

## Federation Unit List

Trek Decade	VBAM	Class Name	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
2270s	2990	Antares Type Base	BASE	10	3/2	10	1(4)	1	-	-	8	Shields (3), Missile (+3 AS), Carrier
2270s	2991	Ayazaki	FF	5	1/6	2	0	1	2	1	0	Shields (1), Minesweeper (2)
2270s	2992	Miranda	DD	5	2/6	4	3	2	3	2	0	Shields (1)
2270s	2993	Constitution Mk2	CL	7	3/4	4	3	2	3	2	1	Shields (1), Scout (1)
2280s	2994	Excelsior	CR	11	4/3	5	3(5)	2	4	3	1	Shields (1), Scout (1), Explorer (1), Missile (+2AS), Diplomatic
2280s	2995	Hawk	MFTR	1/3	1/12	2	1	2	-	-	-	-
2290s	2996	Type 5 Shuttle	HFTR	1/3	2/12	1	0	0	-	-	-	Supply (1)
2290s	2997	Constellation	CL	7	3/4	4	2	1	4	2	3	Shields (1), Explorer (1), Carrier
2290s	2998	Oberth Mk2	FF	4	2/6	2	2	1	2	1	1	Shields (1), Trade
2300s	2999	Akula Mk2	FF	4	2/6	2	2	2	2	1	0	Shields (1), Police
2300s	3000	Starfleet Security	GRND	2	2/12	2	1	1	D2	-	-	Marines, Compact

Antares Type Base



Though not the largest stations maintained by Starfleet, Antares Type border bases are essential. Maintaining large compliments of repair shuttles and a modest squadron of Hawk fighters for defense, many of these stations orbit Federation worlds and provide the infrastructure for Starfleet.

Hawk Fighter



The two man Hawk class fighter is an older craft, but outclasses non-shielded fighters, its remarkable flexibility owing to its antimatter power core—rare on a ship so small. It is not equipped with torpedoes by default, but can redirect its central power to create antimatter bursts when in desperate straits.

Ayazaki Class



The tiny Ayazaki was once a combat corvette, but its small power source meant it was destined for a new role: minesweeping. Its maneuverability, high-detail short-range sensors, and more meant that it would be, with only a few upgrades, Starfleet's main minesweeper for the next seventy years or more.

Mk5 Shuttle



The Mk5 shuttle and its successors are important for the flexibility they give Starfleet—transferring personnel and supplies, landing on planets, conducting inspections, and more. Most Starfleet bases and task forces keep at least a few shuttles in their bays for support and repairs in the field.

Miranda Class



The Miranda was developed as a lighter cruiser than the complex Constitution class, with a smaller crew compliment and less complex scientific systems, but similar size, firepower, and power systems. The resulting ship would be a workhorse of Starfleet's patrol and deterrence fleets for the next century.

Oberth Class



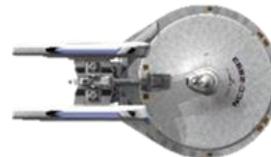
The Oberth was a scientific exploration and observation vessel. Its modern refits, though, are Starfleet's jack-of-all-trades. Plying high priority trade routes, observing strategic positions, and more, the little and flexible Oberth can deploy shuttles or Hawk fighters and support larger ships effectively.

Constitution Mk2 Class



The Constitution class was Starfleet's first hundred-year spaceframe when it was launched in the 2250s, with modular construction to make refits and upgrades easier. The ship's sensor arrays, science personnel, and engineering facilities make it an effective scout, exploration, or patrol vessel, though its refits lack the power reserves and long cruise endurance of early versions.

Constellation Class



Constellation cruisers were parallel in design to the Excelsior, but ultimately ended up being deployed as light carriers and long-endurance cruisers for science missions rather than flag exploration ships. Though relatively few were built, as the Excelsior design won out in the end, they remained in service for quite some time due to their flexibility.

Excelsior Class



The flagship of the fleet going into the 24th century, the Excelsior class has advanced shielding, translators, science and exploration staff, and the dilithium and deuterium storage to keep its up-to-date systems running on long cruises. Also part of the hundred year spaceframe initiative, the Excelsior stands ready for upgrades going forward and will be a long serving model.

Akula Mk2 Class



The Akula—one of the first ships in the modular construction program and based off a Constitution type saucer hull—is a smaller, cheaper ship on which all Starfleet officers are trained early on. As a result, they are often used for systems patrol, piracy interdiction, and other basic duties for green crews.

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3000s	3001	Centaur	CL	6	2/4	4	4	4	4	2	0	Shields (1)
3010s	3002	Shelley	CR	7	3/3	5	3	2	5	3	6	Shields (1), Carrier
3010s	3003	Hippocrates	DD	5	1/6	2	1	1	2	1	0	Shields (1), Hospital (2)
3010s	3004	UFP Regulars	GRND	4	1/6	5	2	1	D3	-	-	Marines
3020s	3005	Ambassador	BB	15	5/2	10	6(8)	4	6	5	2	Shields (2), Scout (1), Explorer (2), Missile (+2AS, +1 Scout), Diplomatic
3020s	3006	Peregrine	MFTR	1/3	1/12	2	2	2	-	-	-	-
3020s	3007	Apollo	HC	11	3/2	8	5(6)	4	6	4	1	Shields (2), Scout (1), Missile (+1 Scout, +1 AS)
3030s	3008	Constitution Mk3	CL	7	3/4	4	4	2	4	2	1	Shields (2), Scout (1)
3030s	3009	Miranda Mk2	DD	5	2/6	4	4	2	4	2	0	Shields (2)
3030s	3010	Excelsior Mk2	CR	8	3/3	6	4	2	6	3	1	Shields (2), Scout (1)

### Centaur Class



The first ship based on the Excelsior's successful spaceframe, this light cruiser is flexible, hard-hitting, maneuverable, and ubiquitous. Its speed and heavy phaser armament meant it would see use as an anti-fighter ship for years after the Excelsior modular building program had been shut down.

### Curry Class



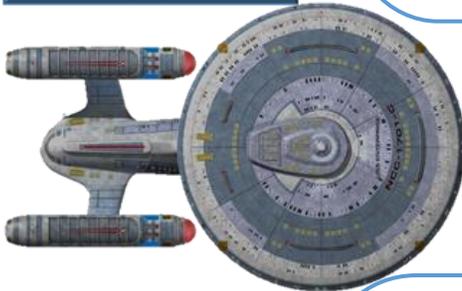
The second result of the Excelsior modular program, the Shelley rearranged the parts of a the Excelsior, removed most of its scientific and support systems, moved engineering to the saucer, and used the secondary hull's additional space for hangar and launch support space, creating Starfleet's first carrier.

### Hippocrates Class



As the Federation matured, older ship's onboard medical facilities could no longer keep up with ongoing catastrophes—whether they be pirate raids or natural disasters. The Hippocrates class ships were purpose built for medical aid and evacuation, and would see particularly heavy use during the Cardassian Border Wars to treat Starfleet marine casualties.

### Antares Type Base



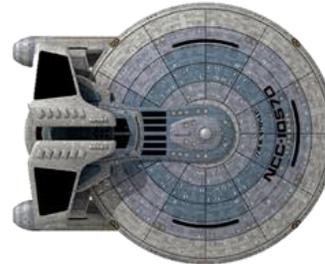
The next generation Ambassador project included new antimatter generation systems, dilithium and deuterium storage, and more. When finally launched, these huge vessels—37% larger in crew and displacement than the Excelsior—became flagship explorers of Starfleet for. Whether on endurance cruises or commanding battle task forces in the Cardassian Wars, they are justly storied ships.

### Peregrine Class



The advances in power generation yielded by the Ambassador project yielded a new fighter design, with mini-photon-torpedo launchers integrated. These Peregrine class ships—tough and flexible—were Starfleet's primary low warp fighter ship for many years, and were built in huge numbers.

### Apollo Class



The Apollo class was the only ship class directly spawned by the Ambassador project. Cheaper to crew and with fewer scientific facilities than the Ambassador, the Apollo class never really found a niche in Starfleet to match its capabilities, but as a capable mid-size cruiser, it could have been a replacement for the Excelsior for purposes of commanding large task forces.

### Constitution Mk3 Class



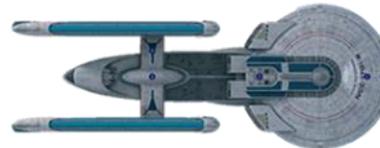
The Constitution's last refit came in the 2330s, marking the completion of the "century spaceframe" initiatives that would keep it in service until the end of the 2350s. Though they were no longer long-endurance exploration ships, these capable light cruisers still had unusually effective sensors and speed for their size, and the dozen or so Mk2s upgraded to Mk3 saw extensive use.

### Miranda Mk2 Class



The Miranda was, like the Constitution, upgraded to new standards in the 2330s. However, they stayed in service for even longer—their easy-to-train, easy-to-repair spaceframe proved one of the most ubiquitous and well known in Starfleet. These ships saw use as main line vessels, patrol ships, and reserve fleet mainstays well through the 2370s

### Excelsior Mk2 Class



Though no longer Starfleet's exploration flagship by the 2330s, having been replaced by the Ambassador, the Excelsior spaceframe became the default command cruiser in Starfleet, especially after all the ships were upgraded to the *Enterprise* standards tested in the 2310s. Excelsior ships were the most important combatants in the Cardassian Border Wars of the 2330s and 40s.

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3040s	3011	Aerie	FF	5	2/6	2	2	2	3	1	0	Shields (1), Atmospheric, Police
3040s	3012	Olympic	CL	7	2/4	4	3	2	4	2	1	Shields (2), Hospital (4)
3040s	3013	Colonial Garrison	GRND	3	1/8	3	2	2	D2	-	-	Anti-Aircraft
3040s	3014	Danube	GB	3	2/12	2	1(2)	1	1	.5	0	Shields (1), Missile (+1 AS), Atmospheric, Slow, Trade
3050s	3015	Nebula	BB	13	4/2	10	6 (8)	5	10	5	3	Shields (3), Missile (+2 AS, +1 Jammer), Scout (1)
3050s	3016	Galaxy	DN	17	6/2	12	8(10)	6	10	6	3	Shields (3), Missile (+2 AS, +1 Jammer, +1 Scout), Explorer (2), Scout (1), Diplomatic
3050s	3017	Saber	DD	5	2/6	4	4	3	4	2	0	Shields (2)
3060s	3018	Nova	FF	6	2/6	2	1	2	2	1	0	Shields (2), Scout (1), Atmospheric
3060s	3019	Akira	CR	7	3/3	6	5	4	6	3	4	Shields (2), Carrier
3060s	3020	Sirius Type Base	BASE	10	3/2	10	5(6)	3	-	-	10	Shields (5), Missile (+1 AS, +2 Jammer), Carrier

**Danube Class**



The Danube class straddles an odd line—slower and with less interstellar endurance than a true starship, but larger and more independent than a low-warp fighter craft. These ships were a mainstay of Starfleet in the late 24th century for piracy prevention, regional patrols, and semi-civilian trade.

Developed as a part of the Galaxy Class program, Nebulas found more use than their Apollo predecessors. Nebula vessels are often used to command task forces within the Federation, do short range exploration with shuttle supply support, and more—they are the most common capital ship in Starfleet.

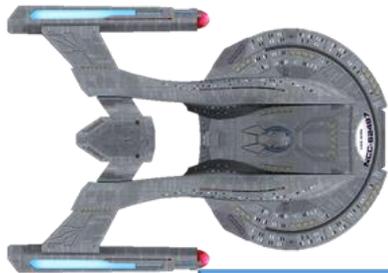
**Saber Class**



Developed as a replacement for the aging Miranda class, the Saber never fully replaced its cheaper predecessor despite its flexibility and greater survivability. However, the Saber did become useful during the Borg and Dominion crises, when its slight edge over the older ships could really show.

Starfleet had gone years without a small science vessel for careful exploration without the overwhelming force and sophisticated crew of a Galaxy or Ambassador ship, and the tiny Nova—with sophisticated sensors and speed, but not much else—became a common and important sight around the Federation.

**Nova Class**



**Akira Class**

A combination cruiser, light carrier, and more, the Akira project was a crash effort to build a ship to help Starfleet counter the Borg threat. Though the Excelsior's sensor and comms suite left it a commander's choice, the fighter support of Akiras made them a common, welcome addition to Starfleet.

**Aerie Class**



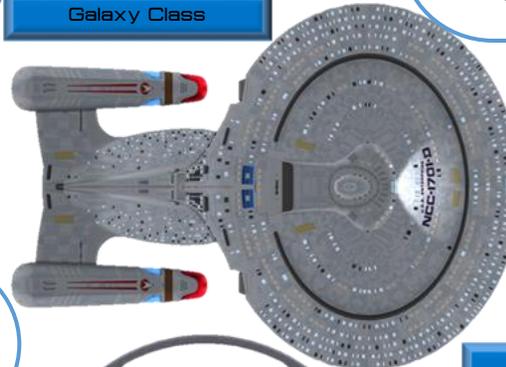
Part of the program to phase out the old Oberth and Akula classes, the Aerie was a small, flexible ship usually used for customs, escort, on-site scientific observation, and high-value personnel transport. Aerie class ships were often deployed alongside Danube runabouts for system policing.

**Olympic Class**



The success of the Hippocrates, and the continuing sad need to support Starfleet's ground forces and colonies with emergency medical facilities, led to the Olympic. Better able to protect itself and bigger than its predecessor, these hospital ships were few in number but of great strategic importance.

**Galaxy Class**



The Galaxy Class Project, begun after the many spin off technologies of the Ambassador proved the importance of such "next generation" leaps, did not launch its ships for a decade and change. The resulting new vessels, though, were a symbol of Federation unity, Starfleet's philosophy, and more. The Galaxy would be Starfleet flagships and explorers through most of the Dominion War and after.

**Sirius Type Base**



Though Antares Type outposts were important to the growth of Starfleet and the Federation, they were becoming very outdated by the start of the 2360s. The new model "Sirius" planetary outposts had greater shielding, more weapons emplacements, and additional hangar space to accommodate shuttles and Peregrine class fighters for fleet support, repair, and planetary defense. Though it took time to replace the old Antares model, these would eventually become just as ubiquitous.

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3070s	3021	Intrepid	CL	8	4/4	4	4	3	4	2	1	Shields (3), Scout (1), Atmospheric, Fast
3070s	3022	Defiant	FF	5	2/6	3	3	2	2	1	0	Shields (2), Armor, Atmospheric
3070s	3023	Sovereign	DN	18	6/2	12	10(12)	6	10	6	4	Shields (4), Missile (+2 AS, +1 Jammer, +1 Scout), Explorer (2), Scout (1), Diplomatic
3070s	3024	Starfleet Marines	GRND	3	2/8	3	2	2	D3	-	-	Marines, Compact
3080s	3025	Valkyrie	MFTR	1/3	1/12	3	2	2	-	-	-	-
3080s	3026	Typhon	CH	10	4/2	8	4	2	10	4	8	Shields (3), Missile (+2 Jammer, +1 AS) Armor, Carrier
3080s	3027	Prometheus	CR	9	3/3	6	6	4	4	3	0	Shields (3), Guardian (2), Disruptor (2), Armor
3090s	3028	Luna	CR	10	3/3	6	5	3	4	3	2	Shields (3), Scout (1), Explorer (2), Missile (+1 Jammer, +1 Scout)
3090s	3029	Exeter	CL	7	4/4	5	5	4	4	2	0	Shields (3), Scout (1), Fast
3090s	3030	Odyssey	SDN	19	7/2	14	12(14)	7	12	7	6	Shields (5), Missile (+2 AS, +1 Jammer, +2 Scout), Explorer (2), Scout (2), Diplomatic, Carrier



Intrepid Class

The Intrepid uses revolutionary variable-geometry warp drives, bioneural computers, and other advances derived from the First Borg Crisis to yield a light cruiser well equipped to replace the aging Constitution MK3 for internal and near-border exploration, patrol, and science duties.



Typhon Class

As the Dominion War reached its height, it was clear it wouldn't be the end of the turmoil. Alongside the Prometheus, the Typhon was part of a new combat fleet, a command carrier intended to establish system dominance and control with next-generation fighter craft and sensor and comms blocking probes.

Defiant Class



Starfleet designs few warships, but the Defiant is one. The design was revived and quickly put into production as hostilities with the Dominion heated up in the 2370s, and the resulting light combat vessel was an essential part of Federation fleets of the late 2300s, delivering great survivability and punch for its size.

Valkyrie Class



The Peregrine was aging, and often came off with high casualty ratios during the Dominion war. The Valkyrie—faster, better armed, more modernized—was its two man replacement. Intended for deployment on the Typhon class, it eventually replaced the Peregrine across Starfleet's active ships.

Sovereign Class



The result of a third leap-ahead program, the Sovereign never replaced the Galaxy class, but did surpass it, especially in combat situations—a result of Starfleet's increasing awareness of threats like the Borg and Dominion.



Luna Class

A next-generation explorer based on the Sovereign project, the Luna was put on hold by the Dominion War and the first ships were not completed until 2378. However, they were the first long-range, non-flagship exploration and science cruisers since the 2320s—an important milestone for Starfleet.

Prometheus Class



The Prometheus is another exception to the rule of Starfleet's reluctance to build combat ships. With high-profile assault modes, heavy weapons, and few science or other crews, the Prometheus is a deadly tactical cruiser - and little more.

A reaffirmation of Starfleet's values, these last 'leap-forward' ships were intended for very deep space exploration, shows of flag force, and sheer symbolism. More than a kilometer long, only two were ever built—but they were legendary vessels.

Exeter Class



A spinoff of the Odyssey "next generation" program, these light cruisers are, in design, an homage to the three-generation Constitution class ships, and fulfill a similar mission profile—patrol, fleet support, and local exploration.

Odyssey Class

