

STAR TREK®
KLINGON
ACADEMY™



CADET MANUAL

INTRODUCTION

FROM: GENERAL CHANG, COMMANDANT OF THE KLINGON DEFENCE
FORCES ELITE COMMAND ACADEMY

TO: ALL NEW STUDENTS

Cadet:

I would like to take this opportunity to welcome you

to the Elite Command Academy. As you are well aware, attendance at the Academy is by invitation only. We have no standardised tests, no entrance exams here. Your exemplary record of previous service aboard starships in the Imperial Navy has served as your only prerequisite for your acceptance to this institution. Upon examining your record and interviewing your commanding officers, we selected you to join us because you have demonstrated

the characteristics necessary for starship command. The instructors at this academy, every one of which walked these halls as a student at one time, will mould you into a fearless and deadly instrument to ensure the future of our Empire or break you and leave you behind. You may succeed, and success is rewarded with a command upon graduation, but most likely you will fail, which means dismissal and immediate return to your previous posting, but in either event your attendance here places you among a select group of the finest warriors in the Empire. Glory and honour to you, and your house.

QAPLA'

GENERAL CHANG

COMMANDANT, KDF ELITE COMMAND ACADEMY

SYSTEM REQUIREMENTS

To play Star Trek®: Klingon Academy™ you must meet or exceed the following system requirements.

Pentium 2 / 233MHz CPU
64 MB RAM
DirectX™ - certified 3D accelerator card w/8 MB RAM
DirectX™ 7.0
Windows® 95/98
DirectX™ - certified soundcard
500 MB free hard drive space
Mouse
Keyboard
12x CD-ROM
Multiplayer: 56.6 modem connection, minimum,
Supports ADSL & Cable modem, 6 players internet, 8 players LAN

INSTALLING STAR TREK®: KLINGON ACADEMY™

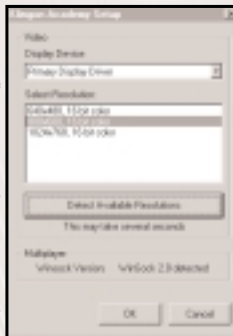
Place Star Trek: Klingon Academy CD-ROM #1 into your CD-ROM drive. After a few moments, an auto-run screen should appear. This is the Klingon Academy launcher. If the launcher does not appear, simply double click on "My Computer", then double click on the CD-ROM drive, and then double click on "Setup".



If you have not installed Klingon Academy, the first button on the launcher will be labelled "Install Klingon Academy". To install the game, left click on this button and follow the instructions given by the install program. If you do not have DirectX 7, or if you are not sure if you do, click the "Install DirectX 7" button and follow the instructions. Users of the Windows 95 operating system who intend on playing Multiplayer games of Klingon Academy should click the "Install WinSock 2" button to install necessary networking files. (If you are unsure if you have already installed Winsock 2, click the "Setup" button on the launcher to see if Klingon Academy detects Winsock 2.0.) Users of Windows 98 do not need to do this, as the proper version of Winsock is already incorporated into their operating system. Once the game is installed, the "Install Klingon Academy" button will be replaced with a "Play Klingon Academy" button. Click this to begin play.

KLINGON ACADEMY SETUP

Star Trek: Klingon Academy supports a variety of game resolutions and video hardware, including multiple video card configurations. To select your game resolution and your display device in the case of multiple video card configurations, simply click the "Setup" button on the Launcher. A window will appear containing a pull-down menu used to select the video hardware you wish to use, a resolution list box, and an indicator showing if Winsock installation is required.



DISPLAY DEVICE

Click the arrow pointing downward to open the pull-down window. Click the desired display device to set it.

SELECT RESOLUTION

Highlight the desired game resolution from the list to select it. If nothing is listed, click the "Detect Available Resolutions" button to refresh the list.

MULTIPLAYER

This displays the version of Winsock currently installed on your system.

OK

This button accepts and saves any changes to the setup and returns you to the launcher.

CANCEL

This button ignores any changes made to the setup and returns you to the launcher.

A NOTE ABOUT THE IMPERIAL CALENDAR

Given the nature of printed documentation and its difficulty in being protected, it is sure that some of the readers of this manual are members of the feeble Starfleet Intelligence Services. In the interest of displaying Klingon courage and our vast confidence in our capabilities to repel any threat from the Federation regardless of information leaks, we will explain how to convert Klingon Imperial Calendar years to the Federation equivalent Julian calendar years.

The year in which Kahless defeated the tyrant Molor and established the Empire is known as the Founding Year. The first year after the Founding Year is known as Year One, Imperial Reckoning, or 1 IR in an abbreviated form. The Founding Year of the Empire is 625 A.D. in the Federation Julian equivalent. Thus, adding 625 to any Imperial Reckoning year will give you the Federation equivalent. For example, the year 1000 IR is the equivalent of 1625 A.D. The current year is 1666 IR, or 2291 A.D. Federation spies are free to distribute this information, for whatever good it will do them.

THE ACADEMY

In 1645 IR, a series of large skirmishes broke out along the Romulan border, near the chuDeh system. The opening moments of these conflicts, which came to be known as the chuDeh Offensive, caught the Imperial fleets in the area completely off guard. Many experienced starship captains were lost during the initial Romulan attack, desperately defending their comrades as they attempted to withdraw and regroup in the face of so ferocious an onslaught. The regrouping was long and painful, resulting in grievous losses of starships and warriors, as the Romulans pressed their advantage. Desperately, the few remaining experienced commanders fought to control the utter chaos that was the remains of their fleets and hold on until reinforcements could come. General Chang, Military Advisor to Chancellor Lorak, pulled as many ships as could be spared from their stations along the Federation Neutral Zone and took charge of planning the counter attack. After some intense and bloody fighting, the Romulan advance was halted and the lines fixed. These battle lines were eventually to become the new border between the Empire and the Romulans, resulting in the loss of several mineral rich worlds and strategic bases.

Faced with the grim reality of the narrowly averted disaster, Chancellor Lorak ordered a full investigation into the causes of the humiliating defeats in the early part of the fighting. The conclusion was sobering. Traditional methods of advancement into a starship command, through challenge, assassination, or family lineage, were placing ill prepared and oft times inexperienced warriors into positions of vast responsibility and those that were experienced were stationed mainly along the Federation Neutral Zone. Quite simply, there were not enough trained and experienced starship commanders to adequately defend the Empire from its myriad enemies. Chief of Staff Gorkon, who headed the investigation, recommended that a training facility be created. A college of sorts, that was outside the influence of politics and heredity. A centre of learning that would take in only the finest and most capable warriors, regardless of prestige or political power, and mould them into the finest starship commanders in the galaxy. Thus, the seeds of the Elite Command Academy were sown.

Of all the warriors in the Empire, both Lorak and Gorkon agreed that the only one worthy enough and capable enough to bring such an institution to life was General Chang, the Chancellor's chief military advisor and hero of the Empire. Unfortunately, the General refused the position, as he was busy readjusting the defence of the Romulan Border and the Federation Neutral Zone to compensate for the losses incurred during the chuDeh Offensive. After further convincing from the Chief of Staff, General Chang finally relented. For the next two years, General Chang pored over the military records of the warriors of the Empire. He conducted interviews with associates of potential candidates and deeply investigated their backgrounds. Eventually, the General compiled a list of the best and brightest in the Empire and brought them to Qo'noS to study at the newly constructed campus of the Klingon Defence Forces Elite Command Academy.

The Inaugural Class of the Academy began its first term in 1648 IR, with General Chang serving as the Dean and the only instructor. Of the one hundred warriors who began the program only six graduated. It was from this first group of graduates that Chang recruited additional instructors for the Academy, beginning the tradition that all instructors are graduates as well.

Today, the Academy takes in more than three hundred cadets per term, graduating roughly five percent of them. Graduation from the Academy means an immediate command, respect for the accomplishment, and prestige and honour for the graduate's house. This semester marks the eighteenth Academy term.

THE INSTRUCTORS

GENERAL CHANG

The General has served in the KDF for nearly 75 years and has been decorated dozens of times for his actions in virtually every significant armed conflict in the Empire since his service began in 1588 IR.

Chang served gallantly aboard the I.K.S. naQej during the first of our numerous conflicts with the Federation after their initial invasion of our space in 1593 IR, eventually becoming First Officer of the naQej under the command of Lorak son of B'kol.

In 1600 elements of the thoo pagh Assault Fleet encountered forces of the Romulan Star Empire for the first time, near what is now known as the N'derial system. It was not long afterwards that open hostilities were declared with the treacherous Romulans. Chang, now commanding his own starship in Lorak's vaunted Hegh yan Strike Fleet, fought brilliantly earning several commendations for his string of victories in the N'derial campaign.

For the next 10 years, Captain Chang served in securing the borders of the Empire against further Romulan aggression, eventually commanding the Hegh yan Strike Fleet when Lorak gained a seat on the High Council. In 1615, trouble again began surfacing on the Federation border but Dugh'naS, commander of the gho'vaD Defence Fleet, bungled the initial engagements, placing the Empire's interests in the sector in jeopardy. Chang and the Hegh yan Strike Fleet were moved to the trouble area and in a co-ordinated effort with the remnants of the gho'vaD, now under the command of Colonel Koord, fought the Federation to a standstill with the final battle taking place near Sherman's Planet in 1617.

Chang and Koord, at the recommendation of Council Member Lorak, were promoted to the rank of General. Koord went on to a brilliant career of his own and Chang was placed in charge of the defence of the Empire's border with the Federation. Over the next 19 years the border maintained its stability and the Empire went through a period of quiet. In 1636, Lorak became Chancellor of the High Council, appointing General Chang as his Military Advisor. In 1642, Lorak ordered a program of expansion on the Federation border, dramatically heightening the tensions with the Federation and bringing the Empire the closest to total war with Starfleet it has ever been. Chang amassed a sizeable amount of the Imperial Navy on the border and drew up plans to begin a massive thrust into Federation territory. The General was on the verge of launching the offensive when the hated Organians imposed their Peace Treaty upon us due to the actions of Captain James T. Kirk.

In 1645 the chuDegh Offensive, a series of large skirmishes along the Romulan border, resulted in spectacular losses and the secession of several contested worlds to the Romulans. Seeing this as a sign of a larger problem Chancellor Lorak launched an investigation into the situation and concluded that a lack of quality starship captains resulted in the humiliating defeats at the hands of the Romulans. At the behest of Chief of Staff Gorkon, the Chancellor proposed the creation of a centralised facility to train the most talented and capable officers as starship captains. No Klingon in the Empire was more qualified to bring this Academy to life than General Chang does, but the General refused citing his need to remain an active part maintaining the defences of the Federation border. Eventually, after some convincing by Chief of Staff Gorkon, Chang relented. Finally, in 1648 IR, General Chang founded the Elite Command Academy and began using it to train the next generation of starship captains in the tradition of the finest warriors of the Empire. Chang has been instructing at the Academy on Qo'noS and maintaining his position as Military Advisor as well from the 1648 until present.

COLONEL POKTARL

Colonel Poktarl, Son of QeH'a', has served in the Imperial navy for 25 years. During this time, the Colonel has acquired a somewhat colourful reputation, and is a bit of a hero to the common people of the Empire.

The House of QeH'a' had always been very poor and less than influential, which served as a great detriment when the hot-headed Poktarl joined the Imperial Navy. Poktarl began his career in 1641 IR, serving as the lowest ranking member of the engineering crew aboard the I.K.S. rapHoch, stationed near the Imperial Fringe. Less competent warriors who joined at the same time he did often entered the service at a higher rank or were promoted earlier merely because of their families' status and prestige. This did not sit well with the young warrior, but these were the captain's, Brigadier thlb's, decisions to make so there was nothing that could be done. Growing at the injustice of it, Poktarl set out to literally carve a place for himself in the higher ranks. Over the next four years, Poktarl ascended to the position of Chief Engineer through hard work, determination, and several challenges of his superiors. It was during this time he earned the dubious moniker of "orayangan" (The Orion) since he drove those under his command like an Orion Slaver.

In 1645 the rapHoch was transferred to duty along the Romulan border, due to heavy losses during the chuDegh Offensive. During the Battle of D'drazal V, a mistake on the part of the captain of the rapHoch, Brigadier thlb, placed the ship in grave peril. During the engagement, the Brigadier ordered the rapHoch to dive through a Gas Giant at maximum impulse while cloaked. (The high speed combined with lack of shielding caused considerable damage to the hull of the ship, nearly crippling the sensors. Plasma, leaking from one of the hull breaches, alerted nearby Romulans to the presence of the rapHoch and they attacked. Quick thinking on the part of First Officer Gorvath saved the ship from destruction but the main power reactors were knocked offline.

Brigadier thlb demanded a damage report from Chief Engineer Poktarl, who bluntly stated that the damage would take up to an hour to repair. Upon hearing this less-than-favourable estimate, Brigadier thlb made several rather disparaging remarks about Poktarl's skills as a Chief Engineer, and the fact that he came from an insignificant house headed not by an insignificant QeH'a' but by his bearded wife. Brigadier thlb did not have much time to say anything more because at the first insult Poktarl had left the engine room and was racing towards the bridge during most of the long-winded tirade. Poktarl spun the captain's chair around, grabbed the Brigadier, and promptly hurled him into a nearby bulkhead. Accounts of the tale become muddled at this point because the Romulans began pressing their attack, but the general consensus was that Poktarl yelled, "Let the fact that I hurled you like a beardless child, serve as my official notice of challenge, you miserable, pompous, honourless son of a Romulan." Brigadier thlb attempted to circumvent the challenge citing that the Romulans were going to kill them all, but Poktarl's honour had been slighted and he demanded that the "spineless politician" face him immediately. First Officer Gorvath desperately attempted to keep the Romulans at bay while the duel between Poktarl and thlb raged all over the bridge. Finally, Poktarl struck the fatal blow and ended the duel, but now found himself immediately faced with a new problem. He was now the captain, as was his prize in the combat, but the ship was being torn apart around him. Captain Poktarl, demanded a tactical update, and in a display of tactical adeptness that shocked the remaining bridge crew, Poktarl proceeded not only to destroy the Romulans attacking his ship, but to turn the tide of the battle and win the day. Over the next few months Poktarl's tactical wizardry proved invaluable in bringing the Romulan advance to a halt and solidifying the lines, ending the chuDegh Offensive and cutting the Empire's losses greatly.

In 1648 IR, General Chang personally recruited Captain Poktarl as one of the original one hundred warriors in the inaugural class of the Elite Command Academy. Poktarl accepted and was one of the first six to graduate.

Poktarl returned to his post as Captain of the rapHoch, and commanded her for another five years, before returning to the Academy as an instructor in 1653.

BRIGADIER K'MAK

Brigadier K'mak of the house of qabSan has loyally served the Empire for 15 years.

He began his career serving in relative obscurity along the Romulan border aboard the I.K.S. plimoH, before his assignment as a gunner to the I.K.S. ram'a' on patrol near the Tholian border in 1653 IR.

During his initial term of service aboard the ram'a', K'mak served with distinction, earning a position as Forward Gunner. In the midst of the tegg poget Crisis in 1655, an explosion killed the captain and first officer of the ram'a' and sealed off the bridge from the rest of the ship during the major engagement of the conflict. K'mak, being the most senior officer on the bridge seized command while the second officer, who had been in engineering at the time, and a damage control party attempted to cut through the blockage. By the time the second officer made it on the bridge, K'mak had already crippled the Tholian Cruiser that had engaged them. K'mak dutifully relinquished command to his superior and returned to his post as gunner. After the battle the second officer recommended that K'mak be awarded the Token of the Mek'leth, one of the highest awards given to a junior grade officer. It was this recommendation that brought the young warrior to the attention of General Chang's Academy Recruiters.

K'mak attended the Academy from 1654 to 1656, graduating first in his class.

Captain K'mak was attached to the Qabjech Exploratory Fleet, which aimed towards extending the Empire's holdings near the galactic rim in the Beta quadrant. The mission was fraught with difficulties, including numerous armed engagements with Romulan exploration groups (1657 and 1659) and the border defences of the then unknown extents of Sha'kurian space (1659 and 1661). Losses to the Qabjech Fleet were very high, yet despite the difficulties the mission added sizeable numbers of systems to the Empire and brought in many, much needed, resources. All would have been a total loss but for the actions of Captain K'mak and the valiant crew of his ship. Upon the mission's return in 1661, K'mak was promoted to Brigadier and was offered a post at the Academy. K'mak has been a favoured instructor at the Academy from 1661 until present.

COMMANDER THOK MAK

Commander Thok Mak has only served in the Imperial Navy for 10 years, the shortest career of all the instructors at the academy.

The Commander entered the service in 1656 IR, aboard the training cruiser IKS ghuv. While aboard the ghuv, Thok Mak displayed a talent for organisation and leadership, which quickly earned him a position as First Officer. Thok Mak transferred as a replacement to the IKS yag, attached to the orghenya Hegh Assault Fleet under direct command of Dahar Master Kor during the ghoch Seh Campaign against the Gorn in 1660. Thok Mak was present at several strategic planning sessions as an aide to his commanding officer, Captain qu'eygh. It was here that Thok Mak's most remarkable talent surfaced.

During the sessions Thok Mak noticed a pattern to the Gorn troop dispersal and predicted that the Gorn would make a multi-pronged strike against several key strategic points while the Klingons would be busy attacking what was perceived as a weakness in the Gorn lines. Thok Mak pointed this information out to his captain, who then brought it to the table. Several of the commanders scoffed at the idea when the weakness in the Gorn defences was plain for all to see. At this point Captain qu'eygh stated that it was in actuality his First Officer's observation. Two of the assembled commanders began to chastise Thok Mak for speaking out of place when Dahar Master Kor, who'd been silent throughout the argument, finally spoke up. The Dahar Master agreed with Thok Mak's strategic assessment of the situation, silencing all the gathered officers there. The Dahar Master bade the young First Officer to continue with his analysis of the situation. Several hours later, Kor and Thok Mak had formulated a response to the Gorn plan, which resulted in a swift victory with minimal losses. Kor recommended Thok Mak to the Academy, and Thok Mak was accepted.

Thok Mak attended the academy from 1661 to 1662, and so impressed General Chang with his strategic skill that he was offered a post as instructor at the Academy immediately upon graduation, which had never been done before or since. Thok Mak accepted and has been an instructor from 1662 until present.

MENUS

MAIN MENU

NEW GAME

This will allow you to start a brand new game of Klingon Academy™.

LOAD GAME

This button will take you to the load game screen from where you can load any previously saved games of Klingon Academy™.



SIMULATOR

Clicking this will take you to the simulator screen from where you can play any of the training missions at any time, or replay any of the single-player missions that have been successfully completed.

MULTIPLAYER

Selecting this option takes you to the Multiplayer menu screen.

OPTIONS

This will take you to the Options menu where you can configure your Audio and Video settings, configure your controllers, or set up your in-game preferences.

VIEW INTRO

Clicking this button will allow you to replay the Klingon Academy™ introduction movie.

CREDITS

This button will let you view the game credits, so you can see the names of everybody who worked hard to bring you this game.

QUIT

Clicking this will exit the game. Confirmation will be asked for before the game quits.

LOAD GAME

GAME LIST

This scroll box displays a list of all saved games. The highlighted name is the currently selected save game file.

LOAD

Clicking this button loads the currently selected save game file.



SIMULATOR

This button brings up the Simulator scroll box and load button.

MISSION SCROLL BOX

This scroll box initially lists only the training missions and Quick Battle, and then each solo player mission is added to list as it is completed. Click the mission you wish to load to select it. See the Quick Battle section for more information about setting up a quick battle scenario.

LOAD

Launches the currently selected mission.



MULTIPLAYER

MULTIPLAYER CONNECTION

From this menu you may input your player name and select what type of network connection you will be using.

PLAYER NAME

Type the name or handle you wish to be known by during your multiplayer session in this box.

IPX NETWORK

This button configures your setup to play games over an IPX/Novell Network based LAN, and takes you to the Join/Create menu.



TCP/IP

This button configures your setup to play games over the Internet or a TCP/IP based LAN, and takes you to the Join/Create menu.

CANCEL

This button will take you to the main menu.

JOIN/CREATE GAME

On this screen, existing games are displayed in the scroll box. Highlight an existing game by clicking on it and then click the

Join button to join in, or click the create button to start up your own game.

CREATE

This button takes you to the Create Game menu.

JOIN LOCAL

This button will allow you to join an existing game over a LAN, provided that it is open and has available player slots.

JOIN REMOTE

This button will allow you to join an existing game over the Internet, provided that it is open and has available player slots. Please note that this button only appears if TCP/IP is the chosen connection type.

CANCEL

This button will take you to the main menu.

CREATE GAME

Here you enter the name of the game you wish to create and a password if desired.

GAME NAME

Type the name of the game you wish to create in this box. This is what players see on the Join/Create Game screen.

PASSWORD

To prevent unwanted players from joining your game you may type a password in this box. Players who wish to join the game will be prompted to enter the correct password before they will be allowed to join.

CANCEL

This button will take you to the Join/Create Game screen.

GAME PASSWORD

This screen appears only if the game being joined is requesting a password.

PASSWORD

Type the password of the game into this box.

OK

Click this button to join the game.

CANCEL

This button will take you to the Join/Create Game screen.

ENTER REMOTE HOST NAME OR IP

REMOTE HOST NAME OR IP

The player enters the name of the remote host computer or its IP address in this box.

OK

This button accepts the entered host name or IP address and attempts to connect. Failed connections return you to this screen. Successful connections take the player to the Multiplayer Setup screen.

CANCEL

This button returns you to Multiplayer Connection screen.



GAME SETTINGS

SCENARIO TYPE

QUICK MATCH

TEAMS SHARE POINTS: When "YES" is selected, all team members will share from the "Point Value" selected. When set to "NO", point value restrictions apply to each player individually.

SELECT STAR SYSTEM: This scroll box displays a list of available playing fields and games.

VICTORY CONDITIONS: This selector allows you to choose the types of victory conditions for the scenario.

KILLS: Choosing this victory condition will end the game when a player obtains the required number of kills. If this victory condition is selected the button below becomes the Kill value setting. Click on the arrow button to increase or decrease the number of kills needed to win the game.

TIME LIMIT: Choosing this victory condition will end the game when the allotted time runs out. The winner is the one with the most points at the end of the game. If this victory condition is selected, the button below becomes the Time Limit setting. Click on the arrow button to increase or decrease the length of time the game will last.

SHIP POINT VALUE: Click on this button to increase the Ship Purchase Points limit for the game. The default is Unlimited.

GAME TYPE: This toggle will switch between the two game types, Open or Closed. Open games can be joined in progress by anyone. Only those players who were in the game when it started can join a Closed game.

DIFFICULTY: There are six difficulty settings. Clicking this button changes the difficulty level of any AI controlled vessels in the multiplayer game. The difficulty levels from lowest to highest are: Human, Glob Fly, Cadet, Warrior, Chang, and Kahless.

OK: Clicking this button locks your Scenario Settings, and sends you to the Multiplayer Setup screen.

CANCEL: Clicking this button sends you to the Join/Create Game screen without locking your Scenario Settings.

?: Clicking this button changes the mouse cursor to the Help cursor. Clicking with the Help cursor on an item on the screen will supply you with some basic information about that function.



GAME SPEED

This slider will increase or decrease the overall speed of game play. The host system is the one that determines the speed of the network game.

GAME BANDWIDTH

The bandwidth slider is provided for the player to adjust the size of the bandwidth, based upon the connections being used by the player. The higher the bandwidth, the better the quality of the game will be. However, in large games, it is best to set the bandwidth slider to the client with the SLOWEST Speed connection. This is to ensure a good game for everyone. The bandwidth slider is easily readable by having the connection speeds/types listed as it is scrolled from left to right.

MULTIPLAYER SETUP/LOBBY

This screen is identical visually whether you are a player or the host. The host will be able to access teams, escorts, and settings for all players. The following sections describe the functionality of the Multiplayer Setup screen for the host and the players.

HOST

SLOT STATUS BUTTONS: The Slot Status buttons are located just to the left of the player slot number and name. All slot buttons default to Open, represented by an open set of doors. As players join the game the buttons for the filled slots will change to a set of closed doors. Clicking on the button while it is occupied will kick the human out of the player slot, changing its status to open. Clicking on the button will cycle through various stages. The first stage is the default stage as described above. The second stage is a picture of a closed door, signifying that the slot is closed. The third stage is a picture of a computer, signifying that a computer-controlled player now takes up the slot.



NAME: The name column displays the names of all players involved in the game, as was entered on the Multiplayer Connection screen. To the immediate left of the name is the player slot number, which is used when assigning escorts.

RACE: This is a cycling button with seven stages. Each stage displays the name of one of the six different races. The seventh symbol represents the generic ships, such as freighters. The host has access to the race buttons for himself and all non-escort computer players.

SHIP: The ship column consists of a button and a text field. The button calls the Ship Configuration menu. The field is not editable and displays the ship's class. The host has access to this button for himself and all non-escort computer players. Computer players assigned as escorts are accessible only by the player they are assigned to. For more on ship point values, see the Ship Configuration menu section below.

TEAM: Once a player has joined the game he will be assigned a team. Default team names are letters. (Ex. A1, A2, A3 - B1,B2) By default, every human and computer has a unique team letter. A player can click on the team button that displays his team letter to cycle it through the list of available teams. All players with the same team letter are on the same team, and will be considered as friendly in all respects within the game engine. The host has access to the team buttons for himself and all computer players.

ESCORTS: If a computer player is placed on the same team as a human player, the escort button activates. If a player from that team clicks on the escort button it will cycle through a list of the player numbers on that team excluding itself. Example: If team A consists of players 1, 3, 4, and the escort as 7, the escort button will cycle through the numbers 1, 3, and 4.

Note: Computer players CANNOT be escorts of other computer players.

SETTINGS: This button recalls the Scenario Settings menu.

CHAT WINDOWS: The large window is where the chat thread is displayed. The smaller window below is the chat message entry window. Chat messages default as send to all, but the user can specify a team by typing the first letter of a team designation followed by a colon and then the text of the message. A message can be sent to a specific player by following the same format substituting a player number for the team letter. Multiple teams or players can be defined by separating the team designations or player numbers with commas before the colon.

Examples:

Waiting for Rambutan...(Sent to All)

A: Let's go guys! (Sent to team A)

6: Let's be the Klingons, Ralph. (Sent to player 6)

A,Cra: You shall fall before the forces of Lizard Boy! (Sent to teams A and Crazy Gorn)

1,3,7: Quiver in fear of the Oberth of Death! (Sent to players 1, 3, and 7)

START: Starts the game, once all players have locked in their settings. A player's name field changes to red once their settings are locked to indicate they are ready and waiting.

CANCEL: This button will take you to the Join/Create Game screen.

IP: This button displays the player's IP address in the chat thread window.

?: Clicking this button changes the mouse cursor to the Help cursor. Clicking with the Help cursor on an item on the screen will supply you with some basic information about that function.

PLAYER

SLOT STATUS BUTTON: The Slot Status buttons are located just to the left of the player number and name. All slot buttons default to Open, represented by an open set of doors. As players join the game the buttons for the filled slots will change to a closed set of closed doors. Any empty slot with closed doors is a Closed slot and is unavailable for use. Players do not have access to these buttons.



NAME: The name column displays the names of all players involved in the game, as was entered on the Multiplayer Connection screen. To the immediate left of the name is the player reference number, which is used when assigning escorts.

RACE: This is a cycling button with seven stages, with each stage displaying the name of one of the six different races or a "Non-All" representing the generic ships such as freighters. The player has access to the race buttons for himself and any escorts assigned him.

SHIP: The ship column consists of a button and a text field. The button calls the Ship Configuration menu. The field is not editable and displays the ship's class. The host has access to this button for himself and all non-escort computer players. Computer players assigned as escorts are accessible only by the player they are assigned to. For more on ship point values, see the Ship Configuration menu section below.

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ESCORTS: If a computer player is placed on the same team as a human player, the escort button activates. If a player from that team clicks on the escort button it will cycle through a list of the player numbers on that team excluding itself. Example: If team A consists of players 1, 3, 4, and the escort as 7, the escort button will cycle through the numbers 1, 3, and 4.

Note: Computer players CANNOT be escorts of other computer players.

CHAT WINDOWS: The large window is where the chat thread is displayed. The smaller window is the chat message entry window. Chat messages default as send to all, but the user can specify a team by typing the first letter or letters of a team designation followed by a colon and then the text of the message. A message can be sent to a specific player by following the same format substituting a player number for the team letter. Multiple teams or players can be defined by separating the team designations or player numbers with commas before the colon.

Examples:

Waiting for Rambutan... (Sent to All)

A: Let's go guys! (Sent to team A)

6: Let's be the Klingons, Ralph. (Sent to player 6)

A,Cra: You shall fall before the forces of Lizard Boy! (Sent to teams A and Crazy Gorn)

1,3,7: Quiver in fear of the Oberth of Death! (Sent to players 1, 3, and 7)

Note: In the cases of team names and letters conflicting, it is sent to both teams (i.e. Death on a Cracker and D would both receive messages headed with "D:"). Players may always elect to change their team names or specify more letters in the header to avoid this.

LOCK SETTINGS: Locks in player's choices. A player's name field changes to red once their settings are locked to indicate they are ready and waiting. While a player is waiting, there is no access to any of the buttons with the exception of the cancel button. Chat functions normally.

CANCEL: This button has one additional function besides returning to the Join/Create Game screen. If the player has hit the Lock Settings button and is waiting, hitting the cancel button removes the waiting status and allows the player to edit his settings freely again. If the settings are not locked, hitting the cancel button returns to the Join/Create Game screen.

IP: This button displays the player's IP address in the chat thread window.

?: Clicking this button changes the mouse cursor to the Help cursor. Clicking with the Help cursor on an item on the screen will supply you with some basic information about that function.

SHIP CONFIGURATION

SELECTED SHIP

This is the area where a slowly rotating-in-game, model of the ship currently selected is displayed. Below is the text description of the class and point value of the ship.



SHIP SELECTION

This scroll box displays the ships available to the player, depending upon the race that was chosen on the Multiplayer menu. Next to each ship on the list is their base Ship Point Value. Those ships outside of the player's point limit will be displayed in a different colour.

SHIP NAME

The player enters their custom ship name here.

PT VALUE

This field displays the current point value of the selected ship, accounting for all modifiers. This point value is a general gauge of the relative combat strength of the vessel. Every ship's cost is its base Ship Point Value modified positively or negatively by altering the crew complement or experience and by selecting Elite Officers. If there is a point limit in the game, the display will change colours if current value of the ship exceeds the limit.

CREW

MAX CREW: This field displays the maximum amount of crew possible for the selected ship. The sum of Crew and Marines may not exceed the Max Crew level.

CREW: The player may alter the amount of crew aboard his vessel. If a player attempts to further increase the crew amount beyond the maximum, the marines complement will decrease automatically.

EXP: The player may alter the experience level of his crew in this field.

COST: This displays aggregate cost in Ship Points of the number of crew and their experience.

MARINES: The player may alter the amount of marines aboard his vessel. If a player attempts to further increase the amount of marines beyond the maximum, the crew complement will decrease automatically.

EXP: The player may alter the experience level of his marines in this field.

COST: This displays aggregate cost in Ship Points of the number of marines and their experience.

ELITE OFFICERS: The player may select what Elite Officers, if any, are present aboard his ship by clicking on the check box next to the officer. The value in Ship Points of each officer is displayed next to the check box.

OK

Accepts the changes and returns to the Multiplayer menu. This button will not function if the player has exceeded the point limit for the game.

CANCEL

This button will return the player to the Multiplayer menu without registering any changes.

OPTIONS MENU

AUDIO

This submenu allows you to adjust the audio settings for Klingon Academy™, to increase audio detail or decrease it, to improve performance.

CREW REPORTS ENABLED

This checkbox toggles the audio for the in-game crew reports on and off.

VERBAL ORDERS ENABLED

This checkbox toggles the audio for the Verbal Orders System on and off.

MUSIC ENABLED

This checkbox toggles the in-game music on and off.



NUMBER OF SOUND CHANNELS

These radio buttons allow you to adjust the number of sounds that can play simultaneously to better suit the performance ability of your computer system.

SOUND QUALITY

These radio buttons allow you to adjust the detail level of the sound to better suit the performance ability of your computer system. Lower detail levels will omit some sounds or replace some sounds with others. For example, at LOW level the Heavy Photon sound effect is replaced with the regular Photon Torpedo sound effect to save system resources.

SOUND EFFECTS VOLUME

This slider adjusts the volume of the in-game sound effects.

MUSIC VOLUME

This slider adjusts the volume of the in-game music.

MOVIE VOLUME

This slider adjusts the volume of the full motion video movies.

VOICE OVER VOLUME

This slider adjusts the volume of the in-game voice over such as crew reports and verbal orders.

VIDEO

This submenu allows you to adjust the video settings for Klingon Academy™, to increase graphic detail or decrease it to improve performance.

EXPLOSION LIGHTING

This toggles the light casting from explosions on and off.

HIGH-DETAIL STARFIELD

This toggles the high detail star field on and off.

TEXTURE DETAIL LEVEL

This slider will adjust the starting resolution of the textures. Lower settings will free up resources on the system and the 3D cards.

STARSHIP LEVEL OF DETAIL

This slider will adjust the range from the camera at which starships will switch detail levels.

TEXTURE RESOLUTION SCALE

This slider will adjust the range from the camera at which the textures begin to MIP.

EJECTED DEBRIS VOLUME

This slider will adjust the amount of debris ejected from starship damage areas.

EXPLOSION VARIETY

This slider will adjust the number of different explosion animations loaded into memory.

AMBIENT LIGHTING

This slider adjusts the overall level of ambient lighting within the 3D engine.

GAME SETTINGS

AUTO TARGETING / MANUAL TARGETING

These radio buttons toggle automatic and player-initiated enemy target selection.

DIFFICULTY

This slider will adjust a variety of factors to increase or decrease the efficiency of the AI.

GAME SPEED

This slider will increase or decrease the overall speed of game play.

PADLOCK GUNNERY MODE / DUAL CONTROL GUNNERY MODE

These radio buttons toggle between Padlock Gunnery Mode and Dual Control Gunnery Mode.

PADLOCK GUNNERY MODE: This gunnery mode locks the gunnery chair camera onto the target. If the Helm AI orders are set to Maintain Course, you can continue to fly the ship and your triggers will fire the weapons of the arc that the target is currently in, otherwise the AI flies the ship.



DUAL CONTROL GUNNERY MODE: This gunnery mode allows the player to continue to fly the ship with the keyboard while rotating the chair with the joystick. Your triggers will fire the weapons of the arc that you are currently in control of.

CONTROLS

USE JOYSTICK

Click this check box if you wish to use a joystick to control your vessel.



USE MOUSE

Click this check box if you wish to use your mouse to fly your vessel.

Note on Mouse Control: You can initiate flight with the mouse by clicking and holding the RIGHT mouse button. While the RIGHT mouse button is held, a cross will appear in the centre of the screen. Moving the mouse in the direction you wish to turn will move this cross. The farther from centre the cross is moved, the faster the turn. Releasing the right mouse button will decelerate the ships turn to zero.

CALIBRATE

Click this button and follow the instructions above the calibration crosshairs to calibrate your joystick for use with Klingon Academy(tm).

KEYBOARD

Each of the keyboard submenus, enable you to re-map hot key functions of the keyboard and the joystick to better suit your style of play.

DEFAULTS: Clicking this button will return all hot-key functions and joystick button assignments to the default settings.



DEFAULT KEYS

Fire Primary Weapon	Left Alt	Warp to Target	W
Fire Secondary Weapon	Left Ctrl	Flight Controls	Arrow keys
Fire Heavy Weapon	"Space"	Roll to Port	Delete
Fire Advanced Weapon	Right Alt	Roll to Starboard	Page down
Fire All Weapon Types	Left Shift	Power Macros	F1 - F8
Charge Tractor (on / off)	Y	Damage Report	E
Engage Tractor (activate / deactivate)	T	Power Report	R
Cloak (activate / deactivate)	C	Go to Engineering Station	'
Gunnery Mode / HUD Toggle	G	Cycle through Sensor Ranges	K
Targeting Mode (Bore-sight / Auto)	Q	Scan Target	J
Next Target	A	Launch Probe	L
Previous Target	S	Chase Camera	V
Nearest Enemy	D	Exterior view (hat or arrow keys rotate)	M
Select Object in Reticule	F	External View Zoom In	N
Cycle Target Lists	Z	External View Zoom Out	B
Cycle Subsystem Target	X	Charge Transporters (On / Off)	U
Accelerate (Impulse Increment)	]	Beam all to Auxiliary	.
Decelerate (Impulse Increment)	[	Retrieve Marines	/
Match Speed	=	Cancel Transport	.
All Stop (Impulse)	\	Hail Target	H
Full Reverse	-	Escorts - Break & Attack	;
Emergency Full Turn	P	Escorts - Attack my Target	'
Emergency Full Stop	O	Escorts - Form up	Enter
Emergency Full Reverse	I		

HARD-CODED KEYS

Cancel Movie or Esc Menu
Verbal Orders
Back Out of Verbal Order
Match Speed
Accelerate (Impulse Increment)
Decelerate (Impulse Increment)
All Stop (Impulse)
Next Target
Nearest Target
Multiplayer Chat Macro
Save Chat Macro

ESC
1 - 9 and keypad 1 - 9
0 and keypad 0
keypad Del
keypad +
keypad -
keypad Enter
keypad /
keypad *
F9 - F12
Shift F9 - Shift F12

RETURN: This accepts your changes and returns you to the Controls submenu.

HUD OPTIONS

HUD CONFIGURATION

This collection of check boxes allows you to activate or deactivate various sections of the full-screen HUD display.

Picture In Picture
Radar
Multi-display
Player Damage

Target Damage
Verbal Orders
Target Reticule
Gunnery Chair Radar



SUBTARGETING BRACKETS

This check box toggles the subsystem targeting indicator boxes on and off.

INTERFACE SLOWDOWN

If this box is checked, the game will be slowed down to one-fifth its current speed while you are at an officer's station such as damage control, to give you more time to manage your ship systems.

HUD OPACITY

This slider will adjust the opacity of the HUD gauge background polygons to aid text readability in some terrains.

RETURN

This takes you back to the main menu.



QUICK BATTLE

The Quick Battle generator is loaded like any other mission from the Simulator Menu. But, unlike other missions, the Quick Battle generator brings up a menu to assist you in selecting the battle options.

SYSTEM

This scroll box displays the various star systems and terrains that a Quick Battle can take place in. Highlight the system that you wish to play in.

SHIPS

This scroll box contains a list of all ships available for Quick Battle.

TEAMS

There are two Team Windows, which display up to 8 ships each. The first ship in Team 1 is your ship; the AI controls all other ships. All other ships on Team 1 are assigned to you as wingmen. Next to each Team Window there is a pair of buttons labelled ADD and REM. The ADD button will add the highlighted ship in the Ships scroll box to the Team Window the button is next to. The REM button will remove the highlighted ship in the Team Window the button is next to.

PLAY

Clicking this button accepts all the settings and starts the Quick Battle.

CANCEL

This button returns you to the Main Menu.

STARSHIP OPERATIONS

The purpose of the Academy is to train the very finest warship commanders in the galaxy. In order to graduate from this institution and take your place among the stars, you must understand the purpose and function of each system aboard your warship. Only then will you be prepared to succeed in the trials before you, and to take your place in the great coming conflict with the United Federation of Planets.

SYSTEMS

A warship is basically a collection of systems held together by the framework of the ship's hull. Each system is essential to the efficient operation of the vessel and when wielded together, form an extremely effective weapon.

POWER ALLOCATION

One of the most essential tasks in starship operations is power allocation. All ship systems require power, and effective power management can prove to be the deciding factor in battle. Power is a limited resource, and must be carefully allocated to each ship system in order to meet the ever-changing demands of combat. There are two concepts that need to be understood in order to properly manage your ship's power: power requests, and power priority.

Each ship system has controls on the Engineering screen and officer stations that adjust the amount of power that system is requesting. By turning on shields from the Engineering screen or by giving a verbal order to move at full impulse, you are requesting that the appropriate amount of power be assigned to these systems. These resources will receive the power that you requested as long as there is available power to do so. If the amount of power that is being requested exceeds your ship's current power generation some systems will have to go without power. To determine which systems to keep activated and which to shut down your Engineer will follow the power priorities you have given on the Engineering screen.

Every system aboard your starship is assigned a power priority from 0 to 9 on the Engineering screen. The system with the lowest priority number will receive its power first, with the remaining power being allocated to the next lowest number and so on, until all available power has been distributed. Systems that share the same priority number will receive power in equal amounts simultaneously. Once all the available power has been distributed, your engineer will shut down any remaining systems that have not received power, until additional power is made available for them.

By carefully setting the power request and power priority of your ship's resources before battle, and by utilising power macros to save your preferences, you can effectively manage your ship's power. Following the priorities you have given, your engineer will be able to automatically compensate for damage or repairs made to power generators during battle, so you can remain in the captain's chair.

We will now discuss the actual controls that will enable you to set power requests and power priorities from the Engineering screen and officer's stations, and review the effects of power macros and verbal order (VOS) commands given from the HUD.

MANUAL POWER ADJUSTMENT

From the Engineering station or individual officer's station, you may manually adjust the amount of power requested by a ship system. There are four different types of controls on these screens that are used to make power requests.

The first and most common type of power control is the power booster. The power booster consists of an "On / Off" button followed by a slider and an efficiency percentage. Pressing the On button will request the minimum amount of power necessary to activate the system. Once activated, the efficiency percentage for the system will be displayed.



You may increase the efficiency of the system by using the slider to boost the amount of power to that system, hence the term "power booster". The slider range is from one unit of power up to 50% of the ship's original total power output. The impact of additional power to a system's effective efficiency is determined by a formula unique to each system. By experimentation you can figure out how additional power affects each system. The efficiency of a system is also affected by damage, crew experience, crew staffing level and the presence of elite officers. The efficiency of the Sensor, Tractor Beam and Transporter systems are further modified by factors external to the ship such as the range to the currently selected target, ECM of that target and terrain effects.

The second type of power control is the movement power throttle. This control is used by the Helm to request power for impulse and warp movement. The throttle consists of a power slider with the speed markings of a throttle. Moving the slider along this gage will request the necessary power to move at the indicated speed. Your ship will not actually begin moving at the selected speed until you give the appropriate command from the VOS or the Helm screen.

The third type of power control is the stepped power request button utilised for the Medical system. It consists of an on / off button followed by a three position toggle and an efficiency percentage. The toggle switch will alternate between "Standby," "Medical Alert" and "Emergency." Each medical level requests a fixed amount of power since all of sickbay must be powered to accept casualties at the desired level.

The fourth and final type of power control is the banked resource control panel utilised by the shield and weapon systems. The ship's banked systems are each controlled by an on / off button next to a small triangular button and a row of LED lights. Shields and weapons aboard a starship are grouped into banks, with a single bank for each firing arc. The row of LED lights indicate that status of each bank of that system, with yellow representing basic charge, orange representing a weapon or shield overloaded (reinforced) to 150%, and red representing a weapon or shield overloaded (reinforced) above 150%. If a bank is not powered these indicator will not be displayed. Pressing the small triangular button next to the resource will replace the LED lights with a Bank Preferences window. Within this window, the player may elect to turn off or overload an individual bank. Listed within the window will be the name of each bank (firing arc) and a button that cycles between three settings: off, charge, and overload. When this button is set to the overload position, a second button will appear which will cycle between the following overload settings: 125%, 150%, 175%, and 200% (for shields this represents reinforcement). Pressing the On button for shields or a weapon system will activate all banks. As with the stepped power request button used for Medical, each overload level is requesting a fixed amount of power.

POWER PRIORITY

Power priorities can be manually fine-tuned at the Engineering station. To the right of each power control on the Engineering screen is the system's priority number. You may assign a priority level to a given system by clicking on the up or down buttons next to the priority number.

The individual officer's stations do not have a priority number next to their power controls. This is because only at the Engineering station do you have the necessary information to set meaningful priority levels. Instead, the other stations have a priority override button next to their power controls. By pressing the priority override button, the power priority of the selected system will temporarily be set as the highest possible priority (Priority 0). This ensures that the item receives the power it is requesting. Only one system at a time may be on priority override. Once another system is given a priority override, the previous system that was on priority override will return to its original power priority. Orders given from the VOS automatically receive priority override status, as it is assumed that the captain's immediate order takes precedence over previous instructions.

POWER MACROS

On the Engineering station, there is a list of eight pre-set power request and priority configurations. These Power Macros can be called via hotkeys or through the VOS. Calling a power macro will automatically reset the current power request and priority setting to those saved in the macro. These are particularly useful during battle as they enable you to make rapid changes to your power allocation to reinforce shields or cloak your vessel and repair. You can utilise the eight pre-set macros below, or create and save your own macros. You may delete all of your macros and restore the defaults by exiting the game and deleting the contents of the macros folder.

BATTLE - STANDARD: This macro configures the ship for battle at full impulse, with no particular tactic in mind. This is a basic, multipurpose combat setting.

BATTLE - OFFENSIVE: This macro configures the ship for a highly aggressive combat profile at half impulse while charging transporters, tractors and overloading weapons.

BATTLE - DEFENSIVE: This macro configures the ship for a more defensive stance at half impulse while heavily reinforcing shields.

STEALTH: This macro configures the ship for maximum invisibility. If the ship is equipped with a cloaking device it will be activated. Otherwise the vessel will run at half impulse and make heavy use of ECM. Reducing impulse speed from the VOS will boost ECM even further.

HUNT FOR CLOAKED SHIPS: This macro configures the ship for hunting cloaked ships at half impulse, by allocating large amounts of power to sensors. Reducing impulse speed from the VOS will boost sensors even further.

WITHDRAW AND REPAIR: This macro configures the ship for the maximum repairs at full impulse. If the ship has a cloaking device, it will be activated. Once you have broken away from the engagement, reduce impulse speed from the VOS to speed repairs.

REPEL ENEMY MARINES: This macro is designed to maximise the ship's security defences while maintaining full impulse. Reducing impulse speed from the VOS will boost security substantially. If the ship has a cloaking device, it will be activated.

WARP OUT: This macro configures the ship for maximum warp speed and repairs. If a cloak is present, it is activate.

DAMAGE CONTROL

Your crew will automatically make repairs to damaged systems, even if no power is allocated to damage control. As your crew gains in experience, the rate at which they can affect repairs will increase. If crewmembers are injured or killed in battle, your repair rate will decrease substantially. In fact, your ship's rate of repair is directly related to your crew staffing level as reported on your ship's medical screen and HUD. Therefore, if half of your crew is injured or dead you will take twice as long to conduct repairs.

Although power is not required for your crew to conduct repairs, merely activating the damage control system will make your teams twice as effective and allocating additional power will continue to improve their performance.

As your ship becomes damaged, parts of it may be blown off or entire systems may be destroyed. Should a portion of the vessel is destroyed, such as a breach in the hull or the partial loss of a warp nacelle, the crew may not be able to fully repair that system in the field. When this occurs, the repair time on the damage control station will be listed as "MAX" once your crew has repaired that system as much is possible. If a resource is fully destroyed (i.e. listed as "destroyed" on the damage control station and at 0% damage level) your crew cannot affect any repairs in the field.



THE EFFECTS OF DAMAGE

As you will be commanding a ship of war, damage to your starship is inevitable. In order to better assist you in making decisions on damage control allocation you must first understand how damage effects the systems aboard your starship. Knowledge of how the performance of the individual systems degrades is key in making intelligent choices that could snatch victory from the jaws of defeat, or send yourself and your crew to a glorious if ultimately useless death.

In general, damage to specific systems result in loss of operation effectiveness, forcing a performance degradation or the allocation of additional power to the damaged systems just to compensate. A system is considered to have suffered minor damage at seventy-five percent to ninety-nine percent integrity, heavy damage at thirty-five percent to seventy-four percent integrity, critical damage at fifteen percent to thirty-four percent integrity, extensive at one percent to fourteen percent integrity, and destroyed at zero. At twenty-five percent integrity, a given system goes off-line due to the damage incurred. The system can still be repaired, but it will not function until brought back on-line by repairing it up to twenty-six percent integrity or higher.

HULL: Damage to the hull, or space frame of the starship, results in high amounts of crew casualties and general loss of structural integrity. Though ship performance is not degraded by physical damage to the hull, the crew casualties do result in overall performance loss to every ship system. Unlike other systems, hull does not go off-line, though if hull is destroyed the entire ship is destroyed with it.

IMPULSE: The effects of damage to the impulse engines are very serious. First, there is a loss in manoeuvrability and maximum speed. Additionally, there is a loss in power generation from the impulse reactors, making impulse a highly critical system and one that is worth serious consideration when distributing damage control power. When impulse engines are knocked off-line, all impulse travel stops, the ability to perform emergency manoeuvres is lost, and manoeuvring is done with manoeuvring thrusters only. (See IMPULSE for more details on the relation between impulse engines and manoeuvring thrusters.) Power generation is unaffected by off-line status.

WARP: Damage to the warp engines results in power losses. If the warp drive goes off-line, warp travel is no longer possible, either in-system or out-system. Like the impulse fusion reactors, power generation from the warp core is unaffected by off-line status.

AUXILIARY: As the auxiliary reactors get damaged they generate less power. The reactors do not go off-line.

SECURITY: The security system loses some of the defensive benefits it offers to your onboard marine complement as it is damaged. If the security system goes off-line it no longer offers any defensive benefits until its operation is restored.

TRANSPORTERS: When the transporters are damaged, their ability to maintain a safe lock is compromised, thus forcing the captain to increase transporter power or try some other means of compensating for the performance degradation. If the transporters go off-line they shut down immediately. Once they are brought back on-line they must recharge again as normal.

MEDICAL: If sickbay suffers damage, the healing rate of the crew decreases. Sickbay can go off-line, and when it does the condition of injured crew begins to worsen.

SENSORS: The sensors system is actually the source of both the sensor and ECM functions of your starship. Because of this, damage to the sensors resource not only reduces the strength of your sensor locks, but will reduce the effectiveness of your defensive ECM generation as well. If the sensors resource goes off-line, all targeting information on enemy ships as well as the radar display shuts off. ECM shuts off as well, and neither the sensors nor the ECM functions of the starship can be activated until the sensors system is brought back on-line.

TRACTOR BEAM: Damage to the tractor beam simply results in lower strength tractor links that are more easily broken. It also makes breaking tractor links with repulsor beams more difficult because more power than normal would be required. If knocked off-line, any existing tractor links drop and the system cannot be used. Once back on-line, the tractor beam system must recharge before it can be operated again.

CLOAKING DEVICE: As long as the cloaking device is on-line, there is no performance degradation due to damage. Once the device is off-line, it shuts off if already active and cannot be reactivated until brought back on line.

SHIELD GENERATOR: Damage to the shield generator results in decreased recharge rates for all shield facings. If the shield generator is knocked off-line, all shield facings drop immediately and lose all currently stored charge. When the shield generator is brought back on-line, the shield facings begin recharging from zero.

WEAPONS SYSTEMS: For most weapons systems, damage simply results in longer recharge times between firings. There are two notable exceptions. A damaged GDDS or Web Spinner suffers from a decrease in the duration of the weapon's effects when activated.

On a side note, the tractor beam system is required for the operation of a GHRC, QCB, or Web. The tractor beam resource merely needs to be activated at minimum level and charged, but if the tractor beam resource is off-line or destroyed these weapons will not function regardless of their damage status.

IMPULSE

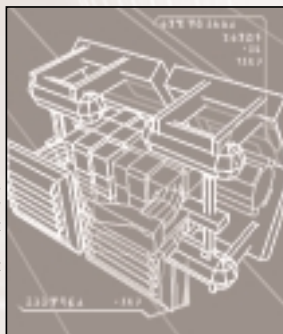
Impulse engines are the source of the bulk of the movement capability of your starship. Further, the fusion reactors that provide supplementary power to the impulse engines can be tapped for other uses as well, furnishing a full thirty-five percent of the ship's total power generation. This dual function of movement and power generation makes the impulse engines a very important system aboard your ship.

IMPULSE MOVEMENT

Power for movement must be set aside, or allocated to the impulse system. This gives the impulse engines ready and immediate access to the power necessary to travel at the speeds you require. The actual movement speed can be set independently of the power available to the impulse engines, but it can never be set higher than the maximum power currently allocated. Please note that impulse movement and warp travel operate independently of each other and one is not required for the other.

Manoeuvring the starship is handled through a combination of the impulse thruster units and smaller low-powered attitude adjustment and docking thruster units scattered about the hull.

At a full stop-with or without power actually allocated to the impulse engines -a ship may still rotate, though this is with the manoeuvring thrusters only. Manoeuvring at impulse speeds is handled through thrust ratio adjustments in the output of the impulse thruster units, and is supplemented by the smaller manoeuvring thrusters. At low speeds the impulse thrust output is insufficient to manoeuvre the starship at maximum turning velocities, despite the supplemental thrusters. This makes lower speeds less than optimal for tight combat manoeuvring. At one-third impulse velocities, the thrust ratio becomes sufficient enough to enable full turning speed manoeuvring.



EMERGENCY MANEUVERS

The impulse engines are capable of thrust ratios far beyond the structural capability of your starship's space frame, if only for very short periods of time and at the risk of structural breakdowns. This has resulted in the tactical development of emergency impulse manoeuvres. These manoeuvres take a sizeable amount of power, so they are only available if the power to travel at one-half impulse speed is actually allocated to the impulse engines. (See **POWER ALLOCATION** for more information on actual power allocated versus power requested.) The emergency manoeuvres are as follows:

EMERGENCY TURN: The thrust ratio of individual impulse thrusters can temporarily be thrown out of normal balance, resulting in quicker turning for your starship. A successful execution of an emergency turn results in the doubling of your ship's manoeuvrability rating for approximately three seconds. Once active, the power build-up begins in the impulse system even though the starship may not be manoeuvring. It is this power build-up that is the time limiting factor, as it may only be maintained for the three seconds time span. Any time the ship begins to manoeuvre within the build-up period, it is executed at twice the normal speed and it is here that the possibility of structural breakdowns is realised, meaning that only the act of manoeuvring under emergency turn conditions can result in a breakdown.

EMERGENCY STOP: Occasionally, a captain will find himself in dire need of stopping quickly. In those situations and emergency stop may be ordered. This directs the impulse engines into a violent high-power braking mode, causing the ship to come to a complete stop from full impulse speeds in less than four seconds. Given the mass of the starships today, this can be expected to be extraordinarily taxing to the ship's space frame. Any time during the slowdown period, the ship's frame may succumb to the strain and result in a breakdown.

EMERGENCY REVERSE: A similar manoeuvre to the emergency stop, the emergency reverse takes the starship beyond merely achieving a dead stop by actually causing it to reverse course at the maximum reverse speed of one-quarter impulse. Like the emergency stop, the slowdown and reverse acceleration process takes less than four seconds. Any time during the slowdown and reverse acceleration period, the ship may breakdown.

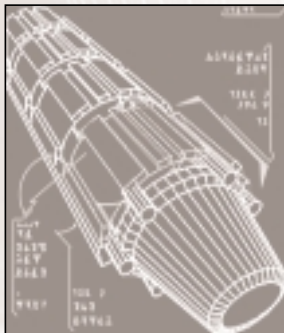
STRUCTURAL BREAKDOWNS: If an emergency manoeuvre, or other high hull stress situation occurs such as entering the accretion disc of a black hole or firing certain advanced weapons, results in a breakdown two things occur. First, control of the ship is temporarily lost. No commands of any kind can be issued at this time, and helm controls will not respond as the ship tumbles out of control. Second, and more devastating, is the large amount of damage and crew casualties inflicted during the breakdown. Virtually every system aboard the ship is damaged and the crew losses can be costly.

WARP

The warp drive of a starship, and its related matter / anti-matter warp core, are the foundation upon which the power of a starship is built. Without warp capability, a vessel is unable to travel to even nearby planets in a reasonable amount of time, much less travel to another star system. And, when not in use for powering the warp drives for travel, the warp core itself provides forty-five percent of the ship's total power output. Because of the nature of starship combat, warp speed travel and the power provided by the warp core are crucial. This makes the warp drive system critical to your success.

Warp travel has a few general properties that are common to both in-system and out-system warping. Once the warp engines are engaged, it will still take several seconds for the Chief Engineer to attenuate the proper warp field geometry necessary for warp travel. Once the warp field is properly formed, the ship will then accelerate to warp speeds. During this time, however, you may not manoeuvre the ship at all, as all manoeuvring is locked into the navigational computer and linked to the warp field status. This down time can leave you extremely vulnerable, so be sure that any enemies in the area have been sufficiently dealt with before engaging the warp drive. Warp speed travel operates independently of impulse movement and one is not required in any form for the other.

On an additional note, if you order the Helmsman to engage the warp drives through the VOS, the Chief Engineer assigns priority override to the warp drive power throttle. However, unlike a normal priority override, the Chief Engineer will return the warp drive's power priority to its previous level as soon as the journey is completed.



IN-SYSTEM WARPS

In order to warp in-system, enough power must actually be allocated to the warp drives to travel at least at warp factor one. In-system warps can be engaged to any object or planetary body within the system that is 100,000 K (100 Mk) or more away from your current position. Once an in-system warp is engaged, you may not change course or reallocate power until the destination is reached. When approaching the destination, the ship will begin braking and will come to a stop 30,000 K away from the target. In the case of a moving warp destination, such as warping to a targeted ship, your destination point is the last co-ordinates of the target when the warp drives were engaged. You will not pursue the target while at warp.

OUT-SYSTEM WARPS

Warping out-system is handled in a similar fashion as in-system warping with a few exceptions. First, a destination star system must be pre-set either on the Helm station or through the VOS. Please note that the VOS will only list those systems necessary for the completion of your mission. If you wish to travel off the mission path for some reason, you must do so from the Helm station. Second, out-system warps can take days or even weeks. This time is factored into the overall mission time limit, so speed is crucial for completing missions in a timely manner. Additional power allocated to the warp drive will allow the ship to attain greater warp speeds and thus cut down the travel time required between systems.

AUXILIARY

Every starship carries with it auxiliary power reactors. These reactors provide a seem secure source of power for a starship, sufficient to run the basic support functions of the ship in the case of the loss of the warp core and the impulse fusion reactors. The power generated by the auxiliary reactors equates to approximately twenty percent of a starship's total power output.



SECURITY

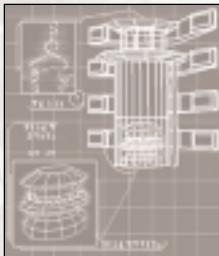
The security system aboard a starship is in actuality a collection of several smaller systems powered and controlled from a central location. These systems include anti-intruder force fields, disintegration screens, toxic gas jets, and depressurisation vents among others. The Chief of Security uses these tools to seal off, isolate, and eliminate enemy threats aboard the ship. But, all these things require power, and the more power they have available, the greater their effectiveness at defending the ship from intruders.



Without the benefit of aid from the security system, your onboard marines can only defend the ship at about seventy-five percent of their normal combat effectiveness, so it is extremely beneficial to maintain at least minimal security system power. Additional power to the security system can effectively double the defensive strength of your security forces, allowing them to more swiftly eliminate the intruders. Security power only benefits your defensive capabilities. It offers no benefits to away teams you have sent to other vessels. If no marines are onboard, the Security system is still capable of defending the ship to some degree, and can eliminate intruders on its own over time.

TRANSPORTERS

Transporters are quite a useful system in the hands of a creative and resourceful captain. With them, a captain can cripple or even capture enemy vessels. The transporter system encompasses all transporter facilities aboard the ship and activating the transporter system powers all of them, taking eight seconds for them to become fully active. Transporters have a limited range in which transporting is safe. At normal, non-combat settings this safe transport range is 5000 kellicams (K). Boosting power to the transporter system can extend the range to a maximum of 15,000 K.



TRANSPORTER LOCK AND RETRIEVING AWAY TEAMS

To commence safely transporting an away team, several conditions must be met. First, the target vessel must be within transporter range. Second, you must have a direct line-of-sight with a downed shield facing on the target ship. Third, you must have sufficient sensor lock strength to determine the class of the target vessel. If these conditions are met, you may begin the transport.

Transport occurs in groups of five to fifteen marines, depending upon the number of transport facilities aboard the ship. Typically, the larger ships have more transporter facilities and are thus capable of higher transfer rates. A single group of marines, be it one marine or the maximum number possible per group, takes six seconds to transport. Your Transporter Chief will automatically lower the necessary shield face on your ship to facilitate the beam out, and will raise it once the full away team has been dispatched. If for some reason the transport cannot be completed, such as the target pulls out of range or blocks the transporter lock with an active shield, the remaining members of the away team will stay on standby in the transporter room(s) and will resume transport as soon as conditions permit. You may only beam an away team to a single target at a time, but you may have multiple away teams active concurrently. Retrieving your away teams is similar to transporting them out, and all the same conditions apply.

TRANSPORTER LOCK AND ACCIDENTS

During combat, it behooves every starship captain to prevent his ship from being boarded. Failing in this, the only other recourse is to make the task of transporting as risky and as dangerous as possible. This can be done by interfering with the transporter's ability to lock in on a safe transport destination. Many things factor into the quality of a transporter lock. First, damage to your sensors can introduce imprecision into the transport lock. Second, ECM of any kind, be it ship generated or naturally occurring, can severely hamper accurate transporting. Third, range to target is a major factor. Transport locks can be improved by closing range and by boosting power to the transporters system.

In cases where the transporter lock is less than one hundred percent, transporter operations may still be initiated but at some risk. For each group of marines being transported, some may not rematerialise, be reassembled improperly, or materialise inside of another object. It is up to you as the captain to determine if the benefits are worth it.

MEDICAL / SICKBAY

Crew casualties occur when the hull of your starship is damaged, or when enemy marines board your ship, or if radiation penetrates the shields. These injured crewmembers are classified in one of four conditions. In order from best to worse these classifications are: active duty, wounded, critical, and dead. As the condition of injured crew changes they move from their current classification to the next, degrading crew conditions shift down the list towards dead. Healing crew shift up the list towards active duty. Thus, a critical crew casualty will die if his condition worsens or shift to wounded status if he heals.

In order to save as many of their lives as possible and return them to active duty, power must be allocated to the medical facilities in the ship's sickbay. Activating sickbay power stabilises the injured and enables the wounded and critical crew to heal. However, even in this age of scientific and technological wonders, dead is dead. Sickbay power may be set to any one of three status levels; Standby, Alert, and Emergency. Each level draws a larger amount of power than the previous level but offers significant increases in healing rates. Standby is the basic setting, requiring the least amount of power and healing crew at a modest rate. Alert requires significantly more power, but offers three times the healing rate of Standby. Emergency is the most costly setting, but grants the greatest benefits. Emergency offers five times the healing rate of Standby. If sickbay is not powered for some reason, it is destroyed, off-line, or simply shutdown, the condition of injured crew will gradually worsen until all of the injured are dead.



CREW

It is often difficult to consider a starship's crew as a system. Over time, they become your brothers, comrades who fight glorious battles with you and bleed on the same distant battlefields as you. But, in the end, they are merely a resource to be used by the captain to accomplish the goals of the Empire. They join the Imperial Navy to serve and die for the greater whole. While they are expendable, they are nonetheless integral to the smooth operation of your vessel.

Starships are designed to operate best with a full complement of crew. A full crew is said to be at a staffing level of 100%. As casualties occur, this staffing level is reduced, which has negative impacts on sensor and ECM operations, the effectiveness of the internal security system, the tractor beam and transporter systems, shield reinforcement levels, and weapons recharge rates. Though these systems are noticeably affected, by far the most serious affect of crew casualties is the reduction in your ship's repair rate. (See DAMAGE CONTROL for more information.)

As your crew completes missions, those who survive gain experience. The more crew that survives a mission, the higher the overall experience level increases. This can and often does allow your ship to perform somewhat above its normal specifications. The items that benefit from an experienced crew are the same systems and functions that suffer from crew losses; sensors, ECM, security, tractor beam, transporters, shield reinforcement, weapons charge rates, and damage repair rates.

ELITE OFFICERS

If you accomplish great exploits one of your officers may prove to be a cut above the rest. There are various possible elite officers, and each has a beneficial effect on some aspect of your ship's operation. The officers and their effect on your ship are left for you to discover.

SENSORS

The sensors of your starship allow you to gather and display the myriad information necessary for effective starship combat. Fully functioning sensors with a solid lock on an object provide your ship with the capability of targeting enemy starships, getting accurate targeting information from the targeting computer, utilising the target aspect angle display on the HUD, allow seeking weapons to track, gather and display target status information, displaying the radar, and the assorted HUD reticule indicators. If the sensors are off, due to damage or lack of power, you are basically flying on visuals alone and this can result in a quick death on the battlefield.

The strength of your sensor lock on a given target determines just how much information about that target that can be gathered. The power allocated to the sensors, the range to the target, enemy ECM, terrain effects, your crew staffing level and the damage status of your sensors system all factor into the overall strength of your sensor lock. A full sensor lock gives you the distance to target, its speed, the status of its shields, indications if its weapons are armed or if it's generating ECM, and the status of its external subsystems, as well as its target aspect angle, radar blip, and targeting reticule indicators for it. As the lock degrades the readings of the status of the shields and subsystems become inaccurate, as do your weapons when firing on the target. The readings will begin to fluctuate in an ever-increasing range of values until finally the damage status readings are lost completely and weapons fire becomes extremely inaccurate. At this point, only the class of ship can be determined.

Given a sufficiently degraded reading, eventually target lock can be lost altogether. Complete loss of target lock only occurs when the target vessel is generating sufficiently high ECM, through powering the ECM system, activating a cloaking device, entering certain terrains, or a combination of these. When target lock is lost, your sensors may still pick up sporadic readings on the previously targeted vessel. These readings or "blips" can give you a general sense of the target's location.

Sensor lock strength can be improved in a variety of ways and by a variety of actions, to counter any deleterious effects on your sensor strength. Even a sensor lock too weak to produce anything but the occasional blip can be improved to the point where contacts are long and frequent, if not strong enough to produce an actual lock. Allocating additional power to the sensors will increase your sensor strength, as will closing range to the target. Probes launched at the target also act to improve sensor lock strength, by relaying sensor telemetry to your vessel from closer range. Hitting an enemy with weapons fire temporarily causes a powerful sensor ping or spike, which can be quite useful when searching for a cloaked ship. Additionally, both of the ships involved in a tractor beam link become highly visible as long as the link is in existence.

ECM

ECM is a powerful defensive capability of the sensor system, and allows you to throw off enemy targeting and their ability to detect your damage and shield statuses. In sufficient strength ECM can even cause losses of sensor locks in a similar fashion to a cloaking device. This, however, is usually only possible if the targeting ship is sufficiently far away, its sensors are damaged, or you are within a terrain that generates additional natural ECM.

ECM requires a lot of power, and the more power that can be put into it the more effective it is. This means that larger vessels, with their enormous power generation capacities can generate more ECM than other, smaller starships. However, since ECM can be defeated with additional power to the sensors and that powering the sensors is less costly than powering ECM opponents can compensate for ECM rather effectively. This forces ECM to be used in specific situations in which an opponent may not be able to compensate for the interference quickly.

TRACTOR BEAM

The tractor beam is a versatile tool. It is most commonly used in towing and manipulating large objects in space, but this industrial usage is only a portion of its actual abilities. In combat it can be used to hold an enemy to prevent escape or slow one down long enough to allow you to get in a critical shot. Many captains have developed other tactics involving the tractor beam, and creative use of it can be devastating to an opponent.

The tractor beam emitter must build up a sufficient charge to establish a proper gravity field, a process that takes eight seconds. Activated, a tractor beam can be maintained indefinitely, though if the beam is shut off for any reason, the tractor beam emitter must recharge.



The tractor beam system is capable of 360-degree operations, and may be attached to any target with its maximum range of 7,000 K. Once a link is established, the beam attempts to stabilise the distance of the target at 3,500 K, though it does not alter the target's relative position. If the target should drift outside of the maximum tractor range, the link is immediately broken and the tractor begins the recharging process.

While linked, either ship may manoeuvre. Rotation is unrestricted, though the linear thrust of the linked ships creates additive vector movement, meaning that both vessels may begin travelling in directions other than normal flight. This can have a negative impact on shipboard targeting computers; so many captains prefer to manually target their weapons under these conditions.

COMBAT TRACTOR DYNAMICS

When utilising a tractor beam against an enemy, it is safe to assume that they are unwilling to be held. The converse should also be true; else your term of command will be shortened considerably. This has resulted in a particular offensive/defensive tractor dynamic in combat situations.

Defensively, a starship in combat has two potential options against enemy tractor beams. First, and most obvious, is to avoid entering tractor beam range, but this also reduces the starship's combat effectiveness. Second, faster ships can maintain high velocities

and remain at the outer edge of tractor beam range. If a link is established, the high speeds in combination with a sharp manoeuvre away from the tractor starship can quite often carry the target ship outside of the maximum tractor range and break the link. This tactic is best for smaller ships. Finally, a starship may utilise its own tractor emitter to generate a repulsor beam in an attempt to throw off a tractor link. A repulsor beam must be stronger than the holding tractor to be able to break the link. Once the link is broken, the repulsing ship's tractor emitters must recharge. This tactic is best reserved for situations in which the defending ship is of equal or greater class than the tractor vessel.

Offensively, there is really only one option available, and that is to increase power to the tractor beam emitter. Stronger beams make it more difficult for a defending ship to manoeuvre, prevent ships from getting outside of maximum tractor range, and increase the difficulty of a repulsor attempt.

CLOAKING DEVICE

The cloaking device was given to the Klingon Empire by the Romulans in the initial technology exchange at the start of the alliance. Since then, it has become an effective tool, becoming standard equipment on new ships, and all old ships have been refitted with them.

The cloaking device masks the vast majority of electromagnetic emissions of a starship using one. This includes the visible light spectrum as well as a host of other subatomic and subspace emissions. It grants a much greater chance of gaining surprise and the ever-important first strike in combat, by allowing the cloaked ship to stealthily approach hapless and unwary enemies. However, it is by no means foolproof. As fast as improvements can be made to cloaking technology, the non-cloak using governments develop ever more powerful sensors. This upward spiralling arms race dynamic keeps the cloak from achieving status as a true invisibility shield, but the benefits granted even by an imperfect cloak are well worth further development of the system.



A cloaking device, when activated, renders the ship virtually invisible to visual scanning. Only a slight visible distortion betrays the presence of a cloaked vessel. For visual scanning, a cloaked ship almost invariably escapes detection by all but the most observant enemies. While the cloak is nearly perfect against visual scanning, sensor technology has progressed to sufficient levels to allow for the intermittent detection of a cloaked vessel. This intermittent sensor anomaly increases in frequency and duration for the searching ship based on range and power to the sensors, making the preferred tactic of the cloaked vessel to choose the attack run path from longer ranges, close range as fast as possible, decloak, and fire.

Despite the fact that the cloak is a highly effective system, it does have drawbacks. While the cloak is activated, weapons fire is not possible. The cloaking device must be disengaged in order to fire the ship's weapons. Weapons may maintain charging status, so they may be fired as soon as the cloak is disengaged, but firing while cloaked is not possible. Also, the tractor beam may not be engaged while cloaked and any existing tractor beams emitting from the ship will disengage. This does not break tractor links established on the cloaking vessel by an enemy ship. Finally, the cloaking field interferes with transporter function to such an extent that transport is impossible while the cloaking device is engaged. One other additional disadvantage is that the cloaking device will not function within the ionised gas clouds of a nebula.

When a ship engages its cloaking device, it will be fully cloaked within four seconds. During this cloaking period the ship is quite vulnerable. The shields of the ship immediately drop, as will any tractor links being generated by the cloaking vessel. ECM and transporters also cease to function. Your Chief Engineer will automatically divert power from these systems until the cloak is deactivated. However, the ship is still somewhat visible to the sensors of other ships. Each second of the cloaking process increases the invisibility of the cloaking ship, thus the greatest danger is at the very beginning. Once fully cloaked, the ship is essentially invisible and can only be intermittently detected by power boosted sensors. An additional advantage of being fully cloaked is that, though enemy vessels may get blips, the sensor lock can never be sufficient to allow the enemy to transport marines aboard your ship, or initiate a tractor link.

SHIELDS

The primary source of defence for a starship is its shields. The shields form a seem-form-fitting energy shell around the whole of the starship that has the properties of both a seem-permeable solid and energy absorptive screen. This dual nature of the shield system provides protection from most physical impacts as well as from energy discharges such as the destructive energy of a phaser or the deadly radiation emitted from a star. This energy shell emits through a network of six energy dispersal grids embedded in the hull. Power from the ships reactors is converted to the necessary format through the shield generators aboard the ship, and routed to the shield grids. It takes two seconds for the grid to fully activate, at which point it emanates its energy field. Activating the shield generator creates an apparently contiguous energy shell, though in actuality it is six individual shields. These six individual shields, known as shield facings, protect the forward, aft, port, starboard, dorsal, and ventral parts of the ship respectively. This does not necessarily mean that all weapons fire coming from a particular direction will hit only one specific shield facing. Because space



is three dimensional, often three or more shield facings can be struck from a given angle. Keep this in mind when manoeuvring your vessel. Depending upon the design of the starship, the different shield grids are capable of generating shields of different strength, meaning that though two shield facings may be at one hundred percent, one may be capable of absorbing more damage than the other. The forward shield facing is typically the strongest. Klingon vessels tend to follow a pattern of forward being the strongest, aft being next strongest, port and starboard being next, and dorsal and ventral being weakest. The Federation, on the other hand, tends to make the forward strongest, then the aft, then the rest all being of equal strength. The pattern of shield strength typically follows the degree of aggressiveness in a given ships design. More aggressive designs tend to concentrate strength in specific shield facings, while more defensive designs keep things more evenly distributed.

Damage inflicted on a shield is absorbed, though it weakens the cohesion of the energy field, which reduces its capacity to absorb further damage. Once this field begins to weaken it will begin its natural process of returning to its coherent state or "recharging", slowly restoring its ability to protect. Additional power to the shield generator system will speed up this recharging process, and also generates an additional protective layer of reinforcement to the shield itself. This additional layer is a kind of quantum particle aura emanates from the shield energy shell itself. Though it is ill understood the source of this aura's protective abilities, the effects speak for themselves. This aura quite efficiently dissipates energy that passes through it, such that weapons fire and explosive warheads lose some of their nominal damage yield before it strikes the shield energy shell directly. Additionally, this quantum reinforcement is independent of the strength level of a shield energy shell, granting the full benefit of its damage dissipation until the shield itself is no longer coherent. At that point, the quantum aura instantly disperses, but it will reassemble once shield cohesion is restored. Research has revealed that this reinforcing aura has a maximum effectiveness of roughly twenty percent damage reduction. Sadly, though, maintaining any amount of the reinforcement property of the shield system can require exorbitant amounts of power. Seven times the normal amount of power to the shield grid is required to reach the limits of the reinforcement of a shield, which can prove quite costly considering there are six individual shield facings that can be reinforced. Once a shield has lost cohesion, it takes ten seconds for the grid energy to reconstruct the initial framework of the shield facing. Once this occurs, the shield facing will recharge as normal.

The energy absorption property of the shields is highly efficient. Energy impacts, such as phasers and disruptors are fully absorbed. The same cannot be said of the seem-permeable solid property of the shields. Physical impacts and explosions are mostly deflected or absorbed, but some destructive energy still makes it through, regardless of the strength or reinforcement status of a shield. This is known as "bleed through". Additionally, functioning shield facings can completely deflect radiation damage such as from a solar corona or the Romulan CFDIC. They can prevent or interrupt enemy boarding operations as well.

WEAPONS

ANTIMATTER FIELD PROJECTOR (AMFP)

Nickname: "Antimatter Projector"

Damage Rating: 4

Range: 10,000 K

Firing Rate: 1 / 30secs

The Antimatter Field Projector (AMFP) is a Klingon invention of devastating potential. The weapon itself is based off of the principle of utilising the warp nacelles of a starship to project a warp containment field in front of the firing vessel. Then, from a special emitter linked directly to the Matter/Antimatter Reactor, antimatter from the ship's reactor is injected into the field. The integrity of this field begins to degrade almost immediately after firing. During this degradation, matter is passing into the weakening containment field, annihilating some of the antimatter and decreasing the damage capability of the weapon. The firing ship



can manoeuvre under impulse power to bring it to bear on targets within the antimatter field. Targets within that field take damage on every portion of the hull within the containment boundary. The power drain from each firing of the weapon causes brief power outages and hull fatigue in the ship that fired it and prevents sustained fire of the weapon.

This weapon is applied by the Klingon Defence Forces as a siege device due to the massive destructive potential of the weapon in concert with difficulties in engaging moving targets with it. It is typically mounted on the Accuser Class Dreadnought. These weapons are very expensive to manufacture and are thus very valuable. Commanders should take every precaution to keep vessels equipped with this weapon undamaged.

ASSAULT PHASERS

Nickname: "Super Phasers"
Damage Rating: 4
Range: 30,000 K
Firing Rate: 1 / 30secs



The Assault Phaser is a really heavy phaser. So heavy, in fact, that only large bases and battleships can carry them. They are the pinnacle of destructive power, easily piercing the shields of all but the most powerful starships and destroying weaker vessels outright. Both the Klingon Empire and the Federation employ the Assault Phaser.

Large bases (Starbases and Battlestations) have great power output capacity and large amounts of space that allow them to use their assault phasers as a primary weapons system. This makes a base very difficult to attack and destroy and virtually impossible to capture.

The ship-mounted versions can only be mounted spinally, where the hull of the ship is built around the weapon system rather than fitting the weapon into a hull. This limitation in mounting gives them an extremely limited firing arc, but provides structural support and space for the necessary systems. Other drawbacks to these weapons are that power reactors for ships are unable to provide an efficient charge for the weapon, and that hull design and materials technology can barely provide sufficient structural support.

The basic lack of power on ships equipped with these weapons means that the weapon must take quite a bit of time storing energy in capacitors attached to the weapon's energy system. This limitation reduces the firing rate of the Assault Phaser to a fraction of that of a base mounted weapon. An additional effect is that the ship suffers a brief general power brown out after firing the weapon.

Vessels equipped with Assault Phasers suffer from structural and system stresses when firing the weapon. Each firing of the weapon could lead to a catastrophic systems failure.

BOARDING PARTIES

Most ships have a complement of marines assigned to them. These marines act both to defend your ship against intruders and to assault internal targets aboard enemy vessels. Only the offensive capabilities of your marines will be detailed here. The defensive aspects of marines are covered elsewhere. (See SECURITY for more details.)

In order to send marines to a target, you must do two things. First, you must make sure that transport is possible. (See TRANSPORTERS for more details.)

Second, you must assemble the boarding party or "away team" and give it orders. This part can be accomplished through either the VOS or the Security station. A target vessel only has so much space for you to transport marines into. Because of this, the number of marines that can be present on an enemy starship at any one time is limited. This will be displayed on the Security station. Once this maximum number is beamed across, no further transports can be made until any wounded or dead are retrieved. At that point, fresh marines can be transported in to reinforce the current boarding action back up to the maximum number allowed. During combat, marines damage their target objective as well as inflict casualties among the defenders. Certain objects, such as shuttles and workbees, cannot be boarded at all as there is no space for it.

Boarding parties can perform two different types of actions. The first type of action is an attack on a specific target system. There are two types of target systems, hard targets and soft targets. Hard targets are extremely difficult to destroy. These hard targets are warp, impulse, and life support. These systems are extremely resistant to internal damage due either to system redundancies or the sheer size of the system. Soft targets are systems such as tractor beam, security, transporters, medical, auxiliary, shields, and the cloaking device. These systems, while still difficult to totally destroy, are less resistant to damage. When your marines are attacking a system, not only are they causing damage to the system, they are also interfering with its operation. For as long as the marines are attacking a system, that system suffers this performance loss, in addition to any damage being incurred. Actually destroying a target system can be rather difficult, but often the effect of interference is sufficient. A good tactician will sometimes send smaller away teams for the specific purpose of interference, rather than attempting to destroy it outright. The second type of action that can be undertaken is a capture attempt. This is extremely difficult and takes quite a bit more time and perseverance than merely destroying a system, as well as a full complement of marines. Ships may only hope to capture vessels a class or two below them, unless special circumstances

occur, such as stumbling into an enemy with no marines, or one whose security system has been destroyed and even then it can be risky. If a ship is captured, the marines aboard stay aboard the captured vessel to maintain control and hold it. You may monitor the progress of any away team actions you have initiated through the MFD on the HUD, or through the Security station.

When a boarding party is in action, it will continue fighting until they are wiped out, retrieved, or they successfully complete their mission objective. Even if there are no defending marines, the internal security system of a starship is more than capable of inflicting at least some casualties on its own. If a vessel is destroyed any marines aboard it are lost, be they attacking or defending. However, if a vessel is captured all its marines are lost, even if they are aboard another vessel. Marines of different races fight with different effectiveness. Klingon warriors are about the finest individually, and the Sha'kurians are the weakest. Though strong and powerful, Gorn are slow and ungainly. This makes them less effective than some races individually, but the real danger from Gorn boarding parties are their numbers. Tholians, due to the environment required to support their kind never utilise boarding parties. Conversely, their living environment is so innately hostile to carbon based life-forms that Tholian vessels cannot be boarded.

COHESIVE FUSED DEUTERIUM IRRADIATION CANNON (CFDIC)

Nickname: "Radiation Cannon"
Damage Rating: 2.4 / Additional
Radiation Effect
Range: 15,000 K
Firing Rate: 1 / 15secs

The Cohesive Fused Deuterium Irradiation Cannon is a medium ranged weapon of Romulan design. It is an older technology than that of the plasma torpedo, and was developed shortly after the end of the Federation-Romulan Wars in 1535 IR. The CFDIC is little more than a directed fusion explosion. A stream of excited deuterium are injected into the chamber of the weapon and bombarded with high output lasers to create deuterium plasma. This plasma is continually compressed until a fusion reaction begins. This reaction is contained within a magnetic field and allowed to build to detonation strength. The containment field is then weakened to the point of collapse in the direction of the barrel, where additional magnetic fields direct the energy out of the ship and towards its target.

The amount of damage caused by a CFDIC is low compared to the warhead strength of the plasma torpedo, but physical damage is not the most deadly aspect of this weapon. A side effect of the weapon is the intense radiation from the bolt itself. This radiation is so intense that it can cause damage to the crew of the target vessel without piercing the hull itself. Shields, however, absorb the radiation and disburse it harmlessly.



FREQUENCY-MODULATED MESON PARTICLE ACCELERATOR (FMPPA)

Nickname: "Meson Gun" or "Shield Breaker"
Damage Rating: 2 / Shield Damage Disbursement
Range: 15,000 K
Firing Rate: 1 / 12secs

The Frequency-Modulated Meson Particle Accelerator, as it is called, is a closely guarded secret of the Klingon Empire. Only the Klingon researchers who developed it know the principles behind it. It utilises a top-secret technology to create finely adjustable meson particle streams, invisible, that are directed at the target vessel. These mesons collect around the outer portion of the target starship's shields, and due to the frequency modulation, the mesons pool in the weakest areas of the shield. Eventually, the shields build up a tremendous amount of meson energy along their entire surface. This energy is then subjected to a quick pulse of Eichner radiation, the only visible aspect of this weapon, which causes it to detonate, damaging all of the target ship's shields with the most damage being applied to the weakest shield segment.



GORN PLASMA TORPEDO

Nickname: "Gorn Plasma"
Damage Rating: 3
Range: 12,500 K
Firing Rate: 1 / 16secs

The Gorn have developed a plasma torpedo independently of the Romulans. While it is based off of very different scientific principles than the Romulan version, the results are virtually identical. The Gorn torpedo homes in on its target in the same fashion as the Romulan version, but its warhead strength is never greater than its equivalent Romulan light plasma torpedo counterpart.



GRAVIMETRIC HARMONIC RESONANCE CANNON (GHRC)

Nickname: "Resonator Cannon"
Damage Rating: 4
Range: 7,000 K
Firing Rate: 1 / 16secs

The Gravimetric Harmonic Resonance Cannon or Resonator Cannon is an offensive weapon derivative of the tractor beam developed by the Gorn. The cannon's beam strikes the target ship and begins to push and pull the hull in a rapid modulation. This vibration eventually reaches the harmonic frequency of the hull and causes structural fatigue and damage. Resonator Cannons require the tractor beam system to be powered as well as the weapon system itself. Loss of the tractor system also results in an inability to fire the weapon. The weapon has 360-degree firing capability and can be directed at any target within range. Once activated, the beam lasts for eight seconds. If fired while caught in a tractor beam, the GHRC beam instantly breaks the link but the weapon is fully discharged in the process and no damage is inflicted on the target. However, the strength of the beam is so great that no amount of repulsor beam strength will break the grip of a GHRC once it has been fired. One other strange side effect of the design of this weapon is its ability to negate any tractor beam holding the firing ship. All tractor beams holding the firing vessel are immediately broken, but the firing vessel must allow the weapon to fully recharge before firing again.



GRAVITON DENSITY DISTORTION SPHERE (GDDS) GENERATOR

Nickname: "GDDS" or "Grav Sphere"
Damage Rating: 2 / Collision and Heavy Weapon Absorption
Range: Special
Firing Rate: 1 / 40secs

The Graviton Density Distortion Sphere Generator was developed by the Gorn Star Kingdom during its many wars with the Romulan Star Empire, and is used as an effective means of attacking slow moving vessels. During the war that saw the first use of the GDDS by the Gorn, Romulan troops captured a ship equipped with one of these devices for study. The Romulans towed said vessel to a research facility far from the Gorn border in what was then one of the farthest frontiers of their empire. Unknown to the Romulans, this frontier was to soon become fixed as their border with the Sha'kurian people. Not long after research began on the enigmatic Gorn device, the Romulans made a regrettable first contact with the Sha'kurians. Romulan expansionist dogma clashed violently with Sha'kurian territoriality causing a second front to open for the Romulans. During the fighting, a Sha'kurian raiding force captured the research station and the GDDS as well. The Sha'kurians proved to be highly adept at adapting the Gorn device to their own purposes and have been fielding them ever since.

Though the two races, the Gorn and Sha'kurians, have nearly identical GDDS technology, they have developed radically different tactics for their use. The Gorn normally mount these devices on the larger vessels in the Gorn Royal Navy because their ramming capability suits the tremendous mass and great speed of large Gorn starships. The Sha'kurians, however, utilise the defensive capabilities of the GDDS to a far greater extent than the Gorn and thus greatly increase the survivability of their carrier forces.



The GDDS disperses a spherical field of gravitons in rapidly varying density around the vessel using it. This field remains active for twenty seconds or until the stored energy within the field is expended. This field prevents the generating ship from suffering the effects of collisions, thereby allowing the generating vessel to act as a ram. The GDDS field impacts ships, asteroids, projectiles, and other physical objects as a normal collision with the field absorbing any impact force that would normally have been done to the generating vessel. However, impact absorption weakens the field, reducing its overall strength. Once the field's integrity is fully compromised, the field is deactivated and any extra collision damage is directed to the hull of the GDDS using ship. Once the GDDS deactivates, the field cannot be activated again until the gravimetric capacitors completely recharged. The GDDS is not an invulnerability shield, however. Phasers, including the assault phaser, and light and standard disruptors pass through the GDDS field unaffected.

IMPULSE VELOCITY PROJECTILES

Nickname: "Missiles"

Impulse Velocity Projectiles are missiles launched from silos, bays, or racks aboard Sha'kurian ships. Overall speed and warhead strength varies from projectile-type to projectile-type. There are four types of impulse projectiles:

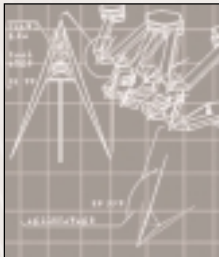
ACTIVE TERMINAL GUIDANCE (ATG) SHIP-LAUNCHED

Damage Rating: 2

Range: 15,000 K

Firing Rate: 1 / 16secs

This type of projectile has a bank of image files for all known vessels with the capability of having sensor data downloaded into it at the time of launch to program in new images for unknown targets. These projectiles are launched in the general direction of a targeted vessel at which point the projectile's own image recognition sensor suite takes over and it follows that particular vessel until it strikes or runs out of fuel. The firing ship need not maintain sensor lock on the target vessel, as the projectile is capable of maintaining an intercept trajectory.



ACTIVE TERMINAL GUIDANCE (ATG) Bomber-Launched

Damage Rating: 2

Range: 10,000 K

Firing Rate: 1 / 16secs

This type of projectile is identical in most respects to the ship-launched version, only much, much smaller and with shorter effective range. Though the size of the missile housing is decreased, the warhead's destructive capability is comparable to the full size version because of its "shaped charge" nature.

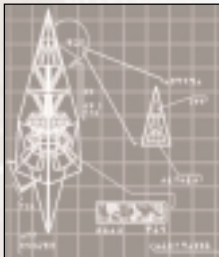
MULTIWARHEAD

Damage Rating: 4 / Multi-vector Attack

Range: 20,000 K

Firing Rate: 1 / 24secs

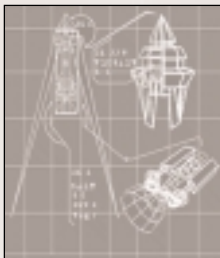
This type of projectile is slower than all other versions but has longer range. This is not its advantage, however. The advantage of this projectile is that it carries six sub-munitions onboard. When the projectile travels a certain distance, the six sub-munitions disperse and home in on the target from many directions. Each sub-munition does a good amount of damage, travels much faster than the carrier projectile, and can hit the target from multiple angles damaging many shields. During dispersal, the backwash of the sub-munitions' engines destroys the carrier projectile.



BALLISTIC (FAST)

Damage Rating: .8
Range: 10,000 K
Firing Rate: 1 / 16secs

The ballistic projectile is a fighter-launched weapon that is basically a warhead attached to a super high-powered impulse engine. These projectiles reach velocities almost equal to that of the photon torpedo and do an equal amount of damage to the photon. However, these projectiles have no homing capabilities of any kind. They are "direct-fire" weapons in the truest sense of the word.



LIGHT DISRUPTOR BANKS

Damage Rating: .6
Range: 15,000 K
Firing Rate: 1 / 1.5secs

This is a rapid-firing type disruptor, similar in nature to the standard disruptor bank. Though the damage from each bolt is individually lesser than those of the standard disruptor bank, its rapid firing rate makes up for it over time. Currently, only the B'rel class escort mounts this weapon, though it is being considered for use on other platforms.

PHASE-INDUCED BIPOLAR COMPRESSION DISRUPTOR

Nickname: "Heavy Disruptor"
Damage Rating: 1.5
Range: 12,500 K
Firing Rate: 1 / 6secs

This is essentially a grossly overpowered medium range version of the standard disruptor weapon of the Klingon Empire. The Tholian Incursion Reaction Forces also use this weapons system, although it is not known whether they researched themselves or stole it from the Empire. By using a bipolar energy field, the disruptor energy is collected and compressed into a large energy packet. The packet is subjected to a quantum energy bombardment that causes the packet to slightly shift its phase. By purposely leaving a portion of the bipolar energy field weaker, the phase shift will cause the energy packet to exit the compression unit in a controllable direction.



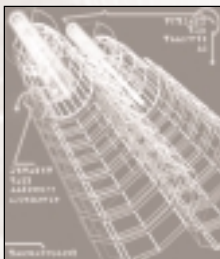
The energy packet is a small torpedo-like projectile that is less powerful than a standard photon torpedo, but can be fired more rapidly and does not require any sort of expensive casings as do the photon torpedoes.

These weapons are usually employed as a prelude to an actual torpedo strike, weakening the target's shields as well as causing some internal damage for the heavier pounding of the antimatter torpedoes.

PHASER BANKS

Damage Rating: .4
Range: 15,000 K
Firing Rate: 1 / 3secs

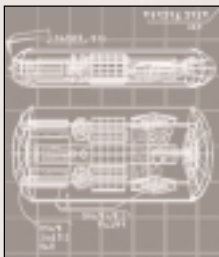
A common primary weapon throughout the Alpha and Beta Quadrants is the phaser. The phaser is a beam of cohesive energy, similar to a Laser but rapidly pulsing. This pulsing is so rapid as to be invisible to the eye. While the behaviour of the phaser is identical from race to race that uses them, the technology driving them is radically different producing a different look for each group.



PHOTON TORPEDOES

Damage Rating: 2
Range: 10,000 K
Firing Rate: 1 / 8secs

The photon torpedo is the mainstay secondary weapon of the Federation and the Klingon Empire. These torpedoes are high velocity projectiles, with a matter/anti-matter warhead as its payload. The onboard deuterium and anti-deuterium are kept separate until the detonator systems activate, due to impact or reaching their pre-programmed maximum range. At the moment of detonation, magnetic fields direct much of the force of the explosion in a similar fashion to shaped charges of conventional chemical explosives in order to inflict as much damage to their targets as possible.



QUANTUM CARRIER-WAVE BEAM (QCB)

Nickname: "QCB"
Damage Rating: 2 / Multiple Shield Damage
Range: 7,000 K
Firing Rate: 1 / 35secs

The QCB is a particularly effective weapon of Gorn invention, not only used by the Gorn but also used by the Federation Starfleet as well in a limited technological exchange program with the Gorn Star Kingdom. The weapon itself consists of a highly specialised tractor beam emitter and a high-energy metreon plasma array. When a vessel fires a QCB, the tractor beam holds the target ship and forms a kind of gravitic conduit. The metreon plasma array then sends a series of quantum energy pulses through conduit, striking the target and splashing damaging energy across much of the target's shields. QCB systems work in conjunction with the tractor beam system. As such, the tractor system must be powered at least at minimum level for the QCB to fire. Loss of the tractor system also results in an inability to fire the weapon.

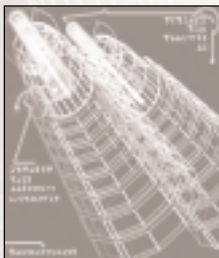


Similarly to the GHRC, the QCB system has 360-degree firing capability and can be directed at any target within range. Once activated, the beam lasts for fifteen seconds. If fired while caught in a tractor beam, the QCB beam instantly breaks the link but the weapon is fully discharged in the process and no damage is inflicted on the target. However, the strength of the beam is so great that no amount of repulsor beam strength will break the grip of a QCB once it has been fired.

RAPID FIRE PHASER BANKS

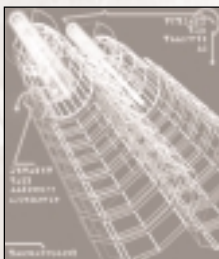
Damage Rating: 4
Range: 15,000 K
Firing Rate: 1 / 1.5secs

Particular to the Sha'kurian navy is the rapid-fire phaser. Similar in principle to the light disruptor, the individual bursts do less damage than a standard phaser but their increased firing rate makes up for the decrease. Otherwise, it is mostly identical in theory to phasers used by other races.



ROMULAN HEAVY, MEDIUM AND LIGHT PLASMA TORPEDOES

HEAVY PLASMA TORPEDO
Damage Rating: 5
Range: 12,500 K
Firing Rate: 1 / 35secs



MEDIUM PLASMA TORPEDO

Damage Rating: 4

Range: 12,500 K

Firing Rate: 1 / 25secs

LIGHT PLASMA TORPEDO

Damage Rating: 3

Range: 12,500 K

Firing Rate: 1 / 15secs

After a long period of isolationism, the Romulan Star Empire debuted a new and devastating weapon, the plasma torpedo, in a test of Federation resolve. The weapon performed beautifully under combat conditions, though the participants of the mission did not return. Though the plasma torpedo was highly effective, its power requirements were enormous. It soon became apparent that lower powered versions of the torpedo were in order, thus the medium and light variant were born. These medium and light torpedo launchers are used to better balance a ship's performance versus its firepower, and to increase combat longevity.

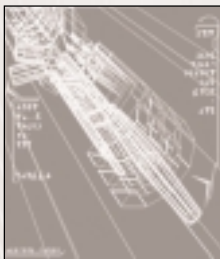
STANDARD DISRUPTOR BANKS

Damage Rating: .6

Range: 15,000 K

Firing Rate: 1 / 3secs

This is the standard primary weapon of the Klingon and Romulan Empires. The disruptor mechanism creates a hyper-energetic particle stream that cannot be contained for more than a few milliseconds. The containment field is ejected from the disruptor emitter and as the field decays the contained energy is released, disrupting whatever matter it contacts.



TRILITHIUM DEPLETED PHOTON TORPEDOES

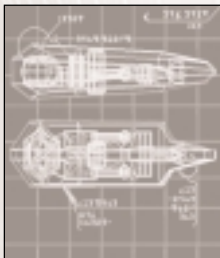
Nickname: "Heavy Photon"

Damage Rating: 4

Range: 10,000 K

Firing Rate: 1 / 8secs

In their never-ending quest for more destructive weapons Klingon researchers developed a method of boosting the destructive output of photon torpedoes. The process, known as trilitium depletion, increases the damage capability of photon torpedoes by one hundred percent. Trilitium depletion does have drawbacks, however. The depletion process during the manufacture of the weapon is time consuming and very expensive, not to mention dangerous. Many munitions factories have suffered premature detonations of these devices during the manufacturing process and were severely damaged. Nevertheless, because of the intense cold war with the Federation, the Klingon Empire uses these torpedoes on several classes of Klingon warships. Ships equipped with these torpedoes must be outfitted with special munitions storage modules and the torpedo itself is built only to fire from a specific type of reinforced photon launcher. This eliminates the risk of foolish captains attempting to use the heavy torpedo munitions in a standard torpedo launcher.



WEB SPINNER

Nickname: "Web"
Damage Rating: Special
Range: 3,500 K
Firing Rate: 1 / 50secs



The Tholian Web Spinner projects a static subspace bubble around the target ship, placing it in a rapidly decaying bubble of separate space-time. All linear motion for the victim ceases, though the victim may still rotate. In that moment, a cage of Web energy engulfs the victim. The space-time bubble dissipates soon after, but the victim is caught in the web and is immobile anyway. A ship ensnared by the Web Spinner cannot move, and its weapons cannot fire through the Web. The Web cage is relatively unstable and will only imprison a ship for a short amount of time, after which it will dissipate completely. Once the web fully dissipates, the imprisoned ship begins accelerating to its set impulse speed. While the Web cage is in existence, all ships can fire through the Web cage at the imprisoned ship as if it were normal space. Web Spinners have 360-degree operation, and can ensnare any target within range. As with the GHRC or QCB, the Web works in conjunction with the tractor beam system. Both must be activated in order for the Web Spinner to function. Loss of the tractor beam system prevents the Web Spinner from functioning.

BRIDGE STATIONS AND INTERFACES

VERBAL ORDERS SYSTEM (VOS)

Across the bottom of the Tactical HUD and Gunnery Chair displays is a numbered list of your officers. By pressing a number from the keyboard this list will disappear and the officer chosen will be listed on the lower left corner of the display. Above the officer title, a list of the orders that you can give to that officer will appear. The list will temporarily be displayed over your ship's status indicators. When you select an order from this list, that order will be displayed at the bottom of the screen next to the officer's name as if building a sentence. If the order does not terminate at that selection, the next level of the menu tree will replace the existing list. Once the player has selected a menu option that terminates that branch, Torlek's voice will be heard barking out the command and the crewman will respond. Once you have given an order from the verbal order system, the order will be carried out immediately. Options that lead to a further menu tree are differentiated from options that terminate by a dash placed after the option text. For example, Boost Sensor Power is displayed as "Boost Sensor Power-", indicating that there is an additional menu level. Therefore the order sequence to increase power to the Sensors to 50% of your total ship's power would read: "Science- Boost Power to Sensors - to 50% Total Ships Power."

Many menus require you to choose a power level, speed or number of crew from a whole range of different possibilities. In these cases, the option that most closely represents the ship's current status is highlighted. For example, if a ship had 9% of its total power allocated to sensors, then the option '10% Total Ship Power' would be high-lighted on the power allocation menu for sensors.

If a menu option is unavailable or not possible, then it will gray-out. Pressing the number of a menu item that is grayed-out will do nothing, not even registering as a keystroke and taking you out of the menu. For example, as weapons systems are destroyed or go off-line it will no longer be possible to power them, so these options will gray-out in the Verbal Order menu.

Some options support two separate functions that are displayed based on the ship's status. For example, when the cloaking device is turned off, the option under the Weapons officer would read "Activate Cloaking Device", but when it is turned on, the option would read "Deactivate Cloaking Device".

THE ORDERS

The following sections are the commands that can be issued by the verbal orders system, listed in order of the root verbal orders menu tabs.

1- ENGINEER

- 1-1- Activate/Deactivate Damage Control
- 1-2- Boost Power to Damage Control
 - 1-2-1 to Off
 - 1-2-2 to Minimum
 - 1-2-3 to 5% Total Ship Power
 - 1-2-4 to 10% Total Ship Power
 - 1-2-5 to 20% Total Ship Power
 - 1-2-6 to 30% Total Ship Power
 - 1-2-7 to 40% Total Ship Power
 - 1-2-8 to 50% Total Ship Power
- 1-3- Engage Power Allocation
 - 1-3-1 Battle - Standard
 - 1-3-2 Battle - Offensive
 - 1-3-3 Battle - Defensive
 - 1-3-4 Stealth
 - 1-3-5 Hunt for Cloaked Ships
 - 1-3-6 Withdraw & Repair
 - 1-3-7 Repel Enemy Marines
 - 1-3-8 Warp Out
- 1-4- Repair Priority
 - 1-4-1 Combat Systems
 - 1-4-2 Hull & Power
 - 1-4-3 Internal Systems
 - 1-4-4 Equalise
- 1-5- Damage Report
- 1-6- Power Report

2- HELM

- 2-1- Warp Out-System
 - 2-1-# List of Destination Systems
 - 2-1-#-1- Warp Factor 1
 - 2-1-#-2- Warp Factor 2
 - 2-1-#-3- Warp Factor 3
 - 2-1-#-4- Warp Factor 4
 - 2-1-#-5- Warp Factor 5
 - 2-1-#-6- Warp Factor 6
 - 2-1-#-7- Warp Factor 7
 - 2-1-#-8- Warp Factor 8
 - 2-1-#-9- Warp Factor 9
- 2-2- Warp In-System
 - 2-2-# List of Destinations
- 2-3 Warp To Target
- 2-4- Impulse Speed
 - 2-4-1 Full Impulse
 - 2-4-2 3/4 Impulse
 - 2-4-3 1/2 Impulse
 - 2-4-4 1/4 Impulse
 - 2-4-5 All Stop
 - 2-4-6 Reverse 1/4 Impulse
 - 2-4-7 Match Speed with Target
- 2-5- Emergency Manoeuvre
 - 2-5-1 Full Turn
 - 2-5-2 Full Stop
 - 2-5-3 Full Reverse
- 2-6- Standing Orders
 - 2-6-1 Evasive Manoeuvres
 - 2-6-2 Pursue Target
 - 2-6-3 Maintain Course
 - 2-6-4 Orbit Target

3- COMM

- 3-1 Hail Targeted Vessel
- 3-2- Order Escort
 - 3-2-# List of Escorts
 - 3-2-#-1 Break And Attack
 - 3-2-#-2 Attack My Target
 - 3-2-#-3 Capture My Target
 - 3-2-#-4 Form Up
 - 3-2-#-5 Defend My Target
 - 3-2-#-6 Cease Fire
 - 3-2-#-7 Return To Base (fighters only)
- 3-3- Order All Escorts
 - 3-3-1 Break And Attack
 - 3-3-2 Attack My Target
 - 3-3-3 Capture My Target
 - 3-3-4 Form Up
 - 3-3-5 Defend My Target
 - 3-3-6 Cease Fire
- 3-4 Hail for Assistance
- 3-5 Mission Objectives

4- SECURITY

- 4-1 Activate/Deactivate Security Systems
- 4-2- Boost Power to Security
 - 4-2-1 to Off
 - 4-2-2 to Minimum
 - 4-2-3 to 5% Total Ship Power
 - 4-2-4 to 10% Total Ship Power
 - 4-2-5 to 20% Total Ship Power
 - 4-2-6 to 30% Total Ship Power
 - 4-2-7 to 40% Total Ship Power
 - 4-2-8 to 50% Total Ship Power
- 4-3 Activate/Deactivate Transporters
- 4-4- Boost Power to Transporters
 - 4-4-1 to Off
 - 4-4-2 to Minimum
 - 4-4-3 to 5% Total Ship Power
 - 4-4-4 to 10% Total Ship Power
 - 4-4-5 to 20% Total Ship Power
 - 4-4-6 to 30% Total Ship Power
 - 4-4-7 to 40% Total Ship Power
 - 4-4-8 to 50% Total Ship Power
- 4-5 Beam Away Team to Target
 - 4-5-1 5 Marines
 - 4-5-2 10 Marines
 - 4-5-3 20 Marines
 - 4-5-4 30 Marines
 - 4-5-5 40 Marines
 - 4-5-6 50 Marines
 - 4-5-7 60 Marines
 - 4-5-8 70 Marines
 - 4-5-9 All Marines
 - 4-5-#-1 Capture Ship
 - 4-5-#-2 Engineering
 - 4-5-#-2-1 Warp
 - 4-5-#-2-1 Impulse
 - 4-5-#-2-1 Auxiliary
 - 4-5-#-3 Security
 - 4-5-#-4 Transporters
 - 4-5-#-5 Medical

- 4-5-#6 Life Support
- 4-5-#7 Tractor
- 4-5-#8 Shields
- 4-5-#9 Cloak
- 4-6 Retrieve Marines from Target
- 4-7 Security Report

5- MEDICAL

- 5-1- Prep Sick Bay
 - 5-1-1 Off
 - 5-1-2 Standby
 - 5-1-3 Medical Alert
 - 5-1-4 Medical Emergency
- 5-2 Casualty Report

6- SCIENCE

- 6-1 Activate/Deactivate Sensors
- 6-2- Boost Power to Sensors
 - 6-2-1 to Off
 - 6-2-2 to Minimum
 - 6-2-3 to 5% Total Ship Power
 - 6-2-4 to 10% Total Ship Power
 - 6-2-5 to 20% Total Ship Power
 - 6-2-6 to 30% Total Ship Power
 - 6-2-7 to 40% Total Ship Power
 - 6-2-8 to 50% Total Ship Power
- 6-3 Activate/Deactivate ECM
- 6-4- Boost Power to ECM
 - 6-4-1 to Off
 - 6-4-2 to Minimum
 - 6-4-3 to 5% Total Ship Power
 - 6-4-4 to 10% Total Ship Power
 - 6-4-5 to 20% Total Ship Power
 - 6-4-6 to 30% Total Ship Power
 - 6-4-7 to 40% Total Ship Power
 - 6-4-8 to 50% Total Ship Power
- 6-5- Sensor Range
 - 6-5-1 Point Blank
 - 6-5-2 Short
 - 6-5-3 Medium
 - 6-5-4 Long
- 6-6 Scan Target
- 6-7 Launch Probe at Target
- 6-8- Visual
 - 6-8-1 Wide Angle
 - 6-8-2 Normal
 - 6-8-3 Magnify 200%
 - 6-8-4 Magnify 400%
 - 6-8-5 Magnify 600%
- 6-9- Switch Sensor Mode
 - 6-9-1 to Elite
 - 6-9-2 to Bore-Sight

7- WEAPONS

- 7-1 Raise/Lower Shields
- 7-2- Shields Control
 - 7-2-1- All
 - 7-2-2- Fore
 - 7-2-3- Aft
 - 7-2-4- Port (Left)
 - 7-2-5- Starboard (Right)
 - 7-2-6- Dorsal (Top)
 - 7-2-7- Ventral (Bottom)
 - 7-2-#-1 Lower
 - 7-2-#-2 Raise
 - 7-2-#-3 Overload 125%
 - 7-2-#-4 Overload 150%
 - 7-2-#-5 Overload 175%
 - 7-2-#-6 Overload 200%
- 7-3 Arm/Disarm Weapons
- 7-4- Weapons Control
 - 7-4-1- All Weapons Systems
 - 7-4-2- Primary
 - 7-4-3- Secondary
 - 7-4-4- Heavy
 - 7-4-5- Advanced
 - 7-4-#-1 All Banks
 - 7-4-#-2 Forward
 - 7-4-#-3 Aft
 - 7-4-#-4 Port
 - 7-4-#-5 Starboard
 - 7-4-#-6 Port & Starboard
 - 7-4-#-#-1 Offline
 - 7-4-#-#-2 Charge
 - 7-4-#-#-3 Overload 125%
 - 7-4-#-#-4 Overload 150%
 - 7-4-#-#-5 Overload 175%
 - 7-4-#-#-6 Overload 200%
- 7-5 Activate/Deactivate Cloaking Device
- 7-6 Tractor Targeted Vessel / Activate Repulsor Beam
- 7-7- Tractor Control
 - 7-7-1 to Off
 - 7-7-2 to Minimum
 - 7-7-3 to 5% Total Ship Power
 - 7-7-4 to 10% Total Ship Power
 - 7-7-5 to 20% Total Ship Power
 - 7-7-6 to 30% Total Ship Power
 - 7-7-7 to 40% Total Ship Power
 - 7-7-8 to 50% Total Ship Power
- 7-8 Targeting Mode
 - 7-8-1 Auto
 - 7-8-2 Bore-Sight
- 7-9 Switch to Gunnery Chair / Tactical HUD

8- TARGET

- 8-1 Object in Reticule
- 8-2- Subsystem
 - 8-2-1 None (Hull)
 - 8-2-2 Warp Engines
 - 8-2-3 Impulse Engines
 - 8-2-4 Sensors
 - 8-2-5 Primary Weapons
 - 8-2-6 Secondary Weapons
 - 8-2-7 Heavy Weapons
 - 8-2-8 Advanced Weapons
- 8-3 Lock Target
- 8-4 Nearest Enemy
- 8-5- Standing Orders
 - 8-5-1 Fire at Will
 - 8-5-2 Fire at Locked Target
 - 8-5-3 Cease Fire
- 8-6- Change Targeting List
 - 8-6-1 Enemy Ships
 - 8-6-2 Friendly Ships
 - 8-6-3 Neutral Ships
 - 8-6-4 Celestial Objects
 - 8-6-5 All Ships and Objects
- 8-7 Next
- 8-8 Previous
- 8-9 None

9- STATION

- 9-1 Go to Engineering
- 9-2 Go to Helm
- 9-3 Go to Communications
- 9-4 Go to Security
- 9-5 Go to Medical
- 9-6 Go to Science
- 9-7 Go to Weapons
- 9-8 Go to Library
- 9-9 Go to Damage Control

HEAD UP DISPLAY (HUD)

TARGET ANALYSIS (STARSHIPS)

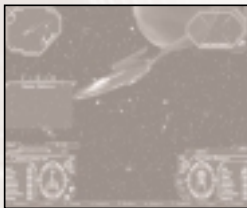
When you target an enemy vessel and have sufficient sensor efficiency, the information in this display will fill in, the higher the sensor efficiency, the more information that is displayed.

CLASS/NAME DISPLAY: Depending upon the sensor efficiency this field may read "Unknown", or list the class of the vessel, or even the specific name of the vessel.

WIRE FRAME: This is a graphical representation of the targeted starship, and is a general indicator of its hull integrity. As the target is damaged, this wire frame gets darker and darker. When the target is nearing destruction, it will begin to flash. Ships that are lifeless hulks display as dark gray.

SHIELD INDICATORS: These represent the strength of the various shield facings of the target. The number is the shield strength of the target expressed as a percentage. The remainder is a graphical representation of relative strength. These indicators darken as the shields get damaged, then begin flashing just before they drop. Downed shield facings display nothing. The sections surrounding the wire frame represent the forward, aft, port, and starboard shields. There are two segments represented by half circles. The upper half-circle is the dorsal, or top shield, the lower half-circle is the ventral, or bottom shield.

ARMED STATUS: This indicator appears if the target vessel's weapons are armed.



ECM INDICATOR: This indicator appears if the target vessel has activated ECM.

EXTERNAL SYSTEMS STATUS: This is a list of the systems on the target vessel that can be directly targeted by your ship's weapons.

DISTANCE TO TARGET: This shows the distance to target.

TARGET SPEED: This shows the speed that the target is travelling at. A negative number indicates the target is moving in reverse.

TARGET ANALYSIS (PLANETS)

NAME DISPLAY: Depending upon the sensor efficiency this field may read "Unknown" or list the name of the planet.

DISTANCE TO PLANET SURFACE: This shows the distance to the surface of the planet.

PLANETARY INFORMATION/SUBTARGETS: This shows any library data known about the planet, or displays any targets of interest on the planet's surface.

SHIP STATUS: This shows the pertinent information about your own vessel.

NAME DISPLAY: This is the name of your vessel.

EXTERNAL SYSTEMS STATUS: This is a list of the systems on the your vessel that can be directly targeted by an enemy ship's weapons.

WIRE FRAME: This is a graphical representation of the your starship, and is a general indicator of its hull integrity. As the target is damaged, this wire frame gets darker and darker. When your ship is nearing destruction, it will begin to flash.

SHIELD INDICATORS: These represent the strength of the various shield facings of your ship. The number is the shield strength of the target expressed as a percentage. The remainder is a graphical representation of relative strength. These indicators darken as the shields get damaged, then begin flashing just before they drop. Downed shield facings display nothing. The sections surrounding the wire frame represent the forward, aft, port, and starboard shields. There are two segments represented by half circles. The upper half-circle is the dorsal, or top shield, the lower half-circle is the ventral, or bottom shield.

TRACTOR BEAM INDICATOR: This indicator appears when the tractor beam is receiving power. The indicator brightens as the tractor beam charges up, and becomes bright red when full charged. If the target vessel is within tractor beam range the indicator turns green. When the tractor beam is on, the indicator will flash.

TRANSPORTER INDICATOR: This icon appears on the HUD when the transporter system is activated. As the transporters charge up, the indicator will glow a brighter and brighter red. Once the transporters are fully charged, the icon will turn remain bright red. If the target vessel is with safe transporter range (based on all factors, including power and ECM) the icon will turn green. Once transport is possible, by having a line-of-sight on an opponent's downed shield facing, the icon will begin to flash. If at any time conditions change to make transporting risky, the icon will turn yellow instead of green. All other behaviours of the icon remain the same.

CURRENT SPEED: This displays your current speed as a numerical value. Negative speeds indicate travelling in reverse.

IMPULSE THROTTLE: The impulse throttle is made up of several parts. The triangular pip on the top indicated your desired speed. The triangular pip on the bottom indicates the maximum speed attainable with the power currently allocated to impulse movement.

WEAPONS INDICATORS: Here, icons represent all weapons in the forward arc of your starship. Each type of weapon gets a different icon, and each weapon tube or emitter gets its own icon. For example, if a ship has 2 photon torpedoes tubes, there would be two icons of the same type here, the type representing the fact that they are photon torpedo tubes and the number indicating there are two separate launchers. As the weapons charge up, the icons get brighter. When fired, the icons go dark and then brighten up as they recharge. If the target is capable of being hit by an individual weapon, the icon turns green. Destroyed weapons show up as dark gray.

MULTIFUNCTION DISPLAY

The Multifunction Display can be used to display your mission objectives and well as officer reports detailing your ship's power, damage, security and medical status. By default the MFD will display your mission objectives. When an officer report is called, it will be displayed for several seconds, and then the MFD will return to showing mission objectives.

MISSION OBJECTIVES: By default, the MFD will list your mission objectives. When you pass an objective it will turn green. Should you fail an objective, it will turn red.

MISSION CLOCK: The mission clock is a timer that indicates how much game time you have to complete your mission. The fields of the timer represent weeks, days, hours, minutes and seconds. As you warp from one system to another, the timer will automatically decrement the hours or days that you were travelling. You should have enough time to complete all objectives as long as you travel at warp five through warp nine. It is recommended that you warp at your best possible speed whenever possible so that you will have extra time to investigate nearby systems or to respond to distress calls. If mission timer expires before you have completed your objectives, you will fail the mission.

TARGET ASPECT ANGLE

This window displays a real-time rendered full colour model of the target vessel. This window shows the target's aspect angle relative to your own as well as visible damage.

SENSOR (RADAR) DISPLAY

This display shows the currently selected radar display. A single letter is listed below the sensor display indicating the range setting of the sensors. In all modes, known enemy vessels will appear as red dots, friendly vessels will appear as blue dots, and unidentified vessels will appear as gray dots, and heavenly bodies will appear as green dots. Ships that are detected while cloaked will appear as a blinking white dot.

ELLIPTICAL RADAR: The sensor display is divided into four quadrants, indicating forward, aft or rear, port or left, and starboard or right. Any given blip will be located in one of these quadrants indicating what side of your ship it is on. A blip may be attached to a stick, if the blip is attached to the top of the stick it is above you, if it is on the bottom of the stick it is below you. The length of the stick is an indication of how far above or below you the blip is. Blips with no stick are level with your ship.

FORE / AFT BORE-SIGHT: The sensor display consists of two circles, one depicting all vessels in front of the player's ship, and the other depicting all vessels behind the ship. Objects above, below or on the sides of the player's ship appear at the outer edges of the displays. If this mode is selected, the aft display is located in the upper left corner of the HUD while the forward display remains in the upper right. The target aspect angle display moves to the upper centre of the HUD.

MISCELLANEOUS HUD INDICATORS

TARGETING RETICLE: The targeting reticle indicates the direction of travel for the starship as well as the aiming point if in manual targeting mode.

TARGET DIRECTION INDICATOR: A small red triangle moves around the targeting reticle that always points to the centre of the Targeted Ship Indicator, indicating which direction you should turn to acquire the target.

TRACTOR BEAM DIRECTION INDICATORS: Similar to the Target Direction Indicator, a small triangle moves around the targeting reticle indicating the direction of a tractor link. If you established the tractor link, the triangle is blue colour. If you are being tractorbeamed, the triangle is yellow. These indicators indicate which direction you should turn to face the target of your tractor beam in the case of a blue triangle, or to face the enemy that has you in a tractor beam of their own.

TARGETED SHIP INDICATOR: When you target an object, a target indicator is placed upon that object's graphic. This indicator is composed of three arrows. When you lock the targeted object, the three arrows become outlined. The arrows making up the targeting indicator are yellow-orange if the enemy is outside of primary weapon range, dark red if the enemy is within primary weapons range, and bright red if within range of the secondary weapons.

MAGNIFICATION INDICATOR: Near the targeting reticle, a small text readout will appear of the magnification of the main view screen is set to any level other than normal.

EMERGENCY MANEUVERS

Through the VOS or via hotkeys you can send an immediate command to the Helmsman to perform a dangerous emergency manoeuvre. By pressing Emergency Turn, the ship will be allowed to make sharp turns in excess of its design specifications. By pressing Emergency Stop, the ship will come to a complete stop very quickly and will transfer movement power to shields. By pressing Emergency Reverse, the ship will almost immediately stop and begin accelerating in reverse. All of these emergency manoeuvres place a significant strain on the ship's superstructure and engines, and may cause a breakdown to occur.

GUNNERY CHAIR

The gunnery chair will enable you to take control of all weapon arcs aboard your starship, so that you may fire at enemies with forward, aft, port and starboard weapons. In addition, you can issue orders to your helmsman to have him fly the ship while you focus on firing the weapons.

There are four Helm orders available: pursue target, orbit target, evasive manoeuvres, and maintain course. If you tell your Helmsman to pursue a target, he tries to close to weapons range while maintaining a position directly behind the ship. You can order your Helmsman to orbit a target in order to circle a planet or a ship. Giving your Helmsman an evasive manoeuvres command will cause him to attempt to fly outside of enemy weapons range while dodging enemy fire. Giving an order to maintain course will place the Helm under your direct control. You may let the ship fly in a straight course, or you may manoeuvre the ship as you see fit.

When flying the ship from the gunnery chair, it is important to remember that your viewing orientation has changed. Therefore, if you are looking directly aft and your target is above, you would need to pitch the nose of the ship down in order to bring your guns to bear. This is exactly the opposite what you would do if the ship were in front of you. Flying from the gunnery chair can therefore take some practice, but it can be very rewarding.

There are two methods of controlling the gunnery chair that can be selected from the options screen; the Padlock mode and the Dual Control Mode. The default method of controlling the gunnery chair is the padlock mode. In Padlock mode, the gunnery chair will automatically track your target as it moves across your firing arcs. This leaves you to fly the ship with your joystick or mouse (provided the Helm is set to maintain course) and fire your weapons as the target moves into each of your firing arcs. In the dual control gunnery mode, the joystick will manually rotate the gunnery chair while you fly the ship with the keyboard (again, provided the Helm is set to maintain course). While this method can take more practice to master, it will also give you the most control of your starship.

GUNNERY RADAR DISPLAY (STRIP RADAR)

When you switch to the gunnery chair, a special Sensor (Radar) display will appear that is divided into five sections. The centre section defines the area of the forward weapons arc. To the left of the forward weapons arc is the area of the port arc. To the right of the forward weapons arc is the starboard arc segment. The two small sections at the extreme left and right of the strip represent the aft arc. The small rectangular box represents the area you are currently viewing. The thick dashed line running horizontally through the radar strip represents the horizontal plane of your ship. Targets above this line are above your ship, and targets below the line are below your ship as well. The thinner dashed lines above and below the horizontal centreline indicate the maximum elevation/depression of the gunnery chair. As in the HUD radar modes, known enemy vessels will appear as red dots, friendly vessels will appear as blue dots, and unidentified vessels will appear as gray dots, and heavenly bodies will appear as gray dots or circles. Ships that are detected while cloaked will appear as a blinking white dot.

WEAPONS INDICATORS

Below each arc segment of the Gunnery Radar are icons that represent all weapons in the arc section above them. Each type of weapon gets a different icon, and each weapon tube or emitter gets its own icon. For example, if a ship has 2 photon torpedoes tubes, there would be two icons of the same type here, the type representing the fact that they are photon torpedo tubes and the number indicating there are two separate launchers. As the weapons charge up, the icons get brighter. When fired, the icons go dark and then brighten up as they recharge. If the target is capable of being hit by an individual weapon, the icon turns green. Destroyed weapons show up as dark gray.

ENGINEERING

The Engineering Screen is the master power grid for the starship. The power controls from every officer's station (interface screen) are duplicated here so you can more effectively manage your ship's power. From this screen you can review your starship's overall power allocation at a glance, and prepare power allocation macros that will redirect power to all ship stations with a single keystroke or verbal order.



MASTER POWER GRID

From the Engineering station you may manually adjust the amount of power requested by a ship system. There are four different types of controls on these screens that are used to make power requests.

The first and most common type of power control is the power booster. The power booster consists of an "On / Off" button followed by a slider and an efficiency percentage. Pressing the On button will request the minimum amount of power necessary to activate the system. Once activated, the efficiency percentage for the system will be displayed.

You may increase the efficiency of the system by using the slider to boost the amount of power to that system, hence the term "power booster". The slider range is from one unit of power up to 50% of the ship's original total power output. The impact of additional power to a system's effective efficiency is determined by a formula unique to each system. By experimentation you can figure out how additional power affects each system. Damage, crew experience, crew staffing level and the presence of elite officers also affect the efficiency of a system. The efficiency of the Sensor, Tractor Beam and Transporter systems are further modified by factors external to the ship such as the range to the currently selected target, ECM of that target and terrain effects.

The second type of power control is the movement power throttle. This control is used by the Helm to request power for impulse and warp movement. The throttle consists of a power slider with the speed markings of a throttle. Moving the slider along this gauge will request the necessary power to move at the indicated speed. Your ship will not actually begin moving at the selected speed until you give the appropriate command from the VOS or the Helm screen.

The third type of power control is the stepped power request button utilised for the Medical system. It consists of an on / off button followed by a three position toggle and an efficiency percentage. The toggle switch will alternate between "Standby," "Medical Alert" and "Emergency." Each medical level requests a fixed amount of power. Once activated, sickbay will stabilise all injured crew and enable them to heal. Setting medical alert or emergency will accelerate the crew's recovery.

The fourth type of power control is the banked resource control panel utilised by the shield and weapon systems. The ship's banked systems are each controlled by an on / off button next to a small triangular button and a row of LED lights. Shields and weapons aboard a starship are grouped into banks, with a single bank for each firing arc. The row of LED lights indicate that status of each bank of that system, with yellow representing basic charge, orange representing a weapon or shield overloaded (reinforced) to 150%, and red representing a weapon or shield overloaded (reinforced) above 150%. If a bank is not powered these indicator will not be displayed. Pressing the small triangular button next to the resource will replace the LED lights with a Bank Preferences window. Within this window, the player may elect to turn off or overload an individual bank. Listed within the window will be the name of each bank (firing arc) and a button that cycles between three settings: off, charge, and overload. When this button is set to the overload position, a second button will appear which will cycle between the following overload settings: 125%, 150%, 175%, and 200% (for shields this represents reinforcement). Pressing the On button for shields or a weapon system will activate all banks. As with the stepped power request button used for Medical, each overload level is requesting a fixed amount of power.

The cloaking device is controlled by a single on / off switch. Pressing this switch will engage the cloaking device and divert power from systems that will not function while cloaked, such as ECM, the tractor beam and shields.

POWER DISTRIBUTION DISPLAY

This display shows the distribution of power aboard your starship. It is divided into two sections, the Available Reserve Power section and the Power Consumption section. As power is consumed, the Available Reserve display drains and the Power Consumption display fills. As power is made available, the Power Consumption display drains and the Available Reserve display fills. The sum of both sides is equal to the total power output of the starship.

AVAILABLE RESERVE POWER: The Available Reserve Power meter provides a general indication of how much power is immediately available for use without diverting power from other resources as well as an indication of how much of that power is coming from what power generator. The meter appears as a stack of coloured triangles. The triangles come in three colours: yellow for warp, red/orange for impulse, and dark red for auxiliary. As power is allocated to ship resources, these coloured triangles will drain.

POWER CONSUMPTION: This meter indicates what percentage of the current reactor output is being consumed by three groups of systems: movement (helm), weapons, and operations (all other stations). The meter appears as a stack of coloured triangles. The triangles come in three colours: yellow for movement, red/orange for operations, and dark red for weapons. As power is allocated to ship resources, these coloured triangles will drain.

POWER ALLOCATION ORDERS

The Power Allocation Orders section is where you can save power allocation / priority settings as a macro that can be called up at the touch of a button. To save the ship's current power allocation setting, you need only push the save button followed by the macro number he would like to save it as. The save button will remain depressed and lit until you select the macro number to save it as. By clicking on the macro name you can change the name of the macro.

SELF DESTRUCT

On the Engineering screen, there is a pair of sliding covers. Clicking on these covers will cause them to open, revealing the self-destruct button beneath. The panel will close automatically should you choose to reconsider your decision. Pressing the self-destruct button begins an irreversible ten-second counter after which the ship will explode. A ship cannot self-destruct if its warp core has been ejected or its warp engines are totally destroyed. Because of the power needed to initiate a sufficient core breach, the cloaking device of a self-destructing ship will automatically deactivate.

DAMAGE CONTROL

DAMAGE CONTROL BOARD

SYSTEMS: This column is a list of all the systems aboard the ship that can be damaged and that might require repairs at some point.

EFFICIENCY RATING: The percentage given for each resource is a measure its damage status, with 100% being fully functional. Next to the percentage is a one-word description, summing up roughly how damaged that particular system is. These are in ascending order from the worst: Destroyed, Extensive, Critical, Heavy, and Minor. Undamaged systems simply show a dash. Occasionally this description is replaced with a button labelled "Bank." This is a Banked system and is discussed in the Banked Systems section below.



PRIORITY SLIDERS: These sliders are used to divide up the resources given to damage control among the various ship systems. Each slider represents up to 25% of damage control resources, meaning that at no time may you have more than 4 sliders set to maximum. If the slider is set all the way to the left, or at 0, the system will never receive any repairs. If you increase one slider, all other sliders will decrease automatically. To prevent this automatic decrease, you may lock in the resource allocation level by clicking on the lock button next to the slider you wish to lock. If a system is fully repaired, the resources given to it are automatically redistributed to the systems that are still damaged. This eliminates wasted resources, and some micromanagement.

BANKED SYSTEMS: Some damage control sliders, such as those for shields and weapons do not represent a single resource, but a bank of resources. In these cases, the Efficiency Rating represents the average efficiency of all resources within the bank and the total repair time provided is the sum of the repair times for all resources in the bank. By pressing the Bank Button, the window on the lower right will display the repair status, priority sliders, and total repair times for each system in the bank.

TOTAL REPAIR TIME: This column displays estimates of the time required for the systems to be fully repaired. Undamaged systems display a dash.

PERMANENT DAMAGE: Occasionally a system will suffer some damage that cannot be repaired fully in the field. This is especially true in cases where a portion of the ship has been blown off or gutted out, such as the loss of a weapon tube or a warp nacelle. In this event, when the system is repaired as much as possible, the Total Repair Time field is replaced with word MAX, indicating it can receive no further repairs. When MAX is reached the system is treated as if it were fully repaired and resources assigned to it are automatically redistributed as normal.

POWER ALLOCATION SLIDER

At all times damage control is functioning at some level aboard your ship. This is an indication that your crew is diligently working on the repairs they can. By activating the Damage Control system you are assisting the damage control teams by providing them with power for temporary force fields, to shore up damaged bulkheads, contain plasma leaks, etc. The more power allocated, the higher this rate is increased. Any power allocated to damage control over this minimum power will reduce the time required to complete repairs. This slider is similar to the power allocation slider on the Engineering screen. By increasing or decreasing the slider, you can change the power request for Damage Control. Unlike the slider on the power allocation screen, this slider does not enable you to set the power priority of Damage Control. Instead, a priority override button is next to the slider. By pressing the priority override button, the power priority of the selected resource will temporarily be set as the highest priority. This insures that the item receives the power it is requesting. Only one resource at a time may be on priority override.

REPAIR ORDERS

The Repair Orders panel enables you to save your current damage control settings as a macro. To save the current power settings, all you must do is click the Save Orders button, followed by one of the macro buttons. By double clicking on the name of the macro, you can rename it. You can then automatically change your damage control preferences by pressing one of the macro buttons or calling the macro from the Tactical HUD. A damage control macro will remember the settings of the sliders, whether a slider is locked or not, and the settings of the banked sliders.

The macro does NOT remember or change the actual amount of power allocated to the Damage Control System itself; that is handled by the engineering screen.

HELM

SECTOR / SYSTEM MAP DISPLAY

This section of the interface consists of a main view window, a "Centre" button, a collection of 6 buttons labelled "Rotation", a collection of 6 more buttons labelled "Position", a button labelled "System", and a button labelled "Sector."



VIEW WINDOW: The default item displayed in the view window is the Sector map of your theatre of operations, or the area in which the campaign you are currently involved with is taking place. All the local star systems are shown as white dots on the grid. You may click on any square on the grid, which will plot a course for those grid co-ordinates and display them, along with the destination name and ETA at the current warp speed. You may only warp to grid co-ordinates containing a white dot.

The other item that displays in the view window is a cubic 3D-map of the star system you are currently in. This map is accessible by clicking on the "System" button. Course plotting on this map is handled either by clicking on a body in the map cube or by using the 6 "Position" buttons. The 6 "Rotation" buttons are used to rotate the System map for better viewing. You may return to the Sector map at any time by clicking on the "Sector" button.

CENTER: This button is used to reset the 3D-map of the system you are in to its starting position.

ROTATION: This group of 6 buttons is used to rotate the 3D-map of the system you are in. The directional arrows control pitch and yaw while the + and - buttons zoom in and out.

SYSTEM: Sets the view window to display the 3D-map of the system you are in.

SECTOR: Sets the view window to display the 3D-map of the Sector map of your theatre of operations, or the area in which the campaign you are currently involved with is taking place.

POSITION: This group of 6 buttons is used to move the Course Destination cursor around on both maps. In the System map, the directional arrows move the cursor forward, backward, left and right while the + and - buttons change the cursor's altitude. In the Sector map the directional buttons move up, down, left, and right. The + and - buttons are not used.

MISSION LIST

This scroll box displays a chronological list of all systems involved in the current mission. Systems can be added to or removed from this list as events transpire within the mission.

SECTOR / SYSTEM LIST

When the System Map is active this scroll box will display an alphabetical list of all stellar objects within the system and will be labelled 'System List.' When the Sector Map is active, it will display an alphabetical list of all systems in the sector and will be labelled 'Sector List.' When the System List is active you may also look up a system by typing its name.

WARP THROTTLE

From the warp throttle, you can set your starship's warp speed. The warp throttle is made up of a speed meter, a power meter, and two slider controls.

SPEED METER: The meter fills in with yellow up to the currently set warp speed. The numbers to the left of the meter indicate the different Warp Factors.

POWER METER: The power meter fills in with yellow to indicate exactly how much power is currently reserved for warp travel.

SPEED SETTING SLIDER: This slider knob controls the desired speed of warp travel. Note that the slider may not be moved above the maximum speed attainable at the current power level.

POWER ALLOCATION SLIDER: This slider is similar to the power allocation slider on the Engineering screen. By increasing or decreasing this slider, you can change the power request for warp travel.

IMPULSE THROTTLE

From the impulse throttle, you can set your starship's impulse speed. The impulse throttle, like the warp throttle, is made up of a speed meter, a power meter, and two slider controls with one important difference. The power meter does not go all the way to the bottom, but instead ends at the "Stop" demarcation on the large meter, because "Stop" is the speed setting that requires no power. If the power slider is set high enough, the Speed Setting slider can be moved below the "Stop" demarcation to start the ship travelling in reverse.

SPEED METER: The speed meter indicates two pieces of information. First, it fills in with orange to indicate the desired speed that has been set. The meter will also fill in with yellow as the ship accelerates up to the desired speed. To the right of the meter are throttle markings, ranging from full impulse to stop and as low as 1/4 impulse reverse.

POWER METER: The power meter fills in with yellow to indicate exactly how much power is currently reserved for impulse movement.

SPEED SETTING SLIDER: This slider knob controls the desired impulse speed. This slider may be moved in either direction above or below the "Stop" demarcation, as long as sufficient power is allocated. Note that the slider may not be moved above the maximum speed attainable at the current power level.

POWER ALLOCATION SLIDER: This slider is similar to the power allocation slider on the Engineering screen. By increasing or decreasing this slider, you can change the power request for impulse movement.

CURRENT LOCATION INFORMATION WINDOW

This window displays information about the ship's current location including system name and co-ordinates.

PLOT COURSE WINDOW

This window displays information about the ship's selected location including system name, co-ordinates and an ETA to the system at the current warp speed. If the "System Map" is being displayed, this window will provide information about the selected stellar object.

HELM ORDERS

Whenever you are in the Gunnery Chair, the AI helmsman will take over flying the ship so your ship will not be an easy target for enemies. The helm orders control enables you to determine how the helmsman will fly the ship. By selecting evasive manoeuvres, the helmsman will fly in such a way as to make the ship difficult to hit. Pursue Target will instruct the helmsman to fly in such a way as to bring the forward weapons to bear on the target vessel. If the target is destroyed, the helmsman will pursue the next target. Maintain Course instructs the navigator to keep his "hands off" the controls and allow the ship to continue in a straight line.

MISSION CLOCK

The ship's mission clock is a counter that begins at the start of every mission. It measures the time the player has been on the mission in weeks, days, hours, minutes and seconds. The clock advances in real time, except when the player is in warp.

ENGAGE

Below the warp and impulse throttles is the Engage button. Pressing this button will cause the ship to enter warp, leaving its present location and moving to the selected location listed in the Plot Course Window, be it in-system or out.

Upon clicking the engage button you will be automatically returned to the HUD view in the case of in-system warps, or to the external warp viewpoint in the case of out system warp. Note that in-system travel always occurs at Warp Factor 1.

COMMUNICATIONS

VIEWER

In the top centre of the communications screen is the communications viewer. A graphical representation of whatever is currently highlighted in the hail list will appear here.

HAIL LIST

This scroll box contains of all objects in the area that can be hailed. The highlighted item is the currently selected target for a hail.

OPEN CHANNEL

Clicking on this button will hail the vessel that is selected on the Hail List.

MISSION LOG & COMM LOG

By pressing the Mission Log tab this text window will display a list of the current mission's objectives. You can refer to this log at any time to keep in focus his mission objectives or specific system names. At the start of each mission, all objectives will be displayed in yellow. If a mission objective can no longer be completed, it should be shown in red. Completing an objective will display it in green. By pressing the Comm Log tab this text window will display a list of all communications and decision trees that you have made



throughout the mission, including the current mission briefing. This will enable you to look up exactly what has been said in case you did not hear it clearly or have forgotten.

ESCORT ORDERS

If the selected ship on the hail list is a wingman, you may issue it an order by selecting one of the orders from this list, and then clicking the Open Channel button.

THE ORDERS

BREAK AND ATTACK: This order dispatches the wingman to attack any enemies in the vicinity.

ATTACK MY TARGET: This orders the wingman to attack the enemy you currently have targeted. The wingman will continue to attack this target exclusively unless given a new order or the target is destroyed in which case it will attack any enemies nearby as if given the break and attack command. If you switch targets after issuing this order the wingman will continue to attack the previously assigned target. This allows you as the commander the flexibility to spread out the assignment of targets amongst your wingmen as you see fit.

CAPTURE MY TARGET: This orders the wingman to attempt to board and capture your selected target. Like the ATTACK MY TARGET order, this order only applies to the target selected at the time the order is issued. Subsequent target changes have no effect on the escort's actions unless the objective is accomplished or the target is destroyed.

FORM UP: This cancels any current orders and causes the wingman to take up a position near your vessel.

DEFEND MY TARGET: This causes the wingman to defend the selected target.

CEASE FIRE: Issuing this order causes your escort to cease attacking any and all enemies until another order is issued.

RETURN TO BASE: Once this order is issued your escort is dismissed and will warp back to base.

WEAPONS

VIEW SCREEN

The View Screen provides a large close-up view of the currently targeted object, similar to the Aspect angle display on the Tactical HUD screen.

TARGET SYSTEMS LIST

This window displays a list of all the systems on the enemy ship that can be targeted with your weapons. The list also displays the damage efficiencies of the systems. By clicking on the system name you will begin targeting that system.

TARGET ANALYSIS

This window contains a wire frame analysis of the targeted object including shield strengths, which is a duplicate of what is on the Tactical HUD.

TARGETING ORDERS

Whenever you are in direct control of a firing arc, the AI gunners will the weapons in that arc for you. The targeting orders control enables you to determine how the gunners will function. By selecting Fire At Will, the gunners will fire at any enemy they see fit. Attack Locked Target will instruct the gunners to fire only at a target you designate by locking onto it. Cease Fire prevents the gunners from firing at all.

TARGETING MODES

There are three buttons that are used to select your targeting method.

AUTO: When this is selected, the computer automatically plots firing solutions for you when firing at the targeted vessel. This method is highly accurate, but is susceptible to ECM and terrain effects.

BORE SIGHT: If this option is selected, the weapons fire straight ahead, converging at their maximum range. This mode is not very accurate at longer ranges, nor when firing weapons with different velocities, but it is not effected by ECM or terrain effects.

GUNNERY: This is a toggle that activates the dual controller gunnery mode. This only functions when the AI Helmsman is also ordered to maintain course.



POWER ALLOCATION SLIDER

This slider is similar to the power allocation slider on the Engineering screen. By increasing or decreasing the slider, you can change the power request for the Tractor Beam. Unlike the slider on the power allocation screen, this slider does not enable you to set the power priority of the Tractor Beam. Instead, a priority override button is next to the slider. By pressing the priority override button, the power priority of the selected resource will temporarily be set as the highest priority. This insures that the item receives the power it is requesting. Only one resource at a time may be on priority override.

TARGETING CONTROLS

TARGET LIST: These buttons select what kinds of ships and objects to include in your targeting list.

SELECT TARGET: These buttons are used to cycle through the items in the currently selected target list.

PREVIOUS: Selects the object that is before the currently selected target in the targeting list.

O: Clears the current target.

NEXT: Selects the next object in the current targeting list.

WEAPONS POWER ALLOCATION

This collection of power allocation controls behaves exactly as on the Engineering screen. Unlike the controls on the Engineering screen, these controls do not enable you to set their power priority. Instead, a priority override button is next to each system's controls. By pressing the priority override button, the power priority of the selected resource will temporarily be set as the highest priority. This insures that the item receives the power it is requesting. Only one resource at a time may be on priority override.

SHIELD SYSTEMS

This readout displays the current status of your starship's shields.

SECURITY

SECURITY TEAM DISPLAYS

In the upper right corner of the screen are four Security Team Displays. When the player sends marines aboard another vessel, these monitors will display important information about their on-going battle. The four displays enable the player to simultaneously monitor the progress of four separate boarding party engagements. You may have no more than four teams can be sent out at any given time, and only one of your teams may be aboard a single ship. Any further marines beamed to a ship that already has been boarded will reinforce the existing away team in its current object, irrespective of any objectives set for the new marines.



The team's number is listed at the top of each display. Clicking on the team number will automatically select the boarded vessel on the sensor display and highlight its orders on the Away Team Objective window. This will enable the player to quickly recall or reinforce his marines, or change their objective. Below the team number is a small icon of boarded vessel, as well as the ship's name, class and distance in meters. Specific information about the battle then follows: Number of friendly marines, the marine's objective (as given by the Away Team Objective window below), the damage efficiency of their objective, the number of enemy defenders, and the strength of the enemy's electronic defences. This information should be updated frequently, so check it often. If the boarding party is eliminated or retrieved, the screen will erase. If the marines successfully capture the opponent's ship, then the message "vessel captured" will replace the text listing the objective, damage efficiency, and defences.

A monitor will begin displaying information as soon as the player allocates marines to the Away Team Roster. At this stage, the monitor will simply display the number of marines and their objective. The ship icon and accompanying information would be replaced with the message "Awaiting Transport." Once you beam the marines to their objective, the monitor will refresh to show information about the boarded vessel.

AWAY TEAM OBJECTIVES

From this panel, you can assign an objective to a new team, or change the objective assigned to an existing team. The panel is made up of 11 buttons.

CAPTURE SHIP: Clicking on the capture vessel button will order the selected team to attack the bridge and capture the ship.

SYSTEM BUTTONS: These ten buttons are labelled with the name of a starship system. Clicking on one of these buttons will set the current team to attack that system. Until you press the button for one of the systems, the default objective will continue to be capturing the ship. Buttons representing resources that the target ship does not have will be grayed-out. To assist you in your decision on what system to attack, the efficiency of each of the target's systems are displayed next to its system button.

CHANGING OBJECTIVES: To change the objective assigned to an existing team, you must first select that team by clicking on the team name or by targeting their boarded vessel on the sensors. Once the existing team has been selected, the button representing their current objective will begin to flash. Pressing a different button at this time will order the existing team to attack the new objective. Buttons representing resources that the target ship does not have are grayed-out, and cannot be pressed (such as the cloaking device button if a Federation ship is the target). Immediately after changing the objective of an existing team, or after the team successfully destroys their objective, the objective in the team display will read "in transit." The team will be in transit to the new objective for thirty seconds, during which no damage will be done to the enemy ship's resources (although casualties will occur). After this transit time, the team display will list the new objective, and the marines will once again cause damage to their objective. Changing the objective of a team that is transit will not cause this thirty-second period to reset. If a team successfully destroys their objective, their next objective will automatically be set to capture the ship, unless you change it. To assign an objective to a new team, you must select the vessel you would like your marines to board and then click on one of the objective buttons.

TARGETED SHIP DISPLAY

This wireframe damage display works in the same fashion as that on the Tactical HUD, with the exception that there are no subsystem names or damage percentages, which are displayed in the Away Team Objectives window.

AWAY TEAM ROSTER

This slider enables you to select some or all of your marine complement to serve in an away team. Moving this slider will not actually remove the marines from your ship's internal defence, until you transport them to their destination. Moving this slider will update one of the Security Team Displays with the "awaiting transport" message, with the number of marines selected and the currently selected objective.

TRANSPORTER CONTROLS

The Transporter controls are used to actually beam a team onto another vessel, or retrieve them from it. The two buttons, "Transport" and "Retrieve" are grayed out and inoperative until the minimum power has been allocated to transporters, and they have had time to charge. Once charged, these buttons will become active. The transporters are locked onto any ship that has been selected in the Targeted Ship. If the "locked" vessel has a down shield facing the player's ship, then the transport button will flash. Pressing the "Transport" button when it is lit up will lower your facing shield and begin transporting the marines selected in the Away Team Roster to the "locked" vessel. If the "locked" vessel currently has one of your away teams aboard it, then both the "Transport" and "Retrieve" buttons will flash. Pressing the transport button when it is lit up will lower your facing shield and begin transporting the marines selected in the Away Team Roster to reinforce the existing away team. Pressing the "Retrieve" button when it is lit will begin retrieving the existing away team from the "locked" vessel, and will return them to the player's ship. If the "locked" ship turns a shield toward the player or brings up the downed shield during the transport, then the transport will be only partially completed, seriously jeopardising the marines' chances to successfully complete their mission. Pressing transport or retrieve when they are not flashing will do nothing.

TRANSPORT: Begins beaming out the selected Away Team.

RETRIEVE: Retrieves an Away Team from the target vessel.

TRANSPORTER LOCK: This indicator displays the level of Transporter Lock you have with the currently targeted ship, modified for efficiency of your transporters, your sensors, range, enemy ECM, and terrain. Transporting marines while this rating is below 100% could cause some of the marines to die in transporter accidents. The word "Danger" flashes when the meter is below 100%.

INTERNAL SECURITY DISPLAY

This display lists your current internal security strength as well as identifying any intruders aboard ship. It will list the total number of marines aboard ship (this includes those selected on the Away Team Roster), and the percent of total ship power that has been allocated to security. A wireframe graphic of your ship will indicate its shield strength.

The lower half of this display shows dashes until you have been boarded. Once boarded, an alarm klaxon will sound, and the Security Alert indicator will flash red. Below the Security Alert message, the number of enemy marines, their location and the current efficiency of that system due to damage are displayed. If more than one opponent has boarded the ship, then the information for that boarding party will also be displayed.

POWER ALLOCATION SLIDERS

These sliders are similar to the power allocation sliders on the Engineering screen. By increasing or decreasing these sliders, you can change the power requests for security and transporters. Unlike the sliders on the power allocation screen, these sliders do not enable the player to set the power priority of either security or transporters. Instead, a priority override button is next to each slider. By pressing the priority override button, the power priority of the selected resource will temporarily be set as the highest priority. This insures that the item receives the power it is requesting. Only one resource at a time may be on priority override.

SCIENCE

SENSOR DISPLAY

This displays the relative positions of various objects around your ship. The display on the left indicates objects behind your vessel, while the one on the right indicates objects in front of it. The various blips match the colour-coding of the blips on the Tactical HUD.

Listed in the upper left corner of the sensor display is the current range setting of the sensors. By clicking on the small arrows on the lower left, you can cycle through the ranges of the sensors (point blank, short, medium, long, extensive), to filter out any unnecessary blips. Changing the sensor range on this screen will also change the sensor range on the Tactical HUD.



TARGETING CONTROLS

TARGET LIST: These buttons select what kinds of ships and objects to include in your targeting list.

SELECT TARGET: These buttons are used to cycle through the items in the currently selected target list.

PREVIOUS: Selects the object that is before the currently selected target in the targeting list.

O: Clears the current target.

NEXT: Selects the next object in the current targeting list.

SCAN

By pressing the scan button, the ship's sensors will update the sensor display, and will return detailed information about the target object.

PROBE CONTROLS

PROBE COUNTER: This displays the number of probes your starship has remaining. Each probe that is launched will reduce this number.

LAUNCH: This launches a probe at the current target.

SENSOR ANALYSIS

This window provides detailed information about the currently targeted object. On the left side of this window is a wireframe analysis of the targeted object, which is a duplicate of what is on the Tactical HUD. The right side of the analysis window contains text messages providing additional information about an object, such as its cargo, life readings, etc.

VIEW SCREEN

Dominating the right side of the Science Station is the View Screen, which provides a large close-up view of the currently targeted object, similar to the Aspect angle display on the Tactical HUD screen.

POWER ALLOCATION SLIDERS

These sliders are similar to the power allocation sliders on the Engineering screen. By increasing or decreasing these sliders, you can change the power requests for sensors and ECM. Unlike the sliders on the power allocation screen, these sliders do not enable the player to set the power priority of either sensors or ECM. Instead, a priority override button is next to each slider. By pressing the priority override button, the power priority of the selected resource will temporarily be set as the highest priority. This insures that the item receives the power it is requesting. Only one resource at a time may be on priority override.

MEDICAL

STARSHIP PERSONNEL SPECIFICATION

At the very top of the Medical screen are a wire frame of the ship and a text description of its class, recommended complements of crew and marines and its maximum crew complement.



CREW & MARINE STATUS

This readout displays the health status and experience of all your crew and marines. As your crew gains experience the performance of your ship will improve significantly. Your crew will begin at Green status, but may progress through the following experience levels.

Green
Experienced
Hardened
Veteran
Elite

Staffing Level is a percentage number that indicates whether sufficient crewmembers are available to effectively operate the starship, based upon the number of Active Duty Crew. Crew Health Meters indicate the number and percentage of the ship's crew and marines that are healthy and on active duty, wounded, in critical condition, or dead. The number to the left of each meter displays the total number of crew in that condition, while the meter displays that number as a percentage of total crew.

ELITE OFFICERS

A list of the elite officers currently serving aboard your vessel will be displayed in this area.

POWER ALLOCATION LEVEL

This toggle operates in the same fashion as the power allocation toggle on the Engineering screen. By changing the setting here you can change the power request for sickbay. Unlike the toggle on the power Engineering station, this toggle does not enable you to set the power priority of sickbay. Instead, a priority override button is next to the toggle. By pressing the priority override button, the power priority of the selected resource will temporarily be set as the highest priority. This insures that the item receives the power it is requesting. Only one resource at a time may be on priority override. If sickbay is powered it does two things for you. First it will stabilise and heal wounded crew and marines during warp travel. Second, it will reduce casualties incurred during battle while it is powered. This second function of medical only applies to casualties incurred on your ship. Marines that are wounded aboard and enemy vessel during a boarding engagement are not protected. Each level of sick bay power allocation increases these two effects, with the downside of a significantly larger power cost.

LIBRARY

PICTURE OF SELECTED TOPIC

This window displays a picture of the selected topic if available. In the cases of most ships and planets the picture will be the object in 3D. In the case of star systems it will be a 3D-system map like the one found on the helm screen.

TOPIC DESCRIPTION WINDOW

This window displays the text information the library has stored for the selected topic.

SELECT TOPIC

This window displays the selected topic. The selected topic can either be typed in or clicked on in the Topic Menu. Typing in the first few letters moves the topic menu highlight to the first corresponding entry in the Topic Menu.

TOPIC MENU

This scroll box contains a list of the topics available in the library. Topics can be clicked on once which highlights them, or double clicked on which displays them in the Picture and Description windows. The keyboard will also move the highlight, with the <Enter> key opening them. There is also a scroll bar used for moving through the list.

RELATED TOPICS WINDOW

This window displays other topics related to the selected

topic. These can be selected the same manner as topics in the topic menu.

ROTATION

These four buttons will allow you to rotate the 3D models or 3D system maps that appear in the Picture window. They have no effect for any other type of entry.

ZOOM

This slider will allow you to zoom in on the 3D models or 3D system maps that appear in the Picture window. It has no effect for any other type of entry.

AMBIENT

This slider will allow you to adjust the lighting on the 3D models that appear in the Picture window. It has no effect for any other type of entry, including the 3D-system maps.



PULL-DOWN MENU

The pull down menu allows you to directly access all the Bridge

Station Interfaces. To access the pull down menu, you must already be at one of the Bridge Station Interfaces. Simply move the mouse cursor to the top of the screen and the menu will appear. Just click on the button labelled as the one station you wish to go to.



ESC MENU

Hitting the ESC key from the HUD activates this menu during game play. The game is paused while you are on this menu. Hitting ESC while on this menu will return you to the game.

OPTIONS

This button pulls up the options menu in exactly the same fashion as the Options button on the main menu. From here you may adjust various game settings during the course of a mission.

CONTINUE

This button will return you to the game.

RESTART

Clicking this button restarts the current mission from the beginning.

EXIT

Clicking this button will ask for a confirmation before returning you to the main menu.

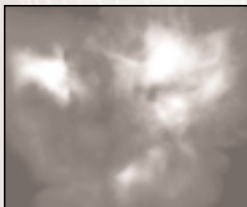


SPACE TERRAIN

NEBULAE

Nebulae are enormous clouds of gas and dust. Often they are stellar nurseries where new stars are born, or they are the remnants of a star that has gone super-nova. Regardless of their origins, nebulae tend to have similar properties to one another. Within a nebula, the gas and dust are in pockets of varying density and flow in currents and eddies. These currents generate turbulence for ships travelling through them, though to nowhere near the degree of a Gas Giant. This moving gas also generates ionisation throughout the cloud, and the large amounts of particulate matter interfere with a variety of systems aboard a starship. The sensors, including the visual sensors, are interfered with. Though it is still possible to visually see to some degree, sensor signal strength is greatly interfered with. For the most part all tactical information is lost since ships within the nebula behave almost as if they were cloaked. Similarly, ECM generation is also impossible within the nebula. Shields are also inoperative within the nebula cloud, as well as the cloaking device. Weapons such as the GDDS and the AMFP suffer large performance degradation in a nebula, and the Web Spinner is virtually useless.

Tactical Notes: Boosting power to sensors will help cut through the static in a nebula so you can get more accurate readings on the location of your enemies. However, the targeting computer is still quite likely to be error prone. Switch to bore-sight targeting mode and aim the weapons yourself. A keen aim and sharp eyes are your best weapons within the nebula.



STARS

A stellar corona has a high amount of radiation and heat. Merely being within a corona will begin to damage your starship's shields and hull due to the intense heat. Movement within the corona only exacerbates the situation. The radiation is blocked by the shield systems of your vessel, but if a shield fails the radiation pours in and begins to poison and kill off your crew. These radiation casualties only increase as more shields fail. Within the stellar corona several of your ship's systems are affected. Another side effect is that beam weapons such as phasers or disruptors receive a large boost in damage power due to the interaction of the weapon fire with the corona's high-energy plasma. However, secondary and heavy weapons tend to lose significant amounts of warhead

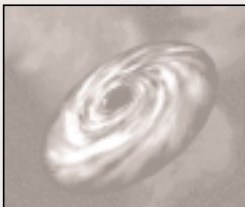


strength. Advanced weapons such as the QCB, GHRC, GDDS and the Tholian Web suffer from problems in maintaining the necessary containment fields and are thus nearly ineffective.

Tactical Notes: Try to strike a balance between maintaining a high combat stance and running increased levels of medical power, damage control and shield reinforcement.

BLACK HOLES

The most esoteric of stellar terrains likely to be encountered is the Black Hole. They are the corpses of long dead stars that have collapsed in on themselves. This creates a hugely powerful gravity well that not even light can escape. The point at which light cannot escape the clutches of the Black Hole's gravity is known as the Event Horizon. The Event Horizon is a black sphere at the centre of the Black Hole. Impacting the Event Horizon means instant death. Avoid it at all costs. Occasionally, x-ray radiation just above the Event Horizon will become energetic enough to arc away from the Black Hole in a brilliant lighting-like bolt of energy. Like impacting the Event Horizon, being struck by this x-ray lightning is certain death.

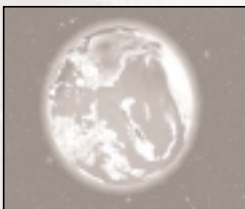


Unlike other celestial bodies, the gravity generated by a Black Hole is more than can be automatically compensated for by a starship's positional stabilisers. The power of the gravity well eventually draws in the matter in the surrounding area, as well as any hapless starships. Over time matter collects in a slowly spiralling orbit about the Black Hole as it is inexorably drawn towards annihilation, forming a cloud of debris and detritus known as an Accretion Disc. It is in the Accretion Disc that most battles near a Black Hole are fought. Within the Accretion Disc is what amounts to a gravity storm. Ships entering are immediately wracked with turbulence, much greater than even that within a Gas Giant. These shearing and turbulent forces constantly cause stress fractures and other minor damage to the space frame of starships within. This damage is constant for as long as the ship remains within. On rare occasions, these tremendous gravimetric forces cause starships to suffer structural breakdowns. The resultant loss of control can be deadly if it occurs too close to the Event Horizon. Visibility within an Accretion Disc is only very slightly affected, and in fact ships within are easier to pick up on sensors even to those ships outside of the disc. The highly energetic matter that makes up the disc will also occasionally interfere with the operation of shields, cloaking devices, and the sensors. For no apparent reason these systems will shut off at random times. Systems shut off can be re-initialised immediately, but it is not unheard of that battles have been won and lost due to unexpected system shutdowns. The matter within the disc is not always detrimental. In fact, one of the greatest benefits of fighting within an Accretion Disc is its boosting effect to the damage caused by torpedo weapons. Even the more specialised weapons systems such as the GDDS, AMFP, and the Tractor Beam based weapons like the GHRC, QCB, and Web are boosted as high as double their effectiveness, according to some reports.

Tactical Notes: Avoid the temptation to go too deep into an Accretion Disc. The deeper you enter, the harder it is to pull away on impulse power due to the intensifying gravity. If you find yourself unable to escape, plot a course to an object outside of the disc, such as a ship, planet, or star and engage warp immediately. This may not save you from death, but it is the best chance you have of escaping once you reach the point of no return.

PLANETS

Class L and M worlds tend to have fairly thick atmospheres, the upper reaches of which may be used tactically in combat. While in a planetary atmosphere, high velocity movement can cause friction damage to your shields and hull, but this can be a small price to pay for the benefit of the natural ECM that the terrain provides ships within it. This natural ECM can spell the difference in a confrontation. While in a planetary atmosphere, warp drives cannot be engaged else the immense speed would rip the hull of your ship apart. The planetary atmosphere affects some weapons and systems. Some, such as the Tholian Web and the GDDS cannot function within an atmosphere, while others, like the Tractor Beam, require more power to remain at their effectiveness levels in deep space. Ships with the AMFP are advised not to fire them within the atmosphere as some of the ejected antimatter detonates close to the firing vessel, causing damage to the firing ship as well as the target.



Tactical Notes: Keep aware of where you are at all times. The planetary atmosphere's useable area is quite thin in comparison to other terrains. Too high and you lose the benefits; too low and you die. To this end, maintaining the power to travel at half-impulse while keeping your velocity at half to one-quarter impulse speeds will assist you in remaining within the useful region.

GAS GIANTS

Gas Giants are large planets made up of various high-density gasses compressed by the planet's gravity. Within the Gas Giant, the gasses flow in currents and eddies which create massive turbulence for ships travelling within them and the thickness of the gas greatly obscures vision. This high gas density creates the largest amount of friction against starship hulls of any of the known space terrains, making high velocity movement within them immensely dangerous at best. The compression of the atmospheric gasses creates bizarre ionisation patterns and electromagnetic anomalies as well as the hazards to movement. This property of the Gas Giant creates heavy interference with a ship's sensors, making all ships within even more difficult to detect than even a cloaked vessel. These ionic and electromagnetic anomalies also interfere with the establishment of a proper warp field, thus rendering warp travel impossible until leaving the Gas Giant's effects. Systems such as the Tractor Beam and the Tholian Web have greatly reduced effect as well, again due to the variable energy flux within the gas. In combat, the thick gas dissipates the necessary cohesion of a ship's beam weapons systems, greatly reducing their effectiveness in combat. However, the density of the atmosphere improves the damage output of secondary and heavy weapons by adding additional pressure and stress to the hull ruptures caused by their impact. This great benefit does come at a price, however. Each firing of a secondary or heavy weapon within a Gas Giant causes some feedback damage to the firing ship, making accuracy count all the more.



Tactical Notes: The targeting systems aboard your starship have great difficulty in compensating for the turbulence in the terrain when projecting a firing solution. Because of this, it would be wise to avoid targeting an enemy's subsystems, as the turbulence will cause you to miss more often than is tactically advisable.

ASTEROID BELTS

Asteroid belts are one of the more simple terrain types. While there are some more subtle effects that asteroid belts have on ships within them, the main tactical purpose is the belt's usefulness as cover. Smaller and more manoeuvrable vessels have the advantage here, as they can weave among the tumbling rocks, using them for cover.

While within an asteroid belt, visual sensors are largely unaffected with the exception of some occasional viewer static, due to the high metal content of some of the asteroids. This same effect also causes anomalous readings in target acquisition, acting as a sort of natural ECM, and concurrently interferes with maintenance of a stable warp field. Similarly to the planetary rings, tractors and transporters are hindered while within the asteroid belt itself.



Tactical Notes: As with the planetary atmospheres, keep aware of where you are at all times. The asteroid belts are quite densely packed, and colliding with a rock much larger than most starships can be quite destructive if not instantly deadly. To this end, maintaining good manoeuvrability is key. Keep the power to travel at half-impulse while keeping your velocity at half to one-quarter impulse speeds to maximise your manoeuvrability while within the asteroid belt.

PLANETARY RINGS

Planetary rings are mostly composed of very fine micro-particles in slow orbit around their host planet with quite a few large asteroids orbiting at great velocities. These large asteroids are a very dangerous navigational hazard, requiring starship captains to be thoroughly aware of their surroundings to avoid painful if not fatal collisions. The micro-particles on the other hand, though they are small enough not to pose a danger to your ship's hull, do have other, more interesting, effects. The particles act to disperse shield energies, making it extraordinarily difficult to keep them raised. Similarly, the particles dissipate other types of cohesive energy as well. Sensor signals become refracted and garbled, creating moderate natural ECM effect for all ships within the ring. Tractor Beams and Transporters also suffer from reduced effectiveness due to signal dissipation, thus requiring additional power to maintain nominal efficiency levels. In combat, all weapons systems are of reduced effectiveness within the ring, although this is mitigated somewhat by the shield instability.



Tactical Notes: Maintain good speed and be very aware of your surroundings within the ring. If you know where all the large rocks within the area are, you may be able to use them to your advantage while avoiding them yourself.

ORDER OF BATTLE

KLINGON

THE KLINGON EMPIRE: A HISTORY IN BRIEF

The Klingon Empire was founded more than 1,600 years ago by Kahless the Unforgettable. For 750 years Kahless and his successors strove to bring all the lands of Qo'noS under control to unify the people under one Emperor. It was then that the Hur'q invaded from space and ravaged the planet, leaving our world beaten and stealing objects of our cultural heritage; namely the Sword of Kahless. The people of Qo'noS united under the banner of the Klingon Empire to drive the Hur'q from the planet, and then set their eyes to the stars. With advances in technology gleaned from the Hur'q occupation the Klingon people began to explore and conquer their neighbouring star systems. This policy of expansion and conquest continues to this very day. Another dramatic turning point in the history of the Empire occurred in 1444 IR, when Emperor Q'rogh the Weak died, leaving no clear successor to the title. The High Council, having become a powerful political force in its own right, blocked any attempts to ascend the throne and wrested control of the Empire from the Imperial bloodline. The High Council rules the Empire to this day, with the position of Chancellor being the highest political office.

In 1593 IR, the Empire first encountered its most bitter enemy, the United Federation of planets. From this initial contact the Klingon Empire has been at odds with the Federation and the hostilities continue even now. The highest tension levels occurred in 1642 IR, when Chancellor Lorak ordered a program of expansion on the Federation border known as the naQ'ej SIS'a' Hlv Doctrine. This Doctrine led to a massive naval deployment near what was thought to be the backward and easily conquerable planet of Organia. The Supreme Commander of our forces, General Chang, was on the verge of launching our intricately planned offensive when the hated Organians imposed their Peace Treaty upon us due to the actions of one Captain James T. Kirk.

A scant seven years after our initial encounter with the Federation, exploratory forces from the thQ'q pagh Assault Fleet made initial contact with forces from the Romulan Star Empire, near what is now known as the N'derial system. It was not long after this first contact that open hostilities were declared in early 1601. Over the years these hostilities have subsided to minor border skirmishes and though tensions remain high the conflicts do not escalate in the face of our mutual enemy, the Federation. In fact, this common enemy has forced us into an uneasy alliance with the Romulans, one that grows more tiresome as the years pass.

The Tholians made themselves known to us in 1626 IR by destroying a half dozen of our colonies and 25 starships in the span of a week. These frighteningly well-co-ordinated attacks shook the Empire off-balance but in the end the conflict escalated no further. What had appeared to be unclaimed territory was in fact just inside the border to Tholian space and with typically ruthless efficiency our "incursion" into their space was expelled. Since that time there have been occasional outbreaks of violence along the Tholian border, but their xenophobia and general lack of interest in expansion have generally kept tensions low. This is not to say that the Tholians do not expand, nor do they remain in isolation. They have periodically tested the resolve of their neighbouring governments with armed incursions and on more than one occasion they have invaded and annexed small numbers of star systems during times of crisis and upheaval in their neighbours. The last such test of resolve in the Klingon Empire was during the tegh poqet Crisis in 1655 IR, but resulted in no loss of territory.

Initial contact was made with the Gorn Star Kingdom in 1642 IR, shortly after intelligence discovered their existence and that they had reacted quite hostilely to Federation expansion into their territory. Our attempts to persuade them to continue their hostilities towards the Federation were fruitless, and instead fomented tension with them that resulted in a conflict known as the ghoch SeH Campaign in 1660 IR. Though the Gorn are not a part of the Federation, they have reached several trade and defence agreements and are considered by our military strategists to be on the side of the Federation should war erupt, though their entrance into such a war may be delayed.

Contact was established with the Sha'kurian Duchies by the Qabjech Exploratory fleet in 1659 IR. The territorial nature of the Sha'kurians led to armed conflict with them during that initial contact and again in 1661 IR. Since then, relations have normalised with the various Sha'kurian Dukes and tensions are virtually non-existent, as they seem content with fighting amongst themselves as long as no external military threat is present. Currently our only military engagements with Sha'kurian forces occur when they are acting in a mercenary capacity during internal conflicts or when working for other, minor races on our furthest frontiers.

The Empire resides on the rimward side of the Beta Quadrant nearest the Alpha/Beta border. The Federation is adjacent to our territory, partially in the Beta Quadrant but mostly in the Alpha Quadrant. Further expansion of the Empire in that direction has ceased and a massive arms build up has begun since the enforcement of the Organian Peace Treaty. The Romulan Star Empire is coreward of the Empire and is wholly within the Beta Quadrant. The Tholian Assembly controls a relatively small area of space bordering the Empire, the Romulans, the Federation, and to a small degree the Gorn Star Kingdom. The Sha'kurian Duchies are along the rimward edge of the Beta Quadrant directly opposite from the Federation, and shares a border with our Empire and the Romulan Star Empire. Their location has proven to be quite a stroke of good fortune, as it prevents the Federation from establishing any sort of contact with them and eliminates the possibility that the vaunted Federation Diplomatic Services could influence them against us in any way. The nearest extents of the Gorn Star Kingdom to the Empire are located above the galactic plane, spreading like a cloud over parts of our territory, as well as portions of the Federation, the Romulan Star Empire, and the Tholian Assembly.

WARSHIPS

"QEYLIS BETLEH" (SWORD OF KAHLESS) CLASS BATTLESHIP

The "qeyllS betleH" Class Battleship is the largest ship currently fielded by the Klingon Defence Force. A massive craft, this vessel requires an enormous crew and is capable of destroying most ships in a few salvos from its guns. This ship cannot be cloaked due to difficulties adjusting a field that size and the power requirements for it.

This ship is the pride of the Klingon Defence Forces, but more than that it is a symbol of the might of the empire. The project, ordered by Chancellor Lorak more than a decade ago, is the grandest undertaking of the Imperial Klinzhai Shipyards of the Mempa system. However, the project itself found its inception in the political infighting and manoeuvring typical of Klingon governmental affairs.



Several factions within the High Council had been quarrelling over various lucrative and prestigious naval contracts. To complicate matters even further, questions of honour were also being debated as one side would complain bitterly that if the other faction obtained the honour associated with one of these contracts it would upset the status quo in the Klingon political power structure. The bickering soon escalated into something tantamount to a blood feud that threatened to divide the council into two rival factions. This would have crippled the empire by preventing any side from obtaining the necessary majority for major council decisions.

In a savvy political manoeuvre, Lorak ordered the design of a new ship, one that would be a symbol for all the empire. (Only Lorak realised the fact that it could be used as a tool for inducing political stability as well.) One of the factions, led by B'das, son of BoS of House Birok'ken, was responsible for the hull design and engines, while the other, led by Yok'tu, son of Qi, provided weapons designs and control systems. Four were ordered, one for each "corner" of the empire, and each would serve as flagship for fleet operations in its sector.

Two shipyards were originally slated to produce two vessels each, but the Chenwl' Duj Yards was tangled in a scandal of corruption and greed that forced Chancellor Lorak to revoke not only the contract, but the council seat of Yok'tu as well. The vessel they were working on is still unfinished. It was towed to the newly expanded Klinzhai shipyards and is nearing completion. The Klinzhai Shipyards has completed two of the vessels and will be fulfilling the remainder of the contract.

The master ship builder Hagh Bath completed the original designs for the ship in 1651 IR. The first ship of the class, the I.K.S. "qeyllS betleH", was launched in 1660 with its sister ship, I.K.S. "yejquv ghop" (Hand of the High Council), launching in 1663. The newest vessel, the I.K.S. "wo' Hubwl'" (Defender of the Empire) is scheduled to launch later this year. The "qeyllS betleH" is currently the flagship of the Qo'nos Home Fleet, with the "yejquv ghop" acting as flagship of the Federation Neutral Zone Deep Space Patrol Fleet. The "wo' Hubwl'" will be assigned to the Romulan border once it is completed.

Length: 686m

Crew: 700

Marines: 70

Max. Impulse: 1050 k/s

Manoeuvrability Rating: 0.30/0.10

Mass: Approx. 1000

Hull Rating: 6.6

Shield Rating: 126.0

Armaments:

Forward

Primary - 6 Disruptors

Secondary - 4 Heavy Photon Torpedoes

Heavy - None

Advanced - Assault Phaser

Aft

Primary - 5 Disruptors

Secondary - 2 Heavy Photon Torpedoes

Heavy - None

Advanced - None

Port & Starboard

Primary - 4 Disruptors

Secondary - None

Heavy - None

Advanced - None

"PUMWI" (ACCUSER) CLASS DREADNOUGHT

The "pumwi" Class Dreadnought is a large and powerful ship used in fleet engagements and as the leader of large battle groups. This ship is equipped with a cloaking device as standard equipment. Late in 1647, shortly after the V'Ger incident, the Tholians unleashed a new class of ship on several Klingon outposts on the Klingon-Tholian border. This large ship was more than a match for the Klingon forces that could be fielded against it at the time was. After a period of three months of the enemy's unbridled rampaging throughout the border area, a massed attack on the ship finally succeeded in destroying it.



The battle was extraordinarily costly in terms of ships and lives and forced Klingon High Command to rethink its battle strategies. The most apparent change to be made was the acquisitions of a large and powerful vessel not only to provide a devastating punch, but also to coordinate the disparate forces involved in larger battles. Tactics were developed whereby the large ship would salvo an enemy vessel from long range to get the enemy's attention. When the enemy turned to engage the large ship, the smaller vessels would charge in to attack the enemy's engines. Once the enemy was immobile, the large ship would then move in for the kill. Shortly thereafter, the Jevghom Design Bureau submitted the designs for a massive vessel, which fit this new tactical doctrine perfectly.

Because of the speed and perfection of the Jevghom submission, there were many accusations of collusion or complicity with the Tholians in the border attacks. Many were killed in the subsequent honour duels, and none of the accusations were proven. In response to this hullabaloo, the engineers and designers at Jevghom dubbed the ship "pumwi" or the "Accuser."

The first of these ships was launched in 1655, the I.K.S. "pumwi'." The "pumwi" immediately took up station on the Tholian border, waiting for the chance to prove itself against the Tholians. The ship had only been on station for two months when it got its chance. A Tholian taskforce had been dispatched on a mission to plunder the Thaleris Asteroid belt of dilithium and other valuable mineral resources. A small mining outpost reported the incursion and the "pumwi" leapt into action. The "pumwi" and her battlegroup decimated the Tholians with only minimal losses. However, victory celebrations were cut short when the "pumwi" was lost with all hands three months later in an ion storm. Currently, there are thirty of these vessels in active duty with another dozen on order.

Length: 610m

Crew: 600

Marines: 60

Max. Impulse: 1140 k/s

Manoeuvrability Rating: 0.31/0.14

Mass: Approx. 850

Hull Rating: 4.6

Shield Rating: 83.0

Armaments:

Forward

Primary - 5 Disruptors

Secondary - 2 Heavy Photon Torpedoes

Heavy - None

Advanced - AMFP

Aft

Primary - 4 Disruptors

Secondary - 1 Heavy Photon Torpedo

Heavy - None

Advanced - None

Port & Starboard

Primary - 2 Disruptors

Secondary - None

Heavy - None

Advanced - None

“VODLEH” (EMPEROR) CLASS HEAVY BATTLECRUISER

This mean looking vessel is the newest and one of the best ships fielded by the KDF. Mixing daunting firepower with good speed and manoeuvrability, the presence of these ships usually signifies a costly battle for the opposing side. A cloaking device is standard.

The most amazing thing about the Emperor class Heavy Battlecruiser is that its design and construction are handled solely by the Wo' Chenwl'Duj (Imperial Shipyards) in orbit around Qo'nos opposite the Praxis moon. Master Shipbuilder Jogh Kenka started the project and maintained strict control of it from beginning to end. The designs were completed, simulator tested, and approved all within the span of two months. Then construction of the prototype, I.K.S. “voDleH,” proceeded smoothly from that point, finishing ahead of schedule and under budget a year later. After the trial run of the prototype, the High Council was so impressed with the ship and its designers that the next ship construction contract, whatever it may be, has already been granted to Wo' Chenwl'Duj.

An interesting side note to all of this, Jogh Kenka personally duelled with more than a dozen representatives of various weapons manufacturing and ship building concerns when they attempted to use political influence to interfere with the design and construction of the I.K.S. “voDleH”. Kenka won every duel, but lost an eye and three fingers in the process. Kenka is now retired from Wo' Chenwl'Duj and is working as an advisor to the High Council in naval construction matters.

The I.K.C. “voDleH” was launched in mid 1661 IR, with four more being launched every six months. Currently there are thirty-six in service with four more scheduled for completion shortly. The “voDleH” is stationed near the junction between Romulan and Tholian borders.

Length: 412m

Crew: 450

Marines: 55

Max. Impulse: 1230 k/s

Manoeuvrability Rating: 0.33/0.19

Mass: Approx. 750

Hull Rating: 3.7

Shield Rating: 57.5

Armaments:

Forward

Primary - 4 Disruptors

Secondary - 1 Heavy Photon Torpedo

Heavy - 2 FMPA Cannon

Advanced - None

Aft

Primary - 3 Disruptors

Secondary - None

Heavy - 2 FMPA Cannon

Advanced - None

Port & Starboard

Primary - 3 Disruptors

Secondary - None

Heavy - None

Advanced - None



“SUVWL’ QEH” (WARRIOR’S ANGER) CLASS COMMAND CRUISER

The “Suvwl’ Qeh” class Command Cruiser is loosely based off of the hull of the D7 class Klingon cruiser. This ship is a vital part of Klingon battle tactics, utilising a good combination of speed and firepower-including captured Gorn technology-to lead task forces. This ship has cloaking capability.

While this class of ship is named “Suvwl’ Qeh” it would be more appropriate to name it the “vav bortaS” or “Father’s Revenge”. The head of the wealthy and powerful Gorthas family, Doj’kan, financed the conversion of his personal K’T’inga class D7, the “Suvwl’ Qeh”, into the powerful command cruiser used today solely to exact revenge on house Moltak for the death of his son.

Doj’kan’s son Kroj’duH had been in basic training and was nearing completion when Krang, son of Galtz, caused an accident that killed Kroj’duH and several other young warriors. During a training cruise on a dilapidated B’rel Class Bird-Of-Prey, Chief Engineer Krang,



while manning the bridge engineering station, neglected to inform the cadet captain that an anti-matter flush vent was malfunctioning when the ship entered a nebula. Ionised gas entered into one of the magnetic anti-matter storage bottles through the partially open vent, causing it to explode. A sizeable portion of the engineering section of the ship was destroyed in the explosion, killing Kroj'duH and many other engineering trainees.

Graltz contacted his brother Moltak to see if anything could be done to cover the disgrace of his son Krang, thus saving Krang and the House of Moltak a loss of face. Because Moltak was close friends with the commander of the training fleet, the blame for the accident was shifted from Krang and placed on Kroj'duH and the engineering trainees. Doj'kan, who had been the Chief Engineer on numerous starships, including Qo'nos One, before inheriting the leadership of his house, refused to believe that the son he personally taught would make such a mistake. Investing much of House Gorthas' resources and calling in many favours, Doj'kan finally discovered the truth about the incident. Concurrently, he also discovered that after Krang completed basic training six months from then, he was to command his father's personal D7 on a brief shakedown cruise following a maintenance overhaul.

Blinded with rage, Doj'kan converted his D7 with vengeance as the primary design influence. Six months later, with Graltz, Moltak and several other key members of their House aboard, Krang was returning to his home port from the shakedown cruise. Encountering an unfamiliar Klingon vessel, he hailed it, but was greeted by a broadcast of damning testimony from one of the bridge officers of the ill-fated Bird Of Prey. Moltak, infuriated, demanded to know who was broadcasting that testimony. Doj'kan revealed his identity and challenged House Moltak to single ship-to-ship combat immediately. When Moltak, realising the vulnerability of his House, attempted to back down, Krang foolishly accepted the challenge. In a short but bloody battle, the "Suvwl' QeH", destroyed the D7 and the bulk of House Moltak.

When the results of the battle were discovered it was clearly obvious that the design changes made to the "Suvwl' QeH" were a great improvement over the standard D7. The High Council not only recognised that Doj'kan was within his rights of revenge but requested the design plans to convert existing D7's to the "Suvwl' QeH" variant and to construct new ones. The first official production "Suvwl' QeH" was christened the I.K.S. "Kroj'duH" and was launched in 1645. There are currently seventy-five "Suvwl' QeH" class vessels in service.

Length: 336 m
 Crew: 350
 Marines: 45
 Max. Impulse: 1320 k/s
 Manoeuvrability Rating: 0.37/0.24
 Mass: Approx. 550
 Hull Rating: 2.6
 Shield Rating: 47.8
 Armaments:
 Forward
 Primary - 2 Disruptors
 Secondary - 2 Photon Torpedoes
 Heavy - None
 Advanced - GHRC
 Aft
 Primary - 2 Disruptors
 Secondary - 1 Photon Torpedo
 Heavy - None
 Advanced - None
 Port & Starboard
 Primary - 2 Disruptors
 Secondary - None
 Heavy - None
 Advanced - None

"K'T'INGA" CLASS D7 CRUISER

The basic D7 hull type starship has been in existence for more than 100 years. Though the external design has changed little, the ship has undergone refits and improvements over the years, finally resulting in the "K'T'inga" class model currently in service. A solid design, it has been the major workhorse for the Empire since its introduction and its design has influenced all subsequent ship designs to some degree or another. Though the "K'T'inga" class as it currently stands has another 2 to 3 decades of operational life, additional-and larger-versions of the craft are already in the design phase and are slated to begin construction some time in 1685 IR. This will carry the D7 type cruiser well into the next century.



The first combat engagements of the "K'T'Inga" class cruiser were well within design specifications and the ship was proving to be another highly dependable D7 variant, but one incident shook the Empire's confidence in the design. In 1646 IR, three "K'T'Inga" class cruisers, the I.K.S. Amar and two others, were obliterated during the V'Ger incident. Though V'Ger was an incredibly powerful entity, the ease of their destruction still hurt galactic opinion of the strength of the Klingon Imperial Navy and had a variety of repercussions throughout the High Council and upper command of the Klingon Defence Forces. During the political scramble the High Council ordered production of the "K'T'Inga" slowed and no further "K'T'Inga" refits to existing D7 cruisers until its effectiveness could be reviewed. However, once the Klingon Imperial Intelligence Service brought back data on the Federation encounter with V'Ger the situation eased and production returned to normal. Since that time, the cruiser has proven to be a reliable craft and an intrinsic part of the order of battle for the Imperial Navy.

Length: 244m
 Crew: 300
 Marines: 40
 Max. Impulse: 1410 k/s
 Manoeuvrability Rating: 0.39/0.28
 Mass: Approx. 500
 Hull Rating: 2.1
 Shield Rating: 32.3
 Armaments:

Forward

- Primary - 2 Disruptors
- Secondary - 1 Photon Torpedo
- Heavy - 2 Heavy Disruptor Cannon
- Advanced - None

Aft

- Primary - 2 Disruptors
- Secondary - 1 Photon Torpedo
- Heavy - None
- Advanced - None

Port & Starboard

- Primary - 2 Disruptors
- Secondary - None
- Heavy - None
- Advanced - None

"QA'HOS" (RELENTLESS) CLASS LIGHT CRUISER

A single nacelle variant of the D7 hull, the "qa'HoS" light cruiser is a common sight on the borders of Klingon space. It has a crew of 250 warriors. Like the D7 cruiser, this vessel was commissioned before the acquisition of cloaking technology and underwent the "A" refit to obtain cloaking capability. The final refit was completed in 1650 IR.

This is a rather unremarkable ship. It is a tried and true design that has been in service for over seventy years. When originally launched in 1593 IR, these were powerful warships and were the main line of defence for the Klingon Empire. Over time, these vessels have undergone various refits to keep their systems current, but the ship never lost its reputation for reliability and survivability. Amongst the old guard warriors, this ship is still a favourite and often times these ships are commanded by the very best of these warriors.

The reputation for reliability and survivability is well deserved. Stories of "qa'HoS" light cruisers returning from battle venting plasma from hull breaches that should have ripped the ship apart are not uncommon. These vessels also lend themselves very well to repairs in the field. The ship seems to have brak'lul (vital organ redundancy) as part of its design. Repairs are often made with parts cannibalised from other ship systems with only minor efficiency losses to both systems. Under normal usage, these vessels never seem to develop problems at all. Most vessels of this class have never undergone an unscheduled overhaul except in cases of battle damage.

Currently, most of these ships have been relegated to patrol duty on the various border zones of Klingon space primarily because of their ability to stay on station for longer periods of time than other vessels. These ships usually accompany one or two larger vessels and three smaller vessels as part of a Neutral Zone patrol group. The I.K.S. "qa'HoS" was launched early 1593, and is still in service today. There are approximately three hundred of these vessels in service throughout the empire.



Length: 198m
 Crew: 250
 Marines: 30
 Max. Impulse: 1500 k/s
 Manoeuvrability Rating: 0.42/0.32
 Mass: Approx. 450
 Hull Rating: 2.2
 Shield Rating: 39.3
 Armaments:
 Forward
 Primary - 4 Disruptors
 Secondary - 1 Photon Torpedo
 Heavy - None
 Advanced - None
 Aft
 Primary - 2 Disruptors
 Secondary - None
 Heavy - None
 Advanced - None
 Port & Starboard
 Primary - 2 Disruptors
 Secondary - None
 Heavy - None
 Advanced - None

"QUD" (INSURRECTION) CLASS DESTROYER

A larger variant of the B'rel class Bird of Prey, the ship is more of a "stop-gap" ship to fill a tactical void in the Klingon Defence Forces. The ship has better engines and more firepower than the Bird of Prey, yet still has the same problem with not having weapons available in any arc but the forward. This makes the ship tactically weak in large engagements, but well suited to attack stray enemy vessels, defend convoys against pirates, or assault large unmoving stations. The ship is cloak capable.

Originally, the late Colonel Galt'naH, who was one of the more brilliant tactical minds at the Academy, introduced the concept for this ship. In 1655 IR, while programming in simulations of a prolonged war with the Federation, it was discovered that the Klingon Defence Forces suffered from a major tactical gap in their Order of Battle. The B'rel class Birds of Prey was well suited to the task of scouting and escort duty, and the pH class frigates were perfectly suited to picket duty and fast patrol. The problem was that neither was sufficient for the traditional destroyer roles of long term search and destroy missions and heavy convoy escort. The qa'HoS class light cruisers were supremely qualified for the heavy convoy escort and protracted search and destroy missions, but they were also needed for support roles in larger fleet engagements. After running through the equivalent of the first month of the war, there were not enough light cruisers to go around and construction of replacements was slow and consumed too many resources.

Seeing this tactical weakness, Galt'naH raised the question with the Klingon High Council. Many council members scoffed, stating that the qa'HoS class light cruisers were more than adequate for that duty, and that any war with the Federation would most likely be over very quickly anyway. For several hours, the Colonel attempted to argue his case but in the end the council's final decision was against the idea. Galt'naH began to protest but was curtly dismissed before his anger would cause him to slight the honour of any council members or its decisions.

Undaunted, the Colonel decided that if the High Council were too myopic to listen to reason then a demonstration would be required. Secretly, the Colonel programmed in a few modifications to the Bird of Prey simulation and created a variant of the ship, which was available only to him. Then, after the rest of the Klingo-Federation War scenario was input, he invited several council members and other dignitaries to try their hand at destroying the Federation. It soon became obvious that a lack of a true destroyer class vessel would cause any war with the Federation to soon turn into a race against light cruiser attrition.

Afterwards, Colonel Galt'naH manned the simulator and accessed his destroyer concept. Within the simulator, the concept worked to perfection and fulfilled the dual purpose of destroyer duty and freeing up valuable war resources. The council members present immediately called for design and construction of the Colonel's destroyer. The class of ship was dubbed "QuD" or "Insurrection" in honour of the Colonel bringing about a change in the "final decision" of the council.



The first production ship of this class was launched late in 1658, and was commanded by Colonel Galt'NaH himself. It served in many actions throughout the empire, amassing an impressive record of victories before she and her crew were lost in a particularly bloody skirmish along the Romulan border. There are currently one hundred and fifty of these vessels in service with another two hundred on order.

Length: 153m
Crew: 50
Marines: 25
Max. Impulse: 1590 k/s
Manoeuvrability Rating: 0.48/0.44
Mass: Approx. 350
Hull Rating: 2.0
Shield Rating: 36.5
Armaments:
Forward
Primary - 4 Disruptors
Secondary - 1 Photon Torpedo
Heavy - 1 FMPA Cannon
Advanced - None
Aft
Primary - None
Secondary - None
Heavy - None
Advanced - None
Port & Starboard
Primary - None
Secondary - None
Heavy - None
Advanced - None

"PIH" (SUSPICIOUS) CLASS FRIGATE

This small vessel fulfils many duties within the empire. It has three variants ranging from fast attack ship to science vessel and cargo carrier. In any of its combat intensive roles it has a crew of about 30 warriors. In scientific roles its crew is roughly 15 warriors with capacity for up to 60 passengers, usually scientists or the like. The cargo variant has a crew of 15 as well, but can be outfitted with special troop carrier pods that can give it the ability to carry up to Because of its many roles within the empire, there are two standard weapons packages for this vessel. The attack ship variant has two forward firing disruptors and two heavy disruptor cannons, with two disruptors aft. The non-combat variants have the heavy weapons removed to create additional space for cargo, sensor packages, etc. but add two additional disruptors forward. This ship always has a cloak.

These ships were designed by Hogh Bath, the designer of the "qeyllS betleH" battleship, as a cheap, cookie-cutter ship, and easy to mass-produce. But because Bath was such a skilled designer the ship is surprisingly good. Its interiors are highly modular allowing for easy construction and reconfiguring, which is why this particular vessel has so many variants. This modularity also makes for easy repairs, which allow this ship to be serviced and returned to duty in a minimal amount of time.

These ships and their quick turnaround rate have proven very useful, particularly on the Romulan border. During 1649 IR, four years after the "pIH" class frigate was first launched, three months of protracted fighting broke out along the Romulan border due to breakdowns in negotiations over two disputed worlds, which was known as the Torana conflict. The Romulans managed a stunning victory early on in the Torana Conflict, in which many of the larger capital ships in the area were crippled or destroyed. The nearby Galrtha Shipyard was inundated with ships to repair, and had very little time to do it. While the larger ships were being hastily repaired, the engineers at Galrtha churned out repaired frigates in record numbers. Not only that, but also many science and cargo variant frigates were converted to war frigates as well. This steady supply of ships slowed the Romulan advance enough to where reinforcements could arrive and beat back any further Romulan incursions into Klingon space. The fighting ended with the Klingons ceding one of the two planets to the Romulans, which was a minor miracle considering the crushing blows that the Klingon forces received at the outset of the fighting.

The I.K.S. "pIH" was launched late in 1645 as a war frigate, but was converted to a science vessel in 1648. It was reconverted to a war frigate during the Torana Conflict, where it served gallantly until its destruction towards the end of the fighting. There are currently four hundred and fifty of these vessels currently in service, three hundred of which are war frigates. The remaining one hundred and fifty are made up primarily of science variants.

BATTLE FRIGATE

Length: 153m

Crew: 30

Marines: 15

Max. Impulse: 1680 k/s

Manoeuvrability Rating: 0.51/0.51

Mass: Approx. 300

Hull Rating: 1.7

Shield Rating: 31.7

Armaments:

Forward

Primary - 2 Disruptors

Secondary - 2 Heavy Disruptors

Heavy - None

Advanced - None

Aft

Primary - 2 Disruptors

Secondary - None

Heavy - None

Advanced - None

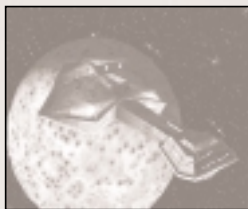
Port & Starboard

Primary - None

Secondary - None

Heavy - None

Advanced - None



CARGO FRIGATE

Length: 153m

Crew: 30

Marines: 75

Max. Impulse: 1680 k/s

Manoeuvrability Rating: 0.51/0.51

Mass: Approx. 300

Hull Rating: 1.7

Shield Rating: 31.7

Armaments:

Forward

Primary - 4 Disruptors

Secondary - None

Heavy - None

Advanced - None

Aft

Primary - None

Secondary - None

Heavy - None

Advanced - None

Port & Starboard

Primary - None

Secondary - None

Heavy - None

Advanced - None



SCIENCE FRIGATE

Length: 153m
Crew: 30
Marines: 5
Max. Impulse: 1680 k/s
Manoeuvrability Rating: 0.51/0.51
Mass: Approx. 300
Hull Rating: 1.7
Shield Rating: 31.7
Armaments:

Forward

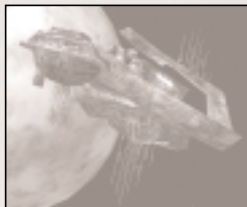
Primary - 4 Disruptors
Secondary - None
Heavy - None
Advanced - None

Aft

Primary - None
Secondary - None
Heavy - None
Advanced - None

Port & Starboard

Primary - None
Secondary - None
Heavy - None
Advanced - None



"B'REL" CLASS ESCORT (BIRD-OF-PREY)

The "B'rel" class escort began design in 1644 IR as the first production starship in the Imperial Navy to include the newly acquired cloaking device technology. In 1650 IR, the first prototype Bird-of-Prey was launched for space trials. It quickly became readily apparent that the diminutive starship was one of the finest designs ever produced by the Imperial Shipyards. General production began in 1652 IR and production rates have increased steadily ever since. The "B'rel" class vessel has a chequered history in recent years, being the focal Klingon vessel involved in many of the last few major galactic political incidents.

In 1660 IR, Commander Kruge, a hero of the Empire, crossed the Neutral Zone in order to acquire further intelligence information about the devastating Genesis weapon, Star Fleet's latest tool of genocide. It was during this incident that then Admiral James T. Kirk managed to capture Kruge's vessel, killing the bulk of its crew in the process including Kruge. (Imperial Intelligence Services Note: All crew aboard Kruge's vessel are dead. There is no truth to the rumours of the capture and imprisonment of the warrior Maltz, nor of his supposed assistance in translating our language for Federation linguists.)

Early in 1661 IR during the Alien Probe crisis, the criminal Kirk utilised the stolen "B'rel" to acquire specimens of a previously extinct species of Terran animal known as "humpback whales", flagrantly disregarding a variety temporal travel test-ban agreements with the Empire and the Romulans in the process. The B'rel was severely damaged during the crash landing, enough so that Federation science will be delayed somewhat in its analysis of our technology. On a side note, the intelligence gathered about the incident proved invaluable as it was learned the B'rel's spaceframe was capable of surviving extraordinarily high warp velocities. This unwitting Federation field test of our equipment has greatly advanced a variety of areas in materials development and starship construction technology.

The Qui'Tu incident a little over a year later again saw the involvement of the "B'rel". The commanding officer of the vessel, Captain Klaa, attempted to initiate an ill-conceived and poorly executed attack on the newly launched Starship Enterprise - A. The incident, involving the brainwashing of General Koord, a fairly well placed diplomat, by a supposedly renegade emotional Vulcan resolved itself quietly. Though the Imperial Intelligence Services exonerated General Koord of any suspicion of divulging state secrets, the implausibility of an emotional Vulcan, and the nature of this Vulcan's relationship to the illustrious Captain Spock leave some doubts as to whether or not the incident was in fact engineered by the Federation. For his part in the incident, Captain Klaa has been removed from command and reassigned as a record keeper for the Imperial Courts on Qo'noS.



Length: 92m
Crew: 12
Marines: 5
Max. Impulse: 1770 k/s
Manoeuvrability Rating: 0.54/0.59
Mass: Approx. 250
Hull Rating: 1.1
Shield Rating: 17.0
Armaments:

Forward

Primary - 2 Disruptors
Secondary - 1 Photon Torpedo
Heavy - None
Advanced - None

Aft

Primary - None
Secondary - None
Heavy - None
Advanced - None

Port & Starboard

Primary - None
Secondary - None
Heavy - None
Advanced - None

MISCELLANEOUS CRAFT

"SABER BEAR" CLASS CARGO TUG

Length: 1652m
Crew: 45
Marines: 5
Max. Impulse: 600 k/s
Manoeuvrability Rating: 0.17/0.03
Mass: Approx. 6000
Hull Rating: 1.1
Shield Rating: 6.7
Armaments:

Forward

Primary - 1 Disruptor
Secondary - None
Heavy - None
Advanced - None

Aft

Primary - 1 Disruptor
Secondary - None
Heavy - None
Advanced - None

Port & Starboard

Primary - None
Secondary - None
Heavy - None
Advanced - None



"D'KTAGH" CLASS SHUTTLECRAFT

Length: 30.5m
Crew: 2
Marines: None
Max. Impulse: 600 k/s
Manoeuvrability Rating: 0.71/1.16
Mass: Approx. 100
Hull Rating: 0.13
Shield Rating: 1.0
Armaments:

Forward

Primary - 2 Disruptors
Secondary - None
Heavy - None
Advanced - None

Aft

Primary - None
Secondary - None
Heavy - None
Advanced - None

Port & Starboard

Primary - None
Secondary - None
Heavy - None
Advanced - None



LISTENING POST

Length: 305m
Crew: 10
Marines: 1
Mass: Approx. 2000
Hull Rating: 0.64
Shield Rating: 26.0
Armaments:

Primary - 4 Disruptors
Secondary - None
Heavy - None
Advanced - None



MOBILE BASE

Length: 534m
Crew: 450
Marines: 55
Mass: Approx. 15000
Hull Rating: 4.6
Shield Rating: 142.0
Armaments:

Primary - 8 Disruptors
Secondary - 8 Photon Torpedoes
Heavy - 8 Heavy Disruptors
Advanced - None



MOBILE REPAIR DOCK

Length: 534m
Crew: 450
Marines: 55
Mass: Approx. 15000
Hull Rating: 4.6
Shield Rating: 142.0
Armaments:
 Primary - 8 Disruptors
 Secondary - 8 Photon Torpedoes
 Heavy - 8 Heavy Disruptors
 Advanced - None



BATTLESTATION

Length: 9638m
Crew: 4200
Marines: 150
Mass: Approx. 30000
Hull Rating: 12.4
Shield Rating: 372.0
Armaments:
 Primary - 18 Disruptors
 Secondary - 18 Photon Torpedoes
 Heavy - None
 Advanced - 3 Assault Phasers



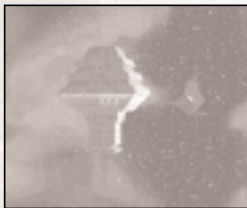
STARBASE

Length: 9638m
Crew: 6150
Marines: 250
Mass: Approx. 50000
Hull Rating: 15.6
Shield Rating: 466.0
Armaments:
 Primary - 18 Disruptors
 Secondary - 18 Photon Torpedoes
 Heavy - None
 Advanced - 6 Assault Phasers



COMMUNICATIONS RELAY STATION

Length: 686m
Crew: 15
Marines: 5
Mass: Approx. 2000
Hull Rating: 2.0
Shield Rating: 26.0
Armaments:
 Primary - 4 Disruptors
 Secondary - None
 Heavy - None
 Advanced - None



FEDERATION

The United Federation of Planets is an interstellar alliance of various planetary governments and colonies ostensibly united for social, economic, scientific, and defensive co-operation. But since its founding in the Terran year 2161 (1536 IR), the Federation has in truth been continuously on the move to subvert nearby civilisations into joining their alliance, absorb their technologies and wealth, and all the while stamping out their cultural individuality, replacing it with Federation imperialist dogma.

Membership in the Federation hinges on several requirements, such as a unified planetary government (which is easier to manipulate than a balkanised planet), and equality for all their citizens (which allows the weak and fearful to hold positions of power). Even when the world in question is not up to their membership criteria, the Federation often imposes blockades around these star systems, preventing their development by "outside influences" under the guise of their fraudulent "Prime Directive". All the while, covert Federation operatives quietly observe these civilisations, and secretly subvert their primitive governments, pave the way for eventual assimilation into the Federation hegemony.

Federation government is made up of a Council of representatives from their member worlds, presided over by the office of the Federation President. This is their key weakness, as it renders their government inefficient and bureaucratic. Council decisions must be ratified by a majority of its membership whose disparate viewpoints rarely coincide with the best interests of the state. Further crippling governmental powers, the Federation President is rendered ineffectual by the series of "checks and balances" imposed upon this office by the Constitution of the United Federation of Planets. Subsequently, the decision-making power of the president is too limited to be effective, and the few areas within his direct influence are subject to veto by the Council. Clearly, they lack the unified leadership necessary for survival in any kind of sustained conflict.

The military authority of the UFP is Starfleet Command, which is responsible for the defence of the Federation, as well as seeking out new resources to exploit and new civilisations to undermine and control. To this end, the Federation equips Starfleet with well-balanced starships, with the very latest technological advances. Federation starships are well suited to their dual roles of exploration and defence, with a good balance of speed, defensive shielding, hull strength, and offensive weaponry. However, the captains of these starships are limited with various constraints imposed upon them by the Federation Council through Starfleet Regulations. Adherence to these regulations makes Starfleet commanders predictable when challenged and reluctant to fight, ultimately rendering them ineffective warriors despite the formidable tools provided them.

Because the Federation has blocked off most of the Empire's access to resources in the Alpha Quadrant, war is inevitable. The Empire must expand into these territories if it is to survive. This coming war is what the industrial might of the Empire has prepared for throughout the past 70 years, and the Klingon people shall prevail.

WARSHIPS

All data listed was acquired by the Klingon Imperial Intelligence Services and has been taken from captured design documentation and data tapes. Extraneous information has been removed for clarity.

"YAMATO" CLASS EXPERIMENTAL BATTLESHIP

Length: 854m
Crew: 1200
Marines: 90
Max. Impulse: 1230 k/s
Manoeuvrability Rating: 0.25/0.07
Mass: Approx. 1000
Hull Rating: 9.4
Shield Rating: 198.3
Armaments:
Forward
 Primary - 6 Phasers
 Secondary - 4 Photon Torpedoes
 Heavy - None
 Advanced - 2 Assault Phasers
Aft
 Primary - 6 Phasers
 Secondary - 2 Photon Torpedoes
 Heavy - None
 Advanced - None
Port & Starboard
 Primary - 4 Phasers
 Secondary - None
 Heavy - None
 Advanced - None



"MISSOURI" CLASS BATTLESHIP

Length: 793m
Crew: 1100
Marines: 90
Max. Impulse: 1140 k/s
Manoeuvrability Rating: 0.24/0.06
Mass: Approx. 1000
Hull Rating: 9.4
Shield Rating: 198.3
Armaments:

Forward

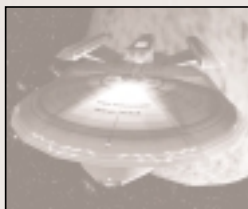
Primary - 6 Phasers
Secondary - 6 Photon Torpedoes
Heavy - None
Advanced - QCB

Aft

Primary - 5 Phasers
Secondary - 4 Photon Torpedoes
Heavy - None
Advanced - None

Port & Starboard

Primary - 4 Phasers
Secondary - None
Heavy - None
Advanced - None



"ULYSSES" CLASS DREADNOUGHT

Length: 549m
Crew: 925
Marines: 80
Max. Impulse: 1230 k/s
Manoeuvrability Rating: 0.25/0.09
Mass: Approx. 850
Hull Rating: 6.0
Shield Rating: 126.0
Armaments:

Forward

Primary - 5 Phasers
Secondary - 4 Photon Torpedoes
Heavy - None
Advanced - QCB

Aft

Primary - 4 Phasers
Secondary - 2 Photon Torpedoes
Heavy - None
Advanced - None

Port & Starboard

Primary - 3 Phasers
Secondary - None
Heavy - None
Advanced - None



"EXCELSIOR" CLASS HEAVY BATTLECRUISER

Length: 433m
Crew: 725
Marines: 70
Max. Impulse: 1320 k/s
Manoeuvrability Rating: 0.27/0.12
Mass: Approx. 750
Hull Rating: 4.2
Shield Rating: 72.5
Armaments:

Forward

Primary - 4 Phasers
Secondary - 4 Photon Torpedoes
Heavy - None
Advanced - None

Aft

Primary - 3 Phasers
Secondary - 2 Photon Torpedoes
Heavy - None
Advanced - None

Port & Starboard

Primary - 3 Phasers
Secondary - None
Heavy - None
Advanced - None



"LEXINGTON" CLASS COMMAND CRUISER

Length: 397m
Crew: 550
Marines: 60
Max. Impulse: 1410 k/s
Manoeuvrability Rating: 0.30/0.16
Mass: Approx. 550
Hull Rating: 2.3
Shield Rating: 69.7
Armaments:

Forward

Primary - 4 Phasers
Secondary - 2 Photon Torpedoes
Heavy - None
Advanced - QCB

Aft

Primary - 2 Phasers
Secondary - 1 Photon Torpedo
Heavy - None
Advanced - None

Port & Starboard

Primary - 2 Phasers
Secondary - None
Heavy - None
Advanced - None



"CONSTITUTION" CLASS CRUISER (REFIT)

Length: 305m
Crew: 450
Marines: 50
Max. Impulse: 1500 k/s
Manoeuvrability Rating: 0.31/0.18
Mass: Approx. 500
Hull Rating: 2.5
Shield Rating: 52.3
Armaments:

Forward

Primary - 4 Phasers
Secondary - 2 Photon Torpedoes
Heavy - None
Advanced - None

Aft

Primary - 2 Phasers
Secondary - None
Heavy - None
Advanced - None

Port & Starboard

Primary - 2 Phasers
Secondary - None
Heavy - None
Advanced - None



"MIRANDA" CLASS LIGHT CRUISER

Length: 214m
Crew: 350
Marines: 40
Max. Impulse: 1590 k/s
Manoeuvrability Rating: 0.33/0.21
Mass: Approx. 450
Hull Rating: 2.5
Shield Rating: 52.3
Armaments:

Forward

Primary - 4 Phasers
Secondary - 2 Photon Torpedoes
Heavy - None
Advanced - None

Aft

Primary - 2 Phasers
Secondary - None
Heavy - None
Advanced - None

Port & Starboard

Primary - 2 Phasers
Secondary - None
Heavy - None
Advanced - None



"AKULA" CLASS DESTROYER (REFIT)

Length: 229m

Crew: 80

Marines: 30

Max. Impulse: 1680 k/s

Manoeuvrability Rating: 0.28/0.38

Mass: Approx. 350

Hull Rating: 2.3

Shield Rating: 40.7

Armaments:

Forward

Primary - 3 Phasers

Secondary - 2 Photon Torpedoes

Heavy - None

Advanced - None

Aft

Primary - 2 Phasers

Secondary - None

Heavy - None

Advanced - None

Port & Starboard

Primary - None

Secondary - None

Heavy - None

Advanced - None



"OKINAWA" CLASS FRIGATE

Length: 183m

Crew: 70

Marines: 20

Max. Impulse: 1770 k/s

Manoeuvrability Rating: 0.32/0.40

Mass: Approx. 300

Hull Rating: 1.7

Shield Rating: 35.0

Armaments:

Forward

Primary - 2 Phasers

Secondary - 2 Photon Torpedoes

Heavy - None

Advanced - None

Aft

Primary - None

Secondary - None

Heavy - None

Advanced - None

Port & Starboard

Primary - None

Secondary - None

Heavy - None

Advanced - None



"OBERTH" CLASS ESCORT

Length: 107m
Crew: 40
Marines: 5
Max. Impulse: 1860 k/s
Manoeuvrability Rating: 0.39/0.45
Mass: Approx. 250
Hull Rating: 1.3
Shield Rating: 25.2
Armaments:

Forward

Primary - 2 Phasers
Secondary - 1 Photon Torpedo
Heavy - None
Advanced - None

Aft

Primary - None
Secondary - None
Heavy - None
Advanced - None

Port & Starboard

Primary - None
Secondary - None
Heavy - None
Advanced - None



MISCELLANEOUS CRAFT

All data listed was acquired by the Klingon Imperial Intelligence Services and has been taken from captured design documentation and data tapes. Extraneous information has been removed for clarity.

"CONSTITUTION" CLASS CRUISER (PRE-REFIT)

Length: 305m
Crew: 450
Marines: 50
Max. Impulse: 1320 k/s
Manoeuvrability Rating: 0.27/0.12
Mass: Approx. 500
Hull Rating: 1.5
Shield Rating: 25.8
Armaments:

Forward

Primary - 4 Phasers (Outdated)
Secondary - 2 Photon Torpedoes (Outdated)
Heavy - None
Advanced - None

Aft

Primary - 2 Phasers (Outdated)
Secondary - None
Heavy - None
Advanced - None

Port & Starboard

Primary - 2 Phasers (Outdated)
Secondary - None
Heavy - None
Advanced - None



"AKULA" CLASS DESTROYER (PRE-REFIT)

Length: 229m

Crew: 80

Marines: 30

Max. Impulse: 1500 k/s

Manoeuvrability Rating: 0.32/0.20

Mass: Approx. 350

Hull Rating: 1.4

Shield Rating: 24.5

Armaments:

Forward

Primary - 3 Phasers (Outdated)

Secondary - 2 Photon Torpedoes (Outdated)

Heavy - None

Advanced - None

Aft

Primary - 2 Phasers (Outdated)

Secondary - None

Heavy - None

Advanced - None

Port & Starboard

Primary - None

Secondary - None

Heavy - None

Advanced - None



"CLYDESDALE" CLASS FREIGHTER/TANKER

Length: 1525m

Crew: 45

Marines: 5

Max. Impulse: 700 k/s

Manoeuvrability Rating: 0.20/0.04

Mass: Approx. 3000

Hull Rating: 1.1

Shield Rating: 6.7

Armaments:

Forward

Primary - 1 Phaser

Secondary - None

Heavy - None

Advanced - None

Aft

Primary - 1 Phaser

Secondary - None

Heavy - None

Advanced - None

Port & Starboard

Primary - None

Secondary - None

Heavy - None

Advanced - None



"SUPER CLYDESDALE" CLASS FREIGHTER/TANKER

Length: 1652m
Crew: 45
Marines: 5
Max. Impulse: 600 k/s
Manoeuvrability Rating: 0.17/0.03
Mass: Approx. 6000
Hull Rating: 1.1
Shield Rating: 6.7
Armaments:

Forward

Primary - 1 Phaser
Secondary - None
Heavy - None
Advanced - None

Aft

Primary - 1 Phaser
Secondary - None
Heavy - None
Advanced - None

Port & Starboard

Primary - None
Secondary - None
Heavy - None
Advanced - None



"TYPE 2" SHUTTLECRAFT

Length: 31m
Crew: 2
Marines: None
Max. Impulse: 600 k/s
Manoeuvrability Rating: 0.57/0.74
Mass: Approx. 100
Hull Rating: 0.13
Shield Rating: 3.0
Armaments:

Forward

Primary - 1 Phaser
Secondary - None
Heavy - None
Advanced - None

Aft

Primary - None
Secondary - None
Heavy - None
Advanced - None

Port & Starboard

Primary - None
Secondary - None
Heavy - None
Advanced - None



"WASP" CLASS ATTACK SHUTTLE

Length: 61m

Crew: 2

Marines: None

Max. Impulse: 1500 k/s

Manoeuvrability Rating: 0.52/0.57

Mass: Approx. 125

Hull Rating: 0.26

Shield Rating: 5.0

Armaments:

Forward

Primary - 1 Phaser

Secondary - 1 Photon Torpedo

Heavy - None

Advanced - None

Aft

Primary - None

Secondary - None

Heavy - None

Advanced - None

Port & Starboard

Primary - None

Secondary - None

Heavy - None

Advanced - None



LISTENING POST

Length: 305m

Crew: 10

Marines: 1

Mass: Approx. 5000

Hull Rating: 0.64

Shield Rating: 26.0

Armaments:

Primary - 4 Phasers

Secondary - None

Heavy - None

Advanced - None



BATTLESTATION

Length: 2547m

Crew: 4750

Marines: 200

Mass: Approx. 30000

Hull Rating: 15.0

Shield Rating: 450.0

Armaments:

Primary - 24 Phasers

Secondary - 16 Photon Torpedoes

Heavy - None

Advanced - 4 Assault Phasers



STARBASE

Length: 2516m
Crew: 7100
Marines: 300
Mass: Approx. 50000
Hull Rating: 18.0
Shield Rating: 540.0
Armaments:
Primary - 24 Phasers
Secondary - 16 Photon Torpedoes
Heavy - None
Advanced - 8 Assault Phasers



SCIENCE STATION

Length: 305m
Crew: 40
Marines: 2
Mass: Approx. 2000
Hull Rating: 2.3
Shield Rating: 69.0
Armaments:
Primary - 4 Phasers
Secondary - None
Heavy - None
Advanced - None



DEFENSE SATELLITES

LIGHT DEFENSE SATELLITE
Length: 30m
Crew: None
Marines: None
Manoeuvrability Rating: 1.65/8.07
Mass: Approx. 50
Hull Rating: 0.13
Shield Rating: None
Armaments:
Forward
Primary - 1 Phaser
Secondary - None
Heavy - None
Advanced - None
Aft
Primary - None
Secondary - None
Heavy - None
Advanced - None
Port & Starboard
Primary - None
Secondary - None
Heavy - None
Advanced - None



MEDIUM DEFENSE SATELLITE

Length: 30m
Crew: None
Marines: None
Manoeuvrability Rating: 1.65/8.07
Mass: Approx. 50
Hull Rating: 0.13
Shield Rating: None
Armaments:

Forward

Primary - 1 Phaser
Secondary - 1 Photon Torpedo
Heavy - None
Advanced - None

Aft

Primary - None
Secondary - None
Heavy - None
Advanced - None

Port & Starboard

Primary - None
Secondary - None
Heavy - None
Advanced - None

HEAVY DEFENSE SATELLITE

Length: 30m
Crew: None
Marines: None
Manoeuvrability Rating: 1.65/8.07
Mass: Approx. 50
Hull Rating: 0.19
Shield Rating: 5.0
Armaments:

Forward

Primary - 2 Phasers
Secondary - 1 Photon Torpedo
Heavy - None
Advanced - None

Aft

Primary - None
Secondary - None
Heavy - None
Advanced - None

Port & Starboard

Primary - None
Secondary - None
Heavy - None
Advanced - None

ROMULAN

The Romulan Star Empire was first encountered by Klingon vessels in 1600 IR, an encounter that led to the first of many battles. Up until 1643, little was known of the Romulans, other than they are treacherous and fight dishonourably from the shadows. That changed when we entered into an alliance and technical exchange program with the Romulans. The alliance formed as a response to the burgeoning political and economic strength of the Federation ushered in an era of relative peace between our two Empires.

We learned much from our new allies, as did they, and that has become the source of political strain on the alliance. The Romulans are a proud people who are in the same situation as we. Sorely lacking resources, they must expand or perish. Often, their need to expand has resulted in armed incursions into Klingon space. This has led to many clashes even after the alliance was formed, yet the overriding

threat of the Federation has prevented the escalation of hostilities and the alliance remains tenuously intact. Their need to expand, compounded by their devious, secretive, and dishonourable nature, has led to mistrust between our two governments. Agents of Klingon Imperial Intelligence monitoring the Romulans, have recently reported the Romulans are running dangerously low on dilithium. More ominous still, the Romulan Imperial Navy has conducted numerous secret research projects in violation of the technology exchange treaty between both Empires. Imperial Intelligence has yet to discover the exact nature of these projects, but efforts to do so continue.

As with all potential enemies, analysis has been done on Romulan technology and tactics. They have similar technology to our own, including warp drive, impulse engines, transporters, and the like. They perhaps have slightly inferior warp drive capability, but is an intended result of out-dated schematics and data given to them in the technological exchange.

A particular to the Romulans is plasma torpedo technology. A very powerful seeking weapon with the considerable drawback of degraded performance at medium and long ranges. This is principally due to the torpedo steadily degrading charge after initial launch. The exact cause of this charge degradation is not entirely understood by Klingon science, and obviously not be the Romulans, otherwise this limitation would have been ameliorated by this time.

This fundamental limitation in their main weapons system has actually guided the development of Romulan starships and the tactics they employ. Because these torpedoes take a long time to arm and they are most effective at close range, the Romulans use their cloaking devices for "hit-and-run" tactics. They approach as close to an enemy as possible under cloak, decloak, then launch a volley of all their weapons, cloak again to move away and recharge. This tactic has lead to the Romulans forsaking strong shields in favour of armoured hull plating since the cloaking device negates the use of shields, as well as to a high degree of manoeuvrability to bring their weapons to bear quickly after decloaking.

Because of the design limitations of their weapons and warships, Romulans by necessity fight without honour, they constantly hide their face from their enemies. It is generally accepted amongst scholars that this fundamental flaw in their warrior's code, combined with their rapidly increasing isolationism and lack of resources, is turning this once honourable and worthy race into a devious, deceitful, and disgraceful shadow of their former selves. There are those within the Empire who believe their decadence is not merely a sign of their cultural decline, but a social contagion. This belief has fostered a growing movement to dissolve our alliance with them lest their sickness spread across the border and start to decay the moral foundations of our own Empire.

WARSHIPS

All data listed was acquired by the Klingon Imperial Intelligence Services and has been taken from captured design documentation and data tapes. Extraneous information has been removed for clarity.

"IMPERIAL HAWK" CLASS BATTLESHIP

Length: 763m
Crew: 600
Marines: 80
Max. Impulse: 960 k/s
Manoeuvrability Rating: 0.26/0.08
Mass: Approx. 1000
Hull Rating: 5.8
Shield Rating: 102.5
Armaments:
 Forward
 Primary - 6 Disruptors
 Secondary - 4 Heavy Plasma Torpedoes
 Heavy - None
 Advanced - None
 Aft
 Primary - 3 Disruptors
 Secondary - None
 Heavy - 4 Medium Plasma Torpedoes
 Advanced - None
 Port & Starboard
 Primary - 3 Disruptors
 Secondary - None
 Heavy - None
 Advanced - None



"WAR EAGLE" CLASS DREADNOUGHT

Length: 473m

Crew: 500

Marines: 70

Max. Impulse: 1050 k/s

Manoeuvrability Rating: 0.28/0.11

Mass: Approx. 850

Hull Rating: 3.6

Shield Rating: 63.3

Armaments:

Forward

Primary - 5 Disruptors

Secondary - 3 Heavy Plasma Torpedoes

Heavy - None

Advanced - None

Aft

Primary - 4 Disruptors

Secondary - None

Heavy - 2 Medium Plasma Torpedoes

Advanced - None

Port & Starboard

Primary - 2 Disruptors

Secondary - None

Heavy - None

Advanced - None



"IMPERIUM" CLASS HEAVY BATTLECRUISER

Length: 458m

Crew: 400

Marines: 65

Max. Impulse: 1140 k/s

Manoeuvrability Rating: 0.29/0.15

Mass: Approx. 750

Hull Rating: 2.6

Shield Rating: 45.3

Armaments:

Forward

Primary - 5 Disruptors

Secondary - 2 Medium Plasma Torpedoes

Heavy - 2 CFDIC

Advanced - None

Aft

Primary - 4 Disruptors

Secondary - None

Heavy - 1 Light Plasma Torpedo

Advanced - None

Port & Starboard

Primary - 2 Disruptors

Secondary - None

Heavy - None

Advanced - None



"SENATOR" CLASS COMMAND CRUISER

Length: 381m

Crew: 300

Marines: 55

Max. Impulse: 1230 k/s

Manoeuvrability Rating: 0.33/0.19

Mass: Approx. 550

Hull Rating: 2.2

Shield Rating: 39.0

Armaments:

Forward

Primary - 4 Disruptors

Secondary - 2 Medium Plasma Torpedoes

Heavy - None

Advanced - None

Aft

Primary - 2 Disruptors

Secondary - None

Heavy - 2 Light Plasma Torpedoes

Advanced - None

Port & Starboard

Primary - None

Secondary - None

Heavy - None

Advanced - None



"CENTURION" CLASS CRUISER

Length: 168m

Crew: 250

Marines: 45

Max. Impulse: 1320 k/s

Manoeuvrability Rating: 0.35/0.22

Mass: Approx. 500

Hull Rating: 1.6

Shield Rating: 28.2

Armaments:

Forward

Primary - 2 Disruptors

Secondary - 2 Medium Plasma Torpedoes

Heavy - None

Advanced - None

Aft

Primary - 2 Disruptors

Secondary - None

Heavy - None

Advanced - None

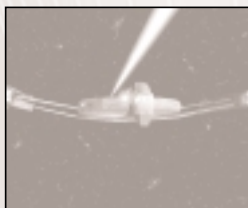
Port & Starboard

Primary - None

Secondary - None

Heavy - None

Advanced - None



"K'T'INGA" CLASS D7 CRUISER

Length: 244m

Crew: 300

Marines: 40

Max. Impulse: 1410 k/s

Manoeuvrability Rating: 0.39/0.28

Mass: Approx. 500

Hull Rating: 2.1

Shield Rating: 38.7

Armaments:

Forward

Primary - 2 Disruptors

Secondary - 1 Medium Plasma Torpedo

Heavy - None

Advanced - None

Aft

Primary - 2 Disruptors

Secondary - 1 Medium Plasma Torpedo

Heavy - None

Advanced - None

Port & Starboard

Primary - 2 Disruptors

Secondary - None

Heavy - None

Advanced - None



"LEGION" CLASS LIGHT CRUISER

Length: 168m

Crew: 200

Marines: 35

Max. Impulse: 1410 k/s

Manoeuvrability Rating: 0.37/0.26

Mass: Approx. 450

Hull Rating: 1.4

Shield Rating: 26.7

Armaments:

Forward

Primary - 2 Disruptors

Secondary - 2 Light Plasma Torpedoes

Heavy - None

Advanced - None

Aft

Primary - 2 Disruptors

Secondary - 1 Light Plasma Torpedo

Heavy - None

Advanced - None

Port & Starboard

Primary - None

Secondary - None

Heavy - None

Advanced - None



"WARBIRD" CLASS DESTROYER

Length: 76m

Crew: 45

Marines: 30

Max. Impulse: 1500 k/s

Manoeuvrability Rating: 0.42/0.35

Mass: Approx. 350

Hull Rating: 1.2

Shield Rating: 27.2

Armaments:

Forward

Primary - 4 Disruptors

Secondary - 1 Heavy Plasma Torpedo

Heavy - None

Advanced - None

Aft

Primary - 2 Disruptors

Secondary - None

Heavy - None

Advanced - None

Port & Starboard

Primary - None

Secondary - None

Heavy - None

Advanced - None



"GLADIUS" CLASS FRIGATE

Length: 122m

Crew: 40

Marines: 20

Max. Impulse: 1590 k/s

Manoeuvrability Rating: 0.45/0.40

Mass: Approx. 300

Hull Rating: 1.1

Shield Rating: 19.5

Armaments:

Forward

Primary - 2 Disruptors

Secondary - 1 Light Plasma Torpedo

Heavy - 1 CFDIC

Advanced - None

Aft

Primary - None

Secondary - None

Heavy - None

Advanced - None

Port & Starboard

Primary - None

Secondary - None

Heavy - None

Advanced - None



"PREAX" CLASS ESCORT

Length: 92m
Crew: 24
Marines: 4
Max. Impulse: 1680 k/s
Manoeuvrability Rating: 0.48/0.46
Mass: Approx. 250
Hull Rating: 0.8
Shield Rating: 15.0
Armaments:

Forward

Primary - 2 Disruptors
Secondary - 1 CFDC
Heavy - None
Advanced - None

Aft

Primary - None
Secondary - None
Heavy - None
Advanced - None

Port & Starboard

Primary - None
Secondary - None
Heavy - None
Advanced - None



THOLIAN

Very little is known of the Tholian Assembly, other than that their government is known as the Assembly and that Tholians as a species are silicon-based life-forms preferring environments deadly to all known humanoid species. The Empire's lack of information is not unique amongst the major galactic powers. The vaunted Romulan Tal'shiar and even the efficient and effective Federation Diplomatic Service are unable to uncover anything we do not already know. The Tholians are xenophobic, isolationists to the extent that they have refused all attempts at normalised diplomatic relations with any major government. Any incursions into their space are met with swift and violent retribution until all invaders are expelled or destroyed—more often the latter.

Despite their xenophobia and isolationism, they are also opportunistic. Occasional signs of political unrest can quite often veil an armed incursion. These incursions are never full-scale and are intended to seize a small amount of territory. Yet it is unclear what the Tholians do with the territory they seize or even why they seize choose system over another, as many of their targets have scant resources and of no strategic value. Once the Assembly annexes new territory, they are defended as zealously as any other system under Tholian control.

Long-range sensor probes confirm that the core area of Tholian space is a stellar nursery, a large nebula in which new stars are forming. Planetary systems we have identified are usually very young as well, with Class C, Class F, and Class H planets on the whole, all of which incapable of supporting humanoid life. Rare expeditions returning from Tholian space have reported planets rich in mineral resources, but located within a vast territory replete with an inordinate number of subspace anomalies discovered. Until a means is found to neutralise the considerable risks presented by these unpredictable anomalies, the costs of seizing their territory far outweigh the benefits.

Tholian vessels are constructed of hyper-lineated crystalline-lattice materials. This exotic materials technology affords them extremely durable hull structures, more so even than Gorn starships. They utilise phaser-like beam weapons, and have somehow managed to duplicate (either through theft, or, less likely, their own research) Klingon heavy disruptor technology. Despite the availability of such potent weapons systems, their most formidable weapon is the Tholian Web Cannon. This technology is uniquely Tholian, and scientists from both the Klingon and Romulan Empires have been unable to determine how it is created or what specific types of energy it utilises. The affects, however, are well documented. The most effective tactic to be used against Tholian forces—specifically when encountering their web technology—is long-range slashing attacks designed to stay well out of range of the Web generators.

WARSHIPS

All data listed was acquired by the Klingon Imperial Intelligence Services and has been taken from captured design documentation and data tapes. Extraneous information has been removed for clarity.

"SAPPHIRE" CLASS DREADNOUGHT

Length: 534m
Crew: 462
Marines: None
Max. Impulse: 1050 k/s
Manoeuvrability Rating: 0.35/0.17
Mass: Approx. 850
Hull Rating: 6.7
Shield Rating: 135.7
Armaments:

Forward

Primary - 6 Phasers
Secondary - 2 Heavy Disruptors
Heavy - None
Advanced - Web (360)

Aft

Primary - 6 Phasers
Secondary - 2 Heavy Disruptors
Heavy - None
Advanced - None

Port & Starboard

Primary - 6 Phasers
Secondary - None
Heavy - None
Advanced - None



"AMETHYST" CLASS HEAVY BATTLECRUISER

Length: 366m
Crew: 378
Marines: None
Max. Impulse: 1140 k/s
Manoeuvrability Rating: 0.38/0.24
Mass: Approx. 750
Hull Rating: 5.8
Shield Rating: 105.0
Armaments:

Forward

Primary - 6 Phasers
Secondary - 4 Heavy Disruptors
Heavy - None
Advanced - Web (360)

Aft

Primary - 3 Phasers
Secondary - None
Heavy - None
Advanced - None

Port & Starboard

Primary - 3 Phasers
Secondary - None
Heavy - None
Advanced - None



"RUBY" CLASS CRUISER

Length: 122m
Crew: 294
Marines: None
Max. Impulse: 1320 k/s
Manoeuvrability Rating: 0.44/0.35
Mass: Approx. 500
Hull Rating: 3.3
Shield Rating: 59.0
Armaments:

Forward

Primary - 6 Phasers
Secondary - 1 Heavy Disruptor
Heavy - None
Advanced - Web (360)

Aft

Primary - 3 Phasers
Secondary - 1 Heavy Disruptor
Heavy - None
Advanced - None

Port & Starboard

Primary - None
Secondary - None
Heavy - None
Advanced - None



"GARNET" CLASS LIGHT CRUISER

Length: 214m
Crew: 126
Marines: None
Max. Impulse: 1410 k/s
Manoeuvrability Rating: 0.47/0.40
Mass: Approx. 450
Hull Rating: 2.4
Shield Rating: 42.7
Armaments:

Forward

Primary - 3 Phasers
Secondary - 1 Heavy Disruptor
Heavy - None
Advanced - Web (360)

Aft

Primary - 3 Phasers
Secondary - None
Heavy - None
Advanced - None

Port & Starboard

Primary - None
Secondary - None
Heavy - None
Advanced - None



"QUARTZ" CLASS DESTROYER

Length: 131m

Crew: 42

Marines: None

Max. Impulse: 1500 k/s

Manoeuvrability Rating: 0.53/0.54

Mass: Approx. 350

Hull Rating: 3.1

Shield Rating: 55.7

Armaments:

Forward

Primary - 6 Phasers

Secondary - 1 Heavy Disruptor

Heavy - None

Advanced - Web (360)

Aft

Primary - 3 Phasers

Secondary - None

Heavy - None

Advanced - None

Port & Starboard

Primary - None

Secondary - None

Heavy - None

Advanced - None



"FELDSPAR" CLASS ESCORT

Length: 92m

Crew: 13

Marines: None

Max. Impulse: 1680 k/s

Manoeuvrability Rating: 0.60/0.73

Mass: Approx. 250

Hull Rating: 1.5

Shield Rating: 6.8

Armaments:

Forward

Primary - 3 Phasers

Secondary - 1 Heavy Disruptor

Heavy - None

Advanced - None

Aft

Primary - None

Secondary - None

Heavy - None

Advanced - None

Port & Starboard

Primary - None

Secondary - None

Heavy - None

Advanced - None



GORN

The Gorn Star Kingdom is yet another civilisation in decline. The fire that once drove them to explore and conquer the stars has gone out in their hearts, and their society has begun to atrophy as a result. This does not, however, make them easy opponents. Though they allow their territorial holdings to wither and eventually break away from their control, any overt attempts to seize their holdings by force will still result in the awakening of their military juggernaut.

The source of their degradation is a lack of strong leadership. The Gorn King is old, so old, in fact, that he has delegated the responsibilities of running the government to several vassals at odds with each other for supremacy. Well-meaning members of his own family keep the Gorn King sheltered from the political intrigues surrounding him, but this serves only to worsen the situation. Unless a strong leader emerges from their political mire, the Gorn Star Kingdom will continue its decline if it does not tear itself apart in a civil war.

Despite the Kingdom's political weakness, the Gorn military machine is well maintained, well disciplined, and a worthy adversary. Gorn vessels are designed for speed and survivability. Though they tend to have weaker shields than Klingon or Federation vessels, their hulls are capable of withstanding enormous amounts of punishment. Gorn vessels are equipped with a variety of weapons, many of which are based on modulated gravimetric field technology, which is a science the Gorn appear to have perfected. Through independent research, the Gorn have created homing torpedoes extraordinarily similar to Romulan designs. Gorn plasma torpedoes have a slightly higher nominal yield than Romulan medium plasma torpedoes, but are less stable over time so their effective range is less. The Gorn also use their mastery of gravity in such weapons as the Quantum Carrier-wave Beam, the Gravitic Harmonic Resonance Cannon, and their Graviton Density Distortion Sphere. All of these weapons are exceedingly short ranged, but the great speed of the Gorn vessels greatly mitigates this limitation.

Because the Empire has very little contact with the Gorn Star Kingdom and their internal political strife keeps them well removed from intra-galactic affairs, they are considered a secondary enemy. However, since they do have some political ties to the United Federation of Planets, it is conceivable that they may side with the Federation in the event of a major interstellar conflict. All commanders would best keep this possibility in mind in the event of a future war.

WARSHIPS

All data listed was acquired by the Klingon Imperial Intelligence Services and has been taken from captured design documentation and data tapes. Extraneous information has been removed for clarity.

"GRENDL" CLASS DREADNOUGHT

Length: 503m

Crew: 368

Marines: 110

Max. Impulse: 1320 k/s

Manoeuvrability Rating: 0.18/0.05

Mass: Approx. 850

Hull Rating: 5.4

Shield Rating: 120.3

Armaments:

Forward

Primary - 6 Phasers

Secondary - 4 Gorn Plasma Torpedo

Heavy - None

Advanced - QCB (360)

Aft

Primary - 4 Phasers

Secondary - None

Heavy - None

Advanced - None

Port & Starboard

Primary - 3 Phasers

Secondary - None

Heavy - None

Advanced - None



"EUROMASTYX" CLASS CRUISER

Length: 381m

Crew: 184

Marines: 60

Max. Impulse: 1590 k/s

Manoeuvrability Rating: 0.23/0.10

Mass: Approx. 500

Hull Rating: 2.2

Shield Rating: 41.5

Armaments:

Forward

Primary - 4 Phasers

Secondary - 1 Gorn Plasma Torpedo

Heavy - None

Advanced - GDDS (360)

Aft

Primary - 2 Phasers

Secondary - None

Heavy - None

Advanced - None

Port & Starboard

Primary - 2 Phasers

Secondary - None

Heavy - None

Advanced - None



"ANACONDA" CLASS DESTROYER

Length: 168m

Crew: 40

Marines: 35

Max. Impulse: 1770 k/s

Manoeuvrability Rating: 0.28/0.15

Mass: Approx. 350

Hull Rating: 2.2

Shield Rating: 40.5

Armaments:

Forward

Primary - 4 Phasers

Secondary - None

Heavy - None

Advanced - GHRC (360)

Aft

Primary - 1 Phaser

Secondary - None

Heavy - None

Advanced - None

Port & Starboard

Primary - 1 Phaser

Secondary - None

Heavy - None

Advanced - None



"KING SNAKE" CLASS FRIGATE

Length: 122m

Crew: 24

Marines: 25

Max. Impulse: 1860 k/s

Manoeuvrability Rating: 0.30/0.18

Mass: Approx. 300

Hull Rating: 1.8

Shield Rating: 27.5

Armaments:

Forward

Primary - 4 Phasers

Secondary - 1 Gorn Plasma Torpedo

Heavy - None

Advanced - None

Aft

Primary - 1 Phaser

Secondary - None

Heavy - None

Advanced - None

Port & Starboard

Primary - 1 Phaser

Secondary - None

Heavy - None

Advanced - None



SHA'KURIAN

The Sha'kurians are an ancient race of amphibious humanoids whose territorial holdings occupy the rim of the Beta Quadrant opposite the Beta-Alpha border. The true size of their holdings is unknown due to their tight security controls and territorial xenophobia. We know little of their culture and history but are striving to learn more. What little we know is synthesised here.

The Sha'kurians are not originally from the Beta Quadrant. Intelligence indicates that they had some sort of interstellar feudal empire located in the Delta Quadrant near the Delta-Beta border. This empire was founded shortly after their acquisition of warp drive technology. Known Sha'kurian history states they discovered this on their own, but certain newly acquired documents indicate they may have acquired the technology from another race. Their empire lasted for hundreds of years but was torn apart due to internal strife following the assassination of their Imperial Family by a group known only as the "Nameless Ones". We can only surmise they did not have a strong enough government to rule their holdings in light of the power vacuum created. Civil war and decay was the only logical outcome.

Their empire contracted to a mere fraction of its original size,

with many of the feudal houses destroyed or absorbed into various conflicts of the time known as "the Collapse" in Sha'kurian lore. Several of the remaining feudal families fled the area to escape the fighting, eventually settling in their current territory. They failed to escape the decline and the fighting continued until the number of ruling families was reduced to twelve. The heads of these Royal Families, known as Dukes, met and devised their current form of government in an effort to maintain the status quo and their familial power. The Dukes all belong to the House of Lords, which is much like our own High Council with the exception that there is no central leader. All decisions are handled by vote.

This lack of strong central leadership must not be confused with weakness. The Sha'kurians have an excellent understanding of many of our virtues and fighting is in their blood as it is ours. Their House of Lords serves as much as an impartial arbiter as it does a conventional political body. It presides over internal conflicts with strict Rules of War. These Rules of War allow the Sha'kurians to continue fighting amongst themselves, but ensure that none of the Royal Families will ever be destroyed. This has led to some rather unusual customs of warfare among the Sha'Kurians, including seasonal warfare and mandatory capturing of prisoners. While primitively bizarre to say the least, their customs serve the ultimate purpose of cultivating skilled and fearsome warriors.

When elements of the Klingon Defence Forces first encountered the Sha'kurians in 1659 IR, it was discovered that even when war is raging between the Duchies their Rules of War demand that internal hostilities be completely suspended until all external threats are neutralised. This was indeed surprising to the commander of the Klingon forces involved in that initial contact. The commander decided to take advantage of the situation and claim a few worlds rich in natural resources for the Empire. He was rapidly forced to withdraw due to the swiftly mobilised and unified response. It is now common knowledge that when encountered in their own territory, Sha'kurians always react with intense hostility. Another surprise discovered during this encounter was that Sha'kurians are unusually

effective at detecting and hunting down cloaked vessels (it was later learned that the Romulans encountered this same "problem", but had conveniently neglected to inform their Klingon allies of the existence of the Sha'kurians much less their ability to detect cloaked vessels).

A curious practice of the Sha'kurians is their fielding of mercenary fleets. To supplement the income of a Royal Family and gain their younger warriors valuable experience a Sha'kurian Duke will often assemble squadrons of less experienced fighters and hire them out to external patrons as mercenaries. It is in this capacity that most of our encounters with Sha'kurians occur, but the fact that they are not seasoned fighters does not make them any less of a threat. They are still worthy opponents and not to be underestimated.

Sha'kurians are a technologically advanced civilisation, possessing certain standard technologies such as warp drive, impulse drive, and transporters, but not others such as photon torpedoes. One item of technology that the Sha'kurians have surpassed all others in is sensor technology. Sha'kurian sensors are far more powerful than Klingon, Romulan, or Federation sensors. This fact in combination with an intricate battle communications network, allows the Sha'kurians to do highly accurate co-ordinated attacks and other manoeuvres. This is also the source of their tremendous ability to detect cloaked ships.

Sha'kurian capital vessels are much weaker than their counterparts in other imperial navies, and it is difficult for them to survive in close combat with other capital ships. To compensate for this lack of durability, Sha'kurian vessels have sacrificed armour for speed. The Sha'kurian capital ship uses this speed advantage to maintain its distance from enemy vessels while launching fast-attack fighters and fighter bombers to project their firepower at long ranges.

These fighters are where the Sha'kurian carrier's true power lies and they make these capital vessels quite effective in combat. Sha'kurian technology reflects their peculiar style of combat and is focused on different priorities than other civilisations.

Sha'kurian shield technology has developed to a rudimentary level, and thus provides limited shield protection in comparison to the Klingons or the Federation. The main weapons systems of Sha'kurian vessels are phaser-like beam weapons as primary batteries, and missiles known as impulse velocity projectiles. The beam weapons are short ranged in comparison to the primary batteries of other nations, but are extremely rapid firing. The impulse velocity projectiles, however, come in many varieties and are used in various ways.

The most basic type of impulse velocity projectile is a high velocity non-seeking variant, carried aboard Sha'kurian fighters. The projectile is aimed at the target and fired, travelling in a ballistic trajectory until it runs out of fuel or impacts an object and detonates. Carried by the bombers is a more advanced type of guided projectile with a sizeable warhead. Carrier vessels carry two different types of projectiles. The first carrier-based projectile is the long ranged Active Terminal Guidance projectile which homes in on the enemy in a fashion similar to the Romulan plasma torpedoes. The other type of carrier-based projectile is the Multithread projectile. These large projectiles carry multiple smaller projectiles onboard. Once the Multithread projectile is within striking distance of the target it releases its smaller projectiles that attack the target from many angles simultaneously.

One additional note about Sha'kurian weapons technology is their relatively recent acquisition of the Graviton Density Distortion Sphere Generator or GDDS. The Gorn originally developed the GDDS during one of their many wars with the Romulan Empire. During that war, Romulan troops captured a ship equipped with one of these devices for study. The Romulans towed the vessel to a research facility far from the Gorn border in what was then one of the farthest frontiers of their empire. Not long after research began on the enigmatic Gorn device, the Romulans made a regrettable first-contact with the Sha'kurians. Romulan expansionist dogma clashed violently with Sha'kurian territoriality causing a second front to open for the Romulans. During the fighting, a Sha'kurian raiding force captured the research station and the GDDS as well. The Sha'kurians adapted the Gorn device to fit within their combat tactics and have been fielding them ever since, utilising the defensive capabilities of the GDDS to a far greater extent than the Gorn and thus greatly increasing the survivability of their carrier forces.

WARSHIPS

All data listed was acquired by the Klingon Imperial Intelligence Services and has been taken from captured design documentation and data tapes. Extraneous information has been removed for clarity.

"ALPHA" CLASS SUPER CARRIER

Length: 991m

Crew: 1200

Marines: 70

Max. Impulse: 1275 k/s

Manoeuvrability Rating: 0.16/0.03

Mass: Approx. 1200

Hull Rating: 5.6

Shield Rating: 77.0

Armaments:

Forward

Primary - 2 Rapid Fire Phasers

Secondary - 2 Multithread Projectiles

Heavy - None

Advanced - GDDS (360)

Aft

Primary - 2 Rapid Fire Phasers

Secondary - 2 Multithread Projectiles

Heavy - None

Advanced - None

Port & Starboard

Primary - 2 Rapid Fire Phasers

Secondary - 5 Multithread Projectiles

Heavy - None

Advanced - None



"LONG FANG" CLASS CARRIER

Length: 717m

Crew: 900

Marines: 55

Max. Impulse: 1455 k/s

Manoeuvrability Rating: 0.18/0.06

Mass: Approx. 850

Hull Rating: 2.5

Shield Rating: 35.0

Armaments:

Forward

Primary - 2 Rapid Fire Phasers

Secondary - 1 Multithread Projectile

Heavy - None

Advanced - GDDS (360)

Aft

Primary - 2 Rapid Fire Phasers

Secondary - 1 Multithread Projectile

Heavy - None

Advanced - None

Port & Starboard

Primary - 2 Rapid Fire Phasers

Secondary - 2 Multiwarhead Projectiles

Heavy - None

Advanced - None



"HUNTER" CLASS LIGHT CARRIER

Length: 504m

Crew: 400

Marines: 40

Max. Impulse: 1635 k/s

Manoeuvrability Rating: 0.22/0.09

Mass: Approx. 550

Hull Rating: 1.5

Shield Rating: 21.0

Armaments:

Forward

Primary - 1 Rapid Fire Phaser

Secondary - 2 ATG Projectiles (Ship)

Heavy - None

Advanced - GDDS (360)

Aft

Primary - 1 Rapid Fire Phaser

Secondary - None

Heavy - None

Advanced - None

Port & Starboard

Primary - 1 Rapid Fire Phaser

Secondary - None

Heavy - None

Advanced - None



"CLAW" CLASS SUPERIORITY FIGHTER

Length: 30.5m

Crew: 1

Marines: None

Max. Impulse: 2000 k/s

Manoeuvrability Rating: 0.74/1.59

Mass: Approx. 150

Hull Rating: 0.10

Shield Rating: None

Armaments:

Forward

Primary - 1 Rapid Fire Phaser

Secondary - 1 Ballistic Projectile

Heavy - None

Advanced - None

Aft

Primary - None

Secondary - None

Heavy - None

Advanced - None

Port & Starboard

Primary - None

Secondary - None

Heavy - None

Advanced - None



“SHARP TOOTH” CLASS FIGHTER / BOMBER

Length: 30.5m

Crew: 2

Marines: None

Max. Impulse: 1900 k/s

Manoeuvrability Rating: 0.57/0.96

Mass: Approx. 150

Hull Rating: 0.25

Shield Rating: None

Armaments:

Forward

Primary - 1 Rapid Fire Phaser

Secondary - 2 ATG Projectiles (Bomber)

Heavy - None

Advanced - None

Aft

Primary - None

Secondary - None

Heavy - None

Advanced - None

Port & Starboard

Primary - None

Secondary - None

Heavy - None

Advanced - None



CIVILIAN CRAFT

All data listed was acquired by the Klingon Imperial Intelligence Services and has been taken from captured design documentation and data tapes. Extraneous information has been removed for clarity.

“ALTAIR STAR” CLASS PASSENGER LINER

Length: 397m

Crew: 3000 (Passengers Included)

Marines: 5

Max. Impulse: 960 k/s

Manoeuvrability Rating: 0.27/0.13

Mass: Approx. 800

Hull Rating: 0.34

Shield Rating: 6.7

Armaments:

None



"TYPE 400" FREIGHTER

Length: 198m

Crew: 10

Marines: 1

Max. Impulse: 1000 k/s

Manoeuvrability Rating: 0.38/0.28

Mass: Approx. 300

Hull Rating: 0.64

Shield Rating: 13.0

Armaments:

Forward

Primary - 1 Phaser

Secondary - 1 Photon Torpedo

Heavy - None

Advanced - None

Aft

Primary - 1 Phaser

Secondary - None

Heavy - None

Advanced - None

Port & Starboard

Primary - None

Secondary - None

Heavy - None

Advanced - None



"BULLDOG" CLASS FREIGHTER

Length: 458m

Crew: 20

Marines: 2

Max. Impulse: 900 k/s

Manoeuvrability Rating: 0.30/0.16

Mass: Approx. 850

Hull Rating: 0.42

Shield Rating: 6.7

Armaments:

Forward

Primary - 1 Phaser

Secondary - None

Heavy - None

Advanced - None

Aft

Primary - 1 Phaser

Secondary - None

Heavy - None

Advanced - None

Port & Starboard

Primary - None

Secondary - None

Heavy - None

Advanced - None



"DY-6000" CLASS FREIGHTER

Length: 229m
Crew: 22
Marines: 4
Max. Impulse: 800 k/s
Manoeuvrability Rating: 0.27/0.12
Mass: Approx. 850
Hull Rating: 0.42
Shield Rating: 6.7
Armaments:

Forward

Primary - 1 Phaser
Secondary - None
Heavy - None
Advanced - None

Aft

Primary - 1 Phaser
Secondary - None
Heavy - None
Advanced - None

Port & Starboard

Primary - None
Secondary - None
Heavy - None
Advanced - None



"PORTER" CLASS FREIGHTER

Length: 610m
Crew: 26
Marines: 4
Max. Impulse: 800 k/s
Manoeuvrability Rating: 0.17/0.05
Mass: Approx. 1000
Hull Rating: 0.69
Shield Rating: 6.7
Armaments:

Forward

Primary - 1 Phaser
Secondary - None
Heavy - None
Advanced - None

Aft

Primary - 1 Phaser
Secondary - None
Heavy - None
Advanced - None

Port & Starboard

Primary - None
Secondary - None
Heavy - None
Advanced - None



"TYPE 800" FREIGHTER

Length: 534m

Crew: 30

Marines: 4

Max. Impulse: 800 k/s

Manoeuvrability Rating: 0.21/0.07

Mass: Approx. 1000

Hull Rating: 0.69

Shield Rating: 6.7

Armaments:

Forward

Primary - 1 Phaser

Secondary - None

Heavy - None

Advanced - None

Aft

Primary - 1 Phaser

Secondary - None

Heavy - None

Advanced - None

Port & Starboard

Primary - None

Secondary - None

Heavy - None

Advanced - None



CREDITS

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Paramount Pictures Present*

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Belinda "Vexen" Berglof
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Performed by: Members of the Seattle
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Audio Administrator: Gloria Soto
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Bill "Compress this!"
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Live Action Film Production provided by
An Ideal World

AN IDEAL WORLD

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 Norma
 Casting Ron Surma,
 Star Trek production
 at Paramount

Brad Sanders Academy Medical Officer,
 Freighter Captain 3,
 Wingman 7, Captain
 Ignatius Wright
 Ron Taylor Civil War Science Officer,
 Mobile Cargo Captain
 Philip Proctor Civil War Helm Officer,
 Taktor, Commander Roq
 Ron Feinberg Civil War Medical Officer,
 WuHey, Federation
 Commander 1
 Sean Smith Academy Science Officer,
 HoDytl Officer, Adel
 Radsek
 Michael Clarke Duncan Opening Movie Klingons

CAST

Christopher Plummer General Chang
 David Warner Gorkon
 Wayne Grace Poktari
 Fritz Sperberg K'Mak
 Andrew Palmer Jaghjech
 Blake Lindsley K'Porak
 Blake Hammond K'Mpec
 J. Paul Boehmer Melkor
 Paul Sandman Toq
 Douglas O. McDonald Kalnor
 Michael McFall Weapons Officer
 John Shull Extra 1
 Michael Bravehart Extra 2

VOICE CAST

Gregg Eagles Toriek
 Michael Dorn Thok Mak
 Wayne Grace Poktari
 Michael Gough Civil War Engineer,
 Battletation Commander

Barry Lynch Academy Helmsman,
 ra'wl'a Captain, Freighter
 Captain 1, tlHoy Captain
 Civil War

Keven M. Richardson Communications Officer,
 Garlok, Starbase 1,
 Tholian Commander,
 Tutorial Instructor

Perry Brown Civil War Marine
 Commander, Vutwl' Hech
 Captain

David Lodge Academy Weapons
 Officer, Chang's
 Communications Officer,
 Wingman 1, Povaq
 Captain

John Vernon Academy
 Communications Officer,
 Federation Commander 2

T.C. Carson Academy Engineer,
 Gorkon Allied Command,
 Starbase 2

Murphy Dunne Academy Security Officer,
 Freighter Captain 5,
 QeynoHo

John Shull Academy First Officer,
 Hovak Captain, Starbase 3

James Horan Academy Marine
 Commander, Starbase 4,
 Wingman 2, Romulan
 Captain 2

Jamie Alcroft Civil War Weapons Officer,
 Freighter Captain 2, Altair

Lex Lang Star Captain, Soorex
 Civil War First Officer,
 Hopogh Captain, Fed.
 Commander 4

Based on Star Trek, created by Gene Roddenberry
 (1921-1991)

Special Thanks to Rick Berman, Dave Rossi, Ron
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Chris Holland
 Tom French

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EUROPEAN PACKAGING A CREATIVE EXPERIENCE, LONDON

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NOTES

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