

Starfleet

Advanced Field

Manual



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Introduction

Welcome Commander

I am Colonel Palfrey, Advanced Tuition Officer for Starfleet Academy. Along with my colleagues at the Academy, I devised this manual for field use in the continuing war against the ISC. The purpose of this document is to provide battlefield commanders with the latest insights into all major powers known to the Federation; in new and improved battlefield tactics devised by tacticians here at the academy for use against enemy forces you will undoubtedly encounter, and as a generally guide for all you new wartime commanders. For you old hands, there may be a few new pieces of information inside that you may find useful.

Academy Advanced Tuition Officer
Col. Robert William Palfrey

Familiarisation

The Organian Conflict

The Organian Conflict was sparked after a catastrophic series of alliances set up in the period from 2250-2270 dragged both quadrants into a state of total war. The Organians, who had forced peace upon the United Federation of Planets and the Klingon Empire in 2266, mysteriously disappeared from their homeworld in the Klingon-Federation Neutral Zone in late 2284, and using this to their advantage, the Klingon Empire under Chancellor Lorak occupied the Neutral Zone. The Federation ordered all Klingon vessels in the Neutral Zone to return to Klingon space, as they were in violation of the Organian Treaty. Ignoring the demands of the Federation, the Klingon Empire built up her forces inside the Neutral Zone. In response to this, the Federation began to station increasing numbers of vessels on border patrols, which both the Klingon Empire and the Romulan Star Empire declare as being an open act of aggression against the "justified Klingon occupation of the Neutral Zone". The Hydrans return from their long exile in the "Lost Colonies", and start to force Klingon and Lyran forces out of the former Star Kingdom. When Federation cargo containers are found in the wreckage of a Hydran Freighter after a Klingon ambush, Chancellor Lorak declares that all Federation support for the "Hydran Rebellion" is to cease immediately or any Federation freighters in the occupied territories would be attacked. The Federation refuses to cease supply convoys to the Hydran Star Kingdom, and states that if any Federation convoys were attacked by Klingon forces, then military action would be taken. The galaxy held its breath, and for two weeks, both ultimatums stood.

On Christmas Day, 2284, the Klingon QuD Class Destroyer, the IKS Doch'Taj sights a Clydesdale Class Freighter, the USS Jackson, entering the disputed territories. Captain PohK reports this to his superior, but his communications are suddenly jammed. Believing this to be due to emissions from the Federation Freighter, and having no other standing orders to refer to, ordered his helmsman to set an attack vector. Taken totally by surprise, the Jackson didn't stand a chance. While surviving the initial barrage, Captain Forrester ordered his crew to sabotage the safety protocols containment fields on the ships antimatter bottles. As his crew entered the escape capsules, Forrester remained on the bridge to deactivate the containment fields. The Klingon Destroyer wheeled around, and as her disruptor bolts hit the Jackson, Forrester deactivated the containment fields. Klingon reports claim that the

Jackson was carrying antimatter to the Hydrans, forbidden under interstellar trade laws, and that the resulting explosion was from the disruptors hitting this contraband cargo. Starfleet maintains that the explosion was from Forrester's act of supreme sacrifice. Another disputed fact is the source of the communication interference. The Klingon Empire maintained that the Jackson was emitting the signal, whereas outside reports can find no evidence that there was a communications failure.

Whatever the facts of the matter, the United Federation of Planets declared war on the Klingon Empire. Despite some losses on both sides the status quo along the former neutral zone. It was a limited war, although the Federation did send military assistance to the Hydrans in the hopes of splitting Klingon forces. However on January 4th 2285, all hopes of a quick victory died.

On the morning of January 4th, the forces of the Romulan Star Empire launched a simultaneous attack against the entirety of the Romulan-Federation Neutral Zone. Known as the Day of the Eagle, the forces along this border were not prepared for combat, with the focus on the Federation being on the Klingon Front. The Federation suffered horrendous losses, and for several weeks, it seemed as if the Federation might fall.

Salvation came when, thanks to secret talks, the Gorn entered the war on the Federation side. Faced with a war on two fronts, the Romulan offensive faltered. After a few feeble counter offenses on the Gorn front, the Romulan Star Empire went firmly onto the defensive. The Sha'Kurian Duchies, usually reclusive and quite xenophobic, saw the opportunity to enlarge their territory, and in one of the only cases of direct military action by them, sent several carrier task forces into the southern zone of the Romulan Star Empire. Faced with overstretched forces in enemy territory and two separate invasions of their territory, the Romulan Star Empire recalled all but a skeleton force from Federation space. Those that remained inside the Federation resorted to piracy to supply their needs, and remained a nuisance to the Federation for some time.

In mid-2287, the Klingon Defence Force made a daring raid through Tholian Space in an attempt to encircle Federation forces on the western edge of the former neutral zone. Unfortunately for them, they underestimated the Tholian response, and soon the Klingon Strike forces were taking crippling fire from Tholian forces. The Tholians, in an unusual moment of diplomacy, agreed to a military access treaty, but only with the Gorn Confederacy, who did not share a direct border with the Tholian Assembly and so it was

(probably) reasoned would be less likely to try and occupy Tholian territory than the neighbouring Federation. The Tholians repelled the Klingon invaders, and claimed several worlds on the disputed Klingon-Tholian border. However, the war showed no sign of coming to an end.

The War of Pacification

On February 23rd, 2289, a message was received by all the warring powers, apparently sent by the Organians. They asked for a representative from each race to meet on Organia. The Federation, along with the Gorn and the Hydrans arrived as members of the "Alliance", and the Klingons, Romulans and Lyrans as members of the "Confederacy". After all six diplomats arrive on a deserted Organia, an Organian starship enters the system by unknown means, along with several unidentified vessels. The Organians declare that they were forced to leave to delay a great threat (still unknown as of 2292) and when they returned, they were shocked and saddened to find the galaxy in chaos and divided when order and unity were desperately needed. They also inform the six powers that they brought the Interstellar Concordium to the Milky Way to bring order and peace, since the powers of the quadrants clearly couldn't do it on their own.

Despite proving victorious during a highly pitched battle between the frigates and destroyers of each power against the star cruisers of the ISC, the forces of the Milky Way soon fell back, and the ISC established starbases and defensive minefields along all major borders with incredible speed. While the Federation, and undoubtedly the other governments who had this occupying force thrust upon them, was less than enthusiastic about this turn of events, the Organian Conflict had greatly weakened her fleets, and the ISC vessels themselves greatly outclassed the majority of Starfleet types. In Early 2289, tensions between the Mirak Star League and the Lyran Duchies reached boiling point, and a new war erupted between them. The ISC, still the dominant power at this time, destroyed the fleets of the warring powers, and even irradiated the Mirak homeworld, killing millions of innocent civilians. After this humiliating demonstration of ISC power, the governments of both powers collapsed, and as of 2292, thousands of refugees have fled to the Klingon Empire (these being Lyran refugees as the Lyrans and the Klingons have long been close partners) and the Federation (Mirak survivors seeking aid from their unlikely allies).

However, by the August of 2289, the Klingons had begun to resist the ISC occupation in a major way, striking at several ISC starbases. While suffering severe losses, the Klingons persevered, and slowly began to push back the ISC. Soon the Romulans, then the Gorn, and finally followed by the Federation and the Hydrans all began a resistance, which eventually congealed into a temporary alliance. The ISC never expected this kind of resistance, and fell back gradually to the far edges of the galaxy.

Gradually however, the alliance broke up, due to the exhaustive resistance the ISC was mounting, and the age-old competitions between powers. The Hydrans were the first to withdraw, although this was due to manpower and equipment shortages. As the forces of the ISC were pushed out of Romulan space, the Klingons and the Romulans halted any further resistance operations in favour of rebuilding their war weary fleets. Even the Gorn, saviors of the Federation during the dark days of the Organian Conflict, ended their operations against the ISC by new years day, 2291.

The Federation however, knowing that if the ISC managed to request reinforcements from their home galaxy, pushed onwards, and so far, we have pushed the ISC into the very fringes of the galaxy, beyond the Romulan-Gorn frontiers. Sadly, we cannot rest yet. This war is not yet over. That is why this field manual was created.

Intended Manual Recipients

This manual is intended for all officers of fleet captain and above. While in normal circumstances, such officers would have years of experience and training, the wars that have raged in the past 5 years have taken their toll on Starfleet, and we have been forced to send relatively inexperienced commanders into the field before the more advanced elements of their training are complete.

All officers who read this manual are expected to have a basic grasp of fleet combat and organization, as well as some knowledge of stellar cartography. To assist you further, a collection of tutorial computer simulations available in the databanks of your flagship. These cover the more basic aspects of fleet command, should you require a refresher course. See the Tutorial databank of the LCARS Campaign Menu. Some captains have been recorded as using captured Romulan and Klingon combat simulations to assist them. If you have such information in your flagships databanks, they should also appear in the tutorial menu.

UPDATE: Starfleet Command has recently approved a request by the Starfleet Academy Advanced Tuition Department to have tutorials dealing with the vessels of the Tholian Assembly uploaded to all Starfleet Flagships. Check your Tutorial Databanks.

Basic Stellar Cartography

Introduction

While all recipients of this manual are expected to have a basic knowledge of stellar cartography, this manual contains an adequately complete section on various terrains and anomalies you may encounter. Knowing how an area of space is going to effect the running of your starships before committing to deployment there is an invaluable asset in any situation, but particularly thousands of light years from federation space in combat with a hostile power.

Planet Classifications

Class: Class A Planet

Type: Geothermic

Characteristics: Very young planets, Class A worlds are less than 2 billion years old. Their diameters range in size from 1,000 to 10,000 km. They are located in the biozone or coldzone regions of a stellar system. Their surfaces are partially molten and may feature active volcanoes. Their atmospheres, if any, are primarily hydrogen. Class A planets cool over time to evolve into Class C worlds. They almost never have life forms.

Class: Class B Planet

Type: Geomortuus

Characteristics: Young planets, Class B worlds are less than 10 billion years old. Their diameters range in size from 1,000 to 10,000 km. They are located in the hotzone region of a star's solar system. Their surfaces are partially molten and may feature active volcanoes with an overall high surface temperature. Their atmospheres, if any, are extremely tenuous, with few active gases. They almost never have life forms.

Class: Class C Planet

Type: Geoinactive

Characteristics: Class C worlds range in age from about 2 to 10 billion years old. Their diameters range in size from 1,000 to 10,000 km. They are located in the ecozone or coldzone regions of a star's solar system. Their surfaces are geologically inactive, with usually cold temperatures. Their atmospheres, if any, are usually frozen upon their surface. They almost never have life forms.

Class: Class D Planetoid

Type: Asteroid/Moon

Characteristics: Most asteroids and planetoids fall under Class D. They are commonly found orbiting planets as moons. They range in age from about 2 to 10 billion years old. Their diameters range in size from 100 to 1,000 km. They can be located in any temperature region of a star's solar system. Their barren surfaces are geologically inactive, covered with craters, and have normally freezing temperatures, although closer to stars the rock is often molten when in sunlight and frozen when in shadow. Their atmospheres, if any, are tenuous. They almost never have life forms.

Class: Class E Planet

Type: Geoplastic

Characteristics: Class E worlds are younger than 1 billion years old. Their diameters range in size from 10,000 to 15,000 km. They are located in the biozone region of a star's solar system. Their surfaces are molten, and have high temperatures. Their atmospheres are primarily hydrogen with other reactive gases. Class E planets cool over time to evolve into Class F worlds. Life forms, if any, are carbon-based.

Class: Class F Planet

Type: Geometallic

Characteristics: Young planets, Class F worlds range in age from 1 to 3 billion years old. Their diameters range in size from 10,000 to 15,000 km. They are located in the biozone region of a star's solar system. Their surfaces are actively volcanic. Their atmospheres primarily contain hydrogen compounds. Class F planets cool over time to evolve into Class G worlds. Life forms, if any, are silicon-based.

Class: Class G Planet

Type: Geocrystalline

Characteristics: Young planets, Class G worlds range in age from 3 to 4 billion years old. Their diameters range in size from 10,000 to 15,000 km. They are located in the biozone region of a star's solar system. Their surfaces are still crystallizing. Their atmospheres contain carbon dioxide and other toxic gases. Class G planets cool over time to evolve into Class N, O or P worlds. Life forms, if any, are primitive single-celled organisms.

Class: Class H Planet

Type: Desert

Characteristics: Class H worlds range in age from 4 to 10 billion years old. Their diameters range in size from 8,000 to 15,000 km. They are located in the hotzone, biozone or coldzone regions of a star's solar system. Their surfaces are barren, hot, and arid, except in the coldzone where they can be covered with empty tundra. Their atmospheres may contain heavy gases and metal vapors. Life forms, if any, would have to be both drought- and radiation-resistant flora and fauna.

Class: Class I Gas Giant

Type: Supergiant

Characteristics: Class I planets range in age from 2 to 10 billion years old. Their diameters range in size from 140,000 to 10 million km. They are usually located in the coldzone region of a star's solar system, but can exist in any region. They are comprised entirely of gas, tenuous, comprised mostly of hydrogen and helium compounds, and may have water vapor as well. Temperatures vary in the cloud layers. They may contain a solid metallic mass core. They also radiate heat. A Supergiant can have hundreds of moons and many clusters of water ice rings. Life existing on a Class I is uncertain. Life forms, if any, have to exist in the biozone layers of the upper atmosphere. They may be single-celled organisms, or creatures and plants that would have to be constantly airborne.

Class: Class J Gas Giant

Type: Gas Giant

Characteristics: Class J planets range in age from 2 to 10 billion years old. Their diameters range in size from 50,000 to 140,000 km. They are usually located in the coldzone region of a star's solar system, but can exist in any region. They are comprised entirely of gas, tenuous, comprised mostly of hydrogen and helium compounds, and may have water vapor as well. Temperatures vary in the cloud layers. They may contain a solid metallic mass core. They also radiate some heat. A Gas Giant can have dozens of moons and several water ice rings. Life existing on a Class J is uncertain. Life forms, if any, have to exist in the biozone layers of the upper atmosphere. They may be single-celled organisms, or creatures and plants that would have to be constantly airborne.

Class: Class K Planet

Type: Adaptable

Characteristics: Class K planets range in age from 4 to 10 billion years old. Their diameters range in size from 5,000 to 10,000 km. They are located in the ecozone region of a star's solar system. They have rocky, barren surfaces with only trace amounts of water. Their atmospheres are thin, mostly carbon dioxide. Life forms, if any, are limited to single-celled organisms and algae. Class K planets are suitable for human colonization through terraforming.

Class: Class L Planet

Type: Marginal

Characteristics: Class L planets range in age from 4 to 10 billion years old. Their diameters range in size from 10,000 to 15,000 km. They are located in the ecozone region of a star's solar system. They have rocky, barren surfaces with little water. Their atmospheres are oxygen/argon with a high concentration of carbon dioxide. Life forms, if any, are limited to plant life. Class L planets are suitable for human colonization with some terraforming.

Class: Class M Planet

Type: Terrestrial

Characteristics: Class M planets range in age from 3 to 10 billion years old. Their diameters range in size from 10,000 to 15,000 km. They are always located in the ecozone region of a star's solar system. Their surfaces are comprised with a relatively thin tectonic layer floating on a molten rock mantle, usually with active volcanoes present. Class M planets have an abundant amount of water necessary for life to exist. Their atmospheres contain oxygen/nitrogen with other trace gases. Life forms are usually present, flourishing as extensive plant and animal life. Usually a sentient race is also present.

Class: Class N Planet

Type: Reducing

Characteristics: Class N planets range in age from 3 to 10 billion years old. Their diameters range in size from 10,000 to 15,000 km. They are usually located in the ecozone region of a star's solar system. Class N worlds are barren and rocky. Their surfaces temperatures are usually high due to an intense greenhouse effect. Water exists, but only as vapor. They have extremely dense atmospheres containing carbon dioxide and sulfides. Life forms, if any, would have to be adapted to such an extremely harsh environment. There may be single-celled organisms living in the upper layers of atmosphere.

Class: Class O Planet

Type: Pelagic

Characteristics: Class O planets range in age from 3 to 10 billion years old. Their diameters range in size from 10,000 to 15,000 km. They are always located in the ecozone region of a star's solar system. Class O worlds have an extreme abundance of water covering more than 80% of their surface. They have Class M-like atmospheres, with oxygen/nitrogen and other trace elements. There is usually life, but almost all of it is aquatic plant and animal life, with little landmass to evolve surface creatures. Sentient races evolving on such worlds are likely to be aquatic in nature.

Class: Class P Planet

Type: Glaciated

Characteristics: Class P planets range in age from 3 to 10 billion years old. Their diameters range in size from 10,000 to 15,000 km. They are usually located on the extreme edge of the ecozone region of a star's solar system. Class P worlds have an extreme abundance of water, but much of it is frozen in ice, covering more than 80% of the surface. They have Class M-like atmospheres, with oxygen, nitrogen, and other trace elements. There is usually hardy plant and animal life surviving in the tundra.

Class: Class Q Planet

Type: Variable

Characteristics: The environment of a Class Q fluctuates because they orbit a variable output star. These planets range in age from 2 to 10 billion years old. Their diameters range in size from 4,000 to 15,000 km. They are usually located in the hotzone or ecozone regions of a star's solar system. Surfaces range from molten rock to water and/or carbon dioxide ice due to the variable output of the star they orbit. Their atmospheres range from tenuous to extremely dense. Life, if any, would have to rapidly adapt to sudden changes in temperatures.

Class: Class R Planet

Type: Rogue

Characteristics: Class R rogue planets do not orbit stars. They range in age from 2 to 10 billion years old. Their diameters range in size from 4,000 to 15,000 km. Surfaces are usually barren, but some might be temperate due to geothermal venting. Atmospheres tend to be filled with volcanic out gassing. They are not believed to support life, but some might have animal and non-photosynthetic plant life.

Class: Class S Gas Giant

Type: Ultragiant

Characteristics: Class S and Class T planets are super gas giants or brown dwarfs. They range in age from 2 to 10 billion years old. Their diameters range in size from 10 to 50 million km (Class S) and 50 to 120 million km (Class T). They are usually located in a solar system's coldzone, but they can be in any region. Their surface is tenuous, composed of hydrogen and helium compounds. They radiate considerable heat and tremendous gravity. The atmosphere varies in temperature, pressure and composition at different layers. There may also be water vapor present. Life forms may only exist as single-celled organisms if any exist at all. They may have hundreds or thousands of moons, some of which may be terrestrial planets of Class M, O and P.

Class: Class T Gas Giant

Type: Ultragiant

Characteristics: Class S and Class T planets are super gas giants or brown dwarfs. They range in age from 2 to 10 billion years old. Their diameters range in size from 10 to 50 million km (Class S) and 50 to 120 million km (Class T). They are usually located in a solar system's coldzone, but they can be in any region. Their surface is tenuous, composed of hydrogen and helium compounds. They radiate considerable heat and tremendous gravity. The atmosphere varies in temperature, pressure and composition at different layers. There may also be water vapor present. Life forms may only exist as single-celled organisms if any exist at all. They may have hundreds or thousands of moons, some of which may be terrestrial planets of Class M, O and P.

Class: Class X Planet

Type: Demon

Characteristics: Classes X, Y, and Z are reserved for planets referred to as "Demon" worlds. They are usually hostile to humanoid life because they contain turbulent, sometimes volcanic environments with atmospheres filled with toxic and corrosive gasses. They range from 10,000 to 50,000 km in diameter, and can reside in any region of a star's solar system. They generate thermionic radiation, and exhibit very high surface temperatures. Life forms, if any, will probably be silicon-based or mimetic in nature.

Class: Class Y Planet

Type: Demon

Characteristics: Classes X, Y, and Z are reserved for planets referred to as "Demon" worlds. They are usually hostile to humanoid life because they contain turbulent, sometimes volcanic environments with atmospheres filled with toxic and corrosive gasses. They range from 10,000 to 50,000 km in diameter, and can reside in any region of a star's solar system. They generate thermionic radiation, and exhibit very high surface temperatures. Life forms, if any, will probably be silicon-based or mimetic in nature.

Class: Class Z Planet

Type: Demon

Characteristics: Classes X, Y, and Z are reserved for planets referred to as "Demon" worlds. They are usually hostile to humanoid life because they contain turbulent, sometimes volcanic environments with atmospheres filled with toxic and corrosive gasses. They range from 10,000 to 50,000 km in diameter, and can reside in any region of a star's solar system. They generate thermionic radiation, and exhibit very high surface temperatures. Life forms, if any, will probably be silicon-based or mimetic in nature.

Asteroid Fields

Class: Asteroid Belt Type A

Type: Impassible Asteroid Field

Characteristics: Most Asteroid fields are impassible due to the large, fast moving asteroids posing too great a risk for collision. These are identifiable as fields of large, brown asteroids.

Class: Asteroid Belt Type B

Type: Navigable Asteroid Field

Characteristics: Some Asteroid fields are composed of smaller, softer asteroids that pose little danger to starships. These fields are navigable, albeit slowly and with a slow degradation of shield strength, and eventually hull integrity, due to thousands of tiny collisions. Starships will generally try to navigate around such fields unless you give them a direct order to proceed into it. Passage through such fields for long periods is not recommended. They can be identified as fields of small, gray asteroids.

Class: Asteroid Belt Type C

Type: Micrometeorite Field

Characteristics: These small rocks present little problem to navigational deflectors, but they do interfere with shield frequencies, meaning shields are rendered ineffective inside such a field.

Class: Asteroid Belt Type D

Type: Particle Cloud

Characteristics: These are clouds of even smaller particles. They are small enough not to interfere with shields, but they do enhance the distortions around a cloaked vessel, making cloaking ineffective in such a cloud.

Nebulae

Class: Nebula Cloud Type A

Type: Radioactive Nebula

Characteristics: These are formations of highly radioactive particles and gasses, which despite modern environmental shielding are strong enough to kill the crewmen of a starship caught inside the nebula at a steady rate. They are easily identified by their sickly yellow hue.

Class: Nebula Cloud Type B

Type: Mutara Nebula

Characteristics: This odd type of nebula was first discovered in the Regula System, Mutara Sector, which gave this type of nebula its name. The particles and gasses comprising a Mutara Nebula are inert, but greatly effect sensor efficiency and the raising of shields for any starship within. Due to vastly reduced sensor range, starships navigating a Mutara nebula are forced to reduce their speed down to low impulse speeds. They are easily identified by its purple hue.

Class: Nebula Cloud Type C

Type: Cerulean Nebula

Characteristics: These nebulae appear to be related to Mutara Nebulae, as the two types have very similar effects. However, Cerulean Nebulae affect all known sensor frequencies and targeting systems, the practical upshot of which is that weapons fire inside a cerulean nebula is impossible. In addition, any starship attempting to fire weapons into a cerulean nebula will find her weapons harmlessly dissipated, or repeatedly failing to hit their intended target. The fringes of cerulean nebulae block sensor readings, and so while any starship within is effectively blind, they are also masked from an external starships sensors.

Class: Nebula Cloud Type D

Type: Metreon Gas Nebula

Characteristics: These nebulae are pockets of dangerous metreon gas. This gas is extremely volatile, and electrical storms rage inside metreon gas nebulae. These storms grind down shielding, and eventually erode hull panels. In addition, due to the unstable nature of the metreon gas, starships that attempt to traverse a metreon nebula are forced to reduce impulse emissions by lowering their speed down to low impulse speeds.

Class: Nebula Cloud Type E

Type: Deuterium Nebula

Characteristics: These nebulae are pockets of valuable deuterium, used in M/AM Reactors and impulse drives. While Deuterium is a stable element, due to its nature in Matter/Anti-matter reactions, if a freighter carrying it is destroyed, a huge chain reaction occurs. To prevent the risk of explosion, freighters carry less deuterium than they would Dilithium, and limit their speeds to low impulse speeds. The nebulae themselves are harmless, and can be identified by their pulsing yellow/gold glow. They are gradually reduced as deuterium is extracted from them.

Stellar and Stellar-based Anomalies

Class: Class B Star

Type: Hot Blue Star

Characteristics: Class B stars are extremely luminous and blue. As B stars are so powerful, they only live for a very short time, and thus they do not stray far from the area in which they were formed. They typically have a surface temperature of up to 12500 Degrees Kelvin.

Class: Class G Star

Type: Warm Yellow Star

Characteristics: Class G stars are probably the best known to Federation Scientists, if only for the reason that Sol, otherwise known as the Sun, is of this class of Star. They typically have a surface temperature of up to 6000 Degrees Kelvin, half that of Class B Stars.

Class: Class M Star

Type: Cold Red Star

Characteristics: Class M Stars are by far the most commonly sighted stellar class. They are typically old, Red Giants close to supernova, or post-supernova Red Dwarfs. They are considered "cold" as they have a surface temperature of only 2000 to 3900 Degrees Kelvin.

Class: Stellar Energy Field Type A

Type: Solar Corona

Characteristics: Solar Coronas are a type of plasma "atmosphere" of a star, extending millions of kilometres into space, most easily seen during a total solar eclipse. They are highly dangerous to starships, their energised plasma causing severe damage to starship hulls. Due to the brightness of their parent star, they are not easily detected in normal conditions, so the best way to avoid being caught by their damaging high-energy plasma is to give stars a wide berth.

Class: Stellar Energy Field Type B

Type: Stellar Magnetic Radiation Field

Characteristics: These dangerous fields of stellar radiation form an invisible belt around a star in the same manner as coronas. However, rather than damaging hulls, this belt of energy has the same lethal effects as that of a radioactive nebula.

Class: Black Hole

Type: Kerr-Newman Black Hole

Characteristics: A black hole is a region of space in which the gravitational field is so powerful that nothing can escape after having fallen past the event horizon. The name comes from the fact that even electromagnetic radiation (e.g. light) is unable to escape, rendering the interior invisible. The only visible part of a black hole is its accretion disc. Black holes are very dangerous to starships. Their immense gravitational pull will attract any listing vessel, and their huge gravity wells prevent warp travel in the local area. Should a starship wander too close, a black hole can even overpower the thrust from impulse engines, disabling them, resulting in the doomed vessel being unable to resist the black hole's gravity. They can be identified firstly by their huge gravity well, and secondly by the visible (often bluish) accretion disk.

Lunar Objects

Class: Class A Planetoid

Type: Volcanic Moon

Characteristics: Geographically speaking, these moons are simply smaller more active versions of Class A Planets. They are too small to effectively support a crust layer, and so are little more than boiling pots of crystalline material. Dilithium is often found in small amounts on these moons, which are small enough to be mined by freighters rather than requiring an Orbital Processing Facility.

Class: Type A Dilithium Moon

Type: Dilithium Moon

Characteristics: How these moons were formed is somewhat of a mystery to Federation scientists. They seem to be some form of sub-stellar mass that converts the trace particles of hydrogen and other elements in space into Dilithium crystals. This process is extremely lengthy, but in a curious twist, it seems that the more crystal is removed, the faster the reaction becomes until the moon is almost infinite. However, this seems to destabilise the moon in question, which can result in a catastrophic subspace explosion, and so responsible mining protocols are key to prevent this kind of ecological disaster from occurring. They can be of any size, although typically they are far smaller than traditional "moons". In some rare cases, planetoids have been found to have trace Dilithium deposits, and it is generally believed that mining in this way is less hazardous than deep space mining. One such example of widespread planetoid Dilithium mining is the Klingon moon of Praxis.

UPDATE: Recent reports have unearthed a new kind of Dilithium moon seemingly unique to the galactic fringe. These moons seem to have a larger crystal to mineral ratio than other Dilithium moons encountered, and the crystal has a pinkish hue rather than the blue glow observed in most Dilithium crystals.

Class: Class D Subplanetary Body

Type: Rocky Moon

Characteristics: These are simply very small examples of D Class Planetoids. They can be mined of tritanium using orbital processing facilities in the same way as their larger brethren.

Fleet, Facility and Race Briefings

These briefings are classified and for authorised Starfleet personnel only. They will help familiarize you with the ships and stations in use by the major powers encountered to date. They are not intended to be exhaustive tomes of knowledge, but

The United Federation of Planets

Background

Founded in 2161 with the unification of the governments of Earth, Vulcan, Andor and Tellaria, the Federation quickly grew in a period of unprecedented expansion in the late 22nd Century. With her main enemy, the Romulan Star Empire, utterly smashed at the Battle of Cheron in 2161, and the Klingon Empire engulfed in a civil war (a seemingly recurring event over the centuries), the Federation expanded peacefully and many new member worlds joined her league of worlds.

In the mid-2260s this era of prosperity ended. The Klingon Empire emerged from her civil war stronger than ever before, and soon she and the Federation entrenched themselves for a long and bitter conflict. The Organians intervened however, and a potential holocaust was turned into a mere Cold War.

However, in 2286 this peace was shattered when the Organians disappeared. The Organian Conflict engulfed the Federation, and through that conflict, and the later "War of Pacification", the Federation became far more militaristic. As of 2292, we are involved in a campaign to destroy the remnants of the Interstellar Concordium in the Milky Way Galaxy, and our frontline forces (the Prime Fleet) are engaged in the far reaches of the galaxy in this role. Our forces in the Alpha Quadrant are weak, the Reserve Fleet composed entirely of old, obsolete vessels mothballed after the Organian Conflict.

Federation Prime Fleet Vessels

Visual:



Class: Liberty

Hull Type: ACS

Ship Class: Construction Tender

Commissioned: 2287

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Facility construction

Description:

Based around the saucer section of a refitted Akula Class, the Liberty Class is found throughout the Federation, constructing new facilities.

Visual:



Class: Clydesdale

Hull Type: DF

Ship Class: Mining Freighter

Commissioned: 2284

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Dilithium Extraction Beam

Deuterium Extraction Beam

Role: Raw material extraction

Description:

The workhorse of Starfleet, the Clydesdale Class gathers raw dilithium and deuterium for processing into dilithium crystals and deuterium slush, which are used in M/AM Reactors and to power shipyard/construction ship industrial replicators to produce new vessels and stations.

Visual:



Class: Freelancer

Hull Type: AK

Ship Class: Cargo Freighter

Commissioned: 2288

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Cargo transfer and trade

Description:

An unconventional design used to ferry personnel and equipment around the Federation. Based on a hybrid of an Excelsior Class and refit Constitution Class, the Freelancer Class is also used to carry trading items between the Federation and the trading stations of her allies to generate resources for the Federation's economy.

Visual:



Class: Independence

Hull Type: FB

Ship Class: Colony Vessel

Commissioned: 2287

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Colonisation Pods

Role: Colonisation

Description:

Based on the versatile Liberty Class hull, the Independence Class is used to colonise new worlds for the Federation. Often found in small convoys, headed for a newly authorised system.

Visual:



Class: Washington

Hull Type: APA

Ship Class: Troop Transport

Commissioned: 2288

Sensor Range: Standard

Weaponry:

Primary: Point Type B Phaser Emitters (x2)

Secondary: Photon Torpedo Tubes (x2)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Troop transportation and starship/planetary assault

Description:

A militarised Freelancer Class, the Washington Class is essential in times of war for carrying Federation Assault Marines into battle. These marines are specialists in ship-to-ship assaults, but may also be employed in a ground assault role on colonised worlds. Lightly armed, the Washington Class is designed to work alongside more combat capable vessels.

Visual:



Class: Unity

Hull Type: AR

Ship Class: Fleet Repair Tender

Commissioned: 2287

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Molecular Repair Beam

Role: Vessel and facility repair

Description:

Another vessel based on the Liberty Class hull, the Unity Class supports the work of her parent class using her molecular repair beam to aid in the repair of damaged vessels and facilities. The molecular repair beam uses similar technology to shipyard industrial replicators, albeit at a far less complex level.

Visual:



Class: Oberth

Hull Type: EC

Ship Class: Science Vessel

Commissioned: 2284

Sensor Range: Long

Weaponry:

Primary: Point Type B Phaser Emitters (x2)

Secondary: Photon Torpedo Tubes (x1)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Specialised Sensor Package

Role: Exploration, scouting and cloaked ship hunting

Description:

Designed to explore distant star systems, the Oberth Class fulfills the role of an Escort in wartime, acting as a scout for Starfleet. Her sensitive sensor package also proves invaluable in searching for cloaked vessels, another crucial task in wartime. She is however, lightly armed and shielded, and must be supported by larger vessels to be effective in this role.

Visual:



Class: Okinawa

Hull Type: FF

Ship Class: Frigate

Commissioned: 2289

Sensor Range: Standard

Weaponry:

Primary: Point Type B Phaser Emitters (x2)

Secondary: Photon Torpedo Tubes (x2)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Picketing and light combat

Description:

Replacing the obsolete Davids Class shortly before the War of Pacification, the Okinawa Class is designed as a police vessel, monitoring trade traffic at border posts, and is not designed to combat anything more than an unruly smuggler or occasional pirate. However, in times of war, the Okinawa is a useful and versatile Frigate, picketing the flanks of a larger fleet, and is often found in support of Oberth Class vessels.

Visual:



Class: Okinawa

Hull Type: FF

Ship Class: Scout

Commissioned: 2289

Sensor Range: Long

Weaponry:

Primary: Point Type B Phaser Emitters (x2)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Electronic Countermeasures (ECM)

Electronic Counter Countermeasures (ECCM)

Role: Combat Scouting

Description:

Based on the Federation FF Hull, this variant of the Okinawa Class is designed for combat scouting duties. In combat, they also perform electronic warfare duties, scrambling enemy sensors.

Visual:



Class: Akula (Refit)

Hull Type: DD

Ship Class: Destroyer

Commissioned: (Refit) 2287

Sensor Range: Standard

Weaponry:

Primary: Point Type B Phaser Emitters (x3)

Secondary: Photon Torpedo Tubes (x2)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Border patrol, convoy escort and interdiction

Description:

The Akula Class was found to be sorely lacking during the Organian Conflict, and shortly before the end of that war, all Akula Class vessels then in service were withdrawn and refitted to this current standard. Distinguishing herself as a powerful, if slightly flawed, Destroyer during the War of Pacification, the Akula Class Refit is set to continue her career in Starfleet for many years to come. During peacetime, these vessels have found themselves suited to stints on border patrol, and for escorting convoys in and out of Federation space.

Visual:



Class: Miranda

Hull Type: CL

Ship Class: Light Cruiser

Commissioned: 2283 (Weapons refit in 2287)

Sensor Range: Standard

Weaponry:

Primary: Point Type B Phaser Emitters (x4)

Secondary: Photon Torpedo Tubes (x2)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Light fleet action

Description:

Designed as a long overdue replacement for the venerable Surya Class, the Miranda Class introduced many of the standards now seen in the latest generation of Starfleet vessels. Originally fitted with a pair of "Megaphaser Cannons" in addition to her standard armament, the introduction of the Point Type B Phaser rendered these power-hungry weapons obsolete and they were removed. The power gained from the removal of these heavy weapons allowed greater maneuverability at impulse speed, and the Miranda Class soon proved herself a capable Light Cruiser during the middle to late stages of the Organian Conflict. In peacetime, she is often found assisting civilian research projects, and as a useful vessel for all sorts of probe related activities.

Visual:



Class: Constitution (Refit)

Hull Type: CA

Ship Class: Heavy Cruiser

Commissioned: (Refit A) 2271 (Refit B) 2286

Sensor Range: Standard

Weaponry:

Primary: Point Type B Phaser Emitters (x4)

Secondary: Photon Torpedo Tubes (x2)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Patrol and fleet combat

Description:

Probably the most successful vessel in the history of Starfleet, the Constitution Class was made famous by the 5-year voyage of the USS Enterprise under Captain James T Kirk. Older than any other design still in use in the Prime Fleet, the Constitution Class has been refitted twice, once in the 2270s, and again in 2286 shortly before the Organian Conflict. The latest refit, known as refit B, is set to continue her service life well into the 24th Century. Performing a myriad of tasks in peacetime, the Constitution Class Refit is often found as the bulk of a Federation fleet, in the role of a Heavy Cruiser, possessing a good balance of maneuverability, firepower and defensive shielding.

Visual:

Class: Salazar

Hull Type: TCA

Ship Class: Torpedo Cruiser

Commissioned: 2289

Sensor Range: Long

Weaponry:

Primary: Point Type B Phaser Emitters (x2)

Secondary: Photon Torpedo Tubes (x6*)

Heavy: None*

Advanced: None

Auxiliary: Tractor Beam

Role: Probe surveys, cloak hunting and planetary bombardment

Description:

During the Organian Conflict, Starfleet Tactical Command noted two distinct gaps in the Starfleet combat doctrine. Firstly, there was no specific procedure or method with which to combat cloak-capable warships employed by the Klingon and Romulan aggressors. Secondly, planetary assaults during the war had degraded into costly, drawn out sieges, which the Federation could not afford. To fill these holes, a new vessel was drawn out from existing designs, using a modified refitted Constitution Class hull. The new Salazar Class could efficiently hunt cloaked ships, and deliver a searing barrage of photon torpedoes during a planetary assault. Eager to find a peacetime role for her, to satisfy the Federation Council, she was also fitted with stellar cartography laboratories and extensive probe storage to chart stellar activity over long periods. Entering service too late to see action in the Organian Conflict, the Salazar Class saw limited service during the War of Pacification, although she was never needed in the roles for which she was designed. With tensions high between the Federation and her cloak-using rivals, the Salazar Class is highly prized in Starfleet.

*Note: Two of the six torpedo tubes are configured to fire exclusively the aforementioned Proximity Burst Photon Torpedoes.

Visual:



Class: Lexington

Hull Type: CC

Ship Class: Command Cruiser

Commissioned: 2291

Sensor Range: Long

Weaponry:

Primary: Point Type B Phaser Emitters (x4)

Secondary: Photon Torpedo Tubes (x2)

Heavy: None

Advanced: Quantum Wave Carrier Beam (QCB – x1)

Auxiliary: Tractor Beam

Electronic Countermeasures (ECM)

Electronic Counter Countermeasures (ECCM)

Role: Long term exploration and fleet command

Description:

A recent design intended to bridge the gap between the Constitution Class refit and the Excelsior Class; the Lexington Class takes on roles formerly performed by these two classes, freeing them for duties that are more important. One of the latest and greatest in terms of new technology, she also serves in the diplomatic role, giving new worlds and old enemies their first glimpse of a new, modern, Federation. In wartime, it is hoped that the new quantum wave carrier beam will provide a powerful punch, and that the Lexington Class will perform as a Command Cruiser, co-coordinating a fleet of smaller vessels. She is yet to be tested in combat.

Visual:

Class: Excelsior

Hull Type: BC

Ship Class: Battlecruiser

Commissioned: (Prototype) 2284 (Standard) 2287

Sensor Range: Standard

Weaponry:

Primary: Point Type B Phaser Emitters (x4)

Secondary: Photon Torpedo Tubes (x4)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Heavy fleet action

Description:

The Excelsior Class was nearly the greatest embarrassment to the Federation since the Day of the Eagle during the Organian Conflict. Designed around the massive and highly experimental Transwarp Drive, she was intended to replace the Constitution Class A refits then just entering service, and to usher in a new age of prosperity with her revolutionary drive system. However, the total failure of the transwarp drive in 2285 nearly led to the utter abandonment of the entire project. The ever resourceful Admiral Cartwright of the Starfleet Defense Division noted that the design of the ship was a sound one, and so ordered the prototype USS Excelsior (then NX-2000) to be refit with the latest conventional warp drive, and for trials to continue. Saved by the Admiral's intervention, the newly re-commissioned USS Excelsior (now NCC-2000) was a resounding success, and under the command of Captain Hikaru Sulu, began a tour of duty just days before the outbreak of the Organian Conflict. The first three production vessels served with distinction before the wars end. Originally designed to fulfill all the roles of the Constitution Class in peacetime, rising tensions lead to Excelsior Class vessels being sent straight to the Klingon border, becoming the largest vessels on station there. Now diverted to the Prime Fleet and scattered in the far reaches in search of the ISC, the Excelsior Class is also intended to perform nebula surveys and act as a science platform as well as its wartime role of a Battlecruiser while in this unexplored area of space.

Visual:



Class: Ulysses

Hull Type: DN

Ship Class: Dreadnought

Commissioned: 2288

Sensor Range: Standard

Weaponry:

Primary: Point Type B Phaser Emitters (x5)

Secondary: Photon Torpedo Tubes (x4)

Heavy: None

Advanced: Quantum Wave Carrier Beam (QCB – x1)

Auxiliary: Tractor Beam

Electronic Countermeasures (ECM)

Electronic Counter Countermeasures (ECCM)

Role: Core defense, heavy fleet action and system command

Description:

The largest starship to be in regular full-time service in Starfleet, the Ulysses Class is officially termed as a "Hinterland Patrol Vessel" although all concerned agree that she serves in times of war as a Dreadnought, and a Dreadnought she will always be. Exclusively assigned to the Sol system in peacetime, she is a visible sign of Federation power for all those arriving on matters of diplomacy. In wartime, the Ulysses Class is at the core of a large fleet, and is often used in the role of planetary bombardment, heavy fleet actions and as a command vessel for groups of Heavy Cruisers and the like.

Visual:

Class: Missouri

Hull Type: BB

Ship Class: Battleship

Commissioned: 2286

Sensor Range: Standard

Weaponry:

Primary: Point Type B Phaser Emitters (x6)

Secondary: Photon Torpedo Tubes (x6)

Heavy: None

Advanced: Quantum Wave Carrier Beam (QCB – x1)

Auxiliary: Tractor Beam

Role: Heavy fleet action

Description:

Only commissioned during times of war, vessels of the Missouri Class are usually to be found in dry-dock at Utopia Planitia shipyards on Mars, Sol. Here these majestic ladies remain, until the Federation has need of their powerful banks of phasers and huge complement of photon torpedoes. Officially classed as a "Flagship" in Federation databanks, the Missouri is a Battleship, and is used wherever extreme destructive force is required. With her size and lack of agility, she is often found at the centre of a fleet, engaging enemy capital ships in an exchange of fire, or pounding a planet with her arsenal of photon torpedoes before a planetary ground assault. Although only two of these vessels were completed before the end of the Organian Conflict, their performance assured their further construction.

Visual:



Class: Yamato

Hull Type: BBX

Ship Class: Experimental Battleship

Commissioned: 2292

Sensor Range: Standard

Weaponry:

Primary: Point Type B Phaser Emitters (x6)

Secondary: Photon Torpedo Tubes (x4)

Heavy: None

Advanced: Assault Phasers (x2)

Auxiliary: Tractor Beam

Role: Heavy fleet action

Description:

Larger than even the Missouri Class, is the Yamato Class Experimental Battleship. This starship is designed, as a demonstrator to the people, and enemies, of the Federation that Starfleet when provoked, is a force to be reckoned with. Usually reserved as secondary weapons for starbases, a pair of mighty assault phasers is fitted to the dual spines of her hull. While firing these weapons often causes a ship-wide brownout, they are powerful weapons that will no doubt be invaluable in any future war for punching holes in enemy installations, and for decimating even enemy capital ships.

Federation Reserve Fleet Vessels (Campaign Only)

Visual:



Class: Davids

Hull Type: OFF

Ship Class: Frigate (Obsolete)

Commissioned: 2257

Sensor Range: Standard

Weaponry:

Primary: Point Type A Phaser Emitters (x2)

Secondary: Photon Torpedo Tubes (Obsolete x2)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Reserve Fleet Frigate

Description:

With her replacement, the Okinawa, now serving with the Prime Fleet, the Davids Class has been relegated to the Reserve Fleet. Armed with obsolete weaponry, the Davids Class will struggle to cope with threats any larger than an Escort.

Visual:



Class: Davids

Hull Type: OFF

Ship Class: Scout (Obsolete)

Commissioned: 2257

Sensor Range: Long

Weaponry:

Primary: Point Type A Phaser Emitters (x1)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Electronic Countermeasures (ECM)

Electronic Counter Countermeasures (ECCM)

Role: Reserve Fleet Scout

Description:

With her replacement, the Okinawa, now serving with the Prime Fleet, the Davids Class has been relegated to the Reserve Fleet. Armed with obsolete weaponry, the Davids Class will struggle to cope with threats any larger than an Escort. This is the scout variant, fitted with electronic warfare equipment.

Visual:



Class: Akula

Hull Type: ODD

Ship Class: Destroyer (Obsolete)

Commissioned: 2243

Sensor Range: Standard

Weaponry:

Primary: Point Type A Phaser Emitters (x3)

Secondary: Photon Torpedo Tubes (Obsolete x2)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Reserve Fleet Destroyer

Description:

The Akula Class was designed just after the Constitution Class had entered full service with Starfleet. While all serviceable vessels were refit during the latter stages of the Organian Conflict, heavily damaged vessels were still in repairs when these refits were being carried out. Too heavily damaged to be properly refitted, these vessels were repaired to pre-refit standards, with some getting minor internal upgrades (especially to the Warp Drive). With the widespread adoption of the refitted Akula Class, these older vessels were transferred to the Reserve Fleet. They are still used as destroyers but are naturally far less capable than their refit brethren.

Visual:



Class: Surya

Hull Type: OCL

Ship Class: Light Cruiser (Obsolete)

Commissioned: 2241

Sensor Range: Standard

Weaponry:

Primary: Point Type A Phaser Emitters (x4)

Secondary: Photon Torpedo Tubes (Obsolete x2)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Reserve Fleet Light Cruiser

Description:

Introduced shortly after the Constitution Class, the Surya was the first Light Cruiser to enter service with Starfleet, showing those who doubted the usefulness of such a design how lacking Starfleet had been without her. Replaced during the Organian Conflict by the Miranda Class (originally designed as a pure refit to the Surya, but eventually the refit was so widespread, she was designated as a new class), the older Surya has found herself relegated to the Reserve Fleet, where she will no doubt serve until the end of her service life.

Visual:



Class: Constitution

Hull Type: OCA

Ship Class: Heavy Cruiser (Obsolete)

Commissioned: 2240

Sensor Range: Standard

Weaponry:

Primary: Point Type A Phaser Emitters (x4)

Secondary: Photon Torpedo Tubes (Obsolete x2)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Reserve Fleet Heavy Cruiser

Description:

A milestone in Federation ship design, the Constitution Class has been refitted twice during her service life. However, many of the original pre-refit vessels still serve admirably in the Reserve Fleet. Should the Federation come under attack with the Prime Fleet still in the far reaches of the Galaxy, these venerable vessels will no doubt find themselves the backbone of the Reserve Fleet's counter offensive.

Visual:

Class: Federation

Hull Type: ODN

Ship Class: Dreadnought (Obsolete)

Commissioned: 2253

Sensor Range: Standard

Weaponry:

Primary: Point Type A Phaser Emitters (x5)

Secondary: Photon Torpedo Tubes (Obsolete x4)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Electronic Countermeasures (ECM)

Electronic Counter Countermeasures (ECCM)

Role: Reserve Fleet Dreadnought and command vessel.

Description:

The first warship designed in the Federation since its formation at the end of the Earth-Romulan War in 2161, the Federation Class has always been a controversial topic of conversation among Starfleet Officials. Some argued that her array of weapons, awe inspiring when she was designed in the 2250s, would be seen as a direct and urgent threat by the Romulans or the Klingons, perhaps even by the Gorn (who had been recently encountered, and despite a few faux pas, relations had been strengthening with). Others said that her sheer power would deter the Romulans and the Klingons from ever opposing Federation expansion. When she was finally tested in battle, some severe design limitations were glaring apparently. For a vessel of her size, she was fast, but hard to maneuver at impulse speed. However, the need for a Dreadnought in any future war was apparent and the Ulysses Class was designed to her. Relegated to the Reserve Fleet, the Federation Class is now used as a command vessel.

Visual:

Class: Langley

Hull Type: OBBX

Ship Class: Experimental Battleship (Obsolete)

Commissioned: 2277

Sensor Range: Standard

Weaponry:

Primary: Point Type A Phaser Emitters (x6)

Secondary: Photon Torpedo Tubes (Obsolete x4)

Heavy: None

Advanced: Quantum Wave Carrier Beam (QCB – x1)

Auxiliary: Tractor Beam

Role: Retired Technology Demonstrator

Description:

The first of Utopia Planitia Shipyards experiments, the Langley Class was designed during the late 2260s, but due to her experimental nature was not completed until 2277. The technological advancements pioneered by her proved instrumental in the Missouri Class project, and the Quantum Wave Carrier Beam (which the USS Langley tested) has now become a useful addition to the arsenals of Lexington, Ulysses and Missouri Class starships. Only three such vessels exist, the USS Langley being the prototype, and her two sister vessels the USS Essex and the USS Forrestal. These three vessels are dry docked at the Reserve Fleet Shipyards at the Pearl Nebula.

Federation Stations & Facilities

Visual:



Type: Starbase

Sensor Range: Standard

Weaponry:

Primary: Point Type B Phaser Emitters (x8)

Secondary: Photon Torpedo Tubes (x4)

Heavy: None

Advanced: Assault Phasers (x2)

Auxiliary: None

Role: Command Centre, vessel construction and repair

Description:

These starbases are found at the core of Federation bases, and employed as prominent defenses along the Klingon and Romulan Neutral Zones. These huge stations are also used to construct Liberty, Clydesdale, Freelancer, Independence, Washington and Unity Class starships, and for processing raw deuterium mined by Clydesdale Class vessels.

Visual:



Type: Mining Station

Sensor Range: Short

Weaponry:

Primary: Point Type B Phaser Emitters (x2)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Dilithium processing

Description:

Found near dilithium moons, these stations process raw dilithium mined by Clydesdale Class vessels.

Visual:



Type: Orbital Processing Facility

Sensor Range: Short

Weaponry:

Primary: Point Type B Phaser Emitters (x2)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Planetary mineral extraction

Description:

These small stations are found orbiting Federation worlds, mining the rich mineral deposits found on most planets in the Federation. These various deposits are smelted on station into tritanium ore,

which can then be processed by shipyard and construction ship replicators into tritanium alloys for use in constructing new vessels and facilities.

Visual:



Type: Trading Station

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Resource trading and commerce

Description:

Key to the Federation's strong economy is the network of these trading stations that crisscross Federation space. With many large bays capable of storing a myriad of different trade goods, these stations are used for the strategic supply of allied fleets, and as a port of call for civilian traders. The taxation of these traders generates a small amount of deuterium for the Federation.

Visual:



Type: Standard Shipyard

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

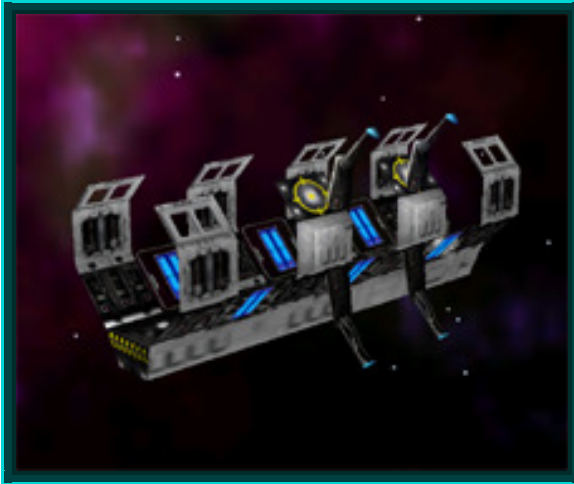
Auxiliary: None

Role: Vessel construction and repair

Description:

These facilities are the backbone of Starfleet. Each dock possesses two bays, one for repair and one for construction. The standard shipyard constructs Oberth, Okinawa, Akula(R), Miranda, Constitution(R) and Salazar Class starships.

Visual:



Type: Advanced Shipyard

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Vessel construction and repair

Description:

These facilities are the backbone of Starfleet. Each dock possesses two bays, one for repair and one for construction. The advanced shipyard constructs Lexington, Excelsior, Ulysses, Missouri and Yamato Class starships.

Visual:



Type: Monitoring Station

Sensor Range: Long

Weaponry:

Primary: Point Type B Phaser Emitters (x4)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Specialised Sensor Package

Role: Probe net monitoring and detection

Description:

These small stations are used along the Klingon and Romulan Neutral Zones to monitor sections of the sensor probe net. They are also fitted with highly sensitive sensor packages, and are invaluable in detecting cloaked vessels. Due to the remoteness of their locations, they are armed with a number of phasers, although they should not be expected to survive against any sizable assault.

Visual:



Type: Sensor Probe

Sensor Range: Long

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Specialised Sensor Package

Role: Surveillance and monitoring

Description:

Assembled in vast nets along the Klingon and Romulan Neutral Zones, these powerful sensor probes are capable of detecting vessels at long distances, and can even detect cloaked vessels at short ranges.

Visual:



Type: Type FA Mine

Sensor Range: Standard

Weaponry:

Primary: Point Type B Phaser Emitters (x2)

Secondary: Photon Torpedo Tubes (x1)

Heavy: None

Advanced: None

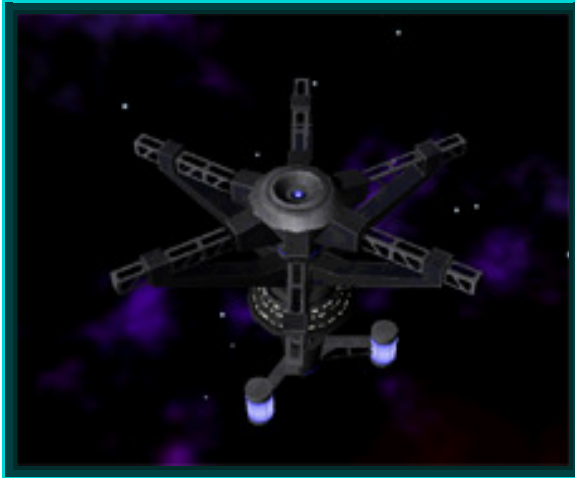
Auxiliary: None

Role: Area defense

Description:

Designed to complement station defenses, to give some rudimentary defenses to larger installations such as shipyards, mining stations, and for adding a defensive layer to the vast sensor probe nets along the Klingon and Romulan Neutral Zones, these mines are lightly shielded but in sufficient numbers can cause crippling damage to even cruiser sized starships.

Visual:



Type: Research Facility

Sensor Range: Short

Weaponry:

Primary: Point Type B Phaser Emitters (x4)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Advanced weapon research

Description:

Starfleet uses these facilities to develop new advanced weaponry for use onboard Federation starships and facilities. Often hidden in remote locations, these stations are lightly armed to deter casual raiders from capturing the advanced technology located within.

Visual:



Type: Utopia Planitia Vessel Hull Research Centre

Sensor Range: Short

Weaponry:

Primary: Point Type B Phaser Emitters (x2)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Vessel research

Description:

Utopia Planitia Shipyards on Mars has several orbital laboratories performing tests that could not ordinarily be accomplished on the surface of a planet. Along with tactical analysts from Starfleet Tactical Command, the researchers on these stations help develop new vessels for Starfleet.

Visual:



Type: Vulcan Research Institute

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Vessel and facility systems research

Description:

Vulcan scientists use these facilities to enhance and develop shipboard and facility systems. The usefulness of such research and development was proved during the Organian Conflict, and the Vulcan Research Institute has become an integral part of the Starfleet Research and Development Division.

Visual:



Type: Utopia Planitia Experimental Research Laboratory

Sensor Range: Short

Weaponry:

Primary: Point Type B Phaser Emitters (x2)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Highly experimental research

Description:

With the success of the Langley and Missouri Class projects, Utopia Planitia shipyards on Mars founded the Utopia Planitia Experimental Research Laboratory to continue development of their innovative technologies.

The Klingon Empire

Background

The Klingon Empire is the official state of the Klingon people, founded approximately 1,500 years ago (1,000 years by the Klingon calendar) by Kahless the Unforgettable, who first united the Klingon homeworld of Qo'noS. After repelling the Hur'q, a species of alien overlords that ruled over Qo'noS and many of the surrounding systems, and acquiring their advanced technology, the Klingon Empire grew quickly.

The Klingon Empire has always had frequent civil wars between the dominant houses, and the most recent of these ended in what would be the mid-2260s. Since then she has expanded her sphere of influence by conquering numerous systems and incorporating them in the Empire.

In 2286, the peace treaty forced on the Klingon Empire and the Federation was broken by the Klingons after the disappearance of the Organians. The resulting war, known as the Organian Conflict, engulfed the galaxy, and brought no less than 6 of the galaxies major powers into a bloody, bitter conflict. Emerging from the Organian Conflict narrowly defeated (most historians would agree that *no-one* won the Organian Conflict), and then catapulted into the War of Pacification brought about by the Organians return, the Klingon Empire has since withdrawn from military operations (leaving the Federation to finish off the remaining ISC forces) and is in the process of rebuilding her war weary fleets.

While a costly civil war after the death of Chancellor Lorak interrupted this process in 2291, as of 2292, this process is close to completion. However, there are still rogue elements within the Klingon Empire, and even with the stabilising influence of the new Chancellor, Gorkon, her future is far from certain.

Klingon Defence Force Vessels

Visual:



Class: Maj'targH

Hull Type: ACS

Ship Class: Construction Tender

Commissioned: 2230

Sensor Range: Short

Weaponry:

Primary: Disruptors (x2)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Facility construction

Description:

While used purely to construct new facilities within the Klingon Empire, the "War Pig" is still an invaluable part of the Klingon war effort. As per Klingon Doctrine, she is armed, albeit it lightly.

Visual:



Class: Tah'Pah

Hull Type: DF

Ship Class: Mining Freighter

Commissioned: 2225

Sensor Range: Short

Weaponry:

Primary: Disruptors (x2)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Dilithium Extraction Beam

Deuterium Extraction Beam

Role: Raw material extraction

Description:

While considered a position of little honour, captaincy on a Klingon "Bloodline" Freighter is still an important task. These vital vessels are lightly armed and are critical to the resource starved Klingon Empire.

Visual:



Class: BehK'TaH

Hull Type: AK

Ship Class: Cargo Freighter

Commissioned: 2270

Sensor Range: Short

Weaponry:

Primary: Disruptors (x2)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Cargo transfer and trade

Description:

While not a traditional source of income for the Empire, the aptly named "Lifeblood" Class is a massive part of the Klingon trading structure. This very structure has become a crucial part of the Klingon economy, and these cargo vessels generate much-needed deuterium for the Empire.

Visual:



Class: tuQ'jaCh

Hull Type: FB

Ship Class: Colony Vessel

Commissioned: 2265

Sensor Range: Short

Weaponry:

Primary: Disruptors (x2)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Colonisation Pods

Role: Colonisation

Description:

The Klingon Empire usually expands through conquest, but sometimes even the Empire must colonise new worlds. The "Brave Settler" carries her namesakes to new worlds to expand the Empires borders and exploit new deposits of resources.

Visual:



Class: Chava'Kal

Hull Type: APA

Ship Class: Assault Transport

Commissioned: 2255

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x2)

Secondary: None

Heavy: Heavy Disruptors (x2)

Advanced: None

Auxiliary: Tractor Beam

Assault Pods

Role: Troop transportation and starship/planetary assault

Description:

A highly modified D7 Class hull, the "Poisoned Barb" carries Klingon Assault Marines into combat. These marines are some of the most powerful close combat troops in the galaxy, and are expert at ship-to-ship boarding operations. They are also invaluable in planetary sieges, with conquest being a large part of Klingon Doctrine.

Visual:



Class: pIH

Hull Type: FF

Ship Class: Fleet Repair Ship

Commissioned: (Repair Version) 2245

Sensor Range: Short

Weaponry:

Primary: Disruptors (x4)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Molecular Repair Beam

Cloaking Device

Role: Vessel and facility repair

Description:

The pIH Class is an aging frigate kept in service due to her extraordinary versatility. This version of the "Suspicious" is fitted with a molecular repair beam, and is crucial vessel and facility repairs.

Visual:



Class: B'rel

Hull Type: EC

Ship Class: Escort

Commissioned: 2262

Sensor Range: Standard

Weaponry:

Primary: Light Disruptors (x2)

Secondary: Photon Torpedo Tubes (x1)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Gravity Mines

Cloaking Device

Role: Picketing, light combat and pack hunting

Description:

Since her introduction, the "Bird of Prey" has become an integral part of Klingon tactical doctrines. Used as the spearhead of an attack, pack hunting and picketing duties, for her size she is a powerful vessel, and when properly captained can take down even a cruiser.

Visual:



Class: pIH

Hull Type: FF

Ship Class: Battle Frigate

Commissioned: (Original Version) 2235 (Battle Frigate Refit) 2245

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x2)

Secondary: Heavy Disruptors (x2)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Role: Patrol and light fleet duties

Description:

The pIH Class is an aging frigate kept in service due to her extraordinary versatility. This version is the latest standard refit, officially known as a "Battle Frigate". Lacking the photon torpedo tubes usually standard on Klingon vessels, she makes up for this deficit with a pair of heavy disruptors, packing quite a punch for a vessel of her size.

Visual:



Class: pIH

Hull Type: FF

Ship Class: Science Frigate

Commissioned: (Science Frigate Refit) 2260

Sensor Range: Long

Weaponry:

Primary: Disruptors (x4)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Communication Jamming Device

Electronic Countermeasures (ECM)

Electronic Counter Countermeasures (ECCM)

Role: Sensor jamming and AWACS support

Description:

The pIH Class is an aging frigate kept in service due to her extraordinary versatility. This version is officially termed a "Science Frigate", however her role in Klingon doctrine is to jam enemy communications and sensors, and to give powerful long ranged sensor coverage over a defined area in an AWACS role. She also serves as a combat scout.

Visual:



Class: pIH

Hull Type: FF

Ship Class: Cargo Frigate

Commissioned: (Cargo Frigate Refit) 2250

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x4)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Role: Light troop transportation and starship assault

Description:

The pIH Class is an aging frigate kept in service due to her extraordinary versatility. While officially titled a "Cargo Frigate", the main cargo carried inside her hold is two platoons of Klingon Assault Marines. While not a dedicated assault vessel, the pIH is a versatile craft that often accompanies larger, dedicated vessels or a war fleet in support. In addition to specialised attack transporters, the pIH Class uses a tractor-grappler beam that immobilises the target vessel and allows a strong transporter lock even through shields, and allows marines from the pIH to board.

Visual:



Class: QuD

Hull Type: DD

Ship Class: Destroyer

Commissioned: 2275

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x4)

Secondary: Photon Torpedo Tubes (x1)

Heavy: None

Advanced: Frequency Modulated Particle Accelerator Cannon
(FMPA - x1)

Auxiliary: Tractor Beam

Cloaking Device

Role: Pack hunting and convoy interdiction

Description:

Named "Insurrection" for the interesting methods of 'persuasion' used by her fiery young designer to have the design accepted, this vessel is a destroyer designed as a larger more capable bird of prey. Almost piratical in nature, the captains of these ships mercilessly lay into freighter convoys and other economic targets. These vessels are dangerous to far more than freighters. During the Organian Conflict, QuD Class destroyers were the bane of many a Federation captain.

Visual:



Class: Qa'HoS

Hull Type: CL

Ship Class: Light Cruiser

Commissioned: 2280 (Original D5 - 2235)

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x4)

Secondary: Photon Torpedo Tubes (x1)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Role: Light fleet action and local command ship

Description:

Designed on the hull of the obsolete D5 Class light cruiser, the "Relentless" is a dangerous and powerful vessel for her size. More than a match for the Federation's Miranda Class light cruiser during the latter half of the Organian Conflict, the Qa'HoS is set to become the standard for light cruisers in the KDF for some time.

Visual:



Class: K'T'Inga

Hull Type: CA

Ship Class: Heavy Cruiser

Commissioned: 2280 (Original D7 - 2250)

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x2)

Secondary: Photon Torpedo Tubes (x1)

Heavy: Heavy Disruptors (x2)

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Role: Fleet action and general combat

Description:

The latest development of the venerable D6 and D7 Class Hull, the "Great Powerful Conqueror" is a well-balanced, capable heavy cruiser. Armed with a wide variety of weaponry, she has power reserves capable of firing them in rapid volleys, while maintaining powerful defensive shields (unusually strong for a Klingon vessel). Expected to be in service well into the 24th Century, the K'T'Inga is unlikely to be the final refit of this hull.

Visual:



Class: Met'Leth

Hull Type: TCA

Ship Class: Torpedo Cruiser

Commissioned: 2285

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x2)

Secondary: Photon Torpedo Tubes (x6*)

Heavy: None*

Advanced: None

Auxiliary: Tractor Beam

Role: Planetary bombardment and cloak hunting

Description:

Introduced after a painful border skirmish with the Romulan Star Empire, the "Shortsword", a heavily modified D7, is fitted with a very large amount of photon torpedo tubes for a vessel of her size. Equipped with the latest torpedoes, designed to burst at a pre-set distance rather than direct impact, the Met'Leth is superbly equipped to deal with "submarine hunts". She also carries a large conventional torpedo armament, often used for planetary bombardment, a doctrine the KDF favours. Due to the power consumption of so many torpedo tubes, the Met'Leth is not fitted with a cloaking device.

*Note: Two of the six torpedo tubes are configured to fire exclusively the aforementioned Proximity Burst Photon Torpedoes.

Visual:

Class: Suvwl'QeH

Hull Type: CC

Ship Class: Command Cruiser

Commissioned: 2287

Sensor Range: Long

Weaponry:

Primary: Disruptors (x4)

Secondary: Photon Torpedo Tubes (x2)

Heavy: None

Advanced: Graviton Harmonic Resonance Cannon (GHRC - x1)

Auxiliary: Tractor Beam

Cloaking Device

Electronic Countermeasures (ECM)

Electronic Counter Countermeasures (ECCM)

Role: Command and control

Description:

Designed along the same vein as the Met'LetH Class torpedo cruiser, the "Warriors' Anger" is based on the hull of a heavily modified D7. The first Suvwl'QeH was designed and built shortly before the end of the Organian Conflict by the leader of a Klingon house, Kra'GetH who had recently lost his eldest son, Kro'Duj, in a training accident. Kro'Duj was blamed for the accident, but Kra'GetH found that another cadet, Mok'TahTk had caused the accident and his father, Wor'Theq covered up his son's negligence, letting Kro'Duj take the blame. Kra'GetH was furious and he set about converting his elderly D7 into the perfect instrument of revenge. 6 months later, The House of Wor'Theq was returning home on their house's K'T'Inga Class, and were approached by an unfamiliar Klingon vessel. They hailed the vessel, and the Wor'Theq flew into fits of rage when they received damning voice recordings of the ill-fated training cruise in reply. Then Kra'GetH revealed his identity, and a one on one battle commenced. His ship easily defeated the K'T'Inga. After learning the truth, the High Council acquitted Kra'GetH's son, and under the Right to Revenge, the honour of Kro'Duj, and his house, was restored. The High Council took great interest in his design, and soon she was enlisted into the KDF as the

Suvwl'QeH' Class. The first Suvwl'QeH' was christened the IKS Kro'Duj. She has since been involved in many famous battles during the War of Pacification, and many more ships of her class have entered service.

Visual:



Class: VoD'LeH

Hull Type: BCH

Ship Class: Heavy Battlecruiser

Commissioned: 2288

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x4)

Secondary: Heavy Photon Torpedo Tubes (x1)

Heavy: None

Advanced: Frequency Modulated Particle Accelerator Cannon
(FMPA - x2)

Auxiliary: Tractor Beam

Cloaking Device

Role: Heavy fleet action

Description:

Developed from the D7 hull as a cheaper form of capital ship than the Ber'Taa Class "Super-cruiser", the "Emperor" proved herself in the War of Pacification, and is rapidly becoming a favourite of many Klingon captains. Equipped with twin FMPA Cannons, adept at punching through shields, and new heavy photon torpedoes, she is a powerful ship often used as a personal command ship by many generals, more so than some larger vessels.

Visual:**Class:** pumwl**Hull Type:** DN**Ship Class:** Dreadnought**Commissioned:** 2285 (C9 puw'Leth - 2269)**Sensor Range:** Standard**Weaponry:**

Primary: Disruptors (x5)

Secondary: Heavy Photon Torpedo Tubes (x2)

Heavy: None

Advanced: Anti-matter Field Projector (AMFP - x1)

Auxiliary: Tractor Beam

Cloaking Device

Electronic Countermeasures (ECM)

Electronic Counter Countermeasures (ECCM)

Role: Fleet combat and command duties**Description:**

A very expensive class of vessel, the "Accuser" Class is a powerful command ship and dreadnought based on the older puw'Leth (Sawblade) Class Battleship. She is equipped with the latest in klingon weaponry, the Anti-matter Field Projector. While the science of this weapon is highly classified, from a simply practical perspective it has a similar firing effect to a phaser, except the beam lasts longer, and inflicts far more damage, akin to that of several photon torpedo hits. Along with a pair of heavy photon torpedo tubes, and a powerful clutch of disruptors, she is admirably equipped to deliver crippling blows to even the heaviest of her enemies.

Visual:



Class: qeyLiS bet'Leth

Hull Type: BB

Ship Class: Battleship

Commissioned: 2289

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x6)

Secondary: Heavy Photon Torpedo Tubes (x4)

Heavy: None

Advanced: Assault Phaser (x1)

Auxiliary: Tractor Beam

Role: Heavy fleet action and flagship duties

Description:

Designed as a flagship for the Klingon fleet, and to face off against the new Missouri Class encountered in the late stages of the Organian Conflict, the "Sword of Kahless" is a mighty warship. So large is she that Klingon engineers have been unable to fit a working cloaking device to her, and as such, she is not as tactically useful as other ships of the fleet. However, when it comes to sheer firepower, she is unsurpassed in the Empire, and often found employment in the War of Pacification as an anti-starbase weapon, particularly with her enormous assault phaser.

Klingon Stations & Facilities

Visual:



Type: Starbase

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x5)

Secondary: Photon Torpedo Tubes (x5)

Heavy: None

Advanced: Assault Phasers (x2)

Auxiliary: None

Role: Command Centre, vessel construction and repair

Description:

These starbases are found at the core of Klingon bases, along neutral zones and at the heart of a critical Klingon system such as the home system of Qo'NoS. They serve as battlestations as well as command posts, repair depots, and rudimentary shipyards. They construct Maj'targH, Tah'Pah, BehK'TaH, tuQ'jaCh, Chava'Kal and pIH (FR) Class vessels. They are also used for processing raw deuterium delivered by Tah'Pah Class vessels.

Visual:



Type: Dilithium Refinery

Sensor Range: Short

Weaponry:

Primary: Disruptors (x4)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Dilithium processing

Description:

Found near dilithium moons, these stations process raw dilithium mined by Tah'Pah Class vessels.

Visual:



Type: Orbital Processing Facility

Sensor Range: Short

Weaponry:

Primary: Disruptors (x4)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Planetary mineral extraction

Description:

These small stations are found orbiting Klingon worlds, mining the precious raw materials so desperately needed by the resource starved Klingon Empire. These various deposits are smelted on

station into tritanium ore, which can then be processed by shipyard and construction ship replicators into tritanium alloys for use in constructing new warships and facilities.

Visual:



Type: Trading Station

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Resource trading and commerce

Description:

While a relatively new arm of the Klingon Economy, interplanetary and interstellar trading has become new lifeblood for the Klingon Empire. These newly constructed stations are part of that bloodstream: vital way stations for the supply arteries of trade goods, war materiel and other commodities.

Visual:



Type: Standard Shipyard

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Vessel construction and repair

Description:

These facilities are the backbone of the KDF. Each dock possesses two bays, one for repair and one for construction. The standard shipyard constructs B'rel, pIH (FB, FS, FC), QuD, Qa'HoS, K'T'Inga and met'Leth Class warships.

Visual:



Type: Imperial Shipyard

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Vessel construction and repair

Description:

These facilities are the backbone of the KDF. Each dock possesses two bays, one for repair and one for construction. The imperial shipyard constructs Suvwl'QeH, VoD'LeH, pumwl and qeyLiS bet'LetH Class warships.

Visual:



Type: Sensor Array

Sensor Range: Long

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Surveillance and monitoring

Description:

Assembled in vast nets along the Federation Neutral Zone, these sensor arrays are not as powerful as their Federation counterparts, but are still invaluable for surveillance and as early warning systems against invasions.

Visual:



Type: Type KA Mine

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x2)

Secondary: Photon Torpedo Tubes (x1)

Heavy: None

Advanced: None

Auxiliary: None

Role: Area defense

Description:

While Klingon doctrine emphasises attack rather than defense, no Klingon warrior would deny that vital supply routes, mining bases, shipyards and so forth need permanent defenses. Freeing up the warships of the KDF for more critical roles, these unmanned defensive platforms are little threat on their own, but when massed

into defensive screens, can repel most raids, and give nearby fleets time to respond against a larger more organised attacker.

Visual:



Type: KDF Vessel Research Laboratory

Sensor Range: Short

Weaponry:

Primary: Disruptors (x4)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Weapon and vessel research

Description:

While employing many older designs of warship, the KDF is not closed to the design of new, more powerful warships. The design of these new vessels is conducted in these facilities. As with most Klingon stations, these facilities are armed to provide some rudimentary defense. They are high priority targets for enemy attack, and they should not be expected to defend themselves.

Visual:



Type: Imperial Armory

Sensor Range: Short

Weaponry:

Primary: Disruptors (x4)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Advanced weapon and vessel research

Description:

A warship is only as good as her captain, but even the best captains need the right tools at their disposal to be truly effective. The Imperial Armory is the development centre for such "tools". Contained within are some of the most modern and most destructive weapons developed by the Klingon Empire. As such, these facilities are armed, although not heavily enough to repel serious attacks. Keep them guarded.

Visual:



Type: Imperial Research Institute

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Vessel and facility systems research

Description:

Klingon warship designs are often in service for many decades, and while their basic hulls may be serviceable throughout their lifetime, often the advancement of technologies outpaces their internal systems many years before they are due retirement. To rectify this, the KDF uses these facilities to develop new and improved systems in all fields, especially weaponry, for use on their warships.

Visual:



Type: Project pIH D'ktagh Station

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Highly experimental research

Description:

Authorised by the High Council only a few months after the most recent ormong, Project pIH D'ktagh is a highly secret weapons research program, the precise details known only to a few high standing members such as General Chang, head of the KDF Elite Command Academy and the new Chief of Staff under Chancellor Gorkon. It is rumoured a Bird of Prey, B'rel Class, that can fire while still cloaked is produced at these facilities, but no-one from the High Council will comment on these rumours.

The Romulan Star Empire

Background

The Romulan heritage hails from ancient Vulcan ancestry, for it is written that a group of Vulcan expatriates fled the planet almost two thousand years ago after being wholly disenchanted with the new peaceful, and logic based social reforms charter brought about by the revered philosopher Surak. On reaching the planet the Federation calls 'Romulus' and its cousin 'Remus' (Romii), the colonists settled and created a new society; a society that took it far away from its Vulcan roots.

The central political and governing body over the Empire is the Senate, the controller of which is the Praetor, and the various Proconsuls. Policy and dictatorship is driven towards complete control over the masses, as the preferred method of existence is for one to maintain an orderly, efficient lifestyle, whilst keeping private, low profiles. Heavy imperial resources are plowed into the Empire's intelligence services, administered by a group called the Tal Shiar.

The Romulan Star Empire has a long history of war. The Earth-Romulan War, climaxing in the Battle of Cheron in 2161 proved disastrous for her, and apart from a few isolated incidents, she has kept out of the Federation's way until the mid-2380s. From the early 23rd Century, the Star Empire fought a series of bloody conflicts with her nemesis, the Gorn Confederacy.

The Romulan Star Empire entered the Organian Conflict in Mid-2287 in an event known as "The Day of the Eagle". Her ships tore into Federation stations and vessels along the neutral zone, and very nearly brought about the end of the Federation. However, supply problems, insufficient communication with their Klingon allies, and elderly ship designs brought about a change in the tide, and soon the Star Empire found herself on the losing side. Before the Federation or her allies could take advantage of this, the Organians reappeared, bringing with them the Interstellar Concordium. The Romulans, along with the other races of the galaxy, were dragged into another bitter conflict. Thanks to several new ship designs, the Star Empire managed to maintain parity along with the other races, and force the ISC out of her territory.

Soon after the ISC were repelled from Romulan territory, the Romulan Star Empire supported Melkor in his attempted coup in the Klingon Empire, and after Melkor and a number of Romulan ships

sent to support him were defeated, the Romulans fought a border war with the newly reorganised KDF. The result of this war was a stalemate, and besides some diplomatic measures with the Federation, the Star Empire has kept out of recent galactic politics.

As of 2292, the Star Empire is as secretive as ever, the plans of her Praetor known only to himself. With civil unrest brewing again in the Klingon Empire, and rumours of the resurgence of Melkor, many suspect Romulan involvement, although nothing has so far been proven. Time will tell it seems.

Romulan Star Navy Vessels

Visual:



Class: Merlin

Hull Type: ACS

Ship Class: Construction Tender

Commissioned: 2286

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Role: Facility construction

Description:

One of the newer Ornith series of starship, the Merlin is found wherever the Romulan Star Empire requires new facilities. Equipped with a cloaking device however, she is rarely actually seen.

Visual:



Class: Osprey

Hull Type: DF

Ship Class: Mining Freighter

Commissioned: 2285

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Dilithium Extraction Beam

Deuterium Extraction Beam

Role: Raw material extraction

Description:

The Romulan Star Empire has few natural resources, and as such, those that she does possess must be mined and processed extensively. The Osprey is designed for such a purpose, and as fitting with Romulan tactics, she is fitted with a cloaking device to gather resources in disputed or unauthorised areas, such as the Federation neutral zone.

Visual:



Class: Patrician

Hull Type: AK

Ship Class: Cargo Freighter

Commissioned: 2274

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Role: Cargo transfer and trade

Description:

While exterior commerce is almost non-existent in the Star Empire, interior commerce is frequent, and the Patrician Class is designed to ply these spacelanes, generating deuterium for Romulus. She is fitted with a cloaking device, as are all Romulan ships.

Visual:



Class: Sparrow

Hull Type: FB

Ship Class: Colony Vessel

Commissioned: 2277

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Colonisation Pods

Role: Colonisation

Description:

The Romulan Star Empire is always on the lookout for new worlds to colonise, to boost her flagging economy, and these vessels are the vanguard of that search. Fitted with a cloaking device to mask her movements, the Sparrow Class is critical to the expansion and survival of the Star Empire.

Visual:



Class: Kestrel

Hull Type: APA

Ship Class: Assault Transport

Commissioned: 2281

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x2)

Secondary: Plasma Type L (Light) Torpedo Tubes (x1)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Role: Troop transportation and starship/planetary assault

Description:

Romulan Legionaries are the most experienced and most professional fighting force in the Star Empire. The Kestrel Class was designed to carry these brave soldiers into battle. Armed only with a pair of disruptors and a light plasma torpedo tube, she is intended to deliver her payload of legionaries alongside vessels that are more capable. Naturally for a Romulan vessel, she is equipped with a cloaking device.

Visual:



Class: Talon

Hull Type: AR

Ship Class: Fleet Repair Tender

Commissioned: 2273

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Molecular Repair Beam

Role: Vessel and facility repair

Description:

Designed around the molecular repair beam, the Talon Class is used to repair battle-damaged stations. She is also used as a fleet repair tender, allowing repairs to be undertaken far from friendly lines, albeit it slowly. For this purpose, she is fitted with a cloaking device.

Visual:



Class: Preax

Hull Type: EC

Ship Class: Escort

Commissioned: 2290

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x2)

Secondary: None

Heavy: Cohesive Fused Deuterium Irradiation Cannon
(CFDIC - x1)

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Tal Shiar Transporters

Role: Espionage, light combat and picketing.

Description:

A very recent addition to the Romulan Star Navy, the Preax has seen only limited service during the recent Klingon-Romulan Border War. (Although some rumours hint at ships of her being present in the small fleet sent to Melkor during the recent Klingon civil war) Many in the KDF secretly worry that she may be superior to their own B'rel. Originally intended to mount a light plasma torpedo tube, the power consumption proved too great for her small frame, and so the Cohesive Fused Deuterium Irradiation Cannon, a deadly weapon to the crew of a starship dating back to the Earth-Romulan War was fitted instead. While this leaves the Preax a little underpowered compared to most Romulan vessels, for an escort she is admirably well armed. Like all Romulan combat ships, she is fitted with a cloaking device and Tal Shiar transporters, to plant Tal Shiar operatives onboard enemy vessels and stations.

Visual:



Class: Gladius

Hull Type: FF

Ship Class: Frigate

Commissioned: 2283 (Refit in 2287, Weapons Refit in 2289)

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x2)

Secondary: Plasma Type M (Medium) Torpedo Tubes (x1)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Tal Shiar Transporters

Role: Patrols, light fleet support.

Description:

When the KDF ventures into Romulan territory, the first ships they encounter are usually of the Gladius Class. This frigate is commonplace in the Star Empire, having been refitted during the Organian Conflict. She packs quite a punch for a ship of her size, thanks to the newly invented Plasma M (or Medium Plasma) Torpedo.

Visual:



Class: Gladius

Hull Type: FF

Ship Class: Scout

Commissioned: 2283 (Refit in 2287)

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x2)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Tal Shiar Transporters

Electronic Countermeasures (ECM)

Electronic Counter Countermeasures (ECCM)

Role: Combat scout

Description:

Using the hull of the most recent refit of the Gladius Class Frigate, this variant carries electronic warfare equipment. Used as a combat scout, she also uses this equipment to disrupt enemy vessels.

Visual:



Class: War Bird

Hull Type: DD

Ship Class: Destroyer

Commissioned: 2269 (Refit in 2278)

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x4)

Secondary: Plasma Type H (Heavy) Torpedo Tubes (x1)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Tal Shiar Transporters

Role: Border patrol, interdiction, hit and run attacks and deep strikes.

Description:

The legendary "Romulan Bird of Prey" in her latest guise, the War Bird Class was the bane of the Federation on the Day of the Eagle, the Romulan entry into the Organian Conflict. The original, known as the Cricket Class, was involved in a now infamous incident in 2266 when a single ship of her class crossed into the neutral zone and destroyed several Federation asteroid outposts. Although destroyed by a Federation vessel when trying to return, this incursion showed the power of the plasma torpedo, which had just been invented. Now known as the Plasma H (or Heavy Plasma) Torpedo, this weapon still forms the basis of this ship, although it is now supplemented with a clutch of four bow-mounted disruptors.

Visual:



Class: Legion

Hull Type: CL

Ship Class: Light Cruiser

Commissioned: 2288

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x2)

Secondary: Plasma Type L (Light) Torpedo Tubes (x2)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Tal Shiar Transporters

Role: Border patrol, light fleet action and light command duties.

Description:

One of the first of the Ornith Series, the Legion Class was the first to mount dual plasma torpedo tubes, specifically of the new Plasma L (or Light Plasma) Torpedo type. These torpedo tubes make her one of the most powerful light cruisers around, although her primary weapons array is less than impressive in comparison to other vessels of her type. While other ships of the Ornith Series, such as the Gladius, have had their light plasma tubes replaced with the new medium plasma, the Legion maintains her light plasmas, due to their better recharge rate. This enables the Legion to fire her torpedoes almost as often as her Klingon or Federation counterparts (armed with Photon Torpedoes) but with significantly more damage potential.

Visual:



Class: Centurion

Hull Type: CA

Ship Class: Heavy Cruiser

Commissioned: 2282 (Refit 2288, Weapons Refit 2289)

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x2)

Secondary: Plasma Type M (Medium) Torpedo Tubes (x2)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Tal Shiar Transporters

Electronic Countermeasures (ECM)

Electronic Counter Countermeasures (ECCM)

Role: Fleet combat, light command duties and hit and run attacks.

Description:

Originally known as the Garuda Class, and classified as a battlecruiser, the Centurion was born from a refit of the obsolete Garuda in 2288. Her single heavy plasma torpedo tube was replaced with two of the new light plasma torpedo tubes, in the same fashion as the Legion Class (which had recently been commissioned at the time). Reclassified as a cruiser and renamed (due to the wide range of her refit), the Centurion was found to be somewhat lacking as a cruiser during the Organian Conflict, and during the War of Pacification, was refit to carry a pair of the new medium plasma torpedo tubes, sacrificing two of her bow disruptors due to power consumption problems. While she is not as powerful as was hoped, the Centurion is never the less a good match for the cruisers of other powers, when properly captained. She is also fitted with electronic warfare equipment.

Visual:



Class: Stormbird

Hull Type: KCA

Ship Class: Heavy Cruiser

Commissioned: 2284 (Original Klingon D6 - 2238, D6 in Romulan Service - 2265)

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x4)

Secondary: Plasma Type M (Medium) Torpedo Tubes (x1)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Tal Shiar Transporters

Role: Fleet combat and 'hit and run' attacks.

Description:

A short-lived alliance between the Romulan Star Empire and the Klingon Empire resulted in the Klingon acquisition of cloaking technology, and the Romulans gaining M/AM Reactors and several D6 Class cruisers. These cruisers were hopelessly obsolete in klingon eyes, and were no loss to the KDF. Originally operated with their standard klingon weaponry, after a painful battle during the fourth Romulan-Gorn War of 2282, these D6's were brought in and refitted to a brand new and extremely modern standard. Known as the Stormbird, she is considered the Romulan equivalent to the K'T'Inga, and she remains in large service today. The staple of Romulan heavy fleets during the Organian Conflict and the War of Pacification, these powerful cruisers are some of the most feared Romulan vessels encountered.

Visual:**Class:** Peregrine**Hull Type:** TCA**Ship Class:** Torpedo Cruiser**Commissioned:** 2289**Sensor Range:** Long**Weaponry:**

Primary: Disruptors (x2)

Secondary: Plasma Type M (Medium) Torpedo Tubes (x4)

Heavy: Parallax Torpedo Tubes (x2)

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Tal Shiar Transporters

Role: Cloak hunting and planetary bombardment**Description:**

While the Romulan Star Empire and the Klingon Empire were allies during the Organian Conflict, and were united along with the other powers of the Alpha and Beta Quadrants against the ISC during the War of Pacification, a series of political entanglements and so forth lead to a border war between these two powers in 2289. During this war, both sides used cloaking devices extensively, and soon both the KDF and the Romulan Star Navy were searching for a way to attack cloaked vessels efficiently. Using spies from within the Klingon Empire, the Romulans learned of the Proximity Burst Photon Torpedo, pioneered by the Federation in the Organian Conflict. While the Federation had not developed the technology far enough for widespread use during this conflict, the Klingon Empire had captured several research bases, and had kept the technology behind these torpedoes stored in their databanks. Suddenly, with both sides using cloaked vessels and the klingons apparently possessing a weapon ready for use against them, the race was on to develop a torpedo and a vessel capable of firing them. The Klingons had an early lead, with the proximity burst torpedoes being very similar in shape and firing method to their own photon torpedoes. The Romulans however, had a problem. They did not use photon torpedoes, and developing the technology, factories to

produce them, and so forth before the klingons deployed their own would be nearly impossible. Instead, they analysed the torpedo casings and payload, and with enormous pressure upon them, Romulan scientists perfected what they called the Parallax Torpedo. This torpedo, essentially a plasma torpedo inside a conventional photon torpedo casing, combined the aspects of the photon torpedo that were necessary for the burst effect (delayed release of charge) along with the in-depth knowledge of plasma weapons that the Romulan Star Empire possessed.

While the Klingons developed a specialised cruiser for their torpedo system, the Romulan Star Navy hashed together a Stormbird and Centurion Class hull. The Centurion Class hull had an extra medium plasma torpedo installed on her bow, in place of the bridge, and the Stormbird had the two parallax torpedo tubes installed in her wings. To save time, the warp cores of both vessels were left installed, and so the newly christened Peregrine Class had enormous power reserves, and was capable of firing her conventional medium plasma torpedo tubes, totaling an impressive 4, at a rate no other vessel of her size could hope to achieve with such a number. The Peregrine entered service before her klingon counterpart, the met'Leth, and ended the war, stalemate on both sides, rather than the dreadful loss that the Romulan Star Empire would have suffered had she not entered service so swiftly.

Visual:



Class: Senator

Hull Type: CC

Ship Class: Command Cruiser

Commissioned: 2291

Sensor Range: Long

Weaponry:

Primary: Disruptors (x4)

Secondary: Plasma Type M (Medium) Torpedo Tubes (x2)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Tal Shiar Transporters

Electronic Countermeasures (ECM)

Electronic Counter Countermeasures (ECCM)

Role: Fleet command, patrol cruises and fleet actions

Description:

Another very new design entering service after experience in the War of Pacification showed a lack of command and control in Romulan Fleets compared to those of other powers. She is also expected to perform fleet duties, eventually taking over from the Stormbird Class. She has yet to see service, although results are expected to be good.

Visual:



Class: Imperium

Hull Type: BC

Ship Class: Battlecruiser

Commissioned: 2285

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x5)

Secondary: Plasma Type M (Medium) Torpedo Tubes (x2)

Heavy: Cohesive Fused Deuterium Irradiation Cannons
(CFDIC - x2)

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Tal Shiar Transporters

Role: Interdiction, battle group command and heavy fleet action

Description:

Designed as part of the Ornith Series, after the invention of the medium plasma torpedo, the Imperium is a powerful, predatory battlecruiser, unusually nimble and stealthy for a ship her size. Due to experience in the recent border war between the Klingon Empire and the Star Empire, she has become known among Klingon captains as "The White Death". Many Klingon ships were crippled by the guns of this class of vessel, and the fact that only 3 were present during that entire border conflict, when the Klingons believe at least 20 different vessels were encountered, is testament to the stealth, speed and cunning the captains of the Imperium Class showed during that conflict.

Visual:

Class: War Eagle

Hull Type: DN

Ship Class: Dreadnought

Commissioned: 2284

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x5)

Secondary: Plasma Type H (Heavy) Torpedo Tubes (x3)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Tal Shiar Transporters

Role: Heavy patrol, heavy fleet action and system command

Description:

Originally designed along the same vein as the smaller Imperium, the War Eagle is a capital ship capable of both fleet action, and independent patrol. This new doctrine employed by the Romulan Star Navy is proving successful in border skirmishes. The War Eagle herself is a vast ship, powered by no less than four warp nacelles. Almost a kilometer in length, she is well armed, well armoured and well shielded, if a little ungainly. She was originally classed as a battleship, but has since been downgraded to a dreadnought following the retirement of older Early Series vessels and the completion of the new Imperial Hawk Class. In addition, she is not fitted with the same electronic warfare equipment as other dreadnoughts. Never the less she is a powerful opponent, and not to be underestimated.

Visual:

Class: Imperial Hawk

Hull Type: BB

Ship Class: Battleship

Commissioned: 2290

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x6)

Secondary: Plasma Type H (Heavy) Torpedo Tubes (x4)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Cloaking Device

Tal Shiar Transporters

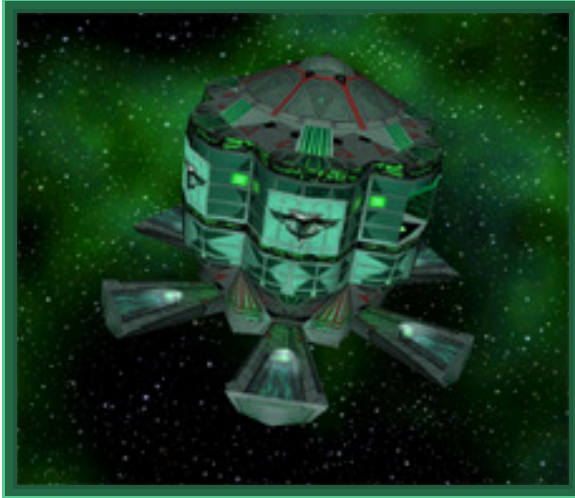
Role: Heavy fleet action

Description:

Recently commissioned into the Romulan Star Navy, the Imperial Hawk is the most visible symbol of the power of the Praetor. While Klingon engineers are still baffled as to how a ship her size has been fitted with a working cloaking device, the Imperial Hawk is most definitely a cloak capable vessel, speculated to be due to the special shape and composition of her hull, much like stealth aircraft of 20th Century Earth. Equipped with armament speculated to be more powerful than any other starship in service with the major powers of the Alpha and Beta Quadrants, she is untested in battle so far, being kept away from the recent border war between the Klingon Empire and the Star Empire. With tensions in the galaxy rising, many on Romulus eagerly await the chance to see her in action.

Romulan Stations & Facilities

Visual:



Type: Starbase

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x6)

Secondary: Heavy Plasma Torpedo Tubes (x6)

Heavy: None

Advanced: None

Auxiliary: None

Role: Command Centre, vessel construction and repair

Description:

These starbases are found at the core of Romulan bases, along neutral zones and at the heart of the Star Empire at a system such as Romulus or Devoras. They serve as battlestations as well as command posts, repair depots, and rudimentary shipyards. They construct Merlin, Osprey, Patrician, Sparrow, Kestrel and Talon Class vessels. They are also used for processing raw deuterium delivered by Osprey Class vessels.

Visual:



Type: Dilithium Processor

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Dilithium processing

Description:

Found near dilithium moons, these stations process raw dilithium mined by Osprey Class vessels.

Visual:



Type: Orbital Processing Facility

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Planetary mineral extraction

Description:

These small stations are found orbiting Romulan worlds, mining the precious raw materials so desperately needed by the resource poor Romulan Star Empire. These various deposits are smelted on station into tritanium ore, which can then be processed by shipyard and construction ship replicators into tritanium alloys for use in constructing new starships and facilities. The Star Empire is so starved for resources, that all available worlds are mined exhaustively.

Visual:



Type: Trading Station

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Resource trading and commerce

Description:

While a relatively new arm of the Romulan Economy, interplanetary and interstellar trading (inside the Star Empire of course) has become a new source of life for the poor economy of Romulus. These stations facilitate that life source, allowing the rapid loading and unloading of cargo, generating deuterium for the Star Empire.

Visual:



Type: Standard Shipyard

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Vessel construction and repair

Description:

These facilities are the backbone of the Romulan Star Navy. Each dock possesses two bays, one for repair and one for construction. The standard shipyard constructs Preax, Gladius, War Bird, Centurion, Stormbird and Peregrine Class vessels.

Visual:



Type: Praetorial Shipyard

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

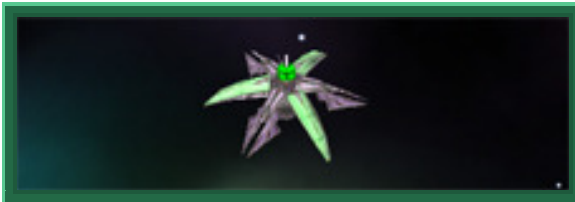
Auxiliary: None

Role: Vessel construction and repair

Description:

These facilities are the backbone of the Romulan Star Navy. Each dock possesses two bays, one for repair and one for construction. The praetorial shipyard constructs Senator, Imperium, War Eagle and Imperial Hawk Class vessels.

Visual:



Type: Spy Satellite

Sensor Range: Long

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Cloaking Device

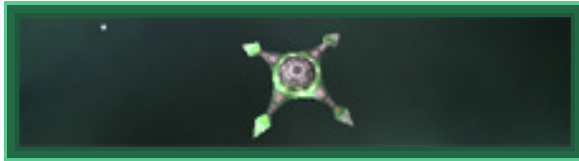
Role: Surveillance and espionage

Description:

The Star Empire uses these satellites rather differently than other powers. Rather than assembling them as early warning posts and sensor detection grids for finding cloaked vessels, the Star Empire

builds these satellites in remote locations; often well outside the Star Empires borders. They are fitted with an automated cloaking device, and unless attacked, they will remain cloaked at all times, using their microwarp core and inbuilt solar panels to maintain the cloaking field. Often enemies of the Star Empire are taken completely by surprise when their powerful cloak detection grids are bypassed or neutralised, and ships of the Romulan Star Navy execute a perfectly prepared plan in a system they believed was secure. Little do they know one of these satellites has probably been active in their system for some time, monitoring traffic in the system, analysing security routines and the like.

Visual:



Type: Type RA Mine

Sensor Range: Standard

Weaponry:

Primary: Disruptors (x2)

Secondary: Plasma Type M (Medium) Torpedo Tubes (x1)

Heavy: None

Advanced: None

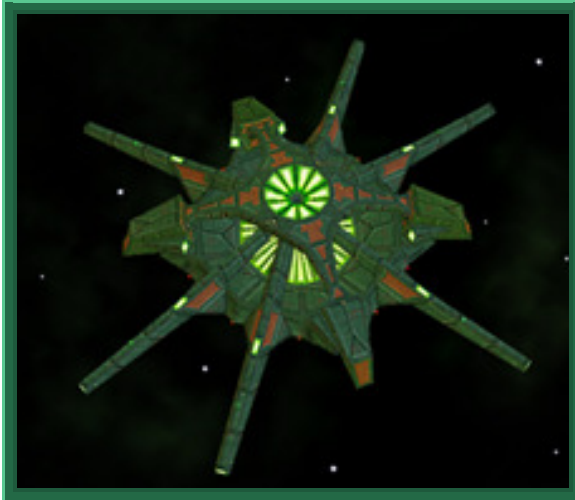
Auxiliary: None

Role: Area defense

Description:

While the Romulan Star Empire has stood firm for over a century, the bitter defeat at Cheron during the Earth-Romulan War remains fresh in the minds of those in power at Romulus. Since the signing of the Treaty of Gamma Trianguli, the successive praetors of the Star Empire have built powerful defences along the empire's borders to protect against any incursion. Rarely called into use, these automated minefields are part of those defences, and should the Star Empire come under siege, will no doubt be a difficult obstacle.

Visual:



Type: Research Centre

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Cloaking Field Generator

Role: Advanced weapon research

Description:

The very survival of the Star Empire depends on the advanced technology employed on her vessels. Without her scientists grasp of powerful plasma based weaponry and cloaking devices, the Star Empire would be unable to defend her borders. These critical facilities are used to develop new technologies, to help the Star Empire survive into the 24th Century.

Visual:



Type: Praetorial Research Facility

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Cloaking Field Generator

Role: Vessel research

Description:

Unlike the doctrines of other navies that specify fleet action as the primary method of waging war, the Romulan Star Navy is moving towards using large, dreadnought sized, vessels on lone wolf patrols. Such large vessels need very advanced and very powerful drive systems, power generators and such. Specialised facilities such as the Praetorial Research Facility provide the necessary laboratories and testing ranges for such technology.

Visual:



Type: Praetorial Research Institute

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Vessel and facility systems research

Description:

The vessels of the Romulan Star Navy are often older than other warships, as the Romulan Star Empire does not have the resources to replace her fleet wholesale. To remedy this, the Praetorial Research Institute was founded to develop new systems for the ships and facilities of the Star Empire.

The Gorn confederacy

Background

The Gorn Confederacy is composed of three reptilian species, which evolved on three different planets in the same system. Once interplanetary contact had been made, scientists discovered that the three species had the same common ancestor, and this helped the three species, known collectively as the Gorns, gel into a single political entity. This entity was known as the Gorn Hegemony, headed by a royal family. However, after a costly civil war between parliament and the crown, the Gorn Hegemony was changed into the Gorn Confederacy, with the royal family becoming a constitutional monarchy.

The Gorns themselves are bipedal saurian reptiles, separated into three separate species known in Gorn society as "castes". While the characteristics of individuals of these castes goes beyond the race distinctions in most mammalian species, they are viewed equally in the rather progressive Gorn society, although each caste has some abilities or skills that make them more suitable for some positions than others.

Gorn males are typically 6 to 7 feet tall, and are generally of the same build as a large human male. However, Gorn physiology is such that the average male Gorn is some 3 to 4 times stronger than a human male of the same size. Gorn females are even more imposing, averaging 7 feet 6 inches tall, up to 8 foot 8 inches in some cases, and being some 60 to 70 inches around the chest. (Many human starfleet officers have described them as reptilian equivalents of human bodybuilders).

Female Gorns are more aggressive and emotional than males, and as such are often found piloting Gorn Pseudo-Fighters and serving in the Gorn Royal Marines, their aggression, physical size, strength and prowess with hand-to-hand weaponry making them feared opponents even to the Klingons. Male Gorns are often found captaining starships, governing starbases, colonies and such. Their cunning, intelligence and tactical thinking often surprise other starship captains, who naively assume that the Gorns lack of physical speed and slow speech indicate stupidity or simple-mindedness.

Soon after the formation of the Confederacy, the Gorn encountered the Paravians, who Gorn xenobiologists considered a form of Gorn

mutation. Records show that this wasn't simple racist propaganda. The Paravians were known to have been primitive bird like people, somewhat between reptilians and true birds, somehow having mutated from the Gorn gene pool. Whether the Gorn Queen Derenesktta and her government were threatened by this mutation, seemingly into a "more advanced" form of life, or whether more basic issues of territorial claims were the cause, there was a long bitter war with the Paravians, resulting in the extermination of the Paravian people.

Their next contact with another species was with the Romulan Star Empire. The Romulans have fought many wars against the Gorn, and both sides consider each other mortal enemies. The fact that the Gorn have withstood such conflicts with such a cunning, ruthless foe is a testimony to the strength, resilience and equal cunning of the Gorn.

From the beginning of the 22nd Century, and native interstellar flight, the Gorn have fought no less than five wars with the Romulans. (Not including the Organian Conflict) Even during the War of Pacification, with galactic freedom at stake, the Gorn and the Romulans couldn't be relied upon to fight alongside each other rather than against each other!

After this shaky start, it is not surprising that when the Gorn found another species on their border world of Cestus III, they responded with shoot first ask questions later approach. However, after Captain James T. Kirk and the USS Enterprise helped resolve what had truly happened at Cestus III, the Gorn Confederacy and the United Federation of Planets established one of the only known political treaties based on mutual respect, admiration and trust. During the Organian Conflict, the Gorn Confederacy and the United Federation of Planets formed a long lasting alliance, which remained during the War of Pacification.

As of 2292, the alliance still stands. The Romulan-Gorn border is peaceful, unusually. However, the Gorn King, King Glormaskt, is old and frail, and many think he shall not last till the dawn of the 24th Century. Many also wonder whether the Romulans are planning anything, conspicuous in their absence. Even if the Confederacy's immediate borders are protected, will galactic events spill over into Gorn territory?

Gorn Royal Navy Vessels

Visual:



Class: Lizard

Hull Type: ACS

Ship Class: Construction Tender

Commissioned: 2273

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Facility construction

Description:

Based on a Romulan design captured during the third Gorn-Romulan War of 2268, the Lizard Class is found wherever the Confederacy is expanding.

Visual:



Class: Adder

Hull Type: DF

Ship Class: Mining Freighter

Commissioned: 2270

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Dilithium Extraction Beam

Deuterium Extraction Beam

Role: Raw material extraction

Description:

Rustic and workmanlike, as are all Gorn vessels, the Adder carries precious raw materials mined from moons throughout Gorn Space. The Gorn Confederacy competes with the Romulan Star Empire for desperately needed raw materials, and these vessels are often heavily escorted.

Visual:

Class: Cobra

Hull Type: AK

Ship Class: Cargo Freighter

Commissioned: 2285

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Cargo transfer and trade

Description:

While the Gorn Confederacy has had a less than fortunate history when it comes to encountering other species, the relationship between the Confederacy and the United Federation of Planets has strengthened to such a degree that a permanent alliance has been declared. As such, the economists of both powers have pressured their governments to establish trade routes between them, and the Cobra Class is the result of Gorn support of this initiative. Found hauling cargo between systems such as Gorntha, the Gorn home system, Cestus and other such Gorn-Federation border worlds, the Cobra is based on the hulls of the Asp Class Assault Transport, and the King Snake Class Frigate. As a result, she is tougher than other powers cargo vessels, the Gorns realising that such valuable economic links must be protected at all costs.

Visual:



Class: Python

Hull Type: FB

Ship Class: Colony Vessel

Commissioned: 2276

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Colonisation Pods

Role: Colonisation

Description:

Colonisation efforts in the Gorn Confederacy are vital, with expansion to new, richer worlds being the Gorn Confederacy's only way to survive economically. Designed to navigate very treacherous areas of space, she is tougher than other powers colony vessels. The Python is indicative of the Gorns survival instinct.

Visual:



Class: Asp

Hull Type: APA

Ship Class: Assault Transport

Commissioned: 2276

Sensor Range: Short

Weaponry:

Primary: Gorn Type Phaser Emitters (x2)

Secondary: Plasma Type G Torpedo Tubes (x1)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Troop transportation and starship/planetary assault

Description:

Seeing service for the first time during the fourth Romulan-Gorn War of 2282, this tough, rugged vessel carries platoons of Gorn Royal Marines into battle. Although armed, she is not intended to work unassisted, rather she is designed to work alongside more combat orientated vessels.

Visual:



Class: Gecko

Hull Type: AR

Ship Class: Fleet Repair Tender

Commissioned: 2283

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Molecular Repair Beam

Role: Vessel and facility repair

Description:

During the fourth Romulan-Gorn War of 2282, the commander-in-chief of the Gorn Royal Navy, Major General Povteksst, noticed that his fleets lacked a mobile repair capability, and that this nearly caused the lost of several Grendel Class dreadnoughts during that conflict. To remedy this, he designed and introduced the Gecko Class. The Gecko Class is based on the hull design of the Anaconda Class destroyer. This gives her remarkable resilience in battle, and allows her to undertake her critical repair duties even in the midst of battle. Major General Povteksst has since retired, although he has not been discharged from the military. General Thormasskk has since taken over his duties, and is essentially military commander of the Gorn fleet.

Visual:



Class: King Snake

Hull Type: FF

Ship Class: Frigate

Commissioned: 2269

Sensor Range: Standard

Weaponry:

Primary: Gorn Type Phaser Emitters (x4)

Secondary: Plasma Type G Torpedo Tubes (x1)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Picketing, patrol and light fleet duties

Description:

The King Snake was the first of a new series of ships introduced during the mid-2260s. She is designed so that when exterior components are damaged, they can be sloughed off. She is fast, maneuverable and powerful for a vessel her size.

Visual:



Class: King Snake

Hull Type: FF

Ship Class: Scout

Commissioned: 2269

Sensor Range: Standard

Weaponry:

Primary: Gorn Type Phaser Emitters (x3)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Electronic Countermeasures (ECM)

Electronic Counter Countermeasures (ECCM)

Role: Combat Scout

Description:

A scout variant of the King Snake Class Frigate, this vessel mounts electronic warfare equipment.

Visual:



Class: Anaconda

Hull Type: DD

Ship Class: Destroyer

Commissioned: 2275

Sensor Range: Standard

Weaponry:

Primary: Gorn Type Phaser Emitters (x4)

Secondary: None

Heavy: None

Advanced: Gravitic Harmonic Resonance Cannon (GHRC- x1)

Auxiliary: Tractor Beam

Role: Border patrol, escort and light fleet duties

Description:

A recent design that entered service for the first time during the fourth Romulan-Gorn War of 2282, the Anaconda Class is a powerful phaser armed destroyer, armed with the gravitic harmonic resonance cannon in place of a torpedo tube. She proved a great success during this conflict, and later went on to serve with distinction in the Organian Conflict.

Visual:



Class: Rattlesnake

Hull Type: CL

Ship Class: Light Cruiser

Commissioned: 2285

Sensor Range: Standard

Weaponry:

Primary: Gorn Type Phaser Emitters (x4)

Secondary: None

Heavy: None

Advanced: Graviton Density Distortion Sphere (GDDS – x1)

Auxiliary: Tractor Beam

Role: Light fleet action, capital ship escort

Description:

The Rattlesnake was designed as an interim between the Anaconda Class destroyer and the Euromastyx Class cruiser. She entered service just after the fifth Romulan-Gorn War of 2284, and proved herself in combat during the Organian Conflict. She became the vanguard of the Gorn war effort in the War of Pacification, with her larger sister acting as command ships.

Visual:



Class: Euromastyx Class

Hull Type: CA

Ship Class: Heavy Cruiser

Commissioned: 2264

Sensor Range: Standard

Weaponry:

Primary: Gorn Type Phaser Emitters (x4)

Secondary: Plasma Type G Torpedo Tubes (x1)

Heavy: None

Advanced: Graviton Density Distortion Sphere (GDDS – x1)

Auxiliary: Tractor Beam

Role: Fleet combat and light command duties

Description:

One of the most well-known and recognized Gorn vessels, the Euromastyx Class was first encountered by the Federation in 2266 during the crisis at Cestus III. Since then, she has been refitted with the newly acquired (from the Sha’Kurians) graviton density distortion sphere, which allows her to ram other vessels with impunity, the GDDS absorbing all impact damage to the Euromastyx. Using this technology for the first time during the fifth Romulan-Gorn War of 2284, it has become a uniquely Gorn tactic for attacking cloaked vessels. She was one of the most successful vessels, regarding kill-loss ratio, during the War of Pacification, the GDDS proving vital at disrupting ISC formations.

Visual:

Class: Reptillon

Hull Type: TCA

Ship Class: Torpedo Cruiser

Commissioned: 2269 (Original Saurus - 2250, Refit - 2290)

Sensor Range: Long

Weaponry:

Primary: Gorn Type Phaser Emitters (x2)

Secondary: Plasma Type G Torpedo Tubes (x4)

Heavy: Parallax Torpedo Tubes (x2)

Advanced: None

Auxiliary: Tractor Beam

Role: Cloak hunting and planetary bombardment

Description:

After the success of the Euromastyx Class cruiser, the older Saurus Class cruisers were retired from service. However, there was life left in their hulls, and the Gorns, unwilling to scrap perfectly serviceable vessels, refit them as torpedo cruisers for planetary bombardment. The Reptillon Class was the result of this refit. Serving admirably wherever the Gorn Royal Navy laid siege to Romulan worlds (quite common, as the Gorns and the Romulans competed fiercely for planets along their borders), she proved to be a powerful vessel and an invaluable support ship for Gorn Royal Marines during the many Romulan-Gorn Wars. During the War of Pacification, she found a new role: laying down barrages of Plasma torpedoes at ISC formations. This proved her anti-ship capabilities, and with a little help from the Federation, the Gorns developed a proximity torpedo similar to the Romulan Parallax torpedo. Recently refitted with two of these tubes in addition to her four plasma torpedo tubes, the Reptillon will no doubt be invaluable in any future conflicts with the Romulans.

Visual:



Class: Beowuulf

Hull Type: CC

Ship Class: Command Cruiser

Commissioned: 2291

Sensor Range: Long

Weaponry:

Primary: Gorn Type Phaser Emitters (x6)

Secondary: Type G Plasma Torpedo Tubes (x2)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Electronic Countermeasures (ECM)

Electronic Counter Countermeasures (ECCM)

Role: Fleet command, heavy support

Description:

While the combination of Euromastyx Class cruisers commanding groups of Rattlesnake Class light cruisers proved very effective during the Organian Conflict and the War of Pacification, the higher echelons of the Gorn Royal Navy realized that a larger dedicated command cruiser was needed. The recently commissioned Beowuulf Class is designed to fill this niche. While she has yet to be tested in battle, her mix of powerful conventional weaponry and her tough hull will no doubt give her the edge against even battlecruisers.

Visual:



Class: Grendel

Hull Type: DN

Ship Class: Dreadnought

Commissioned: 2277

Sensor Range: Standard

Weaponry:

Primary: Gorn Type Phaser Emitters (x6)

Secondary: Type G Plasma Torpedo Tubes (x4)

Heavy: None

Advanced: Quantum Wave Carrier Beam (QCB – x1)

Auxiliary: Tractor Beam

Role: Core defense, heavy fleet action and system command

Description:

Named after a warrior from Gorn Mythology, the Grendel Class dreadnought entered service as the new flagship of the Gorn Royal Navy shortly before the fourth Romulan-Gorn War of 2282. She was delayed from serving in that conflict until the final few battles due to a fault with her main reactor. After this fault was fixed, and new battle tactics devised for her use, she went on to serve with distinction in the Organian Conflict, and during the War of Pacification proved to be one of the few ships fast enough to catch ISC capital ships and still be heavily armed enough to pose a threat. During a technology exchange during the War of Pacification, she was refit with a quantum wave carrier beam, and the 360 degree nature of this weapon offsets the Grendel Class's low maneuverability as well as adding quite a punch to her already impressive armament.

Visual:

Class: Glormaskt

Hull Type: XX

Ship Class: Q Ship

Commissioned: 2291

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: Tri-parallax Device (x1)

Auxiliary: None

Role: Suicide defense ship

Description:

During the Organian Conflict, the Gorn Confederacy faced its first real threat of invasion, and the Gorns, fearing their home system would be captured and King Glormaskt held prisoner (or worse, forced to sign a humiliating treaty), designed the Glormaskt Class as a last ditch defensive mechanism. The name was chosen for two reasons. The Glormaskt Class was designed to accompany the Royal Barge, resembling a normal Asp Class assault transport and protect her namesake, King Glormaskt of the Gorn Confederacy. However, in the event the Royal Barge was in danger of being captured and all other hopes at saving the King were lost, the escorting Glormaskt Class vessels would close alongside the Royal Barge, and detonate their only weapon: The mighty Tri-parallax Device. Based on the technology of the parallax torpedo, this device charges an immensely powerful plasma warhead inside a structure resembling a warp reactor. When fully charged, the magnetic shields and safety devices on the reactor are deactivated, and a huge interspatial rift opens, ripping apart anything in its wake. While an automated test ship is so far the only vessel to detonate this weapon, as of 2292, several vessels of this type are in service and accompany the Royal Barge wherever she goes.

Gorn Stations & Facilities

Visual:



Type: Starbase

Sensor Range: Standard

Weaponry:

Primary: Gorn Type Phaser Emitters (x6)

Secondary: Type G Plasma Torpedo Tubes (x4)

Heavy: None

Advanced: Assault Phasers (x2)

Auxiliary: None

Role: Command Centre, vessel construction and repair

Description:

These starbases are found at the core of Gorn bases, along the Romulan border and at the heart of a critical Gorn system such as Gorntha, the Gorn home system. They serve as battlestations as well as command posts, repair depots, and rudimentary shipyards. They construct Lizard, Adder, Python, Cobra, Asp and Gecko Class vessels. They are also used for processing raw deuterium delivered by Adder Class vessels.

Visual:



Type: Dilithium Emulsifier

Sensor Range: Short

Weaponry:

Primary: Gorn Type Phaser Emitters (x2)

Secondary: None

Heavy: None

Advanced: None

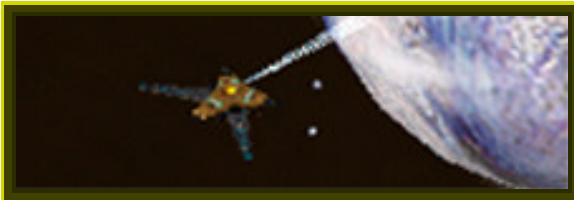
Auxiliary: None

Role: Dilithium processing

Description:

Found near dilithium moons, these stations process raw dilithium mined by Adder Class vessels.

Visual:



Type: Orbital Processing Facility

Sensor Range: Short

Weaponry:

Primary: Gorn Type Phaser Emitters (x2)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Planetary mineral extraction

Description:

These small stations are found orbiting Gorn worlds, mining the precious raw materials so desperately needed by the resource starved Gorn Confederacy. These various deposits are smelted on

station into tritanium ore, which can then be processed by shipyard and construction ship replicators into tritanium alloys for use in constructing new vessels and facilities.

Visual:



Type: Trading Station

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Resource trading and commerce

Description:

Since the Gorn Confederacy and the United Federation of Planets grew closer in the 2270s, the Gorns have been actively establishing trade routes with their new friends. During the Organian Conflict, these trade routes became critical supply lines between the two allies and these served both powers well in that war, and in the War of Pacification. With cooperation and friendship between the Gorns and the Federation growing, more and more of these trade routes are being established. These stations are the cornerstones of this trade network.

Visual:



Type: Standard Shipyard

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Vessel construction and repair

Description:

These facilities are the backbone of the Gorn Royal Navy. Each dock possesses two bays, one for repair and one for construction. The standard shipyard constructs King Snake, Anaconda, Rattlesnake, and Euromastyx Class vessels.

Visual:



Type: Royal Shipyard

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Vessel construction and repair

Description:

These facilities are the backbone of the Gorn Royal Navy. Each dock possesses two bays, one for repair and one for construction. The royal shipyard constructs Reptillon, Beowuulf and Grendel Class vessels.

Visual:



Type: Sensor Emplacement

Sensor Range: Long

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Surveillance and monitoring

Description:

The Gorn Confederacy and the United Federation of Planets operate a joint surveillance programme, in which the Federation allows the Gorns to view sensor information from the Federation-Romulan Neutral Zone, and the Gorns allow the Federation to view sensor information from the Gorn-Romulan Border. These sensor emplacements, while not as powerful as their Federation counterparts, provide the Gorns and the Federation with this information.

Visual:



Type: Type GA Mine

Sensor Range: Standard

Weaponry:

Primary: Gorn Type Phaser Emitters (x2)

Secondary: Plasma Type G Torpedo Tubes (x1)

Heavy: None

Advanced: None

Auxiliary: None

Role: Area defense

Description:

For the past century, the Gorn Confederacy has been involved in a constant state of aggression with the Romulan Star Empire. Often this state of aggression has erupted into full-scale war, with neither side making any major territorial gains. However, more often than not, the Romulans are the aggressors, and so the Gorns have constructed a powerful set of defenses along their border with the Romulan Star Empire. These automated minefields are a key part of that defense network.

Visual:



Type: GRN Research Laboratory

Sensor Range: Short

Weaponry:

Primary: Gorn Type Phaser Emitters (x2)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Weapon and vessel research

Description:

The Gorns are often seen as primitive by other species, but quite conversely, they are a technologically advanced species, having almost as much grasp of plasma technology as their rivals, the Romulans. These Gorn Royal Navy Research Laboratories conduct research into new vessels, and into advancing Gorn knowledge of plasma weaponry and other more exotic technologies.

Visual:



Type: Gorn Royal Marine Base

Sensor Range: Short

Weaponry:

Primary: Gorn Type Phaser Emitters (x2)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Crew training and conditioning

Description:

The Gorn Royal Marines are some of the most powerful hand-to-hand combatants in the galaxy, due to their rigorous training and impressive physiology. These special facilities train the most dedicated and loyal Royal Marines, those who serve on Glormask Class vessels. The nature of their assignment on these vessels requires special conditioning and training, to ensure dedication to King Glormask (after all, his life is in their hands) and to instill coolness under fire, to prevent Glormask Class captains from detonating the Tri-Parallax device too early, or from abandoning their duty altogether.

Visual:



Type: Royal Naval Research Institute

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Vessel and facility systems research

Description:

Gorn vessel designs are expected to serve for many decades, and while their basic hulls may be very tough (due to their mesh type construction) and serviceable throughout their lifetime, often their internal systems take considerable punishment, and may need complete replacement. When these systems are replaced, often the latest technology is fitted. These technologies are researched and developed at the Royal Naval Research Institute.

Visual:



Type: Project Glormaskt Station

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Glormaskt Class vessel construction

Description:

Designed to produce, contain and fit the tri-parallax device to Asp Class hulls, forming Glormaskt Class vessels, the Project Glormaskt Station is a heavily restricted facility, and is often found with a Euromastyx Class cruiser on a permanent defensive patrol around it.

The Tholian Assembly

Background

The Tholians are a race of crystalline creatures, often seen walking on two or all four of their limbs, although use of the word "limbs" when describing silicon-based living crystals is purely speculative. Their methods of reproduction are likely asexual, although there is some presence of different genders in the few scattered pieces of Tholian literature that have been translated. While not naturally xenophobic, in fact records of their past dealings show them to be very diplomatically savvy, the Tholians have become increasingly solitary due to various events in their history. While little is known of Tholian society, they seem to be as equally developed as any race native to the Milky Way galaxy, many surmising that in fact, their society is as far in advance of the Federation and other powers in the galaxy as their technology.

The history of the Tholian Assembly is lost to all except the eldest members of the Assembly (the council in charge of the Tholian Assembly). What little is known in Federation databanks is recorded down in the following paragraphs.

The Tholians are not native to the Beta Quadrant. They originate from the Andromeda galaxy, and at one time were masters over 2/3rds of that galaxy. Approximately 500 years ago, some Tholian pioneers, feeling there was little else to explore in Andromeda, set off into deep space. Arriving at some point in the early 22nd Century, they colonised several planets in an uncharted system on the edge of Klingon space. Encountering the United Federation of Planets for the first time in the mid-2180s, the two powers never formally declared war, although a few small-scale skirmishes occurred. In the mid-2250's, a new surge of Tholian-Andromedian immigrants arrived in the Tholian Assembly, bringing with them news of an uprising. In mid-19th Century, the long-term allies of the Tholians in Andromeda, the Seltorians, suffered a coup and soon their new expansionistic government orchestrated a cataclysmic war between themselves and the Tholians. Soon this war between the Tholians and the Seltorians raged throughout the entirety of the Andromeda Galaxy. Suffering horrendous losses, those Tholians who could escape to our galaxy joined the new Tholian Assembly.

Their ally's betrayal left lasting scars on the Tholian psyche, and from the late 2260s onwards, they became increasingly xenophobic and withdrawn. On-going border wars with the Klingon Empire (who

repeatedly tried to claim the Tholians new homeworld as their territory) only exacerbated the Tholians already skewed view of the races of their new galaxy. A Klingon attempt to bypass Federation defenses during the Organian Conflict by invading through Tholian territory unwittingly drew the Tholians into that war for several months. However, they refused to be involved in the War of Pacification, viewing the ISC's construction of starbases around their territory as a way to keep the other races of the galaxy out, rather than a fence to keep them in.

As of 2292, the Tholians have had little contact with the rest of the galaxy. Several renowned Federation scientists have theorized that the ISC, also known to originate from a galaxy other than our own, may have had some diplomatic contact with the Tholians during the time of the War of Pacification, and now with the ISC gone, the Tholians may put into action some strategic plan devised between the two powers. Others wonder if the ISC may have had some kind of contact with the Seltorians, and the Tholians lack of action in the War of Pacification being due to some fear of discovery. With the Tholians as reclusive as ever, and the ISC unwilling to talk to anyone they view as "inferior savage races" no one knows for sure.

Tholian Vessels

Visual:



Class: Bismuth

Hull Type: ACS

Ship Class: Crystal Carver

Commissioned: (First Encountered) 2287

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

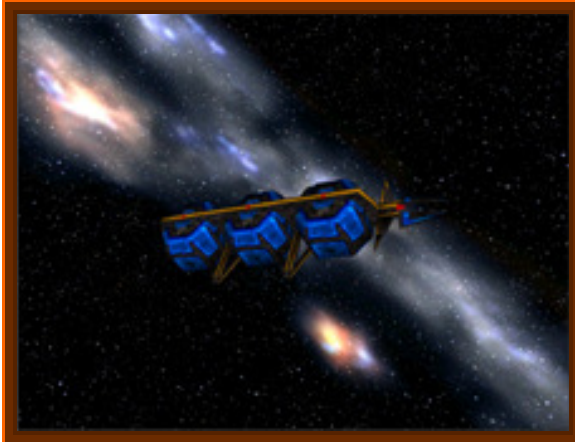
Advanced: None

Auxiliary: Tractor Beam

Role: Facility construction

Description:

A rarely encountered vessel, due to the xenophobic behavior of the Tholians and that she rarely ventures to the borders of the Assembly. The Klingon Empire had the first recorded contact with a vessel of this type in their ill-fated offensive of early 2287.

Visual:

Class: Granite

Hull Type: DF

Ship Class: Crystalene Extractor

Commissioned: (First Encountered) 2275

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Dilithium Extraction Beam

Deuterium Extraction Beam

Tritanium Extraction Beam

Crystalene Extraction Beam

Crystallizer Beam

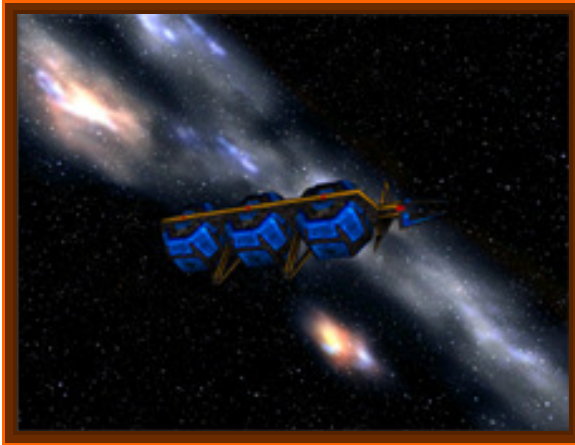
Role: Raw material extraction

Description:

From some sketchy data gathered by the Starfleet Diplomatic Corps, it is known that the Tholians do not use dilithium, tritanium or deuterium in the same way as other races. The exact method by which they transmute their harvested material is not known, but Federation scientists do know that the substance created by this process is known as Crystalene. Crystalene in its raw state is a translucent white crystal. It can be reformed into various states, including a granite-like form used as a structural spine in vessel and facility construction. This vessel, the Granite Class, appears to be the primary method in which the Tholian Assembly gathers material to be transmuted. First encountered during an expansionistic period in 2275 when several Klingon border worlds were annexed, she also appears to be fitted with the technology to not only gather raw deposits of materials, but also to molecularly crystallize raw

materials from manufactured forms, for example, crystallizing ship hulls.

Visual:



Class: Calcinite

Hull Type: FB

Ship Class: Colony Vessel

Commissioned: (First Encountered) 2260

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Colonisation Pods

Role: Colonisation

Description:

While the exact conditions that Tholians require for life are not known, it is known that temperatures below approximately 200 Degrees Celsius cause rapid crystal destabilization, somewhat analogous to extreme radiation poisoning in carbon-based lifeforms, amongst Tholian individuals, and that whatever atmosphere mix they breathe is extremely toxic to humans and other humanoid life. It does seem however that the Tholians ability to survive on reputedly toxic worlds is somewhat limited, although limited to what again is not known. This class of vessel was first reported when the great exodus of Tholians from Andromeda arrived in the 2250s, although was not actually scanned and recorded until an expedition to Tholian space by the USS Explorer in the 2260s. She is known to be a colony vessel, presumably designed not only to travel several light years to other systems, but also to survive the enormously long journey between galaxies.

Visual: PENDING

Class: Citrine

Hull Type: CM

Ship Class: Defence Monitor

Commissioned: (First Encountered) 2287

Sensor Range: Standard

Weaponry:

Primary: Tholian Type Phaser Emitters (x2)

Secondary: None

Heavy: Tholian Heavy Disruptors (x4)

Advanced: None

Auxiliary: Tractor Beam

Role: Planetary and facility defense

Description:

A unique type of Tholian vessel first encountered during the Klingon Campaign of early 2287, the Citrine Class appears to be entirely dedicated to the defense of facilities and planets, more a self-propelled defense station than a warship. While capable of movement, she is far slower than most Tholian vessels and appears to be devoid of warp drive. Clearly, the Tholian tendency towards defense rather than attack molded the design for this unorthodox class of vessel.

Visual:

Class: Diamond

Hull Type: AR

Ship Class: Crystal Reconciler

Commissioned: (First Encountered) 2275

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Molecular Repair Beam (Equivalent, actual
technology not known)

Role: Vessel and facility repair

Description:

Another Tholian vessel first encountered during their incursion into Klingon space, the Diamond Class appears to be a repair vessel of sorts, helping to repair damaged crystalene to perfect condition. Since the Federation has been attempting this sort of crystal reconciliation since the mid 2260s, to no avail (although then-Admiral James T. Kirk did achieve this during a temporal excursion to the late 20th Century), Federation scientists are baffled as to how this process occurs. The Diamond Class does seem to fulfill the same role in the Tholian armed forces as the repair ships of other powers. She also appears to be based on a similar design to the Bismuth Class.

Visual:



Class: Feldspar

Hull Type: EC

Ship Class: Escort

Commissioned: (First Encountered) 2268

Sensor Range: Long

Weaponry:

Primary: Tholian Type Phaser Emitters (x3)

Secondary: None

Heavy: Tholian Heavy Disruptors (x1)

Advanced: None

Auxiliary: Tractor Beam

Specialised Sensor Array

Role: Patrol and fast reaction force

Description:

One of the first modern Tholian vessels encountered (by the USS Enterprise in 2268), this class once “strung” webs of energy around a hostile target to immobilize it. However, this process was time consuming and involved great skill by her captains, and with the advent of the web cannon as a new delivery system, she no longer carries such a weapon. In its place however, is a Tholian heavy disruptor, which adds quite a punch to this exceptionally fast vessel.

Visual:



Class: Feldspar

Hull Type: EC

Ship Class: Scout

Commissioned: (First Encountered) 2268

Sensor Range: Long

Weaponry:

Primary: Tholian Type Phaser Emitters (x2)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Electronic Countermeasures (ECM)

Electronic Counter Countermeasures (ECCM)

Role: Combat Scout

Description:

Built from the hull of the Feldspar Class Escort, this variant is used by the Tholians as a combat scout and electronic warfare vessel.

Visual:



Class: Quartz

Hull Type: DD

Ship Class: Destroyer

Commissioned: (First Encountered) 2278

Sensor Range: Standard

Weaponry:

Primary: Tholian Type Phaser Emitters (x6)

Secondary: None

Heavy: Tholian Heavy Disruptors (x2)

Advanced: Tholian Web Cannon (x1)

Auxiliary: Tractor Beam

Role: Border patrol, convoy escort and interdiction

Description:

The Quartz Class was originally a ¼ scale test ship for a larger Tholian design recovered during a brief transmission from Neo-Tholian Forces in Andromeda. She proved so successful (and so powerful compared to her adversaries) that she was immediately commissioned as a destroyer. Being encountered first during the Tholian incursion into Klingon space, the Quartz proved to be a nasty shock to the KDF, and it is often a match for even a K'T'Inga Class cruiser, although her shields and small crew complement often leave her vulnerable to sustained enemy fire.

Visual:



Class: Garnet

Hull Type: CL

Ship Class: Light Cruiser

Commissioned: (First Encountered) 2278

Sensor Range: Standard

Weaponry:

Primary: Tholian Type Phaser Emitters (x3)

Secondary: None

Heavy: Tholian Heavy Disruptors (x1)

Advanced: Tholian Web Cannon (x1)

Auxiliary: Tractor Beam

Role: Light fleet action, general attack duties

Description:

Encountered shortly after the Quartz Class destroyer, it seems that this vessel is somewhat older than her stable mates, and perhaps stems from a similar design period to the Feldspar Class escort. She is generally inferior to the Quartz Class, although she has shields that are more powerful and a larger crew complement, making her capable of taking more damage.

Visual:



Class: Ruby

Hull Type: CA

Ship Class: Heavy Cruiser

Commissioned: (First Encountered) 2287

Sensor Range: Standard

Weaponry:

Primary: Tholian Type Phaser Emitters (x6)

Secondary: None

Heavy: Tholian Heavy Disruptors (x1)

Advanced: Tholian Web Cannon (x1)

Auxiliary: Tractor Beam

Role: Fleet combat, light command duties

Description:

At first glance this class is often misidentified as a Garnet Class light cruiser, however as her first battle during the Klingon campaign of 2287 proved, she is a far more capable ship. While actually a little smaller than her counterpart, she packs more weapons, shield power and crew into a more robust hull. Often the most powerful Tholian ship encountered, the Ruby is a powerful adversary.

Visual:



Class: Amethyst

Hull Type: BC

Ship Class: Battlecruiser

Commissioned: (First Encountered) 2287

Sensor Range: Standard

Weaponry:

Primary: Tholian Type Phaser Emitters (x6)

Secondary: None

Heavy: Tholian Heavy Disruptors (x4)

Advanced: Tholian Web Cannon (x1)

Auxiliary: Tractor Beam

Role: Fleet command, heavy assault

Description:

Believed to be of Neo-Tholian design and manufacture, a limited number reaching our galaxy by unknown means, the Amethyst is a massively powerful battlecruiser. Easily capable of going toe-to-toe with dreadnoughts and even battleships in use by other powers, she packs the heaviest frontal armament seen on a Tholian vessel. She was first encountered during the Klingon campaign of 2287, and so far only a single vessel has been reported destroyed (albeit, it was ambushed by a Klingon QuD Class destroyer squadron). It is not known how ships of her design reached the Tholians in the Beta Quadrant, appearing to be devoid of any additional propulsion systems that would allow rapid intergalactic travel. With conventional warp drive, it would no doubt take half a millennium or more to reach our galaxy. If this is so, then she is a ship in very limited supply in the Tholian armed forces.

Visual:



Class: Sapphire

Hull Type: DN

Ship Class: Dreadnought

Commissioned: (First Encountered) 2287

Sensor Range: Standard

Weaponry:

Primary: Point Type B Phaser Emitters (x6)

Secondary: None

Heavy: Tholian Heavy Disruptors (x2)

Advanced: Tholian Web Cannon (x1)

Auxiliary: Tractor Beam

Electronic Countermeasures (ECM)

Electronic Counter Countermeasures (ECCM)

Role: Core defense, armada command

Description:

A single vessel of this class was encountered during the Klingon Campaign of 2287. The Quartz Class destroyer was originally a ¼ scale test ship for this class, and it seems that the Sapphire is simply a much larger, capital ship version of that destroyer. The Sapphire Class appears to have been patterned on the Amethyst Class, a battlecruiser of supposedly Neo-Tholian design. The Tholians appear to be producing these unusual dreadnoughts somehow, perhaps with a technology trade or partnership of some sort. If this is so, then it is not known how vessels of this class reach the Beta Quadrant.

Tholian Stations & Facilities

Visual:



Type: Starbase

Sensor Range: Standard

Weaponry:

Primary: Tholian Type Phaser Emitters (x8)

Secondary: None

Heavy: Tholian Heavy Disruptors (x6)

Advanced: None

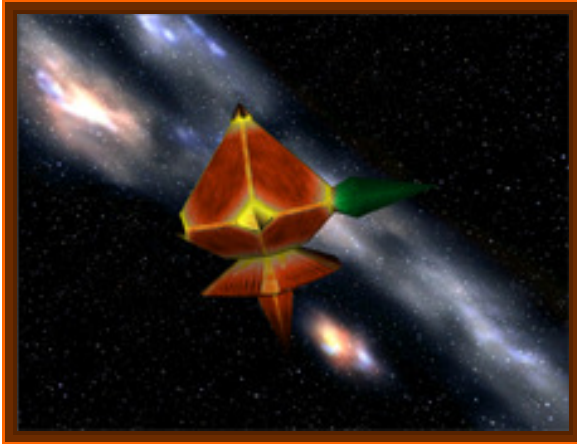
Auxiliary: None

Role: Command Centre, vessel construction and repair

Description:

These starbases are found at the core of Tholian bases and at the heart of a critical Tholian system such as the Tholians new homeworld, Tholia. They serve as battlestations as well as command posts, repair depots, and rudimentary shipyards. They construct Bismuth, Granite, Diamond, and Calcinite Class vessels.

Visual:



Type: Crystalene Converter

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Crystalene processing

Description:

These stations perform much the same function as dilithium refineries in use by the other powers of the galaxy. Granite Class vessels loaded with harvested tritanium ore, raw dilithium, raw deuterium or raw crystalene deliver their cargoes to these stations, and these resources are transmuted by unknown methods into useable (for Tholians) crystalene.

Visual:



Type: Crystal Former

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Vessel construction and repair

Description:

These facilities are the backbone of the Tholian naval power. Each former possesses two bays, one for repair and one for construction. The crystal former constructs Feldspar, Quartz, Garnet, Ruby and Citrine Class vessels.

Visual:



Type: Neo-Tholian Gate

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Vessel requisition

Description:

These large structures appear to be a gateway of some sort, most probably a semi-permanent gateway to Andromeda, connecting with another such structure in that galaxy. The Tholians seem to use these to request reinforcements from their Neo-Tholian (the rather incorrect name given to the more technologically advanced Tholians still living in Andromeda by Federation Scientists).

Amethyst and Sapphire Class vessels are seen departing from these gates.

Visual:



Type: Crystalline Resonator

Sensor Range: Long

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Specialised Sensor Array

Role: Surveillance and monitoring

Description:

These complex crystal shards are some sort of sensor and detection arrays employed by the Tholians in a similar manner to sensor arrays used by other powers. They appear to be capable of detecting cloaked vessels.

Visual:



Type: Type TA Mine

Sensor Range: Standard

Weaponry:

Primary: Tholian Type Phaser Emitters (x2)

Secondary: Tholian Heavy Disruptors (x1)

Heavy: None

Advanced: None

Auxiliary: None

Role: Area defense

Description:

The Tholians have become highly xenophobic since their departure from Andromeda, and these mines have become a common sight in Tholian systems. They seem to be employed much the same as the mines of other powers.

Visual:



Type: Pre-Formed Crystallene Fabrication Facility (Crystal Fab)

Sensor Range: Short

Weaponry:

Primary: Tholian Type Phaser Emitters (x4)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Weapon research

Description:

The Tholians have many advanced and somewhat arcane technologies. These stations house much of that technology. Since much of the Tholians efforts appear to be focused towards reestablishing contact with their brethren in Andromeda and rediscovering their advanced technology, these stations are libraries of sorts, housing valuable data. The infamous Tholian Web appears to be somehow related to this station, perhaps requiring this station to function.

Visual:



Type: Tholian Research Assembly

Sensor Range: Short

Weaponry:

Primary: Tholian Type Phaser Emitters (x4)

Secondary: None

Heavy: None

Advanced: None

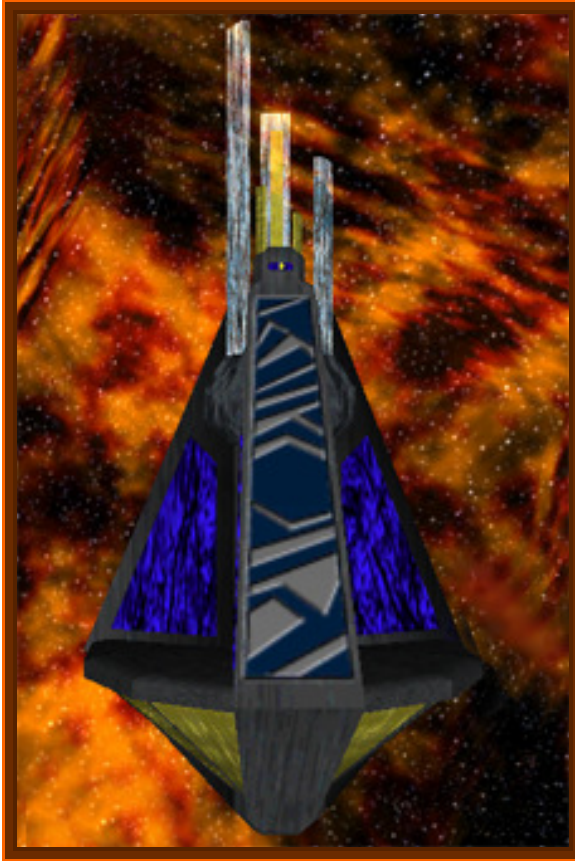
Auxiliary: None

Role: Vessel and facility systems research

Description:

While Tholian technology (especially shipboard technology) is very advanced, the pace of technology never slows, and the Tholians seem to recognize this by the construction of these stations. These Tholian Research Assemblies develop new shipboard and station-board technology.

Visual:



Type: Neo-Tholian Receptor/Transmission Resolver

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Communication purposes

Description:

Several of these facilities have been sighted in Tholian space, and it is believed that they are key to intergalactic communications between the Tholians in the Beta Quadrant and their brethren in Andromeda. No doubt, they are closely related to the gate structures previously mentioned.

Visual:



Type: Tholian Rift Generator

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tholian Rift Generator

Role: Rapid transportation

Description:

During its most recent voyage (its 3rd to Tholian Space) to Tholia in 2289, the USS Explorer noted unusual energy signals emanating from what was believed to be a Neo-Tholian Gate. Soon after, two strange energy rifts opened, one inside the gate structure and the other roughly 50,000 kelicams away. Several ships were observed to have entered the gate rift, emerging from the second rift. Since this is the only recorded incident of this procedure, and given the close proximity of the two rifts, Federation analysis theorize it was a field test of a new type of gateway; a rapid transit device designed to allow the transportation of fleets of vessels to distant locations virtually instantaneously.

The Interstellar Concordium

Background

The Interstellar Concordium is another power not native to the Milky Way Galaxy. The Concordium is composed of six member races, the Meskeen, the Veltressai, the Pronhoulites, the Rovillians, the Q'naabians and the Korlivilar.

The Meskeen resemble humanoid Terran frogs, and are the dominant race in the ISC. Often nicknamed the "Captains Race", the Meskeen make up the highest percentage of starship captains in the Pacification Force. They have the unusual biological distinction that they do not die of old age, and continue to grow in size throughout their lifetime - the oldest being over fifteen feet tall and thousands of years old.

The Veltressai are a mammalian humanoid race, described by many as looking like tall gaunt humans, with very pale skin and an unusually enlarged skull (much like the natives of the restricted Federation world Talos IV). One in 20 Veltressai births result in psionically-linked quadruplets, who share thoughts, focus and emotions. They are often employed in research departments, their four brains working towards a single goal.

Roughly 4 foot tall, the reptilian Pronhoulites resemble smaller, faster Gorns, although they are not as physically powerful. They actively engage in a friendly rivalry with the Korlivilar, the two forming the majority of the pacification teams in the marine detachment of the Pacification Force.

The Rovillians are the newest ISC member race. They resemble a cross of dolphins and turtles, and while ungainly on land, they are almost preternaturally graceful in aquatic environments. Their most powerful asset is truly astonishing psionic power, being capable of telekinesis and telepathy. These abilities help the Rovillians overcome their physical limitations. They are often employed as first officers onboard ISC vessels, being gifted with great wisdom and thoughtfulness. The most powerful Rovillians are great minds indeed, and even the Veltressai admit that a Rovillian that might be considered "bright" in their own society would be one of the greatest minds in the galaxy.

The Q'naabians are an enigmatic humanoid race, having joined the ISC more out of a sense of curiosity than from a desire to improve or protect the galaxy. It is rumored that they are the historians of the ISC, responsible for the recording the exploits of the ships they serve on. They tend to keep to themselves, giving the other ISC member races the impression that they consider themselves superior. In fact, they simply prefer the company of their own race in their environmentally controlled, oxygen/chlorine atmosphere cabins.

The Korlivilar are a feline race that possesses very, very basic psionic/empathic abilities, collectively called "Battle Intuition". This ability allows a Korlivilar tactical officer to predict, often with great accuracy, the intentions of a foe. Korlivilar individuals are small, only some 3 feet tall on average, but are blindingly fast, and for their small size are physically very strong (as strong as most humans). They compete with the Pronhoulites in the ISC Marines Pacification Teams, used to board enemy vessels and serve in planetary combat.

Composed of these six member races, the Concordium is a political entity, akin to an oligarchy, that is founded on several basic principles. The first of these principles is the principle of nonviolence. The second is the "right of the majority". The basic premise of this is that if more than a 1/3rd majority is in favor of a motion (in Parliament, in the military, or in any walk of organised life), then the motion is accepted, with no further discussion.

The ISC first encountered the races of the Milky Way in the early to mid 23rd Century along the far edge of Gorn territory. However, they were very unimpressed with what they found. Far from finding a civilized explorative species, they found a reclusive, sly, cunning and treacherous empire, (the Romulans) and their rivals, the Gorn Confederacy, who the ISC accused of being primitive, xenophobic and of relishing war (which due to the odd, revitalizing, effect war has on the Gorn Economy, is not an unreasonable assumption). The ISC explorers constructed a few fledgling colonies sufficiently distant from these "savage neighbors" and withdrew back to their territory, a so far undiscovered galaxy somewhere across the cosmos.

In the intervening years, the Organians disappeared from their home of Organia, in the Klingon-Federation Neutral Zone, to worlds unknown, (according to their brief communications with the powers of the Milky Way on their return) to deal with some "grave threat". Returning briefly sometime in during the Organian Conflict, they

found the galaxy at war, some attempting to profit from the lack of the Organians peaceful intervention, and others attempting to stem the tide of these aggressive neighbors. Saddened, they presumably contacted the ISC and in 2288, returned through a subspace slipway with the lead ships of a huge ISC Pacification Force. Leaving the ISC to bring peace and order to the galaxy, the Organians once again retreated to their world in the Neutral Zone.

The ISC relished the chance to colonise this new area of space. Building vast chains of starbases along the borders of all powers in the Alpha and Beta Quadrants, they enforced order for nearly a year.

In late 2288, the forces of the Klingon Empire, the Romulan Star Empire and the Lyran Star Empire fought back against this confinement. Soon, the United Federation of Planets, the Gorn Confederacy and the Hydran Kingdom started their own war of resistance against the ISC, and by mid 2289, the two wars had become one. The galaxy-wide resistance became the only known example in galactic history where all the major powers of the galaxy fought along side one another. However, in some cases, such as the Gorns and the Romulans, old habits die hard, and their forces had to be kept apart.

The ISC could not face the onslaught of the unified major powers of the Alpha and Beta Quadrants. The thought of these belligerent powers working together had been unthinkable to the ISC, and now the unthinkable had happened. While attempting to hold on, the ISC were soon beaten back to the edge of the Gorn and Romulan borders. The spirit of cooperation however soon broke down, and by 2291, all the powers of the two quadrants with the exception of the Federation had considered the War of Pacification to be over, and went back to rebuilding their battered fleets.

As of 2292, the Federation is still pursuing the ISC through the outermost territories of the Milky Way. The ISC are desperately trying to form some sort of defence, while some resourceful Commanders attempt to hide themselves away in secluded systems, fighting a guerrilla war. The last unified efforts of the Concordium in the Milky Way Galaxy are to attempt to contact their home galaxy and muster reinforcements. While contact with a transmitter of some sort has been made, it is responding in a language unknown to Rovillian scientists. The transmitter's location and origin is currently unknown. Whether the ISC can hold out long enough to contact their government is any ones guess.

ISC Pacification Force Vessels

Visual:



Class: ACS-XIV

Hull Type: ACS

Ship Class: Construction Tender

Commissioned: (First Encountered) 2289

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Facility construction

Description:

Used to construct all new facilities in the Concordium, the Type ACS-XIV was first encountered during the Concordium's starbase construction during the initial stages of the War of Pacification.

Visual:



Class: DF-XX

Hull Type: DF

Ship Class: Mining Freighter

Commissioned: (First Encountered) 2289

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Dilithium Extraction Beam

Tritanium Extraction Beam

Role: Raw material extraction

Description:

The capture of rich resource deposits in many areas of the Milky Way galaxy were a major boost to the ISC during the War of Pacification. Hundreds of these Type DF-XX freighters were built to extract resources not only from moons but also from planets and other sources of tritanium. While the war efforts of the resistant races destroyed many of them, no doubt many of these are still in service, forming the core of the support forces of the remaining ISC Fleets in the Milky Way.

Visual:



Class: APA-VII

Hull Type: APA

Ship Class: Troop Transport

Commissioned: (First Encountered) 2290

Sensor Range: Standard

Weaponry:

Primary: Concordium Type Phaser Emitters (x2)

Secondary: Plasma Type I Torpedo Tubes (x2)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Troop transportation and starship/planetary assault

Description:

The first of these vessels was encountered during the ISC's attempt to stem the resistance. Carrying Korlivilar and Pronhoulite "Pacification" Teams, the Type APA-VII is unusually well armed for a troop transport, fitted with a pair of Concordium Phaser Emitters and a pair of Plasma Type I Torpedo Tubes. Type I Plasma Torpedoes are an ISC variant of plasma torpedo technology, with 50% more destructive power than a photon torpedo yet with an equally rapid reload time.

Visual:



Class: AR-XII

Hull Type: AR

Ship Class: Fleet Repair Tender

Commissioned: (First Encountered) 2290

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

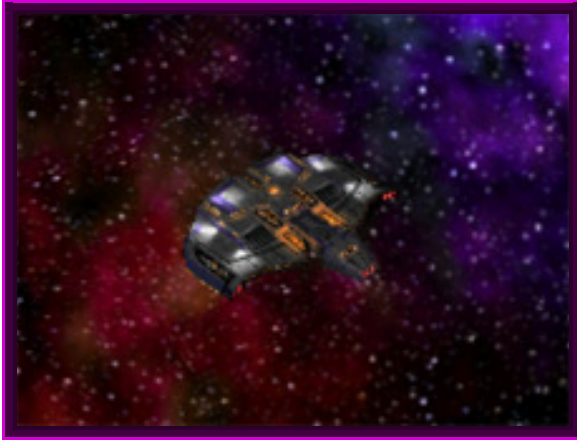
Molecular Repair Beam

Role: Vessel and facility repair

Description:

Another vessel encountered during the ISC's counteroffensive, the Type AR-XII is often found supporting the heavy cruisers of the Interstellar Concordium. It is suspected that the unusual ISC colonization efforts in the Regula Badlands are pioneered by a modified version of this vessel carrying some sort of Ionic Beam, but this is not known for certain.

Visual:



Class: FF-IV

Hull Type: FF

Ship Class: Frigate

Commissioned: (First Encountered) 2289

Sensor Range: Standard

Weaponry:

Primary: Concordium Type Phaser Emitters (x2)

Secondary: Plasma Type I Torpedo Tubes (x2)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Gravitic Mines

Role: Exploration, patrol and picketing

Description:

During the most desperate months of the War of Pacification, these vessels signaled the arrival of the ISC in a system. Found flanking ISC destroyers and cruisers, these Type FF-IV Frigates carry gravitic mines that attach themselves to the hull of an enemy vessel, increasing the vessels gravity signature, effecting impulse and warp travel.

Visual:



Class: FF-IVsc

Hull Type: FF

Ship Class: Scout

Commissioned: (First Encountered) 2289

Sensor Range: Long

Weaponry:

Primary: Concordium Type Phaser Emitters (x2)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Electronic Countermeasures (ECM)

Electronic Counter Countermeasures (ECCM)

Role: Scouting

Description:

A modification of the Type FF-IV Frigate, in battle this ship is often found disrupting enemy sensors and helping their own ships target the enemy more effectively.

Visual:



Class: FF-IVd

Hull Type: FF

Ship Class: Frigate

Commissioned: (First Encountered) 2290

Sensor Range: Long

Weaponry:

Primary: Point Type B Phaser Emitters (x2)

Secondary: Plasma Type I Torpedo Tubes (x2)

Heavy: Heavy Disruptors (x2)

Advanced: None

Auxiliary: Tractor Beam

Role: Picketing and light combat

Description:

Based on the Type FF-IV Frigate, the d refit was first encountered in 2290 and in addition to the weapons on the Type FF-IV; the Type FF-IVd is armed with a pair of heavy disruptors. These heavy disruptors appear to be based on Klingon heavy disruptors, and their design may have been captured from them during the initially ISC invasion.

Visual:



Class: DD-III

Hull Type: DD

Ship Class: Destroyer

Commissioned: (First Encountered) 2289

Sensor Range: Standard

Weaponry:

Primary: Concordium Type Phaser Emitters (x3)

Secondary: Plasma Type I Torpedo Tubes (x2)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Role: Border patrol, convoy escort and interdiction

Description:

One of the most commonly encountered ISC vessels, the Type D-III Destroyer is a powerful well-rounded vessel that was often found at the cutting edge of an ISC Echelon. Since the ISC's defeat and withdrawal to the outer edge of the galaxy, the expendability once indicative of these vessels is long gone. An ISC Commander can no longer afford to expend these vessels lightly, and with the Concordium having limited resources, these smaller vessels will no doubt become the basis of any ISC fleet.

Visual:



Class: DD-IIIId

Hull Type: DD

Ship Class: Destroyer

Commissioned: (First Encountered) 2290

Sensor Range: Standard

Weaponry:

Primary: Concordium Type Phaser Emitters (x3)

Secondary: Plasma Type I Torpedo Tubes (x2)

Heavy: Heavy Disruptors (x2)

Advanced: None

Auxiliary: Tractor Beam

Role: Border patrol, convoy escort and interdiction

Description:

Federation forces on the fringe of the galaxy are increasingly encountering a recent modification of the Type DD-III Destroyer, the Type DD-IIIId. This even more formidable destroyer appears to be the result of the embarrassing defeat of the ISC by the forces of the alpha and beta quadrants. No longer being able to afford to deploy overwhelming forces and incur the resulting losses, the ISC has been refitting its ships to carry heavier weaponry. With the Type FF-IVd Frigate also seeing increasing service, this trend seems to be continuing.

Visual:



Class: CL-V

Hull Type: CL

Ship Class: Light Cruiser

Commissioned: (First Encountered) 2290

Sensor Range: Standard

Weaponry:

Primary: Concordium Type Phaser Emitters (x4)

Secondary: Plasma Type I Torpedo Tubes (x2)

Heavy: None

Advanced: Plasmatic Pulsar Device (PPD – x1)

Auxiliary: Tractor Beam

Role: Light fleet action

Description:

The Type CL-V Light Cruiser is a new entry into the ISC Pacification Force. They are the smallest class of ISC vessel to carry the Plasmatic Pulsar Device, or PPD. This device locks onto an enemy vessel and fires a series of powerful plasma pulses along this invisible beam. Often used to support ISC heavy cruisers, the Type CL-V appears to have entered service after a series of tense battles with the Federation, in which the Federation Miranda Class Light Cruiser showed its marked superiority (in firepower and resilience) to ISC Type D-III Destroyers and numerical superiority to ISC Type CA-VIII heavy cruiser.

Visual:



Class: CA-VIII

Hull Type: CA

Ship Class: Heavy Cruiser

Commissioned: (First Encountered) 2289

Sensor Range: Standard

Weaponry:

Primary: Concordium Type Phaser Emitters (x5)

Secondary: Plasma Type I Torpedo Tubes (x2)

Heavy: None

Advanced: Plasmatic Pulsar Device (PPD – x1)

Auxiliary: Tractor Beam

Role: Patrol and fleet combat

Description:

The bulk of ISC heavy pacification fleets the Type CA-VIII Heavy Cruiser is was the ship that struck fear into the early Klingon resistance attempts. The PPD proved longer ranged than the plasma torpedoes that the Klingons were so used to dealing with, and often Klingon K'T'Inga Class cruisers would be dealt a crippling blow from this weapon.

Visual:



Class: TCA-II

Hull Type: TCA

Ship Class: Torpedo Cruiser

Commissioned: (First Encountered) 2292

Sensor Range: Long

Weaponry:

Primary: Concordium Type Phaser Emitters (x2)

Secondary: Plasma Type I Torpedo Tubes (x4)

Heavy: Proximity Burst Photon Torpedo Tubes (x2)

Advanced: None

Auxiliary: Tractor Beam

Role: Probe surveys, cloak hunting and planetary bombardment

Description:

A very new design only recently integrated into the ISC Pacification Force. Based heavily on the hull of the Type CA-VIII Heavy Cruiser, the Type TCA-II Torpedo Cruiser entered service after encounters with the Romulan Star Empire. Struggling to recreate their own version of the parallax torpedo, the ISC eventually captured the plans to the federation burst photon torpedo. Heavily armed with conventional Plasma Type I torpedo tubes, the Type TCA-II is used to support ISC planetary pacification efforts, bombarding the planet before Type APA-VII Troop Transports delivered their troop compliments.

Visual:



Class: CSA-III

Hull Type: CA

Ship Class: Star Cruiser

Commissioned: (First Encountered) 2289

Sensor Range: Long

Weaponry:

Primary: Concordium Type Phaser Emitters (x5)

Secondary: Plasma Type I Torpedo Tubes (x2)

Heavy: None

Advanced: Plasmatic Pulsar Device (PPD – x1)

Auxiliary: Tractor Beam

Subspace Jump Drive

Electronic Countermeasures (ECM)

Electronic Counter Countermeasures (ECCM)

Role: Long term exploration and fleet command

Description:

One of the first ISC ships encountered after their arrival with the Organians, the Type CSA-III Star Cruiser is essentially a Type CA-VIII Heavy Cruiser equipped for extremely long intergalactic voyages. Mounting a Subspace Jump Drive, used to open a temporary subspace portal for a ship or fleet of ships to travel vast distances almost instantly, the CSA-III is often a fleet command ship, replacing dreadnoughts where they are unable to be spared. They are also fitted with Electronic Warfare equipment.

Visual:



Class: DN-IV

Hull Type: DN

Ship Class: Dreadnought

Commissioned: (First Encountered) 2289

Sensor Range: Standard

Weaponry:

Primary: Concordium Type Phaser Emitters (x6)

Secondary: Plasma Type I Torpedo Tubes (x4)

Heavy: None

Advanced: Plasmatic Pulsar Device (PPD – x1)

Auxiliary: Tractor Beam

Electronic Countermeasures (ECM)

Electronic Counter Countermeasures (ECCM)

Role: Heavy fleet action and system command

Description:

The largest conventional ISC starship encountered, Type DN-IV Dreadnoughts are truly immense vessels. Armed with powerful batteries of Plasma Type I Torpedo Tubes, and equally impressive phaser banks, these mobile command posts are rarely seen. However, when they do make an appearance, the battle will usually be short but costly for the opposition.

Visual:



Class: CV-VI

Hull Type: CV

Ship Class: Carrier

Commissioned: (First Encountered) 2289

Sensor Range: Standard

Weaponry:

Primary: Point Type B Phaser Emitters (x6)

Secondary: Plasma Type I Torpedo Tubes (x2)

Heavy: None

Advanced: None

Auxiliary: Tractor Beam

Subspace Jump Drive

Fighter Squadron (double squadron, x24 Type FI-VII Heavy Fighters)

Role: Heavy fleet action

Description:

The ISC are the only galactic power to still employ carriers in their regular battle line. Other powers still use carriers they constructed in the Organian Conflict, but due to their extremely costly nature have stopped producing them. ISC Type CV-VI Carriers are formidable vessels in their own right, but when combined with their fighter compliment, can be almost unstoppable. Equipped with the exotic Subspace Jump Drive, Type CV-VI Carriers can deploy their fighters and jump to a safe distance from combat. Piloting ISC fighters is a duty considered suicidal, and as such often convicts or prisoners are psionically "persuaded" to pilot a lead ship in these formations, with other fighter craft being drone controlled, following their actions and commands.

ISC Stations & Facilities

Visual:



Type: Starbase (I)

Sensor Range: Standard

Weaponry:

Primary: Concordium Type Phaser Emitters (x8)

Secondary: Plasma Type I Torpedo Tubes (x4)

Heavy: None

Advanced: Plasmatic Pulsar Devices (x2)

Auxiliary: None

Role: Command Centre, vessel construction and repair

Description:

These starbases are found at the core of ISC bases, and were previously found employed as a prominent deterrent along the borders of the "belligerent" powers. These huge stations are also used to construct Type ACS-XIV Construction Tenders, Type DF-XX Freighters, Type APA-VII Troop Transports and Type AR-XII Repair Tenders.

Visual:



Type: Resource Station

Sensor Range: Short

Weaponry:

Primary: Concordium Type Phaser Emitters (x2)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Resource processing

Description:

Often found near dilithium moons and planets, these stations process raw dilithium and tritanium mined by Type DF-XX Freighters.

Visual:



Type: Shipyard Type I

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Vessel construction and repair

Description:

These facilities are the backbone of the Pacification Fleet. Each dock possesses two bays, one for repair and one for construction. The shipyard type I constructs Type FF-IV Frigates, Type FF-IVsc Scouts, Type FF-IVd Frigates, Type DD-III Destroyers, Type DD-IIIId Destroyers, Type CL-V Light Cruisers, Type CA-VIII Heavy Cruisers and Type TCA-II Torpedo Cruisers.

Visual:



Type: Shipyard Type II

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Vessel construction and repair

Description:

These facilities are the backbone of the Pacification Fleet. Each dock possesses two bays, one for repair and one for construction. The shipyard type II constructs Type CSA-III Star Cruisers, Type DN-II Dreadnoughts and Type CV-VI Carriers.

Visual:



Type: Type IA Mine

Sensor Range: Standard

Weaponry:

Primary: Concordium Type Phaser Emitters (x2)

Secondary: Plasma Type I Torpedo Tubes (x1)

Heavy: None

Advanced: None

Auxiliary: None

Role: Area defense

Description:

The ISC's remaining forces in the Milky Way attempt to keep their home bases secret, but they still acknowledge the need for defence. These mines are designed to defend the few scattered bases of the ISC remnant in the outer reaches of the galaxy.

Visual:



Type: Veltressai Research Facility

Sensor Range: Short

Weaponry:

Primary: Concordium Type Phaser Emitters (x4)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Advanced weapon research

Description:

The ISC uses much advanced weaponry, and one such example is the Plasmatic Pulsar Device or PPD. These strange devices fire plasma waves at an enemy vessel and can cause heavy damage at long ranges. The Veltressai were the original inventors of this technology, and so at remnant ISC bases these research stations help to preserve this crucial technology.

Visual:



Type: Rovillian Research Facility

Sensor Range: Short

Weaponry:

Primary: Concordium Type Phaser Emitters (x2)

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Subspace research

Description:

The Rovillians are some of the brightest minds in the universe, and are motivated by their physical clumsiness to find new ways to traverse the vast distances of space more efficiently. They invented the Subspace Jump Drive, allowing ISC vessels to jump considerable distances virtually instantaneously. These stations house the generators required for this exotic technology to function.

Visual:



Type: Parliamentary Institution

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: None

Role: Vessel and facility systems research

Description:

Since the ISC Pacification of the galaxy failed, the remnant forces have attempted to regroup and regain some of their former strength, and lacking proper communications or leadership, fight some sort of rear guard action hoping to buy time to contact their home galaxy. Knowing their ships and manpower was now very limited, the ISC remnants set established Parliamentary Institutions as miniature parliaments, a democratic presence in this new galaxy, and they help to develop new ship technologies to improve combat performance.

Visual:



Type: Subspace Slipway

Sensor Range: Short

Weaponry:

Primary: None

Secondary: None

Heavy: None

Advanced: None

Auxiliary: Subspace Slipstream Portal Generator (SSPG – x1)

Role: Rapid transportation

Description:

The ISC remnant forces are striving to contact their home galaxy for reinforcements, and while several of these structures have been built, they have not yet been seen to function over distances much beyond the edges of the galaxy. It is theorized by Federation scientists that the proper coordinates or frequency required has not yet been found, and that these slipways are only useful as fleet transport routes until the correct frequency or target coordinates are found, whatever they may be.

Basic Command Information

Commanding a starship (or fleet of starships) is no mean feat, and in peacetime, all officers are given extensive training at Starfleet Academy before being granted command of a starship. However, the War of Pacification took a heavy toll on our infrastructure and this part of the document has been devised to give new wartime commanders, such as you, a "crash course" in command and control.

Fleet Composition

Starfleet has categorized all vessels (of Federation origin, allied or otherwise) encountered according to a standard set of hull designations. These designations help Starfleet strategists, and of course commanders in the field such as yourself, determine the relative strength of your forces and the forces of any allied, neutral or enemy fleet in a sector.

As of July 17th 2292 the following combat vessel hull classifications have been accepted for use by starfleet. (Name followed by abbreviation)

Escort - EC
Frigate - FF
Destroyer - DD
Light Cruiser - CL
Cruiser/Heavy Cruiser - CA
Torpedo Cruiser - TC
Command Cruiser - CC
Battlecruiser - BC
Dreadnought - DN
Battleship - BB

The following briefings have been issued regarding each classification.

Escorts: These are very light vessels, often designed for peacetime duties and pushed into military service in times of war. Military Escorts are often designed for pack hunting work.

Frigate: Often Police vessels in peacetime, Frigates are the lightest breed of warships that see regular military service. Some specialised frigates are used as Scouts, which carry Electronic Warfare Equipment.

Destroyers: Destroyers are either well-balanced patrol vessels (The Federation, Gorn Confederacy and the ISC use these types) or a powerful, predatory warship with firepower outweighing their defensive systems. (The Klingon Empire, Romulan Star Empire and Tholian Assembly favor this type of destroyer)

Light Cruisers: These ships are sometimes called "War Destroyers" as they were largely introduced to produce a vessel with the firepower and similar defensive strength to a Heavy Cruiser, but with reduced redundant systems and a shorter operational range. The Klingon Empire and Romulan Star Empire pioneered this type.

Cruisers/Heavy Cruisers: These ships are typical ships-of-the-line for most powers, often with the most potent mix of firepower, speed, agility and defensive strength. Ideally, most of your fleet should be based around these vessels. All cruisers and below when fighting in fleet actions are found in the first combat position. (See next section)

Torpedo Cruisers: These specialised cruisers are designed to delivery crippling torpedo salvoes, and to deliver shockwave producing torpedoes to hunt cloaked vessels. They are often heavily modified cruiser hulls, with reduced primary weapons in favor of heavily increased torpedo based armament. They are often used for planetary bombardment, for hunting cloaked vessels, and for anti-starbase duties when heavier ships are unavailable. Found in the third combat position.

Command Cruisers: These advanced cruisers are often explorers in times of peace. Command Cruisers use their electronic warfare equipment and long ranged sensors to assist allied vessels in battle. Their sensors allow them sufficient accuracy, and weapon systems sufficient power, to commence planetary bombardment. They often fight in the second or third combat position.

Battlecruisers/Heavy Battlecruisers: Forming the heart of a heavy strike force, these powerful warships are often the most commonly encountered capital ship. Capable of planetary bombardment, they bridge the gap between the lighter vessels, and the heavy capital ships. In battle, they are found in all three of the combat positions.

Dreadnoughts: These are powerful, combat orientated vessels, designed to act as sector flagships. They often find use in starbase assaults, where their powerful weaponry and heavy shielding helps them absorb the crippling firepower of a starbase. In addition, they support the heavier Battleships when present (They often mount electronic warfare equipment to assist in the aiming of the Battleships powerful, if inaccurate weaponry). They are generally found in the second or third combat position, most commonly third.

Battleships: These are the most powerful warships a space faring power fields. They are often armed with extremely powerful weaponry, and shielding almost equal to that of a starbase. However, they are rather clumsy vessels, and are always heavily escorted. They are invaluable tools when assaulting starbases or heavily defended objectives. They are found in the third combat position.

The Three Positions of Combat

In starship combat, vessels may be found at one of three positions in a battle line.

1st Position. This is the frontline, and ships here engage the frontline of enemy forces, which are as a rule, cruiser class and below.

2nd Position. This is the core of a fleet, where the fighting often escalates to battlecruiser-on-battlecruiser combat. Other capital ships are involved in this heavyweight brawl, if the battle is of sufficient size to include them.

3rd Position. This is the rear of a fleet, and is where the command ships, torpedo cruisers, or any non-combat vessels, reside. They generally do not engage directly, preferring to pick targets from the second line to fire upon, to lend support.

It is important to note that these three lines may not be clearly defined, and often they can almost seem like three separate battles. The frigates and cruisers engage each other, with their battlecruiser and command cruiser allies engaging the enemy's capital ships. The torpedo cruisers or battleships in the third line may be supporting the battlecruisers, may be supporting their own fleet in repair or boarding operations, or may be engaging the enemy's own third line.

The ultimate aim of a fleet battle is to destroy as many enemy vessels as possible, with the capital ships being of highest priority.

If the battleships and torpedo cruisers in the third line defeat the enemy's third line forces, or the enemy possesses none, they then turn their guns to the enemy's second line. If they and the battlecruisers of the second line defeat the enemy's second line, then they assist in mopping up the enemy's first line, attempting to turn an already likely victory, into an all out, crushing blow to the enemy. This procedure can work in any order, with the forces of any line coming to the aid of any successive line, but as a rule no line beyond that. Generally, battleships would not be tasked with destroying first line forces, as they are small enough to evade the guns of a battleship, and light enough so that a volley from said guns would likely be overkill. Similarly, light vessels of the first line are generally not tasked with attacking third line forces, unless such a third line consists only of torpedo cruisers or non-combat vessels, as their relatively weak weaponry would likely be ineffective against such well defended battleships.

However, these rules are not hard and fast by any means, and some very successful commanders have turned them on their head and won outstanding victories. Remember, this is only intended as a guide, how you command your only battles is down to you.

Major Power Tactics

Each of the six major powers identified by the Federation Security Council has certain strengths and weaknesses, using Federation vessels as a control sample (Federation vessels are considered average and well-rounded in most ways). The following extract from the Federation Security Council Defence Study 163 Subsection C is intended as a rough guide to the various strengths and weaknesses of the vessels of these major powers. Positives are highlighted green, negatives in red.

The United Federation of Planets

As mentioned, Federation vessels are used as a control in the study, although they do stand out in several ways.

- 1) Sensor Probes and Oberth Class Escorts can have their sensor packages modified to detect cloaked vessels.
- 2) Large crew compliments
- 3) Strong shields
- 4) Modern warp and impulse drive
- 5) Total lack of heavy weapons
- 6) Due to the structure of the Federation, an enemy vessel report is required before the Security Council will permit the commissioning of any battleships or experimental battleships.

The Klingon Empire

Designed around firepower, Klingon vessels sacrifice shield strength for weaponry.

- 1) Good maneuverability and heavier armament
- 2) Powerful marines
- 3) Fast energizing shields (quicker to regenerate)
- 4) Outdated warp drive
- 5) Short ranged sensors
- 6) Weaker shields

The Romulan Star Empire

Designed for stealth and first strike attacks, Romulan vessels trade speed for cloaking devices and powerful plasma torpedoes.

- 1) Universal use of cloaking devices (all vessels and even certain facilities can cloak)
- 2) Long ranged sensors
- 3) Stronger hulls
- 4) Weak shields
- 5) Primitive warp and impulse drive
- 6) Lack of advanced weapons

The Gorn Confederacy

Tough hides and sharp claws are signatures of the Gorn, and their vessels reflect this.

- 1) Above average weaponry, combining phasers and plasma torpedoes.
- 2) Above average hull and shield strength
- 3) Modern warp, and above average impulse drive
- 4) Poor maneuverability
- 5) Lack of heavy weapons
- 6) Vessels expensive to produce

The Tholian Assembly

Tholian vessels are as alien as the Tholians themselves, and as deadly as the Tholian atmosphere within.

- 1) Very fast, very agile vessels
- 2) Vessels constructed of super-tough crystalene
- 3) Unable to be boarded by enemy marines
- 4) Lack of secondary weapons
- 5) Small crew compliments
- 6) Vessels very expensive and very time-consuming to produce

The Interstellar Concordium

The ISC use vessels that share the same well-rounded characteristics of those of the Federation, but with some distinct differences.

- 1) Modern warp and impulse drive
- 2) Large crew compliments
- 3) Can use various subspace slipstream devices for extremely rapid movement
- 4) Plasma torpedoes are slower to recharge than Photon torpedoes
- 5) "Cruiser Gap": Lack of true Command Cruiser and Battlecruiser leave the ISC often without powerful capital ships.
- 6) Less capable of independent action, vessels designed for rigid fleet combat.

Weaponry 101

The Starfleet Corp of Engineers has classified all starship based weapon systems into the following categories

- 1) Primary
- 2) Secondary
- 3) Heavy
- 4) Advanced
- 5) Auxiliary

Primary weapons are the standard weapons on a starship. Used to wear down the enemy, rather than inflict massive damage, they are often the most easily used and have a rapid cyclic rate. The Federation, Gorn Confederacy, Tholian Assembly and Interstellar Concordium use Phasers as their primary weapons, the Klingon Empire and Romulan Star Empire using Disruptors.

Secondary weapons are the heavier hitters, used to cause significant damage to enemy vessels and stations, often after their shields have been worn down by primary weapons fire. The Federation uses Photon Torpedoes as her secondary weapons, with the Klingon Empire using Photon Torpedoes on most vessels and Heavy Photon Torpedoes on her heavier vessels. The Romulan Star Empire uses three different types of Plasma Torpedo as her secondary weapons (Type L, Type M and Type H), with the Gorn Confederacy and Interstellar Concordium using a single type of Plasma Torpedo (the Type G and Type I accordingly). The Tholian Assembly uses no secondary weapons.

Heavy weapons are weapons that are outside of the standard classification of primary and secondary weapons. They are also used to inflict heavy damage, but often less powerful, forming a sort of middle ground between the two categories. The Klingon Empire and Interstellar Concordium use Heavy Disruptors as their heavy weapons, with the Tholian Assembly using a different form of Heavy Disruptor technology that differs widely, acting more like a plasma torpedo. The Romulan Star Empire uses a rather antiquated heavy weapon, the Cohesive Fused Deuterium Irradiation Cannon, or CFDIC. This weapon does not cause significant damage to shield or hull, but the immense radiation it emits can kill significant numbers of enemy crewmembers. The Federation and the Gorn Confederacy use no heavy weapons.

Advanced weapons are often experimental and often require separate targeters and power capacitors. The vast amount of power required for such weapons is stored in an Advanced Weapons Capacitor, and when sufficiently charged can be fired automatically by the tactical/gunnery officer or targeted manually by the captain. The Federation uses the Quantum Wave Carrier Beam (QCB), which drains an enemy vessel's shields, and the Assault Phaser, a massively powerful phaser used to crack starbase shields. The Klingon Empire uses the Graviton Harmonic Resonance Cannon (GHRC), a captured Gorn weapon, which drains the shields of an enemy vessel in a similar way to the QCB.

The Klingon Empire also uses the Assault Phaser, another weapon known as the Anti-matter Field Projector (AMFP) that causes massive damage to a target effectively a sustained Photon Torpedo Blast, and the FMFA Cannon. Short for Frequency Modulated Particle Cannon, the FMFA causes significantly more damage than a Photon Torpedo hit, but only damages the targets shields, not the hull. FMFA Cannons are one of the few Advanced Weapons not requiring a capacitor or with any separate targeting feature.

The Gorn Confederacy use the GHRC and QCB, both of which they originally invented. The Tholian Assembly uses the arcane Tholian Web Cannon, which casts a web of exotic energy in a target area, effectively preventing any enemy vessels within from using their weapons, transports and prevents maneuvering and movement of any sort. The ISC use the Plasmatic Pulsar Device or PPD. This weapon fires a wave of plasma energy in the form of an energy pulsar, which is extremely accurate and potent compared to most forms of Plasma Torpedo, but requires more energy to create and fire. The Romulan Star Empire uses no advanced weaponry.

Auxiliary Weapons are not strictly weapons. This term covers any other form of externally usable system a starship possesses,

including tractor beams, mining beams, colony pods, self-destruct mechanisms and electronic warfare equipment. Three auxiliary weapons deserve special mention.

The first are Romulan Tal Shiar Transporters. These unique transporters can function whilst cloaked and while both targets are fully shielded, and can be used to transmit one Tal Shiar operative per charge to an enemy vessel. This operative then transmits the sensor relay information of that vessel, allowing a commander to see sensor information from that ship as if it were his/her own. The operative's transmitter only lasts a short time before ceasing operation. If transported to an enemy starbase, the operative can transmit sensor information from all of that powers vessels and facilities in the sector.

The second and third are the two parts of the Electronic Warfare Equipment. Electronic Countermeasures, or ECM, are a series of sensor jammers that help to scramble the true sensor echo of a vessel (more often, a small group of vessels) into background noise, making it harder for an enemy vessel to successfully hit that vessel with any form of weaponry. Electronic Counter Countermeasures are the answer to this. ECCM is a series of sensor boosters that enhance enemy sensor echoes detected by nearby friendly vessels, allowing them to more easily score a hit with their weapons systems. The two systems are designed as each other's counter, with ECCM helping a vessel burn through the effects of ECM used by another vessel. However, a power may use ECM and ECCM at the same time on the same group of vessels, allowing them to hit the enemy more effectively and to scupper enemy attempts to land any blows on them as they do so.

Final Notes

The information within this Starfleet manual is designed to aid you in this continuing conflict, and is not intended to be an exhaustive tome of knowledge on the subject. You may encounter vessels or powers not documented in this manual, and you shall have to use your command abilities to decide how best to handle them. You may discover new and interesting techniques of command. We at Starfleet Academy wish you the very best of luck commander, and hope your career is a long one.

Good seas and fair winds

Academy Advanced Tuition Officer
Col. Robert William Palfrey