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FORWARD

FOREWORD

In late 1998, Activision contacted Totally Games about the possibility of creating a new and truly authentic interactive Star Trek® experience. Totally Games had already created four best-selling and well-loved space combat titles in the other great space fantasy license, Star Wars®. The team here was interested in trying something new and different so with excitement we began our work. We spent six months researching, designing and testing out our ideas to see if we could design a product that would fuse the best of Trek and modern computer technology to create an involving and compelling game experience while doing the universe justice.

Our goal was to create an exciting game that would be accessible and understandable to anyone who has ever seen Star Trek®. Who when watching Kirk or Picard did not want to see how it felt to be in the Captain's chair and save the day? Our challenge to the game industry and ourselves was to reinvent the venerable genre of space combat games while at the same time creating a game that leveraged the best known science fiction universe.

Since the start, *Star Trek®: Bridge Commander™* has been a labor of love for our entire team here at Totally Games. We are happy to have been able to help deliver this game into your hands and now hope you will enjoy playing it, sharing it with friends and extending it as far as possible. The entire team hopes to meet many of you online in battle or on the forums to discuss the game and how to extend it.

May the wind be at our backs,

Sincerely,

Lawrence Holland, Creative Director

David Litwin, Project Lead

And the Bridge Commander Development Team of Totally Games

INTRODUCTION

INTRODUCTION

The Dauntless had been ordered to the Remmler array at Arkaria base to undergo badly needed maintenance. After the many fleet actions the ship had participated in during the Dominion War, it was in dire need of a refit.

Captain Wright was a veteran of three major conflicts—the war with the Cardassians, the fight against the Borg and the Dominion War. His service record was impressive, which is why he earned command of the Dauntless, the ship nicknamed within the ranks of Starfleet as “The Seeing Eye.” Wright had experience, which showed in his graying hair and the chiseled lines in his face.

A tall man, he had a commanding presence. His confidence was tempered only by his humility, as evidenced by the way he always gave praise to his crew before himself. He was considered a just commander to serve under. In all that he was and in his every action, he had earned the respect of every crew he commanded.

Wright sat in his ready room preparing some last minute reports on a PADD in front of him. The chime of his communicator distracted his attention from his report. Almost reluctantly, he tapped the combadge on his tunic.

“Wright here.”

“Captain, has the baryon sweep passed through engineering?”

“Yes, Number One. It’s already passed through the bulk of the ship and is now aft of engineering on the nacelles.”

“Then I’ll have our very anxious Chief Brex beam up to start a rundown on ship’s systems and unlock the engineering stations.”

“Good thinking, Commander. We’ll have to get underway very soon as it is. We’ve received our marching orders.”

“Something interesting I hope.”

“Probably routine; a simple re-supply run to the Vesuvi system. Until their science observation post is complete, we are to investigate their star’s odd behavior. Readings are inconclusive from the science teams on Vesuvi 3, and Federation scientists are interested.”

“The Vesuvi system? That’s in the Maelstrom.”

“Should make for a fun time for Miguel at the very least.”

“I’ll let him know so he can get psyched up, sir.”

Wright chuckled. “You do that, Number One. I’ll need you back up here as soon as possible as well.”

INTRODUCTION

“Aye, sir.”

“Wright out.” The Captain went back to writing up his report.

After six months’ service aboard this vessel, the Commander has proven to be a most promising First Officer. I have no doubt more seasoning will see him on his way to his own starship command.

A tinge of yellow light pierced the black curtain surrounding the sphere of solar fire illuminating the Vesuvi system. Next to the Briar Patch and the Badlands, the Maelstrom had been listed by the United Federation of Planets as one of the most inhospitable areas for human colonization, mostly due to its dense pockets of radiation and solar disturbances. The Vesuvi system fell near the edge of this volatile area, making its incipient Federation colonies unsavory posts for any UFP personnel.

The terraforming process had just begun on Vesuvi 3. It was slow work setting up the atmosphere processors that would clean and filter the toxins poisonous to humans while at the same time establishing a more habitable environment replete with breathable oxygen. Until now, trying to colonize any region of the Maelstrom was considered unthinkable. Recent advances in atmospheric shielding made it possible, finally, to carve out a foothold for Federation research. The brightest minds in science had long made a case for establishing research outposts within the Maelstrom to better understand the phenomena recorded within it. The Draegos colony, on Vesuvi 3, was to be the first of these science posts, in addition to two private colonies at the edge of the system established to mine the rich mineral deposits discovered there.

Chief Serson of the Starfleet Corps of Engineers had been assigned to Draegos only three months ago. He’d hoped for a more noteworthy project, but his expertise in terraforming worked against him.

“Six months. I can’t believe it — six months until we can get this damned atmosphere processor online.” Serson knew he had more to offer than acting as foreman on a project like this for half a year, no matter the scale. “You’d think, with all of my contributions to the Prometheus, I’d be assigned to the Sovereign refit. Instead I’m standing here routing ODN lines for an atmosphere generator.”

“It could be worse, you know. If you spend less time grumbling we might be able to finish in five months instead of six.” Lieutenant Nathan James had been Chief Serson’s friend for the last six years. They enjoyed their assignments together, made frequent by their similar backgrounds in Engineering and Science.

INTRODUCTION

After seven hours outside the Starfleet habitation biosphere the heat from the solar radiation could be felt on their skin, even through the climate-controlled suits they wore. There were one hundred and thirty-two engineers assigned to this project, all living within a large duranium composite dome erected as a shelter from the harsh solar radiation that beat down on them relentlessly.

"Hey, James, pass me that coil spanner," Serson said. "Will I ever be glad when our re-supply ship gets here. I received a subspace message from my wife. She's been stationed on Starbase 12, and she said she was putting something on the next re-supply run for me. Said it would help me cope with the harsh conditions."

James brought the coil spanner to Serson, then moved back to his task linking the ODN conduits.

"I hope it's Saurian brandy. I'm beginning to get sick of synthehol," James quipped.

Serson cracked a smile as he used the coil spanner on the ODN network links.

The intercom inside the suits chimed, signaling an open channel. The voice that came over the helmet speakers belonged to Jordan, the female communications officer inside the biosphere. "Okay gentlemen, you've just passed your safe time outside. Get back in for your Hyronalin hypos."

"Hyronalin—that stuff makes me vomit." James protested playfully.

"Well, either you take the hypo, or you die of radiation poisoning. It's your choice, and it would technically only matter if someone left behind missed you."

"That's not very nice."

"Oh, sorry, Nathan. We'd all miss you." She added with a giggle that could be heard over the suit intercoms, "After all, where would we find another pigeon for poker night?"

"Okay, Jordan, we're heading in now. Any word from Starbase 12?" Serson looked up hopefully.

"They've signaled that a re-supply ship has been routed to us; should be here within the hour. A Galaxy Class ship no less. Guess we're getting the royal treatment."

"More like a royal pain in the butt," James snapped. "I'd only really be happy if we got to leave with them. I'm going to have a permanent suntan when we leave this post."

He and Serson began the walk back to the biosphere.

The gray duranium hull of the saucer section became visible as the Dauntless crossed out of the planet's shadow and into the light of the Vesuvi star.

INTRODUCTION

"We have arrived in the Vesuvi system, Captain," Ensign Kiska reported with exuberance. It was unusual to find this attitude in most Bajorans, but her youth belied resentment of her people's struggle with the Cardassians. She was green, but very bright and extremely eager.

Captain Wright hit the intercom switch in his ready room in response. "Understood. We'll be out in a moment, Ensign."

"Aye, sir," she replied.

"Has the Icarus been prepared for launch, Number One?"

"Yes, sir. If I may ask, is it necessary to take a shuttlecraft down to the settlement?"

"I have a surprise from my daughter for my son-in-law. I trust you won't say anything to the crew if you happen to see it as I pack."

"Of course not, sir."

Wright pulled a blue bottle from his duty chest and held it up for a moment before packing it into his travel case.

"Ah, I see, sir. Can't transport down with that."

"Not unless I want the ship's log to note that I carried Romulan Ale to a Federation colony that's not supposed to have any intoxicants at all. There are certain privileges afforded in deep space vessels, and this is one of them." The Captain put the last of the items into his travel case.

"I understand, sir. I shall omit any reference to it in my official log." The Commander smiled, knowing the Captain would get the joke.

"I have something for you when I get back—your review. I just finished it. We'll talk more when I get back."

"Aye, sir. Have a good time. I'll make sure everything runs smoothly until you get back."

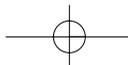
The Captain started out of the ready room as the Commander followed him.

"If the Admiral calls for any reason, tell her I'll return within the next two hours."

"Will do, sir."

"And take care of our ship, Number One. I want her back in one piece."

"I'll try to keep her together while you're gone, sir." Wright stepped into the turbolift, travel case in hand. He looked at his First Officer with a nod of approval. "Commander, you have the Conn. Shuttle Bay Two." The doors to the turbolift snapped shut, and its hum could be heard as it sped away from the bridge.



GETTING STARTED

GETTING STARTED

LAUNCH SCREEN

The following buttons are available from the Splash Screen:

Install – Begins the installation of the game. This button will become “Reinstall” once the game is installed.

Extras – Click here for demos and other products.

Links – Internet links to other Star Trek™ titles and websites.

Play – Launches the game. This option is not available until you have installed the game.

Help/Support – Click here for help with the game. This button will open the Bridge Commander™ Help File, which provides installation instructions, known compatibility issues, and troubleshooting steps.

Exit – Closes the Launch Screen.

INSTALLATION

To install the game, insert the game CD into your CD-ROM drive and choose one of the following options to install the game:

If your CD-ROM drive has AutoPlay enabled, the Launch Screen will appear automatically. Click **Install** and follow the on-screen installation instructions.

If AutoPlay is not enabled, double-click on the **My Computer** icon on your desktop. Double-click on the **CD-ROM** drive icon. Double-click on the **Setup** icon. When the Launch Screen appears, click **Install**.

QUICKSTART

If you want to circumvent this manual and take the Conn right away, there are a few things you will need to know first. Most importantly there are two major gameplay modes, “Bridge Mode” and “Tactical Mode.” In Bridge Mode you will be able to give orders to your crew, while in Tactical Mode you will be in direct control of your ship. Press the **Space Bar** to switch between the Bridge and Tactical modes.

The following are the basic commands and keys you will need to know if you wish to jump right into the game:

GETTING STARTED

MOUSE CONTROLS

On the Bridge

To select a crewmember, move the mouse left or right to look towards the crewmember you wish to select and left-click with your mouse. A menu will appear with the options available for that crewmember. Some crewmembers will have other submenus that can also be selected. To deselect a crewmember, click on an area off the menu. Click on another crewmember to bring up their menu instead.

In Tactical

To select menu options in this mode, simply use the mouse to left-click on a menu. To fire your phasers, left-click an area other than the menus. To fire your torpedoes, right-click an area other than the menus.

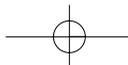
KEYBOARD CONTROLS – General

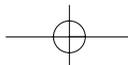
Move up/down on the menus	↑ ↓
Back out of/Open a submenu	← →
Switch between Tactical and Bridge modes	Space Bar
Cycle through targets	T
Toggle Map Mode	M

KEYBOARD CONTROLS – Tactical Mode

Move the ship up/down	W/S keys
Move the ship left/right	A/D keys
Roll the ship left/right	Q/E
Cycle through Targets	T
Toggle, Chase and Tracking Cameras	C
Fire your Phasers	F or left-click
Fire your Torpedoes	X or right-click
Select Speed	0-9
Set Impulse Reverse	R

Please note that all of these keys are for the default settings in the game. See page 34 for a detailed list of all keyboard commands.





MAIN LCARS MENU

MAIN LCARS MENU

When you begin the game, you will be introduced to a menu called LCARS, the Library Computer Access and Retrieval System. From the LCARS menu, you can select the type of game you would like to play, load a saved game, configure the various options in the game, view credits or quit the game.

To navigate the menu, you can use your mouse or the arrow keys. To select a menu option, left-click with the mouse or hit the **ENTER** key on your keyboard. Use the **TAB** key to move between the different parts of the interface, and use the arrow keys to cycle through various settings or to navigate between parent and child menus.

You can access the LCARS menu at any time by pressing the **ESCAPE (ESC)** key.

NEW GAME

Select this button to set up a new single player campaign of *Star Trek™: Bridge Commander*. Enter your name and select a difficulty setting, then click **Start** to begin.

Please see page 27 for more information on the single player campaign.

QUICK BATTLE

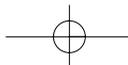
This button takes you to the bridge of your ship, where you can initiate a simulated battle with starships in the ship's computer library. This mode allows you to command any ship in the computer and select friendly and enemy ships of your choosing. Use this mode to hone your combat skills, simulate great battles from Starfleet history, and learn more about any ship's strengths and weaknesses. Please see page 32 for more information on Quick Battle.

MULTIPLAYER

This button opens the multiplayer menu. From there you may choose to host your own game or join a game, either over the internet or a LAN. There are several different types of multiplayer games, wherein you may choose to command any ship and test your mettle against other top captains. Please see page 28 for more information on multiplayer.

LOAD GAME

Select this button when you wish to load or delete a previously saved game. See page 27 for more on loading saved games.



MAIN LCARS MENU

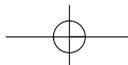
CONFIGURE

Select this button to configure the various settings in the game. Here you can set your general options, sound options, graphics options and configure your controls. Please see page 77 for more detailed information on configuring your game.

QUIT GAME

Select this option to end your current game, or to exit the program to the desktop.





COMMANDING YOUR SHIP

COMMANDING YOUR SHIP

Commanding a starship requires critical thinking, strategic and tactical awareness, decisiveness, and leadership. As Captain, you will need to lead your crew through dangerous situations, balancing your mission objectives against the safety of your ship and crew. You will often need to delegate control of your ship and bridge functions to your crewmembers, while remaining ready to intercede at a moments notice.

BRIDGE

Welcome to the bridge of your ship, Captain. As the Captain, you are responsible for the safety and well being of your entire crew. From here, you can give your crew different commands as you explore the troubled region of space known as the Maelstrom.

Interacting with the Crew

You will be commanding some of the finest officers Starfleet has to offer. To interact with your crewmembers, simply move the mouse left or right to look towards them. A status window will appear above each character when your view is centered on them. This status window, also known as Character Tool Tips, will indicate the officer's rank, name and bridge function. It will also display their status or the order they are currently carrying out. To select a crewmember, make sure you are looking at them and that this status window appears above them. When you are looking at the desired crewmember, click on them with your left mouse button.

When you select an officer, a menu of orders as well as a mouse cursor will appear. To issue a command, move the mouse cursor and click on your menu choice, and your officer will begin to carry out his or her new order. You can use the **Up** or **Down** arrow keys to move up or down the menu options. Open and close submenus using the **Left** or **Right** arrow keys, and activate a selected menu option by pressing **ENTER**. To deselect an officer, move the mouse cursor away from the menu area and click anywhere else on the screen.

In addition, you can choose your officers and open their menus by using the **F1-F5** keys. **F6** brings up the guest menu. Press the same function key (**F1-F5**), or the **F6** key, to deselect an officer and close their menu. Keyboard commands are described in further detail on page 34.

COMMANDING YOUR SHIP

CREW POSITIONS

Throughout your missions, you will become intimately familiar with your crew and their responsibilities. The following is a brief explanation of their positions:

First Officer

As your First Officer, Commander Saffi Larsen acts as your right hand throughout your missions. She is responsible for the various alert stages of your ship as well as assisting you in keeping track of all objectives and logs in the game. She is also responsible for priority communications to Engineering and Starfleet. See page 41 for Saffi's personal records and service jacket.



Report – Clicking on this button will solicit your First Officer's advice, comments or candid opinions about the current situation.

Damage Report – Click here to have Saffi order damage reports from the bridge crew.

Green Alert – Click on this button to take your ship to Green Alert status, otherwise known as Condition Green. This means you are in a non-aggressive state, and all your shields and weapons will be powered down, allowing you to repair and recharge your batteries.

Yellow Alert – Click on this button to take your ship to Yellow Alert status. This is a defensive state with your shields raised. Your weapons, however, will not be powered up.

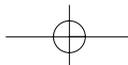
Red Alert – Click on this button to take your ship to Red Alert status. This brings weapons and shields online, making you ready for combat. At Red Alert you will begin draining battery power. Battery power is described in further detail on pages 17-20.

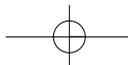
Objectives – Click on this button to bring up a list of the current mission objectives. Click on the specific objectives to get a more detailed description.

Show Mission Log – Click on this button to review all the pertinent dialogue that has occurred thus far in the game.

Contact Starfleet – Click on this button to contact Admiral Liu at Starbase 12.

Contact Engineering – If Brex, your Chief Engineer, is in Engineering, click on this button in order to speak with him.





COMMANDING YOUR SHIP

Helm

Your Helm Officer, Ensign Kiska LoMar, is responsible for communications and piloting the ship. From LoMar's menu, you will find orders for hailing, navigation and other non-combat maneuvers she may need to perform. See page 49 for LoMar's personal records and service jacket.

Report – Click on this button for LoMar's advice, comments or opinions.

Hail – Click on this button to open a list of the nearby ships, planetary colonies and bases. Clicking on one of these will order LoMar to open a channel and attempt to hail. Occasionally you will be given friendly ships under your command. When this happens, an additional menu will appear with the following commands available:



Resume Old Orders – Orders this ship to ignore your last order.

Attack Target – Orders this ship to attack and destroy your target.

Disable Target – Orders this ship to attack and disable your target.

Defend Target – Orders this ship to defend your target.

Protect Me – Orders this ship to attack your attackers.

Dock With Starbase – Orders this ship to dock, re-arm and repair (only at Starbase 12).

Set Course – Clicking on this button will bring up a list of available solar systems to which you can warp. Due to Starfleet regulations, you cannot warp directly to an inner planet of a solar system. Once your ship arrives at the outer edge of a solar system, you are then free to travel deeper within at a reduced warp factor. The solar system you are currently located in appears at the top of the Set Course Menu. Click on the current solar system to open a list of the various regions inside.

Warp – When you have selected a destination on the Set Course Menu, click on the **Warp** button to order LoMar to engage the warp engines and take you there.

Orbit Planet – Click on this button for a list of the planets and moons in the region. To orbit a specific planet, click on the name of the planet, and LoMar will establish planetary orbit.

Nav Points – LoMar is also responsible for plotting coordinates in space. These coordinates appear on the Nav Points Menu. Click on the Nav Points button for a list of Nav Points LoMar has plotted and entered into the Conn. Select a Nav Point and LoMar will automatically maneuver the ship to it.

Intercept – If an object is targeted, the Intercept command becomes available. Click on this button to order LoMar to intercept the target. If you are farther than 50 KM from your target, LoMar will initiate an In-System Warp to get to the target quickly.

All Stop – Click on this button to have LoMar stop the ship.

Dock – If you are near Starbase 12, clicking on this button will initiate the docking sequence so you may resupply and/or repair your ship, as needed.

Tactical

Your Tactical Officer, Lieutenant Felix Savali, is responsible for engaging and fighting any ships that threaten you. On Felix's menu, you will find orders for the various maneuvers and battle tactics he can perform. See page 47 for Felix's personal records and service jacket.

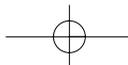


Report – Click on this button to query Felix for his advice, comments or opinions.

Manual Fire – Toggle this button to enable Manual Firing Mode. With this mode activated, your mouse cursor will change into a targeting reticle, and you will take over weapons control from Felix. Felix will continue maneuvering the ship (if ordered) in this mode. Move your new mouse cursor over the target to attack specific areas on its hull. When this mode is toggled off, your cursor will return to normal and Felix will regain weapons control.

Phasers Only – Toggle this button to order Felix to restrict his firing to phasers only. He will not use torpedoes when this is toggled on.

Target At Will – Toggle this button to allow Felix to select targets at his discretion. When one target is destroyed, he will automatically choose another.



COMMANDING YOUR SHIP

Target List

You can click on the target you want on the Target List. If you click on the target's name for a second time, it will bring up a list of its subsystems (some subsystems contain a list of components—click the subsystem's name a second time to open that list). You can target a specific subsystem by clicking on it. For example, if you would like to cripple a ship rather than destroy it, you could target the ship's impulse engines or weapons systems. The Target List works the same on Felix's Menu as in Tactical Mode. See page 23 for a more thorough description of the Target List.

Orders Menu

Orders you can give to your Tactical Officer are displayed near the top of the screen, to the right of the Tactical Menu.

Destroy – Click on this button to order Felix to destroy your current target, or any targeted subsystems.

Disable – This button orders Felix to disable any target or targeted subsystems. This is useful for stopping a target without dealing it a critical blow.

Stop – This will order Felix to stop attacking a given target.

Evade – Toggle this button to have Felix evade a given target. This is particularly useful when you need to avoid enemy torpedoes.

Maneuvers Menu

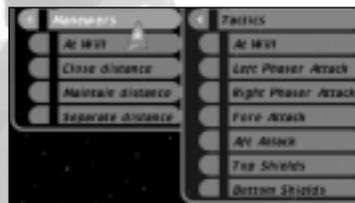
Click on this button for a list of maneuvers Felix can perform. The various maneuvers are:

At Will – Felix will change the distance to the target at his discretion.

Close Distance – Felix will close on the target, and maintain a close distance to it.

Maintain Distance – Felix will attempt to stay the same distance from the target.

Separate Distance – Felix will move away from the target, and maintain a far distance from it.



COMMANDING YOUR SHIP

Tactics Menu

Click here for a list of tactics you can have Felix employ. Be sure to choose the tactic that will bring your most powerful weapons and shields to face your enemy. Choosing a tactic that exposes a weak shield to your enemy could be a deadly mistake. The various tactics Felix can initiate are:

At Will – Felix will attack using various tactics at his discretion.

Left Phaser Attack – Felix will attack with the phasers on the left (or port) side of the ship.

Right Phaser Attack – Felix will attack with the phasers on the right (or starboard) side of the ship.

Fore Attack – Felix will attack with the phasers and torpedoes at the front of the ship.

Aft Attack – Felix will attack with the rear torpedoes.

Top Shields – Felix will maneuver the ship to keep the top (or dorsal) shields facing the target.

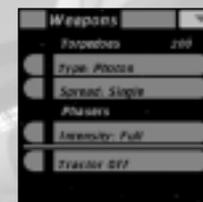
Bottom Shields – Felix will maneuver the ship to keep the bottom (or ventral) shields facing the target.

Weapons

The various weapons for your ship are listed on this panel.

Torpedoes

- **Type** – Clicking on this button will rotate between the various torpedo types loaded on your ship. At the very beginning of the game, you will only have Photon torpedoes available to you.
- **Spread** – Clicking on this button will determine the number of torpedoes fired at one time.



Phasers

- **Intensity** – Clicking on this button will toggle between Full and Low Intensity phasers. Low Intensity phasers do less damage per second than Full, but can fire longer because they use less energy. Low Intensity phasers do not generally damage the hull of your target and are therefore safer to use than Full when disabling ships you do not wish to destroy. Low Intensity phasers will, however, damage a target's hull if you have not targeted any particular system or subsystem.

TIP – If you wish to disable a target without destroying it, you should use Low Intensity phasers. Also, Low Intensity phasers can be more effective for damaging subsystems, provided the target's shields are disabled or in a weakened state.

COMMANDING YOUR SHIP

Special

- **Tractor** – Click on this button to activate the tractor beam. When a target is in range, and to the fore or aft of your ship, the tractor beam will be projected and automatically lock onto the target. Your target will then have difficulty moving and turning. Using your tractor beam will draw power directly from your Main Battery, so use it with discretion. Battery power is described in further detail on pages 17-20.
- **Cloak (Multiplayer and Quick Battle only)** – If your ship is equipped with a cloaking device, you may click this button to activate your cloak. If you're cloaked, your enemies will not see you on their Target List and cannot fire phasers at you. Your shields will go offline, and you may not fire your weapons while cloaked. Using your cloak will draw power directly from your Reserve Battery, so use it with discretion. Battery power is described in further detail on pages 17-20.

Science

Your Science Officer, Lieutenant Commander Miguel Diaz, is responsible for using the sensors to investigate the various regions of space to which you travel. Under Miguel's menu, you will find commands to scan the area as well as various targets and objects. Miguel can also launch probes. See page 44 for Miguel's personal records and service jacket.

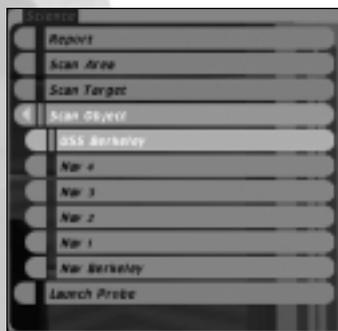
Report – Click on this button to request Miguel's opinions, comments or advice.

Scan Area – Click on this button to order a scan of the area.

Scan Target – Click on this button to have Miguel scan your currently selected target.

Scan Object – Clicking on this button will display a list of nearby objects. Click any object on the list to have Miguel scan it.

Launch Probe – Clicking on this button will launch a probe. A probe is a small device sent to gather more information about something within the surrounding area. Launching a probe will extend your sensor range. It does so by allowing you to detect and identify objects around the probe's position as if your ship were at that same location. If your sensors have been disabled or destroyed, you will still be able to get sensor information by launching a probe. Note: Probes may not be launched in Multiplayer.



COMMANDING YOUR SHIP

Engineering

Your Chief Engineer, Lieutenant Commander Brex, is responsible for the general maintenance of the ship and assigning damage control teams in critical situations. On Brex's menu, you can allocate power to your ship and assign engineering teams to repair damaged systems. See page 51 for Brex's personal records and service jacket.

Engineering Menu

Report – Click this button for Brex's advice, opinions and sparkling wit.

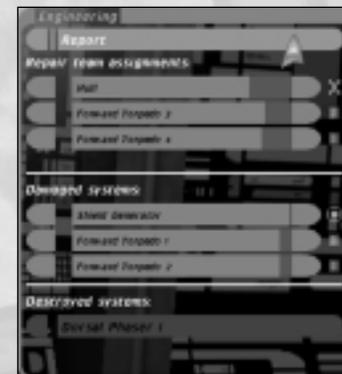
Repair Team Assignments – This area is reserved for the current ship systems that are damaged and being repaired. You have three repair teams who will automatically repair systems in the order they were damaged. If only one system is damaged, all three of your repair teams will work on it at the same time so it will be repaired three times as fast. Click any system on this list to move it down in priority, making room for the next damaged system.

Damaged Systems – Damaged systems not currently being repaired appear in this area. As systems are repaired, the topmost systems on this list are automatically assigned to a repair team. If there is any system you want repaired immediately, click on that system, and it will be immediately placed at the top of the repair queue.

Destroyed Systems – This is a list of systems that have been damaged beyond repair. It is a useful reference during combat and will clarify your overall status and disadvantages. The only way to repair these systems is to dock at Starbase 12.

Power Transmission Grid

This panel shows the current state of your ship's batteries and Warp Core. The Warp Core produces all the power for your ship, as well as keeping the ship's Main Battery and Reserve Battery charged. The Power Transmission Grid allows you to change the amount of power allocated to your ship's systems. Increased power will result in increased performance, although it may drain your batteries over time. Decreasing power will reduce a system's performance, but will reduce battery drain (or allow for recharging if power



COMMANDING YOUR SHIP

usage is low enough). Learning to balance the power levels on your ship will increase your ship's combat effectiveness, especially during prolonged engagements.

There are three main components to this panel—the Power Source Gauges, Power Used Bar, and the Power Allocation Sliders.

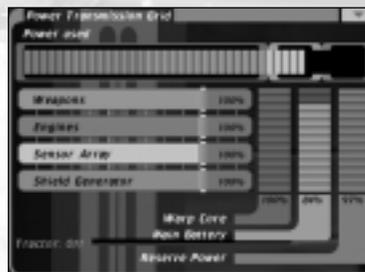
Power Source Gauges

These are the three vertical bars on the right hand side of the display. The left bar represents your ship's Warp Core. The middle bar represents your Main Battery, while the right bar represents your Reserve Battery.

Warp Core – This bar displays the condition of your Warp Core. As your Warp Core takes damage, its ability to produce power will be reduced (this will be reflected in the Power Used Bar). If your Warp Core reaches 0%, your ship will suffer a warp core breach and be destroyed.

Main Battery – This bar represents the charge level in your Main Battery. If your power usage is more than the Warp Core produces, power will be drawn from the Main Battery and the gauge will show the battery decrease. If you are not using too much power, then the Main Battery will slowly recharge.

Reserve Power – This bar represents the charge level in the Reserve Battery. If the ship's power usage is very high, you will drain the Reserve Battery, and the gauge will show the battery decrease. If you are not using too much power, then the Reserve Battery will slowly recharge.



COMMANDING YOUR SHIP

Power Used Bar

This color-coded bar (whose sections correspond to the Power Allocation Sliders) shows the total power being used by your ship systems—a longer bar corresponds to increased power usage. The frame surrounding this bar allows you to see the source of the power being used. The frame is divided into three sections:

Blue – This corresponds to your ship's Warp Core. This is the amount of power constantly produced the Warp Core—if you are using less than this amount, the remainder will be used to charge the ship's batteries.

Yellow – This corresponds to your ship's Main Battery. If you are using more power than your Warp Core can provide, the bar will enter this part of the frame as power is drawn from the Main Battery. If you are constantly draining power from the Main Battery, it will eventually run out and stop providing power.

Red – This corresponds to your ship's Reserve Battery. In extreme situations, you may be drawing more power than your Warp Core and Main Battery can provide. In this case, the bar will enter this part of the frame and the additional power will be drawn from the Reserve Battery, up to its limit. You cannot draw any more power once your reserve capacity is fully utilized and the bar reaches the far right of the frame.

Power Allocation Sliders

This section, located below the Power Used Bar, allows you to control the power levels for each of your systems. Drag the slider on each bar to the desired power level—the power level is shown on the right end of each bar. 100% is the normal capacity for each system, although you can boost them all the way up to 125% if necessary. (There are no ill effects from doing so, except for the increased power draw.) This extra capacity should be used carefully, since the higher drain could leave you without battery power at an awkward moment.

Weapons – Increasing the power to weapons will make them charge or reload faster. Decreasing power will slow recharging and reloading.

Engines – Increasing engine power will make your ship more maneuverable, and will increase your maximum speed; decreasing engine power will make your ship turn more sluggishly, and move slower.

COMMANDING YOUR SHIP

Sensor Array – Higher power levels will increase the effective range of your sensors, while reduced power will shorten their range. *The power allocated to the Sensor Array also affects the range at which objects appear on your Target List.*

Shield Generator – Higher shield power increases the recharge rate of your shields. Lower power levels result in a slower recharge rate.

Note that if you take damage to the Warp Core, your power settings may be automatically adjusted to account for reduced warp core capacity.

There are two additional items that may appear under the Power Allocation Sliders, depending on your ship's configuration.

Tractor: On/Off – Indicates whether your tractor beams are powered on or off.

Cloak: On/Off – Indicates whether your cloaking system, if applicable, is engaged or not.

Power Usage Tips

These are some simple tips and guidelines for managing your power.

- Try not to waste power. Leaving your ship in Red Alert (with all of your systems powered) over a long period of time will eventually drain your batteries. When you are not in combat, go to Green Alert to conserve power and recharge your batteries.
- If you notice your ship behaving more sluggishly than usual, or objects dropping off the Target List, check your power settings. You may have suffered damage to your Warp Core, or run out of battery power. Adjust your settings, if necessary, to deal with the reduced amount of power available. Remember that Warp Core damage will cause your batteries to drain faster, since the Warp Core is no longer providing as much power.
- If your Power Used Bar extends out of the blue frame, you are draining your battery. If it does not, you are recharging the batteries. If the bar extends into the yellow frame, you are using your Main Battery, and if it extends all the way into the red frame, you are also using your Reserve Battery.
- Docking and repairing at a starbase will replenish your batteries.
- Tractor beams and cloaking devices are very useful in combat, but remember that they can quickly drain your batteries. Keep an eye on your battery levels while using them, and try not to use them for extended periods of time.

COMBAT

COMBAT

To engage in combat, you can either issue orders to your Tactical Officer or you can engage the enemy firsthand in Tactical Mode, pitting your skills and strategies against the enemy's. For more information on the various commands you can issue to Felix, please review the "Tactical" section under "Crew Positions" on page 13.

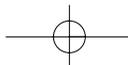
Combat in *Star Trek®: Bridge Commander™* is unlike that in most space combat simulations. More akin to naval combat, or submarine warfare, it requires a heightened sense of tactics and strategy. Starships are massive, powerful vessels, and although they are fast, they are less nimble than starfighters. They are more ponderous in their ability to maneuver, and starship combat, therefore, is much like a graceful dance of death between deadly giants as they continually jockey for position. Effective combat maneuvers involve continually orienting your ship to protect your weakest shields, while at the same time bringing your most powerful weapons to bear.

DISTANCE

Tactics, in this game of 3D chess, are everything. As Captain, you will need to maximize your defenses while exploiting your enemies' weaknesses. You will want to get in close to an enemy when firing phasers, as beam weapons are less powerful from a distance. Torpedoes track their targets more effectively from a distance. You will want to maintain your distance so that your torpedoes have a better chance of tracking their targets. Conversely, maintaining your distance may make it difficult to evade incoming torpedoes since they will be tracking you more effectively. Of course, you may have a chance of evading torpedoes from a distance if you are outside of their tracking range. As soon as your enemy fires torpedoes, it is a good idea to increase speed and turn the nose of your ship in the perpendicular direction. Continue to direct your ship perpendicular to the torpedo's trajectory. You cannot expect to evade them all, so if you must take a hit be sure it is on a stronger shield.

OFFENSE

You may also need to target your enemies' individual subsystems effectively, according to the needs of the moment. If your enemy is wearing you down with repeated phaser fire, it may be more important to disable or destroy their weapons subsystems before taking them out. Damaging or disabling one of their engines will handicap their ability to maneuver, making them easier prey. Disabling their sensors will make it impossible for them to target you, and disabling a cloaking device will leave them unable to hide.



COMBAT

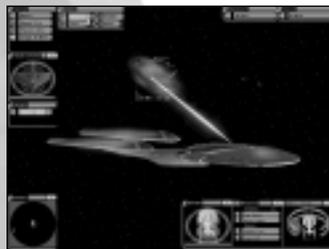
Alternatively, you may want to wear down their shields first so you can more effectively take out individual subsystems afterward. Try to work down a particular shield instead of spreading your fire across all sides of an enemy.

DEFENSIVE TACTICS

Effective defensive tactics include prioritizing repairs in the heat of battle, effectively managing power to your most critical systems, and maneuvering out of harm's way. For example, if you are severely damaged, you may find it necessary to repair your shield systems before your weapons. Phasers may take priority over torpedoes in certain situations. You may find it necessary to boost power to your weapons and shields while reducing power to sensors in a difficult battle. Boosting engines may be necessary when engaging faster enemies. Continue to move your ship to keep enemies from penetrating a particular shield. Increase the distance between yourself and your enemy if they are wearing you down with phaser fire. All phasers do reduced damage at greater distances, although this range differs from ship to ship. Stations generally have the greatest range of damage.

TACTICAL MODE

While you can issue commands to Felix from the bridge, there will be times when you will need to view the action from the exterior of the ship. In these situations, you can switch to the exterior Tactical Mode by pressing the **Space Bar** on the keyboard. Tactical Mode will provide you with a great deal of information about your ship and the ship you have targeted, as well as the region around you. Remember that Felix and your other crewmembers are also accessible while in Tactical Mode (see below).



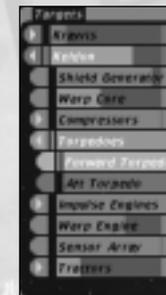
In Tactical Mode, you can take the Conn and pilot the ship yourself. To navigate, use any of the flight directional keys (**W**, **S**, **A**, **D**, **Q**, or **E**), and Felix will relinquish the controls of the ship to you. To fire your phasers, hold down the left mouse button (or press **F**). Click on your right mouse button (or press **X**) to fire your torpedoes. Be sure the cursor is not over a menu when using your mouse to fire.

In Tactical Mode, you will still be able to issue commands to your crew via the **F1-F5** keys. Use your mouse to select menu options when your cursor is over a menu. When you issue an order to Felix within this mode, or upon your return to the Bridge, Felix will take the Conn from you.

COMBAT

TARGET LIST

You have a few different ways to choose a target. You can press the **T** key to rotate through all the targets in the area or the **I** key to rotate through the enemy targets only. Also, you can click on the target you want on the Target List. If you click on the target's name for a second time, it will bring up a list of its subsystems. Some subsystems contain multiple components. These subsystems have a rightward arrow to the left of their name. Click on the subsystem's name a second time to open its component list. You target a specific subsystem, or subsystem component, when clicking on it. For example, if you click on a Cardassian Keldon that appears on the Target List, it becomes selected as your target. Click on the Keldon a second time and a list of its subsystems appears. Click on the Keldon's Torpedoes, and the Torpedoes subsystem becomes targeted. If you click on Torpedoes a second time, the list of its different torpedo tubes appears, which in this case would be a Forward Torpedo tube and an Aft Torpedo tube.

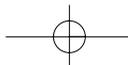


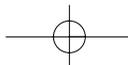
Subsystems that have been disabled will change color to gray on the Target List and subsystems that have been destroyed will disappear completely off the Target List.

You can also use the keyboard commands to select targets and navigate the Target List. Press the **Tab** key until the Target List becomes highlighted, then use the **UP** and **DOWN** arrow keys to move up and down the list. Press the **Right** arrow key or **Enter** to select a target or open a list of the target's systems and subsystems.

SENSORS

Sensor contacts and targets within range are displayed on a round panel in the lower left hand side of the screen. Use this to gauge the number of enemies in proximity to your ship. At the center of this display is an image of your ship, enabling you to quickly ascertain the relative position of ships and objects around you. You will notice that contacts are colored according to their affiliation, enemy or ally. Contacts also appear as arrow icons, indicating their facing, or the direction they are moving. You will also notice your target becomes highlighted by a bracket on the sensor display panel, as do enemy ships that are firing upon you. Torpedoes are also indicated on the display, and are differentiated by type, helping you to identify threats you may not be able to see.





COMBAT

COMBAT

The Sensors display is two-dimensional representation of three-dimensional space, and "actual" distances are not necessarily the same as they appear on your Sensors. Distance drops off in a non-linear fashion, so as an object gets further from your ship the scale of the Sensors display increases. Because of this, extremely distant objects will stay towards the edge of the Sensors display instead of dropping off entirely. Also, contacts that appear to be the same distance from your ship may actually be at different offsets from the plane, and therefore further from your ship than they appear. Sensor contacts will begin to fade as they move above or below the plane your ship is traveling on. Click on the arrow in the upper right corner to minimize this panel.

SHIELDS AND WEAPONS DISPLAYS

In the lower right hand corner of the screen, you will notice several displays. These displays indicate the speed of your ship, the type of torpedoes you are using, your phaser intensity setting, the strength of your shields and the readiness of your weapons.



Shields

The Shields display shows the strength of your bow (forward), aft (rear), port (left), starboard (right), ventral (bottom), and dorsal (top) shields. Bright green indicates your shields are at full strength. As you take phaser and torpedo hits from the enemy, your shields will gradually turn from green to yellow, then red, and finally to black when you no longer have any shields on that side of the ship. Your target and its shields will be displayed in the Target Shields display, in the upper left corner of the screen. Click the arrows in the upper right corners of these panels to minimize them.

TIP – As a good Captain, you should constantly rotate the shields facing the enemy in order to prevent any single shield from being depleted completely. In addition, your ship will begin to take damage as weapons energy begins to bleed through weakened shields.

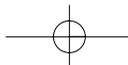
Damage Icons

The amount of damage you take will steadily increase as the strength of your shields decreases. If you suffer damage to any of your systems, icons will be displayed on the image of your ship to indicate which systems have been damaged. Damaged systems have a yellow icon, disabled systems have a gray icon, and when a system is completely destroyed the damage icon appears red. These icons are also displayed with damaged systems in the damage control section of Engineering.

- | | | | |
|--|----------------|--|------------------------|
| | Sensor Array | | Warp Core |
| | Device | | Shield Generator |
| | Hull | | Torpedo Tube |
| | Impulse Engine | | Phaser or Beam Weapon |
| | Warp Engine | | Pulse Weapon or Cannon |

These icons will allow you to quickly discern the systems that have been damaged, disabled or destroyed on your vessel. The icons will also appear on your Target Shields display so you may quickly ascertain the relative damage to your target. Learn these icons well, since they will provide valuable information in the midst of a heated battle.

As your ship takes damage, you can select the Engineering Menu by clicking on also or pressing **F5** on the keyboard. From Engineering, you can review your damage control options (see the "Engineering" section under "Crew Positions" on page 17). Brex will automatically assign teams to begin repairing the damaged systems; however, you can always choose other systems to repair first at your discretion.



COMBAT

Weapons

Your Weapons display, also described in the "Tactical" section under "Crew Positions" on page 15, enables you to configure torpedo type and spread, phaser intensity, and to turn your tractor beam or cloaking device (if applicable) on and off. Click the arrow in the upper right corner to minimize this panel

The other important indicator in combat is the Phaser Arc and Torpedo Display. This display is located in the lower right corner of the screen and features a ship's speed indicator at the top. At Red Alert, there will be various strips surrounding an image of your ship. These strips indicate your phasers' charge and readiness to fire. There are two layers of strips, representing the dorsal and ventral sides of the ship.

As you fire your phasers, the strips will begin to change color, turning from green to yellow, then to red, and finally to black. Green represents phasers that are fully charged and ready to fire, while black represents phasers that are completely drained of power. Disabled phasers appear gray, and when a phaser is destroyed the strip associated with it will disappear. Your phasers will recharge over time; however, you can increase the rate of recharge by allocating more power to weapons in the Engineering Menu. When a target is within one of your phaser firing arcs, a transparent blue/gray indicator will emanate from your ship image towards the phaser strip facing the target. A target may be in more than one arc at a time. These transparent blue/gray indicators also show where the target is relative to your ship, as well as which phaser arc will fire. When no indicator appears, your target is most likely in a blind spot where your phasers cannot fire.

TIP – It is important to rotate your ship to continually move your target from one firing arc to another to prevent any one phaser array from becoming completely depleted, and to keep enemy ships out of blind spots.

You will also find a number of circular dots near the bow and stern of your ship image. These dots represent the torpedo tubes on your ship. When these indicators are green, torpedoes are loaded and ready to fire on that side of your ship. Red indicates torpedoes are currently being loaded or may be unavailable because you have run out; gray indicates that the torpedo tube has been disabled. These dots disappear when a corresponding torpedo tube has been destroyed. This panel can also be minimized by clicking on the arrow in the upper right corner.

TIP – As you encounter a wide range of adversaries, it becomes extremely important that you monitor the power available to your ship, the strength of your shields and the readiness of your weapons. A good Captain will always protect the weak sides of his ship from enemy fire while bringing his most highly charged and readied weapons to bear.

SINGLE PLAYER

SINGLE PLAYER CAMPAIGN

STARTING A NEW GAME

From the main LCARS menu you may select "New Game" to begin a campaign. The following buttons and options appear on the New Game menu:

Player's Name: Click in the text box to edit your name, or the name for your game. The player's name cannot contain the following characters: , < . > ? / " \ | :

Difficulty: You may select the difficulty for your game by clicking one of the three radio buttons next to the "Difficulty" tab. First Officer is the easiest setting, Captain is the medium setting and Admiral is the most difficult setting in the game.

Start: Click this button when you are ready to start your game and launch into your first mission!

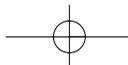
Editing your name is strictly optional, but it is sometimes fun to name your game after yourself, a great Captain, or a special ship. Please note that keeping the same player name if you restart will overwrite old saved games.

You may also wish to specify the game's difficulty, choosing to play as a First Officer, Captain or Admiral. First Officer setting is best suited for a new player, or players more interested in the storyline than the difficulty of the missions. Admiral setting is best for seasoned players who want an extra challenge in their gameplay. The difficulty on the Captain setting is a middle ground between the others.

After entering your name and selecting a difficulty level, click the **Start** button in the lower right hand corner of the screen to begin.

LOADING SAVED GAMES

At key points in the single player campaign, the game will autosave and create a file based on the player's name. To load a game, click on the file you wish to load and then click on the **Load Game** button. If you wish to delete a saved game, select the file you wish to delete and then click the **Delete** button.



MULTIPLAYER

MULTIPLAYER

The multiplayer element of Star Trek®: Bridge Commander™ allows you to take on other Federation, Klingon, Romulan, Ferengi, Kessok or Cardassian Captains in battles of skill and strategy.

NETWORK MINIMUM SYSTEM REQUIREMENTS

To play a multiplayer game of Star Trek®: Bridge Commander™, you must meet or exceed the following system requirements:

- 28.8k modem (for up to 3 players)
- 33.6k modem (for up to 4 players)
- 56k modem (for 4 players with a dedicated server)
- LAN/Broadband connection required for 5-8 player games.

MAIN MULTIPLAYER MENU

From the main multiplayer menu, you can choose to host or to join a game that already exists.

Host Game – Press this button to host a multiplayer game. Make sure your system meets the minimum specifications to run the game (see Minimum System Requirements above).

Join Game – Press this button to join a multiplayer game that has been created by another player. Query for a list of games (see Start Query on page 29), select the game you wish to join and click the **Start** button at the bottom right of the screen.

Main Menu – Press this button to return to the Main LCARS Menu.

Join Game Menu

Player Name – Type in the name for your own ship, or yourself, in this area.

Password – Type a password for access to a restricted game here.

Direct Join Game – Click this button if you know the IP Address where the game you want to join is located. Next, enter the IP address in the field to the right of the button and click the **Start** button to connect to the selected server.



MULTIPLAYER

TIP – A proper IP address must be entered, or your connection will fail and you will receive an Invalid IP Address message. A proper IP address contains no more than twelve (12) numbers with a maximum of three (3) in each of four sections, separated by periods (e.g. XXX.XXX.XXX.XXX). For example, a valid IP address might begin 192.168.x.x.

Internet/LAN – Choose either “Internet” or “LAN” to specify whether you wish to play the game over the net or over a local area network.

Start Query/Stop Query – Click on the **Start Query** button to begin searching for servers on the Internet or a LAN. If you wish to stop before the query is finished, you can click on the **Stop Query** button. After performing the query, the following information will be displayed:

Name – This is the name of the game as designated by the host.

Type – The type of game being played (e.g. Deathmatch, Team Deathmatch, etc.)

Ping – The amount of time it takes a packet of information to reach the host and travel back to you. Select a game with a lower number for the most enjoyable multiplayer experience.

P/M – This lists the number of players in the game and the maximum amount of players that will be allowed in the game.

Players in Game – This lists the names of the various players in the game.

Game Info – This area lists the specific parameters in order to win the game.

Start – Click on this button to launch into the selected game.

Host Game Menu

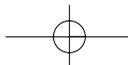
From this menu, you can choose the parameters of the type of game you wish to play.

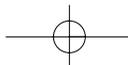
Game – Select the type of game you wish to play from this column. Game Types are explained on page 30.

Game Name – Here, you can specify the name of your game.

Player Name – Type the name for your own ship, or yourself, in this area.

Password – If you wish to restrict access to your game, you can type a password here. Only individuals who know your password will be able to join you.





MULTIPLAYER

Internet Game/LAN Game – Click one of these buttons to specify an Internet Game or a LAN Game.

Dedicated Server – Click on this button if you wish to set up a dedicated server. You will not be able to play in the game from a Dedicated Server; however, you will have the ability to see the game scores and to boot unruly players.

Start – Click on this button to launch the multiplayer game.



Ship Select Screen

On this screen, you can choose the type of ship you wish to command. Clicking on a ship type will display the race and class of the ship, a general description of it, as well as its weapons, shield and hull ratings. If you are the host, you can choose the system where you wish to play. Clicking on a system will provide a brief description of it.



The host can also set the number of players who can participate in the game and the amount of time that will elapse before the game ends. Depending on the game type, the host can also set the score required to end the game.

TIP – When selecting a ship to play in Multiplayer, you will notice that the ship description is immediately followed by a brief list of tactical tips. All of the ships have these tips.

When you have selected the ship you wish to play, click on the **Start** button.

GAME TYPES

Deathmatch

In a Deathmatch game, the battle will be a free-for-all between yourself and the other players in the game to see who can claim bragging rights as best Captain. Players may choose any ship in the game.

While you may be tempted to always choose the strongest ship, you will not get as many points for a kill when a stronger ship destroys a weaker vessel.

MULTIPLAYER

However, you will get more points if a weaker ship (e.g. a Ferengi Marauder) defeats a stronger ship (e.g. a Federation Sovereign class). As a result, the number of kills alone will not necessarily determine battles, as the game will assess points based on the relative values of the ships destroyed.

The host may set Deathmatch games to end at a certain time limit or when a certain number of points are scored, in which case points are more important than frags.

Team Deathmatch

In a Team Deathmatch game, two groups will battle it out to see which is the better team. Players may choose one of two teams, and players from either team can choose to be any ship in the game.

The host may set Team Deathmatch games to end at a certain time limit or when a certain number of points are scored, in which case points are more important than frags.

UFP Vs. Non-UFP Deathmatch

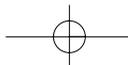
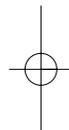
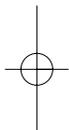
In this specialized game, a team of top Federation Captains will engage the best of the Romulans, Ferengi, Klingons, Cardassians and Kessok for supremacy. Players can choose to be on either the UFP or Non-UFP team. Players can select any Federation vessel, including a Shuttle, as a member of the UFP team; players can select any non-Federation ship in the game as a member of the Non-UFP team.

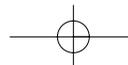
The host may set UFP vs. Non-UFP games to end at a certain time limit or when a certain number of points are scored, in which case points are more important than frags.

Defend the Starbase

In this game, one team has the goal of protecting a starbase, while the other team has orders to destroy it. Will you be able to protect the starbase from the enemy, or will it fall quickly to the skills of the attacking Captains? Players can choose to be on either the Attackers or Defenders team, and can select any ship in the game.

The host may set Defend the Starbase games to end at a certain time limit or when a certain number of frags have been scored by the defending team, in which case kills are more important than score. When a time or frag limit is set, a certain amount of time or number of attackers killed may end the game before the starbase has been destroyed. To win, attackers will have to destroy the starbase before too many of them have been killed or before the mission time runs out.





QUICK BATTLE

QUICK BATTLE

This mode brings you to the bridge of your ship, where you can choose from the following special options on Saffi's menu (available only in Quick Battle):

Quick Battle Setup – Click on this button to go to the Quick Battle Setup screen.

Start Combat Simulation – Click on this button when you have finished setting up your simulation and are ready to begin combat.

End Combat Simulation – Click on this button to end the combat simulation.

QUICK BATTLE SETUP

To set up a Quick Battle, select Saffi and choose the **Quick Battle Setup** option from her menu. This will bring up a special screen where you can configure your Quick Battle settings. The Quick Battle Setup screen includes the following options:

Ships – Click on this button to choose the friendly and enemy ships for your battle.

Player and Region – Click on this button to choose your own ship, and the planet or location for your battle.

Close – Click this button to close the Quick Battle Setup menu and return to the bridge.

Start – Click this button to launch into the quick battle you have set up.

Ships

To select your allies or enemies during the simulated exercise, click on the **Ships** button. To add an ally or enemy, select a ship from the list on the left hand side of the screen and then choose **Add as Friendly Ship** or **Add as Enemy Ship**. The ship type will then appear in the right hand column, in the appropriate group (enemy or ally). If you make a mistake, you can select the ship from the right hand column and choose to delete the ship or change its allegiance. Also, prior to adding the ship as an enemy or ally, you can change the AI level by clicking on either **Low**, **Medium** or **High**. Changing the AI level will affect how well each ship performs in combat.



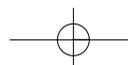
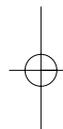
QUICK BATTLE

Player and Region

When you click on the Player and Region button, you will be able to select the ship you will control in the simulation and the region of space where the battle will take place. To select your ship, you must first choose the race (e.g. Klingon, Cardassian, etc.) and then click on the specific ship (e.g. Bird of Prey, Galor, etc.). Remember, this is a simulation so you may choose either a Galaxy or Sovereign class bridge for your simulated vessel.



When you are done with your choices, click the **Start** button. The simulation will end if you are destroyed. If you wish to end the simulation early, you can select Saffi and choose the **End Combat Simulation** option from her menu.



KEYBOARD COMMANDS**KEYBOARD COMMANDS**

The following tables list all of the commands in the game, and their default key and/or mouse assignments. You may reassign any of the commands listed to suit your preferences. See "Configure Controls" on page 79 for more information on how to re-map your controls.

MISCELLANEOUS COMMANDS

ESC	Toggle the LCARS Menu System (options menu)
Backspace	Skip dialog
Space	Toggle between Bridge Mode and Tactical Mode
M	Toggle Map Mode
[Toggle the Score Window (in Multiplayer only)
]	Toggle the Chat Window (in Multiplayer only)
\	Team Chat (Multiplayer only)
F1	Talk to LoMar, your Helm Officer; deselect Helm Menu
F2	Talk to Felix, your Tactical Officer; deselect Tactical Menu
F3	Talk to Saffi, your First Officer; deselect Commander Menu
F4	Talk to Miguel, your Science Officer; deselect Science Menu
F5	Talk to Brex, your Chief Engineer; deselect Engineering Menu
F6	Talk to any guest on your bridge/Close any open menu
! (SHIFT - 1)	Go to Green Alert
@ (SHIFT - 2)	Go to Yellow Alert
# (SHIFT - 3)	Go to Red Alert
Print Screen	Take Screenshot

MENU COMMANDS

Up Arrow	Scroll up on the active (highlighted) menu
Down Arrow	Scroll down on the active (highlighted) menu
Left Arrow	Back out of a sub-menu
Right Arrow	Open a sub-menu
Enter	Select the current option in a menu (open a menu/select a button)
Num 1-9	Select the first through ninth options in a menu
Tab	Tab through the focus blocks (cycle through and highlight tactical interface panels)

KEYBOARD COMMANDS**SHIP COMMANDS**

W	Turn your ship up
A	Turn your ship left
S	Turn your ship down
D	Turn your ship right
Q	Roll your ship left (counter clockwise)
E	Roll your ship right (clockwise)
F/Left Mouse	Fire Phasers
X/Right Mouse	Fire Torpedoes
G/Middle Mouse	Fire Disruptors
O	All stop
1-9	Set Impulse Speed: 1-9
Wheel Up	Increase Speed
Wheel Down	Decrease Speed
R	Reverse
CTRL+I	Intercept
ALT+T	Toggle Tractor Beam On/Off
ALT+C	Toggle Cloaking Device On/Off
CTRL + D	Self Destruct

TARGETING COMMANDS

T	Next target
Y	Previous target
U	Nearest target
I	Target the next enemy
J	Target the attacker of selected target
N	Target the next Nav Point
P	Target next planet
H	Toggle Manual Firing on/off
CTRL + T	Clear Target

CAMERA COMMANDS: TACTICAL MODE

C	Toggle Chase/Tracking Modes
V	Set the camera to Reverse Chase Mode
Shift	Allow camera rotation with mouse (from Chase Mode only)
Z (hold)	Zoom in on the target (while key is pressed)
=/+	Zoom in
-	Zoom out
F9	Toggle Cinematic Mode

KEYBOARD COMMANDS

CAMERA COMMANDS: BRIDGE MODE

SCRL Lock	Show your target on the viewscreen
HOME	Set your viewscreen to look forward
DEL	Set your viewscreen to look left
PG DN	Set your viewscreen to look right
END	Set your viewscreen to look back
PG UP	Set your viewscreen to look up
INS	Set your viewscreen to look down
=/+	Zoom in
-	Zoom out
F9	Toggle Cinematic Mode

CINEMATIC MODES

F1	Fly-by Camera
F2	Free Camera (use mouse to rotate)
F3	Target Camera (cycles between targets)
F4	Torpedo Camera
F5	Panoramic View (must have target selected)
F6	Long Range Free Camera
F9	Toggle Cinematic Mode

STARFLEET ARCHIVAL DATABASE



STARFLEET ARCHIVAL DATABASE

More detailed files and records may be viewed at www.bridgecommander.com.
--Level 7 clearance required--

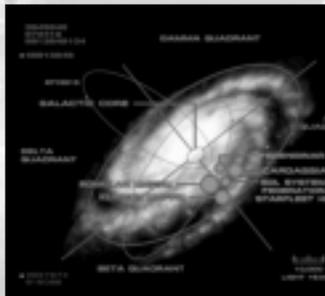
QUERY: ALPHA QUADRANT, RECENT HISTORY

Within the last six months, Federation members have come to know peace again. Following the surrender of the Dominion, the Federation has established a peacekeeping coalition with the Klingon and Romulan Empires in response to the events of the war. The many races and factions that conspired with the Dominion to take allied territories were severely sanctioned. While Starfleet itself has taken steps to prevent recent history from repeating itself, the Federation has resisted imposing extreme penalties against the Cardassian, Breen, Gorn and other defeated Alpha quadrant powers in favor of reconstruction.

However, in the wake of such a great conflict comes the inevitable desire to punish or restrict the losing regimes. The Klingon and Romulan Empires each have imposed a strict no-buildup policy on all former Dominion allied powers, with special attention paid to the Cardassian Union. The Federation continues to negotiate with the Klingon, Romulan and Cardassian governments to come to some kind of equitable arrangement for all parties. Unfortunately, diplomacy has not yielded much success in easing tensions between the major Alpha Quadrant powers. Accusations of military forces in hiding and of secret military caches continue to threaten the stability of the region.

QUERY: ASTROMETRICS, MAELSTROM

The Maelstrom is a volatile area of space catalogued by Starfleet on the edge of Federation, Klingon and Cardassian territories. The region is not contested by any major Alpha Quadrant power, primarily because of its inhospitable environment. However, after an initial survey by the science vessel U.S.S. Hawking, several key Federation scientists expressed great interest in studying the Maelstrom and its attributes.



Most systems within the Maelstrom have unique properties, as their stars seem to produce triple the amount of ambient radiation found in normal M-type planetary environments. This has made Federation colonization of most of this area unrealistic. Within the last two years, scientific advances and technologies such as environmental bio-filters and atmospheric shielding have made the terraforming process more achievable, enabling planetary habitation. To date, the two outermost planets in the Vesuvi system within the Maelstrom have been terraformed to facilitate mining of their vast mineral resources. The most recent colonization effort within the Maelstrom is a Starfleet science facility that has begun construction on Draegos, Vesuvi's third planet.

Subspace tears, quantum destabilization and high radioactivity have all given the Maelstrom its name. Even with the state of Starfleet's current technology, this region is still considered hazardous, and extreme care should be taken when traversing systems lying within the Maelstrom.

QUERY: USS DAUNTLESS NCC-71879

Galaxy Class Starship

Launched at the Utopia Planitia shipyard: June, 2365.
Commissioned in Starfleet August: 2365



Under the command of her first Captain, Leland Bell, Dauntless joined the Seventh Fleet in 2365. Her first assignments were routine—some would call them milk runs. This changed rapidly when she was involved in a series of skirmishes with a flight of Romulan warbirds in a disputed area of the Alpha Quadrant. Dauntless acquitted herself with distinction, holding the area until other Starfleet vessels could come to her aid. This action earned her first Unit Citation.

During the unsettled period that followed, Dauntless was assigned various tasks, including scouting and reconnaissance patrols. This invaluable service earned her a reputation and the nickname "The Seeing Eye."

Completing her seventh year of service, Dauntless returned to space dock for refit and equipment upgrades. At this time, Captain Bell retired, and Captain Robert Wright became her commanding officer.

During the Dominion War, Dauntless fought with elements of the Seventh Fleet at the Battle of Tyris, the Second Battle for Deep Space Nine, the Battle at Goralis and the Final Battle. At the Tyris System, she earned her second Unit Citation and battle honors by joining the USS Lionheart to protect two severely damaged Akira class starships from an attack by an overwhelming force of Cardassian vessels.

Dauntless earned her third Unit Citation in the Final Battle by fighting with bravery and distinction. While taking heavy damage, she provided cover for the flagship and fought off four suicide attacks by Cardassian vessels seeking to take it out.

Since the conclusion of the war, Dauntless has returned to normal Fleet duties. She is currently assigned to Starbase 12, near the Maelstrom.



**QUERY: ADMIRAL LIU,
LETTER OF CONDOLENCE**

TO: Acting Captain DATE: 6/17/2378
And Crew
U.S.S. Dauntless

Ladies and Gentlemen:

It is with great regret that Starfleet received notice of Captain Wright's death in the Vesuvi incident one week ago. Captain Wright's death is a great loss to his family, to Starfleet and, without doubt, to you as his crew.

A memorial service will be held at Starbase 12 in seventy-two hours. All vessels choosing to attend will be granted clearance to make rendezvous here. The chapel service will be held at 1300 sharp (Starbase time) and will be followed by a review of honor ships and a wreath-casting ceremony at 1400.

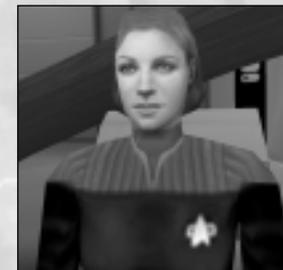
Personal messages of sympathy may be sent to Captain Wright's daughter, Lieutenant Susan Wright-Serson, at this Starbase. In lieu of synth flowers, Lieutenant Wright-Serson has suggested that credits contributions can be made to the Starfleet Academy General Scholarship Fund in her father's memory.

Finally, I wish to extend my personal condolences to the Dauntless and her crew. I have known Captain Wright for thirty years. In his personal and his professional life, he has always represented the epitome of what a Starfleet commanding officer should be. His death is a tremendous loss to all of us who knew him—and to those who now will never have that opportunity.

Alice Liu
Admiral Commanding
Starbase 12

QUERY: CREW RECORDS, USS DAUNTLESS

Commander Saffi Larsen



PERSONAL INFORMATION:

NAME: Saffi Ingrid Larsen RANK: Commander
AGE: 42 DOB: 11/12/2336
POB: Goddard Moon Colony

PROMOTION TO CURRENT RANK: 5/13/2375
GRADUATED STARFLEET ACADEMY: Class of 2356
ACADEMY CLASS RANK: 1ST in 323
AWARDS & DECORATIONS: James T. Kirk Scholarship – 4 years
Cadet Subcommander – third year
Cadet Commander – fourth year
Ariel Star of Merit (extreme courage under fire)
Starfleet Command Commendation (with galactic swirl)
Purple Star (wounded in combat)

SERVICE JACKET

FROM: Captain Thomas Wittbeck DATE: 6/13/2378
Captain Commanding
USS Lionheart

SUBJECT: Commander Saffi I. Larsen

EVALUATION:
Commander Larsen has served this vessel as its First Officer for three years. Her record has been outstanding in all respects. I have had no other First Officer so efficient and organized in all areas of record keeping, personnel training and bridge command. She is an exceptionally competent officer in regards to tactics, strategy and starship operations. Her entire service record speaks to this point.

If Commander Larsen has one weak area, I would say it is her concern for exact implementation of Starfleet regulations and bridge etiquette. This aspect of command has been discussed with the Commander, and she understands the need to allow for a certain amount of individual expression on the bridge and initiative in strategic and tactical situations.

RECOMMENDATION:

I heartily recommend Commander Larsen's assignment as First Officer of the USS Dauntless. I am sure she will serve her ship, her crew and her captain to the utmost of her ability.

STARFLEET ACTION: APPROVED

FROM: Captain Lorena Damon DATE: 5/10/2375
 Captain Commanding
 Parsifal

SUBJECT: Lt. Commander Saffi I. Larsen

EVALUATION:

Lt. Commander Larsen has served under my command for five years as Tactical Officer. In this time, she has exhibited exceptional ability as a Second Officer and Tactical Command Officer. In addition, she has proven her courage in action, both commanding away teams and on the bridge, including being wounded in combat. Organizationally, her rendering of reports, tactical charts and personnel reviews has been outstanding.

I feel she could be more forthcoming in her relations with subordinates. She has a tendency to be somewhat rigid in her adherence—and therefore her insistence on subordinates' adherence—to regulations. I do have to say, however, that her strict attention to those regulations and procedures has often saved lives and served us well in combat situations.

RECOMMENDATION:

Promotion to Commander.

STARFLEET ACTION: APPROVED

FROM: Captain Serchin Davas DATE: 5/17/2368
 Captain Commanding
 USS Arapaho

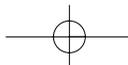
SUBJECT: Lieutenant Saffi I. Larsen

EVALUATION:

Lt. Larsen has been my junior Tactical Officer for three years. She has been an outstanding officer in almost all respects. She has never filed a sick day. In some quarters, this might be considered too constant a dedication to duty, but I believe Lt. Larsen's record speaks for itself. As an away team commander, she has exhibited professional leadership qualities and concern for her team members at all times. Her tactical station duties have been carried out with consummate skill and she has shown intuitive abilities that have contributed to victories in both war games and actual combat.

RECOMMENDATION: Promotion to Lieutenant Commander.

STARFLEET ACTION: APPROVED



Lt. Commander Miguel Diaz



PERSONAL INFORMATION:

NAME:	Miguel Pedro Diaz	RANK:	Lieutenant Commander
AGE:	33	DOB:	3/23/2345
POB:	Sonora, Mexico, Earth		
PROMOTION TO CURRENT RANK:	2374		
GRADUATED STARFLEET ACADEMY:	Class of 2368		
ACADEMY CLASS RANK:	175 of 330		
AWARDS AND DECORATIONS:	Starfleet Academy Science Award – 2 yrs Sortek Scholarship for Science – 2 years Masters Degree Vulcan Science Academy 2368 Vulcan Science Prize 2372		

SERVICE JACKET:

FROM:	Captain Didier LaFleur Captain Commanding USS Baltic	DATE:	4/7/2376
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SUBJECT: Lt. Commander Miguel P. Diaz

EVALUATION:

Lt. Commander Diaz has served my command as Science Officer for five years. In that time, he has gained promotion and executed his duties as Science Officer in an outstanding and professional manner. Mr. Diaz meticulously maintains the Science Station, its library and extended files and all related operations. His exceptional knowledge and proficiency at the Science Station have been integral to our ship's successful operations, in peacetime and in combat situations.

If I had one thing mildly critical to say of Mr. Diaz, it is that he harbors some bitterness toward the Klingons due to an unfortunate incident in his

family history. To his credit, he has never allowed this bias to interfere with any communications or relationships with Klingon personnel with whom he has had to work under conditions of mutual treaty.

RECOMMENDATION:

I heartily endorse Lt. Commander Diaz's transfer to his new station on the USS Dauntless. His captain will be well served.

STARFLEET ACTION: APPROVED

FROM:	Commander Tornan Tresan Senior Commanding Science Officer USS Mohawk	DATE:	1/20/2371
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SUBJECT: Lieutenant Miguel P. Diaz

EVALUATION:

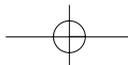
Lt. Diaz has served as junior Science Officer for three years and has been an exceptional officer. He voluntarily took on the task of upgrading and refining the operations of the Science Station, in what is admittedly an aging vessel, and improved it remarkably. In addition, he has been invaluable in his contribution to the bridge command as a whole.

If he has any vulnerability, it may be in his deep passion for science, almost to the exclusion of a personal life outside the ship. However, Lt. Diaz has demonstrated that his extensive knowledge of the subject is extremely effective in training new Science Officers. His relationships with junior officers, particularly in the science division, are warm and he is well regarded by subordinate and superior officers.

RECOMMENDATION:

Promotion to senior Science Officer immediately.

CAPTAIN'S ACTION: APPROVED



FROM: Sarpon DATE: 10 Tehir 2364
Master Prefect of Space Sciences
Vulcan Science Academy

TO: Whom It May Concern:

ACADEMY EVALUATION:

Ensign Diaz is one of the most diligent and intuitive students of space sciences ever to gain a degree from this Academy. While his Starfleet Academy academic record was only average, his work in the specific areas of sciences recommended him to us as a master's candidate. During the two years of his attendance at this school, he twice won the Sortek Scholarship—the most rigorously contested scholarship this Academy offers. Further, his grades place him at the top of his class, an almost unheard of achievement for a human at a Vulcan institution of learning. Ensign Diaz's thesis on altering sensor reception patterns to achieve a higher degree of accuracy is a candidate for publication as a textbook.

In the opinion of his instructors and those granting his master's degree, Ensign Diaz's achievements have been exemplary, and his service to Starfleet will be equally outstanding.

Lieutenant Felix Savali



PERSONAL INFORMATION:

NAME: Felix Savali CURRENT RANK: Lieutenant
AGE: 25 DOB: 8/7/2353
POB: Apia, Western Samoa, Earth

PROMOTION TO CURRENT RANK: 2377
GRADUATED STARFLEET ACADEMY: Class of 2371
ACADEMY CLASS RANK: 3RD OF 298
AWARDS AND DECORATIONS: Starfleet Academy Tactical Skills Commendation
Saraband Award of Merit – Tactical Purple Star (wounded in combat)

SERVICE JACKET:

FROM: Captain Delia Messina DATE: 11/8/2377
Captain Commanding
USS Strongbow

SUBJECT: Lt. (j.g.) Felix Savali

EVALUATION:

Lt. Savali has been an outstandingly professional officer at the Tactical Station. Assigned aboard this ship upon graduation from Starfleet Academy, he quickly moved up in rank, gaining his Lieutenancy in two years. His skills as a Tactical Officer are exceptional, and he has made a great contribution to the quality of our combat record.

While Lt. Savali has by nature a quiet personality, it would be a mistake to overlook him as a leader. His relationships with both superior and subordinate officers are cordial and positive. The Lieutenant has a strong and commanding manner, a quick and creative mind and the ability to look ahead

at tactical situations, plotting probabilities and possibilities with astonishing quickness. It is not surprising he is the ship's chess champion, which also may be attributed to these same abilities..

RECOMMENDATION:

While I am reluctant to lose him as my Tactical Officer, I heartily endorse his promotion to full Lieutenant and his subsequent transfer to the USS Dauntless. Dauntless will gain one of the best young fighting officers in the fleet.

STARFLEET ACTION: Promotion: APPROVED

Transfer: APPROVED

Ensign Kiska LoMar



PERSONAL INFORMATION:

NAME:	Kiska LoMar	CURRENT RANK:	Ensign
AGE:	22	DOB:	Sirtor 17, 2356
POB:	Bajor		
PROMOTION/ASSIGNMENT TO CURRENT RANK:	2377		
GRADUATED STARFLEET ACADEMY:	2377		
ACADEMY CLASS RANK:	4TH OF 332		
AWARDS AND DECORATIONS:	Starfleet Academy Merit Scholarship – four years		
	Sigma Theta Theta Honor Society – four years		
	Cadet Subcommander – 4th year		

SERVICE JACKET:

FROM:	Captain Robert Wright Captain, Commanding USS Dauntless	Date:	1/25/2378
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SUBJECT: Ensign Kiska LoMar

EVALUATION:

Ensign Kiska's six-month review indicates her performance has been highly satisfactory. Her skill and intelligence as a helm officer have been apparent from her first day aboard, and I find her a valuable addition to the Bridge Command rotation.

While her professional ability is unquestioned, I do feel her strong resentment of Cardassians will be a weakness unless she takes steps to overcome it. I have counseled her on the matter, and I understand the experience underlying it. I believe Ensign Kiska has made progress in dealing with this personal bias and that it will not adversely affect her advancement as a Starfleet officer. Her relationships with superior officers are excellent, and she has earned high marks in all areas. Because she works closely with Tactical, I attach Lt. Savali's comments to this evaluation.

RECOMMENDATION:
Review in six months.

FROM: Lt. Felix Savali
Senior Tactical Officer
USS Dauntless

DATE: 1/22/2378

SUBJECT: Ensign Kiska LoMar

EVALUATION:

I have worked with Ensign Kiska since her assignment to the Dauntless, directly after her graduation from the Academy. Her comprehension of communications procedure and operations is excellent. She knows the helm station well and exhibits strong skills and capabilities in ship maneuvering.

It is essential that Helm and Tactical work together, therefore Ensign Kiska and I have had many "skull sessions" on that subject. She has an excellent grasp of combat maneuvers and an intuitive understanding of tactics. In my opinion, she should consider a transfer to Tactical down the line, but that will be a decision for her to make.

RECOMMENDATION:
Promotion to second senior helm officer. Review in six months.

CAPTAIN'S ACTION: APPROVED

Lt. Commander Brex



PERSONAL INFORMATION:

NAME: Solian Jarso Brex

CURRENT RANK: Lt. Commander
Chief Engineer

AGE: 42 (Earth years)

DOB: 21 Assinian, 2336

POB: Bolarus IX

PROMOTION TO CURRENT RANK: 2372

GRADUATED STARFLEET ACADEMY: Non-commissioned Officer, enlisted 2354

ACADEMY CLASS RANK: Not applicable

AWARDS AND DECORATIONS: Ariel Star of Merit (with galactic swirl)

Distinguished Service Comet

Purple Star (with galactic swirl)

SERVICE JACKET:

NOTE: Because Lt. Commander Brex's jacket is so thick with recommendations, only the last three have been included. Complete reference to all back files can be found in personnel records.

FROM: Captain Robert Wright
Captain, Commanding
USS Dauntless

DATE: 1/25/2378

SUBJECT: Lt. Commander Solian Brex

EVALUATION:

Lt. Commander Brex is the kind of Chief Engineer ship captains dream about. Not only is he a fine engineer, he is an inventive one. It is easy to give answers when you know them. Brex is expert at finding or creating answers to difficult problems, even when the situation is unprecedented or dangerous. His past record will show he has experienced combat and performed admirably under fire. His long record also demonstrates his exceptional abilities.

RECOMMENDATION:

While I will hate to lose him, I believe the only place for his exceptional talents is on a larger ship of the line. I am prepared to recommend his transfer to another vessel as soon as a position opens up in the Fleet.

STARFLEET ACTION PENDING

FROM: Captain Leland Bell
Captain, Commanding
USS Dauntless

DATE: 7/23/2372

SUBJECT: Lieutenant Solian Brex

EVALUATION:

Lieutenant Brex has distinguished himself as a senior Engineer in the two years he has been under my command. His devotion to duty—in fact, his devotion to the ship itself—is remarkable. Under combat conditions, Lieutenant Brex has been an outstanding officer. He was twice wounded in battle, the second time while pulling injured comrades out of danger and ignoring injury to himself.

He has just completed a thorough overhaul of the ship's engineering systems, upgrading and refining equipment and operations. With his particular knowledge of the Dauntless, this operation was accomplished in less than two months.

The only weakness in Lieutenant Brex's record is a reluctance to take time away from the ship's operations and engineering concerns. However, I see that as a weakness that can be indulged for the sake of the ship.

RECOMMENDATION:

Promotion to the rank of Lieutenant Commander, effective immediately.

STARFLEET ACTION: APPROVED

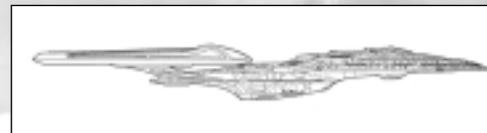


QUERY: SOVEREIGN
PROJECT/CLASSIFIED

THE FOLLOWING FILES ARE CLASSIFIED:
CAPTAIN'S EYES ONLY

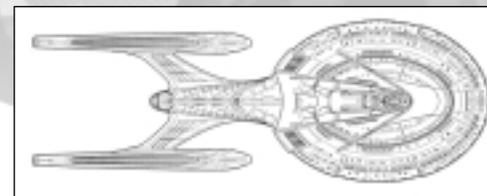
The Sovereign Project was one of three main forays into the field of new defensive technologies initially intended for use against the Borg. The prototype, U.S.S. Sovereign, NX-73811, was still in the design phase during the battle of Wolf 359, but began its actual testing at the time the lost Pegasus project was discovered on Stardate 47457.1.

Initial testing of the Sovereign's new upgrades and additions to its defensive systems proved disappointing.



Design flaws in the regenerative shielding system led to phase-synchronization instabilities in the graviton polarity generators powering the upgraded shield grid. Further, its enhanced deflector system, although vastly improved with a new gravimetric distortion package, required great amounts of power from the ship's warp core. In theory, this package would increase the resolution of subspace scans by supplying greater power to the deflector and its sensor systems. However, its drain on other essential ship systems was deemed inefficient by Starfleet standards. For these reasons, the Sovereign was never commissioned and was subsequently sent back to the Mars shipyards for storage and design reference. A second Sovereign-class ship was then constructed, incorporating more conventional shield and deflector systems. However, many of the ship upgrades pioneered in the Sovereign found their way into the second Sovereign-class ship, which was christened U.S.S. Enterprise, NCC-1701-E, after the destruction of the Galaxy class Enterprise at Veridian III.

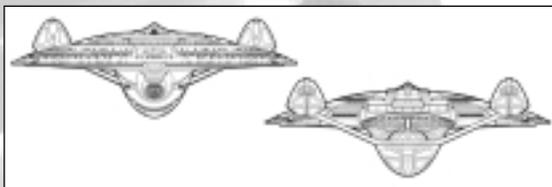
Regenerative shielding was seen as a major step forward in the development of new defensive technologies, given the outbreak of the Dominion War. For this reason, the



technology underwent a total re-design in order to make it functional and still practical for deployment on Federation starships. A prototype for the newly designed regenerative shielding system was incorporated into another anti-Borg design that was launched on Stardate 50749.5, the U.S.S. Prometheus NX-59650.

The U.S.S. Prometheus's trial by fire proved successful. In its first test flight, the Prometheus encountered actual combat conditions in its attempted hijacking by Romulan forces. After Starfleet Intelligence secured the starship, the performance of the Prometheus was beyond any of its designers' expectations. Finally, a working prototype for the regenerative shielding system was built and tested successfully. Many of the technologies originally intended for defense against the Borg – all of which were first attempted in the U.S.S. Sovereign—were incorporated into a new class of ships for the Dominion War. Bio-neural gel packs, ablative hull armor, and regenerative shielding were just a few of the benefits derived from the Sovereign project.

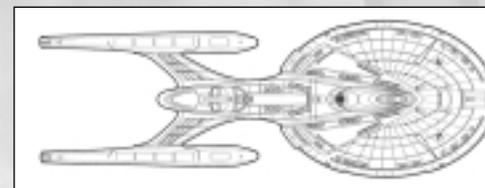
With the successful testing of the technologies originally incorporated in the Sovereign, work to refit this starship is currently underway. The Sovereign's tactical and defensive systems are currently being updated to incorporate the changes needed to make it the fully realized and functional version of the Sovereign project started years ago.



Originally, the enhanced deflector system within the Sovereign drained too much power from the warp core, making it impractical. Therefore, the refit plans of the U.S.S. Sovereign have called for the installation of a larger, more powerful warp core to facilitate adequate power generation for both the enhanced deflector and regenerative shielding systems as well as the warp drive and phaser arrays. Another innovation is the enhanced plasma venting system. This allows for the automatic disposal of high-energy plasma in an emergency, such as a plasma fire in an area not readily accessible. Additionally, all main shield grids have been replaced with the new systems tested in the Prometheus. Although differences in design were minor between these regenerative shielding systems, the original model on the Sovereign burnt out during initial trials and required complete replacement.

From the beginning, the Sovereign's hull was covered with what was, at that time, experimental ablative armor. However, only key sections were covered with the material for testing purposes. Now that ablative armor has proven itself on ships such as the Defiant, a more comprehensive coverage of the Sovereign will take place. This will complement its great size and maneuverability as a state-of-the art vessel incorporating all of Starfleet's best tactical and defensive measures.

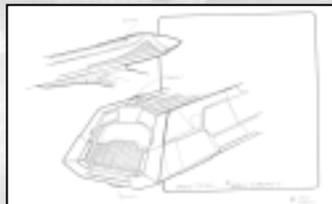
The internal systems have been upgraded in order to accommodate the additions of the new shield grid, enhanced deflector and high yield warp core. After the installation of the



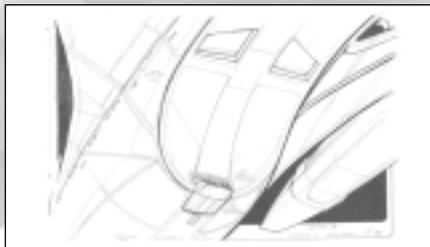
new warp core intermix chamber, both the regenerative shielding and enhanced deflector modules will require power regulation to keep the EPS system balanced so no system is under- or overpowered. The addition of a power relay module will therefore be necessary for antimatter flow regulation in the more potent intermix chamber. Similarly, a power regulator will be installed to maintain the EPS wave-guides while the main deflector is in use. When the enhanced deflector is not in use, the power regulator will shut down the EPS wave-guides to the appropriate sensor systems in order to minimize the drain on the warp core. All this is made possible by the processing power of the bio-neural gel packs that were first installed on the Sovereign prototype.

Although the Treaty of Algeron prohibits the development of cloaking technology by Starfleet, it has not kept us from pursuing phase technology. Shortly after the recovery of the Pegasus device, the phasing properties used in its design were seen as an ideal delivery system for torpedoes. Since Borg ships are almost impenetrable by our technology, it made sense to the Starfleet Corps of Engineers that, if a torpedo could phase itself and enter the body of a Borg cube, it could then materialize inside and detonate, causing devastating damage. Thus the idea for the phased torpedo was born. However, reducing the phasing coils used to accomplish an intangible state to torpedo size proved difficult. In addition, the antimatter within the warhead casing had a destabilizing effect on the phasing coil. A new warhead supplement was needed, and it was found using the principles behind the first observed Romulan plasma weapons.

The installation of a high-energy plasma infuser would allow a torpedo casing to be filled with a warhead tube charged with high-energy plasma from the ship's warp nacelles. Warp plasma is considered highly unstable and can be easily detonated. Until recently, it was considered an undeliverable medium that could not be controlled. However, filling the detonation tube with warp plasma, and using a nanite-controlled trigger for reactant release, now allows vessels to deliver a high-energy plasma warhead payload within a Mark IV torpedo casing.



There are design limitations to torpedo speed and maneuverability using this fuel source, but it does not interfere with the phasing coil's operation; and it delivers a massive yield on impact. Power is also a consideration because the phasing process requires large amounts of it. Given the disposable nature of the torpedo, sophisticated power sources able to furnish enough power and still fit into the Mark IV casings are not viable for use. Therefore, for standard deployment, the Phased Plasma Torpedo will be fitted with a larger-than-normal Sarium-Krellide power cell, giving the phasing coil just enough power to achieve a semi-intangible state. This will give the torpedo the ability to pass through highly concentrated energy fields, such as a ship's shields. However, this weapon will not be able to achieve full phase and, as a consequence, will not be able to penetrate the actual hull of a starship. This design was changed to facilitate rapid deployment of these weapons against the Dominion, not the Borg. Since none of the prototypes were made to function until after the war ended, this project has returned to the testing phase.



QUERY: GEORDIE LAFORGE, NOTES ON THE SOVEREIGN CLASS

TO: Chief Brex,
Chief Engineer of the USS Sovereign

FROM: Geordi LaForge, Chief Engineer of the USS Enterprise

RE: Notes on the Sovereign Class

Chief Brex, let me begin by saying "congratulations on winning the prize." Not only is getting a ship of the line rare, rarer still is being assigned to the first of its class which bears the name. Having been in space for roughly two years with this design, Lt. Commander Data and I have compiled some technical notes on the operation of the Enterprise, it being the first commissioned and fully functional Sovereign class ship in Starfleet. After speaking to the Quartermaster concerning the Sovereign's refit, I can see that many new and exciting technologies have been added to fulfill the scope of her original design.

In the time I've spent tinkering with the Enterprise, I can tell you that the standard protocols for warp intermix ratios must be thrown out the airlock. The Sovereign class has too many command modules and essential systems to operate at anything less than 105%. However, with the addition of the enhanced warp core in your vessel, you'll probably find power management a breath easier than we have here. In the design specs I studied regarding this refit, I've noticed that, although there will be a higher yield intermix chamber, there are no plans to add any ODN conduits or EPS junctions. With all that added power, you'll want to make sure your ship's power distribution nodes aren't overtaxed. I suggest you install another EPS junction on Deck 10 to handle the power routing to your enhanced deflector system, and another on Deck 15 to evenly distribute power to your regenerative shielding matrix. I know you may have already taken this into account, but I mention it because I had two EPS junctions rupture on the Enterprise using standard power settings.

A shakedown can be grueling, frustrating and tedious, but it's always the best time an engineer can have. It's when you get to turn every knob and push every button or touch display the ship has on board. In that time, you'll get to know your little lady like the back of your hand, and your relationship will only get better with time. I noticed you published in the Engineers' Subspace Network some interesting innovations you put in place on the Dauntless. If I were still working on a Galaxy Class, I would have

tried those modifications myself. I hope to correspond with you frequently, since we have sister ships and are the only two engineers in Starfleet to call the Sovereign class our home. Good luck on your shakedown, *Brex*, and may you find your new vessel to be free of gremlins.

Geordi LaForge,
Chief Engineer, U.S.S. *Enterprise*
NCC-1701-E

P.S. In the spirit of a little friendly competition, I just wanted you to know that my warp core intermix phase differential is only .0012 angstroms out of alignment.



QUERY: OPERATIONAL SHIPS AND FACILITIES, MAELSTROM

Federation Vessels

Akira-Class Battlecruiser

The next generation Akira-class battlecruisers were intended to complement the new Galaxy and Nebula class starships, just as the Steamrunner-class destroyers and Saber-class scout/escorts had been designed to free the Excelsior and Ambassador classes from light combat duty. While the purely combat orientation of the Akira-class deviated from Starfleet's exploratory charter, the emerging need for a highly maneuverable, well-armed and survivable battleship became clear with the onset of the Cardassian War. Several Akira-class vessels fought as part of a combined Alpha Quadrant fleet that invaded Cardassian space in 2374. Three Akira-class ships were later destroyed by Cardassian orbital weapons platforms deployed in the Chin'toka System. The U.S.S. *Thunderchild* (NCC-63549) was a ship of the Akira class.



Akira-class ships, assigned to the Maelstrom:

- U.S.S. *Devore*, Captain Joshua Martin, assigned to the Vesuvi system for colonial defense.
- U.S.S. *Geronimo*, Captain Gregory MacCray, combat training operations in the Savoy System.

SPECIFICATIONS:

Displacement:	3,055,000 metric tons
Overall Length:	464 meters
Overall Draft:	87 meters
Overall Beam:	317 meters
Propulsion:	2 LF-35 Advanced Linear Warp Drive Units 2 FIG-5 Subatomic Unified Energy Impulse Units
Velocity:	Warp 6.0 Standard Cruising Speed Warp 9.0 Maximum Cruising Speed Warp 9.8 Maximum Attainable Velocity
Complement:	100 Officers, 400 Enlisted Crew, 0-50 Passengers (500 Total Standard Crew), 4500 person evacuation limit.
Phasers:	8 Type X Collimated Phaser Arrays
Torpedoes:	6 MK 80 Photon/Quantum Torpedo Tubes (4 Forward & 2 Aft)
Shields:	FSQ-7 Primary Force Field and Deflector Control System
Shield Ratings:	15 Fore, 10 Aft, 10 Dorsal, 10 Ventral, 10 Port, 10 Starboard
Hull Rating:	9

**STARFLEET ARCHIVAL
DATABASE**

Ambassador-Class Starship

The Ambassador-class heavy cruiser, commissioned in 2325, was designed as a replacement for the aging Excelsior-class. A larger Explorer-type vessel capable of longer-duration missions, it generally served at the edge of Federation space, at the forefront of first-contact missions. Ambassador-class ships have included the U.S.S. Adelphi (NCC-26849), the second U.S.S. Excalibur (NCC-26517), the U.S.S.



Zhukov (NCC-26136), and the fourth starship Enterprise (NCC-1701-C). The class is gradually being replaced by the even larger and more advanced Nebula and Galaxy-class starships.

Ambassador-class ships, assigned to the Maelstrom:

- U.S.S. Zhukov, Captain Milus Verata, diverted to the Tevron System for emergency escort.
- U.S.S. Excalibur, Captain William Morrison, ordered to Starbase 12, for crew transfer/resupply.

SPECIFICATIONS:

Displacement: 2,340,000 metric tons
 Overall Length: 526 meters
 Overall Draft: 125 meters
 Overall Beam: 320 meters
 Propulsion: 2 LF-10 Mod 1 Matter/Antimatter Warp Drive Units
 2 FIG-3 Subatomic Unified Energy Impulse Units
 Velocity: Warp 6.0 Standard Cruising Speed
 Warp 9.0 Maximum Cruising Speed
 Warp 9.5 Maximum Attainable Velocity
 Complement: 115 Officers, 585 Enlisted Crew, 0-500 Passengers (700 Total Standard Crew)
 Phasers: 8 Type IX Collimated Phaser Arrays
 Torpedoes: 4 MK 75 Photon Torpedo Tubes (2 Forward & 2 Aft)
 Shields: FSP Primary Force Field
 Shield Ratings: 9 Fore, 7 Aft, 7 Dorsal, 7 Ventral, 7 Port, 7 Starboard
 Hull Rating: 13

**STARFLEET ARCHIVAL
DATABASE**

Galaxy-Class Starship

Designed to replace the Ambassador class heavy cruiser as the Federation's primary exploration vessel, the Galaxy-class is among the most advanced and most powerful vessels in Starfleet. Because of the high manufacturing costs associated with their sheer size and the technological advances incorporated in their design, less than 15 Galaxy-class starships were ever constructed. The U.S.S. Galaxy (NCC-70637), for which the class was named, was commissioned in 2357, and the venerable U.S.S. Enterprise-D (NCC-1701-D), launched in 2363, was the third starship of this class. Other Galaxy-class starships included the U.S.S. Yamato (registry number NCC-71807), destroyed in 2365; the U.S.S. Challenger (NCC-71099), the U.S.S. Odyssey (NCC-71832), and the U.S.S. Venture (NCC-71854).



Galaxy-class ships, assigned to the Maelstrom:

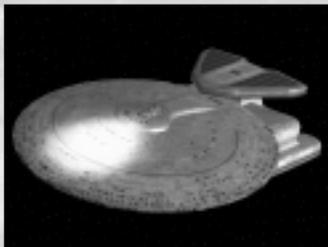
- U.S.S. Dauntless, Captain Robert Wright, assigned to the Vesuvi system for stellar research.
- U.S.S. Venture, Captain Benjamin Dawson, combat operations in the Artrus System
- U.S.S. San Francisco, Captain Eina Zeiss, combat operations in the Artrus System

SPECIFICATIONS:

Displacement: 4,500,000 metric tons
 Overall Length: 641 meters
 Overall Draft: 137 meters
 Overall Beam: 467 meters
 Propulsion: 2 LF-41 Advanced Linear Warp Drive Units
 2 FIG-5 Subatomic Unified Energy Impulse Units
 Velocity: Warp 6.0 Standard Cruising Speed
 Warp 9.2 Maximum Cruising Speed
 Warp 9.6 Maximum Attainable Velocity
 Complement: 185 Officers, 525 Enlisted Crew, 1,000-5,000 Passengers (1710 Total Standard Crew), 15,000 person evacuation limit
 Phasers: 8 Type X Collimated Phaser Arrays
 Torpedoes: 6 MK 80 Direct-Fire Photon Torpedo Tubes (4 Forward & 2 Aft)
 Shields: CIDSS-3 Primary Force Field and Deflector Control System
 Shield Ratings: 13 Fore, 9 Aft, 9 Dorsal, 9 Ventral, 9 Port, 9 Starboard
 Hull Rating: 15

STARFLEET ARCHIVAL
DATABASE*Nebula-Class Starship*

Slightly smaller than a Galaxy-class vessel, the Nebula-class "light cruiser" was designed as a lower cost alternative to the Galaxy-class. While it shares many advanced components, systems, and design features in common with the Galaxy-class, its integrated hull structure and more modest scale make it more cost effective for universal production and deployment. A true multi-role starship, the Nebula-class features a large dorsal equipment module that may be alternately configured for combat or research missions by housing sophisticated sensor packages or advanced weapons platforms. Nebula-class ships have included the U.S.S. Phoenix (NCC-65420), the U.S.S. Sutherland (NCC-72015), the U.S.S. Bellerophon (NCC-62048), and the U.S.S. Khitomer (NCC-71906).

**Nebula-class ships, assigned to the Maelstrom:**

- U.S.S. Berkeley, Captain Elizabeth Haley, assigned to the Vesuvi system for stellar research.
- U.S.S. Nightingale, Captain Nandi Jadeja, hospital ship assigned to Vesuvi system.
- U.S.S. Khitomer, assigned to Captain Jae Yi, combat operations under mission commander Jonathan Willis.

SPECIFICATIONS:

Displacement: 3,309,000 metric tons
 Overall Length: 465 meters
 Overall Draft: 140 meters
 Overall Beam: 467 meters
 Propulsion: 2 LF-41 Advanced Linear Warp Drive Units
 1 FIG-5 Subatomic Unified Energy Impulse Unit
 Velocity: Warp 6.0 Standard Cruising Speed
 Warp 9.2 Maximum Cruising Speed
 Warp 9.6 Maximum Attainable Velocity
 Complement: 173 Officers, 400 Enlisted Crew, 127-500 Passengers
 (700 Total Standard Crew), 9800 person evacuation limit
 Phasers: 8 Type X Collimated Phaser Arrays
 Torpedoes: 6 MK 80 Direct-Fire Photon Torpedo Tubes (4 Forward & 2 Aft)
 Shields: CIDSS-3 Primary Force Field and Deflector Control System
 Shield Ratings: 12 Fore, 8 Aft, 8 Dorsal, 8 Ventral, 8 Port, 8 Starboard
 Hull Rating: 12

STARFLEET ARCHIVAL
DATABASE*Sovereign-Class Starship*

As of 2373, this next generation heavy cruiser is the most advanced starship in Starfleet. Sovereign-class starships are nearly 700 meters in length and feature 24 decks. The U.S.S. Sovereign (NX-73811) was the prototype for the class. The U.S.S. Enterprise-E was the second Sovereign-class vessel, launched in 2372 under the command of Captain Jean-Luc Picard.

**Sovereign-class ships, assigned to the Maelstrom:**

- U.S.S. Sovereign, temporary Captain Robert Soto, assigned to the Vesuvi system for major refit.
- U.S.S. Enterprise, Captain Jean-Luc Picard, assigned routine patrol of the Maelstrom.

SPECIFICATIONS:

Displacement: 3,205,000 metric tons
 Overall Length: 685 meters
 Overall Draft: 88 meters
 Overall Beam: 251 meters
 Propulsion: 2 LF-44 Advanced Linear Warp Drive Units
 2 FIG-5 Subatomic Unified Energy Impulse Units
 Velocity: Warp 6.0 Standard Cruising Speed
 Warp 9.7 Maximum Cruising Speed
 Warp 9.99 Maximum Attainable Velocity
 Complement: 130 Officers, 725 Enlisted Crew, 0-3,045 Passengers
 (855 Total Standard Crew)
 Phasers: 8 Type XII Collimated Phaser Arrays
 Torpedoes: 6 MK 95 Direct-Fire Photon/Quantum/Plasma Torpedo Tubes
 (4 Forward & 2 Aft)
 Special: Regenerative Shield System, ablative hull armor, bio-neural gel packs, phase-plasma torpedoes.
 Shields: FSS-3 Primary Force Field and Deflector Control System
 Shield Ratings: 17 Fore, 11 Aft, 17 Dorsal, 17 Ventral, 11 Port, 11 Starboard
 Hull Rating: 12



Klingon Vessels

B'rel-Class Bird of Prey

Several types of fast, light and maneuverable ships used by the Klingon Defense Force

since at least 2285. These ships, capable of atmospheric and warp-speed interstellar flight, include the original D-11-class Bird of Prey, its ultimate replacement the B'rel-class scout, and the larger K'Vort-class cruiser. Birds of Prey, from any class, are capable of terrestrial landing maneuvers and are equipped with cloaking devices. The D-12-class scout variant, first developed in the 2350's, suffered from defective plasma coils in its cloaking device and was eventually retired from service in favor of the D-13 or B'rel-class scout.

Earlier D-12 vessels had a crew complement of 37, while the more modern D-12 and B'rel class scouts required no more than twelve officers and crew. B'rel-class ships, now the mainstay of the Klingon Imperial Fleet, carry impressive firepower for their size and can be deadly in large numbers.

Prior to 2293, an experimental D-12-class Bird of Prey was developed allowing photon torpedo launches while cloaked. This prototype, commanded by General Chang, was used against the starship Enterprise (NCC-1701-A) in an unsuccessful attempt to disrupt the Khitomer Peace conference.

Birds of Prey, active in the Maelstrom:

- I.K.S. RanKuf, Captain Draxon, sighted in the Biranu and Savoy systems.

SPECIFICATIONS:

Displacement: 46,300 metric tons
 Overall Length: 88 meters
 Overall Draft: 22 meters
 Overall Beam: 130 meters
 Propulsion: 2 KWC Dilithium Conversion Graf Warp Drive Units
 1 Hydrogen Energy Integrated Impulse Drive Unit
 Velocity: Warp 5.0 Standard Cruising Speed
 Warp 7.0 Maximum Cruising Speed
 Warp 8.0 Maximum Attainable Velocity
 Complement: 12-37 Officers and Crew
 Phasers: 2 Side Mounted Gravitic Disruptor Cannons
 Torpedoes: 1 Type KP-5 Photon Torpedo Tube (Forward)
 Special: Cloaking Device
 Shields: Deflector Plating and Field Generation System
 Shield Ratings: 13 Fore, 7 Aft, 7 Dorsal, 4 Ventral, 4 Port, 4 Starboard
 Hull Rating: 4



Vor'cha-Class Attack Cruiser

Heavy Cruiser deployed by the Klingon Defense Force. Vor'cha-class vessels are among the largest and most powerful vessels in the Imperial fleet, though they are not nearly as powerful as the Negh'Var class. Originally built in a failed attempt to gain superiority over the Federation, the Vor'cha class later proved to be a valuable command ship in the war against the Dominion.



Klingon High Council leader K'mpec used a Vor'cha-class attack cruiser, in 2367, on his final mission entreating Jean-Luc Picard to serve as Arbiter of Succession after his death. In 2372, a Vor'cha-class cruiser attacked the Defiant, commanded by Captain Sisko, while en route to Cardassia Prime in an attempt to rescue Gul Dukat and the Detapa Council. The cruiser pursued the Defiant all the way to Deep Space 9.

Vor'cha-class Attack Cruisers, active in the Maelstrom:

- I.K.S. Jonka, Captain Korbus, sighted in the Belaruz system.

SPECIFICATIONS:

Displacement: 2,238,000 metric tons
 Overall Length: 482 meters
 Overall Draft: 107 meters
 Overall Beam: 342 meters
 Propulsion: 2 STN8A Dilithium Conversion Graf Warp Drive Units
 2 Hydrogen Energy Impulse Units
 Velocity: Warp 6.0 Standard Cruising Speed
 Warp 8.8 Maximum Cruising Speed
 Warp 9.6 Maximum Attainable Velocity
 Complement: 1,900 Officers and Crew
 Phasers: 1 Large Forward Mounted Disruptor Beam
 2 Large Side Mounted Gravitic Disruptor Cannons
 Torpedoes: 3 'eth'a' Type Photon Torpedo Tubes (2 Forward & 1 Aft)
 Special: Cloaking Device
 Shields: Deflector Plating and Field Generation System Shield
 Ratings: 38 Fore, 10 Aft, 5 Dorsal, 4 Ventral, 6 Port, 6 Starboard
 Hull Rating: 18



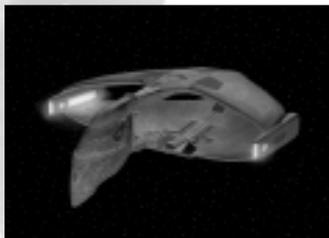
Romulan Vessels

D'Deridex-Class Warbird

Incredibly massive and powerful, D'Deridex-class vessels are nearly twice the size and length of a Galaxy-class starship. The D'Deridex-class was first encountered in 2364 when the Romulans violated

the Neutral Zone, in response to Borg attacks. Originally classified by Starfleet as B-Type Warbirds, these ships use an artificial quantum singularity to power their warp drive system. Starfleets records indicate a Romulan Warbird was destroyed when its power core was infested by extra-dimensional life-forms in 2369.

Romulan Warbirds have greater firepower than vessels of similar class, but slightly less maneuverability and a lower sustainable warp speed. The Romulans tend to favor frontal attacks due to the Warbird's limited maneuverability and the mostly forward positioning of its armaments.



D'Deridex-class Warbirds, active in the Maelstrom:

- I.R.W. Soryak, Captain Torenn, sighted in the Tevron and Beol systems.
- I.R.W. Chairu, Captain Terrik, sighted in the Belaruz system.

SPECIFICATIONS:

Displacement: 4,320,000 metric tons
 Overall Length: 1,042 meters
 Overall Draft: 285 meters
 Overall Beam: 772 meters
 Propulsion: 2 Type 5C6 Quantum Singularity Energized Warp Drive Units
 2 Class 4A Augmented Nuclear Fusion Impulse Units
 Velocity: Warp 5.0 Standard Cruising Speed
 Warp 9.0 Maximum Cruising Speed
 Warp 9.6 Maximum Attainable Velocity
 Complement: 1,500 Officers and Crew
 Phasers: 1 Forward Mounted Disruptor Beam
 4 Side Mounted Primary-Focus Disruptor Cannons
 Torpedoes: 2 Direct-Fire Photon Torpedo Tubes (1 Forward & 1 Aft)
 Special: Cloaking Device
 Shields: UNKNOWN
 Shield Ratings: 8 Fore, 8 Aft, 8 Dorsal, 8 Ventral, 8 Port, 8 Starboard
 Hull Rating: 24



Cardassian Vessels

Galor-Class Attack Cruiser

The Galor-class, a powerful mid-sized cruiser, is the backbone of the Cardassian Union's military fleet. Galor-class vessels first entered service in the 2340's, and were initially developed to face Federation vessels of the Excelsior, Miranda, New Orleans and Norway classes. With

Starfleet's introduction of the Akira, Ambassador and Nebula designs, the Galor was quickly outclassed. Cardassians therefore adapted new tactics, beginning to rely more heavily on increased production and "hunter packs" of three.

Four Galor-class variants are known to exist, including the Type-3 version in wide use throughout the 2360's. The larger, more powerful Keldon-class was originally adapted from the Galor-class design. Galor-class warships regularly patrol the Federation/Cardassian border, and the Maelstrom.



Terms and Conditions of the Cardassian Union's surrender, following the Dominion War, expressly forbid the production of warships or the build up of military fleets.

Galor-class ships, active in the Maelstrom:

- No data on specific Galor-class vessels, or their captains, operating in the Maelstrom.

SPECIFICATIONS:

Displacement: 1,678,000 metric tons
 Overall Length: 372 meters
 Overall Draft: 59 meters
 Overall Beam: 192 meters
 Propulsion: 1 Type 5 DC Warp Drive Unit
 2 Hydrogen Energy Impulse Units
 Velocity: Warp 5.0 Standard Cruising Speed
 Warp 8.9 Maximum Cruising Speed
 Warp 9.6 Maximum Attainable Velocity
 Complement: 300-600 Officers, Crew and Troops
 Phasers: 4 Spiral Wave Compressor Beams
 Torpedoes: 1 Photon Torpedo Tube (Forward)
 Shields: UNKNOWN
 Shield Ratings: 9 Fore, 1 Aft, 3 Dorsal, 2 Ventral, 3 Port, 3 Starboard
 Hull Rating: 4

Keldon-Class Warship

Keldon-class Heavy Warships are similar but more powerful variants of the Galor-class. Larger than Galor-class vessels, they feature extra hull components on top of the main body and around the tail section. These added hull sections allow for a greater crew complement. Armaments and defensive systems on the Keldon-class are generally improved over the Galor-class.



The Obsidian Order illicitly amassed a secret fleet of specialized Keldon-class vessels in the Orias system. Keldon- and Galor-class warships fought alongside Dominion fleets, during the Dominion War, inflicting heavy losses on the combined Federation forces. Keldon-class warships regularly patrol the Federation/Cardassian border and have been sighted within the Maelstrom.

Production of Keldon-class or other warships was expressly forbidden after the Dominion War.

Keldon-class ships, active in the Maelstrom:

- No data on specific Keldon-class vessels, or their captains, operating in the Maelstrom.

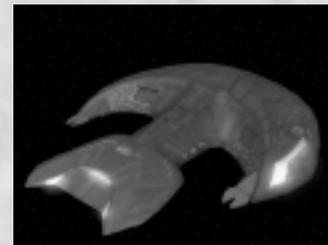
SPECIFICATIONS:

Displacement: 2,230,000 metric tons
 Overall Length: 372 meters
 Overall Draft: 70 meters
 Overall Beam: 192 meters
 Propulsion: 1 Type 5 DC Warp Drive Unit
 4 Hydrogen Energy Impulse Units
 Velocity: Warp 6.0 Standard Cruising Speed
 Warp 9.2 Maximum Cruising Speed
 Warp 9.6 Maximum Attainable Velocity
 Complement: 800 Officers, Crew and Troops
 Phasers: 4 Spiral Wave Compressor Beams
 Torpedoes: 2 Photon Torpedo Tubes (1 Forward & 1 Aft)
 Shields: UNKNOWN
 Shield Ratings: 11 Fore, 2 Aft, 6 Dorsal, 5 Ventral, 6 Port, 6 Starboard
 Hull Rating: 5

Ferengi Vessels

D’Kora-Class Marauder

The D’Kora-class Marauder is the largest, most powerful ship used by the Ferengi Alliance. Like most Ferengi vessels, the Marauder is primarily utilized as a trading ship, though it is a highly sophisticated and capable warship. Some Marauders are equipped with powerful plasma energy emitters, capable of disabling a Galaxy-class starship; and, all D’Kora-class vessels feature a high power phaser beam.



The first D’Kora-class vessel encountered by Starfleet was in 2364, when the Enterprise-D intercepted a Marauder in the vicinity of Gamma Tauri IV.

D’Kora-class ships, active in the Maelstrom:

- The Marauder Krayvis, commanded by Daimon Praag, has been sighted in the Maelstrom.

SPECIFICATIONS:

Displacement: 3,800,000 metric tons
 Overall Length: 487 meters
 Overall Draft: 80 meters
 Overall Beam: 440 meters
 Propulsion: 2 Matter-Antimatter warp drive units
 2 Standard Impulse Units
 Velocity: Warp 6.0 Standard Cruising Speed
 Warp 9.0 Maximum Cruising Speed
 Warp 9.6 Maximum Attainable Velocity
 Complement: 390-450 Officers and Crew
 Phasers: 1 Large Ventral Phaser Beam
 2 High Power Plasma Energy Emitters
 Shield Ratings: 10 Fore, 7 Aft, 5 Dorsal, 7 Ventral, 5 Port, 5 Starboard
 Hull Rating: 10

Space Stations

Federation Starbase

Federation Starbases are gargantuan orbital space stations operated by Starfleet for strategic command, service, and supply operations, as well as scientific research and exploration. There are over five hundred Federation Starbases located throughout Federation space, Federation territories and beyond.



Starbase 12

Located along the Federation/Cardassian border, Starbase 12 orbits New Holland within reach of the Maelstrom. In 2364, it was evacuated during an alien attempt to infiltrate Starfleet. In 2366, the Enterprise-D was scheduled for maintenance at Starbase 12. Currently commanded by Admiral Alice Liu.

SPECIFICATIONS:

Displacement:	236,642,306 metric tons
Diameter:	4,600 meters
Height (overall):	6,950 meters
Decks:	1,200
Complement:	15,000 Starfleet; 20,000 to 35,000 civilian; 6,625 transients
Phasers:	8 RIM-12C Independent Twin Mount Phaser Emplacements
Shields:	High capacity shield system, approx. 75,600,000 Terajoules
Hull Rating:	220

Federation Outpost

Based on the Regula starbase design, modern Federation Outposts are significantly larger and more versatile than earlier space facilities. Two variants of the modern outpost design exist, including the scientific Starbase 173 design and the more spartan combat-oriented design first introduced with Starbase 375. Either type provides for starship support and deep space scientific research, as well as significant defensive capabilities of their own.



Federation Outposts in the Maelstrom:

- Haven Facility – Orbiting Haven, or Vesuvi 6, this station serves commercial shipping and provides limited starship support.
- Geki Station – This station, which orbits Vesuvi 5, suffered severe damage during the Vesuvi event and has since been abandoned.

SPECIFICATIONS:

Displacement:	230,000,000 metric tons
Diameter:	2,842 meters
Height (overall):	3,445 meters
Decks:	397
Complement:	5,700 Starfleet; 4,000 to 6,000 civilian
Phasers:	8 Type XII Phaser Arrays
Shield Ratings:	9 Fore, 9 Aft, 9 Dorsal, 9 Ventral, 9 Port, 9 Starboard
Hull Rating:	35

STARFLEET ARCHIVAL DATABASE

Regula Series Space Facility

Originally designed for long-term scientific research projects in isolated regions, the Regula series of stations has been utilized by Starfleet as well as commercial and civilian research organizations. Starfleet maintains very few such installations, and those it does are mostly situated in outlying sectors.



Starfleet Space Facilities in the Maelstrom:

- Soho Station, in orbit of Tau Ceti Prime, provides starship support and serves as the operations center for three Starfleet Drydock installations.
- Biranu Station - Facility located in the Biranu System, orbiting Osa or Biranu 2. Established for starship support and resupply, it has also been used for scientific and commercial conferences.
- Savoy Station - Facility located in the Savoy System, orbiting Savoy 1. Utilized for stellar research and starship support, it is also equipped to host diplomatic summit meetings.

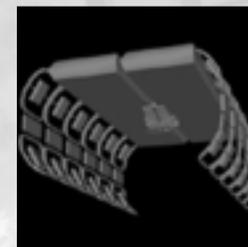
SPECIFICATIONS:

Displacement: 200,000 metric tons
 Diameter: 201 meters
 Height (overall): 242 meters
 Decks: 28
 Complement: 10 to 50 personnel
 Phasers: None
 Shield Ratings: 11 Fore, 11 Aft, 11 Dorsal, 11 Ventral, 11 Port, 11 Starboard
 Hull Rating: 55

STARFLEET ARCHIVAL DATABASE

Drydock

These large structures are generally situated in planetary orbit, and are used for the service, repair and construction of starships, commercial freighters or other space vessels. A drydock at the San Francisco Yards, in Earth orbit, was utilized for a major refit of the original Starship Enterprise after its first five-year mission under the command of Captain James T. Kirk. The U.S.S. Enterprise-B was launched from another drydock orbiting Earth in 2293.



Starfleet Drydocks, operated near the Maelstrom:

- Three Starfleet drydock installations orbit Tau Ceti Prime, in the vicinity of Soho Station, where the U.S.S. Nightingale and U.S.S. Dauntless are undergoing service and repairs.

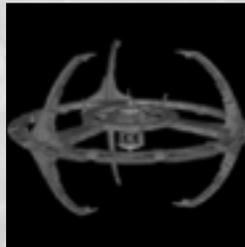
SPECIFICATIONS:

Displacement: 200,000 metric tons
 Length: 350 meters
 Beam: 190 meters
 Height: 150 meters
 Complement: Variable
 Phasers: None
 Shield Ratings: 6 Fore, 6 Aft, 6 Dorsal, 6 Ventral, 6 Port, 6 Starboard
 Hull Rating: 20

**STARFLEET ARCHIVAL
DATABASE**

Cardassian Starbase

Cardassian Starbases are massive, heavily armed orbital space stations, featuring an Operations Center, a promenade containing stores and service facilities, an outer docking ring, and three massive docking towers. The docking towers house several ore processing facilities, originally used by the Cardassians to refine uridium ore. The normal personnel complement is 300, but the station is capable of sustaining 7,000 individuals. These stations provide support for all manner of space vessels, as well as sector defense.



Two Cardassian Starbases are known to exist—Terok Nor, now Deep Space Nine, operated by the Federation on behalf of the Bajoran people, and its sister station Empok Nor. However, Cardassians favor the number three, and it has been widely speculated that a third station must exist. The location of this station remains a mystery, though Starfleet Intelligence has uncovered references to a Litvok Nor.

Cardassian Starbases, located in or near the Maelstrom:

- Litvok Nor, the fabled sibling station of Terok Nor and Empok Nor. Little is known of this station, and Starfleet is not certain of its location or if it even exists.

SPECIFICATIONS:

Displacement: 45,000,000 metric tons
 Diameter: 1,452 meters
 Height (core): 369 meters
 Height (overall): 969 meters
 Decks: 98 (260 including docking pylons)
 Complement: 300
 Phasers: 6 Phaser Arrays
 6 Disruptor Cannons
 Shield Ratings: 8 Fore, 8 Aft, 8 Dorsal, 8 Ventral, 8 Port, 8 Starboard
 Hull Rating: 120

**STARFLEET ARCHIVAL
DATABASE**

Cardassian Station

Cardassian Stations are large-scale orbital facilities in common use by the Cardassian Union. Similar to Cardassian Starbases in design, they differ in that they lack an outer docking ring and feature only two massive docking towers. As in the larger starbases, their docking towers house ore processing facilities for refining uridium ore. The normal personnel complement is 250, but the station has the capacity to maintain 2,500 individuals. Also heavily armed, these stations provide starship support, and are utilized as drydocks for vessel maintenance or repair.



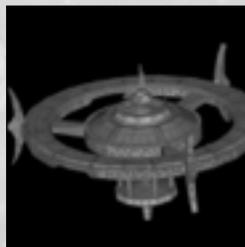
SPECIFICATIONS:

Displacement: 25,000,000 metric tons
 Diameter: 1,347 meters
 Height (core): 369 meters
 Height (overall): 969 meters
 Decks: 98 (260 including docking pylons)
 Complement: 250
 Phasers: 6 Phaser Arrays
 8 Disruptor Cannons
 Shield Ratings: 7 Fore, 7 Aft, 7 Dorsal, 7 Ventral, 7 Port, 7 Starboard
 Hull Rating: 80

**STARFLEET ARCHIVAL
DATABASE**

Cardassian Outpost

Smaller orbital facilities used by the Cardassian Union, Cardassian outposts are reduced versions of the larger stations and starbases. Featuring the same core structure and inner docking ring, they lack the outer docking ring and towers. The normal personnel complement is 175, but the station can support as many as 1,000 individuals. These outposts are well armed and provide support for a wide variety of space vehicles.



SPECIFICATIONS:

- Displacement: 15,000,000 metric tons
- Diameter: 450 meters
- Height: 369 meters
- Decks: 98
- Complement: 250
- Phasers: 6 Phaser Arrays
6 Disruptor Cannons
- Shield Ratings: 6 Fore, 6 Aft, 6 Dorsal, 6 Ventral, 6 Port, 6 Starboard
- Hull Rating: 40

CONFIGURE

CONFIGURE

Select this button to configure the various settings in the game. You can click on the options that appear on the right to cycle through different settings or to turn them on or off. Options with a checkbox light to their immediate left are "on" when lit. Options with a rightward arrow, to their immediate left, may be clicked to expand a submenu. When a submenu is expanded, the arrow will point to the left; click the menu heading to collapse the submenu.

GENERAL OPTIONS

Subtitles: Click this button to turn subtitles on or off.

Collisions: Click this button to turn Collisions on or off. If Collisions are turned 'Off,' you will not be able to collide with or ram an enemy vessel.

Character Tool Tips: Click this button to turn on or off the tool tips which appear when a character is in view on the bridge.

Collision Alert: Click this button to turn the ship collision alert messages on or off.

SOUND

Sound Quality: Click on this button for a submenu of sound quality options. If you have a sound card that supports Aureal's A3D or Creative Labs' EAX sound, you can select the proper setting here for improved 3D sound.

SFX: Click this button to turn sound effects on and off.

SFX Volume: Click on the left/right buttons or drag the slider to set the volume for the interface and sound effects in the game.

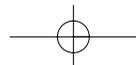
Voice: Click this button to turn voices on or off in the game.

Voice Volume: Click on the left/right buttons or drag the slider to set the volume for the voices in the game.

Music: Click this button to turn music on or off in the game.

Music Volume: Click on the left/right buttons or drag the slider to set the volume for the music in the game.





CONFIGURE

CONFIGURE

HOW TO CONFIGURE YOUR COMPUTER'S GRAPHICS

There are three areas of graphic configuration:

Screen Options: These options apply to the screen in general and are not game specific.

- **Display Device:** Click on this button to select the display device that will be used for the game. A device usually corresponds to your video card. Computers with multiple video cards should have more than one choice.
- **Resolution:** Click on this button to change the video resolution in the game. Higher resolutions look better, but on most video cards higher resolutions will run slower than lower resolutions.
- **Color Depth:** Click on this button to select either a High or Low color depth in the game. High color depth uses 32bit color, and Low color depth uses 16bit color. High color depth uses more video cards resources, but looks much better than Low color depth. This option cannot be changed when there is a mission currently running.



Master Graphic Quality: Click on this button to change the global settings for graphics in the game. Changing the Master Graphic Quality will affect all the specific graphics options underneath it. This button can be set to High, Medium, Low or Custom.

Specific Graphics Options: Choose these buttons to change specific graphic options. Some of these options (e.g. Enhanced Glows) are not available on all cards, and some may be available but not recommended for lower end cards.

- **Model Detail:** Click on this button to switch between High, Medium and Low model detail. A higher setting will use more detailed ship models but will make the game run slower on older 3D cards. This option cannot be changed when there is a mission currently running.
- **Texture Detail:** Click on this button to switch between High, Medium and Low texture detail. A higher setting will use more detailed textures throughout the game. A lower setting will help 3D cards with less texture memory run the game faster. This option cannot be changed when there is a mission currently running.
- **Visible Damage:** Click on this button to set the quality of visible damage. At Off, there will be no visual damage at all. At a Low, visual damage will be limited to the surface of the ships. Medium will add the possibility to make holes in ships. The High setting will enable component separation, allowing broken pieces to fly off into space. The Medium and High settings make

considerable demands on the computer and are recommended only for fast machines. This option cannot be changed when there is a mission currently running.

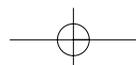
- **MipMaps:** Click this button to turn mipmaps on or off. Turning mipmaps off will save some texture memory at the expense of rendering quality. This option may be changed while a mission is currently running.
- **Glow Effects:** Click this button to turn glow effects on or off. This feature will light up the warp nacelles and lights of the ships when enabled. Having it on will only have a small performance cost, if any. This option cannot be changed while a mission is currently running.
- **Enhanced Glows:** Click this button to turn enhanced glows on or off. This feature will improve the regular glows. The Glow Effects option needs to be enabled to access this option and not all 3D cards support this feature. In both of these cases the button will be disabled. This is an expensive feature recommended only for fast video cards. This may be changed while a mission is currently running.
- **Specular Highlights:** Click this button to improve the lighting and make the ships look more shiny and metallic. This option will require more work from the video card and therefore is recommended only for faster cards. This may be changed while a mission is currently running.
- **Motion Blur:** Click this button to turn motion blur on or off when going at in system warp speeds. This option will require more work from the video card and therefore is recommended only for faster cards. This may be changed while a mission is currently running.
- **Space Dust:** Click this button to turn space dust on or off. Space dust helps the player to see their ship's motion through space. This may be changed while a mission is currently running.

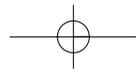
CONFIGURE CONTROLS

Click on this button to reconfigure the controls in the game. All the controls are broken into several command groups. These groups include Miscellaneous, Menu, Ship and Camera. To change a control assignment for a given command, click on the group and then on the actual command (clicking a command will bring up the "Select a new key" window). Next, press the key or mouse button to which you want that command assigned. You may cancel before pressing a new control by clicking the **Cancel** button.



If you wish to cancel any of the changes you've just made, press the **Cancel** button. Also, if you want to change the controls back to their original settings, click the **Default** button.





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CREDITS

CREDITS

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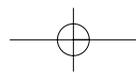
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- Make and model of your CD-ROM or DVD-ROM drive (e.g. Samsung SC-140)
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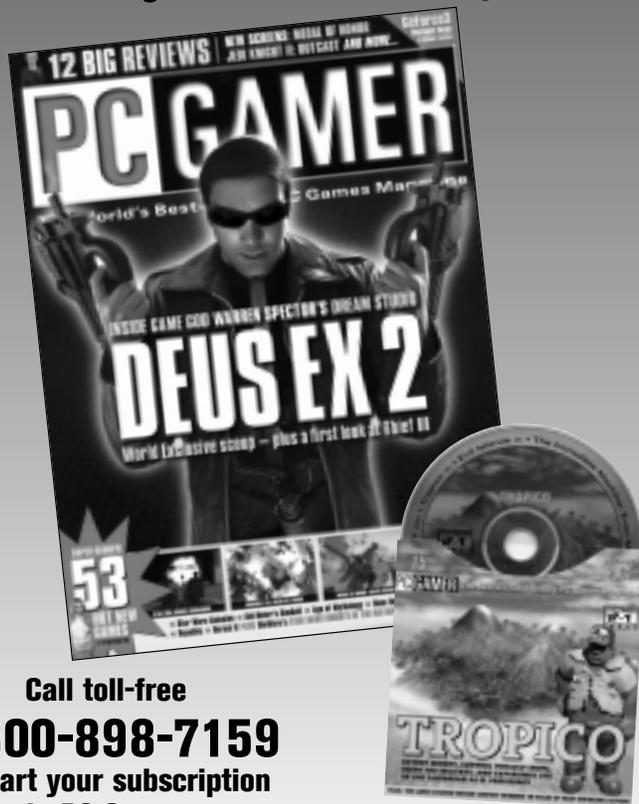
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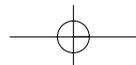
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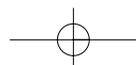
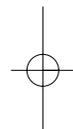
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NOTES



MISCELLANEOUS COMMANDS

Toggle the LCARS Menu System (Options Menu) ESC
 Skip Dialog Backspace
 Toggle Between Bridge Mode and Tactical Mode . . . Space
 Toggle Map Mode M
 Toggle the Score Window (in Multiplayer only) []
 Toggle the Chat Window (in Multiplayer only) []
 Team Chat (in Multiplayer only) \\
 Talk to LOMar, your Helm Officer;
 deselect Helm Menu F1
 Talk to Felix, your Tactical Officer;
 deselect Tactical Menu F2
 Talk to Saffi, your First Officer;
 deselect Commander Menu F3
 Talk to Miguel, your Science Officer;
 deselect Science Menu F4
 Talk to Brex, your Chief Engineer;
 deselect Engineering Menu F5
 Talk to any guest on your bridge/
 Close any open menu F6
 Go to Green Alert 1 (SHIFT - 1)
 Go to Yellow Alert @ (SHIFT - 2)
 Go to Red Alert # (SHIFT - 3)
 Take Screenshot Print Screen

MENU COMMANDS

Scroll up on the active (highlighted) menu ↑
 Scroll down on the active (highlighted) menu ↓
 Back out of a sub-menu ←
 Open a sub-menu →
 Select the current option in a menu
 (open a menu/select a button) Enter
 Select the first through ninth options
 in a menu Num 1-9
 Tab through the focus blocks (cycle through
 and highlight tactical interface panels) Tab

SHIP COMMANDS

Turn your ship up W
 Turn your ship left A
 Turn your ship down S
 Turn your ship right D
 Roll your ship left (counter clockwise) Q
 Roll your ship right (clockwise) E
 Fire Phasers F/Left Mouse
 Fire Torpedoes X/Right Mouse
 Fire Disruptors G/Middle Mouse
 All Stop 0
 Set Low Impulse Speed: 1-9 1-9
 Increase Speed Wheel Up
 Decrease Speed Wheel Down
 Reverse R
 Intercept CTRL+I
 Toggle Tractor Beam On/Off ALT + T
 Toggle Cloaking Device On/Off ALT + C
 Self Destruct CTRL + D
 Self Destruct CTRL+D

TARGETING COMMANDS

Next target T
 Previous target Y
 Nearest target U
 Target the next enemy I
 Target the attacker of selected target J
 Target the next Nav Point N
 Select next planet P
 Toggle Manual Firing on/off H
 Clear Target CTRL + T

CAMERA COMMANDS: TACTICAL MODE

Toggle Chase/Tracking Modes C
 Set the camera to Reverse Chase Mode V
 Allow camera rotation with mouse
 (from Chase Mode only) Shift
 Zoom in on the target (while key is pressed) Z
 Zoom in =/+
 Zoom out -/
 Toggle Cinematic Mode F9

CAMERA COMMANDS: BRIDGE MODE

Show your target on the viewport ScrL Lock
 Set your viewport to look forward Home
 Set your viewport to look left Del
 Set your viewport to look right Pg Dn
 Set your viewport to look back End
 Set your viewport to look up Pg Up
 Set your viewport to look down Ins
 Zoom in =/+
 Zoom out -/
 Toggle Cinematic Mode F9

CINEMATIC MODES

Fly-by camera F1
 Free Camera (use mouse to rotate) F2
 Target Camera (cycles between targets) F3
 Torpedo Camera F4
 Panoramic View (must have target selected) F5
 Long Range Free Camera F6
 Toggle Cinematic Mode F9

