



UNITED FEDERATION of PLANETS

Starting Sector (Eridani Sector)

Name	CAP	RAW	CEN	MOR	PROD	EP	Trade
Earth	10	6	7	5	4	28	4
Vulcan	4	2	2	2	3	6	3
Tellar	5	2	3	2	3	6	3
Andor	4	3	2	2	3	6	3

GDP: 46

Trade: 13

Starting Forces

Class	#	MTC	Class	#	MTC
Starfleet Security	12	4	Ares	6	2
Constitution	8	6	Mk 5 Shuttle	8	3
Archer	12	4	Watchtower	1	3
Bonaventure	6	3	Early Fighters	12	1
Civilian Convoy	4	2	Shipyard	2	2

Total Maint Cost: 31

The United Federation of Planets is the newest actor on the galactic stage, but shows great promise. As an open, multispecies alliance valuing science, diplomacy, and self-determination, they have avoided many of the problems of civil war and conflict which afflict other galactic powers. Though Humans, from the planet Earth, are the dominant species in both number and influence in the Federation, other members are no less valued and have equal rights. The spacefaring arm of the Federation is known as Starfleet, and it fulfills civil, military, and scientific missions for the political side of the Federation. As a society, the Federation excels at producing skilled and motivated leaders as a result of its emphasis on personal freedom and achievement, but its decentralized and peaceful nature makes military expansion difficult at best.

Government Type

- Social
- Representative

Faction Traits

- Gifted Negotiators
- Expert Scientists
- Utopian Society

Era 1: Klingon Cold War (2200s-2260s)

Class Name	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
Starfleet Security	LGRND	2	2/6	3	2	1	D2	—	—	Marines
Watchtower	CBBSE	11	3/2	14	11	5	—	—	6	Carrier, Shields
Mk5 Shuttle	MFTR	3	3/12	3	0	1	—	—	—	Supply (1)
Constitution	CL	6	3/4	5	4	2	4	2	1	Explorer
Bonaventure	DD	5	3/6	4	2	2	2	1	0	Scout (1)
Archer	CT	3	1/6	2	2	2	2	1	0	Atmospheric
Ares	DD	4	2/6	4	4	2	2	1	0	

Era 2, +10% CP: Post-Khitomer Expansion (2270s-2320s)

Class Name	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
Antares	CLBSE	6	3/4	10	6	4	—	—	4	Missile (+1 Jammer)
Peregrine	MFTR	3	2/12	3	2	2	—	—	—	Strikefighter
Constitution Refit	CL	6	3/4	6	4	3	4	2	1	Explorer
Miranda	DD	4	2/6	5	4	2	2	1	0	
Oberth	CT	3	2/6	3	1	1	2	1	0	Scout (1)
Constellation	CL	6	4/4	5	2	1	3	2	4	Missile (+1 Scout), Carrier
Excelsior	CR	8	3/3	7	5	3	5	2	2	Shields

Era 3, +20% CP: The Next Generation (2330s-2360s)

Class Name	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
Danube	SHFTR	5	4/12	6	3	3	—	—	—	Strikefighter
Olympic	CL	7	2/4	6	3	2	3	2	2	Hospital (3)
Nebula	CB	11	3/2	9	7(8)	5	7	3	0	Missile (+1 Jammer, +1 AS)
Galaxy	DN	15	6/2	13	10	6	8	4	3	Shields, Explorer, Missile (+2 Scout)
Nova	CT	3	2/6	4	1	1	2	1	0	Scout (1)
Akira	CR	9	3/3	8	3	3	4	3	6	Shields, Carrier
Ambassador	BB	13	3/2	11	8	5	6	3	3	Shields

Era 4, +30% CP: Crisis of the Federation (2360s-2390s)

Class Name	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
Starfleet Marines	MRGND	4	3/6	4	3	3	D2	—	—	Marines
Valkyrie	LFTR	2	2/12	3	0	2				
Sovereign	BB	12	3/2	12	9(10)	6	7	3	2	Missile (+1 Disruptor, +1AS)
Intrepid	CL	7	3/4	6	5	3	4	2	1	Scout (1), Fast
Saber	DD	4	2/6	6	5	3	2	1	0	
Defiant	CT	2	2/6	4	3	2	2	1	0	Shields, Armored
Prometheus	CR	10	3/3	8	6	4	4	2	0	Guardian (2), Disruptor (2), Missile (+1AS, +1AF)

Universal Units (-10% CP)

Class Name	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
Early Defense Station	CTBSE	2	1/6	3	3	3	—	—	2	
Early Fighters	LFTR	1	1/12	1	1	1	—	—	—	
Early Escort	DD	4	2/6	3	2	2	3	1	1	
Early Warship	CR	8	2/3	5	4	3	4	3	2	
Early Carrier	CL-V	6	3/4	4	2	1	3	2	4	Carrier
Early Scoutship	CT	3	2/6	2	0	1	2	1	0	Scout (1)
Early Dropship	CT	3	2/6	2	0	1	2	1	0	Assault (2)
Planetary Militia	LGRND	2	1/6	3	1	1	D2	—	--	
Early Explorer Ship	CT	2	2/6	4	0	0	3	1	0	Explorer
Supply Ship	DD	3	3/6	4	0	0	3	1	0	Supply (2)
Warp Tug	CT	3	1/6	2	0	0	2	1	0	Tug (2)
Mobile Shipyard	CR	9	3/3	5	0	0	4	3	0	Atmospheric, Shipyard (4)
Shipyard	BASE	20	2/1	10	0	0	2	1	0	Civilian, Shipyard Construction Capacity 10
Civilian Shipping	CRC	20	1/12	10	0	0	0	1	0	Civilian, can be used for Trade, Transport, or Colony.
Civilian Starport	BASE	20	0	10	0	0	2	1	0	Civilian, increases trade income in system +1.
Supply Depot	GRND	20	2/1	10	0	0	D2	1	0	Civilian, system acts as a supply source.



Watchtower Type Base



Antares Type Base



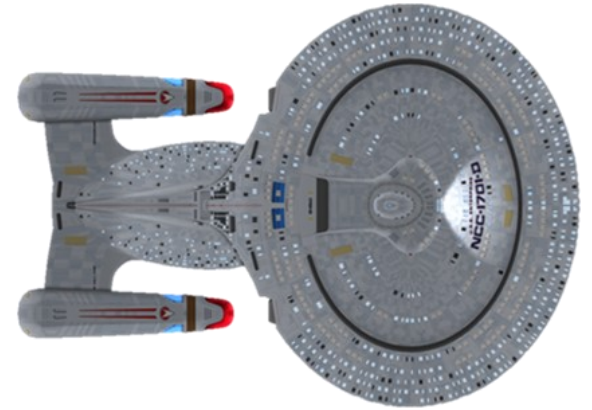
Starfleet Security



Starfleet Marines



Nebula Class BB



Galaxy Class DN



Archer CT



Oberth CT



Nova CT



Defiant CT



Bonaventure DD



Ares DD



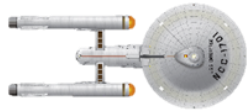
Miranda DD



Saber DD



Sovereign Class BB



Constitution CL



Constitution Mk2 CL



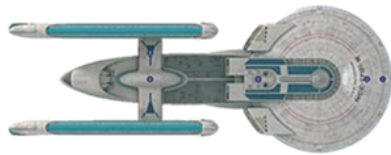
Constellation CL



Olympic CL



Intrepid CL



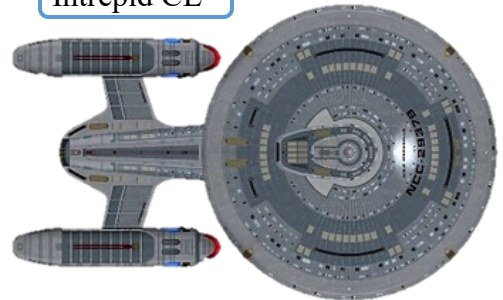
Excelsior CR



Akira CR



Prometheus CR



Ambassador CB



Mk5 Shuttle



Peregrine MFTR



Valkyrie LFTR



Danube SHFTR