Combat Vessel
Available: 2268

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Like the K'T'inga Class Cruiser, the Vas'Kalabam is an effort to update the D7 Battlecruiser to modern technology. The Romulan refit is at best a half-hearted upgrade. The main design change involves improved sensors and the exchange of outdated torpedo technology in favour an expanded suite of plasma mortars.

The increased demand on already ancient reactors required the removal of several smaller weapons; however, as the ship was falling into a fleet support role, the decrease in short range firepower was found to be acceptable. Shield technology was replaced with modern units but any gain lay in the availability of replacement parts; the new shields not providing increased protection. Because of the limited number of hulls originally purchased from the Klingons and subsequent losses, the Vas'Kalabam is a rare sight at best.

Vas'Ralaaram War Carrier
Vashatham Variant (Uncommon)
Medium Ship
Available: 2272

The Vas'Ralaaram War Carrier, a modified Vas'Hatham hull, was built to provide the Romulan Star Empire with an effective fighter shuttle carrier unit -- something that had been sorely lacking before. Able to carry six shuttles into the fray, the Vas'Ralaaram could deliver a small number of fighters into a battle and -- in larger fleet actions -- small carrier contingents could bring a sizeable number of Gladiator fighter shuttles into the fight.

Vastagor Lattam Destroyer
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2241

The Vastagor Lattam Destroyer is an older destroyer class employed by the Romulans in defense of the Empire. A companion to other similar classes from the period, the Vastagor provides close-in protection for groups of Romulan cruisers. The Vastagor is poorly armored and is not resilient to damage, causing higher than normal casualty rates among the destroyers.

Vastam cl'Vangas Light Cruiser
Base Hull (Unlimited Deployment)
Medium Ship
Available: 2245

The Vastam cl'Vangas Light Cruiser has, by far, the most unusual design to come from Romulan engineers; fashioned like a giant wing, it was created not only for aesthetics but for combat. When the vessels were first introduced, they were intended to lead an expansion effort, but the war between the Klingons and Federation caused them to be sent to patrol the Klingon border.

An encounter with the Klingons in 2255 in which a small fleet of Vastam cl'Vangas Light Cruisers pulled off a stunning victory despite being outnumbered and outgunned by their opponents earned the design undue notoriety among Klingon warrior circles. In truth, it was totally by accident that the Vastam cl'Vangas had managed to disable or destroy the oncoming Klingon battlecruisers before retreating to safety.

The Vastam cl'Vangas were painted by crewmembers in a variety of patterns. These ships, though popular with their crews, were removed from service sometime after 2259 in favor of more powerful designs. The class is named from the Romulan vastam cl'vangas (wing of vengeance), in reference to the vessel's combat capabilities.

Veles Frigate

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Base Hull (Unlimited Deployment)
Medium Ship
Available: 2356

The Veles Frigate is one of the largest medium ships in the Romulan navy. Armed with no less than four plasma torpedoes, the Veles is a deadly opponent. However, the Veles' abilities did not come without their price. The ship's warp core is stressed to the maximum and is unable to power all of the ship's systems simultaneously. The ship is slower than ships of similar sizes operated by either of the Federation or Klingons but has exceptional maneuverability which allows it to best them in combat.