STARTREK SPACEDOCK





THE SHIP RECOGNITION MANUAL, VOLUME 2:

STARSHIPS OF THE CARDASSIAN UNION

Author: Steven S. Long

Icon System™ Design: Christian Moore, Steven S. Long *with* Kenneth Hite, Ross Isaacs

Layout: Andreas Bodensohn

Cover: Alexandre Maier

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Welcome to the second *Ship Recognition Manual*—the first successor to Volume 1, *The Ships of Starfleet, Part 1*. As this books title indicates, it focuses on the ships of the Cardassian Union. Of the 30 ships contained herein, most are Cardassian military vessels, but a few are civilian ships, or ships created by Union member or allied species other than the Cardassians themselves.

To use this book, you should also have *Spacedock: The Advanced Starship Construction and Combat Manual*, available as a download from TrekRPG.Net. Otherwise the Starship Templates may prove somewhat confusing. You'll probably also find it helpful to have the first *SRM*, which covers canon Starfleet vessels.

SRM2: Cardassians includes several ships that previously appeared elsewhere, such as the *Galor* and *Guran* classes. Any Starship Templates in this book supercede those published in earlier volumes. The versions in this book use Cardassian-specific rules and, where necessary, correct errors in the original templates.

Chapter One, Cardassian Ship Classification, describes how the Cardassians classify their starships. It includes lists of representative classes of ships for each ship category.

Chapter Two, Cardassian Ship Construction, provides special rules and guidelines for constructing Cardassian ships. As you'll see, for the most part Cardassians build their ships using the ordinary Spacedock rules, but in a few instances (such as hulls, computers, and navigational deflectors), the rules for their ships differ slightly.

Chapter Three, *The Cardassian Ship Registry*, is where you'll find the meat of this book—the 30 Starship Templates, ranging from the *Aberax*-class Destroyer to the *Chk'tk'taa*-class Warship fielded by the H'n'k.

Corshasa Khaldok! - and I hope you enjoy the book.

Steven S. Long January, 2001

O N E

CARDASSIAN SHIP CLASSIFICATIONS

The widespread and diverse Cardassian Union uses a large fleet of starships, equally widespread and diverse, to patrol its territory, assist ships and planets in need, explore the galaxy within and beyond its borders, enforce its laws, and complete many other tasks. But unlike the UFPs Starfleet, which emphasizes peaceful and scientific missions, the Cardassian fleet embodies much of the Cardassian preoccupation with militarism, conquest, and the use of force to solve problems. The Cardassians build most of their vessels with combat first and foremost in mind. Other purposes, such as exploration, become secondary. Thus, a Cardassian vessels tends to have heavier armament than a comparative Starfleet vessel of roughly the same size and type.

Cardassian military vessels must seek the approval of the Central Command for all upgrades, alterations, and the like. For example, if a ship of the Sixth or Ninth Orders wished to improve its sensor systems and scientific facilities by removing some redundant tactical systems, it would have to ask the Central Command for permission—which it almost certainly would not receive. Similarly, civilian ships must register and license all significant additions, upgrades, or modifications to their ships with the Cardassian authorities.

Cardassian Ship Classes

The Cardassian fleet uses the following ship classifications: Battleships; Warships; Cruisers; Frigates; Fast Attack Ships; Destroyers; Escorts; Scouts; Specialized; and Support/Auxiliary. Cardassian civilian vessels, such as freighters and transports, do not differ in any significant degree from similar ships used by merchants, travelers, and prospectors throughout the Alpha and Beta Quadrants.

Battleships

Equipped with the heaviest shields and strongest weaponry available to the Central Command, *Battleships* are the largest, most powerful ships in the Cardassian fleet. They anchor most Cardassian space formations. Cardassian resource problems have limited the military to fielding only one Battleship class, the *Kagor*, and most Kagors were destroyed or heavily damaged during the Dominion War.

Shortly before the War began, the Starship Engineering Division of the Central Command proposed the creation of a second Battleship class, the *Gul'at*. During the War the Divisions engineers refined their designs to include certain types of Dominion technology, but the fighting derailed the final development of the ship. Whether the designers will have the chance to make real their plans likely depends on the outcome of the current struggle for control of the former Cardassian Union; the Militarist, Bernakian, and Shamarian factions would almost certainly build the vessel; the Spiritualists (and probably the Democratists) would not.

Cardassian Battleships Currently In Service (Representative Selection)		
Class Kagor	Classification Code BA	
Gul'at (proposed)	ВА	

Warships

Sometimes known as "Light Battleships," Warships represent the step immediately below Battleship in the Cardassian military hierarchy. They come in three basic types (standard, Heavy, and Light variants); the sub-classification depends primarily on the power of the ships tactical systems. Five classes of Warships currently exist, varying from pure powerhouses like the Keldon class, to more versatile ships like the Kurgat, which has large shuttlebays and acts as a carrier. During the Dominion War, the Central Command began work on a sixth type, a "Strike Warship" called the Vothren. Their intent was to combine the speed of a Destroyer with the power of a Warship. Unfortunately, wartime shortages, and the eventual defeat, caused the military to shelve the project.

Class	Classification Code
Durgor	WL
Gural	WA
Keldon	WH
Kurgat	WH
Thalon	WA

Cruisers

The Cardassian military relies on *Cruisers* more than any other type of vessel. In any given fleet, the majority of ships are cruisers of one sort or another, ranging from the ubiquitous *Galor*-class Battle Cruiser to the much rarer *Valkar* Light Battle Cruiser.

The Assault Cruiser is a special type of Cardassian Cruiser which is, in essence, a Heavy Battle Cruiser. Equipped with weapons stronger than a Battle Cruiser's, but weaker than those of a Warship, it provides the Orders with a great deal of tactical flexibility. In some cases Assault Cruisers function as carriers. Both the *Dur'nat* and *Sholec* classes acquitted themselves well against the Klingons and

Class	Classification Code
Bel'shan	CA
Dhaval	CI (Incursion Cruiser)
Dur'nat	CAA (Assault Cruiser)
Galor	CB (Battle Cruiser)
Kalen	СВ
Kurno	CI
Pro'met	CA
Sholec	CAA
Valkar	CBL (Light Battle Cruiser

the Federation during various 2370s wars

The *Incursion Cruiser*, on the other hand, goes a different route. Similar to a Federation "Fast Cruiser," it removes some weapons and shuns the common Cardassian embedded warp nacelle framework to create a battle cruiser-like ship with greater speed and maneuverability. Combined wings of Incursion Cruisers and Fast Attack Ships inflicted tremendous damage on enemy fleets during the Dominion War.

Frigates

The Central Command uses *Frigates*, fast medium-sized vessels, in the same roles Starfleet does: patrol, rapid response, and general military and escort duties. But compared to the Federation, the Cardassian Union has few classes of frigates; it relies on them much less than Starfleet does, preferring to use cruisers (particularly the *Galor*) instead.

The Cardassians designate as *Incursion Frigates* ships equivalent to Starfleet's fast frigates. They also have a *Strike Frigate* which is more powerfully armed than a Heavy Frigate, but still retains much of a standard Frigate's speed and maneuverability.

Cardassian Figates Currently In Service (Representative Selection)	
Class	Classification Code
Dorneg	FR
Kheras	FL
Ragar	FI (Incursion Frigate)
Thalkar	FH
Vidren	FS (Strike Frigate)

Fast Attack Ships and Destroyers

The Cardassians employ two types of smaller ships, Fast Attack Ships and Destroyers, not used by Starfleet. Destroyers are military vessels generally smaller than Cruisers, but larger (and more heavily armed than) a Frigate. Fast Attack Ships are, basically, smaller, sleeker, faster Destroyers designed primarily for perimeter defense, patrol, and rapid response missions. Unsurprisingly, the Union refers to Fast Attack Ships maximized for perimeter defense as "Perimeter Defense Ships"; they correspond, at least in part, to Starfleet escorts used for perimeter patrol missions. The Central Command technically classifies the Hideki-class Fighter as a Fast Attack Ship.

Escorts and Scouts

The Cardassians tend to lump *Escorts* and *Scouts* together, using them almost interchangeably and building them with many of the same systems. Escorts typically have slightly heavier weaponry,

	ttack Ships and Destroyers ce (Representative Selection)
Class	Classification Code
Aberax	DA (Destroyer)
Berak	FAS-PD (Fast Attack Ship
	-Perimeter Defense Ship)
Dakar	DH (Heavy Destroyer)
Guran	FAS
Hideki	XF
Rath'at	FAS

and Scouts slightly better flight control systems, but otherwise they're often quite similar.

The Central Command favors the larger, more powerful versions of these types of ships, such as Destroyer Escorts and Heavy Scouts. It has even developed a special type of ship, the *Armed Scout*, for use in wartime. Only slightly weaker than a Heavy Scout, but possessing most of the maneuverability of a standard Scout, it's a favorite among Cardassian pilots.

Class	Classification Code
Emred	SA (Armed Scout)
Mithras	ED (Destroyer Escort
Nuras	SH
Sugren	EH
Sulor	ES
Thurak	SS

Research/Laboratory and Medical Vessels

Although many other societies regard the Cardassians as little more than cruel, brutal warriors, the Central Command actually engages in an extensive amount of scientific research. The Sixth and Ninth Fleets perform deep space exploration missions, conduct planetary and astronomical surveys, and study newly-discovered lifeforms. To assist them (and Cardassian civilian scientists) with these tasks, the Starship Engineering Division has created many different types of research vessels (including medical ships).

Cardassian Research/Laboratory and Medical Vessels Currently In Service (Representative Selection)		
Class	Classification Code	
Bren'thar	SVH	
Gerar	MD	
Hogera	SV	
Nor'net	SRS/SRL	
Sho'vash	MD	
Thakar	SVH	
Tronesh	SV	
Voreska	SRS/SRL	

Specialized, Support, and Auxiliary Vessels

The Cardassians have the usual motley assortment of support vessels for their main military fleet. These ships are on the low end of the totem pole when it comes to resource allocation, so many are older, in poor repair, or lacking certain amenities.

Of note in this category is the *Veras*-class Armed Courier, a type of vessel not found in Starfleet. As small and fast as a regular Courier, the *Veras* comes equipped with much stronger tactical systems than one would expect in a ship its size. The Cardassians use it to transport highly sensitive personnel and data. More than one enemy who expected such a small ship to be "easy pickings" has gotten stung by the *Veras*'s weaponry.

CHAPTER

Cardassian Specialized, Support and Auxiliary Vessels
Currently In Service
(Representative Selection)

Class
Classification Code
Amror
TNF (Fleet Tender)
Dabal
TTA
Jo'gra (Types 3-7)
IS

Raxas SCF (Far Courier)
Salgar TMF (Military Freighter)
Tharbalt (Types 3-9) WS

Veras SCA (Armed Courier)
Vul'at TTO (Occupation Transport)

Starship Names

The Central Command does not identify its ships with a such as "U.S.S." or "I.K.D.F." It just gives its ships names—the Ga'vet, the Trenac. Markings on a vessel, and the contents of its prefix code and identification beacon, inform other Cardassian ships which Order and unit it belongs to.

CARDASSIAN STARSHIP CONSTRUCTION

This chapter describes the process for constructing Cardassian ships using the *Spacedock* rules. Unless noted otherwise, all rules (including SU and Power costs) in *Spacedock* apply when you're creating Cardassian vessels.

For the most part, Cardassian ship technology does not differ significantly from the ship technology of the other major starfaring species; an officer in Starfleet or the Romulan Star Navy could figure out how to use a Cardassian ship's systems without too much difficulty (assuming he could read the control panels, or reprogram them for his own language). However, some intriguing variations exist, and they sometimes affect the way a Cardassian ship confronts opposition or copes with being attacked.

Starship Construction Basics

As noted in Chapter One, Cardassian ships don't have registry numbers, just names. Refer to the "Noteworthy Vessels" section of the Starship Templates in Chapter Three for plenty of examples of Cardassian ship names.

Materials, System Modularity, and Cross-Ship Compatability

Due to resource scarcity problems, Cardassian ship systems often use different proportions of component materials from ship to ship. For example, the hull on one *Galor*-class Battle Cruiser might contain a higher proportion of duranium than another *Galor*'s hull, since when the first one was built, there was more duranium available (or perhaps some other material was scarce, and the engineers increased the amount of duranium to compensate). This sometimes causes supply and logistical problems.

On the other hand, to maximize resource use efficiency, and to minimize the aforementioned logistical problems, the Cardassians design many of their systems for high degrees of modularity and compatability. For example, instead of creating a new transporter system and configuration for a new type of Battle Cruiser, they simply incorporate the exact same type of transporters used on other Battle Cruisers. Thus, Cardassian officers sometimes speak of "Galor -class disruptor banks" or "Aberax-class shield generators," since those particular systems are closely associated with the ship classes they were originally designed for. This allows Cardassian commanders to switch between ships with relatively little loss of efficiency; they know how the other ships work, since the systems on one ship are similar (if not identical) to those on another. But this cuts both ways; if an enemy locates a weakness in a particular system, he can sometimes exploit that weakness when fighting many different types of Cardassian ships.

Hulls and Hull Systems

Outer and Inner Hulls

SU Cost: 5 x Size each **Power Cost**: None

Because they design their ships, first and foremost, for use in combat, the Cardassians construct them with simpler, sturdier spaceframes than those used by Starfleet. Therefore, Cardassian hulls provide more protection than the hulls on most vessels. To simulate this, Cardassian outer and inner hulls cost 5 x Size in SUs, rather than 4 x Size as on most other ships.

Ablative Armor

The Obsidian Order stole the technological secrets needed to construct starship ablative armor from Starfleet in the early 2370s. However, the advent of the Klingon-Cardassian War, followed by a civilian government and then the Dominion War, has prevented the Central Command from taking advantage of this information. Almost no Cardassian ships have ablative armor.

Structural Integrity Field

Since their hulls are stronger than those on most ships, the Cardassians often employ slightly weaker SIFs. Most Cardassian ships have SIFs in the Class 35 range. Only the largest and most powerful ships, such as the *Keldon-class* Heavy Warship, have Class 6 SIFs, and Class 7 SIFs are only found on ships uprated by the Dominion.

Personnel Systems

The accompanying tables provide information on Cardassian crew complements. These number represent average percentages by department; individual ships' complements may vary considerably from these figures.

Crew Quarters

On a Central Command ship, often a significant percentage of the crew accomodations are Spartan. Unlike the Federation, the Cardassian Union doesn't have the resources to waste making lowly soldiers' quarters the lap of luxury. Some Cardassian ships even use "hot racking," a system in which two or three crewmembers share the same rack (bed), with one sleeping while the other two are on duty.

Average Number of Cardassian Crewmen By Ship Type

Ship Type	Average Number of Crewmen per 100 SUs
Battleship	26
Courier	2
Cruiser	22
Destroyer	18
Escort	2
Frigate	19
Medical	33
Research/Labor	atory 6
Scout	4
Surveyor	26
Transport	2
Warship	24

A ship's Passenger complement is usually about 10-20% of its Crew, but this may vary depending upon the nature of the ship (a personnel transport or medical ship is built to carry more passengers than a Battleship or Cruiser). A ship's Evac complement ranges from 5-15 times the size of its Crew (again, this may vary from ship to ship).

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Medical Facilities and Systems

Medical systems on Cardassian ships other then Medical Cruisers rarely exceed rating 6. The Cardassians do not possess Emergency Medical Hologram technology.

Recreation Facilities

SU Cost: 8 per rating (see table)

Power Cost: 2 Power per rating per round of use

Use the accompanying tables to determine the recreation facilities on a Cardassian ship. Note that the SU and Power costs per rating do not change from that for Starfleet vessels.

Ship Type	Typical Recreation Rating
Battleship	6-8
Courier	1-2
Cruiser	3-7
Destroyer	3-6
Escort	1-4
Frigate	2-6
Medical	3-7
Research/Laboratory	3-7
Scout	1-2
Surveyor	2-6
Transport	2-10
Warship	5-8

Cardassian Recreation Rating		
Rating	SUs	Notes
1	8	No holodecks; a spartan mess hall; no lounges; maybe an exercise room or gym
2	16	No holodecks; a spartan mess hall; 1 small lounge; 1 gym
3	24	No holodecks; a spartan mess hall; 2 small lounges; 2 gyms
4	32	No holodecks; large eating facilities; 2 small lounges; 2 gyms
5	40	No holodecks; pleasant eating facilities; 3 small lounges; 3 gyms
6	48	1 main holodeck; pleasant eating facilities; 1 large lounge; 3 small lounges; 3 gyms
7	56	1 main holodeck; 1 personal holodeck; large, pleasant eating facilities; 2 large lounges; 4 small lounges; 4 gyms
8	64	2 main holodecks; 2 personal holodecks; large, pleasant eating facilities; 3 large lounges; 4 small lounges; 4 gyms
9	72	3 main holodecks; 3 personal holodecks; large, pleasant/luxurious eating facilities; 4 large lounges; 6 small lounges; 6 gyms
10	80	4 main holodecks; 6 personal holodecks; large, luxurious eating facilities; 6 large lounges; 9 small lounges; 9 gyms

Branch	Battleship	Warship	Cruiser	Frigate	FAS/Destroye	r Escort/Scout	Science/Medical
Command	19	19	18	17	19	15	12
Operations							
Engineering/Technical	13	14	15	17	15	22	12
Operations, General	22	23	27	20	22	23	11
Security/Tactical	17	16	17	25	22	28	11
Science							
Medical/Support	15	16	11	13	13	09	38
Science/Research	14	12	12	08	09	03	16
Officers/Enlisted	18/82	17/83	22/78	15/85	15/85	35/65	30/70

Propulsion Systems

Warp Propulsion System

The Cardassian Union uses a unique form of warp drive technology. Because Cardassian industrial processes cannot produce antimatter as pure and refined as that manufactured by the Federation or Romulans, Cardassian warp drives use a magnetic latticework focused by a mineral called *ladarium* to help purify the antimatter before it interacts with the matter. Without ladarium, a Cardassian ship risks catastrophic warp core breach, since it cannot fully regulate the matter/antimatter reaction and resultant power flow. Cardassian ships carry ladarium as part of their consumables, but as with dilithium and crucial spare parts, always seem to run out at inopportune moments, which gives rise to difficulties and adventures.

In game terms, if a Cardassian ship has to use its warp core in any way—to attain warp speeds, or simply to generate power—without ladarium to purify the antimatter, the Narrator rolls 1d6 for every ten

minute period of operation (or fraction thereof). On a 1, a catastrophic warp core failure occurs; the Narrators rolls on the table on page 93 of *Spacedock* to determine the results. Rules for emergency warp core shutdown, warp core ejection, and the like apply.

Cardassian warp drive systems experience several other problems as well. First, they do not mask their warp eddies and signatures well. Grant other ships trying to follow an eddy or trail from a Cardassian ship a +1 Test Result bonus to do so (see *Spacedock*, page 100).

Second, Cardassian warp engines are prone to loss of stability when exposed to stress placed on the ship by maneuvering. Whenever a Cardassian ship makes maneuvers which provide a total +5 or more worth of bonuses to attack or defense during a single round, the Narrator rolls 3d6. If he rolls a 3, catastrophic warp core failure occurs; the Narrators rolls on the table on page 93 of *Spacedock* to determine the results. Rules for emergency warp core

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shutdown, warp core ejection, and the like apply.

Warp Nacelles

Cardassians frequently employ embedded warp nacelle technology in their ship designs. This reduces the warp fields efficiency, and thus the ships maximum speed, slightly (though they often use engine upgrades to overcome this effect). However, it increases the strength of its deflector shields, since the shield generators don't have to make the shield bubble large enough to cover pylons and nacelles. See page 35 of *Spacedock* for more information on embedded nacelles.

The maximum speed attainable by Cardassian vessels as of 2376 is Warp 9.7. Using technological information obtained from the Dominion, the Cardassians may learn how to exceed this speed, once they solve their current political troubles and can concentrate on such research again.

Power Systems

Cardassian vessels built prior to 2371 have a weakness in their EPS systems which enemies can exploit. The famed Klingon General Gornag, who fought the Cardassians during the Betreka Nebula Incident, first developed a maneuver for doing so. Cardassian ships have a special type of power junction just a few meters from each of their spiral-wave disruptors. By maneuvering in very close to the target ship (which usually involves some skilled flying, due to the number and placement of weapons on Cardassian ships), an enemy can hit a disruptor power junction with a disruptor blast, creating an overload in the EPS system which causes explosions throughout the Cardassian ship and decreases its ability to provide power to its systems.

To get close enough to perform the Gornag Maneuver, an attacker's Flight Control officer must spend a full round and succeed with a Moderate (8) Shipboard Systems (Flight Control) Test to get close enough to the Cardassian ship. Then the Tactical Officer targets the disruptor power junction by making an attack Test at a -10 penalty (he may cancel this called shot penalty in the normal fashion; see *Spacedock*, pages 110-11). If the attack succeeds, any damage which penetrates the shields and the hull's Resistance is *tripled*.

Operations Systems

Computer Systems

SU Cost: 3 x Size per computer core

Power Cost: 5 Power per active computer core

Cardassian ships use some advances in computer systems which the Federation and Klingons are studying. While Cardassian ship computers have a slightly slower processing speed than Starfleet computers, their higher levels of reinforcement allow them to withstand more damage, subspace field shock, and vibration. By studying Cardassian computers captured during the Dominion War, Starfleet hopes to develop a new computer that incorporates the Cardassian reinforcing technology with its own high-speed systems, creating a "hybrid" computer better than any model currently in use.

In game terms, Cardassian computers cost 3 x Size in SUs, rather than the usual 2 x Size. Cardassian ships may not take bioneural computer systems (unless the Narrator determines a ship has somehow been fitted with technology stolen from the Federation or a similarly advanced society), and may not take the Class Beta computer uprating package (in fact, they rarely take computer uprating packages at all).

Computers on older Cardassian ships (those manufactured prior to 2365 and not since uprated) are more susceptible to virus penetration and other forms of electronic warfare than modern

Cardassian vessels. When an enemy attempts to "hack" such computers, or engage in communications system-based electronic warfare against them, he receives a +1 Test Result bonus on all relevant Tests. (See *Spacedock*, pages 150, 153, for rules on electronic warfare.)

Navigational Deflector

 $\pmb{\mathsf{SU}}\ \pmb{\mathsf{Cost}}\text{: } 4\ x\ \mathsf{Size}\ \mathsf{for}\ \mathsf{ships}\ \mathsf{of}\ \mathsf{Size}\ 4\ \mathsf{and}\ \mathsf{lower};\ 5\ x\ \mathsf{Size}\ \mathsf{for}$

ships of Size 5 and above

Power Cost: 5 Power per round of use

As a supplement to their main tactical systems, Cardassian ships using the Galor-class navigational deflector technology (roughly speaking, any ship of Size 5 or above) incorporate a redundant Class Cheh'gesh disruptor beam emitter into the deflectors technology. This makes the deflector cost 5 x Size in SUs for such ships, instead of the normal 4 x Size.

In game terms, the deflector-based disruptor uses the rules for "Main Deflector Phaser" on page 140 of *Spacedock*. However, using it requires no Tests; the disruptor functions as normal, but at 75% of normal strength (in other words, it does 105 damage at a cost of 14 Power, and can fire up to three shots per round with an Accuracy of 5/6/8/11). If the navigational deflector takes 25% or more of its SUs in damage, this disruptor ceases functioning until the crew repairs the deflector.

Transporters

Cardassian transporters suffer from some technological restrictions that Starfleet models do not. First, they have a maximum buffer storage time of four minutes, slightly more than half that of a Starfleet transporter. Second, their biofilters screen out only about half the substances that a Starfleet model would.

Security Systems: Internal Force Fields

SU Cost: 2 x Size

Power Cost: 2 Power per round per 3 Strength per force field

The Cardassians refer to their containment fields as neutralization fields. A neutralization field resembles an ordinary internal force field, but adds a device called a neutralization emitter to the system. This device allows the ship to generate the force field at lethal frequencies. Anyone who touches a neutralization field suffers injury. For each point of Strength a neutralization field has, it does 1+1d6 damage to anyone touching it. Thus, a Strength 5 field does 5+5d6 damage. This extra feature causes Cardassian internal force fields to cost more SUs and more Power than standard force fields. If necessary, the crew can turn off the neutralization feature, converting the containment fields to ordinary force fields and reducing the Power cost to the standard 1 Power per 3 Strength per force field.

Tactical Systems

Spiral-Wave Disruptors

The main weapon on most Cardassian ships is the spiral-wave disruptor. This weapon resembles the disruptors used by the Klingons and Romulans in most respects, but uses a different technology to transmit the energy to the weapon. To a certain extent, spiral-wave technology makes a disruptor more like a phaser (but not enough to differentiate it from other disruptors in game terms). The accompanying table provides Cardassian terminology for disruptors.

Cardassian ships frequently have a large weapon, sometimes the vessels largest weapon, mounted aft—a decidedly unusual placement in the eyes of many non-Cardassians. This is a naval tradition dating back into Cardassia's ancient past. Wet navy captains, fearing

treachery, often mounted large weapons on the aft sides of their ships to discourage backstabbing or defection by other ships in their fleets. Additionally, they found that having a large aft weapon helped to discourage pursuit if they had to withdraw from the battlefield. In the modern day, the Cardassians have also discovered that in the three-dimensional combat environment of space, where a ship mounts its weapons often has little impact on its ability to bring those weapons to bear on a target. Many Cardassian ship maneuvers and fleet formations position ships with aft disruptor cannons so that they can use those weapons effectively.

Cardassian Targeting Systems

Cardassian ships use a targeting system similar in most respects to Starfleet's Threat Assessment/Tracking/ Targeting System (TA/T/TS). Their targeting systems have the same SU and Power cost.

However, Cardassian systems enjoy one advantage over their Starfleet counterparts: they include a sophisticated automatic operation algorithm. During periods when the tactical officer cannot focus on every possible target (*i.e.*, in a large battle), the targeting system can fire some of the ship's weapons, albeit with somewhat less accuracy than the officer could.

In game terms, whenever a Cardassian ship confronts two or more targets, the tactical officer may use an action to activate the semi-autonomous firing system. Once activated, the system checks to determine which target(s) the tactical officer has chosen to fire at, then selects one additional target to fire at by itself. It has an Intellect of 2 and Shipboard Systems (Tactical) of 2 (3). It may fire any weapon on the ship which the tactical officer is not using and which remains capable of firing. The weapon has its normal range, but suffers a +2 Difficulty penalty to its Accuracy to reflect the somewhat inaccurate nature of semi-autonomous targeting. (For example, a weapon with a normal Accuracy of 4/5/7/10 has an Accuracy of 6/7/9/12 when fired by the system.) Firing the weapon costs the normal amount of Power, and the system can only fire the weapon once per round (and it may not Multifire).

On the other hand, Cardassian targeting systems sometimes lose targeting locks in multiple-launch situations. If a Cardassian ship makes more than two attacks (with any weapons controlled by the tactical systems) in a round, the Narrator rolls 2d6. If he rolls a 2, the ship loses all targeting locks; the tactical officers must either target enemy ships manually (see *Spacedock*, pages 91, 109) or spend one full round to re-establish all locks.

Shields

Remember that ships with embedded warp nacelles receive a bonus to their shields' Protection and Threshold.

Cardassian ships sometimes suffer from shield overload when their shields come under heavy attack. If a shield loses Protection equal to or greater than three times its Threshold in a single round (whether from one attack, or multiple attacks), the Narrator rolls 2d6. On a 2, the shields collapse entirely (the attacks which collapsed them do not cause any further damage to the ship). The crew must cycle them through their recharge period before it can activate them again.

Auxiliary Spacecraft Systems

The accompanying table lists suggested shuttlecraft complements for various types of Cardassian ships.

Suggested Cardassian Shuttle Complements

The following guidelines indicate the average number of Size 2 ships (shuttlecraft) Cardassian starships tend to carry (a ship may also carry Size 1 shuttlepods). A ship may substitute other small vessels, with the Narrator's permission. Generally speaking, ships should carry *only* shuttlecraft and shuttlepods (and in some instances, fighters); ships which belong to their own class and have names and registry numbers normally are not carried by other ships.

Battleship: 35-60 Courier: 0-1 Cruiser: 25-45 Escort: 0-2 Destroyer: 0-10 Frigate: 15-25 Medical: 2-10

Research/Laboratory: 3-12

Scout: 0-1
Surveyor: 5-15
Transport: 0-2
Warship: 25-40

ardassian	Standard			
Disruptor Type	Disruptor Type	SU	Damage	Shots per Round
Class Khelra	Type 1	4	40	2
Class Marghet	Type 2	8	60	2
Class Tesh'ra	Type 3	12	80	2
Class Garshep	Type 4	16	100	2
Class Ebshar	Type 5	20	120	2
Class Cheh'gesh	Type 6	24	140	3
Class Carkhet	Type 7	28	160	3
Class Rentaile	Type 8	32	180	3
Class Ta'vor	Type 9	36	200	3
Class Pelrec	Type 10	40	220	3
Class Jhokhel	Type 11	44	240	5
Class Drevan	Type 12	48	260	5
Class <i>Ul'khar</i>	Type 13	52	280	5

THE CARDASSIAN SHIP REGISTRY

This chapter provides *Spacedock* writeups for over two dozen Cardassian military and civilian ships, plus three ships of species belonging to the Cardassian Union. These ships supercede earlier Cardassian ship writeups in *The Ship Recognition Manual, Volume 1: The Ships of Starfleet, Part 1* and *The Dominion War Sourcebook*, since these Starship Templates make use of the new rules in this book for Cardassian ships and, where necessary, correct errors.

Cardassian Ship Construction Rules Changes

Here's a quick summary of the main rules changes for building Cardassian ships:

- Hulls: both 5 x Size
- Warp travel: Warp 9.7 maximum
- Computers: 3 x Size, no bio-neurals, no Class Beta upratings
- Navigational Deflector: 5 x Size for Size 5 and larger ships
- Internal Force Fields: 2 x Size, and 2 Power per
 3 Strength per field

I < I < E < 3 < 1 < F < B < 5 < E

CARDASSIAN MILITARY VESSELS

ABERAX CLASS		PROPULSION SYSTEMS	
Class and Type: Aberax-Class Destroyer Commissioning Date: 2362		Warp Drive Nacelles: Type 5C2 Speed: 4.9/7.9/9.1 [1 Power/.2 warp speed]	66
HULL SYSTEMS		PIS: Type C (6 hours of Maximum warp) Special Configuration: Embedded	6 20
Size: 5 Length: 245.71 meters Beam: 92.35 meters		Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft	18
Height: 38.50 meters Decks: 8 Mass: 420,000 metric tonnes		Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Amidships dorsal, port and starboard	18
SUs Available: 1,900 SUs Used: 1,829		Reaction Control System (.025c) [2 Power/round when in use]	5
Hull Outer	25	POWER SYSTEMS	
Inner Resistance Outer Hull: 8	25 9	Warp Engin∈ Type: Class 7/M (generates 375 Power/round) Location: Amidships	83
Inner Hull: 8 Structural Integrity Field	9	Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round) Auxiliary Power:	
Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round]	26	4 reactors (generate 5 Power/reactor/round) Emergency Power:	12
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] Backup: Class 4 (Protection 35)	13 13	Type D (generates 40 Power/round) EPS: Standard Power flow - 200 Power transfer/round	40 45
[1 Power/10 Protection/round]	13	Standard Power flow, +200 Power transfer/round Standard Usable Power: 431	45
PERSONNEL SYSTEMS		OPERATIONS SYSTEMS	
Crew/Passengers/Evac: 225/200/3,000		Bridge: Forward dorsal	25
Crew Quarters Spartan: 140	7	Computers	45
Basic: 80	8	Core 1: Forward [5 Power/round] Core 2: Amidships [5 Power/round]	v15 15
Expanded: 50 Luxury: 20	10 20	ODN	15
Unusual: 4 Environmental Systems	4	Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000	25
Basic Life Support [10 Power/round] Reserve Life Support [5 Power/round]	20 10	Accuracy: 5/6/8/11 Location: Forward ventral	
Emergency Life Support (30 emergency shelters) Gravity [3 Power/round]	10 5	Sensor Systems Long-range Sensors [5 Power/round]	40
Consumables: 2 years' worth	10	Range Package: Type 5 (Accuracy 3/4/7/10)	40
Replicator Systems Food Replicators [5 Power/round]	5	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0) Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-1	15)
Industrial Replicators Type: Network of small replicators [2 Power/round]	8	Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	. 0,
Type: 1 large unit [2 Power/replicator/round] Medical Facilities: 5 (+1) [5 Power/round]	25	Coverage: Standard Lateral Sensors [5 Power/round]	20
Recreation Facilities: 5 [10 Power/round]	40	Strength Package: Class 7 (Strength 7)	20
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]	15	Gain Package: Class Beta (+2) Coverage: Standard	
Fire Suppression System [1 Power/round when active]			18
	5 1	Navigational Sensors [5 Power/round]	
Cargo Holds: 33,000 cubic meters Locations: 6 locations throughout the ship	1	Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	
Cargo Holds: 33,000 cubic meters		Strength Package: Class 7 (Strength 7)	3

Flight Control Systems	11	TACTICAL SYSTEMS	
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use] Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2 Inertial Damping Field Main Strength: 9 [3 Power/round] Number: 3	2 2 30	Forward Starboard Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward point of starboard section of command heriring Arc: 360 degrees forward Firing Modes: Standard, Pulse	54 ull
Backup Strength: 6 [2 Power/round] Number: 3 Attitude Control [1 Power/round] Communications Systems Type: Class 8 [2 Power/round] Strength: 8 Security: -3 Basic Uprating: Class Alpha (+1) Emergency Communications: Yes [2 Power/round]	9 1 19	Forward Port Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward point of port section of command hull Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	54
Tractor Beams Emitter: Class Gamma [3 Power/Strength used/round]	9 9 3	Dorsal Starboard Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal on starboard section of command hull Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	42
Transporters Type: Personnel [5 Power/use] Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km range) Energizing/Transition Coils: Class F (Strength 6) Number and Location: One forward, one amidships Type: Emergency [5 Power/use] Pads: 16	30 52	Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal on port section of command hull Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	42
Emitter/Receiver Array: Emergency Type 3 (15,000 km range) Energizing/Transition Coils: Class F (Strength 6) Number and Location: Two forward section, one amidships, one aft Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class F (Strength 6) Number and Location: Two forward section, one amidships, one aft	44	Ventral Starboard Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral on starboard section of command hull Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	42
Cloaking Device: None Security Systems Rating: 4 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength] Science Systems Rating 2 (+1) [2 Power/round] Specialized Systems: 1 Laboratories: 11	16 5 10 15 5 4	Ventral Port Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral on port section of command hull Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	42

Dorsal Spiral-Wave Disruptor Array 42 Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Engineering dorsal amidships Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse Ventral Spiral-Wave Disruptor Arrays (2) 42 (x2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Equidistantly along ventral side of Engineering hull Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse Forward Torpedo Launcher (x2) 18 (x2) Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 **Power:** [20 + 5 per torpedo fired] Location: Ventral of command hull, port and starboard Firing Arc: Forward, but are self-guided Aft Torpedo Launcher (x2) 18 (x2) Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 **Power:** [20 + 5 per torpedo fired] Location: Aft, port and starboard Firing Arc: Aft, but are self-guided 30 Torpedoes Carried: 300 TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1 Weapons Skill: 4 Shields (Forward, Aft, Port, Starboard) 48 (x4) Shield Generator: Class 4 (Protection 610 + 100 [embedded nacelles]) [61 Power/shield/round] **Shield Grid:** Type C (50% increase to 915 Protection) Subspace Field Distortion Amplifiers: Class Epsilon (Threshold 200 + 10 [embedded nacelles])

Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield)

Standard Complement: 5 shuttlecraft Location(s): Ventral, port and starboard

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 10 Size worth of ships

Auto-Destruct System

Captain's Yacht: No

Description and Notes

Fleet data:

The Aberax-class Destroyer is one of the most feared ships in the Cardassian fleet. Although not as large as the Galor-class Battle Cruis er or other ships more commonly associated with the Central Comman d, it packs nearly as much offensive "punch" as that ship. With its multiple disruptor batteries and four torpedo launchers (an unusually large number of launchers for a Cardassian ship), it can cause significant damage to ships much larger than it.

During the Dominion War, wings of Aberax-class Destroyers saw action in nearly every major battle. Backing upv the Battle Cruisers of both the Cardassians and the Jem'Hadar, they protected major assets while wreaking havoc among the Federation alliance fleets. Admiral Baltren Tozar of Starfleets Thirty-Fourth Fleet once described them as "the toughest thing ever flown by a spoonhead."

Like most Cardassian ships, the Aberax features embedded warp nacelles, giving it a streamlined appearance compared to most Starfleet and Klingon vessels. A roughly trapezoidal module attached to the forward dorsal edge of the main body contains the bridge and several other major systems. The aft end of the main body tapers, then flares out into a curved-edge axehead shape.

Noteworthy vessels/service records/encounters:

Aberax, prototype; Khobaroth, singlehandedly destroyed the Galaxy-class U.S.S. Hentar, NCC-71093, while that ship patrolled the Cardassian border (2374); Temural, accounted for five enemy ship casualties during the Third Battle of Vulcanis (2374).

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BEL'SHAN CLASS		PROPULSION SYSTEMS	
		Warp Driv€	
Class and Type: Bel'shan-Class Cruiser Commissioning Date: 2334		Nacelles: Type 6B Speed: 6.0/8.6/9.2 [1 Power/.2 warp speed] PIS: Type H (12 hours of Maximum warp)	95 16
HULL SYSTEMS		Uprating:	
Size : 5		Package 1 for Standard, Sustainable, and Maximum Special Configuration: Embedded	6 20
Length: 233.74 meters		Impulse Engine	
Beam: 68.92 meters Height: 36.55 meters Decks: 8		Type: Class 4B (.65c/.85c) [6/8 Power/round] Location: Aft of command hull, port and starboard	23
Mass: 468,500 metric tonnes SUs Available: 1,750 SUs Used: 1,634		Impulse Engine Type: Class 4B (.65c/.85c) [6/8 Power/round] Location: Aft of engineering hull	23
Hull Outer	25	Reaction Control System (.025c) [2 Power/round when in use]	5
Inner	25	POWER SYSTEMS	
Resistance Outer Hull: 6	6	Warp Engine	
Inner Hull: 6 Structural Integrity Field	6	Type: Class 6/K (generates 320 Power/round) Location: Engineering hull	72
Main: Class 4 (Protection 70/110)	24	Impulse Engine[s]: 2 Class 4B (generate 38 Power/engine/round)	
[1 Power/10 Protection/round] Backup: Class 4 (Protection 35)	26	Auxiliary Power:	9
[1 Power/10 Protection/round] Backup: Class 4 (Protection 35)	13	3 reactors (generate 5 Power/reactor/round) Emergency Power:	9
[1 Power/10 Protection/round]	13	Type C (generates 35 Power/round) EPS:	35
Specialized Hull: Atmospheric Capability	5	Standard Power flow, +150 Power transfer/round	40
PERSONNEL SYSTEMS		Standard Usable Power: 396	
Crew/Passengers/Evac: 456/112/6,150		OPERATIONS SYSTEMS	
Crew Quarters		Bridge: Command hull dorsal	25
Spartan: 200 Basic: 300	10 30	Auxiliary Control Room: Engineering hull	15
Expanded: 75	15	Computers	
Luxury: 15	15	Core 1: Location [5 Power/round]	15
Unusual: 3	3	Core 2: Location [5 Power/round] ODN	5 5
Environmental Systems Basic Life Support [11 Power/round]	20	Navigational Deflector [5 Power/round]	25
Reserve Life Support [6 Power/round]	10	Range: 10/20,000/50,000/150,000	20
Emergency Life Support (30 emergency shelters)	10	Accuracy: 5/6/8/11	
Gravity [3 Power/round] Consumables: 2 years' worth	5 10	Location: Forward, ventral of command hull	
Replicator Systems	10	Sensor Systems	
Food Replicators [5 Power/round]	5	Long-range Sensors [5 Power/round]	40
Industrial Replicators	8	Range Package: Type 5 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0	0)
Type: Network of small replicators [2 Power/round] Type: 1 large unit [2 Power/replicator/round]		Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.	
Medical Facilities: 5 (+1) [5 Power/round]	25	Strength Package: Class 7 (Strength 7)	
Recreation Facilities: 4 [8 Power/round]	32	Gain Package: Class Beta (+2) Coverage: Standard	
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]	15	Lateral Sensors [5 Power/round]	20
Fire Suppression System [1 Power/round when active]	5	Strength Package: Class 7 (Strength 7)	
Cargo Holds: 62,000 cubic meters	2	Gain Package: Class Beta (+2)	
Locations: 12 locations throughout ship	,	Coverage: Standard Navigational Sensors [5 Power/round]	18
Escape Pods Number: 120	6	Strength Package: Class 7 (Strength 7)	
Capacity: 4 persons per pod		Gain Package: Class Beta (+2)	
		Probes: 40 Sensors Skill: 4	4
		Consolis Chini	

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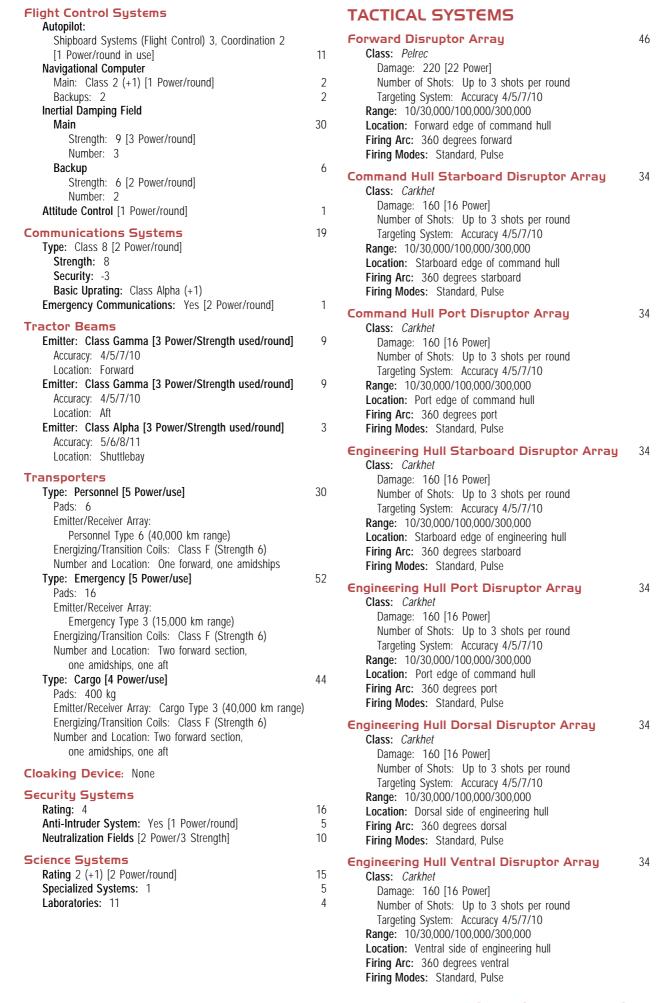
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Forward Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)

15

39 (x4)

5

Spread: 4

Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward, ventral of command hull
Firing Arc: Forward, but are self-guided

Torpedoes Carried:

40 Type II photon and stratospheric torpedoes

TA/T/TS: Class Beta [1 Power/round]

Strength: 8 Bonus: +1

Weapons Skill: 3

Shields (Forward, Aft, Port, Starboard)

Shield Generator:

Class 3 (Protection 560 + 100 [embedded nacelles])

[56 Power/shield/round]

Shield Grid: Type B (33% increase to 746 Protection)

Subspace Field Distortion Amplifiers:

Class Delta (Threshold 186 + 10 [embedded nacelles])

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)

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Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 18 Size worth of ships
Standard Complement: 9 shuttlecraft

Location(s):

Aft of command hull, aft ventral of engineering hull.

Captain's Yacht: No

Description and Notes

Fleet data:

Designed in the period immediately following the formal occupation of the planet Bajor, in part using Bajoran resources and ship schematics, the Belshan-class Cruiser has served the Cardassian people in many different roles in the past four decades. Created during a period of expansion and conquest, it was originally built to function as a planetary and system conquest, patrol, and suppression vessel—in short, to perform primarily short-range missions. Over the years its role expanded to fill many other niches, including some longer-range patrol, scouting, and support missions. Although not as sophisticated as many newer ships, it continues to perform efficiently and well in many different situations.

In 2371 the class underwent general upgrades. It received larger, better, and/or newer impulse engines, medical systems, communications systems, and computer subroutines. Other planned class upgrades were halted when the conflict with the Klingons broke out

The Belshan clearly displays the Cardassian ship design principles and aesthetics which would fully embody themselves in the Galor and Keldon classes. It has a command hull shaped like a fat crescent (really, more of a half circle with a slight curve to its aft edge). A shallow "notch" in the forward edge of the command hull holds a powerful disruptor array and a torpedo launcher (the latter was added during general upgrades to the class in the 2350s and '60s; it was not part of the ship's original design). Two thick spars connect to the command hull ventrally (holding a deflector between their forward ends) and then project aft to join a quasi-cylindrical engineering hull which has a series of paired "fin²-like structures attached to its dorsal side. This results in a large "open" area between the command hull and

engineering hull when the ship is viewed dorsally or ventrally. In some instances, this proves tactically advantageous, in that it minimizes the ship's profile from those angles. However, it has its drawbacks as well, since damaging or severing the spars can easily cut the ship in two, or at least prevent the crew from moving back and forth easily.

Noteworthy vessels/service records/encounters:

Bel'shan, prototype; Ugara, helped to quell Bajoran revolt (2341); Ren'gara, participated in Setlik III incident and aftermath (2347); Khidalsha, destroyed pirate band plaguing the systems of the Deltanis Sector (2355); Pesh'tet, hosted preliminary Federation-Cardassian peace negotiations (2366).

DAKAR CLASS		PROPULSION SYSTEMS	
		Warp Drive	
Class and Type: Dakar-Class Heavy Destroyer Commissioning Date: 2366		Nacelles: Type 5E Speed: 5.0/8.9/9.1 [1 Power/.2 warp speed]	75
		PIS: Type H (12 hours of Maximum warp) Uprating: Package 1 for Standard	16 2
HULL SYSTEMS		Special Configuration: Embedded	28
Size: 7		Impulse Engine	
Length: 436.28 meters Beam: 224.37 meters Height: 104.66 meters		Type: Class 4B (.65c/.85c) [6/8 Power/round] Location: Aft of main command hull	23
Decks: 23 decks Mass: 2,567,924 metric tonnes SUs Available: 2,400		Impulse Engine Type: Class 4B (.65c/.85c) [6/8 Power/round] Location: Aft engineering	23
SUs Used: 2,287		Reaction Control System (025c) [2 Power/round when in use]	7
Hull		[2 Power/round when in use]	/
Outer Inner	35 35	POWER SYSTEMS	
Resistance		Warp Engine	110
Outer Hull: 10	12	Type: Class 10/P (generates 530 Power/round) Location: Engineering amidships	113
Inner Hull: 10	12	Impulse Engine[s]:	
Structural Integrity Field		2 Class 4B (generate 38 Power/engine/round)	
Main: Class 5 (Protection 80/120)	0.1	Auxiliary Power:	
[1 Power/10 Protection/round] Backup: Class 5 (Protection 40)	31	4 reactors (generate 5 Power/reactor/round)	12
[1 Power/10 Protection/round	16	Emergency Power: Type C (generates 35 Power/round)	35
Backup: Class 5 (Protection 40)		EPS:	55
[1 Power/10 Protection/round]	16	Standard Power flow, +200 Power transfer/round	55
PERSONNEL SYSTEMS		Standard Usable Power: 606	
Crew/Passengers/Evac: 353/113/6,725		OPERATIONS SYSTEMS	
Crew Quarters		Bridge: Bridge module	35
Spartan: 180	9	Auxiliary Control Room:	
Basic: 200 Expanded: 45	20 9	One in each secondary command hull 42	
Luxury: 20	20	Computers	
Unusual: 3	3	Core 1: Main command hull [5 Power/round]	21
Environmental Systems		Core 2: Engineering hull [5 Power/round]	21
Basic Life Support [11 Power/round]	28	ODN	21
Reserve Life Support [6 Power/round]	14	Navigational Deflector [5 Power/round]	35
Emergency Life Support (42 emergency shelters)	14	Range: 10/20,000/50,000/150,000	
Gravity [4 Power/round] Consumables: 3 years' worth	7 21	Accuracy: 5/6/8/11 Location: Forward ventral	
Replicator Systems	21		
Food Replicators [7 Power/round]	7	Sensor Systems	44
Industrial Replicators	16	Long-range Sensors [5 Power/round] Range Package: Type 6 (Accuracy 3/4/7/10)	44
Type: Network of small replicators [2 Power/round] Type: 3 large units [2 Power/replicator/round]		High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)	
Medical Facilities: 5 (+1) [5 Power/round]	25	Low Resolution : 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16	5)
Recreation Facilities: 5 [10 Power/round]	40	Strength Package: Class 7 (Strength 7)	
Personnel Transport:		Gain Package: Class Beta (+2) Coverage: Standard	
Turbolifts, Jefferies tubes [2 Power/round]	21	Lateral Sensors [5 Power/round]	20
Fire Suppression System [1 Power/round when active] Cargo Holds: 80,000 cubic meters	7 3	Strength Package: Class 7 (Strength 7)	
Locations: 7 locations throughout the ship	J	Gain Package: Class Beta (+2)	
Escape Pods	9	Coverage: Standard Navigational Sensors [5 Power/round]	18
Number: 160		Strength Package: Class 7 (Strength 7)	10
Capacity: 8 persons per pod		Gain Package: Class Beta (+2)	
		Probes: 50	5
		Sensors Skill: 4	

Flight Control Systems	10	TACTICAL SYSTEMS	
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 1	10	Main Command Hull	
[1 Power/round in use]		Forward Disruptor Cannon	54
Navigational Computer	2	Class: Drevan Damage: 260 [26 Power]	
Main: Class 2 (+1) [1 Power/round] Backups: 2	2	Number of Shots: Up to 5 shots per round	
Inertial Damping Field	2	Targeting System: Accuracy 4/5/7/10	
Main	42	Range: 10/30,000/100,000/300,000	
Strength: 9 [3 Power/round]		Location: Forward edge of main command hull	
Number: 3	10	Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	
Backup Strength: 6 [2 Power/round]	12	·	
Number: 3		Starboard Secondary Command Hull Disruptor Array	49
Attitude Control [2 Power/round]	2	Class: Jhokhel	7,
Communications Systems	21	Damage: 240 [24 Power]	
Type: Class 8 [2 Power/round]		Number of Shots: Up to 5 shots per round	
Strength: 8		Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000	
Security: -4 (Class Gamma uprating) Basic Uprating: Class Alpha (+1)		Location: Forward edge of starboard secondary command h	ull
Emergency Communications: Yes [2 Power/round]	1	Firing Arc: 360 degrees forward (significant arc shadows)	
Tractor Beams		Firing Modes: Standard, Pulse	
Emitter: Class Delta [3 Power/Strength used/round]	12	Port Secondary Command	
Accuracy: 4/5/7/10		Hull Disruptor Array	49
Location: Forward		Class: Jhokhel	
Emitter: Class Delta [3 Power/Strength used/round]	12	Damage: 240 [24 Power] Number of Shots: Up to 5 shots per round	
Accuracy: 4/5/7/10 Location: Aft		Targeting System: Accuracy 4/5/7/10	
Emitter: Class Alpha [3 Power/Strength used/round]	6	Range: 10/30,000/100,000/300,000	
Accuracy: 5/6/8/11		Location: Forward edge of port secondary command hull	
Location: Shuttlebay (x2)		Firing Arc: 360 degrees forward (significant arc shadows) Firing Modes: Standard, Pulse	
Transporters		·	
Type: Personnel [5 Power/use]	48	Forward Ventral Spiral-Wave Disruptor Arrays (2)	84
Pads: 6 Emitter/Receiver Array:		Class: Ta'vor	04
Personnel Type 6 (40,000 km range)		Damage: 200 [20 Power]	
Energizing/Transition Coils: Class G (Strength 7)		Number of Shots: Up to 3 shots per disruptor per round	
Number and Location: One in main command hull,		Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000	
two in engineering hull Type: Emergency [5 Power/use]	60	Location: Ventral on forward section of engineering hull,	
Pads: 20	00	one port, one starboard	
Emitter/Receiver Array:		Firing Arc: 360 degrees ventral	
Emergency Type 3 (15,000 km range)		Firing Modes: Standard, Pulse	
Energizing/Transition Coils: Class G (Strength 7)		Engineering Dorsal	
Number and Location: One in main command hull, three in engineering hull		Spiral-Wave Disruptor Arrays (2) Class: Rentalle	76
Type: Cargo [4 Power/use]	48	Damage: 180 [18 Power]	
Pads: 400 kg		Number of Shots: Up to 2 shots per disruptor per round	
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)		Targeting System: Accuracy 4/5/7/10	
Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in main command hull,		Range: 10/30,000/100,000/300,000	
three in engineering hull		Location: Dorsal on engineering hull, one on aft end, one just aft of command hulls section	
Cloaking Device: None		Firing Arc: 360 degrees dorsal	
		Firing Modes: Standard, Pulse	
Security Systems Rating: 4	16	Engineering Ventral	
Anti-Intruder System: Yes [1 Power/round]	7	Spiral-Wave Disruptor Arrays (2)	76
Neutralization Fields [2 Power/3 Strength]	14	Class: Rentaile	
Science Systems		Damage: 180 [18 Power] Number of Shots: Up to 2 shots per disruptor per round	
Rating 2 (+1) [2 Power/round]	17	Targeting System: Accuracy 4/5/7/10	
Specialized Systems: 2	10	Range: 10/30,000/100,000/300,000	
Laboratories: 24	6	Location: Ventral on engineering hull, one on aft end,	
		one just aft of command hulls section	
		Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	

Aft Disruptor Cannon 50 Class: Jhokhel Fleet data: Damage: 240 [24 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse Forward Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 8 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired]

Location: Forward of main command hull Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

Standard Load: Type II photon torpedo (200 Damage)

Spread: 8

Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 **Power:** [20 + 5 per torpedo fired]

Location: Aft

Firing Arc: Aft, but are self-guided

Torpedoes Carried: 100

10

8

TA/T/TS: Class Beta [1 Power/round] Strength: 8

Bonus: +1 Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) 73 (x4)

Shield Generator:

Class 5 (Protection 900 + 100 [embedded nacelles]) [90 Power/round]

Shield Grid: Type B (33% increase to 1,200 Protection)

Subspace Field Distortion Amplifiers:

Class Zeta (Threshold 300 + 10 [embedded nacelles])

Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield)

7 Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 30 Size worth of ships Standard Complement: 20 shuttlecraft

Location(s):

Aft of main command hull, aft of engineering hull

Captain's Yacht: No

Description and Notes

The most powerful destroyer fielded by the Central Command, the Dakar-class Heavy Destroyer actually seems more like a Cruiser or a Warship than a Destroyer. Larger than the Galor and most other Cardassian vessels, its design incorporates many standard Union ship features, such as multiple superstructure "levels" and half-oval- and crescent-shaped framings. Its large half-oval command hull, instead of projecting forward from a relatively narrow engineering hull as on the Galor or Keldon, sits firmly and fully atop the broad forward end of the engineering hull, which projects aft and tapers slightly before flaring out to create a larger than usual aft structure. To the port and starboard of the command hull, and slightly aft, are two smaller hull structures of the same shape. These can function as auxiliary command centers if necessary, but are normally used for other purposes.

At most times, the Cardassians use the Dakar as a long-range patrol vessel, one capable of keeping the peace throughout multiple systems or even sectors. Dakars are common sights among the worlds of the Iron Path, newly-pacified Union territory, and other places where the Central Command considers it necessary to display the flag prominently or provide a major deterrent to pirates, smugglers, and the like. During wars, the Central Command groups Dakars into pairs or squads of four and uses them to anchor formations of smaller ships in large fleets.

Noteworthy vessels/service records/encounters:

Dakar, prototype; Trenac, rescued the freighter Par'rhen from destruction due to loss of propulsion systems within the gravity well of Black Hole Garshep 5-11 (2369); Ghevros, destroyed the Klingon forward outpost and docked fleet in the Rendrilag system with a warpspeed suicide run (2373); Barek'tala, played a key role in the conquest of Benzar by destroying or crippling three defense platforms (2374); Firhel, destroyed four Federation alliance ships during the Chin'toka counteroffensive (2375).

D

	PROPULSION SYSTEMS	
	Warp Drive Nacelles: Type 5F6	78
	Speed: 5.0/9.0/9.6 [1 Power/.2 warp speed] PIS: Type E (8 hours of Maximum warp)	10
	Impulse Engine	18
	Location: Aft command hull Acceleration Uprating: Class Beta (75% acceleration) [2 Power/round when active]	4
	Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Near nacelle pylons Acceleration Uprating: Class Beta	18
	(75% acceleration) [2 Power/round when active]	4
35 35	Reaction Control System (.025c) [2 Power/round when in use]	7
9	POWER SYSTEMS	
9 31	Warp Engine Type: Class 10/P (generates 500 Power/round) Location: Engineering amidships Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)	110
16	Auxiliary Power: 4 reactors (generate 5 Power/reactor/round)	12
10	Type C (generates 35 Power/round)	35
	Standard Power flow, +200 Power transfer/round	55
	Standard Usable Power: 556	
10	OPERATIONS SYSTEMS	
10	Bridge: Bridge module	35
5	Core 1: Forward hull [5 Power/round] Core 2: Engineering hull [5 Power/round]	21 21
28	ODN	21
14 14 7 14	Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral	35
7 13	Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10)	48
30 40	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9 Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/ Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	
21 7 3	Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	20
8	Navigational Sensors [5 Power/round] Strength Package: Class 7 (Strength 7)	18
	Probes: 60 Sensors Skill: 4	6
	35 9 9 31 16 10 20 10 30 5 28 14 14 7 14 7 13 30 40 21 7 3	Nacelles: Type 5E6 Speed: 5.0/9.0/9.6 [1 Power/2 warp speed] PIS: Type E (8 hours of Maximum warp) Impulse Engine Type: Class 3A (5c/.75c) [5/7 Power/round] Location: Aft command hull Acceleration Uprating: Class Beta (75% acceleration) [2 Power/round when active] Impulse Engine Type: Class 3A (5c/.75c) [5/7 Power/round] Location: Near nacelle pylons Acceleration Uprating: Class Beta (75% acceleration) [2 Power/round when active] Reaction Control System (0.25c) [2 Power/round when in use] POWER SYSTEMS Warp Engine Type: Class 10/P (generates 500 Power/round) Location: Engineering amidships Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round) Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) Emergency Power: Type C (generates 35 Power/round) EPS: Standard Power flow, +200 Power transfer/round Standard Usable Power: 556 OPERATIONS SYSTEMS Bridge: Bridge module Computers Core 1: Forward hull [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10) High Resolution: 71 light-years (1/1-1-6.0/6.1-13.0/ Strength Package: Class Beta (+2) Coverage: Standard Navigational Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard Navigational Sensors [5 Power/round] Strength Package: Class Beta (+2) Coverage: Standard Navigational Sensors [5 Power/round] Strength Package: Class Beta (+2) Coverage: Standard Navigational Sensors [5 Power/round] Strength Package: Class Beta (+2) Probes: 60

Forward Disruptor Cannon Class: Drevan Damage: 260 [26 Power]	4
Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000	
Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	4
Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal on command hull, one port, one starboard Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	34
	34
Connecting Interhull Starboard Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Starboard on connecting interhull Firing Arc: 360 degrees starboard Firing Modes: Standard, Pulse	12
Connecting Interhull Port Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Port on connecting interhull Firing Arc: 360 degrees port Firing Modes: Standard, Pulse	12
2 2 1 1	Range: 10/30,000/100,000/300,000 Location: Forward tip of forward hull Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse Aft Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse Forward Dorsal Spiral-Wave Disruptor Arrays (2) Class: Tavor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal on command hull, one port, one starboard Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse Forward Ventral Spiral-Wave Disruptor Arrays (2) Class: Tavor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral on command hull, one port, one starboard Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse Connecting Interhull Starboard Spiral-Wave Disruptor Array Class: Tavor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Starboard on connecting interhull Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse Connecting Interhull Port Spiral-Wave Disruptor Array Class: Tavor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Starboard on connecting interhull Firing Arc: 360 degrees starboard Firing Modes: Standard, Pulse Connecting Interhull Port Spiral-Wave Disruptor Array Class: Tavor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Port On connecting interhull Firing Arc: 360 degrees port Firing Modes: Standard, Pulse

40

Spiral- Class Dar	: <i>Ta'vor</i> mage: 200 [20 Po		
Tan Range Locat one ir Firing	mber of Shots: Upgeting System: Ace: 10/30,000/100 ion: Dorsal on ern forward section, parc: 360 degree j Modes: Standar	1,000/300,000 agineering hull, one in aft section es dorsal	sruptor per round
Spiral-Class Dan Nun Tar Range Locat one ir Firing	: <i>Ta'vor</i> mage: 200 [20 Po	p to 3 shots per discuracy 4/5/7/10 0,000/300,000 ngineering hull, one in aft section es ventral	
•		ruptor Array	42
Class Dai Nui Tar Rang e	: <i>Ta'vor</i> mage: 200 [20 Po	ower] p to 3 shots per discuracy 4/5/7/10	
	Arc: 360 degree Modes: Standar		
Stand Sprea Range Targe Powe	nd: 10 e: 15/300,000/1,0 eting System: Acc r: [20 + 5 per to	I photon torpedo (2 200,000/3,500,000 uracy 4/5/7/10 rpedo fired]	
ventra	ion: On forward e al of command hul J Arc: Forward, bu		iternuii,
Stand Sprea Range Targe Powe Locat	nd : 10	I photon torpedo (2 000,000/3,500,000 uracy 4/5/7/10 rpedo fired]	18 200 Damage)
•	oes Carried:	•	20
TA/T/T Stren	'5: Class Beta [1 gth: 8 s: +1		9
Weapo	ns Skill: 4		
Shield Cla Shield Subsp Cla	d Generator: ss 3 (Protection 6) d Grid: Type B (3 pace Field Distorti ss Delta (Thresholo	d 200)	nd] O Protection)
		lass 1 (45 seconds ors: 4 (1 per shiel	
Auto-D	estruct Syst	em	7

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 20 Size worth of ships Standard Complement: 10 shuttlecraft Location(s): Aft of command hull

Captain's Yacht: No

Description and Notes

Fleet data:

One of the oddest-shaped ships in the Cardassian fleet (at least to Cardassian eyes), the Durgor-class Light Warship consists of a large, semi-circular command hull, a broad, downsloping connecting interhull that expands and merges into a broader engineering hull with a sort of diamond shape, and three external warp nacelles on pylons (one dorsal, one port, one starboard). It mounts disruptor arrays along the ventral and dorsal sides of both hulls and the port and starboard sides of the connecting interhull, and torpedo launchers forward and aft. The ships design owes much to Federation shipbuilding principles, which the Cardassians learned about during the Federation-Cardassian War.

The Central Command typically uses Durgors as support craft for larger warships in fleet formations. During the Dominion War, for example, Durgors filled wings based around Keldon-, Kurgat-, and Thalon-class ships. Most Cardassian officers consider the ship a "lightweight" in comparison to those heavier ships, scorning it because of its weaker firepower and shields, but its proponents favor its speed and maneuverability over those of larger Warships.

Noteworthy vessels/service records/encounters:

Durgor, prototype; Garhem Vetral, played crucial role in the conquest of Brentac V (2370); Tre'gahl, destroyed three B'rel-class Light Warbirds in a battle in the Monak system (2372); Ortash, participated in taking of Deep Space 9 (2373); Prenthot, stopped a surprise Klingon thrust into the lightly-defended Dendar system (2374).

DUR'NAT CLASS PROPULSION SYSTEMS Warp Drive 70 Nacelles: Type 5D Class and Type: Dur'nat-Class Assault Cruiser **Speed:** 4.9/8.3/9.1 [1 Power/.2 warp speed] Commissioning Date: 2365 **PIS**: Type C (6 hours of Maximum warp) 6 Uprating: Package 2 for Maximum 4 **HULL SYSTEMS** 24 Special Configuration: Embedded Impulse Engine Size: 6 **Type:** Class 3A (.5c/.75c) [5/7 Power/round] 18 Length: 313.64 meters Location: Aft central hull Beam: 157.22 meters Height: 56.00 meters Impulse Engine Decks: 12 decks **Type:** Class 3A (.5c/.75c) [5/7 Power/round] 18 Mass: 779,450 metric tonnes Location: Aft engineering SUs Available: 2,500 Reaction Control System (.025c) SUs Used: 2,418 [2 Power/round when in use] 6 Hull **POWER SYSTEMS** Outer 30 30 Inner Warp Engine Resistance Type: Class 10/P (generates 535 Power/round) 114 Outer Hull: 8 9 **Location**: Engineering amidships 9 Inner Hull: 8 Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round) Structural Integrity Field Auxiliary Power: Main: Class 5 (Protection 80/120) 4 reactors (generate 5 Power/reactor/round) 12 [1 Power/10 Protection/round] 30 **Emergency Power:** Backup: Class 5 (Protection 40) Type D (generates 40 Power/round) 40 [1 Power/10 Protection/round] 15 EPS: Backup: Class 5 (Protection 40) Standard Power flow, +240 Power transfer/round 54 [1 Power/10 Protection/round] 15 Standard Usable Power: 591 PERSONNEL SYSTEMS **OPERATIONS SYSTEMS** Crew/Passengers/Evac: 315/453/5,450 **Bridge:** Forward dorsal 30 **Crew Quarters** Spartan: 80 Computers Basic: 250 25 Core 1: Forward wing section [5 Power/round] 18 Expanded: 80 16 Core 2: Aft wing section [5 Power/round] 18 Luxury: 15 15 18 Unusual: 3 3 Navigational Deflector [5 Power/round] 30 Environmental Systems Range: 10/20,000/50,000/150,000 Basic Life Support [11 Power/round] 24 Accuracy: 5/6/8/11 Reserve Life Support [6 Power/round] 12 Location: Forward ventral Emergency Life Support (36 emergency shelters) 12 Sensor Sustems **Gravity** [3 Power/round] 6 Long-range Sensors [5 Power/round] 48 Consumables: 2 years' worth 12 Range Package: Type 7 (Accuracy 3/4/7/10) Replicator Systems **High Resolution:** 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0) Food Replicators [6 Power/round] 6 Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17) Industrial Replicators 9 Strength Package: Class 7 (Strength 7) Type: Network of small replicators [2 Power/round] Gain Package: Class Beta (+2) Type: 1 large unit [2 Power/replicator/round] Coverage: Standard Medical Facilities: 4 (+1) [4 Power/round] 20 Lateral Sensors [5 Power/round] 20 Recreation Facilities: 4 [8 Power/round] 32 **Strength Package:** Class 7 (Strength 7) Personnel Transport: Gain Package: Class Beta (+2) Turbolifts, Jefferies tubes [2 Power/round] 18 Coverage: Standard Fire Suppression System [1 Power/round when active] 6 Navigational Sensors [5 Power/round] 18 Cargo Holds: 33,000 cubic meters **Strength Package**: Class 7 (Strength 7) Locations: 5 locations throughout the ship Gain Package: Class Beta (+2) 7 **Escape Pods** Probes: 40 4 Number: 140 Sensors Skill: 4 Capacity: 4 persons per pod Flight Control Systems Autopilot:

10

Shipboard Systems (Flight Control) 3, Coordination 1

[1 Power/round in use]

Navigational Computer	2	TACTICAL SYSTEMS	
Main: Class 2 (+1) [1 Power/round] Backups: 2 Inertial Damping Field Main Strength: 9 [3 Power/round] Number: 3 Backup Strength: 6 [2 Power/round] Number: 3 Attitude Control [2 Power/round]	2 2 36 9	Forward Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	54
Communications Systems Type: Class 8 [2 Power/round] Strength: 8 Security: -4 (Class Gamma uprating) Basic Uprating: Class Alpha (+1) Emergency Communications: Yes [2 Power/round] Tractor Beams Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10	21112	Aft Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	54
Location: Forward Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Shuttlebay Transporters Type: Personnel [5 Power/use]	12 3	Forward Ventral Spiral-Wave Disruptor Array (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward, ventral side of central hull Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	84
Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km rar Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in bridge module, two in central hull, one in engineering hull Type: Emergency [5 Power/use] Pads: 16 Emitter/Receiver Array: Emergency Type 3 (15,000 km ra Energizing/Transition Coils: Class G (Strength 7) Number and Location: Two in central hull, one in engineering hull	42	Wing Forward Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	84
Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: Two in central hull, two in engineering hull Cloaking Device: None Security Systems	48	Wing Aft Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees aft	84
Rating: 4 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength] Science Systems Rating 2 (+1) [2 Power/round] Specialized Systems: 1 Laboratories: 14	16 6 12 16 5 4	Firing Modes: Standard, Pulse Wing Dorsal Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees dorsal	84

Firing Modes: Standard, Pulse

Wing Ventral Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per rour Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	84 nd
Engineering Dorsal Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per rour Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: On engineering hull, one in forward section, one Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	
Engineering Ventral Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per rour Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: On engineering hull, one in forward section, one Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	
·	18 (x3)
	18 (x3)
Torpedoes Carried: 500	50
TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1	9
Weapons Skill: 4	
Shields (Forward, Aft, Port, Starboard) Shield Generator: Class 4 (Protection 800 + 100 [embedded nacelles]) [80 Power/round] Shield Grid: Type B (33% increase to 1067 Protection) Subspace Field Distortion Amplifiers:	58 (x4)

Class Zeta (Threshold 260 + 10 [embedded nacelles])

8

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

50

Shuttlebay(s): Capacity for 25 Size worth of ships

Standard Complement:

A mixture of Hideki-class fighters and shuttlecraft Location(s): Forward ventral, aft of bridge module

Captain's Yacht: No

Description and Notes

Fleet data:

One of the Cardassians' heaviest cruisers, the Dur'nat-class Assault Cruiser boasts many powerful systems, including multiple spiral-wave disruptor arrays and six photon torpedo launchers. Many Cardassian officers prefer it to the more common Keldon- or Thalon-class vessels.

One drawback to this ship is its speed; many guls would like it to be faster. Some, using their vesala, have obtained warp engine upgrade s to make it as fast as a Galor-class Battle Cruiser. Some commanders also believe the Dur'nat has unusually weak shield junctions, due to the arrangement of the shield generators and shield grid; others dispute this assertion, and in fact only anecdotal evidence of it exists.

The Dur'nat resembles the Galor in some respects, but is broader and shorter—more compact. It has a half-oval-shaped central hull with a slight backward and downward curve (similar to the Hideki-class Fighter, but without that ship's detachable warhead). The central hull attaches to a broad, relatively short engineering hull. Bridging both hulls is a large, curvilinear superstructure, called by most Cardassians the bronet, or "ar ch." It holds the bridge and some other important sections of the ship. The aft end of the engineering hull features a large Disruptor Cannon similar to those found on many Cardassian vessels.

Noteworthy vessels/service records/encounters:

Dur'nat, prototype; *Velgarin*, destroyed two Vorcha-class ships in battle in the Dhavara Sector (2372); *U'chethe*, led a crucial wing attack during Dominion offensives in the Kalandra Sector (2374); *Borkoth*, joined Damar's rebellion (2375).

EMRED CLASS Class and Type: Emred-Class Armed Scout		Impulse Engine Type: Class 4A (.6c/.85c) [6/8 Power/round] Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active]	22
Commissioning Date: 2358		Location: Engineering section Reaction Control System (.025c)	
HULL SYSTEMS		[2 Power/round when in use]	3
Size : 3		POWER SYSTEMS	
Length: 62.35 meters Beam: 18.31 meters Height: 8.96 meters Decks: 2 Mass: 53 metric tonnes SUs Available: 950		Warp Engine Type: Class 5/H (generates 295 Power/round) Location: Engineering section Impulse Engine[s]: 1 Class 4A (generate 35 Power/engine/round)	65
SUs Used: 879		Auxiliary Power: 2 reactors (generate 5 Power/reactor/round)	6
Hull Outer 15 Inner	15	Emergency Power: Type B (generates 30 Power/round) EPS:	30
Resistance		Standard Power flow, +100 Power transfer/round	25
Outer Hull: 8 Inner Hull: 8	9 9	Standard Usable Power: 330	
Structural Integrity Field Main: Class 3 (Protection 60/90)		OPERATIONS SYSTEMS	
[1 Power/10 Protection/round]	21	Bridge: Central dorsal	15
Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] Backup: Class 3 (Protection 30)	11	Computers Core 1: Aft of bridge [5 Power/round] ODN 9	9
[1 Power/10 Protection/round] PERSONNEL SYSTEMS	11	Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000	12
Crew/Passengers/Evac: 6/8/36		Accuracy: 5/6/8/11 Location: Ventral of command hull	
Crew Quarters		Sensor Systems	
Spartan: 12 Basic: 3	1 1	Long-range Sensors [5 Power/round] Range Package: Type 4 (Accuracy 3/4/7/10)	29
Expanded: None Luxury: None Unusual: None	'	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-1 Strength Package: Class 5 (Strength 5) Gain Package: Class Alpha (+1)	4)
Environmental Systems Basic Life Support [4 Power/round]	12	Coverage: Standard	
Reserve Life Support [2 Power/round] Emergency Life Support (18 emergency shelters) Gravity [2 Power/round]	6 6 3	Lateral Sensors [5 Power/round] Strength Package: Class 5 (Strength 5) Gain Package: Class Alpha (+1) Coverage: Standard	13
Consumables: .25 years' worth Replicator Systems Food Replicators [3 Power/round]	1	Navigational Sensors [5 Power/round] Strength Package: Class 5 (Strength 5)	12
Medical Facilities: 2 (+0) [2 Power/round] Recreation Facilities: 1 [2 Power/round] Personnel Transport: Jefferies tubes [0 Power/round]	10 8 3	Gain Package: Class Alpha (+1) Probes: 10 Sensors Skill: 4	1
Fire Suppression System [1 Power/round when active] Cargo Holds: 2,000 cubic meters Locations: Aft	3 1	Flight Control Systems Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2	
Escape Pods Number: 10	1	[1 Power/round in use] Navigational Computer	11
Capacity: 4 persons per pod		Main: Class 1 (+0) [0 Power/round] Backups: Two	0
PROPULSION SYSTEMS		Inertial Damping Field Main	12
Warp Drive Nacelles: Type 6C Speed: 5.9/8.9/9.1 [1 Power/.2 warp speed]	100	Strength: 9 [3 Power/round] Number: 2 Backup	4
PIS: Type E (8 hours of Maximum warp) Special Configuration: Embedded	10 12	Strength: 6 [2 Power/round] Number: 2 Attitude Control [1 Power/round]	1

Class: Ebshar

Damage: 120 [12 Power]

Number of Shots: Up to 2 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Communications Systems Type: Class 5 [2 Power/round] Strength: 5 Security: -3 (Class Gamma uprating) Basic Uprating: Class Alpha (+1) Emergency Communications: No	15
Tractor Beams Emitter: Class Beta [3 Power/Strength used/round] Accuracy: 4/5/7/10	6
Location: Forward ventral Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Aft	3
Transporters Type: Personnel [4 Power/use] Pads: 4	14
Emitter/Receiver Array: Personnel Type 6 (40,000 km ra Energizing/Transition Coils: Class F (Strength 6) Number and Location: Aft of bridge	ange)
Cloaking Device: None	
Security Systems Rating: 1	1
Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength]	4 3 6
Science Systems Rating 1 (+0) [1 Power/round]	8
Specialized Systems: None	
Laboratories: 1	2
TACTICAL SYSTEMS	
Forward Starboard Spiral-Wave Disruptor Class: Cheh'gesh Damage: 140 [14 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of ship, to starboard of central not Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	30 otch
Forward Port Spiral-Wave Disruptor	30
Class: Cheh'gesh Damage: 140 [14 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of ship, to port of central notch Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	
Dorsal Spiral-Wave Disruptor	26
Class: Ebshar Damage: 120 [12 Power] Number of Shots: Up to 2 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal amidships Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	
•	26
Ventral Spiral-Wave Disruptor	Z()

Location: Ventral amidships Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	
Aft Spiral-Wave Disruptor Class: Ebshar Damage: 120 [12 Power] Number of Shots: Up to 2 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft of engineering section Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	26
Forward Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 4 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward Firing Arc: Forward, but are self-guided	15
Torpedoes Carried: 30	3
TA/T/TS: Class Alpha [1 Power/round] Strength: 7 Bonus: +0	6
Weapons Skill: 3	
Shields (Forward, Aft, Port, Starboard) Shield Generator: Class 3 (Protection 460 + 100 [embedded nacelles]) [46 Power/shield/round] Shield Grid: Type C (50% increase to 690 Protection) Subspace Field Distortion Amplifiers: Class Gamma (Threshold 150 + 10 [embedded nace Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	4
Auto-Destruct System	3
ALIXII IARY SPACECRAET SYSTE	MS

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None Captain's Yacht: No

Description and Notes

Fleet data:

Developed during the Federation-Cardassian War to conduct reconnaissance missions into enemy territory and behind enemy lines, the Emred-class Armed Scout quickly became a favorite among Cardassian pilots. Its combination of maneuverability, speed, firepower, and strong shields make it a versatile ship, able to perform missions an ordinary Scout would have difficulty with.

The main hull of the Emred has the typical fat crescent shape common to smaller Cardassian vessels, but with a deep, narrow forward notch. The ships bridge is located on the dorsal side of the hull, right above where the notch terminates. The notch holds a torpedo launcher, and to either side of it on the forward edge of the hull are Chehgesh-class spiral-wave disruptors. The engineering hull aft of the main hull is similar to that of a Galor, but much smaller and less detailed.

Noteworthy vessels/service records/encounters:

Emred, prototype; *Kol'gar*, conducted deep scouting mission into Federation territory (2360-62); *Uhn'tara*, explored Kalanis Cluster (2371).

GALOR CLASS		PROPULSION SYSTEMS	
		Warp Driv€	
Class and Type: Galor-Class Battle Cruiser Commissioning Date: 2360		Nacelles: Type 5D6 Speed: 5.0/8.4/9.6 [1 Power/.2 warp speed] PIS: Type C (6 hours of Maximum warp)	73 6
HULL SYSTEMS		Uprating: Package 1 for Standard, Sustainable, and Maximur Special Configuration: Embedded	
Size: 6 Length: 371.88 meters Beam: 192.23 meters Height: 59.00 meters		Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft bridge module	18
Decks: 13 decks Mass: 1,678,000 metric tonnes SUs Available: 2,500 SUs Used: 2,400		Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Forward wings	18
		Impulse Engine	10
Hull Outer	30	Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft	18
Inner	30	Reaction Control System (.025c)	
	30	[2 Power/round when in use]	6
Resistance Outer Hull: 8 Inner Hull: 8	9 9	POWER SYSTEMS	
Structural Integrity Field Main: Class 5 (Protection 80/120) [1 Power/10 Protection/round] Backup: Class 5 (Protection 40) [1 Power/10 Protection/round]	30 15	Location: Engineering amidships Impulse Engine[s]: 3 Class 3A (generate 28 Power/engine/round)	103
Backup: Class 5 (Protection 40)		Auxiliary Power:	10
[1 Power/10 Protection/round]	15	4 reactors (generate 5 Power/reactor/round)	12
PERSONNEL SYSTEMS		Type D (generates 40 Power/round) EPS:	40
Crew/Passengers/Evac: 300/485/5,600		Standard Power flow, +200 Power transfer/round	50
Crew Quarters		Standard Usable Power: 559	
Spartan: 100	5		
Basic: 400	40	OPERATIONS SYSTEMS	
Expanded: 100	20	Bridge: Command hull (forward dorsal)	30
Luxury: 40	40	Bridge: Command hun (lorward dorsal)	30
Unusual: 5	5	Computers	
Environmental Systems		Core 1: Forward wing section [5 Power/round]	18
Basic Life Support [11 Power/round]	24	Core 2: Aft wing section [5 Power/round] ODN	18 18
Reserve Life Support [6 Power/round]	12		
Emergency Life Support (36 emergency shelters)	12	Navigational Deflector [5 Power/round]	30
Gravity [3 Power/round] Consumables: 2 years' worth	6 12	Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11	
Replicator Systems	12	Location: Forward ventral	
Food Replicators [6 Power/round]	6		
Industrial Replicators	9	Sensor Systems	40
Type: Network of small replicators [2 Power/round]		Long-range Sensors [5 Power/round]	48
Type: 1 large unit [2 Power/replicator/round]		Range Package: Type 7 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0)	
Medical Facilities: 6 (+1) [6 Power/round]	30	Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17))
Recreation Facilities: 4 [8 Power/round] Personnel Transport:	32	Strength Package: Class 7 (Strength 7)	,
Turbolifts, Jefferies tubes [2 Power/round]	18	Gain Package: Class Beta (+2)	
Fire Suppression System [1 Power/round when active]	6	Coverage: Standard	
Cargo Holds: 166,000 cubic meters	5	Lateral Sensors [5 Power/round]	20
Locations: 15 locations throughout the ship		Strength Package: Class 7 (Strength 7)	
Escape Pods	8	Gain Package: Class Beta (+2) Coverage: Standard	
Number: 140		Navigational Sensors [5 Power/round]	18
Capacity: 8 persons per pod		Strength Package: Class 7 (Strength 7)	-
		Gain Package: Class Beta (+2)	
		Probes: 60	6
		Sensors Skill: 4	

Flight Control Systems Autopilot:		TACTICAL SYSTEMS	
Shipboard Systems (Flight Control) 3, Coordination 1 [1 Power/round in use] Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2 Inertial Damping Field	10 2 2 2 36	Aft Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	54
Strength: 6 [2 Power/round] Number: 3 Attitude Control [2 Power/round] Communications Systems Type: Class 8 [2 Power/round] Strength: 8 Security: -4 (Class Gamma uprating) Basic Uprating: Class Alpha (+1) Emergency Communications: Yes [2 Power/round]	2 21 1	Forward Spiral-Wave Disruptor Array (3 disruptors) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	126
Accuracy: 4/5/7/10 Location: Forward ventral Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward dorsal Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft ventral	12 12 12	Bridge Starboard Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Starboard wing of bridge module Firing Arc: 360 degrees starboard Firing Modes: Standard, Pulse	42
Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km range Energizing/Transition Coils: Class G (Strength 7) Number and Location: Forward wing section,	3 32	Bridge Port Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Port wing of bridge module Firing Arc: 360 degrees port Firing Modes: Standard, Pulse	42
Pads: 16 Emitter/Receiver Array: Emergency Type 3 (15,000 km rang Energizing/Transition Coils: Class G (Strength 7) Number and Location: Two in forward wing section, two in aft wing section Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: Two in forward wing section,	56 re) 48	Wing Forward Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse Wing Aft Spiral-Wave Disruptor Arrays (2)	84
Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength] Science Systems	16 6 12 16 5 4	Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees Aft Firing Modes: Standard, Pulse	

Shields (Forward, Aft, Port, Starboard) Wing Dorsal 58 (x4) Spiral-Wave Disruptor Arrays (2) 84 **Shield Generator:** Class: Ta'vor Class 4 (Protection 800 + 100 [embedded nacelles]) [Damage: 200 [20 Power] 80 Power shield//round] Shield Grid: Type B (33% increase to 1067 Protection) Number of Shots: Up to 3 shots per disruptor per round **Subspace Field Distortion Amplifiers:** Targeting System: Accuracy 4/5/7/10 Class Zeta (Threshold 260 + 10 [embedded nacelles]) Range: 10/30,000/100,000/300,000 Recharging System: Class 1 (45 seconds) Location: One on starboard wing, one on port wing Firing Arc: 360 degrees dorsal Backup Shield Generators: 4 (1 per shield) 8 Firing Modes: Standard, Pulse Auto-Destruct System 6 Wing Ventral Spiral-Wave Disruptor Arrays (2) **AUXILIARY SPACECRAFT SYSTEMS** Class: Ta'vor Shuttlebay(s): Capacity for 40 Size worth of ships Damage: 200 [20 Power] Standard Complement: A mixture of Hideki-class fighters Number of Shots: Up to 3 shots per disruptor per round and shuttlecraft Targeting System: Accuracy 4/5/7/10 Location(s): Forward ventral, aft of bridge module Range: 10/30,000/100,000/300,000 Captain's Yacht: No **Location**: One on starboard wing, one on port wing Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse **Description and Notes** Aft Dorsal Spiral-Wave Disruptor Array Class: Ta'vor Fleet data: Damage: 200 [20 Power] The Galor-class Battle Cruiser, first encountered by the Federation Number of Shots: Up to 3 shots per round during its conflicts with the Cardassians in the mid-24th century, is the Targeting System: Accuracy 4/5/7/10 primary fighting vessel of the Cardassian Union. While not as large or Range: 10/30,000/100,000/300,000 powerful as a Galaxy-class ship, it does boast an impressive array of **Location**: Aft dorsal spiral-wave disruptors, and can put up more of a fight than its size Firing Arc: 360 degrees dorsal might initially suggest. (Its relative lack of torpedo launchers remains on Firing Modes: Standard, Pulse e of its weaknesses, however.) Starfleet does not possess precise data on many aspects of the specifications and internal configuration of this Aft Ventral Spiral-Wave Disruptor Array ship, though it has learned much more during the Dominion War and Class: Ta'vor its aftermath than it had previously. Damage: 200 [20 Power] The Galor-class Battle Cruiser consists of two roughly half-circle-Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 shaped sections, a small one (the command hull) containing the bridge and a much larger one (the main hull, whose two sides are sometimes Range: 10/30,000/100,000/300,000 called "wings") where most of the ship's primary systems are located, w Location: Aft ventral ith a long "tail" behind them. The design reminds most humans of a fis Firing Arc: 360 degrees ventral h or insect of some kind, but to the Cardassians it represents the galor, Firing Modes: Standard, Pulse a mythical hooded warrior-figure. Forward Torpedo Launcher 18 Standard Load: Type II photon torpedo (200 Damage) Noteworthy vessels/service records/encounters: Spread: 10 Galor, prototype; Jhar-Nesh, explored Vrosarian Nebula (2363); Range: 15/300,000/1,000,000/3,500,000 Khorelk, defeated the Galaxy-class U.S.S. Frontiersman in an encounter Targeting System: Accuracy 4/5/7/10 at Topharin III (2365); Drosheng, hosted diplomatic negotiations Power: [20 + 5 per torpedo fired] between the Cardassian Union and the Federation (2367-68); Peth'las, **Location**: Forward destroyed or defeated eleven Klingon capital ships during Klingon-Firing Arc: Forward, but are self-guided Cardassian War (2372-73); Os'rusa, participated in conquest of Terok Aft Torpedo Launcher

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Nor (2373); Mapdon, destroyed three Federation ships during the Battle of Tyra (2374); Adro'as, participated in conquest of Betazed (2374); Hradis, crippled two D'deridex-class ships during the Romulan re-taking of Benzar (2374); Chodet, participated in Chin'toka counteroffensive (2375); Jengesh, destroyed a Jem'Hadar Carrier during the final battle for Cardassia Prime (2375).

THE CARDASSIAN UNION

Spread: 10

Location: Aft

Strength: 8

Bonus: +1

Weapons Skill: 4

Standard Load: Type II photon torpedo (200 Damage)

Range: 15/300,000/1,000,000/3,500,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Firing Arc: Aft, but are self-guided

TA/T/TS: Class Beta [1 Power/round]

SHIP RECOGNITION MANUAL, VOL. 2

Torpedoes Carried: 200



HULL SYSTEMS

Siz∈:	4
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Length: 115.37 meters **Beam:** 82.10 meters **Height:** 26.00 meters

Decks: 5

Mass: 73,500 metric tonnes SUs Available: 1,300 SUs Used: 1,287

Hull

Outer Inner

Resistance

Outer Hull: 6 Inner Hull: 6

Structural Integrity Field

Main: Class 4 (Protection 70/110)
[1 Power/10 Protection/round]
Backup: Class 4 (Protection 35)
[1 Power/10 Protection/round]
Backup: Class 4 (Protection 35)
[1 Power/10 Protection/round]

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 75/50/580

Crew Quarters

Spartan: 40 Basic: 40 Expanded: 25 Luxury: 12 Unusual: 3

Escape Pods

Number: 40

Capacity: 4 persons per pod

Environmental Systems

Basic Life Support [8 Power/round] Reserve Life Support [4 Power/round] Emergency Life Support (24 emergency shelters) Gravity [2 Power/round] Consumables: 1 years' worth **Replicator Systems** Food Replicators [4 Power/round] Industrial Replicators Type: Network of small replicators [2 Power/round] Medical Facilities: 3 (+1) [3 Power/round] **Recreation Facilities:** 3 [6 Power/round] Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] Fire Suppression System [1 Power/round when active] Cargo Holds: 3,000 cubic meters Locations: Aft

PIS: Type C (6 hours of Maximum warp) 6
Uprating: Package 1 for Standard, Sustainable, and Maximum 6
Special Configuration: Embedded 16

Impuls∈ Engin∈
Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Acceleration Uprating: Class Alpha (66% acceleration)

2

4

2

[1 Power/round when active]

Location: Aft

Reaction Control System (.025c)

[2 Power/round when in use] POWER SYSTEMS

Warp Engine

20

20

2

4 5

12

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16

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24

12

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1

2

Type: Class 6/K (generates 300 Power/round) 70 Location: Amidships 6 Impulse Engine[s]: 6 1 Class 3A (generate 28 Power/engine/round) Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) 9 25 **Emergency Power:** Type D (generates 40 Power/round) 40 13 EPS: Standard Power flow, +180 Power transfer/round 38 13

OPERATIONS SYSTEMS

Standard Usable Power: 328

Bridge: Forward	20
Computers Core 1: Forward [5 Power/round] Core 2: Amidships [5 Power/round] ODN	12 12 12
Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral	16
Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 4 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-1 Strength Package: Class 7 (Strength 7)	33 4)
Gain Package: Class Alpha (+1) Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Alpha (+1)	17
Coverage: Standard Navigational Sensors [5 Power/round]	16

Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)

Probes: 20

Sensors Skill: 3

Flight Control Systems Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use] Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: Two Inertial Damping Field Main Strength: 9 [3 Power/round] Number: 2 Backup Strength: 6 [3 Power/round]	11 2 2 16	Forward Dorsal Spiral-Wave Disruptor Arrays (x2) Class: Rentaile Damage: 180 [18 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal, to either side of bridge module Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse Forward Ventral Spiral-Wave Disruptor Arrays (x2)	38 (x2) 38 (x2)
Strength: 6 [2 Power/round] Number: 2 Attitude Control [1 Power/round]	1	Class: Rentaile Damage: 180 [18 Power]	,
Communications Systems Type: Class 7 [2 Power/round] Strength: 7 Security: -3 Basic Uprating: Class Alpha (+1) Emergency Communications: No	17	Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral, to either side of bridge module Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	
Tractor Beams Emitter: Class Beta [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Forward Emitter: Class Beta [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Aft Transporters	6	Class: Rentaile Damage: 180 [18 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Engineering dorsal, amidships Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	38
Type: Personnel [4 Power/use] Pads: 4 Emitter/Receiver Array: Personnel Type 6 (40,000 km rail Energizing/Transition Coils: Class G (Strength 7) Number and Location: One forward, one amidships Type: Emergency [5 Power/use] Pads: 16 Emitter/Receiver Array: Emergency Type 3 (15,000 km rail Energizing/Transition Coils: Class G (Strength 7) Number and Location: One forward, one amidships	28	Engineering Ventral Spiral-Wave Disruptor Class: Rentaile Damage: 180 [18 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Engineering ventral, amidships Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	38
Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: One forward, one amidships Cloaking Device: None	24	Forward Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 6 Range: 15/350,000/1,500,000/4,050,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward Firing Arc: Forward, but are self-quided	16
Rating: 3 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength] Science Systems Rating 1 (+0) [1 Power/round] Specialized Systems: None Laboratories: 5	12 4 8 9	Aft Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 6 Range: 15/350,000/1,500,000/4,050,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Aft	16
TACTICAL SYSTEMS	_	Firing Arc: Aft, but are self-guided	0
Forward Disruptor Cannon	42	Torpedoes Carried: 80 TA/T/TS: Class Gamma [2 Power/round]	8 12
Class: Ta'vor Damage: 200 [20 Power]	72	Strength: 9 Bonus: +2	
Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward Firing Arc: 360 degrees forward		Weapons Skill: 4	

Firing Modes: Standard, Pulse

C

Shields (Forward, Aft, Port, Starboard)

32 (x4)

Shield Generator:

Class 3 (Protection 500 + 100 [embedded nacelles])

[50 Power/shield/round]

Shield Grid: Type C (50% increase to 750 Protection)

Subspace Field Distortion Amplifiers:

Class Gamma (Threshold 150 + 10 [embedded nacelles])

Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield)

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None Captain's Yacht: No

Description and Notes

Fleet data:

The Guran is one of the oddest-looking ships fielded by the Central Command. Its main body closely resembles the Aberax-class Destroyer, but an enormous U-shaped superstructure attaches ventrally to the command hull, pointing forward. Long structures shaped like flattened cylinders attach to each side of the U; they can hold weapons, supplies, additional crew quarters, or the like.

During the Dominion War, the Central Command used Guran-class ships much like Hideki-class Scouts-to harass enemy capital ships whe n in large wings, and to oppose enemy ships like itself on a one-onone basis. Although not as heavily armed as the Jem'Hadar Fast Attack Ship, it achieved almost as good a record during the war due to the skills of the Central Command's pilots and crew.

Noteworthy vessels/service records/encounters:

Guran, prototype; Eth'gar, beamed first enemy troops onto Betazed (2374); Kordat, destroyed three Klingon Brakt-class Fast Attack ships while defending the Chin'toka system (2375).

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HIDEKI CLASS		PROPULSION SYSTEMS	
Class and Type: Hideki-Class Fighter Commissioning Date: 2370 HULL SYSTEMS		Warp Drive Nacelles: Type 6C6 Speed: 6.0/9.0/9.6 [1 Power/.2 warp speed] PIS: Type C (6 hours of Maximum warp) Uprating: Package 1 for Standard, Sustainable, and Maximu Special Configuration: Embedded	103 6 um 6 12
Size: 3 Length: 85.78 meters Beam: 60.14 meters Height: 12.43 meters Decks: 2 Mass: 120,000 metric tonnes SUs Available: 1,000		Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] Location: Engineering section Reaction Control System (.025c)	18 2
SUs Used: 855		[2 Power/round when in use]	3
Hull Outer	15	POWER SYSTEMS	
Inner Resistance Outer Hull: 6 Inner Hull: 6	15 6 6	Warp Engine Type: Class 5/H (generates 280 Power/round) Location: Engineering section Impulse Engine[s]:	63
Structural Integrity Field Main: Class 3 (Protection 60/90)		1 Class 3A (generate 28 Power/engine/round) Auxiliary Power: 3 reactors (generate 5 Power/reactor/round)	9
[1 Power/10 Protection/round] Backup: Class 3 (Protection 30)	21	Emergency Power: Type B (generates 30 Power/round)	30
[1 Power/10 Protection/round] Backup: Class 3 (Protection 30) [1 Power/10 Protection/round]	11 11	Standard Power flow, +100 Power transfer/round	25
Specialized Hull: Atmospheric Capability	3	Standard Usable Power: 308	
PERSONNEL SYSTEMS		OPERATIONS SYSTEMS	
Crew/Passengers/Evac: 5/30/60		Bridge: Central dorsal	15
Crew Quarters Spartan: 10	1	Separation System: Detachable Warhead (2 torpedoes) [0 Power]	2
Basic: 20 Expanded: None Luxury: None	2	Computers Core 1: Aft of bridge [5 Power/round] ODN	9
Unusual: None Environmental Systems Basic Life Support [5 Power/round]	12	Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Ventral of command hull	12
Reserve Life Support [3 Power/round] Emergency Life Support (18 emergency shelters) Gravity [2 Power/round] Consumables: .15 years' worth Replicator Systems Food Replicators [3 Power/round] Industrial Replicators	6 6 3 1 3 3	Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 4 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-1. Strength Package: Class 5 (Strength 5)	29 4)
Type: Network of small replicators [2 Power/round] Medical Facilities: 2 (+0) [2 Power/round] Recreation Facilities: 1 [2 Power/round] Personnel Transport: Jefferies tubes [0 Power/round] Fire Suppression System [1 Power/round when active] Cargo Holds: 2,000 cubic meters	10 8 3 3	Gain Package: Class Alpha (+1) Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 5 (Strength 5) Gain Package: Class Alpha (+1)	13
Locations: 2,000 cubic meters Locations: Aft Escape Pods Number: 20	1	Coverage: Standard Navigational Sensors [5 Power/round] Strength Package: Class 5 (Strength 5) Gain Package: Class Alpha (+1)	12

Probes: 10

Sensors Skill: 4

Capacity: 4 persons per pod

1

Range: 10/30,000/100,000/300,000

Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

Location: Aft dorsal

Flight Control Systems Autopilot:		Forward Ventral Spira Class: Ebshar
Shipboard Systems (Flight Control) 2, Coordination 2 [1 Power/round in use]	8	Damage: 120 [12 Power] Number of Shots: Up to
Navigational Computer		Targeting System: Accura
Main: Class 1 (+0) [0 Power/round]	0	Range: 10/30,000/100,000
Backups: Two Inertial Damping Field	0	Location: Forward ventral
Main	12	Firing Arc: 360 degrees ve
Strength: 9 [3 Power/round]	12	Firing Modes: Standard, Po
Number: 2		Aft Ventral Spiral-Way
Backup	4	Class: Ebshar
Strength: 6 [2 Power/round]		Damage: 120 [12 Power
Number: 2		Number of Shots: Up to
Attitude Control [1 Power/round]	1	Targeting System: Accura
Communications Systems		Range: 10/30,000/100,000 Location: Aft ventral
Type: Class 5 [2 Power/round]	13	Firing Arc: 360 degrees ve
Strength: 5		Firing Modes: Standard, Pr
Security: -2		ŭ
Basic Uprating: Class Alpha (+1)		Aft Spiral-Wave Disru
Emergency Communications: No		Class: Cheh'gesh
Tractor Beams		Damage: 140 [14 Power Number of Shots: Up to
Emitter: Class Beta [3 Power/Strength used/round]	6	Targeting System: Accura
Accuracy: 4/5/7/10		Range: 10/30,000/100,000
Location: Forward ventral		Location: Aft
Emitter: Class Alpha [3 Power/Strength used/round]	3	Firing Arc: 360 degrees af
Accuracy: 5/6/8/11		Firing Modes: Standard, Po
Location: Aft		TA/T/TS: Class Beta [1 Po
Transporters		Strength: 8
Type: Personnel [4 Power/use]	13	Bonus: +1
Pads: 4		
Emitter/Receiver Array: Personnel Type 6 (40,000 km	range)	Weapons Skill: 4
Energizing/Transition Coils: Class E (Strength 5)		Shields (Forward, Aft,
Number and Location: Aft of bridge		Shield Generator:
Cloaking Device: None		Class 2 (Protection 360 +
Security Systems		[36 Power/shield/round]
Rating: 1	4	Shield Grid: Type C (50% Subspace Field Distortion A
Anti-Intruder System: Yes [1 Power/round]	3	Class Gamma (Threshold
Neutralization Fields [2 Power/3 Strength]	6	Recharging System: Class
·		Backup Shield Generators:
Science Systems Rating 1 (+0) [1 Power/round]	0	·
Specialized Systems: None	8	Auto-Destruct System
Laboratories: 1	2	AUXILIARY SPAC
		AUXICIART SPAC
TACTICAL SYSTEMS		Shuttlebay(s): None
	0.4	Captain's Yacht: No
Forward Dorsal Spiral-Wave Disruptor	26	
Class: Ebshar Damage: 120 [12 Power]		
Number of Shots: Up to 2 shots per round		Description and N
Targeting System: Accuracy 4/5/7/10		Fleet data:
Range: 10/30,000/100,000/300,000		Small, sleek, fast, and heavi
Location: Forward dorsal		primary Fighter used by the
Firing Arc: 360 degrees dorsal		includes at least a few squadror
Firing Modes: Standard, Pulse		ed in a particular region usually
Aft Dorsal Spiral-Wave Disruptor	26	e on their own within a limited
Class: Ebshar	20	engines; fleets that travel extens
Damage: 120 [12 Power]		as the Sholec-class Assault Crui
Number of Shots: Up to 2 shots per round		The Hideki combines a
Targeting System: Accuracy 4/5/7/10		command hull (points to aft)

26 I-Wave Disruptor 2 shots per round acy 4/5/7/10 0/300,000 entral ulse v∈ Disruptor 26 2 shots per round acy 4/5/7/10 0/300,000 entral ulse ptor Cannon 30 3 shots per round acy 4/5/7/10 0/300.000 ulse wer/round] 9 Port, Starboard) 23 (x4) + 100 [embedded nacelles]) increase to 540 Protection) Amplifiers: 120 + 10 [embedded nacelles]) 1 (45 seconds)

ECRAFT SYSTEMS

4 (1 per shield)

4 3

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ily armed, the Hideki-class vessel is the Central Command. Virtually every fleet ns of Hidekis. Fleets permanently station allow their Fighter squadrons to operat range, since they have powerful warp sively carry their Hidekis in carriers such

typical Cardassian crescent-shaped command hull (points to aft) with a long, narrow engineering hull terminating in a Class Chehgesh spiral-wave disruptor cannon. However , it also includes a number of unusual design features and technical innovations-advances not the result of Cardassian engineering genius, but the wiles of the Fifth Order. In the late 2360s, using agents planted deep within Starfleet's Advanced Starship Design Bureau, the Central Command obtained access to some classified design specifications for Starfleets newest design, the Defiant-class Heavy Escort. It incorporated certain elements from those specifications into the Hideki, most notably a detachable warhead contained in a forward "notch" in the command hull. This warhead carries the standard complement of two Type II photon torpedoes' worth of antimatter explosives.

Some Hidekis carry additional armament, such as a limited-capacity forward torpedo launcher.

Noteworthy vessels/service records/encounters:

Hideki, prototype; *Gor'het*, singlehandedly destroyed two Mirandaclass Cruisers during unsuccessful effort to prevent the Federation alliance from retaking Terok Nor (2374).

KAGOR CLASS		PROPULSION SYSTEMS	
Class and Type: Kagor-Class Battleship Commissioning Date: 2363		Warp Driv∈ Nacelles: Type 5E6 Speed: 4.9/8.9/9.5 [1 Power/.2 warp speed] PIS: Type C (6 hours of Maximum warp)	78 6
HULL SYSTEMS		Special Configuration: Embedded	32
Size: 8 Length: 612.79 meters Beam: 487.24 meters		Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft bridge module	18
Height: 163.47 meters Decks: 36 decks Mass: 4,592,300 metric tonnes		Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft edge of forward "wings"	18
SUs Available: 2,900 SUs Used: 2,817		Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft	18
Outer Inner	40 40	Reaction Control System (.025c) [2 Power/round when in use]	8
Resistance Outer Hull: 10 Inner Hull: 10	12 12	POWER SYSTEMS	
Structural Integrity Field Main: Class 5 (Protection 80/120) [1 Power/10 Protection/round] Backup: Class 5 (Protection 40) [1 Power/10 Protection/round]	32 16	Warp Engine Type: Class 11/Q (generates 570 Power/round) Location: Engineering amidships Impulse Engine[s]: 3 Class 3A (generate 28 Power/engine/round) Auxiliary Power:	122
Backup: Class 5 (Protection 40) [1 Power/10 Protection/round]	16	4 reactors (generate 5 Power/reactor/round) Emergency Power:	12
PERSONNEL SYSTEMS		Type E (generates 45 Power/round) EPS:	45
Crew/Passengers/Evac: 555/357/7,850		Standard Power flow, +300 Power transfer/round	70
Crew Quarters		Standard Usable Power: 654	
Spartan: 300 Basic: 300	15 30	OPERATIONS SYSTEMS	
Expanded: 80	16	Bridge: Command hull	40
Luxury: 45 Unusual: 8	45 8	Computers	0.4
Environmental Systems Basic Life Support [12 Power/round] Reserve Life Support [6 Power/round] Emergency Life Support (48 emergency shelters) Gravity [4 Power/round]	32 16 16 8	Core 1: Command hull [5 Power/round] Core 2: Central hull [5 Power/round] Core 3: Engineering hull [5 Power/round] ODN Navigational Deflector [5 Power/round]	24 24 24 24 40
Consumables: 3 years' worth Replicator Systems Food Replicators [8 Power/round] Industrial Replicators	24 8 14	Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral Sensor Systems	
Type: Network of small replicators [2 Power/round] Type: 2 large units [2 Power/replicator/round] Medical Facilities: 6 (+1) [6 Power/round] Recreation Facilities: 6 [12 Power/round] Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] Fire Suppression System [1 Power/round when active]	30 48 24 8	Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0) Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-1 Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard	48 17)
Cargo Holds: 250,000 cubic meters Locations: 12 locations throughout the ship Escape Pods Number: 180	8 10	Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard	20
Capacity: 8 persons per pod		Navigational Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	18
		Probes: 60 Sensors Skill: 5	6

Flight Control Systems Autopilot:		TACTICAL SYSTEMS	
Shipboard Systems (Flight Control) 3, Coordination 1 [1 Power/round in use] Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2 Inertial Damping Field Main Strength: 9 [3 Power/round] Number: 3 Backup	10 2 2 48	Forward Spiral-Wave Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward, ventral of command hull, dorsal of navigational deflector Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	54
Strength: 6 [2 Power/round] Number: 3 Attitude Control [2 Power/round]	2	Forward Starboard Spiral-Wave Disruptor Arrays (2)	92
Communications Systems Type: Class 8 [2 Power/round] Strength: 8 Security: -4 (Class Gamma uprating) Basic Uprating: Class Beta (+2) Emergency Communications: Yes [2 Power/round]	24	Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of starboard "wing" Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	
Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward ventral Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward dorsal Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft ventral Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11	12 12 12 3	Forward Port Spiral-Wave Disruptor Arrays (2) Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of port "wing" Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse Wing Dorsal	92
Location: Shuttlebay Transporters Type: Personnel [5 Power/use] Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km ran Energizing/Transition Coils: Class H (Strength 8) Number and Location: One each in command hull, central hull, engineering hull Type: Emergency [5 Power/use] Pads: 22	52 ge) 68	Spiral-Wave Disruptor Arrays (2) Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	92
Emitter/Receiver Array: Emergency Type 3 (15,000 km rate Energizing/Transition Coils: Class H (Strength 8) Number and Location: Two each in starboard and port sections of central hult Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class H (Strength 8) Number and Location: Two in central hull, two in engineering hull		Wing Ventral Spiral-Wave Disruptor Arrays (2) Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	92
Cloaking Device: None		Engineering Dorsal Spiral-Wave Disruptor Arrays (2)	92
Security Systems Rating: 4 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength] Science Systems	16 8 16	Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal on engineering hull	
Rating 2 (+1) [2 Power/round] Specialized Systems: 2 Laboratories: 23	18 10 6	Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	

Engineering Ventral Spiral-Wave Disruptor Arrays (2) 92 Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral on engineering hull Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse Aft Spiral-Wave Disruptor Arrays (2) Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse 18 Forward Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward Firing Arc: Forward, but are self-guided Aft Torpedo Launcher 18 Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 **Power:** [20 + 5 per torpedo fired] Location: Aft Firing Arc: Aft, but are self-guided Torpedoes Carried: 300 30 TA/T/TS: Class Gamma [1 Power/round] 12 Strength: 9 Bonus: +2 Weapons Skill: 5 Shields (Forward, Aft, Port, Starboard) 84 (x4) **Shield Generator:** Class 5 (Protection 1000 + 100 [embedded nacelles]) [100 Power/round] Shield Grid: Type B (33% increase to 1333 Protection) **Subspace Field Distortion Amplifiers:** Class Zeta (Threshold 300 + 10 [embedded nacelles]) Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield) 8 Auto-Destruct System 8 **AUXILIARY SPACECRAFT SYSTEMS**

Shuttlebay(s): Capacity for 40 Size worth of ships

A mixture of Hideki-class fighters and shuttlecraft Location(s): Forward ventral, aft of command hull

Standard Complement:

Captain's Yacht: No

Description and Notes

Fleet data:

The Central Command's largest and most powerful vessel, the Kagor-class Battleship is fully capable of fighting a Galaxy-class Explorer one-on-one and defeating it. Cardassian starship engineers have arranged its arrays of spiral-wave disruptors (including a large Disruptor Cannon forward) around its hull to allow the ship to target any enemy vessel with at least two disruptors, and often more.

The Kagor class embodies many traditional Cardassian ship design principles and aesthetic preferences. The main body of the ship, a broad crescent-shaped hull with the points to aft, has a large forward notch containing the powerful Disruptor Cannon and a torpedo launcher . On the dorsal of the main hull is a typical Cardassian half-oval command hull, mounted so that the forward third of it overlaps the notch. The ships engineering hull stretches aft from the center of the main hull, terminating in an aft weapons array.

Noteworthy vessels/service records/encounters:

Kagor, prototype; Gron'a, destroyed three Starfleet vessels in skirmish near Phenraxis VII (2364); Tik'las, destroyed by Klingons while fighting holding action allowing Detapa Council to escape Cardassia Prime (2371); Voln, participated in the capture of Deep Space 9 (2374), destroyed four Starfleet vessels during the conquest of Betazed (2374), destroyed by the Jem'Hadar during the final battle for Cardassia Prime (2375); Kemvarl, destroyed five enemy vessels during Operation Return (2374); Ronab, participated in Chin'toka counteroffensive (2375).

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KALEN CLASS		PROPULSION SYSTEMS
NALLII CLASS		Warp Drive
Class and Type: Kalen-Class Battle Cruiser		Nacelles: Type 5D 70
Commissioning Date: 2369		Speed: 4.9/8.3/9.0 [1 Power/.2 warp speed]
-		PIS: Type C (6 hours of Maximum warp) 6
HULL SYSTEMS		Uprating: Package 1 for Maximum 2 Special Configuration: Embedded 20
Size: 5		
Length: 187.93 meters		Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Beam: 86.312 meters		Acceleration Uprating:
Height: 38.00 meters		Class Alpha (66% acceleration) [1 Power/round when active] 2
Decks: 8 decks Mass: 378,500 metric tonnes		Location: Aft central hull
SUs Available: 1,850		Impulse Engine
SUs Used: 1,757		Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Hull		Acceleration Uprating:
Outer	25	Class Alpha (66% acceleration) [1 Power/round when active] 2 Location: Aft engineering
Inner	25	· ·
Resistance		Reaction Control System (.025c)
Outer Hull: 8	9	[2 Power/round when in use] 5
Inner Hull: 8	9	POWER SYSTEMS
Structural Integrity Field		
Main: Class 4 (Protection 70/110)		Warp Engine Type: Class 8/N (generates 430 Power/round) 93
[1 Power/10 Protection/round]	26	Type: Class 8/N (generates 430 Power/round) 93 Location: Engineering amidships
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]	13	Impulse Engine[s]:
Backup: Class 4 (Protection 35)	13	2 Class 3A (generate 28 Power/engine/round)
[1 Power/10 Protection/round]	13	Auxiliary Power:
		4 reactors (generate 5 Power/reactor/round) 12 Emergency Power:
PERSONNEL SYSTEMS		Type C (generates 35 Power/round) 35
Crew/Passengers/Evac: 260/413/5,100		EPS:
Crew Quarters		Standard Power flow, +200 Power transfer/round 45
Spartan: 60	3	Standard Usable Power: 486
Basic: 220	22	
Expanded: 50	10	OPERATIONS SYSTEMS
Luxury: 8 Unusual: 2	8 2	Bridg∈: Aft dorsal of primary hull
	۷	25
Environmental Systems Basic Life Support [11 Power/round]	20	Computers
Reserve Life Support [6 Power/round]	20 10	Core 1: Primary hull [5 Power/round] 15
Emergency Life Support (30 emergency shelters)	10	Core 2: Engineering hull [5 Power/round] 15
Gravity [3 Power/round]	5	ODN 15
Consumables: 2 years' worth	10	Navigational Deflector [5 Power/round] 25
Replicator Systems Food Replicators [5 Power/round]	5	Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11
Industrial Replicators	8	Location: Forward ventral
Type: Network of small replicators [2 Power/round]	Ü	
Type: 1 large unit [2 Power/replicator/round]		Sensor Systems Long-range Sensors [5 Power/round] 31
Medical Facilities: 5 (+1) [5 Power/round]	25	Range Package: Type 4 (Accuracy 3/4/7/10)
Recreation Facilities: 4 [8 Power/round] Personnel Transport:	32	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
Turbolifts, Jefferies tubes [2 Power/round]	15	Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)
Fire Suppression System [1 Power/round when active]	5	Strength Package: Class 6 (Strength 6)
Cargo Holds: 15,000 cubic meters	1	Gain Package: Class Alpha (+1) Coverage: Standard
Locations: 4 locations throughout the ship	7	Lateral Sensors [5 Power/round] 15
Escape Pods Number: 120	7	Strength Package: Class 6 (Strength 6)
Capacity: 8 persons per pod		Gain Package: Class Alpha (+1)
, , , , , , ,		Coverage: Standard
		Navigational Sensors [5 Power/round] 14 Strength Package: Class 6 (Strength 6)
		Gain Package: Class Alpha (+1)

Probes: 30

Sensors Skill: 4

3

Flight Control Systems		TACTICAL SYSTEMS	
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 1 [1 Power/round in use] Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2 Inertial Damping Field Main Strength: 9 [3 Power/round] Number: 3	10 2 2 30	Forward Disruptor Cannon Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	46
Strength: 6 [2 Power/round] Number: 3 Attitude Control [1 Power/round] Communications Systems Type: Class 7 [2 Power/round] Strength: 7 Security: -4 (Class Gamma uprating) Basic Uprating: Class Alpha (+1)	1 19	Aft Disruptor Cannon Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	46
Emergency Communications: Yes [2 Power/round] Tractor Beams Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Shuttlebay	9 9 3	Forward Dorsal Spiral-Wave Disruptor Array (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward dorsal, one port, one starboard Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	84
Transporters Type: Personnel [5 Power/use] Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km rand Energizing/Transition Coils: Class F (Strength 6) Number and Location: Two in primary hull, one in engineering hull Type: Emergency [5 Power/use] Pads: 16 Emitter/Receiver Array: Emergency Type 3 (15,000 km rand)	52	Forward Ventral Spiral-Wave Disruptor Array (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward ventral, one port, one starboard Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	84
Energizing/Transition Coils: Class F (Strength 6) Number and Location: Two in primary hull, two in engineering hull Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class F (Strength 6) Number and Location: Two in primary hull, two in engineering hull	44	Engineering Dorsal Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: On engineering hull, one in forward section, one af Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	84 ft
Cloaking Device: None Security Systems Rating: 4 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength] Science Systems Rating 2 (+1) [2 Power/round] Specialized Systems: 1 Laboratories: 12	16 5 10 15 5 4	Engineering Ventral Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: On engineering hull, one in forward section, one af Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	84 ^c t

18 Forward Torpedo Launcher Noteworthy vessels/service records/encounters:

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Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 **Power:** [20 + 5 per torpedo fired] **Location**: Forward Firing Arc: Forward, but are self-guided Torpedoes Carried: 100 10 TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1 Weapons Skill: 4 Shields (Forward, Aft, Port, Starboard) 42 (x4) **Shield Generator:** Class 4 (Protection 650 + 100 [embedded nacelles]) [65 Power/round] **Shield Grid:** Type B (33% increase to 865 Protection) **Subspace Field Distortion Amplifiers:** Class Delta (Threshold 200 + 10 [embedded nacelles]) Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield)

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 10 Size worth of ships 20 Standard Complement: 5 shuttlecraft Location(s): Aft of primary hull Captain's Yacht: No

Description and Notes

Auto-Destruct System

Fleet data:

Although nowhere near as numerous as the Galor-class Battle Cruiser, the Kalen-class vessel is a common sight among the fleets of the Central Command-in fact, some officers refer to it as fen'aras, the "younger brother" of the Galor. Hundreds of Kalens patrol the spacelanes and systems of the Cardassian Union, detering invasions and enforcing the law.

During the Dominion War, Kalen wings played a decisive role in many battles, including much of the Kalandra Campaign. Federation alliance ships soon learned to fear its firepower and maneuverability. Though slower than the Galor, what the Kalen lacks in speed it makes up for in its ability to turn and accelerate quicker than the larger Battle Cruiser. Wings composed of Galors (for offensive power) and Kalens (for maneuvering and defense against enemy fighters) were an important component of many Dominion-Cardassian strike fleets.

The Central Command has accused its Starship Engineering Division of patterning the appearance of the Kalen on the rengat, a crustacean native to the seas of Cardassia Prime. Its central hull, shaped like a crescent with the points aft, has a deep notch in the cent er of the forward edge. The dorsal part of this notch contains the ship's Forward Disruptor Cannon and some sensor equipment; ventrally, the notch slopes back to merge with the ship's navigational deflector. A raised section in the center of the dorsal side of the primary hull about two-thirds aft contains the bridge and related sections of the ship.

The Kalen's engineering hull consists of a series of smaller crescent-shaped sections linked together, like the tail of some fearsome crab. Some Cardassian starship engineers have proposed redesigning the ship so that each of these sections could detach from the ship and maneuver on its own, but so far this idea has received a lukewarm reception, at best, from the Central Command.

Kalen, prototype; Peg'tha, helped to transport members of the Detapa Council to Deep Space 9 ahead of an invading Klingon force (2371); Er'idara, rescued a stranded Cardassian transport, saving the lives of over 500 civilians (2373); Sher'gal, destroyed two Galaxy-class cruisers in a suicide run during one of Starfleet's attempts to retake Betazed (2375).

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KELDON CLASS		PROPULSION SYSTEMS	
		Warp Drive	
Class and Type: Keldon-Class Heavy Warship Commissioning Date: 2364		Speed: 5.0/8.4/9.6 [1 Power/.2 warp speed] PIS: Type C (6 hours of Maximum warp)	73 6
HULL SYSTEMS		Uprating: Package 1 for Standard, Sustainable, and Maximum Special Configuration: Embedded	6 24
Size: 6 Length: 371.88 meters Beam: 192.23 meters Height: 70.13 meters		Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft bridge module	18
Decks: 16 decks Mass: 2,230,000 metric tonnes SUs Available: 2,500 SUs Used: 2,475		Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft of main command hull	18
Hull Outer	30	Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft	18
Inner Resistance	30	Reaction Control System (.025c) [2 Power/round when in use]	6
Outer Hull: 10 Inner Hull: 10	12 12	POWER SYSTEMS	
Structural Integrity Field Main: Class 6 (Protection 90/130) [1 Power/10 Protection/round] Backup: Class 6 (Protection 45) [1 Power/10 Protection/round]	33 17	Location: Engineering amidships Impulse Engine[s]: 3 Class 3A (generate 28 Power/engine/round)	12
Backup: Class 6 (Protection 45) [1 Power/10 Protection/round]	17	Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) Emergency Power:	12
PERSONNEL SYSTEMS			45
Crew/Passengers/Evac: 500/750/8,500			55
Crew Quarters Spartan: 200	10	Standard Usable Power: 604	
Basic: 400 Expanded: 120	40 25	OPERATIONS SYSTEMS	
Luxury: 45 Unusual: 5	45 5	Bridge: Command hull (forward dorsal)	30
Environmental Systems Basic Life Support [12 Power/round] Reserve Life Support [6 Power/round]	24 12	Core 2: Aft of main command hull [5 Power/round]	18 18 18
Emergency Life Support (36 emergency shelters) Gravity [3 Power/round] Consumables: 2 years' worth Replicator Systems Food Replicators [6 Power/round]	12 6 12 6	Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral	30
Industrial Replicators Type: Network of small replicators [2 Power/round] Type: 2 large units [2 Power/replicator/round]	12	Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10)	48
Medical Facilities: 6 (+1) [6 Power/round] Recreation Facilities: 5 [8 Power/round] Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]	30 40 18	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0) Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-1 Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	7)
Fire Suppression System [1 Power/round when active] Cargo Holds: 166,000 cubic meters Locations: 15 locations throughout the ship Escape Pods Number: 160	6 5 9	Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	20
Capacity: 8 persons per pod		Coverage: Standard Navigational Sensors [5 Power/round] Strength Package: Class 7 (Strength 7)	18

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Gain Package: Class Beta (+2)

Probes: 60

Sensors Skill: 4

Autopilot		TACTICAL SYSTEMS	
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 1		Aft Disruptor Cannon	54
[1 Power/round in use]	10	Class: Drevan	٠.
Navigational Computer	10	Damage: 260 [26 Power]	
Main: Class 2 (+1) [1 Power/round]	2	Number of Shots: Up to 5 shots per round	
Backups: 2	2	Targeting System: Accuracy 4/5/7/10	
Inertial Damping Field		Range: 10/30,000/100,000/300,000	
Main	36	Location : Aft	
Strength: 9 [3 Power/round]		Firing Arc: 360 degrees aft	
Number: 3		Firing Modes: Standard, Pulse	
Backup	9	Forward Spiral-Wave Disruptor Array (3)	126
Strength: 6 [2 Power/round]		Class: Ta'vor	120
Number: 3	2	Damage: 200 [20 Power]	
Attitude Control [2 Power/round]	2	Number of Shots: Up to 3 shots per disruptor per round	
Communications Systems	21	Targeting System: Accuracy 4/5/7/10	
Type: Class 8 [2 Power/round]		Range: 10/30,000/100,000/300,000	
Strength: 8		Location: Forward	
Security: -4 (Class Gamma uprating)		Firing Arc: 360 degrees forward	
Basic Uprating: Class Alpha (+1)	1	Firing Modes: Standard, Pulse	
Emergency Communications: Yes [2 Power/round]	1	Bridge Starboard	
Tractor Beams		Spiral-Wave Disruptor Array	42
Emitter: Class Delta [3 Power/Strength used/round]	12	Class: Ta'vor	
Accuracy: 4/5/7/10		Damage: 200 [20 Power]	
Location: Forward ventral		Number of Shots: Up to 3 shots per round	
Emitter: Class Delta [3 Power/Strength used/round]	12	Targeting System: Accuracy 4/5/7/10	
Accuracy: 4/5/7/10		Range: 10/30,000/100,000/300,000	
Location: Forward dorsal		Location : Starboard wing of bridge module	
Emitter: Class Delta [3 Power/Strength used/round]	12	Firing Arc: 360 degrees starboard	
Accuracy: 4/5/7/10		Firing Modes: Standard, Pulse	
Location: Aft ventral Emitter: Class Alpha [3 Power/Strength used/round]	3	Bridge Port Spiral-Wave Disruptor Array	42
Accuracy: 5/6/8/11	3	Class: Ta'vor	
Location: Shuttlebay		Damage: 200 [20 Power]	
•		Number of Shots: Up to 3 shots per round	
Transporters		Targeting System: Accuracy 4/5/7/10	
Type: Personnel [5 Power/use]	32	Range: 10/30,000/100,000/300,000	
Pads: 6	200)	Location: Port wing of bridge module	
Emitter/Receiver Array: Personnel Type 6 (40,000 km rai	ige)	Firing Arc: 360 degrees port	
Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in main command hull,		Firing Modes: Standard, Pulse	
one in engineering hull		Wing Forward	
Type: Emergency [5 Power/use]	56	Spiral-Wave Disruptor Arrays (2)	84
Pads: 16	00	Class: Ta'vor	
Emitter/Receiver Array: Emergency Type 3 (15,000 km ra	ange)	Damage: 200 [20 Power]	
Energizing/Transition Coils: Class G (Strength 7)	3 /	Number of Shots: Up to 3 shots per disruptor per round	
Number and Location: Two in main command hull,		Targeting System: Accuracy 4/5/7/10	
two in engineering hull		Range: 10/30,000/100,000/300,000	
Type: Cargo [4 Power/use]	48	Location: One on starboard wing, one on port wing Firing Arc: 360 degrees forward	
Pads: 400 kg		Firing Modes: Standard, Pulse	
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)		Timing Modes. Standard, Tuise	
Energizing/Transition Coils: Class G (Strength 7)		Wing Aft Spiral-Wave Disruptor Arrays (2)	84
Number and Location: Two in main command hull,		Class: Ta'vor	
two in engineering hull		Damage: 200 [20 Power]	
Cloaking Device: None		Number of Shots: Up to 3 shots per disruptor per round	
Security Systems		Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000	
Rating: 4	16	Location: One on starboard wing, one on port wing	
Anti-Intruder System: Yes [1 Power/round]	6	Firing Arc: 360 degrees Aft	
Neutralization Fields [2 Power/3 Strength]	12	Firing Modes: Standard, Pulse	
·		g modes. Ottahadra, i disc	
Science Systems Pating 2 (+1) [2 Power/round]	14		
Rating 2 (+1) [2 Power/round] Specialized Systems: 1	16 5		
Laboratories: 15	5 4		

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Wing Dorsal Spiral-Wave Disruptor Arrays (2) 84 Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse Wing Ventral Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse Aft Dorsal Spiral-Wave Disruptor Array 42 Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft dorsal Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse Aft Ventral Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft ventral Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse Forward Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward Firing Arc: Forward, but are self-guided 18 Aft Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 **Targeting System:** Accuracy 4/5/7/10 **Power:** [20 + 5 per torpedo fired] Location: Aft Firing Arc: Aft, but are self-guided 20 Torpedoes Carried: 200 TA/T/TS: Class Beta [1 Power/round] 9 Strength: 8 Bonus: +1

	62 (x4)
Shield Generator:	
Class 5 (Protection 900 + 100 [embedded nacelles])	
[90 Power shield//round]	
Shield Grid: Type B (33% increase to 1200 Protection)	
Subspace Field Distortion Amplifiers:	
Class Zeta (Threshold 300 + 10 [embedded nacelles]))
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	8

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 40 Size worth of ships
Standard Complement:
A mixture of Hideki-class fighters and shuttlecraft
Location(s): Forward ventral, aft of bridge module
Captain's Yacht: No

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Description and Notes

Auto-Destruct System

Fleet data:

The Keldon-class Heavy Warship is nothing more than a Galorclass Battle Cruiser with some additional superstructures attached to the dorsal and aft ventral parts of the engineering hull. This allowed its designers to install a better model warp core to generate more Power for stronger shields and the like. Its weapons and other systems are identical to those of the Galor, or in a few cases slightly better.

Noteworthy vessels/service records/encounters:

Keldon, prototype; Jodra, flagship for the Cardassian fleet that triumphed over the Federation in the Battle of Sidris Tertius (2365); U'greth, destroyed an entire wing of Klingon ships by detonating its own warp core (2372); Kheshro, helped to defeat the Klingon invaders at the Battle of Hoget Naar (2373); Tho-thara, hosted secret diplomatic negotiations between the Cardassian Union and the Dominion (2373); Logaal, participated in Dominion-Cardassian alliance attack on the Bolarus system (2374); Il'ghut, helped to destroy Starbase 544 in a surprise raid (2375); Prenn'at, under command of Gul Meghess, defected to join Damar's rebellion and participated in initial attacks on Dominion facilities, later destroyed by the Jem'Hadar (2375).

Weapons Skill: 4

NURAS CLASS		PROPULSION SYSTEMS	
Class and Type: Nuras-Class Heavy Scout Commissioning Date: 2355		Warp Drive Nacelles: Type 5C Speed: 5.0/8.0/9.0 [1 Power/.2 warp speed] PIS: Type C (6 hours of Maximum warp)	65 6
HULL SYSTEMS		Impulse Engine	10
Size: 4 Length: 126.48 meters Beam: 37.25 meters Height: 23.71 meters		Type: Class 3A (.5c/.75c) [5/7 Power/round] Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] Location: Aft primary hull	18
Decks: 5 decks Mass: 114,760 metric tonnes SUs Available: 1,300 SUs Used: 1,206		Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] Location: Aft engineering	18
Hull Outer Inner	20 20	Reaction Control System (.025c) [2 Power/round when in use]	4
Resistance Outer Hull: 8 Inner Hull: 8 Structural Integrity Field	9 9	POWER SYSTEMS Warp Engine Type: Class 6/K (generates 345 Power/round)	75
Main: Class 3 (Protection 60/90) [1 Power/10 Protection/round] Backup: Class 3 (Protection 30) [1 Power/10 Protection/round] Backup: Class 3 (Protection 30)	22 11 11	Location: Engineering amidships Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round) Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) Emergency Power:	9
[1 Power/10 Protection/round] Specialized Hull: Atmospheric Capability	4	Type C (generates 35 Power/round)	35
	·	Standard Power flow, +150 Power transfer/round	35
PERSONNEL SYSTEMS		Standard Usable Power: 401	
Crew/Passengers/Evac: 32/20/1,340		OPERATIONS SYSTEMS	
Crew Quarters Spartan: 20 Basic: 5 Expanded: None Luxury: None Unusual: None	1 1	Bridge: Forward dorsal Computers Core 1: Primary hull [5 Power/round] Core 2: Engineering hull [5 Power/round] ODN	20 12 12 12
Environmental Systems Basic Life Support [9 Power/round] Reserve Life Support [5 Power/round] Emergency Life Support (24 emergency shelters) Gravity [2 Power/round] Consumables: 1 years' worth	16 8 8 4 4	Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Forward ventral	16
Replicator Systems Food Replicators [4 Power/round] Medical Facilities: 2 (+0) [2 Power/round]	4 10	Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 6 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-	41 -5.0)
Recreation Facilities: 2 [4 Power/round] Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] Fire Suppression System [1 Power/round when active]	16 12	Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/1 Strength Package: Class 7 (Strength 7) Gain Package: Class Alpha (+1)	
Fire Suppression System [1 Power/round when active] Cargo Holds: 5,000 cubic meters Locations: 2 locations throughout the ship Escape Pods	4 1 5	Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Alpha (+1)	17
Number: 100 Capacity: 4 persons per pod		Coverage: Standard Navigational Sensors [5 Power/round] Strength Package: Class 7 (Strength 7)	16
		Gain Package: Class Alpha (+1) Probes: 36 Sensors Skill: 4	4

Flight Control Systems Autopilot:		TACTICAL SYSTEMS	
Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use] Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2 Inertial Damping Field Main Strength: 9 [3 Power/round] Number: 3 Backup	11 2 2 24	Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	42
Strength: 6 [2 Power/round] Number: 3		Forward Dorsal Spiral-Wave Disruptor Array (2)	68
Attitude Control [1 Power/round] Communications Systems Type: Class 7 [2 Power/round] Strength: 7 Security: -4 (Class Gamma uprating) Basic Uprating: Class Alpha (+1) Emergency Communications: Yes [2 Power/round]	1 19 1	Class: Carkhet Damage: 160 [16 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward dorsal, one port, one starboard Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	
Tractor Beams Emitter: Class Beta [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Forward Emitter: Class Beta [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Aft Transporters Type: Personnel [5 Power/use] Pads: 6	6 6 30	Forward Ventral Spiral-Wave Disruptor Array (2) Class: Carkhet Damage: 160 [16 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward dorsal, one port, one starboard Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	68
Emitter/Receiver Array: Personnel Type 6 (40,000 km ran Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in primary hull, one in engineering hull Type: Emergency [5 Power/use] Pads: 16 Emitter/Receiver Array: Emergency Type 3 (15,000 km ra Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in primary hull, one in engineering hull Type: Cargo [4 Power/use]	26	Engineering Dorsal Spiral-Wave Disruptor Arrays Class: Carkhet Damage: 160 [16 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Engineering dorsal Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	34
Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in primary hull, one in engineering hull Cloaking Device: None Security Systems Rating: 4 Anti-Intruder System: Yes [1 Power/round]	16 4	Engineering Ventral Spiral-Wave Disruptor Arrays Class: Carkhet Damage: 160 [16 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Engineering ventral Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	34
Neutralization Fields [2 Power/3 Strength] Science Systems Rating 1 (+0) [1 Power/round] Specialized Systems: 0 Laboratories: 3	9	Forward Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 4 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward Firing Arc: Forward, but are self-guided	15
		Torpedoes Carried: 20	2
		TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1	9

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) 28 (x4)

Shield Generator:

Class 3 (Protection 500) [50 Power/round]

Shield Grid: Type B (33% increase to 665 Protection)

Subspace Field Distortion Amplifiers:
Class Gamma (Threshold 150)
Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None Captain's Yacht: No

Description and Notes

Fleet data:

In service since 2355, the the Nuras-class Heavy Scout differs from most Cardassian ships in some important respects. As a scout, it has to be fast and maneuverable, and for that reason its designers avoided the standard embedded-nacelle feature found in most Cardassian vessels. Instead, they placed the warp nacelles—which have a sort of elongated half-oval shape that looks nothing like Starfleet or Romulan nacelles—on two pylons projecting backward from a slender, tapered engineering hull connected to an arrowhead-shaped primary hull. The end result is a ship that vaguely resembles a dart or arrow, but which looks nothing like most other Cardassian vessels.

In the twenty years since it first entered the fleet, the Nuras has proven itself well-suited for even the most dangerous scouting missions . Its speed, agility, ability to enter atmospheres, powerful shields, and heavy armament (for a ship its size) make it perfect for recon missions behind enemy lines, or forays into uncharted and potentially hazardous systems. Since 2363, the Central Command has installed an improved sensor suite in all Nuras-class ships, to enhance their ability to gather information.

Noteworthy vessels/service records/encounters:

Nuras, prototype; Ortetha, performed reconnaissance mission that uncovered a weakness in Starfleets lines which the Central Command exploited in the attack on Hugara V (2363); Trin'ga, captured by Starfleet while spying in Federation space, causing a major diplomatic incident (2369); Kenddhar, gathered information which made possible the conquest of Benzar (2374).

PROPULSION SYSTEMS **PRO'MET CLASS** Warp Drive 86 Nacelles: Type 6.92 Class and Type: Pro'met-Class Cruiser **Speed:** 6.0/7.0/9.2 [1 Power/.2 warp speed] Commissioning Date: 2356 PIS: Type H (12 hours of Maximum warp) 16 Uprating: Package 1 for Standard, Sustainable, and Maximum 6 **HULL SYSTEMS** Special Configuration: Embedded Size: 6 Impulse Engine Length: 323.87 meters **Type:** Class 3A (.5c/.75c) [5/7 Power/round] 18 Beam: 161.36 meters Location: Aft bridge module Height: 59.48 meters Impulse Engine Decks: 13 Type: Class 3A (.5c/.75c) [5/7 Power/round] Mass: 1.368.000 metric tonnes 18 Location: Aft bridge module SUs Available: 2,200 SUs Used: 2,092 Reaction Control System (.025c) [2 Power/round when in use] 6 Hull Outer 30 30 Inner **POWER SYSTEMS** Resistance Warp Engine 9 Outer Hull: 8 Type: Class 8/N (generates 440 Power/round) 94 Inner Hull: 8 9 Location: Engineering amidships Impulse Engine[s]: Structural Integrity Field 2 Class 3A (generate 28 Power/engine/round) Main: Class 5 (Protection 80/120) Auxiliary Power: [1 Power/10 Protection/round] 30 4 reactors (generate 5 Power/reactor/round) 12 Backup: Class 5 (Protection 40) **Emergency Power:** [1 Power/10 Protection/round] 15 Type D (generates 40 Power/round) 40 Backup: Class 5 (Protection 40) EPS: [1 Power/10 Protection/round] 15 Standard Power flow, +180 Power transfer/round 48 PERSONNEL SYSTEMS Standard Usable Power: 496 Crew/Passengers/Evac: 255/42/3,600 **OPERATIONS SYSTEMS Crew Quarters** Bridge: Bridge module (aft dorsal on command hull) 30 Spartan: 100 10 **Basic**: 150 15 Auxiliary Control Room: Secondary command hull 18 Expanded: 30 Luxury: 10 10 Core 1: Primary command hull [5 Power/round] 18 Unusual: 4 4 Core 2: Secondary command hull [5 Power/round] 18 **Environmental Systems** 18 Basic Life Support [10 Power/round] 24 Navigational Deflector [5 Power/round] 30 Reserve Life Support [5 Power/round] 12 Range: 10/20,000/50,000/150,000 Emergency Life Support (36 emergency shelters) 12 **Accuracy**: 5/6/8/11 Gravity [3 Power/round] 6 Location: Forward ventral Consumables: 3 years' worth 18 Replicator Systems Sensor Systems Food Replicators [6 Power/round] 6 Long-range Sensors [5 Power/round] 48 Industrial Replicators 9 Range Package: Type 7 (Accuracy 3/4/7/10) Type: Network of small replicators [2 Power/round] **High Resolution:** 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0) Type: 1 large unit [2 Power/replicator/round] **Low Resolution:** 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17) 25 Medical Facilities: 5 (+1) [5 Power/round] Strength Package: Class 7 (Strength 7) Recreation Facilities: 4 [8 Power/round] 32 Gain Package: Class Beta (+2) Personnel Transport:

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Coverage: Standard

Coverage: Standard

Probes: 60

Sensors Skill: 4

Lateral Sensors [5 Power/round]

Gain Package: Class Beta (+2)

Navigational Sensors [5 Power/round]

Gain Package: Class Beta (+2)

Strength Package: Class 7 (Strength 7)

Strength Package: Class 7 (Strength 7)

Turbolifts, Jefferies tubes [2 Power/round]

Locations: 12 locations throughout ship

Cargo Holds: 40,000 cubic meters

Capacity: 4 persons per pod

Escape Pods

Number: 140

Fire Suppression System [1 Power/round when active]

Flight Control Systems		TACTICAL SYSTEMS	
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 2		Aft Disruptor Cannon	50
[1 Power/round in use]	11	Class: Jhokhel	00
Navigational Computer	• •	Damage: 240 [24 Power]	
Main: Class 2 (+1) [1 Power/round]	2	Number of Shots: Up to 5 shots per round	
Backups: 2	2	Targeting System: Accuracy 4/5/7/10	
Inertial Damping Field	24	Range: 10/30,000/100,000/300,000	
Main Strength: 9 [3 Power/round]	36	Location: Aft Firing Arc: 360 degrees aft	
Number: 3		Firing Modes: Standard, Pulse	
Backup	9	•	107
Strength: 6 [2 Power/round] Number: 3		Forward Spiral-Wave Disruptor Array (3) Class: Ta'vor	126
Attitude Control [2 Power/round]	2	Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round	
Communications Systems	21	Targeting System: Accuracy 4/5/7/10	
Type: Class 8 [2 Power/round]		Range: 10/30,000/100,000/300,000	
Strength: 8		Location: Forward	
Security: -4 (Class Gamma uprating)		Firing Arc: 270 degrees dorsal and forward	
Basic Uprating: Class Alpha (+1)	1	Firing Modes: Standard, Pulse	
Emergency Communications: Yes [2 Power/round]	1	Bridge Dorsal Spiral-Wave Disruptor Array	42
Tractor Beams		Class: Ta'vor	
Emitter: Class Gamma [3 Power/Strength used/round]	9	Damage: 200 [20 Power]	
Accuracy: 4/5/7/10 Location: Forward ventral		Number of Shots: Up to 3 shots per round	
Emitter: Class Gamma [3 Power/Strength used/round]	9	Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000	
Accuracy: 4/5/7/10	•	Location: Dorsal of bridge module	
Location: Forward dorsal		Firing Arc: 360 degrees dorsal	
Emitter: Class Delta [3 Power/Strength used/round]	12	Firing Modes: Standard, Pulse	
Accuracy: 4/5/7/10		Bridge Starboard	
Location: Aft ventral Emitter: Class Alpha [3 Power/Strength used/round]	3	Spiral-Wave Disruptor Array	42
Accuracy: 5/6/8/11	3	Class: Ta'vor	
Location: Shuttlebay		Damage: 200 [20 Power]	
Transporters		Number of Shots: Up to 3 shots per round	
Type: Personnel [5 Power/use]	32	Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000	
Pads: 6	02	Location: Starboard side of bridge module	
Emitter/Receiver Array: Personnel Type 6 (40,000 km ra	inge)	Firing Arc: 360 degrees starboard	
Energizing/Transition Coils: Class G (Strength 7)		Firing Modes: Standard, Pulse	
Number and Location: One in primary command hull,		Bridge Port Spiral-Wave Disruptor Array	42
one in secondary command hull Type: Emergency [5 Power/use]	56	Class: Ta'vor	
Pads: 16	50	Damage: 200 [20 Power]	
Emitter/Receiver Array: Emergency Type 3 (15,000 km r	ange)	Number of Shots: Up to 3 shots per round	
Energizing/Transition Coils: Class G (Strength 7)	3 /	Targeting System: Accuracy 4/5/7/10	
Number and Location: Two in primary command hull,		Range: 10/30,000/100,000/300,000 Location: Port side of bridge module	
one in secondary command hull, one in engineering		Firing Arc: 360 degrees port	
Type: Cargo [4 Power/use] Pads: 400 kg	48	Firing Modes: Standard, Pulse	
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)	Secondary Command Hull	
Energizing/Transition Coils: Class G (Strength 7)	,	Dorsal Spiral-Wave Disruptor Arrays (2)	82
Number and Location: One in primary command hull,		Class: Ta'vor	02
one in secondary command hull, two in engineering	hull	Damage: 200 [20 Power]	
Cloaking Device: None		Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10	
Security Systems		Range: 10/30,000/100,000/300,000	
Rating: 4	16	Location: One each on starboard and port dorsal sides of	
Anti-Intruder System: Yes [1 Power/round]	6	command hull (significant arc shadow from engineering hull)	
Neutralization Fields [2 Power/3 Strength]	12	Firing Arc: 360 degrees dorsal	
Science Systems		Firing Modes: Standard, Pulse	
Rating 2 (+1) [2 Power/round]	16		
Specialized Systems: 2	10		
Laboratories: 16	4		

Secondary Command Hull Ventral Spiral-Wave Disruptor Arrays (2) 82 Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One each on starboard and port ventral sides of command hull (significant arc shadow from engineering hull) Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse Forward Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 8 Range: 15/300,000/1,000,000/3,500,000 **Targeting System:** Accuracy 4/5/7/10 **Power:** [20 + 5 per torpedo fired] Location: Forward Firing Arc: Forward, but are self-guided 17 Aft Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 8 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 **Power:** [20 + 5 per torpedo fired] Location: Aft Firing Arc: Aft, but are self-quided Torpedoes Carried: 160 16 TA/T/TS: Class Beta [1 Power/round] Strenath: 8 Bonus: +1 Weapons Skill: 4 Shields (Forward, Aft, Port, Starboard) 57 (x4) Shield Generator: Class 4 (Protection 750 + 100 [embedded nacelles]) [80 Power shield//round] **Shield Grid:** Type B (33% increase to 1067 Protection)

AUXILIARY SPACECRAFT SYSTEMS

Class Zeta (Threshold 250 + 10 [embedded nacelles])

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Subspace Field Distortion Amplifiers:

Auto-Destruct System

Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield)

Shuttlebay(s): Capacity for 28 Size worth of ships Standard Complement: 14 shuttlecraft Location(s): Aft of primary command hull, aft of secondary command hull Captain's Yacht: No

Description and Notes

Fleet data:

Designed by the engineers who also created the Galor-class Battle Cruiser, the Pro'met-class Cruiser shares many features in common with that ship, both aesthetically and technologically. It consists of a large primary command hull, similar to that of the Galor but slightly smaller, with a trapezoidal bridge module mounted on the aft dorsal with its long axis running port-starboard. A long, tapering engineering hull projects backward from the command hull. Mounted on top of the engineering hull, about halfway down its length, is a secondary command hull, shaped just like the primary hull, but only about half the size. If necessary, the crew can transfer all of the ship's command functions to the secondary hull and operate the ship from there. Starfleet Command speculates (incorrectly) that the secondary hull can detach from the ship and operate independently of the main ship.

Although design of the Pro'met began in the early 2340s, it was not completed until the mid-2350s, launching in 2356 in the middle of the Federation-Cardassian War. It quickly proved itself a versatile and effective ship, able to perform a wide variety of military and non-military missions. Battlefield commanders appreciate its multiple disruptor arrays and maneuverability, while officers of the Sixth and Ninth Orders find the vessel eminently suitable for deep space exploration and scientific research missions.

Noteworthy vessels/service records/encounters:

Pro'met, prototype; Bet'lar, crippled three Starfleet vessels in the Battle of Maretka (2361); Khular, narrowly escaped destruction by a wing of Starfleet cruisers to return to headquarters with valuable intelligence regarding enemy fleet movements (2363); Vorness, clashed with and defeated a force of three Ferengi ships over the right to the dilithium deposits on Komar III (2368); Lorset, explored the Brech'tel Expanse and catalogued its stellar anomalies (2368-2372); Thend'a, defected to the Federation alliance, and later assisted Damar's rebellion (2375).

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Strength Package: Class 5 (Strength 5)

Strength Package: Class 5 (Strength 5)

Probes: 5 (launched via small forward launcher costing 2 SUs) 3

Gain Package: Class Alpha (+1)

Navigational Sensors [5 Power/round]

Gain Package: Class Alpha (+1)

Coverage: Standard

Sensors Skill: 2

SHIP RECOGNITION MANUAL, VOL. 2 THE CARDASSIAN UNION

Turbolifts, Jefferies tubes [2 Power/round]

Locations: 6 cargo modules amidships

Cargo Holds: 200,000 cubic meters

Capacity: 4 persons per pod

Fire Suppression System [1 Power/round when active]

Personnel Transport:

Escape Pods

Number: 120

12

Flight Control Systems		TACTICAL SYSTEMS	
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 1 [1 Power/round in use] Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2 Inertial Damping Field Main Strength: 6 [3 Power/round] Number: 3	10 2 2 30	Aft Spiral-Wave Disruptor Cannon Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per roun Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	42 d
Backup Strength: 4 [2 Power/round] Number: 3 Attitude Control [1 Power/round] Communications Systems Type: Class 5 [2 Power/round] Strength: 5 Security: -2 Basic Uprating: None	9 1 10	Class: Carkhet Damage: 160 [16 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal side of command hull Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	34
Emergency Communications: No Tractor Beams Emitter: Class Gamma [3 Power/Strength used/round]	9	Class: Carkhet Damage: 160 [16 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral side of command hull Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	34
Transporters Type: Personnel [5 Power/use] Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km rate Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in command hull, one in engineering section Type: Emergency [5 Power/use] Pads: 16 Emitter/Receiver Array: Emergency Type 3 (15,000 km rate in the command in the command hull)	26	Class: Carkhet Damage: 160 [16 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Starboard side of command hull Firing Arc: 360 degrees starboard Firing Modes: Standard, Pulse	34
Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in command hull, one in engineering section Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in each cargo module, one in engineering section	77	Class: Carkhet Damage: 160 [16 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Port side of command hull Firing Arc: 360 degrees port Firing Modes: Standard, Pulse	34
Cloaking Device: None Security Systems Rating: 2 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength]	8 5 10	TA/T/TS: Class Alpha [O Power/round] Strength: 7 Bonus: +0 Weapons Skill: 2	6
Science Systems Rating 1 (+0) [1 Power/round] Specialized Systems: None Laboratories: None	10	Shields (Forward, Aft, Port, Starboard) Shield Generator: Class 2 (Protection 240 + 100 [embedded nacelles]) [24 Power/shield/round] Shield Grid: Type B (33% increase to 360 Protection) Subspace Field Distortion Amplifiers: Class Beta (Threshold 80 + 10 [embedded nacelles]) Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield)	7 (x4) 4

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Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None Captain's Yacht: No

Description and Notes

Fleet data:

The standard cargo carrier of the Central Command, the Salgar-class Military Freighter consists of a fork-shaped command hull forward, six linked cargo modules (each approximately 23 x 23 x 60 meters), and an aft engineering section. The cargo modules can be unloaded in the normal fashion, or in facilities of sufficient size, simply "swapped ou t" for another cargo module. The ship also carries weak armament for emergencies.

Noteworthy vessels/service records/encounters:

Salgar, prototype; Groumall, ship to which Gul Dukat was assigned during his fall from grace, and with which he managed to defeat and capture a Klingon B'rel-class Light Warship (2372).

SHO	LEC CLASS		PROPUCSION STSTEMS	
			Warp Drive	
Class and T	ype: Sholec-Class Assault Cruiser		Nacelles: Type 6B	95
Commissioni	ing Dat∈: 2371		Speed: 5.9/8.5/9.1 [1 Power/.2 warp speed] PIS: Type H (12 hours of Maximum warp)	16
	CTCNC		Special Configuration: Embedded	36
HULL SY	YSTEMS		·	00
Size: 9			Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round]	18
	742.71 meters		Location: Aft command hull	10
	03.54 meters 63.60 meters		Impulse Engine	
Decks: 58			Type: Class 3A (.5c/.75c) [5/7 Power/round]	18
	368,000 metric tonnes		Location: Aft engineering hull	
	able: 3,500		Impulse Engine	
SUs Used:	3,489		Type: Class 3A (.5c/.75c) [5/7 Power/round]	18
Hull			Location: Engineering hull	
Outer		45	Reaction Control System (.025c)	
Inner		45	[2 Power/round when in use]	9
Resistance		10	DOWED SYSTEMS	
Outer Hull: Inner Hull:		12 12	POWER SYSTEMS	
	•	12	Warp Engine	
	Integrity Field ss 6 (Protection 90/130)		Type: Class 12/R (generates 630 Power/round)	133
	10 Protection/round]	36	Location: Engineering amidships Impulse Engine[s]:	
	Class 6 (Protection 45)		3 Class 3A (generate 28 Power/engine/round)	
	10 Protection/round]	18	Auxiliary Power:	
	Class 6 (Protection 45) 10 Protection/round]	18	6 reactors (generate 5 Power/reactor/round)	18
[1 Powel/1	TO Protection/Touridj	10	Emergency Power: Type F (generates 50 Power/round)	50
PERSON	NNEL SYSTEMS		EPS:	50
			Standard Power flow, +200 Power transfer/round	65
	sengers/Evac: 1,259/237/11,300		Standard Usable Power: 714	
Crew Quar		20		
Spartan: Basic: 50		30 50	OPERATIONS SYSTEMS	
Expanded:		60	Bridg∈: Bridge module, aft dorsal of command hull	45
Luxury: 5		50	Auxiliary Control Room: Dorsal weapons module	27
Unusual:	15	15		21
	ntal Systems		Computers Core 1: Command hull [5 Power/round]	27
	Support [12 Power/round]	36	Core 2: Engineering hull [5 Power/round]	27
	ife Support [6 Power/round] y Life Support (54 emergency shelters)	18 18	Core 3: Engineering hull [5 Power/round]	27
	Power/round]	9	Uprating: Class Alpha (+1) [1 Power/computer/round]	6
Consumat	oles: 3 years' worth	27	ODN	27
Replicator		0	Navigational Deflector [5 Power/round]	45
	eplicators [9 Power/round] al Replicators	9 18	Range: 10/20,000/50,000/150,000	
	: Network of small replicators [2 Power/round]	10	Accuracy: 5/6/8/11 Location: Ventral of command hull	
Туре	: 3 large units [2 Power/replicator/round]			
	acilities: 7 (+2) [7 Power/round]	35	Sensor Systems Long-range Sensors [5 Power/round]	48
	n Facilities: 7 [14 Power/round] Transport:	56	Range Package: Type 7 (Accuracy 3/4/7/10)	40
	s, Jefferies tubes [2 Power/round]	27	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.	
	ression System [1 Power/round when active]	9	Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.	.1-17)
	ds: 166,000 cubic meters	5	Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	
	is: 25 locations throughout ship	10	Coverage: Standard	
Escape Po Number:		12	Lateral Sensors [5 Power/round]	20
	r: 12 persons per pod		Strength Package: Class 7 (Strength 7)	
, ,			Gain Package: Class Beta (+2)	
			Coverage: Standard	

Navigational Sensors [5 Power/round] Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	18	Science Systems Rating 2 (+1) [2 Power/round] Specialized Systems: 3	19 15
Probes: 60 Sensors Skill: 4	6	Laboratories: 25	6
Flight Control Systems		TACTICAL SYSTEMS	
Autopilot: Shipboard Systems (Flight Control) 2, Coordination 1 [1 Power/round in use] Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2 Inertial Damping Field Main Strength: 9 [3 Power/round]	7 2 2 54	Class: Ul'khar Damage: 280 [28 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of command hull, starboard Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	58
Number: 3 Backup Strength: 6 [2 Power/round] Number: 3 Attitude Control [2 Power/round] Communications Systems	15 2 21	Forward Port Disruptor Array Class: Ul'khar Damage: 280 [28 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000	58
Type: Class 8 [2 Power/round] Strength: 8 Security: -4 (Class Gamma uprating) Basic Uprating: Class Alpha (+1)		Location: Forward edge of command hull, port Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	
Emergency Communications: Yes [2 Power/round] Tractor Beams	1	Dorsal Weapons Module Forward Main Disruptor Array Class: Ul'khar	59
Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward ventral Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward dorsal Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10	12 12 12	Damage: 280 [28 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of command hull, port Firing Arc: 540 degrees forward (significant arc shadow) Firing Modes: Standard, Pulse	
Location: Aft ventral Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Shuttlebay Transporters Type: Personnel [5 Power/use] Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km rar Energizing/Transition Coils: Class G (Strength 7)	3 80 nge)	Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Starboard edge of command hull Firing Arc: 360 degrees starboard Firing Modes: Standard, Pulse	54
Number and Location: Two in command hull, one in engineering hull, one in each weapons module Type: Emergency [5 Power/use] Pads: 16 Emitter/Receiver Array: Emergency Type 3 (15,000 km ra Energizing/Transition Coils: Class G (Strength 7) Number and Location: Four in command hull, four in engineering hull Type: Cargo [4 Power/use]	112	Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Port edge of command hull Firing Arc: 360 degrees port Firing Modes: Standard, Pulse	54
Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: Two in command hull, four in engineering hull Cloaking Device: None Security Systems		Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal side of education	54
Rating: 5 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength]	20 9 18	Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	

Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral side of engineering hull Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	54	Dorsal Weapons Module Torpedo Launchers (2) Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: One forward, one aft Firing Arc: Forward or aft, but are self-guided	36
Dorsal Weapons Module Starboard Disruptor Array Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of dorsal weapons pod, starboard Firing Arc: 405 degrees dorsal and forward Firing Modes: Standard Pulso	55	Ventral Weapons Module Torpedo Launchers (2) Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: One forward, one aft Firing Arc: Forward or aft, but are self-guided	36
Firing Modes: Standard, Pulse		Torpedoes Carried: 400	40
Port Disruptor Array Class: Drevan Damage: 260 [26 Power]	55	TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1	9
Number of Shots: Up to 5 shots per round		Weapons Skill: 4	
Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of dorsal weapons pod, port Firing Arc: 405 degrees dorsal and forward Firing Modes: Standard, Pulse		Shields (Forward, Aft, Port, Starboard) Shield Generator: Class 6 (Protection 1200 + 100 [embedded nacelles]) [120 Power/shield/round] Shield Grid: Type B (33% increase to 1600 Protection)	(x4)
Ventral Weapons Module Disruptor Array Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of ventral weapons pod	55	Subspace Field Distortion Amplifiers: Class Theta (Threshold 400 + 10 [embedded nacelles]) Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield) Auto-Destruct System	8 9
Firing Arc: 405 degrees ventral and forward		AUXILIARY SPACECRAFT SYSTEM	5
Firing Modes: Standard, Pulse Aft Disruptor Array Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	54	Shuttlebay(s): Capacity for 140 Size worth of ships Standard Complement: 40 Hideki-class Fighters, 10 shuttlecraft Location(s): Command hull (see text) Captain's Yacht: Yes	10
Forward Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward Firing Arc: Forward, but are self-guided	18		
Forward Ventral Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward ventral Firing Arc: Forward, but are self-guided	18		

Description and Notes

Fleet data:

The Sholec-class Assault Cruiser, one of the largest ship classes in the Cardassian fleet, resembles no other Cardassian ship. It consists of a large, elongated command hull (with an aft dorsal bridge module), an almost equally as broad engineering hull, and two large pylon-like superstructures, one rising dorsally above the ship from a point about two-thirds of the way aft down the engineering hull, and a shorter twin that projects ventrally. Both superstructures terminate in fat crescentshaped weapons modules.

The Sholec's unusual profile was dictated by its primary combat role- that of a carrier for Hideki-class Fighters. Designed at the same time as the Hideki, the Sholec's command hull contains three fighter bays along both its port and starboard edges, each large enough to accomodate the Size 3 Hideki. The landing bays feed into a large central repair and maintenance bay. Once repaired and outfitted, fighters can leave the ship through one of four launching bays (two directly forward, one forward dorsal, one forward ventral). The two weapons modules provide widespread fire to cover the fighters as they enter and exit the ship. The dorsal module also contains an auxiliary control room for the ship.

As one might expect from a ship its size, the Sholec mounts some powerful weapons. Its main disruptors are Class Ul'khar, with Drevans and Jhokhels as its "lesser" weapons. It also carries several torpedo launchers, more than most Cardassian ships do. On the other hand, its size and structure hamper its maneuverability somewhat; Cardassian officers refer to the ship as the Huraksha, or "Waddler."

Noteworthy vessels/service records/encounters:

Sholec, prototype; Gher'laat, spearheaded successful Cardassian offensive to recapture the Brentak system from the Klingons (2373); Mendarsa, participated in the Battle of Tyra, using its fighters and guns to destroy two Galaxy-class Explorers and several smaller Starfleet ships (2374); Il'kharaun, participated in conquest of Betazed (2374); Vor'dalsh, engaged auto-destruct sequence to destroy a wing of D'deridex-class Heavy Warbirds that had crippled it (2375).

SHO'VASH CLASS		PROPULSION SYSTEMS	
SIIC VASII CEASS		Warp Drive	
Class and Type: Sho'vash-Class Medical Vessel		Nacelles: Type 5B2 Speed: 4.9/6.9/9.1 [1 Power/.2 warp speed]	61
Commissioning Date: 2358		PIS: Type H (12 hours of Maximum warp)	16
HULL SYSTEMS		Special Configuration: Embedded	24
Size: 6		Impulse Engine	20
Length: 317.49 meters		Type: Class 4 (.6c/.8c) [6/8 Power/round] Location: Aft main module	20
Beam: 156.33 meters			
Height: 65.32 meters Decks: 14 decks		Impulse Engine Type: Class 4 (.6c/.8c) [6/8 Power/round]	20
Mass: 1,411,500 metric tonnes		Location: Aft engineering hull	20
SUs Available: 2,200		Reaction Control System (.025c)	
SUs Used: 2,077		[2 Power/round when in use]	6
Hull	0.0		
Outer Inner	30 30	POWER SYSTEMS	
	30	Warp Engine	
Resistance Outer Hull: 6	6	Type: Class 8/N (generates 400 Power/round)	90
Inner Hull: 6	6	Location: Engineering aft Impulse Engine[s]:	
		2 Class 4 (generate 32 Power/engine/round)	
Structural Integrity Field Main: Class 5 (Protection 80/120)		Auxiliary Power:	
[1 Power/10 Protection/round]	30	4 reactors (generate 5 Power/reactor/round)	12
Backup: Class 5 (Protection 40)		Emergency Power:	
[1 Power/10 Protection/round]	15	Type E (generates 45 Power/round) EPS:	45
Backup: Class 5 (Protection 40)	15	Standard Power flow, +200 Power transfer/round	50
[1 Power/10 Protection/round]	15	Standard Usable Power: 464	
PERSONNEL SYSTEMS		Stalladia Osabic i Ower. 404	
Crew/Passengers/Evac: 820/1,550/9,250		OPERATIONS SYSTEMS	
Crew Quarters		Bridge: Forward dorsal of command hull	30
Spartan: 200	10	Computers	
Basic: 700	70	Core 1: Command hull [5 Power/round]	18
Expanded: 350 Luxury: 80	70 80	Core 2: Engineering [5 Power/round]	18
Unusual: 15	15	ODN	18
Environmental Systems		Navigational Deflector [5 Power/round]	30
Basic Life Support [12 Power/round]	24	Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11	
Reserve Life Support [6 Power/round]	12	Location: Forward ventral	
Emergency Life Support (36 emergency shelters)	12		
Gravity [3 Power/round]	6	Sensor Systems	32
Consumables: 4 years' worth	24	Long-range Sensors [5 Power/round] Range Package: Type 5 (Accuracy 3/4/7/10)	32
Replicator Systems Food Replicators [6 Power/round]	6	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0))
Industrial Replicators	15	Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1	
Type: 2 networks of small replicators		Strength Package: Class 6 (Strength 6)	
[2 Power/network/round]		Gain Package: Standard (+0)	
Type: 1 large unit [2 Power/replicator/round]		Coverage: Standard Lateral Sensors [5 Power/round]	12
Medical Facilities: 8 (+2) [8 Power/round]	40	Strength Package: Class 6 (Strength 6)	12
Recreation Facilities: 6 [12 Power/round] Personnel Transport:	48	Gain Package: Standard (+0)	
Turbolifts, Jefferies tubes [2 Power/round]	18	Coverage: Standard	
Fire Suppression System [1 Power/round when active]	6	Navigational Sensors [5 Power/round]	12
Cargo Holds: 266,000 cubic meters	8	Strength Package: Class 6 (Strength 6)	
Locations: 20 locations throughout the ship		Gain Package: Standard (+0) Probes: 50	7
Escape Pods	17	(launched via small forward launcher costing 2 SUs)	,
Number: 300 Capacity: 12 persons per pod		Sensors Skill: 3	
strong to the first		Flight Control Systems	
		Autopilot:	
		Shipboard Systems (Flight Control) 2, Coordination 1 [1 Power/round in use]	7
		[I I OWGI/TOUTIU III USG]	,

Navigational Computer	2	TACTICAL SYSTEMS	
Main: Class 2 (+1) [1 Power/round] Backups: 2 Inertial Damping Field Main Strength: 9 [3 Power/round] Number: 3 Backup Strength: 6 [2 Power/round] Number: 3 Attitude Control [2 Power/round]	2 2 36 9	Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	42
Type: Class 6 [2 Power/round] Strength: 6 Security: -2 Basic Uprating: None Emergency Communications: Yes [2 Power/round] Tractor Beams Emitter: Class Delta [3 Power/Strength used/round]	12 1 12	Aft Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	42
Accuracy: 4/5/7/10 Location: Forward ventral Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft ventral Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Shuttlebay	9 3	Dorsal Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal amidships Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	42
Type: Personnel [5 Power/use] Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km ran Energizing/Transition Coils: Class G (Strength 7) Number and Location: Two in command hull, three amidships, one engineering hull Type: Emergency [5 Power/use] Pads: 16 Emitter/Receiver Array: Emergency Type 3 (15,000 km rat Energizing/Transition Coils: Class G (Strength 7)	nge) 84	Ventral Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral amidships Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	42
Number and Location: Two in command hull, three amidships, one engineering Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in command hull, f our amidships, one engineering Cloaking Device: None	72	Starboard Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Starboard amidships Firing Arc: 360 degrees starboard Firing Modes: Standard, Pulse	42
Security Systems Rating: 3 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength] Science Systems Rating 3 (+2) [3 Power/round] Specialized Systems: 3 Laboratories: 35	12 6 12 21 15 8	Port Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Port amidships Firing Arc: 360 degrees port Firing Modes: Standard, Pulse	42
		TA/T/TS: Class Alpha [0 Power/round] Strength: 7 Bonus: +0 Weapons Skill: 3	6

Shields (Forward, Aft, Port, Starboard) 54 (x4)

Shield Generator:

Class 4 (Protection 750 + 100 [embedded nacelles])

[75 Power shield//round]

Shield Grid: Type B (33% increase to 1000 Protection)

Subspace Field Distortion Amplifiers:

Class Epsilon (Threshold 250 + 10 [embedded nacelles])

Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield)

8

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 12 Size worth of ships 24

Standard Complement: Six shuttlecraft

Location(s): Aft of command hull, aft of engineering

Captain's Yacht: Yes 10

Description and Notes

Fleet data:

The Sho'vash-class Medical vessel serves as the standard "flying hospital" of the Central Command. Equipped to deal with epidemics, combat injuries, the aftermaths of natural disasters, and any other event which affects the health or physical well-being of the Cardassian people, it has accomodations ranging from luxurious (for those with high vesala) to barely adequate (for the least influential Cardassians).

The main body of the Sho'vash consists of a fat crescent-shaped command hull (with a shallow forward notch) and an elongated, tapering engineering hull not markedly different from that on a Galoror Keldon-class vessel. However, attached to all four sides of the engineering hull are several "medical hulls," similar in shape to the command hull, but smaller and equipped for medical purposes. A typical Sho'vash has three medical hulls dorsal and two on each of its other three sides, but some variants have more or fewer hulls.

Noteworthy vessels/service records/encounters:

Sho'vash, prototype; Gormala, saved the inhabitants of Droken IV from a Visterian fever plague (2362); Trenat, rescued and healed the survivors of the Klingon-perpetrated massacre at Vendrosa Secundus (2373).

SULOR CLASS		PROPULSION SYSTEMS	
		Warp Drive	
Class and Type: Sulor-Class Escort Commissioning Date: 2368		Nacelles: Type 6.96 Speed: 6.0/7.0/9.6 [1 Power/.2 warp speed]	88
HULL SYSTEMS		PIS: Type H (12 hours of Maximum warp) Uprating: Package 1 for Standard, Sustainable, and Maximu Special Configuration: Embedded	16 am 6 16
Size: 4		Impulse Engine	
Length: 130.42 meters Beam: 44.40 meters Height: 22.35 meters Decks: 4		Type: Class 4B (.65c/.85c) [6/8 Power/round] Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active]	23 2
Mass: 88,425 metric tonnes SUs Available: 1,300 SUs Used: 1,265		Location: Aft Reaction Control System (.025c) [2 Power/round when in use]	4
·		[2 Fower/round when in use]	7
Hull Outer	20	POWER SYSTEMS	
Inner	20	Warp Engine	
Resistance Outer Hull: 8 Inner Hull: 6	9 6	Type: Class 7/M (generates 350 Power/round) Location: Amidships Impulse Engine[s]:	80
Structural Integrity Field		1 Class 4B (generate 38 Power/engine/round)	
Main: Class 3 (Protection 60/90) [1 Power/10 Protection/round]	22	Auxiliary Power: 3 reactors (generate 5 Power/reactor/round) Emergency Power:	9
Backup: Class 3 (Protection 30)		Type D (generates 40 Power/round)	40
[1 Power/10 Protection/round] Backup: Class 3 (Protection 30)	11	EPS: Standard Power flow, +200 Power transfer/round	40
[1 Power/10 Protection/round]	11	Standard Usable Power: 388	40
PERSONNEL SYSTEMS			
		OPERATIONS SYSTEMS	
Crew/Passengers/Evac: 42/16/1,200		Bridge: Forward dorsal	20
Crew Quarters Spartan: 30	2	Computers	
Basic: 30	3	Core 1: Forward [5 Power/round]	12
Expanded: 5	1	ODN	12
Luxury: None Unusual: None		Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000	16
Environmental Systems	4.	Accuracy: 5/6/8/11 Location: Forward ventral	
Basic Life Support [9 Power/round] Reserve Life Support [5 Power/round]	16 8		
Emergency Life Support (24 emergency shelters)	8	Sensor Systems Long-range Sensors [5 Power/round]	44
Gravity [2 Power/round]	4	Range Package: Type 6 (Accuracy 3/4/7/10)	
Consumables: 1 years' worth Replicator Systems Food Replicators [4 Power/round]	4	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0 Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1	
Industrial Replicators	4	Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	
Type: Network of small replicators [2 Power/round]		Coverage: Standard	
Medical Facilities: 4 (+1) [4 Power/round]	20	Lateral Sensors [5 Power/round]	20
Recreation Facilities: 3 [6 Power/round] Personnel Transport:	24	Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	
Turbolifts, Jefferies tubes [2 Power/round]	12	Coverage: Standard	
Fire Suppression System [1 Power/round when active]	4	Navigational Sensors [5 Power/round]	18
Cargo Holds: 5,000 cubic meters Locations: Aft	1	Strength Package: Class 7 (Strength 7)	
Escape Pods	3	Gain Package: Class Beta (+2) Probes: 30	3
Number: 50		Sensors Skill: 4	Ü
Capacity: 4 persons per pod		Flight Control Systems	
		Autopilot:	
		Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use]	11
		Navigational Computer	
		Main: Class 2 (+1) [1 Power/round]	2
		Backups: Two	2

Inertial Damping Field Main Strength: 9 [3 Power/round] Number: 2 Backup Strength: 6 [2 Power/round] Number: 2 Attitude Control [1 Power/round]	16 4 1	Class: Rentaile Damage: 180 [18 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: On forward tip of starboard "wing" Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	38
Type: Class 7 [2 Power/round] Strength: 7 Security: -4 (Class Gamma uprating) Basic Uprating: Class Alpha (+1) Emergency Communications: No Tractor Beams Emitter: Class Beta [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Forward	19	Port Wing Disruptor Array Class: Rentaile Damage: 180 [18 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: On forward tip of port "wing" Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	38
Emitter: Class Beta [3 Power/Strength used/round]	6 30 nge)	Class: Rentaile Damage: 180 [18 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal of main hull structure Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	38
Type: Emergency [5 Power/use] Pads: 16 Emitter/Receiver Array: Emergency Type 3 (15,000 km ra Energizing/Transition Coils: Class G (Strength 7) Number and Location: One forward, one amidships Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: One amidships, one aft	24	Ventral Spiral-Wave Disruptor Arrays Class: Rentaile Damage: 180 [18 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral of main hull structure Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	38
Cloaking Device: None Security Systems Rating: 3 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength] Science Systems Rating 1 (+0) [1 Power/round]	12 4 8	Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Engineering aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	42
Specialized Systems: None Laboratories: 7 TACTICAL SYSTEMS Forward Disruptor Cannon Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round	2	Forward Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 6 Range: 15/350,000/1,500,000/4,050,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward Firing Arc: Forward, but are self-guided	16
Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse		Torpedoes Carried: 60 TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1 Weapons Skill: 4	6

30 (x4)

C

Shields (Forward, Aft, Port, Starboard)

Shield Generator:

Class 3 (Protection 600 + 100 [embedded nacelles])

[60 Power/shield/round]

Shield Grid: Type B (33% increase to 900 Protection)

Subspace Field Distortion Amplifiers:

Class Gamma (Threshold 150 + 10 [embedded nacelles])

Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield)

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None Captain's Yacht: No

Description and Notes

Fleet data:

The Sulor-class Escort is the most commonly-used Escort vessel in the Cardassian fleet. Swift and reasonably well-armed, it performs any sort of escort mission well, and with its advanced sensor systems, it can also function as a scout or science vessel if necessary. The Sixth and Ninth Orders have adapted many Sulors for exploration duties.

Physically, the Sulor seems to resemble a Ferengi or Klingon vessel as much as a Cardassian one. The central part of the body projects forward and aft, with the bridge and a weapons array forward and the impulse engines aft. A fat crescent-shaped central structure, with the points of the crescent forward, holds the embedded nacelles, the warp core, several weapons, and most of the crew quarters.

Noteworthy vessels/service records/encounters:

Sulor, prototype; *Khal'haz*, protected vital supply convoy from a Klingon attack (2372); *Loderren*, detected a Federation alliance ambush in time to save a wing of couriers from almost certain capture (2375).

THALKAR CLASS		PROPULSION SYSTEMS	
Class and Type: Thalkar-Class Heavy Frigate Commissioning Date: 2363		Warp Drive Nacelles: Type 5C2 Speed: 5.0/8.0/9.1 [1 Power/.2 warp speed]	66
- IIIII EVETCME		PIS: Type H (12 hours of Maximum warp) Uprating: Package 1 for Standard, Sustainable	16 4
HULL SYSTEMS		Special Configuration: Embedded	20
Size: 5 Length: 158.48 meters Beam: 64.03 meters Height: 35.71 meters Decks: 7 Mass: 313,250 metric tonnes		Impulse Engine Type: Class 4A (.6c/.85c) [6/8 Power/round] Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] Location: Aft	22
SUs Available: 1,900 SUs Used: 1,783		Impulse Engine Type: Class 4A (.6c/.85c) [6/8 Power/round]	22
Hull Outer Inner	25 25	Acceleration Uprating: Class Alpha (66% acceleration) [1 Power/round when active] Location: Amidships dorsal, port and starboard	2
Resistance Outer Hull: 8	9	Reaction Control System (.025c) [2 Power/round when in use]	5
Inner Hull: 8	9	POWER SYSTEMS	
Structural Integrity Field Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round] Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]	26 13 13	Warp Engine Type: Class 7/M (generates 380 Power/round) Location: Engineering hull Impulse Engine[s]: 2 Class 4A (generate 35 Power/engine/round) Auxiliary Power:	83
		4 reactors (generate 5 Power/reactor/round) Emergency Power:	12
PERSONNEL SYSTEMS		Type D (generates 40 Power/round) EPS:	40
Crew/Passengers/Evac: 184/70/2,450		Standard Power flow, +200 Power transfer/round	45
Crew Quarters Spartan: 100	5	Standard Usable Power: 450	
Basic: 100	10		
Expanded: 40	8	OPERATIONS SYSTEMS	
Luxury: 10 Unusual: 3	10 3	Bridge: Command hull	25
Environmental Systems	3	Computers	
Basic Life Support [10 Power/round]	20	Core 1: Forward [5 Power/round]	15
Reserve Life Support [5 Power/round]	10	Core 2: Amidships [5 Power/round] ODN	15 15
Emergency Life Support (30 emergency shelters) Gravity [3 Power/round]	10 5		
Consumables: 2 years' worth	10	Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000	25
Replicator Systems	F	Accuracy : 5/6/8/11	
Food Replicators [5 Power/round] Industrial Replicators	5 8	Location: Forward ventral	
Type: Network of small replicators [2 Power/round] Type: 1 large unit [2 Power/replicator/round] Medical Facilities: 5 (+1) [5 Power/round]	25	Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10)	48
Recreation Facilities: 4 [8 Power/round] Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]	32 15	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0 Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.7 Strength Package: Class 7 (Strength 7)	
Fire Suppression System [1 Power/round when active]	5	Gain Package: Class Beta (+2) Coverage: Standard	
Cargo Holds: 33,000 cubic meters	1	Lateral Sensors [5 Power/round]	20
Locations: 8 locations throughout the ship Escape Pods Number: 120	6	Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2) Coverage: Standard	-3
Capacity: 4 persons per pod		Navigational Sensors [5 Power/round] Strength Package: Class 7 (Strength 7)	18
		Gain Package: Class Beta (+2) Probes: 20 Sensors Skill: 4	2

Flight Control Systems Autopilot:		TACTICAL SYSTEMS	
Shipboard Systems (Flight Control) 3, Coordination 3 [1 Power/round in use] Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2 Inertial Damping Field Main Strength: 9 [3 Power/round] Number: 3	11 2 2 30	Forward Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward notch in command hull Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	54
Backup Strength: 6 [2 Power/round] Number: 3 Attitude Control [1 Power/round]	9	Dorsal Starboard Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power]	84
Communications Systems Type: Class 8 [2 Power/round] Strength: 8 Security: -4 (Class Gamma uprating) Basic Uprating: Class Alpha (+1) Emergency Communications: Yes [2 Power/round]	21	Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal on starboard section of command hull Firing Arc: 270 degrees forward dorsal Firing Modes: Standard, Pulse	
Tractor Beams Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Shuttlebay	9 9 3	Dorsal Port Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal on port section of command hull Firing Arc: 270 degrees forward dorsal Firing Modes: Standard, Pulse	84
Transporters Type: Personnel [5 Power/use] Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km ran Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in command hull, one in engineering hull Type: Emergency [5 Power/use] Pads: 16 Emitter/Receiver Array: Emergency Type 3 (15,000 km range)	52	Ventral Starboard Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Starboard on ventral command hull Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	42
Energizing/Transition Coils: Class F (Strength 6) Number and Location: Two in command hull, two in engineering hull Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in command hull, three in engineering hull	44	Ventral Port Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Port on ventral command hull Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	42
Cloaking Device: None		Aft Spiral-Wave Disruptor Array	42
Security Systems Rating: 4 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength]	16 5 10	Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10	
Science Systems Rating 2 (+1) [2 Power/round] Specialized Systems: 1 Laboratories: 13	15 5 4	Range: 10/30,000/100,000/300,000 Location: Aft engineering Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	

Forward Torpedo Launcher 16 Standard Load: Type II photon torpedo (200 Damage) Spread: 6 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 **Power:** [20 + 5 per torpedo fired] **Location:** Ventral of command hull Firing Arc: Forward, but are self-guided Starboard Torpedo Cannon (High-Yield) Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 **Power:** [20 + 5 per torpedo fired] Location: Starboard, ventral command hull Firing Arc: Forward, but are self-guided Port Torpedo Cannon (High-Yield) 28 Standard Load: Type II photon torpedo (200 Damage) Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Port, ventral command hull Firing Arc: Forward, but are self-guided Torpedoes Carried: 360 Type II photon and stratospheric torpedoes 36 TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1 Weapons Skill: 4 Shields (Forward, Aft, Port, Starboard) 46 (x4) **Shield Generator:** Class 4 (Protection 750 + 100 [embedded nacelles]) [75 Power/shield/round]

Auto-Destruct System 5 AUXILIARY SPACECRAFT SYSTEMS

Shield Grid: Type B (33% increase to 1,000 Protection)

Class Epsilon (Threshold 250 + 10 [embedded nacelles])

4

Subspace Field Distortion Amplifiers:

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield)

Shuttlebay(s): Capacity for 8 Size worth of ships
Standard Complement: 4 shuttlecraft

Location(s): Aft of command hull, ventral of engineering hull

Captain's Yacht: No

Description and Notes

Fleet data:

The Starship Engineering Division designed the Thalkar-class Heavy Frigate to fulfill several primary mission profiles. First and foremost among these was planetary defense/suppression and system patrol. For this reason, the ship has heavy shields and strong sensors. Second, it was to provide escort services to large capital vessels, such as the Keldon and Sholec classes. Thus, the designers gave it fairly powerful engines and the ability to maneuver.

During the Dominion War, the Central Command used Thalkars to fill less important sections of fleet formations, or to act as support and reinforcements for Destroyers, Cruisers, and Warships. Federation alliance forces destroyed or crippled many ships of this class during the final months of the war, when ships the Dominion initially held back got

thrust forward into the thick of the fighting. As a result, salvage from Thalkars, sometimes including entire salvaged vessels, has shown up frequently on the black market and as part of pirate ships.

The Thalkar has a shorter, squatter appearance than most Cardassian vessels. Its command hull resembles a wedge, similar to a Federation Intrepid-class Light Explorer but shorter and broader, with a characteristic "notch" in the front edge which holds two weapon systems. Beneath the command hull, and projecting only slightly behind it, is a thick, heavy engineering section. Also depending from the command hull, to either side, are two large torpedo "cannons" (high yield, high-spread launchers). Experience during the Dominion War shows that these cannons are too vulnerable to attack in pitched battles; the Central Command has begun to study ways to eliminate this weakness.

Noteworthy vessels/service records/encounters:

Thalkar, prototype; Gehl'ara, destroyed two Federation ships during the defense of Kharang VII, turning the tide of that battle and thus ensuring a Union victory (2365); Elgartha, quelled anti-Cardassian rebellion on Phortaas V with planetary torpedo bombardment (2368); Remshon, participated in tests of improved spiral-wave disruptor technology (2370-72); Pelghem, destroyed or crippled four Klingon ships during the Battle of the Three Suns (2375).

D

THALON CLASS		PROPULSION SYSTEMS	
		Warp Drive	
Class and Type: Thalon-Class Warship Commissioning Date: 2366		Nacelles: Type 5E3 Speed: 4.9/8.9/9.2 [1 Power/.2 warp speed] PIS: Type C (6 hours of Maximum warp)	76 6
HULL SYSTEMS		Special Configuration: Embedded	28
Size: 7 Length: 423.36 meters Beam: 247.55 meters		Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft bridge module	18
Height: 105.34 meters Decks: 23 decks Mass: 2,478,000 metric tonnes		Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft edge of forward "wings"	18
SUs Available: 2,600 SUs Used: 2,456		Reaction Control System (.025c) [2 Power/round when in use]	7
Hull			
Outer	35 35	POWER SYSTEMS	
Inner	33	Warp Engine	
Resistance Outer Hull: 10	12	Type: Class 10/P (generates 545 Power/round)	115
Inner Hull: 10	12	Location: Engineering amidships Impulse Engine[s]:	
Structural Integrity Field		2 Class 3A (generate 28 Power/engine/round)	
Main: Class 5 (Protection 80/120)		Auxiliary Power:	
[1 Power/10 Protection/round]	31	4 reactors (generate 5 Power/reactor/round)	12
Backup: Class 5 (Protection 40)	4.	Emergency Power: Type D (generates 40 Power/round)	40
[1 Power/10 Protection/round] Backup: Class 5 (Protection 40)	16	EPS:	10
[1 Power/10 Protection/round]	16	Standard Power flow, +250 Power transfer/round	60
PERSONNEL SYSTEMS		Standard Usable Power: 601	
Crew/Passengers/Evac: 415/360/6,500		OPERATIONS SYSTEMS	
Crew Quarters		Bridge: Bridge module	35
Spartan: 200	10	Computers	
Basic: 250	25	Core 1: Forward hull [5 Power/round]	21
Expanded: 75	15	Core 2: Engineering hull [5 Power/round]	21
Luxury: 40 Unusual: 5	40 5	ODN	21
	J	Navigational Deflector [5 Power/round]	35
Environmental Systems Basic Life Support [11 Power/round]	28	Range: 10/20,000/50,000/150,000	
Reserve Life Support [6 Power/round]	14	Accuracy: 5/6/8/11 Location: Forward ventral	
Emergency Life Support (42 emergency shelters)	14		
Gravity [4 Power/round]	7	Sensor Systems Long-range Sensors [5 Power/round]	48
Consumables: 2 years' worth Replicator Systems	14	Range Package: Type 7 (Accuracy 3/4/7/10)	10
Food Replicators [7 Power/round]	7	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.	
Industrial Replicators	13	Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.	1-17)
Type: Network of small replicators [2 Power/round]		Strength Package: Class 7 (Strength 7) Gain Package: Class Beta (+2)	
Type: 2 large units [2 Power/replicator/round] Medical Facilities: 6 (+1) [6 Power/round]	30	Coverage: Standard	
Recreation Facilities: 5 [10 Power/round]	40	Lateral Sensors [5 Power/round]	20
Personnel Transport:		Strength Package: Class 7 (Strength 7)	
Turbolifts, Jefferies tubes [2 Power/round]	21	Gain Package: Class Beta (+2) Coverage: Standard	
Fire Suppression System [1 Power/round when active] Cargo Holds: 100,000 cubic meters	7 3	Navigational Sensors [5 Power/round]	18
Locations: 10 locations throughout the ship	J	Strength Package: Class 7 (Strength 7)	
Escape Pods	9	Gain Package: Class Beta (+2)	,
Number: 150		Probes: 60 Sensors Skill: 4	6
Capacity: 8 persons per pod			

Flight Control Systems		TACTICAL SYSTEMS	
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 1 [1 Power/round in use]	10	Forward Disruptor Cannon Class: Drevan Damage: 260 [26 Power]	54
Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2	2 2	Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000	
Inertial Damping Field Main Strength: 9 [3 Power/round]	42	Location: Forward tip of forward hull Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	
Number: 3 Backup Strength: 6 [2 Power/round] Number: 3	12	Aft Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round	54
Attitude Control [2 Power/round]	2	Targeting System: Accuracy 4/5/7/10	
Communications Systems Type: Class 8 [2 Power/round] Strength: 8 Security: -4 (Class Gamma uprating) Basic Uprating: Class Alpha (+1)	21	Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	
Emergency Communications: Yes [2 Power/round]	1	Forward Dorsal Spiral-Wave Disruptor Arrays (2)	84
Tractor Beams Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward	12	Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10	
Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft	12	Range: 10/30,000/100,000/300,000 Location: Dorsal on forward module, one port, one starboard Firing Arc: 360 degrees dorsal	
Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Shuttlebay (x2)	6	Firing Modes: Standard, Pulse Forward Ventral Spiral-Wave Disruptor Arrays (2)	84
Transporters Type: Personnel [5 Power/use] Pads: 6	48	Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round	
Emitter/Receiver Array: Personnel Type 6 (40,000 km rai Energizing/Transition Coils: Class G (Strength 7) Number and Location: One each in forward hull, bridge module, engineering hull	nge) 60	Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral on forward module, one port, one starboard Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	
Type: Emergency [5 Power/use] Pads: 20		Bridge Module	
Emitter/Receiver Array: Emergency Type 3 (15,000 km ra Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in forward hull,	ange)	Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power]	84
one in bridge module, two in engineering hull Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7)	48	Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward top of bridge module, port and starboard Firing Arc: 360 degrees dorsal	
Number and Location: One in forward hull, three in engineering hull		Firing Modes: Standard, Pulse Engineering Dorsal	
Cloaking Device: None Security Systems		Spiral-Wave Disruptor Arrays (2) Class: Ta'vor	84
Rating: 4 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength]	16 7 14	Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10	
Science Systems Rating 2 (+1) [2 Power/round] Specialized Systems: 2	17 10	Range: 10/30,000/100,000/300,000 Location: Dorsal on engineering hull, one in forward section, one in aft section Firing Arc: 360 degrees dorsal	r
Laboratories: 23	6	Firing Modes: Standard, Pulse	

Engineering Ventral Spiral-Wave Disruptor Arrays (2)	84
Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per roun Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral on engineering hull, one in forward section in aft section Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	
Aft Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per roun Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft, one port, one starboard Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	84 d
Forward Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward Firing Arc: Forward, but are self-guided	18
Aft Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Aft Firing Arc: Aft, but are self-guided	18
Torpedoes Carried: 200	20
TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1	9
Weapons Skill: 4	
Shield Generator: Class 5 (Protection 900 + 100 [embedded nacelles]) [90 Power/round]	3 (x4)
Shield Grid: Type B (33% increase to 1200 Protection) Subspace Field Distortion Amplifiers: Class Zeta (Threshold 300 + 10 [embedded nacelles])	
Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield)	8
Auto-Destruct System	7
AUXILIARY SPACECRAFT SYSTEM	IS
Shuttlebay(s): Capacity for 30 Size worth of ships Standard Complement: 15 shuttlecraft Location(s): Aft of bridge module, ventral of forward module.	60 dule

Description and Notes

Fleet data:

The most common Warship class used by the Central Command, the Thalon-class Warship fought on every major front of the Dominion War. Instead of grouping them together into single-ship wings, Cardassian commanders spread them around the fleet, placing two or three in most large ship units to act as a strong offensive "center" for wing formations.

The Sixth and Ninth Orders find the Thalon class useful as an exploration vessel. By outfitting it with additional sensors and laboratories, they can use it to perform their missions more efficiently. They don't sacrifice any of the ship's firepower, though—a decision for which many ships have proved grateful when they encountered hostile alien species during their journeys.

Cardassian engineers designed the Thalon class by adapting plans from the Aberax-class Destroyer. Its wedge-shaped forward hull has a squared-off tip, without the centerline split or "speartip" of the Aberax. A Disruptor Cannon occupies the forward edge of the forward hull, while the raised, roughly rectangular-shaped bridge section sits atop the hull's aft end and blends subtly into the engineering hull. The Thalon has a longer, broader engineering hull than the Aberax—almost as broad as the forward hull—but it's composed of linked sections like the Destroyer.

Noteworthy vessels/service records/encounters:

Thalon, prototype; Gor'tag, made first contact with the Vuçaaat (2370); Hel'chai, participated in initial forays into Federation space during the early days of the Dominion War (2373-74); Methec, led key offensive during the First Battle of Vulcanis (2374); Dronar, destroyed a Jem'Hadar Carrier when the Cardassians turned on the Jem'Hadar in the last battle of the Dominion War (2375).

Captain's Yacht: No

THARBALT CLASS	5	Impulse Engine Type: Class 1 (.25c/.5c) [2/5 Power/round] Location: Varies; typically aft	5
Class and Type: Tharbalt-class Warp Shuttle (various model Commissioning Date: Varies	ls)	Reaction Control System (.025c) [2 Power/round when in use]	2
HULL SYSTEMS		POWER SYSTEMS	
Size: 2 Type 3: 5.8 x 4.2 x 3.1 m; 1 deck; 3.54 metric tonnes Type 5: 11.1 x 5.3 x 3.4 m; 1 deck; 4.29 metric tonnes Type 9: 9.3 x 3.8 x 3.1 m; 1 deck; 3.97 metric tonnes SUs Available: 500 SUs Used: 438		Warp Engine Type: Typically Type 2/B (generates 120 Power/round) Location: Amidships Impulse Engine[s]: 1 Class 1 (generate 8 Power/engine/round) Auxiliary Power:	32
Hull		1 reactor (generates5 Power/round)	3
Outer Inner	10 10	Emergency Power: Type A (generates 25 Power/round)	25
Resistance		EPS: Standard Power flow, +50 Power transfer/round	15
Outer Hull: 4 Inner Hull: 4	3	Standard Usable Power: 128	13
Structural Integrity Field	· ·	ODERATIONS SYSTEMS	
Main: Class 1 (Protection 40/60) [1 Power/10 Protection/round]	1/	OPERATIONS SYSTEMS	
Backup: Class 1 (Protection 20)	14	Bridge: Forward	10
[1 Power/10 Protection/round] Backup: Class 1 (Protection 20) [1 Power/10 Protection/round]	7 7	Computers Core 1: Amidships [5 Power/round] ODN	6 6
Specialized Hull: Atmospheric Capability: Planetfall Capability PERSONNEL SYSTEMS	4	Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Ventral	8
Crew/Passengers/Evac: See below. Type 3: 2/5/9 Type 5: 2/5/9 Type 9: 2/5/9		Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 2 (Accuracy 3/4/7/10) High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0 Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-1	
Crew Quarters: None for any type		Strength Package: Class 5 (Strength 5) Gain Package: Standard (+0)	•
Environmental Systems Basic Life Support [3 Power/round] Reserve Life Support [2 Power/round] Emergency Life Support (no emergency shelters) Gravity [1 Power/round]	8 4 4 2	Coverage: Standard Lateral Sensors [5 Power/round] Strength Package: Class 5 (Strength 5) Gain Package: Standard (+0) Coverage: Standard	10
Consumables: 1 week's worth Replicator Systems: Usually none; at most, one food replice Medical Facilities: 1 (+0) [1 Power/round] Recreation Facilities: None Personnel Transport: Jefferies tubes at the most Fire Suppression System [1 Power/round when active]	1 cator 1 5 2 2	Navigational Sensors [5 Power/round] Strength Package: Class 5 (Strength 5) Gain Package: Standard (+0) Probes: None Sensors Skill: 2	10
Cargo Holds: None Escape Pods: None	2	Flight Control Systems Autopilot: Shiphard Systems (Flight Control) 2 Coordination 1	
PROPULSION SYSTEMS		Shipboard Systems (Flight Control) 2, Coordination 1 [1 Power/round in use] Navigational Computer	7
Warp Drive	0	Main: Class 1 (+0) [O Power/round] Backups: 1	0
Nacelles: See below (all 1 Power/.2 warp speed) Type 3: Type 1 (1.25/1.25/1.25) Type 5: Type 1 uprated (1.25/1.5/1.75)	8	Inertial Damping Field Main	8
Type 9: Type 1A (1.2/2.0/3.0) PIS: Type J (up to 48 hours of Maximum warp)	20	Strength: 3 [3 Power/round] Number: 2	
Special Configuration: Embedded	8	Backup Strength: 2 [2 Power/round] Number: 2	2
		Attitude Control [1 Power/round]	1

Communications Systems Type: Class 5 [2 Power/round] Strength: 5 Security: -2 Emergency Communications: No	10
Tractor Beams Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Forward Emitter: Class Alpha [3 Power/Strength used/round]	3
Accuracy: 5/6/8/11 Location: Aft	3
Transporters Type: Personnel [3 Power/use] Pads: 2 Emitter/Receiver Array: Personnel Type 4 (30,000 km Energizing/Transition Coils: Class E (Strength 5) Number and Location: Aft of cockpit (bridge)	10 range)
Cloaking Device: None	
Security Systems Rating: N/A	_
Anti-Intruder System: Yes [1 Power/round]	2
Neutralization Fields [2 Power/3 Strength]	4
Science Systems Rating 1 (+0) [1 Power/round] Specialized Systems: None Laboratories: None	7
TACTICAL SYSTEMS	
Forward Spiral-Wave Disruptor Class: Cheh'gesh Damage: 140 [14 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	30
Aft Spiral-Wave Disruptor Class: Cheh'gesh Damage: 140 [14 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	30
TA/T/TS: Class Alpha [O Power/round] Strength: 7 Bonus: +0	6
Weapons Skill: 2	
Shields (Forward, Aft, Port, Starboard) Shield Generator: Class 1 (Protection 100 + 100 [embedded nacelles]) [10 Power/shield/round] Shield Grid: Type B (33% increase to 133 Protection) Subspace Field Distortion Amplifiers: Class Alpha (Throspold, 33 + 10 [embedded nacelles])	9 (x4)
Class Alpha (Threshold 33 + 10 [embedded nacelles]) Recharging System: Class 1 (45 seconds)	

Auto-Destruct System

AUXILIARY SPACECRAFT SYSTEMS

None

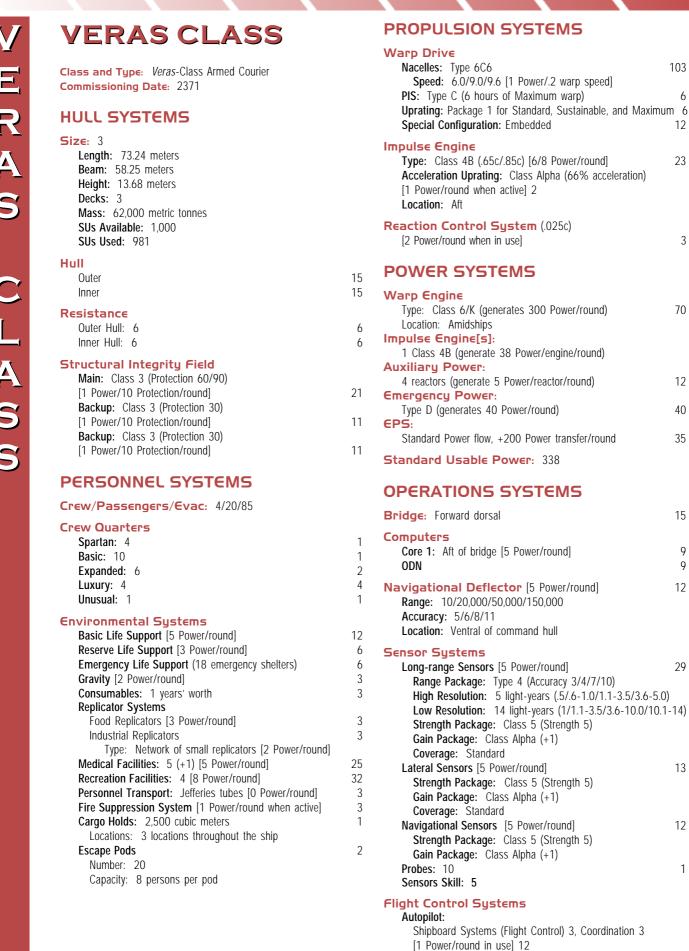
Description and Notes

Fleet data:

This Starship Template provides data on three different Tharbalt-class Warp Shuttle models: the Type 3, Type 5, and Type 9. For the most part these shuttles are similar, differing only in size, aesthetics, and minor technical ways. Each of them resembles a smaller, less angular-looking Hideki-class Fighter, but without the large disruptor cannon assembly aft.

Narrators and players can also use this Template for the captains' yachts on Cardassian vessels.

Backup Shield Generators: 4 (1 per shield)



Navigational Computer

Backups: Two

Main: Class 1 (+0) [0 Power/round]

9

24 (x4)

4 3

P	Main Strength: 9 [3 Pow Number: 2 Backup Strength: 6 [2 Pow Number: 2 Attitude Control [1 Power	ver/round] r/round]	12 4 1	Aft Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft on command hull Firing Arc: 540 degrees aft Firing Modes: Standard, Pulse
T	ype: Class 8 [2 Power/ Strength: 8 Security: -4 (Class Ga Basic Uprating: Class mergency Communicat	round] amma upgrade) Alpha (+1)	21	TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1 Weapons Skill: 5
Tra E	mitter: Class Beta [3 F Accuracy: 4/5/7/10 Location: Forward ven mitter: Class Alpha [3 Accuracy: 5/6/8/11 Location: Aft	ower/Strength used/rou		Shields (Forward, Aft, Port, Starboard) 24 Shield Generator: Class 2 (Protection 400 + 100 [embedded nacelles]) [40 Power/shield/round] Shield Grid: Type C (50% increase to 600 Protection) Subspace Field Distortion Amplifiers: Class Gamma (Threshold 133 + 10 [embedded nacelles]) Recharging System: Class 1 (45 seconds)
	nsporters			Backup Shield Generators: 4 (1 per shield)
	Energizing/Transition C Number and Location: ype: Emergency [5 Po	Personnel Type 6 (40,0 oils: Class H (Strength Two in command hull		Auto-Destruct System AUXILIARY SPACECRAFT SYSTEMS Shuttlebay(s): None Captain's Yacht: No
T	Energizing/Transition C Number and Location: ype: Cargo [4 Power/u Pads: 400 kg Emitter/Receiver Array: Energizing/Transition C	Emergency Type 3 (15, oils: Class H (Strength One each in port and s se] Cargo Type 3 (40,000 oils: Class H (Strength One in aft command hu	8) tarboard sections 13 km range) 8)	Fleet data: The Central Command uses the Veras-class Armed Coutransport important military and political figures throughor Cardassian Union. With its fast engines, high degree of maneuve and powerful weapons, it's adept at evading pursuers and des
Cloa	aking Device: None			obstacles. Because the Union dare not risk the lives of the impersons who travel in and conduct high-level meetings in the
R P	urity Systems ating: 4 .nti-Intruder System: Y leutralization Fields [2 F		16 3 6	luxurious suites, only the most skilled pilots and crewmen recognisting to one of these vessels. The Veras consists of a fat crescent-shaped command hull prominent central bulge containing the engineering section and
R	ence Systems ating 1 (+0) [1 Power/r		8	aft "tower" containing the bridge. Projecting backward from the puthe crescent are two large cylindrical sections, each containing conference chambers, and various other facilities and systems.

2

TACTICAL SYSTEMS

Forward Spiral-Wave Disruptor Array 42

Class: Ta'vor

Laboratories: 1

Damage: 200 [20 Power]

Number of Shots: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward on command hull Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse

STEMS

Armed Courier to throughout the of maneuverability, ers and destroying s of the important ngs in the Veras's rewmen receive a

mmand hull with a ection and a large from the points of containing rooms, systems.

Noteworthy vessels/service records/encounters:

Veras, prototype; Korgena, transported Gul Dukat to secret meetings with the Dominion (2373).

VIDREN CLASS		PROPUCSION STSTEMS	
		Warp Drive	
Class and Type: Vidren-Class Strike Frigate		Nacelles: Type 5D Speed: 5.0/8.4/9.2 [1 Power/.2 warp speed]	70
Commissioning Date: 2365		PIS: Type H (12 hours of Maximum warp)	16
HULL SYSTEMS		Uprating: Package 1 for Standard, Sustainable,	10
HUCC STSTEMS		Package 3 for Maximum	10
Size: 5		Special Configuration: Embedded	20
Length: 95.42 meters Beam: 188.93 meters		Impulse Engine	
Height: 43.66 meters		Type: Class 4A (.6c/.85c) [6/8 Power/round]	22
Decks: 8		Acceleration Uprating: Class Beta (75% acceleration) [2 Power/round when active] 4	
Mass: 444,635 metric tonnes		Location: Aft of main hull	
SUs Available: 1,900		Impulse Engine	
SUs Used: 1,897		Type: Class 4A (.6c/.85c) [6/8 Power/round]	22
Hull	٥٦	Acceleration Uprating: Class Beta (75% acceleration)	
Outer Inner	25 25	[2 Power/round when active] 4	
	23	Location: Aft edge of starboard and port wings	
Resistance Outer Hull: 8	9	Reaction Control System (.025c)	
Inner Hull: 8	9	[2 Power/round when in use]	5
	•	DOWED SYSTEMS	
Structural Integrity Field Main: Class 5 (Protection 80/120)		POWER SYSTEMS	
[1 Power/10 Protection/round]	29	Warp Engine	
Backup: Class 5 (Protection 40)		Type: Class 8/N (generates 400 Power/round) Location: Main hull amidships	90
[1 Power/10 Protection/round]	15	Impulse Engine[s]:	
Backup: Class 5 (Protection 40) [1 Power/10 Protection/round]	15	2 Class 4A (generate 35 Power/engine/round)	
[1 Tower To Troceston/Tounu]	13	Auxiliary Power:	
PERSONNEL SYSTEMS		4 reactors (generate 5 Power/reactor/round)	12
Cocy/Passages/Syass 264/70/2600		Emergency Power: Type D (generates 40 Power/round)	40
Crew/Passengers/Evac: 264/78/3,680		EPS:	10
Crew Quarters Spartan: 160	8	Standard Power flow, +200 Power transfer/round	45
Basic: 100	10	Standard Usable Power: 470	
Expanded: 35	7		
Luxury: 8	8	OPERATIONS SYSTEMS	
Unusual: 2	2	Bridg∈: Command hull	25
Environmental Systems	20	Computers	
Basic Life Support [10 Power/round] Reserve Life Support [5 Power/round]	20 10	Core 1: Main hull, ventral amidships [5 Power/round]	15
Emergency Life Support (30 emergency shelters)	10	Core 2: Starboard wing [5 Power/round]	15
Gravity [3 Power/round]	5	ODN	15
Consumables: 2 years' worth	10	Navigational Deflector [5 Power/round]	25
Replicator Systems Food Replicators [5 Power/round]	5	Range: 10/20,000/50,000/150,000	
Industrial Replicators	8	Accuracy: 5/6/8/11 Location: Forward ventral	
Type: Network of small replicators [2 Power/round]			
Type: 1 large unit [2 Power/replicator/round]		Sensor Systems Long-range Sensors [5 Power/round]	41
Medical Facilities: 6 (+1) [6 Power/round]	30	Range Package: Type 6 (Accuracy 3/4/7/10)	41
Recreation Facilities: 4 [8 Power/round] Personnel Transport:	32	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.	.0)
Turbolifts, Jefferies tubes [2 Power/round]	15	Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12	.1-16)
Fire Suppression System [1 Power/round when active]	5	Strength Package: Class 7 (Strength 7)	
Cargo Holds: 33,000 cubic meters	1	Gain Package: Class Alpha (+1) Coverage: Standard	
Locations: 6 locations throughout the ship Escape Pods	6	Lateral Sensors [5 Power/round]	17
Number: 120	U	Strength Package: Class 7 (Strength 7)	
Capacity: 4 persons per pod		Gain Package: Class Alpha (+1)	
		Coverage: Standard Navigational Sensors [5 Power/round]	16
		Strength Package: Class 7 (Strength 7)	10
		Gain Package: Class Alpha (+1)	
		Probes: 20 Sensors Skill: 4	2
		JEHNUN JAHR 4	

Flight Control Systems		TACTICAL SYSTEMS	
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 3 [1 Power/round in use] Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2 Inertial Damping Field Main Strength: 9 [3 Power/round] Number: 3	12 2 2 30	Forward Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward notch in command hull Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	54
Backup Strength: 6 [2 Power/round] Number: 3 Attitude Control [1 Power/round] Communications Systems Type: Class 7 [2 Power/round] Strength: 7 Security: -3 Basic Uprating: Class Alpha (+1) Emergency Communications: Yes [2 Power/round]	9 1 17	Dorsal Starboard Wing Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal on starboard wing Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	84
Tractor Beams Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11 Location: Shuttlebay	9 9 3	Ventral Starboard Wing Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral on starboard wing Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	42
Transporters Type: Personnel [5 Power/use] Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km ran Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in main hull, one in each win Type: Emergency [5 Power/use] Pads: 16 Emitter/Receiver Array: Emergency Type 3 (15,000 km ra Energizing/Transition Coils: Class F (Strength 6) Number and Location: Two in main hull, one in each win	g 52 nge)	Starboard Wing Forward Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of starboard wing Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse Dorsal Port Wing	84
Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class F (Strength 6) Number and Location: Two in main hull, one in each win	44 ng	Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10	84
Cloaking Device: None Security Systems		Range: 10/30,000/100,000/300,000 Location: Dorsal on port wing	
Rating: 4 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength]	16 5 10	Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse Ventral Port Wing Spiral-Wave Disruptor Array	42
Science Systems Rating 2 (+1) [2 Power/round] Specialized Systems: None Laboratories: 11	15 4	Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral on port wing Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	

Port Wing Forward Spiral-Wave Disruptor Arrays (2) Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of port wing Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse Aft Spiral-Wave Disruptor Array Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft of main hull Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse Forward Torpedo Launcher 16 Standard Load: Type II photon torpedo (200 Damage) Spread: 6 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 **Power:** [20 + 5 per torpedo fired] Location: Ventral of main hull Firing Arc: Forward, but are self-guided Torpedoes Carried: 150 15 TA/T/TS: Class Beta [1 Power/round] 9 Strenath: 8 Bonus: +1 Weapons Skill: 4 Shields (Forward, Aft, Port, Starboard) 46 (x4) Shield Generator:

His new commanders found his ideas noteworthy and intriguing, and accepted almost all of them, right down to Glinn Peret's chosen name for the class, from his favorite author of the First Hebitian period.

Though the Vidren entered field service two years later than the Thalkar, it has enjoyed greater acceptance and popularity than the Heavy Frigate, much to Glinn Peret's delight. Its powerful tactical systems and speed made it well-suited for many different types of missions during the Federation-Cardassian, Klingon-Cardassian, and Dominion wars.

Physically, the Vidren resembles an archer's bow from ancient Earth when viewed from above or below. It has a large, rectangular command hull, where most of the major ship systems are located. Sweeping out to either side are half-crescent "wings" which hold weapons, crew quarters, and various minor systems. Thus, it has a relatively short length but an enormous beam. Although some Cardassian officers find its appearance faintly ridiculous, referring to it as jhelaret n'sheren ("the flying crescent moon"), few of them quibble with its ability to perform well in combat and maneuver adroitly.

Noteworthy vessels/service records/encounters:

Vidren, prototype; Bel'carth, led the surprise attack on Starfleet's 236th Tactical Wing which resulted in a decisive victory for the Cardassian forces at Fendaras II (2366); Yel'kren, destroyed a large pirate band plaguing several Iron Path worlds (2370); Kharlaish, destroyed by the Klingons while fighting a holding action which allowed the Central Command to evacuate all civilians from Nargeth VI (2373); Savvar, participated in all three assaults on the Vulcanis system (2374-75).

AUXILIARY SPACECRAFT SYSTEMS

Class 4 (Protection 750 + 100 [embedded nacelles])

Shield Grid: Type B (33% increase to 1,000 Protection)

Class Epsilon (Threshold 250 + 10 [embedded nacelles])

5

Shuttlebay(s): Capacity for 6 Size worth of ships
Standard Complement: 3 shuttlecraft

Location(s): Aft of main hull Captain's Yacht: No

[75 Power/shield/round]

Auto-Destruct System

Subspace Field Distortion Amplifiers:

Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield)

Description and Notes

Fleet data:

The Vidren-class Strike Frigate began as a gleam in the eye of Glinn Hotar Peret, who worked on the Thalkar Development Project but left it after two years, when he developed serious differences of opinion with his superiors. Glinn Peret wanted a ship of roughly the same size, but very different configuration. The ship he envisioned, which he christened a "Strike Frigate," would have heavy armament and shields, but remain as fast and maneuverable as lesser frigates. When it became apparent to him that the officers in charge of the project were jealous of his genius and would not listen to his ideas, he used his vesala to arrange a transfer to another project, to develop an as-yet-unnamed new type of frigate. There, his ideas proved more influential.

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VORESKA CLASS		PROPULSION SYSTEMS	
Class and Type: Voreska-Class Research/Laboratory Vessel Commissioning Date: 2357 HULL SYSTEMS		Warp Drive Nacelles: Type 5A Speed: 5.0/7.0/8.0 [1 Power/.2 warp speed] PIS: Type E (8 hours of Maximum warp) Uprating: Package 1 for Standard, Sustainable, and Maximur Special Configuration: Embedded	55 10 m 6 20
Size: 5 Length: 235.68 meters Beam: 86.72 meters Height: 47.80 meters		Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft of command hull	18
Decks: 10 Mass: 468,950 metric tonnes SUs Available: 1,600 SUs Used: 1,488		Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Engineering hull	18
Hull Outer	25	Reaction Control System (.025c) [2 Power/round when in use]	5
Inner	25	POWER SYSTEMS	
Outer Hull: 6 Inner Hull: 6	6 6	Warp Engine Type: Class 6/K (generates 330 Power/round) Location: Engineering hull Impulse Engine[s]:	73
Structural Integrity Field Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round] Backup: Class 4 (Protection 35)	26	2 Class 3A (generate 28 Power/engine/round) Auxiliary Pow∈r: 4 reactors (generate 5 Power/reactor/round)	12
[1 Power/10 Protection/round] Backup: Class 4 (Protection 35)	13	Emergency Power: Type E (generates 45 Power/round) EPS:	45
[1 Power/10 Protection/round]	13	Standard Power flow, +150 Power transfer/round	40
PERSONNEL SYSTEMS		Standard Usable Power: 386	
Crew/Passengers/Evac: 159/84/5,650		OPERATIONS SYSTEMS	
Crew Quarters Spartan: None Basic: 200 Expanded: 75 Luxury: 10 Unusual: 10	20 15 10	Bridge: Command hull dorsal Computers Core 1: Command hull [5 Power/round] Core 2: Engineering hull [5 Power/round] Core 3: Dorsal laboratory pod [5 Power/round]	25 15 15 15
Environmental Systems Basic Life Support [11 Power/round] Reserve Life Support [6 Power/round] Emergency Life Support (30 emergency shelters) Gravity [3 Power/round] Consumables: 3 years' worth	20 10 10 5 15	Uprating: Class Alpha (+1) [1 Power/computer/round] ODN Navigational Deflector [5 Power/round] Range: 10/20,000/50,000/150,000 Accuracy: 5/6/8/11 Location: Ventral of command hull,	6 15 25
Replicator Systems Food Replicators [5 Power/round] Industrial Replicators Type: Network of small replicators [2 Power/round] Type: 1 large unit [2 Power/replicator/round] Medical Facilities: 6 (+1) [6 Power/round] Recreation Facilities: 5 [10 Power/round] Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] Fire Suppression System [1 Power/round when active]	5 8 30 40 15 5	on forward end of engineering hull Sensor Systems Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10) High Resolution: .5/.6-1.0/1.1-3.8/3.9-5.0 Low Resolution: 1/1.1-6.0/6.1-13.0/13.1-17 Strength Package: Class 8 (Strength 8) Gain Package: Class Beta (+2) Coverage: -3,000 substances	59
Cargo Holds: 66,000 cubic meters Locations: 4 locations throughout ship Escape Pods Number: 120	2 7	Lateral Sensors [5 Power/round] Strength Package: Class 8 (Strength 8) Gain Package: Class Beta (+2) Coverage: -3,000 substances	31
Capacity: 8 persons per pod		Navigational Sensors [5 Power/round] Strength Package: Class 8 (Strength 8) Gain Package: Class Beta (+2)	20
		Probes: 120 Sensors Skill: 4	12

PROPULSION SYSTEMS

Flight Control Systems		TACTICAL SYSTEMS	
Autopilot: Shipboard Systems (Flight Control) 3, Coordination 1 [1 Power/round in use] Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2 Inertial Damping Field Main Strength: 8 [3 Power/round] Number: 3	10 2 2 30	Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of command hull Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	42 d
Strength: 5 [2 Power/round] Number: 3 Attitude Control [1 Power/round] Communications Systems Type: Class 8 [2 Power/round] Strength: 8 Security: -3 Basic Uprating: None Emergency Communications: Yes [2 Power/round]	9 1 16	Class: Carkhet Damage: 160 [16 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Dorsal side of command hull Firing Arc: 360 degrees dorsal (significant arc shadow) Firing Modes: Standard, Pulse	33
Tractor Beams Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11	9 9 6	Class: Carkhet Damage: 160 [16 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral side of command hull Firing Arc: 360 degrees ventral (significant arc shadow) Firing Modes: Standard, Pulse Torpedo Launcher	33
Location: Shuttlebay (x2) Transporters Type: Personnel [5 Power/use] Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km rar Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in command hull,	60 nge)	Standard Load: Type II photon torpedo (200 Damage) Spread: 2 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward, ventral side of command hull Firing Arc: Forward, but are self-quided	
one in engineering hull, one in each laboratory pod Type: Emergency [5 Power/use]	52	Torpedoes Carried: 10	1
Pads: 16 Emitter/Receiver Array: Emergency Type 3 (15,000 km ra Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in command hull,		TA/T/TS: Class Alpha [0 Power/round] Strength: 7 Bonus: +0	6
one in engineering hull, one in each laboratory pod		Weapons Skill: 3	
Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class F (Strength 6) Number and Location: Two in engineering hull, one in each laboratory pod	44	Shield Generator: Class 2 (Protection 400 + 100 [embedded nacelles]) [40 Power/shield/round] Shield Grid: Type B (33% increase to 533 Protection) Subspace Field Distortion Amplifiers:	2 (x4)
Cloaking Device: None		Class Gamma (Threshold 120 + 10 [embedded nacelles Recharging System: Class 1 (45 seconds)	;])
Security Systems	10	Backup Shield Generators: 4 (1 per shield)	4
Rating: 3 Anti-Intruder System: Yes [1 Power/round]	12 5	Auto-Destruct System	5
Neutralization Fields [2 Power/3 Strength]	10	AUXILIARY SPACECRAFT SYSTEM	IS
Science Systems Rating 3 (+2) [3 Power/round]	20	Shuttlebay(s): Capacity for 10 Size worth of ships	20
Specialized Systems: 3 Laboratories: From 26-40, depending on laboratory modules installed	15 8	Standard Complement: 5 shuttlecraft Location(s): Aft of command hull, to port and starboard Captain's Yacht: No	sides

Description and Notes

Fleet data:

The Voreska-class science vessel, the most common research ship used by the Cardassians, consists of four sections. The primary section, the command hull, is a large half-oval shape similar to that seen on many other Cardassian ships. Attached to it aft center is a rectangular engineering hull, similar in shape to engineering hulls on other Cardassian vessels, but much shorter and taller. Attached to the dorsal and ventral sides of the engineering hull are fat crescent-shaped "laboratory pods" containing advanced sensors and scientific equipment, and attached to its aft side is a long "tail" of six sections. Each of these sections holds more laboratories and science facilities, and is modular; the crew can swap a section out at a spacedock and put a section with different labs and equipment in its place.

Although well-equipped for scientific pursuits, the Voreska is a poor combat vessel by Cardassian standards. Equipped only with a few disruptor arrays, and one forward torpedo launcher, it's weakly armed compared to most other Central Command ships.

Noteworthy vessels/service records/encounters:

Voreska, prototype; Yel'gra, researched anomalous condition of the Tulajra Quasar (2361); Hevret, participated in the first comprehensive survey of the Creltar Sector (2364-67); Ghettar, explored the Gedaro Expanse and made first contact with the H'n'k (2371-72).

Cardassian Civilian Vessels and Member/Allied Species Vessels

PRENDAK CLASS		PROPULSION SYSTEMS	
I ILLIIDAN CLASS		Warp Drive	
Class and Type: Prendak-Class Prisoner Transport		Nacelles: Type 4A2	37
Commissioning Date: 2346		Speed: 3.9/7.3/8.1 [1 Power/.2 warp speed]	
		PIS: Type H (12 hours of Maximum warp)	16
HULL SYSTEMS		Special Configuration: Embedded	28
Size: 7		Impulse Engine	40
Length: 522.37 meters		Type: Class 3A (.5 <i>cl</i> .75 <i>c</i>) [5/7 Power/round] Location: Aft of command hull	18
Beam: 278.62 meters		Location: All of confinantia fium	
Height: 137.88 meters		Reaction Control System (.025c)	
Decks: 30 decks		[2 Power/round when in use]	7
Mass: 3,738,900 metric tonnes			
SUs Available: 1,850		POWER SYSTEMS	
SUs Used : 1,648		Warp Engine	
Hull		Type: Class 6/K (generates 330 Power/round)	73
Outer	35	Location: Engineering amidships	73
Inner	35	Impulse Engine[s]:	
Resistance		1 Class 3A (generate 28 Power/engine/round)	
Outer Hull: 6	6	Auxiliary Power:	
Inner Hull: 6	6	4 reactors (generate 5 Power/reactor/round)	12
	O	Emergency Power:	
Structural Integrity Field		Type D (generates 40 Power/round)	40
Main: Class 4 (Protection 70/110)	00	EPS:	
[1 Power/10 Protection/round]	28	Standard Power flow, +200 Power transfer/round	55
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]	14	Standard Usable Power: 358	
Backup: Class 4 (Protection 35)	14		
[1 Power/10 Protection/round]	14	OPERATIONS SYSTEMS	
PERSONNEL SYSTEMS		Bridge: Bridge module, forward dorsal of command hull	35
		Computers	
Crew/Passengers/Evac: 213/2,500/12,850		Core 1: Main command hull [5 Power/round]	21
Crew Quarters		Core 2: Engineering hull [5 Power/round]	21
Spartan : 2,500	125	ODN	21
Basic: 250	25	Navigational Deflector [5 Power/round]	35
Expanded: 10	2	Range: 10/20,000/50,000/150,000	00
Luxury: 3	3	Accuracy: 5/6/8/11	
Unusual: 2	2	Location: Ventral of command hull, forward end of engineering	hull
Environmental Systems		Sensor Systems	
Basic Life Support [12 Power/round]	28	Long-range Sensors [5 Power/round]	26
Reserve Life Support [6 Power/round]	14	Range Package: Type 4 (Accuracy 3/4/7/10)	20
Emergency Life Support (21 emergency shelters)	14	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)	
Gravity [4 Power/round]	7	Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14	.)
Consumables: 1 years' worth	7	Strength Package: Class 5 (Strength 5)	,
Replicator Systems		Gain Package: Standard	
Food Replicators [7 Power/round]	7	Coverage: Standard	
Industrial Replicators	7	Lateral Sensors [5 Power/round]	10
Type: Network of small replicators [2 Power/round]	4.5	Strength Package: Class 5 (Strength 5)	
Medical Facilities: 3 (+1) [3 Power/round]	15	Gain Package: Standard	
Recreation Facilities: 3 [6 Power/round]	24	Coverage: Standard	
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]		Navigational Sensors [5 Power/round]	10
Fire Suppression System [1 Power/round when active] Cargo Holds: 33,000 cubic meters	7 1	Strength Package: Class 5 (Strength 5)	
Locations: 12 locations throughout the ship	ı	Gain Package: Standard	
Escape Pods	8	Probes: 10 Sensors Skill: 2	1
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Number: 160

Capacity: 4 persons per pod

Flight Control Systems		TACTICAL SYSTEMS	
Autopilot: Shipboard Systems (Flight Control) 2, Coordination 1 [1 Power/round in use] Navigational Computer Main: Class 2 (+1) [1 Power/round] Backups: 2 Inertial Damping Field Main Strength: 8 [3 Power/round] Number: 3	7 2 2 42	Forward Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of command hull Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	54
Backup Strength: 5 [2 Power/round] Number: 3 Attitude Control [2 Power/round] Communications Systems Type: Class 5 [2 Power/round] Strength: 5 Security: -2 Basic Uprating: None Emergency Communications: No	12 2 10	Aft Disruptor Cannon Class: Drevan Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	54
Tractor Beams Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward ventral	9	Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10	42
Transporters Type: Personnel [5 Power/use] Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)	64	Range: 10/30,000/100,000/300,000 Location: Starboard side of prison section Firing Arc: 360 degrees starboard Firing Modes: Standard, Pulse	
Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in command hull, one in engineering hull, two in prison section Type: Emergency [5 Power/use] Pads: 20 Emitter/Receiver Array: Emergency Type 3 (15,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: One in main command hull, one in engineering hull	30	Port Spiral-Wave Disruptor Array Class: Tavor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Port side of prison section Firing Arc: 360 degrees port Firing Modes: Standard, Pulse	42
Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class G (Strength 7) Number and Location: Two in engineering hull	24	TA/T/TS: Class Alpha [0 Power/round] Strength: 7 Bonus: +0	6
Cloaking Device: None		Weapons Skill: 3	FO (:.4)
Security Systems Rating: 5 Anti-Intruder System: Yes [1 Power/round] Backup Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength] Backup Neutralization Fields [2 Power/3 Strength] Science Systems	20 7 7 14 14	Shields (Forward, Aft, Port, Starboard) Shield Generator: Class 3 (Protection 500 + 100 [embedded nacelles]) [50 Power/round] Shield Grid: Type C (50% increase to 750 Protection) Subspace Field Distortion Amplifiers: Class Delta (Threshold 165 + 10 [embedded nacelles]) Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield)	59 (x4)
Rating 1 (+0) [1 Power/round]	12	Auto-Destruct System	7
Specialized Systems: None Laboratories: None		AUXILIARY SPACECRAFT SYSTE	

Shuttlebay(s): None Captain's Yacht: No

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Description and Notes

Fleet data:

Cardassian efficiency in matters penological is legendary (some might say "infamous") throughout the Alpha Quadrant. The *Prendak*-class Prison Transport provides a prime example of that efficiency. Built to transport up to 2,500 hardened criminals (each in his own cell, to prevent fraternization) with absolute security, it does its job quite well.

The internal security of a *Prendak* presents a nigh-insurmountable obstacle to transportees' escape plans (the only recorded successful escapes from a *Prendak* have all involved corruption on the part of the jailers, or outside assistance). All security officers have extensive training, and are well-armed with energy weapons that function only for themselves; criminals find them useless if they manage to obtain one. They also carry prison tricorders optimized to scan for contraband and the like. Every three-meter section of corridor or access tube can be sealed by powerful neutralization fields, and at the least sign of resistance or attempted escape by prisoners, the captain won't hesitate to flood selected sections with neurozine (an anaesthetic gas) or neurocine (a lethal gas). Unfortunate misunderstandings of the captain's order for the anaesthetic have led to the deaths of hundreds of inmates on several of these ships, but the Ministry of Justice chalks these events up to the nature of the work, shrugs its shoulders, and makes no changes in nomenclature or procedure.

Class and Type: Det'tar-Class Prospecting/Mining Vessel Commissioning Date: 2364		Nacelles: Type 215 Speed: 2.0/3.0/6.0 [1 Power/.2 warp speed] PIS: Type C (6 hours of Maximum warp)	6
HULL SYSTEMS Size: 5		Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft of engineering section, on port and starboard "win	18 ngs"
Length: 280.50 meters Beam: 75.92 meters Height: 71.35 meters Decks: 15		Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft of engineering section	18
Mass: 853,200 metric tonnes SUs Available: 1,500 SUs Used: 1,476		Reaction Control System (.025c) [2 Power/round when in use]	5
Hull Outer	25	POWER SYSTEMS	
Inner	25	Warp Engine Type: Class 4/G (generates 240 Power/round)	54
Outer Hull: 6 Inner Hull: 6	6 6	Location: Engineering section Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round)	
Structural Integrity Field Main: Class 4 (Protection 70/110)		Auxiliary Power: 4 reactors (generate 5 Power/reactor/round) Emergency Power:	12
[1 Power/10 Protection/round] Backup: Class 4 (Protection 35)	26	Type C (generates 35 Power/round)	35
[1 Power/10 Protection/round] Backup: Class 4 (Protection 35)	13	EPS: Standard Power flow, +100 Power transfer/round	35
[1 Power/10 Protection/round]	13	Standard Usable Power: 296	
PERSONNEL SYSTEMS		OPERATIONS SYSTEMS	
Crew/Passengers/Evac: 48/21/5,600		Bridge: Command hull dorsal	25
Crew Quarters		Computers	1 -
Spartan: 10	1	Core 1: Command hull [5 Power/round] ODN	15 15
Basic: 80 Expanded: None	8	Navigational Deflector [5 Power/round]	25
Luxury: None		Range: 10/20,000/50,000/150,000	
Unusual: None		Accuracy: 5/6/8/11 Location: Ventral of command hull	
Environmental Systems	20	Sensor Systems	
Basic Life Support [11 Power/round] Reserve Life Support [6 Power/round]	20 10	Long-range Sensors [5 Power/round]	44
Emergency Life Support (30 emergency shelters)	10	Range Package: Type 4 (Accuracy 3/4/7/10)	
Gravity [3 Power/round]	5 10	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)
Consumables: 2 year's worth (plus any carried cargo) Replicator Systems	10	Strength Package: Class 5 (Strength 5)	,
Food Replicators [5 Power/round]	5	Gain Package: Class Alpha (+1) Coverage: -5,000	
Industrial Replicators Type: Network of small replicators [2 Power/round]	8	Lateral Sensors [5 Power/round]	28
Type: 1 large unit [2 Power/replicator/round]		Strength Package: Class 5 (Strength 5)	
Medical Facilities: 4 (+1) [4 Power/round]	20	Gain Package: Class Alpha (+1) Coverage: -5,000	
Recreation Facilities: 4 [8 Power/round] Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]	32 15	Navigational Sensors [5 Power/round]	12
Fire Suppression System [1 Power/round when active]	5	Strength Package: Class 5 (Strength 5)	
Cargo Holds: 800,000 cubic meters	24	Gain Package: Class Alpha (+1) Probes: 20	2
Locations: 12 ore modules amidships Escape Pods	3	Sensors Skill: 3	2
Number: 60	5	Flight Control Systems	
Capacity: 4 persons per pod		Autopilot: Shipboard Systems (Flight Control) 2, Coordination 1	
		[1 Power/round in use] Navigational Computer	7
		Main: Class 2 (+1) [1 Power/round] Backups: 2	2

PROPULSION SYSTEMS

Warp Driv€

DET'TAR CLASS

Inertial Damping Field Main Strength: 6 [3 Power/round]	30
Number: 3 Backup Strength: 4 [2 Power/round] Number: 3	9
Attitude Control [1 Power/round]	1
Communications Systems Type: Class 5 [2 Power/round] Strength: 5 Security: -2 Basic Uprating: None Emergency Communications: No	10
Tractor Beams Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10	12
Location: Forward Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft	12
Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Dorsal amidships	9
Emitter: Class Gamma [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Ventral amidships	9
Transporters Type: Personnel [5 Power/use] Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km range) Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in command hull,	30
one in engineering section Type: Emergency [5 Power/use] Pads: 16 Emitter/Receiver Array: Emergency Type 3 (15,000 km range Energizing/Transition Coils: Class F (Strength 6) Number and Location: One in command hull, one in engineering section	26 e)
Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class F (Strength 6) Number and Location: Two in each cargo module, one in engineering section	275
Cloaking Device: None	
Security Systems Rating: 2 Anti-Intruder System: Yes [1 Power/round] Neutralization Fields [2 Power/3 Strength]	8 5 10
Science Systems Rating 2 (+1) [2 Power/round] Specialized Systems: 1 (Geology) Laboratories: 6	15 5 2

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THE TIERLE STOTE IN S	
Forward Spiral-Wave Disruptor Cannon Class: Ta'vor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	42
Aft Spiral-Wave Disruptor Cannon Class: Tavor Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	42
Mining Disruptors (6) Class: Garshep Damage: 100 [10 Power] Number of Shots: Up to 2 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Two each amidships on port and starboard sides, one each amidships on dorsal and ventral sides Firing Arc: 360 degrees per side Firing Modes: Standard, Pulse	132
TA/T/TS: Class Alpha [0 Power/round] Strength: 7 Bonus: +0	6
Weapons Skill: 3	
Shields (Forward, Aft, Port, Starboard) Shield Generator: Class 2 (Protection 300)	28 (x4)

[30 Power/shield/round] Shield Grid: Type B (33% increase to 400 Protection) **Subspace Field Distortion Amplifiers:** Class Beta (Threshold 100) Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield) 4 Auto-Destruct System 5

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None Captain's Yacht: No

Description and Notes

Fleet data:

The Det'tar-class Prospecting/Mining Vessel is a common sight throughout the Cardassian Union. Though not pretty to look at, with its stubby, ugly command hull (forward) and engineering section (aft) connecting ore hoppers, there's no question that it's perfect for mining. Equipped with powerful sensors for detecting valuable minerals at a great distance through solid rock, mining disruptors to cut apart asteroids and drill into planets (and larger disruptors to scare off pirates and claim jumpers), and twelve enormous ore modules (each with its own feed system for onloading and offloading ore), it's the quintessential mining ship. The Cardassians have sold thousands of them to species and business concerns all over the Alpha and Beta Quadrants.

SHESARA'WENT	НΙΔ	PROPULSION SYSTEMS	
		Warp Drive	
CLASS		Nacelles: Type 4.86 Speed: 4.0/6.0/8.5 [1 Power/.2 warp speed]	29
Class and Type: Shesara'Wenthia-Class Luxury Transport		PIS: Type C (6 hours of Maximum warp)	6
Commissioning Date: 2369		Uprating: Package 1 for Standard and Sustainable Special Configuration: Embedded	4 28
HULL SYSTEMS		Impulse Engine Type: Class 5 (.7c/.9c) [7/9 Power/round]	25
Size: 7		Location: Aft	25
Length: 523.65 meters		Incular Corine	
Beam: 157.22 meters Height: 112.78 meters		Impulse Engine Type: Class 5 (7c/.9c) [7/9 Power/round]	25
Decks: 25		Location: Port and dorsal projections, amidships	20
Mass: 2,100,500 metric tonnes		, , , , , , , , , , , , , , , , , , , ,	
SUs Available: 2,750 SUs Used: 2,560		Reaction Control System (.025c) [2 Power/round when in use]	7
Hull			
Outer Inner	28 28	POWER SYSTEMS	
Resistance		Warp Engine	0.0
Outer Hull: 6	6	Type: Class 8/N (generates 400 Power/round) Location: Engineering section, two-thirds to aft, on ventral side	90 of chir
Inner Hull: 6	6	Impulse Engine[s]:	s or zuit
Structural Integrity Field		2 Class 5 (generate 40 Power/engine/round)	
Main: Class 6 (Protection 90/130)		Auxiliary Power:	
[1 Power/10 Protection/round]	34	6 reactors (generate 5 Power/reactor/round)	18
Backup: Class 6 (Protection 45)		Emergency Power:	ГΩ
[1 Power/10 Protection/round]	17	Type F (generates 50 Power/round) EPS:	50
Backup: Class 6 (Protection 45) [1 Power/10 Protection/round]	17	Standard Power flow, +200 Power transfer/round	55
[1.10100,101100000,700000]	.,	Standard Usable Power: 480	
PERSONNEL SYSTEMS			
Crew/Passengers/Evac: 1,857/769/16,000		OPERATIONS SYSTEMS	
Crew Quarters		Bridge: Bridge module, one-third to aft, on dorsal side of s	hip 35
Spartan: None Basic: 2,000	200	-	
Expanded: 550	110	Computers Core 1: Forward [5 Power/round]	14
Luxury: 250	250	Core 2: Engineering [5 Power/round]	14
Unusual: 30	30	Core 3: Amidships ventral [5 Power/round]	14
Environmental Systems		Uprating: Class Alpha (+1) [1 Power/computer/round]	6
Basic Life Support [13 Power/round]	28	ODN	21
Reserve Life Support [7 Power/round]	14	Navigational Deflector [5 Power/round]	28
Emergency Life Support (42 emergency shelters) Gravity [4 Power/round]	14 7	Range: 10/20,000/50,000/150,000	
Consumables: 4 years' worth	28	Accuracy: 5/6/8/11 Location: Forward ventral	
Replicator Systems			
Food Replicators [7 Power/round]	7	Sensor Systems	45
Industrial Replicators	23	Long-range Sensors [5 Power/round] Range Package: Type 7 (Accuracy 3/4/7/10)	45
Type: 2 networks of small replicators [2 Power/netwo	ork/round]	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0)	
Type: 3 large units [2 Power/replicator/round] Medical Facilities: 9 (+2) [9 Power/round]	45	Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-1	7)
Recreation Facilities: 9 [18 Power/round]	72	Strength Package: Class 7 (Strength 7)	,
Personnel Transport:	, _	Gain Package: Class Alpha (+1)	
Turbolifts, Jefferies tubes [2 Power/round]	21	Coverage: Standard	17
Fire Suppression System [1 Power/round when active]	7	Lateral Sensors [5 Power/round] Strongth Backage: Class 7 (Strongth 7)	17
Cargo Holds: 33,000 cubic meters	1	Strength Package: Class 7 (Strength 7) Gain Package: Class Alpha (+1)	
Locations: 8 locations throughout the ship Escape Pods	17	Coverage: Standard	
Number: 300	17	Navigational Sensors: [5 Power/round]	16
Capacity: 12 persons per pod		Strength Package: Class 7 (Strength 7)	
		Gain Package: Class Alpha (+1)	
		Probes: 20 (Jaunched via small forward launcher costing 2 SUs)	4
		(launched via small forward launcher costing 2 SUs) Sensors Skill: 4	

Flight Control Systems Autopilot:		TACTICAL SYSTEMS	
Shipboard Systems (Flight Control) 3, Coordination 3 [1 Power/round in use] Navigational Computer	12	Forward Disruptor Array Type: 6 Damage: 140 [14 Power]	30
Main: Class 2 (+1) [1 Power/round] Backups: 2	2 2	Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10	
Inertial Damping Field Main	42	Range: 10/30,000/100,000/300,000 Location: Forward	
Strength: 8 [3 Power/round] Number: 3		Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	
Backup Strength: 5 [2 Power/round] Number: 3	12	Type: 6	30
Attitude Control [2 Power/round]	2	Damage: 140 [14 Power] Number of Shots: Up to 3 shots per round	
Communications Systems Type: Class 8 [2 Power/round]	19	Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000	
Strength: 8		Location: Aft	
Security: -3 Basic Uprating: Class Alpha (+1)		Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	
Emergency Communications: Yes [2 Power/round]	1	Starboard Disruptor Array	30
Holocommunications: Yes	1	Type : 6	
Tractor Beams Emitter: Class Delta [3 Power/Strength used/round]	12	Damage: 140 [14 Power] Number of Shots: Up to 3 shots per round	
Accuracy: 4/5/7/10	12	Targeting System: Accuracy 4/5/7/10	
Location: Forward	10	Range: 10/30,000/100,000/300,000 Location: Starboard amidships	
Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10	12	Firing Arc: 360 degrees starboard	
Location: Aft		Firing Modes: Standard, Pulse	
Emitter: Class Alpha [3 Power/Strength used/round] Accuracy: 5/6/8/11	6		30
Location: Shuttlebay (x2)		Type: 6 Damage: 140 [14 Power]	
Transporters		Number of Shots: Up to 3 shots per round	
Type: Personnel [5 Power/use]	96	Targeting System: Accuracy 4/5/7/10	
Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)		Range: 10/30,000/100,000/300,000 Location: Port amidships	
Energizing/Transition Coils: Class G (Strength 7)		Firing Arc: 360 degrees port	
Number and Location: Six distributed evenly throughout ship	150	Firing Modes: Standard, Pulse	
Type: Emergency [5 Power/use] Pads: 20	150	TA/T/TS: Class Alpha [O Power/round]	6
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)	Strength: 7 Bonus: +0	
Energizing/Transition Coils: Class G (Strength 7) Number and Location: Ten distributed evenly throughout ship)	Weapons Skill: 2	
Type: Cargo [4 Power/use]	72	Shields (Forward, Aft, Port, Starboard) 59 (x	x4)
Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range)		Shield Generator:	,
Energizing/Transition Coils: Class G (Strength 7)		Class 4 (Protection 700 + 100 [embedded nacelles]) [70 Power/shield/round]	
Number and Location: Three in engineering section, three aff		Shield Grid: Type B (33% increase to 931 Protection)	
Cloaking Device: None		Subspace Field Distortion Amplifiers: Class Delta (Threshold 200 + 10 [embedded nacelles])	
Security Systems	1/	Recharging System: Class 1 (45 seconds)	
Rating: 4 Anti-Intruder System: Yes [1 Power/round]	16 7	Backup Shield Generators: 4 (1 per shield)	8
Internal Force Fields [2 Power/3 Strength]	14	Auto-Destruct System	7
Science Systems Rating 1 (+0) [1 Power/round]	12	AUXILIARY SPACECRAFT SYSTEMS	<u>,</u>
Specialized Systems: None	2		20
Laboratories: 3	2	Standard Complement: 5 shuttlecraft, plus passengers' personal ships	
		Location(s): Aft, ventral	
		Captain's Yacht: Yes	10

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Description and Notes

Fleet data:

A Shesara'Wenthia-class Luxury Transport, better known throughout the Alpha Quadrant as the "Daairiam Symphony Cruise Ship," is a playground for the wealthy and an attraction for music lovers of all species. Outfitted with the most luxurious accomodations available, it provides non-stop entertainment for cruises of one to ten weeks' duration. The ship visits noteworthy star systems and astronomical anomalies, allowing its passengers to disembark for shopping and exploration excursions or other activities. Many choose never to leave the ship, though, for its holodecks. restaurants, gaming rooms, and other facilities leave little, if anything, to be

The Shesara'Wenthia is best known for the musical programs it offers. The Daairiam enjoy a well-deserved reputation as masterful composers and musicians, and to complement their own style they hire the best musicmakers from dozens of species to work their cruise ships. From the most elaborate symphonies and operas ever composed, to Nommoi soundsculpture exhibitions, to colorful musical plays, a Daairiam cruise has something to offer every music afficionado.

The Shesara'Wenthia is also physically distinctive. Long and narrow, its hull has a square profile, though it tapers to something of a point forward and aft. Large portholes line the sides of the ship, each giving a view into the luxurious cabin beyond. At various points along the hull, force fieldprotected walkways provide the passengers with a place to stroll and look at the passing stars. Many cafes and restaurants also feature such views.

The Daairiam

The Daairiam, an ally of the Cardassian Union, live on the world Daair, in the most populated part of the Almatha Sector. They developed sub-light drives to travel within their own system, but never went beyond it. Their civilization reached its height in 1816, and has since that time been in an epoch of stability and peace.

When Cardassian scouts entered the Daair system in 1837, the Daairiam captured their scout ship, swiftly reproduced it using their engineering skills, and returned to the Cardassian Union with a small fleet of scout ships and an offer of alliance. The Cardassians, unaware the Daairiam did not possess technology equal to or better than their own, accepted, making them Union affiliates. Since that time, both species have worked together well.

The Daairiam possess bluish, delicately veined skin, thin foreheads, and long, slender noses. Their large eyes, while initially indistinguishable from most humanoid eyes, contain two irises each arranged side-by-side in a sort of horizontal hourglass patterns. Eye color ranges from pale blues and grays to soft yellows and browns. They wear thin robes (their homeworld is nearly as warm as Cardassia Prime) made from silk-like fabrics which accentuate their figures. Cardassian men supposedly find Daairiam females attractive, but since the two races have incompatible reproductive organs, unions between them are extremely rare.

The Daairiam are noted for their high intellects and beautiful music. Soft winds fill Daair; the air never stops moving and the plants constantly rustle in the breeze. Though to some Daair is a cacophony of noise, to the incredibly delicate eardrums of the Daairiam, music fills their world. Because they evolved on such a world, the Daairiam can clearly distinguish nearly two hundred different octaves by sound, over ten times the range of a Human ear.

This vast aural range makes the Daairiam efficient engineers, since they can tune an engine by sound and pitch as much as by tricorder. Their assistance and allegiance to the Cardassian Union have proven invaluable, as even the Cardassians themselves acknowledge. The arrangement has benefited both species greatly.

The Daairiam government is an absolutist theocracy. The Daairiam Dalmai (a ruling God-Emperor) oversees all Daairiam colonies and holdings, and his word is law. His vast harem gives birth to dozens upon dozens of imperial heirs, who fight in political (and other) arenas to earn his favor and, hopefully, the position of Emperor-Designate.

Daairiam Template

Attributes

Fitness 2 [5] Coordination 2 [5] Intellect 3 [5] Presence 2 [5] Psi 0 [4]

Skills

Athletics (choose Specialization) 2 (3) Culture (Daair) 2 (3) History (Daair) 1 (2) Language Daairiam 2 Planetary Survival (Daair) 1 (2) World Knowledge (Daair) 1 (2)

Typical Advantages

Excellent Hearing +2 Night Vision +2 Peripheral Vision +1

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TRGLCH CLASS		PROPULSION SYSTEMS	
Class and Type: Trglch-Class Light Battle Cruiser Commissioning Date: 2365 HULL SYSTEMS		Warp Drive Nacelles: Type 6D Speed: 6.0/9.2/9.6 [1 Power/.2 warp speed] PIS: Type H (12 hours of Maximum warp) Uprating: Package 1 for Standard, Sustainable, and Maximum	105 16
Sing F		Special Configuration: Embedded	20
Size: 5 Length: 165.73 meters Beam: 72.91 meters Height: 40.06 meters		Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Aft	18
Decks: 8 Mass: 378,550 metric tonnes SUs Available: 1,900		Impulse Engine Type: Class 3A (.5c/.75c) [5/7 Power/round] Location: Amidships, port and starboard	18
SUs Used: 1,850 Hull Outer	20	Reaction Control System (.025c) [2 Power/round when in use]	5
Inner	20	POWER SYSTEMS	
Resistance Outer Hull: 8 Inner Hull: 8	9 9	Warp Engine Type: Class 7/M (generates 390 Power/round) Location: Amidships	84
Structural Integrity Field Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round]	26	Impulse Engine[s]: 2 Class 3A (generate 28 Power/engine/round) Auxiliary Power:	
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]	13	4 reactors (generate 5 Power/reactor/round) Emergency Power:	12
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round]	13	Type D (generates 40 Power/round) EPS: Standard Power flow, +200 Power transfer/round	40 45
PERSONNEL SYSTEMS		Standard Usable Power: 446	40
Crew/Passengers/Evac: 379/25/4,500		OPERATIONS SYSTEMS	
Crew Quarters			٥٢
Spartan: 300	15 10	Bridge: Forward dorsal superstructure	25
Basic: 100 Expanded: 30	10 6	Auxiliary Control Room: Amidships	15
Luxury: 8	8	Computers	
Unusual: 10	10	Core 1: Amidships [5 Power/round]	10
Environmental Systems		Core 2: Engineering [5 Power/round] Uprating: Class Alpha (+1) [1 Power/computer/round]	10
Basic Life Support [11 Power/round]	20	ODN	15
Reserve Life Support [6 Power/round]	10	Navigational Deflector [5 Power/round]	20
Emergency Life Support (30 emergency shelters) Gravity [3 Power/round]	10 5	Range: 10/20,000/50,000/150,000	20
Consumables: 2 years' worth	10	Accuracy : 5/6/8/11	
Replicator Systems	_	Location: Forward dorsal	
Food Replicators [5 Power/round] Industrial Replicators	5 8	Sensor Systems	
Type: Network of small replicators [2 Power/round]	0	Long-range Sensors [5 Power/round]	41
Type: 1 large unit [2 Power/replicator/round]		Range Package: Type 6 (Accuracy 3/4/7/10) High Resolution: 5 light-years (5/.6-1.0/1.1-3.7/3.8-5.0)	
Medical Facilities: 6 (+1) [6 Power/round]	30	Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-10	6)
Recreation Facilities: 3 [6 Power/round]	24	Strength Package: Class 7 (Strength 7)	-,
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]	15	Gain Package: Class Alpha (+1)	
Fire Suppression System [1 Power/round when active]	5	Coverage: Standard	17
Cargo Holds: 15,000 cubic meters	1	Lateral Sensors [5 Power/round] Strength Package: Class 7 (Strength 7)	17
Locations: 5 locations throughout the ship	,	Gain Package: Class Alpha (+1)	
Escape Pods Number: 120	6	Coverage: Standard	
Capacity: 4 persons per pod		Navigational Sensors: [5 Power/round]	16
I M I		Strength Package: Class 7 (Strength 7) Gain Package: Class Alpha (+1)	
		Probes: 40	4
		Sensors Skill: 4	

Flight Control Systems Autopilot:		TACTICAL SYSTEMS	
Shipboard Systems (Flight Control) 3, Coordination 2		Forward Starboard Disruptor Array	50
[1 Power/round in use]	11	Class: Jhokhel	
Navigational Computer Main: Class 2 (+1) [1 Power/round]	2	Damage: 240 [24 Power] Number of Shots: Up to 5 shots per round	
Backups: 2	2 2	Targeting System: Accuracy 4/5/7/10	
Inertial Damping Field	_	Range: 10/30,000/100,000/300,000	
Main	30	Location: Starboard on dorsal side of main hull, forward	
Strength: 9 [3 Power/round] Number: 3		Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	
Backup	9	Forward Port Disruptor Array	50
Strength: 6 [2 Power/round]		Class: Jhokhel	30
Number: 3 Attitude Control [1 Power/round]	1	Damage: 240 [24 Power]	
Communications Systems	19	Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10	
Type: Class 8 [2 Power/round]	17	Range: 10/30,000/100,000/300,000	
Strength: 8		Location: Port on dorsal side of main hull, forward	
Security: -3		Firing Arc: 360 degrees forward Firing Modes: Standard, Pulse	
Basic Uprating: Class Alpha (+1) Emergency Communications: Yes [2 Power/round]	1	•	
	1	Aft Disruptor Array Class: Jhokhel	50
Tractor Beams Emitter: Class Gamma [3 Power/Strength used/round]	9	Damage: 240 [24 Power]	
Accuracy: 4/5/7/10	,	Number of Shots: Up to 5 shots per round	
Location: Forward		Targeting System: Accuracy 4/5/7/10	
Emitter: Class Gamma [3 Power/Strength used/round]	9	Range: 10/30,000/100,000/300,000	
Accuracy: 4/5/7/10 Location: Aft		Location: Aft of main hull Firing Arc: 360 degrees aft	
Emitter: Class Alpha [3 Power/Strength used/round]	6	Firing Modes: Standard, Pulse	
Accuracy: 5/6/8/11		Forward Ventral Disruptor Array	46
Location: Shuttlebay (x2)		Class: Pelrec	10
Transporters		Damage: 220 [22 Power]	
Type: Personnel [5 Power/use]	48	Number of Shots: Up to 3 shots per round	
Pads: 6 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)		Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000	
Energizing/Transition Coils: Class G (Strength 7)		Location: Ventral side of main hull, forward	
Number and Location: One forward, one amidships, one aft		Firing Arc: 360 degrees ventral	
Type: Emergency [5 Power/use]	56	Firing Modes: Standard, Pulse	
Pads: 16 Emitter/Receiver Array: Emergency Type 3 (15,000 km range)		Port Disruptor Array	46
Energizing/Transition Coils: Class G (Strength 7)		Class: Pelrec	
Number and Location: One forward dorsal, one forward ventra	al,	Damage: 220 [22 Power] Number of Shots: Up to 3 shots per round	
one amidships, one aft	40	Targeting System: Accuracy 4/5/7/10	
Type: Cargo [4 Power/use] Pads: 400 kg	48	Range: 10/30,000/100,000/300,000	
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)		Location: Amidships, port	
Energizing/Transition Coils: Class G (Strength 7)		Firing Arc: 360 degrees port Firing Modes: Standard, Pulse	
Number and Location: One forward section, one amidships,		Starboard Disruptor Array	46
two engineering		Class: Pelrec	40
Cloaking Device: None		Damage: 220 [22 Power]	
Security Systems		Number of Shots: Up to 3 shots per round	
Rating: 4	16	Targeting System: Accuracy 4/5/7/10	
Anti-Intruder System: Yes [1 Power/round] Internal Force Fields [1 Power/3 Strength]	5 5	Range: 10/30,000/100,000/300,000 Location: Amidships, starboard	
·	J	Firing Arc: 360 degrees starboard	
Science Systems Rating 2 (+1) [2 Power/round]	15	Firing Modes: Standard, Pulse	
Specialized Systems: 1	5	Aft Dorsal Disruptor Array	46
Laboratories: 14	4	Class: Pelrec	
		Damage: 220 [22 Power] Number of Shots: Up to 3 shots per round	
		Targeting System: Accuracy 4/5/7/10	
		Range: 10/30,000/100,000/300,000	
		Location: Aft, dorsal of main hull	
		Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	
		ining modes. Standard, i disc	

Aft Ventral Disruptor Array 46 Class: Pelrec Damage: 220 [22 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 **Location:** Aft, ventral of main hull Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse Forward Torpedo Launcher 17 Standard Load: Type II photon torpedo (200 Damage) Spread: 8 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Ventral of command hull Firing Arc: Forward, but are self-guided Aft Torpedo Launcher 17 Standard Load: Type II photon torpedo (200 Damage) Spread: 8 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 **Power:** [20 + 5 per torpedo fired] Location: Aft Firing Arc: Aft, but are self-guided Torpedoes Carried: 70 TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1 Weapons Skill: 4 Shields (Forward, Aft, Port, Starboard) 50 (x4) **Shield Generator:** Class 4 (Protection 700 + 100 [embedded nacelles]) [70 Power/shield/round] Shield Grid: Type C (50% increase to 1050 Protection) **Subspace Field Distortion Amplifiers:** Class Epsilon (Threshold 230 + 10 [embedded nacelles]) **Recharging System:** Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield) 4 5 Auto-Destruct System

crystals (though the ship does not employ crystalline technology like that used by, for example, the Sheliak or the Pygorians).

The *Trglch* has little in the way of amenities, and few quarters or accomodations for non-Fnth. Instead, its builders devoted most of its space and resources to powerful *Pelrec*- and *Jhokhel*-class disruptor arrays, strong shield generators, advanced sensor systems, and the like. The Fnth themselves seem oblivious to the lack of creature comforts, or may simply take comfort in things that most other humanoids do not enjoy or comprehend.

The most unusual feature of the *Trglch*, and any Fnth ship for that matter, is how the controls work. Rather than manipulating their ship by touch and pressure, the Fnth do so with sound tones. Given the wide range of sounds they can produce (see below), this makes it virtually impossible for any non-Fnth to operate one of their ships.

The Fnth

The Fnth (pronounced FAY-noth) reside in the Gulkhana Sector. When first encountered by the Union, they were already technologically advanced, easily a match for the Cardassians of the time, and had no intention of joining their Union—in fact, they were starting to establish an empire of their own within the sector. Unwilling to brook such a challenge to its authority, the Central Command declared war. Hundreds of ships and thousands of casualties later, the Fnth were subjects of the Cardassian Union, their once-great cities reduced to rubble and their conquering fleet shattered. In time, their rage and hatred for the Cardassians gave way to resignation, acceptance, and finally loyalty. But now that the Cardassian Union itself has lost a great war, whispers of independence have begun to circulate among the Fnth, who may at long last try to break away from the Cardassians to chart their own destiny among the stars.

Though technically humanoid, the Fnth look almost nothing like Cardassians, Humans, or other such species. Their long, almost cylindrical heads descend directly into their chest cavities; they have no necks. Their short legs and arms have two joints instead of one, and their long, spatulate digits look more like strips of thick cloth than fingers. The large size of their head and chest cavity allow them to produce and hear a much wider range of sounds than a typical humanoid; the Fnth alphabet, for example, has over 200 letters, each representing a distinct tone. To most humanoids, Fnth speech sounds more like music than conversation.

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 28 Size worth of ships
Standard Complement: 14 shuttlecraft and shuttlepods
Location(s): Main shuttlebay in aft port superstructure,
secondary shuttlebay ventral amidships
Captain's Yacht: No

Description and Notes

Fleet data:

The *Trglch*-class Light Battle Cruiser (pronounced tor-RAY-ga-letch) is one of the standard military vessels of the Fnth (pronounced FAY-noth), a species conquered by and assimilated into the Cardassian Union centuries ago. These vessels, and other Fnth craft, are built and used by the Fnth under strict Central Command scrutiny, and count as part of the Fnth contribution to the Union's defense and expenses.

Although the Fnth have adopted Cardassian embedded nacelle technology, their ships look nothing like standard Cardassian ships. Viewed from above, the *Trglch* has a roughly diamond-shaped profile, with other diamond- or trapezoid-shaped superstructures attached to it at various points. The overall effect sometimes suggests a stylized model of certain

Fnth Template

Attributes

Fitness 2 [5]
Vitality +1
Coordination 2 [6]
Intellect 2 [6]
Presence 1 [5]
Psi 0 [5]

Skills

Artistic Expression (Singing) 2 (3)
Athletics (choose Specialization) 2 (3)
Culture (Fnth) 2 (3)
History (Fnth) 1 (2)
Language
Fnth 2
Planetary Survival (Fnth VII) 1 (2)
World Knowledge (Fnth VII) 1 (2)

Typical Advantage

Excellent Hearing +2

CHK'TK'TAA CLASS **PROPULSION SYSTEMS** Warp Drive Nacelles: Type 6E8 116 Class and Type: Chk'tk'taa-Class Warship **Speed:** 6.0/9.4/9.8 [1 Power/.2 warp speed] Commissioning Date: Unknown; presumably mid-2350s **PIS**: Type H (12 hours of Maximum warp) 16 **HULL SYSTEMS** Impulse Engine **Type:** Class 8 (.75*c*/.95*c*) [7/9 Power/round] 40 Size: 7 Location: Aft Length: 427.64 meters Beam: 384.92 meters Impulse Engine Height: 172.22 meters **Type:** Class 8 (.75*c*/.95*c*) [7/9 Power/round] 40 Decks: 35 Location: Aft, to port and starboard Mass: 3,885,000 metric tonnes Reaction Control System (.025c) SUs Available: 2,450 [2 Power/round when in use] 7 **SUs Used:** 2.370 Hull **POWER SYSTEMS** 28 Outer Warp Engine Inner 28 Type: Class 9/0 (generates 470 Power/round) 102 Resistance Location: Engineering section Outer Hull: 10 12 Impulse Engine[s]: Inner Hull: 10 12 2 Class 8 (generate 64 Power/engine/round) Auxiliary Power: Structural Integrity Field 4 reactors (generate 5 Power/reactor/round) 12 Main: Class 6 (Protection 90/130) **Emergency Power:** [1 Power/10 Protection/round] 34 Type E (generates 45 Power/round) 45 Backup: Class 6 (Protection 45) EPS: [1 Power/10 Protection/round] 17 Standard Power flow, +250 Power transfer/round 60 Backup: Class 6 (Protection 45) [1 Power/10 Protection/round] 17 Standard Usable Power: 598 PERSONNEL SYSTEMS **OPERATIONS SYSTEMS** Crew/Passengers/Evac: 632/115/8,500 (estimated) 35 **Bridge:** Forward dorsal **Crew Quarters** Spartan: 300 15 Auxiliary Control Room: Amidships 21 Basic: 300 30 Separation System: Detachable warhead (x2) 8 Expanded: 100 10 Luxury: 40 40 **Computers** Unusual: 10 10 Core 1: Forward [5 Power/round] 14 **Core 2:** Engineering [5 Power/round] 14 Environmental Systems Core 3: Amidships [5 Power/round] 14 Basic Life Support [12 Power/round] 28 ODN 21 Reserve Life Support [6 Power/round] 14 Emergency Life Support (42 emergency shelters) 14 Navigational Deflector [5 Power/round] 28 Gravity [4 Power/round] 7 Range: 10/20,000/50,000/150,000 Consumables: 3 years' worth 21 **Accuracy**: 5/6/8/11 **Replicator Systems Location**: Saucer section, ventral Food Replicators [7 Power/round] 7 Sensor Systems **Industrial Replicators** 10 Long-range Sensors [5 Power/round] 48 Type: Network of small replicators [2 Power/round] Range Package: Type 6 (Accuracy 3/4/7/10) Type: 1 large unit [2 Power/replicator/round] **High Resolution:** 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0) Medical Facilities: 7 (+2) [7 Power/round] 35 **Low Resolution:** 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16) Recreation Facilities: 6 [12 Power/round] 48 Strength Package: Class 9 (Strength 9) Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 21 Gain Package: Class Beta (+2) Fire Suppression System [1 Power/round when active] 7 Coverage: Standard Cargo Holds: 166,000 cubic meters 5 Lateral Sensors [5 Power/round] 24 Locations: 15 locations throughout ship Strength Package: Class 9 (Strength 9) **Escape Pods** 11 Gain Package: Class Beta (+2) Number: 200 Coverage: Standard Capacity: 8 persons per pod Navigational Sensors: [5 Power/round] 22 Strength Package: Class 9 (Strength 9) Gain Package: Class Beta (+2) Probes: 50 5

Sensors Skill: 4

Flight Control Systems Autopilot:		TACTICAL SYSTEMS	
Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use] Navigational Computer Main: Class 3 (+2) [2 Power/round] Backups: 1 Inertial Damping Field Main Strength: 9 [3 Power/round] Number: 4 Backup	11 4 1 56	Forward Phaser Array Type: 10 Damage: 200 [20 Power] Number of Emitters: 200 (up to 5 shots per round) Auto-Phaser Interlock: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward weapons sphere Firing Arc: 405 degrees forward and dorsal Firing Modes: Standard, Continuous, Pulse, Wide-Beam	48
Strength: 6 [2 Power/round] Number: 6 Attitude Control [2 Power/round] Communications Systems Type: Class 8 [2 Power/round] Strength: 8 Security: -3 Basic Uprating: Class Alpha (+1)	2 19	Forward Dorsal Phaser Array Type: 10 Damage: 200 [20 Power] Number of Emitters: 200 (up to 5 shots per round) Auto-Phaser Interlock: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward dorsal weapons sphere Firing Arc: 360 degrees dorsal Firing Modes: Standard, Continuous, Pulse, Wide-Beam	47
Emergency Communications: Yes [2 Power/round] Tractor Beams Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Aft Emitter: Class Delta [3 Power/Strength used/round] Accuracy: 4/5/7/10 Location: Forward Emitter: Class Alpha [3 Power/Strength used/round]	1 12 12 9	Aft Dorsal Phaser Array Type: 10 Damage: 200 [20 Power] Number of Emitters: 200 (up to 5 shots per round) Auto-Phaser Interlock: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft dorsal weapons sphere Firing Arc: 360 degrees dorsal Firing Modes: Standard, Continuous, Pulse, Wide-Beam	47
Accuracy: 5/6/8/11 Location: Shuttlebay (x3) Transporters Type: Personnel [4 Power/use] Pads: 4 Emitter/Receiver Array: Personnel Type 6 (40,000 km range) Energizing/Transition Coils: Class H (Strength 8) Number and Location: Two forward, one amidships, one in engineering	64	Forward Ventral Phaser Array Type: 10 Damage: 200 [20 Power] Number of Emitters: 200 (up to 5 shots per round) Auto-Phaser Interlock: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward ventral weapons sphere Firing Arc: 360 degrees ventral Firing Modes: Standard, Continuous, Pulse, Wide-Beam	47
Type: Emergency [6 Power/use] Pads: 20 Emitter/Receiver Array: Emergency Type 3 (15,000 km range) Energizing/Transition Coils: Class H (Strength 8) Number and Location: Two forward, one amidships, one in engineering Type: Cargo [4 Power/use] Pads: 400 kg Emitter/Receiver Array: Cargo Type 3 (40,000 km range) Energizing/Transition Coils: Class H (Strength 8) Number and Location: One forward, one amidships,	52	Aft Ventral Phaser Array Type: 10 Damage: 200 [20 Power] Number of Emitters: 200 (up to 5 shots per round) Auto-Phaser Interlock: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft ventral weapons sphere Firing Arc: 360 degrees ventral Firing Modes: Standard, Continuous, Pulse, Wide-Beam Aft Phaser Array	47
two in engineering Cloaking Device: None Security Systems Rating: 4 Anti-Intruder System: Yes [1 Power/round] Internal Force Fields [1 Power/3 Strength]	16 7 7	Type: 10 Damage: 200 [20 Power] Number of Emitters: 200 (up to 5 shots per round) Auto-Phaser Interlock: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft weapons sphere Firing Arc: 405 degrees forward and dorsal Firing Modes: Standard, Continuous, Pulse, Wide-Beam	
Science Systems Rating 2 (+1) [2 Power/round] Specialized Systems: 2 Laboratories: 19	17 10 4	Forward Starboard Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 6 Range: 15/350,000/1,500,000/4,050,000 Targeting System: Accuracy 3/4/6/9 Power: [20 + 5 per torpedo fired] Location: Forward starboard Firing Arc: Forward, but are self-guided	16

Forward Port Torpedo Launcher 16 Standard Load: Type II photon torpedo (200 Damage) Spread: 6 Range: 15/350,000/1,500,000/4,050,000 Targeting System: Accuracy 3/4/6/9 **Power:** [20 + 5 per torpedo fired] Location: Forward port Firing Arc: Forward, but are self-guided Aft Starboard Torpedo Launcher 16 Standard Load: Type II photon torpedo (200 Damage) Spread: 6 Range: 15/350,000/1,500,000/4,050,000 Targeting System: Accuracy 3/4/6/9 **Power:** [20 + 5 per torpedo fired] Location: Aft starboard Firing Arc: Aft, but are self-guided Aft Port Torpedo Launcher 16 Standard Load: Type II photon torpedo (200 Damage) Range: 15/350,000/1,500,000/4,050,000 Targeting System: Accuracy 3/4/6/9 Power: [20 + 5 per torpedo fired] Location: Aft port Firing Arc: Aft, but are self-guided Torpedoes Carried: 200 20 **TA/T/TS:** Class Gamma [2 Power/round] 12 Strength: 9 Bonus: +2 Weapons Skill: 4 Shields (Forward, Aft, Port, Starboard) 85 (x4) Shield Generator: Class 5 (Protection 1000) [100 Power/shield/round] **Shield Grid:** Type C (50% increase to 1500 Protection) Subspace Field Distortion Amplifiers: Class Eta (Threshold 330)

AUXILIARY SPACECRAFT SYSTEMS

Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield)

Auto-Destruct System

Shuttlebay(s): Capacity for 30 Size worth of ships 60
Standard Complement: 10 shuttlecraft, 10 shuttlepods
Location(s): Aft, aft ventral, starboard amidships
Captain's Yacht: Yes 10

Description and Notes

Fleet data:

The *Chk'tk'taa*-class Warship, one of the most powerful vessels operated by the H'n'k Hegemony, looks nothing like any other known Alpha Quadrant ship. Like all H'n'k starcraft, it resembles a chaotic congeries of opaque soap bubbles, as if some insane glassblower had created a huge collection of bizarre spheres and attached them together in one vast agglomeration. Various of the "bubbles" emit glows, project beams, or the like, indicating the presence of engines, weapons, and similar systems.

According to the few Cardassians whom the H'n'k have allowed on one of their ships (for brief periods and in low-security areas only), the interiors look equally bizarre. The corridors are nearly round, almost like tunnels, and the walls and systems made of a substance that seems partly like a mineral, and partly like wood or paper. Some Cardassian officers believe the ship to be organic in nature; others dispute this.

Despite its appearance, the *Chk'tk'taa* is a capable, even deadly, craft. Armed with numerous phaser-like beam weapons, four torpedo launchers,

and powerful shields, it can stand hull-to-hull with Cardassian Warships and defeat them. The Cardassian Union remains unaware of the full scope of H'n'k military might; perhaps this enigmatic species has even larger, more powerful ships at its command.

The H'n'k

An insectoid species residing on a planet in the Gedaro Expanse, the H'n'k (pronounced, roughly, "huh-NEK") fit the general humanoid pattern, their fifth and sixth limbs having atrophied and stopped sprouting hundreds of thousands of years ago. Their tough, chitinous skins are usually a glossy black, blue, green, or brown, sometimes with more brightly colored spots or patterns indicating various racial groupings within the species. Their large, round eyes are normal, not compound, and their mandible-like jaws jut forward. They have no antennae, but ridges running the length of their heads show that their ancestors once had them.

The H'n'k have a very rigid and hierarchical culture, with a place for every man, and every man in his place. The clothing and jewelry a H'n'k wears indicates his profession and class; wearing inappropriate clothes constitutes a capital crime.

Although they do not possess a "hive mind" like so many other insectoid species, the H'n'k do have a higher proportion of psionics in their population than most species. Most psionic H'n'k develop telepathic abilities.

The H'n'k, with whom the Cardassians made first contact in 2362, have technology roughly equivalent to that of the Union. They have a small empire of their own, the H'n'k Hegemony, encompassing five star systems and no other sentient species. While unwilling to allow intrusions into their territory, they did not seem overtly hostile to the Cardassians, and were receptive to the idea of opening trade and establishing diplomatic relations. The War derailed any such plans; now that it has concluded, perhaps the new Cardassian government, once established, can initiate further contact with the H'n'k, and even explore further into the Gedaro Expanse.

H'n'k Template

Attributes

8

7

Fitness 2 [5] Coordination 2 [5] Dexterity +1 Intellect 3 [5] Presence 2 [5] Psi 0 [5]

Skills

Athletics (choose Specialization) 2 (3)
Culture (H'n'k) 2 (3)
History (H'n'k) 1 (2)
Language
H'n'k 2
Planetary Survival (H'n'k Homeworld) 1 (2)
Sciences, Any (choose Specialization) 1 (2)
World Knowledge (H'n'k Homeworld) 1 (2)

Typical Advantage/Disadvantage

Organ Redundancy +2 Poor Hearing -1

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