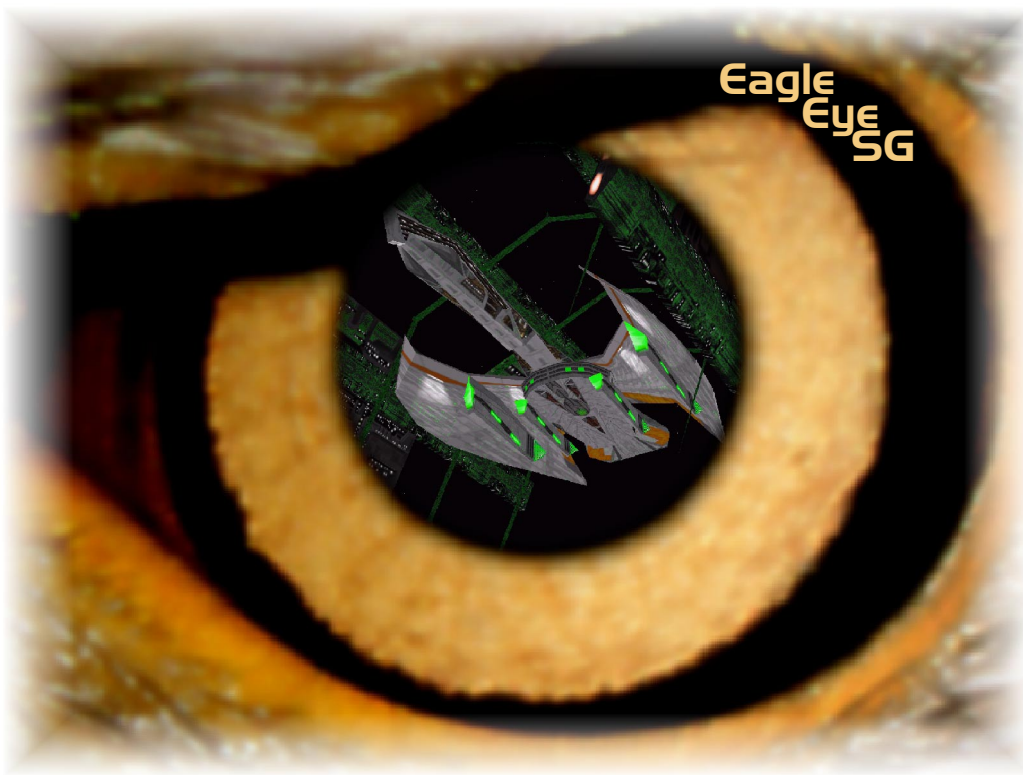


ShipEdit 3.0 Manual



& Reference Guide

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Starfleet Command II Empires at War

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Table of Contents

Forward	6	Main Window (Fighter)	20
Known Issues	7	Race	20
Section I		Class	20
ShipEdit Operation	8	Full Name	20
Main Window	9	Info	20
Menu	9	General (Fighter)	20
Race	10	Systems	20
Class	10	Weapon	21
Class Type	10	UI	21
Full Name	10	Geometry	21
Info	10	Weapons Edit (Fighter)	22
General	11	Section 2	
General	11	shiplist.txt File	23
Year Available	11	Race	24
Refits	11	Hull Type	24
UI	12	Class	25
Geometry	12	Class Type	25
Power/Systems	12	BPV	25
Engines	12	Special Role	25
Hull Systems	13	Year First Available	26
Movement	13	Year Last Available	26
Defensive	13	Size Class	26
Systems	14	Turn mode	26
Shields	14	Move Cost	27
Hull/Shuttle/Crew	14	HET +2 Turns & Nimble	27
Hull	14	HET Breakdown	27
Crew	14	Stealth (+ECM)	28
Boarding Parties	15	Regular Crew	28
Fighter Bays	15	Boarding Parties	28
Fighter Types	15	Deck Crews	28
Shuttles	15	Total Crew	28
Weapons	16	Min Crew	29
Heavy Weapon	16	Shields	29
Weapon	16	Cloak	29
Weapon	16	Num	30
T Bombs	17	Heavy Weapon	30
Nuclear Mines	17	Arc	30
Drone Rack B	17	Weapon	31
Drone Control	17	Probes	31
Weapons Edit	18	T Bombs	31
Comment	19	Nuclear Mine	32
		Drone Control	32

Table of Contents Continued

Section 2

sfbspcl3.txt File cont.

ADD_6 ADD_I2	32
Shuttles	32
Size	32
Launch Rate	32
General	32
Fighter Bay	33
Fighter Type	33
Armor	33
Forward Hull	33
Center Hull	33
Aft Hull	33
Cargo	33
Barracks	34
Repair	34
R_L_Warp	34
C_Warp	34
Impulse	34
Apr	34
Battery	34
Bridge	35
Security	35
Lab	35
Transporters	35
Tractors	35
Mech Tractors	35
Special Sensors	35
Sensors	36
Scanners	36
Explosion Strength	36
Acceleration	36
Damage Control	37
Extra Damage	37
Ship Cost	37
Refit Base Class	37
Geometry	37
UI	37
Full Name	38
refits	38
Balance	38
End	38

Section 3

ftrlist.txt File

	39
Race	40
Type	40
Speed	40
Num	41
Weapon	41
Arc	41
Shots	41
ADD_6	41
Ground Attack Bonus	42
ECM	42
ECCM	42
BPV	42
Carrier Size Class	42
First Year Available	42
Last Year Available	42
Size	42
UI	43
Geometry	43
Name	43
Authors Note	43

Appendix A

Spreadsheet column charts	44
shiplist.txt chart	45-46
ftrlist.txt chart	47

Appendix B

Weapon Firing Arcs	48
Arcs Illustration	49

Appendix C

User Interface Drawings	50
Federation	51
Gorn	52
Hydran	53
ISC	54

Table of Contents Continued

Appendix C

User Interface Drawings cont.

Klingon	55
Lyrans	56
Mirak	57
Multiracial / Monster	58
Neutral	59
Homeworlds / Orion	60
Romulan R type	61
Romulan K type	62

Appendix D

Starfleet Command Weapons

Phaser I	64
Phaser 2	65
Phaser 3 & G	66
Phaser 4	67
Disrupter (normal)	68
Disrupter (overload)	69
Photon Torpedo (normal)	70
Photon Torpedo (overload)	71
Photon Torpedo (proximity)	72
Fusion Beam (normal)	73
Fusion Beam (overload)	74
Fusion Beam (suicide)	75
Hellbore (normal)	76
Hellbore (overload)	77
ESG	78
Plasma R	79
Plasma R EPT/Shotgun	80
Plasma S	81
Plasma S EPT/Shotgun	82
Plasma G	83
Plasma G EPT/Shotgun	84
Plasma F	85
Plasma I	86
Plasma D	87
PPD (undererload)	88
PPD (normal)	89
PPD (overload)	90

Drone Type I & Type 4	91
Drone A	92
Drone B	93
Drone C	94
Drone E	95
Drone F	96
Drone G	97

Appendix E

Ship lists with BPV	98
Federation	99
Gorn	100
Hydran	101
ISC	102
Klingon	103
Lyrans	105
Mirak	106
Monsters	107
Neutral	107
Orion Pirate	108
Romulan	109

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Taldren art.

Forward

The game of Starfleet Battles came about many years ago as a simple little board game found in a small plastic pouch. It was soon followed by 2 more add on packs, quite a few miniatures, and several rules rewrites and reprints.

The miniatures coupled with the detailed rules made for an instant hit among those in the gaming community. I know that it caught my avid curiosity, and with the release of the Star Trek movies, many of us started designing new ships to represent those seen on the screen.

Now with the advent of computers, there has come a new computer game based on the original board game. With this has also come a whole new group of people designing and modifying ships for the game. The need for an easy and accurate way to edit the main ship database file became apparent.

The first such file was released shortly after the Starfleet Command Demo hit the internet. It was a great help for all those interested in being creative. Unfortunately, it slid to the wayside after the full game was released.

Then, after months of using various programs to edit the vast database of the sfbspc13.txt file, a new programmer decided, enough was enough and wrote a new utility for this task and released it. It was my privilege to be one of those first beta testers, and it inspired me to also offer quite a number of suggestions for the GUI (Graphical User Interface) of the program. My many thanks to James Carter on his simple beginning, and allowing me to participate in the design of the utility you now have in your hands.

This manual is primarily designed to be a source of information. As such much of the information found herein is derived from several sources and from the experimentation done by James and myself on the game. In some cases it is "for reference only", as there are no exact figures available. Many of the graphic references on the following pages are new work based on graphics from SFC and SFC 2. Some parts such as the planet UI graphics, and weapon UI's are partial Taldren art used for that interface

Paul J Schaefer Dec 6, 2000



Known Issues

We have attempted to create as bug free a utility as possible, but due to time and available information constraints, this was not entirely possible. Thus there are a few items that are either not possible to rectify, or will be corrected once SFC2 has been released and the specifications have been fully set.

Here are the known Issues:

1. All the icons and folders overlap each other.

This is caused by using the Large Fonts setting in Windows. We are aware that there are many of you with vision difficulties. This setting in Windows not only makes the fonts larger but changes all alignment settings for icons. This is not fully fixable without completely rewriting the entire program, though some adjustments have been attempted to alleviate the problem. As a suggestion, try using the Small Fonts setting in Windows and then customize the ITEM in DISPLAY PROPERTIES>APPEARANCE. Text sizes, Icon sizes, and spacings for most all Windows items can be set to personal preferences without the problems associated with Large Fonts. This has the added benefit of being 100% compatible with about every program out there.

2. It doesn't work with SFC 1

Unfortunately, no, ShipEdit version 3.0 does not work with the original Starfleet Command. There were just too many changes to the files and what they did to make ShipEdit fully backward compatible. The good thing is that ShipEdit version 2.0 does just fine.

3. The Fighter Types for the fighter bays does not seem to be working properly. This is one of those "rush to get it out" problems. Due to the fact that SFC2 has a separate fighter list file, this needed to be tied in. There was not quite enough time to work it in before going gold. It is first item on the " fix " list.

Section I

ShipEdit v 3.0

Operation

As a quick reference, the text in **Violet** is the name of the editing group. Some text is in a **Medium Blue**, and that is indicative of a link to that particular item in other parts of the manual. Some **Violet** items also link to entries in elsewhere in this manual.

Section 1 mainly deals with general information about the different items in ShipEdit. For more detailed information on the referenced items refer to Sections 2, 3, or the Appendices.

ShipEdit Operation

The Main Window

The main window of ShipEdit (SE) is like many other windows utility programs, in that it has the menu bar and then the various functions underneath.

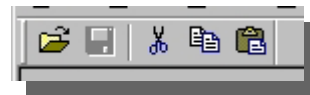
File has the following functions:

- Open (Ctrl+O)
- Save (Ctrl+S)
- Save As
- Export For exporting a single ship file.
- Import For importing a single ship file.
- 1-4 Locations of previously selected sfbspc13.txt files.
- Exit



Edit has the following functions:

- Undo (Ctrl+Z)
- Cut (Ctrl+X)
- Copy (Ctrl+C)
- Paste (Ctrl+V)



View has the following functions:

- Tool Bar
A toggle for the icons just below the menu.
- Status Bar
A toggle for the information line at the bottom of the window.

Settings has the following function:

- Enable Tooltips
A toggle for the tool tips that pops up to describe what a button is.



Enable Range Checking

A toggle to turn on and off the limits placed on the various data entry boxes. It is recommended that this be left on. Placing values larger than what the game will accept can have unpredictable results.

ShipEdit Operation Continued



Race

This main data entry is to select which **Race** group to edit. This is done by simply selecting one of the race buttons in the window under the dialogue box. To change the Race of a particular ship Class, simply press the "Change" button and select the new Race.

The currently active Race name will show up in the box just above the buttons, and the button will show the full colored icon.

Information on the selected race will be displayed in the Info Box.

Class

The **Class** of ship selected from the drop down menu. In SFC 1 the class was hard coded into the game and could not have a new class added. In SFC 2 this was changed to allow player customization. Selection of the "Add New Ship" button will allow this to be easily done.



Class Type

This is a new entry for SFC 2. Select the appropriate **Class Type** from the drop down menu. It should be equivalent to the Hull Type and Class.



Full Name

This is an entry for a **Full descriptive name** for a ship class. For example: Galaxy Class Explorer, or Dietrich Class Assault Destroyer. It is not an individual ship name, although some classes are named after the first ship built of that class.



Ship Class

Select different ship Classes by Race

Note: New Classes cannot be added without major program modifications

Info Box

The quick information readout that gives a condensed description of the current item being edited. This enables a quick decision on what can and cannot be written in a particular entry box.

In some cases there is very little information to go on, in others quite a bit.

For more information on a particular item refer to the full descriptions later in this manual.

ShipEdit Operation Continued

General Folder

This is the basic setup for how things will look and work. There are 5 groups in this folder that cover the interfaces and designations of the ship.

General

This group has data boxes for **Hull**, **Special Role**, **Balance**, **BPV**, and **Ship Cost**.

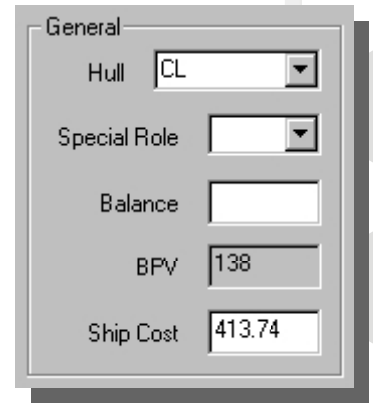
The Hull and Special Role entries are selected from the drop down menus. They can be entered by hand, but if an incorrect entry is made it might not be saved.

Hull determines the base type of ship, and while many types are found in the game only 5 types are available for selection by players. They are FF, DD, CL, CA, and DN.

The Special Role and Ship Cost entries are for the single player campaign game and can affect if and when a ship can be available for a player to buy.

Balance is a tweak to adjust BPV where a ship actually plays as a more difficult opponent than its current BPV indicates.

BPV is an Auto-Calc function as of ShipEdit v 2.0. Much time and effort was put into making this as accurate as possible. Since many of the original SFB ship BPV had a basic type calculation done and then were tweaked by hand, it was quite a challenge to make consistent and accurate. Most of the ships BPV when tested remained exactly on the money. There were a few, mainly Base Stations that differed by 1 or 2 points. This slight inaccuracy is so far outweighed by the ease of use and consistency this feature gives that the point or 2 difference on a 200 to 300 point base is negligible.

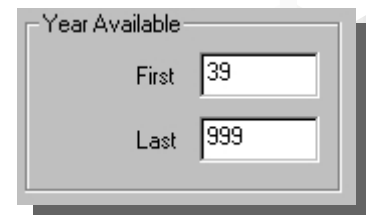


The General folder settings window shows the following values:

Field	Value
Hull	CL
Special Role	
Balance	
BPV	138
Ship Cost	413.74

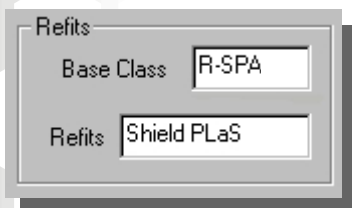
Year Available

The time frame that a ship is available. This is in years added to the base year of 1162. When designing a ship the **Year First Available** is used to determine when the ship is available for skirmishes and multi player. In SFC 2 a negative number can be placed here for a year prior to 1162. It is not known if **Year Last Available** is used at this time, though it could be used with the new Dynaverse 2 to remove obsolete ship types.



The Year Available settings window shows the following values:

Field	Value
First	39
Last	999



The Refits settings window shows the following values:

Field	Value
Base Class	R-SPA
Refits	Shield PLAS

Refits

These entries are purely for information, and have no real impact on game play. **Base Class** is the Ship Class that this class is built from, while **Refits** is a list of modifications.

ShipEdit Operation Continued

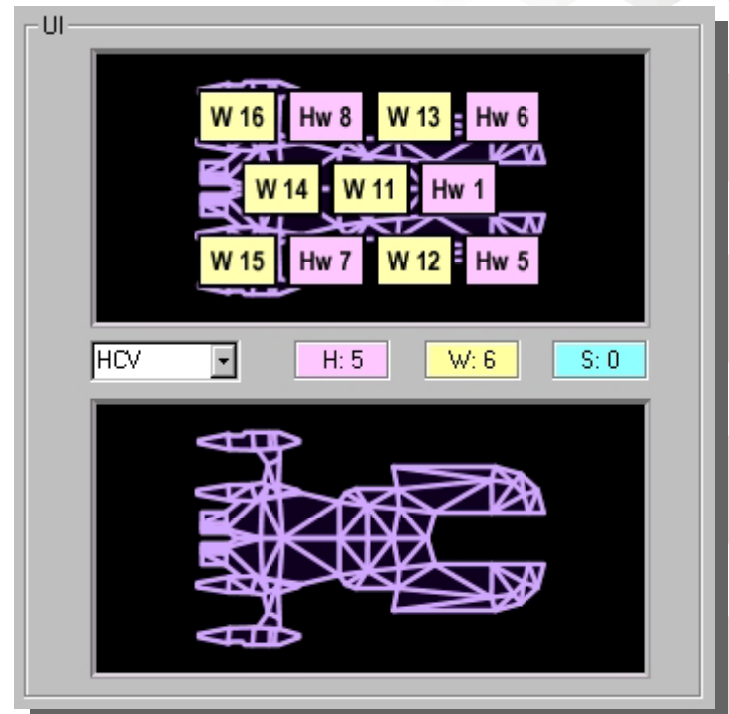
UI

This is the most complex part of Ship edit. It has graphic representations of all the usable User Interface panels from SFC 2. The User Interface, or UI is selected from the drop down menu located between the 2 graphic representations. The upper graphic shows all the available hardpoints for weapons on the selected UI. The lower graphic is what the UI looks like when no hard points are used.

The number in the light red box is the maximum number of heavy weapons available. The light yellow box is the number of regular weapons (phasers) that are available, and the light blue box is the number of shared regular/heavy hard points.

As the different UI is selected, the graphics change to show what the selection looks like both ways, and updates the quantities in the colored boxes. There are some UI panels that have no hard points at all, thus the upper and lower graphic is the same for them.

Not all of the hard points in a UI are placed in a symmetrical manner. The layout is done as the panel shows in SFC 2.

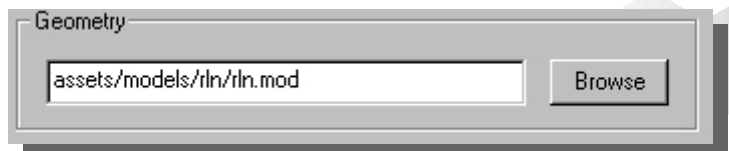


Geometry

The **Geometry** is the path to the actual model that SFC 2 uses in the game.

Simply enter the path to the model or “mod” file that is desired, or use the

Browse button to navigate to the desired location. New or additional ship directories can be added to the SFC/Assets/Models directory or a special “new Mods” sub directory can be added through Windows Explorer.

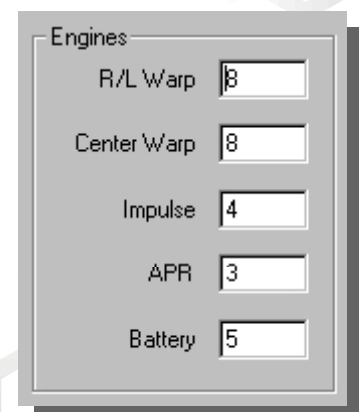


Power/Systems

Engines

The engine group is made up all datums that supply power. Warp power, **Impulse** engines, **Apr**, and **Battery**.

The warp power is supplied by **R/L Warp** and **Center Warp**. R/L Warp is entered as a value for a single engine and is then doubled by SFC 2. Center Warp is also entered as a single



ShipEdit Operation Continued

engine, but is not doubled. In the case of 2 Center Warp engines, enter the value of both engines added together.

Impulse engines are mainly the sub-light engines. Only 1 point of energy from impulse can be used for movement. The rest is used for other internal power needs. **APR** or reactor power also is used for internal power needs.

Battery is for energy storage while an excess of energy is available. This then can be used for internal needs when warp and impulse energy is needed elsewhere.

Hull Systems

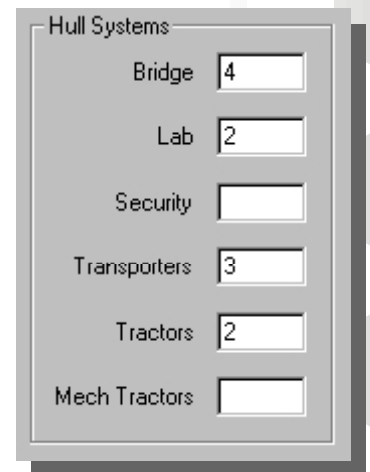
Systems that affect defense, offence, and repair when engaged in combat. **Bridge** affects maneuverability, and speed.

Lab helps with doing sensor readings on monsters and can assist with scanner readings. Labs in SFC 2 aid in shield repair by repairing additional points per 4 labs per turn.

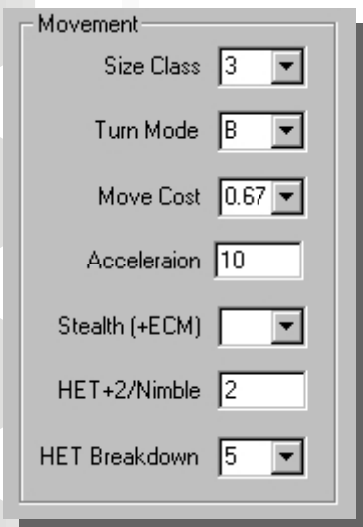
Security is mainly used by Klingon race ships. This system can help prevent damage from Hit & Run raids.

Transporters are used for placing T bombs and for moving boarding parties to enemy ships for Hit & Run raids on weapons and systems.

Tractors are used for defense against missiles and for towing other ships and objects. The number here is how many tractors a ship can have. There is a limit of 6 in the Defence Panel, so no more than this can be used at one time.



Hull Systems	
Bridge	4
Lab	2
Security	
Transporters	3
Tractors	2
Mech Tractors	



Movement	
Size Class	3
Turn Mode	B
Move Cost	0.67
Acceleration	10
Stealth (+ECM)	
HET+2/Nimble	2
HET Breakdown	5

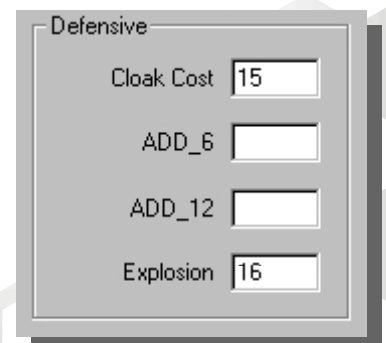
Movement

These entries affect movement, speed, and ability to turn.

Size Class is 1 to 6 with 6 being the smallest like a shuttle and 2 being used for Starbases. The Turn mode entry sets how fast a ship can turn. The **Move Cost** entry is for the cost to move a distance of 1. **Acceleration** is usually one of 3 values 5, 10, and 15. **Stealth** can add to ECM effectiveness. **HET +2/Nimble** and **HET Breakdown** are interrelated. The HET +2 give the percent chance of success, and the HET Breakdown is the chance the ship has of breaking if there isn't a high enough percent left to do a full turn.

Defensive

The purely defensive systems. **Cloaking**, **ADD** (Automatic Defence Device) and **Explosion**. Cloaking affects lock on and ability of enemy ship to target. ADD's while not implemented in SFC 1, are quite effective in SFC 2 against missiles, shuttles, and fighters. Explosion is the amount of damage done to the immediate area when a ship is destroyed.

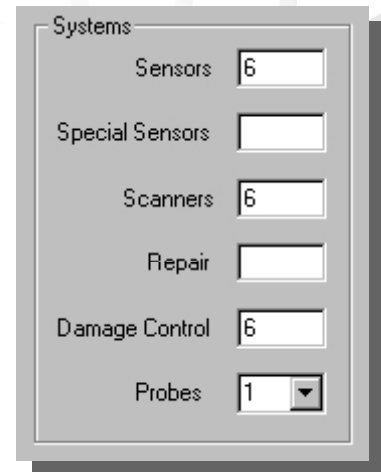


Defensive	
Cloak Cost	15
ADD_6	
ADD_12	
Explosion	16

ShipEdit Operation Continued

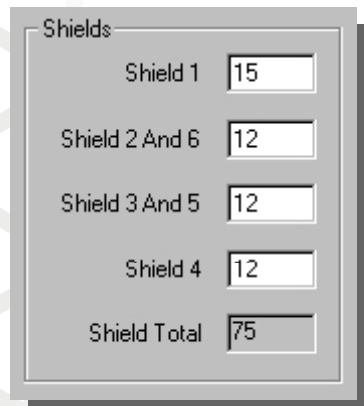
Systems

Sensors, and **Scanners** affect how well a ship can gain and keep weapons lock and the ability to watch and target another ship. **Special Sensors** are not used in SFC 2, but could be used in later releases. **Repair** might affect the speed that weapons can be fixed after being damaged. **Damage Control** is the number of spare parts that a ship normally carries. **Probes** are for doing long range scans of enemy ships or for a low power short range weapon.



A screenshot of the 'Systems' window in ShipEdit. It contains six input fields: 'Sensors' with the value 6, 'Special Sensors' which is empty, 'Scanners' with the value 6, 'Repair' which is empty, 'Damage Control' with the value 6, and 'Probes' with a dropdown menu showing the value 1.

Systems	
Sensors	6
Special Sensors	
Scanners	6
Repair	
Damage Control	6
Probes	1



A screenshot of the 'Shields' window in ShipEdit. It contains five input fields: 'Shield 1' with the value 15, 'Shield 2 And 6' with the value 12, 'Shield 3 And 5' with the value 12, 'Shield 4' with the value 12, and 'Shield Total' with the value 75.

Shields	
Shield 1	15
Shield 2 And 6	12
Shield 3 And 5	12
Shield 4	12
Shield Total	75

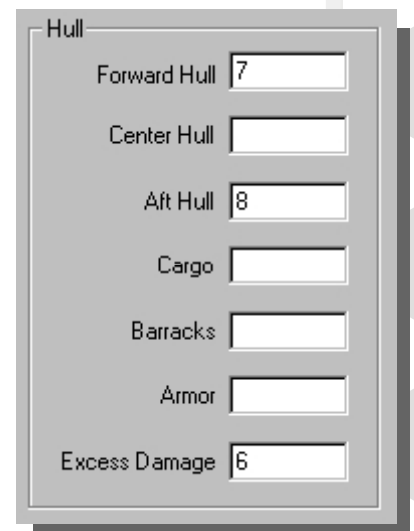
Shields

Each entry is half of the true **shield** values. For example: an entry of 15 equals 30 shield points in the game for shields 1 and 4. The shield 2/6 and shield 3/5 entries each apply to both of the side shields. The shield total is all six shield strengths added together. This figure is then used in BPV calculation.

Hull/Shuttle/Crew

Hull

These are the entries for the actual physical part of the starship. The Hull boxes are split up for **Forward**, **Center** and **Aft Hull**. The entries in these depend on the actual shape of the model used. **Cargo** is mainly for freighters and cargo carriers. **Barracks** are for use in Commando (Special Role M) ships that carry large numbers of **Boarding Parties**. **Armor** was mainly used on early ships in place of, or in addition to shields, to give more protection to the internal systems of a ship. Finally **Excess Damage** is taken after a damaged system or hull is completely destroyed. When all Excess Damage is gone the ship explodes.



A screenshot of the 'Hull' window in ShipEdit. It contains seven input fields: 'Forward Hull' with the value 7, 'Center Hull' which is empty, 'Aft Hull' with the value 8, 'Cargo' which is empty, 'Barracks' which is empty, 'Armor' which is empty, and 'Excess Damage' with the value 6.

Hull	
Forward Hull	7
Center Hull	
Aft Hull	8
Cargo	
Barracks	
Armor	
Excess Damage	6



A screenshot of the 'Crew' window in ShipEdit. It contains four input fields: 'Regular' with the value 30, 'Minimum' with the value 4, 'Deck' with the value 2, and 'Total Crew' with the value 36.

Crew	
Regular	30
Minimum	4
Deck	2
Total Crew	36

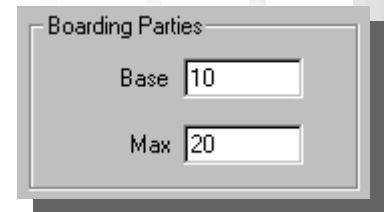
Crew

The personnel required to run a ship. Crew is lost as a ship takes damage. Minimum crew is the minimum required to still control all ship systems. Total Crew is a combination of Regular, Deck and Boarding Parties.

ShipEdit Operation Continued

Boarding Parties

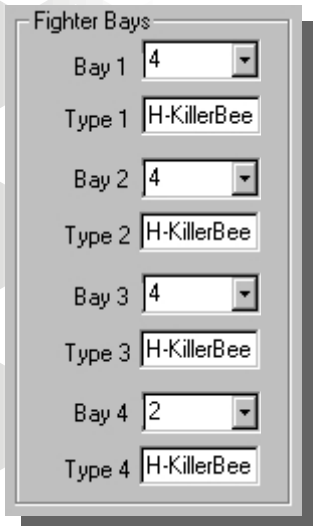
Base number is that normally found on a ship. The maximum number can only be added while a space dock before a skirmish. The rule of thumb is that the maximum is double the base amount.



Boarding Parties	
Base	10
Max	20

Fighter Bays

Originally used by the Hydran Race, each bay can hold 1 fighter group. The number entered for each bay is the number of fighters in each group up to a maximum of 10 in SFC 2. Fighter types are selected in space dock. Note that not all races can use fighters. Romulan and Gorn races use a small ship called a Pseudo Fighter.



Fighter Bays	
Bay 1	4
Type 1	H-KillerBee
Bay 2	4
Type 2	H-KillerBee
Bay 3	4
Type 3	H-KillerBee
Bay 4	2
Type 4	H-KillerBee

Fighter Types

This is new for SFC 2 and is for presetting a type of fighter that would be found on a ship in normal setup. Other types can be selected in spacedock. In addition the 3 races that used pseudo-fighters also specify the pseudo-fighter type here. Pseudo-fighter specs however are found in the shiplist.txt file rather than the ftrlist.txt file where the fighters are found.

Shuttles

The **Shuttle Bay Size** is basically the same value as the Admin Max with a minimum of 2. The **Shuttle Launch Rate** can be a maximum of 4 shuttles per turn.

As of SFC 2 Admin shuttles are considered General shuttles and all other shuttle types are converted in game. The other types are no longer considered separate shuttles.

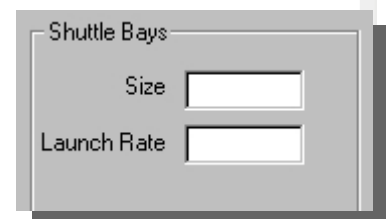
The following types can be converted from General shuttles:

Scatter Pack shuttles will split up into six Type 1 slow missiles, and require missiles for the conversion.

Suicide shuttles can do 18 points of damage to enemy ships when they ram and explode. Suicide shuttles require a mine for conversion.

Wild Weasel shuttles are a defense aid against seeking weapons and only require 1 point of energy to convert them from a general shuttle.

Ground Attack info for shuttles have been added for SFC 2, but is not used.



Shuttle Bays	
Size	
Launch Rate	

ShipEdit Operation Continued

Weapons

The weapons folder is the most complex part of ShipEdit. It contains data entries for all 25 possible weapon hard points. The first 10 hard points are considered Heavy Weapons and are to be used for non-phaser type weapons. Note that any weapons can be used in any of the hard points, but in the game, the first ten are accessed as heavy weapons and 11 through 25 are considered phaser type weapons.

For reference and as an aid to setting up weapons, the actively use hard points in the current user interface are indicated by being colored. The light red indicates an accessible heavy weapon hard point. Light yellow indicates an accessible regular or phaser type weapon, and the light blue color indicates a shared hard point that can have either a heavy weapon, OR a phaser in that position. Note that the regular or phaser type weapon will be the weapon accessible from that hard point if both are used.

Heavy Weapon

The first 10 possible hard points are considered **Heavy Weapons**. Any weapon can be used here. The available hard points for the current **UI** are shown with a light violet highlight. A light blue highlight is used on shared hard points. Note that not all heavy weapons work acceptably for all races.

Shared hardpoints are setup such that they usable as either a Heavy Weapon or regular Weapon. This single hardpoint is on the weapon select panel in the game. If both heavy and regular weapons are used the game will default to the regular and the heavy will only be available through the weapons officer panel.

Heavy Weapon

	Num	Type	Arc
1	1	PLaS	FH
2			
3			
4			
5	1	PLaF	RP
6	1	PLaF	LP
7			
8			
9			
10			

Weapon

	Num	Type	Arc
11	2	Ph1	FX
12	1	Ph1	FAR
13	1	Ph1	FAL
14	1	Ph3	RS
15	1	Ph3	LS
16	1	Ph1	RX
17			
18			
19	1	Ph3	RAR
20	1	Ph3	RAL

Weapon

These are hard points 11 through 25. Like the heavy weapons these can be any of the **weapons** though mainly these hard points are assigned phasers. Available hard points in the current UI are indicated by either light yellow, or light blue on the shared points.

Num, Type, & Arc Buttons

Currently unused weapons only have the **type** selectable. Once a weapon is assigned to a hard point, the **Num** and **Arc** buttons also become accessible for easy editing of the weapon from the weapon folder.

	Num	Type	Arc
1	1	PLaS	FH
2			

ShipEdit Operation Continued

T Bombs

Also called **Transporter Bombs** and Mines. These weapons can be placed either by transporter, or by simply dropping them off as the ship is flying along. These must be selected in space dock to be used in skirmish missions.

Nuclear Mines

A higher powered mine used by the Romulans. It can not be placed with transporters.

Drone Control

This entry is new for SFC2. Quite literally, this is the maximum number of missiles that a single ship can control at one time without loosing any. Prior to SFC 2 the maximum number that could be controlled was 12. And this could only happen with drone racks present.

T Bombs	
Base	<input type="text" value="3"/>
Max	<input type="text" value="5"/>
Nuclear Mine	
Base	<input type="text" value="2"/>
Max	<input type="text" value="2"/>

Drone Control	<input type="text"/>
---------------	----------------------

ShipEdit Operation Continued

Weapons Edit

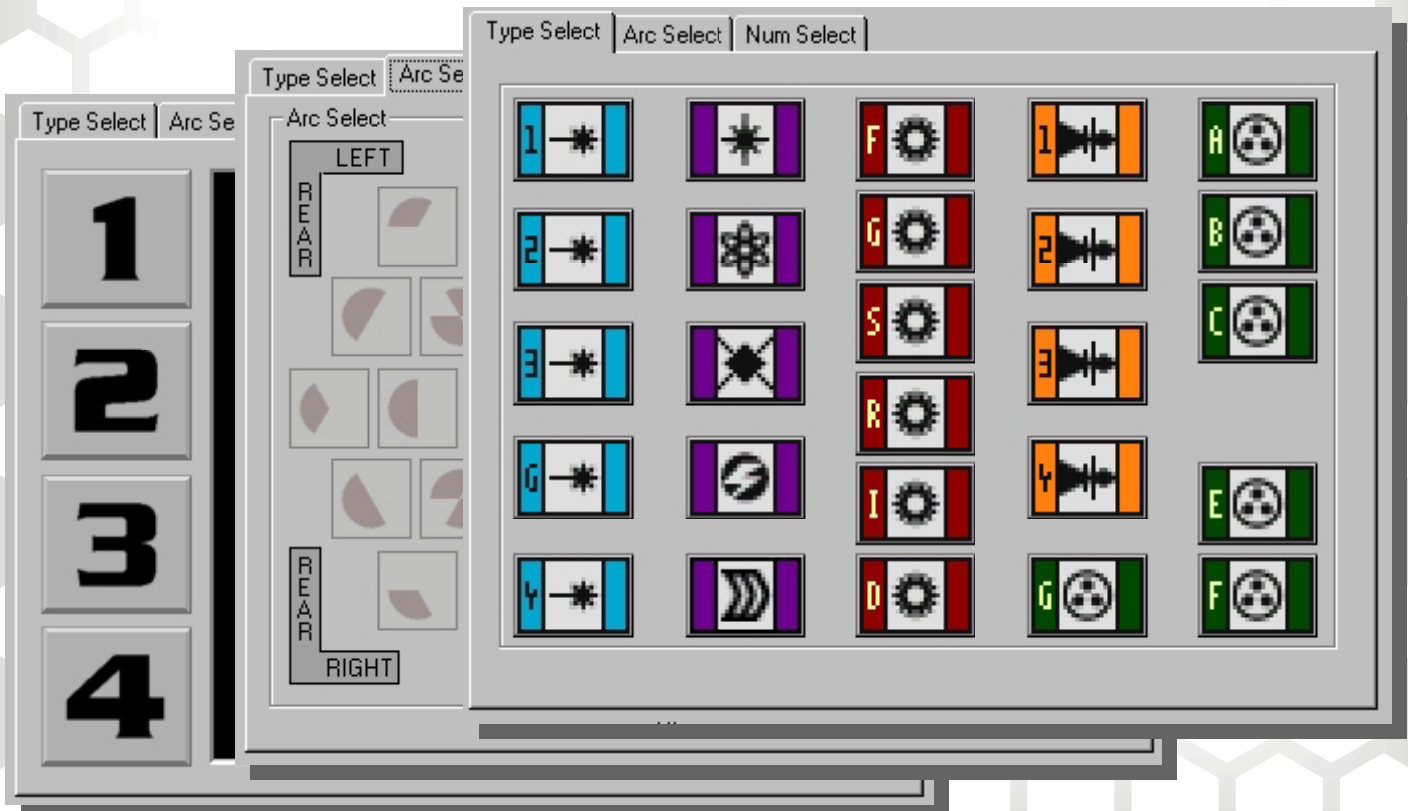
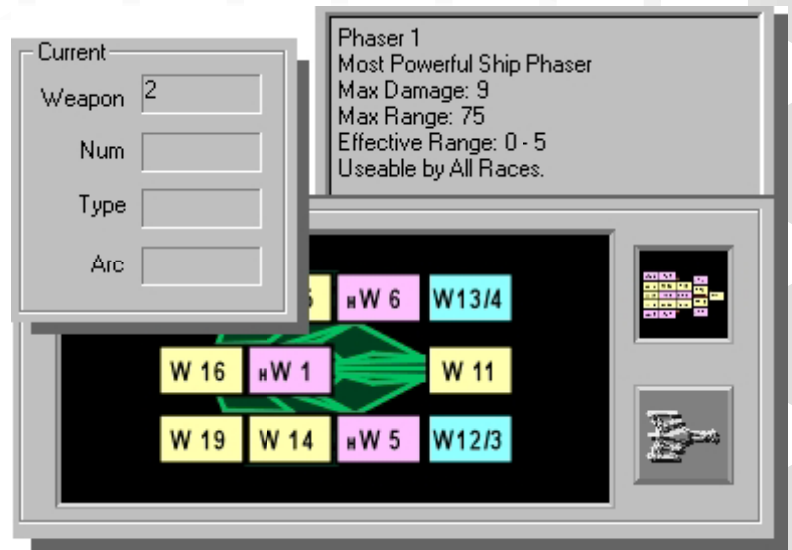
The popup weapons edit dialogue has its own Information box and a data list for the current weapon. In addition the current UI is also shown with button selects to switch between the view with all the hard points, and the view without any hard points. To move between weapons without using the main weapon select in the ShipEdit window use the previous and next weapon buttons. If the weapon is to

be cleared

press the Clear Weapon button and confirm or cancel with the 2 new buttons that appear above it. To close the popup press either the Done Editing button or the X button in the corner.

When editing in a new weapon, this popup always starts with the Type. Then, depending on the type selected, you are sent to the arc select. If the weapon is a missile the Drone arcs are available, otherwise the weapon arcs are there to select from.

Finally, the Num folder will open and a number of 1 through 4 is selected for the quantity of weapons on that particular hard point.



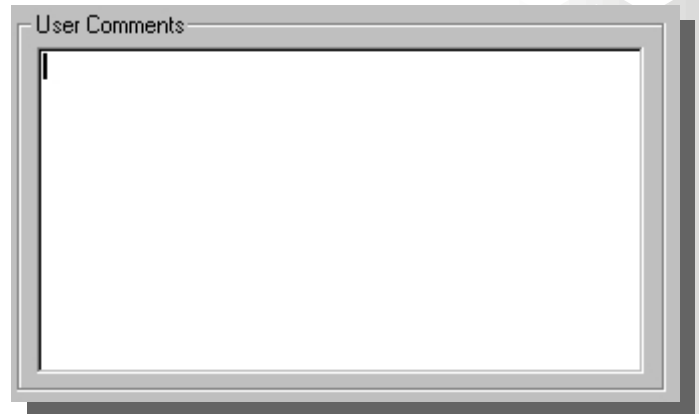
ShipEdit Operation Continued

Comment

The comment folder has 4 sections; The User Comments box for writing a description of the edit. The Ship Statistics box that is a quick display of the entire current ship status. The About box which is usually found under the Help menu, and the Import/Export buttons. The Print button is currently inactive, but will be available on a later version.

User Comments

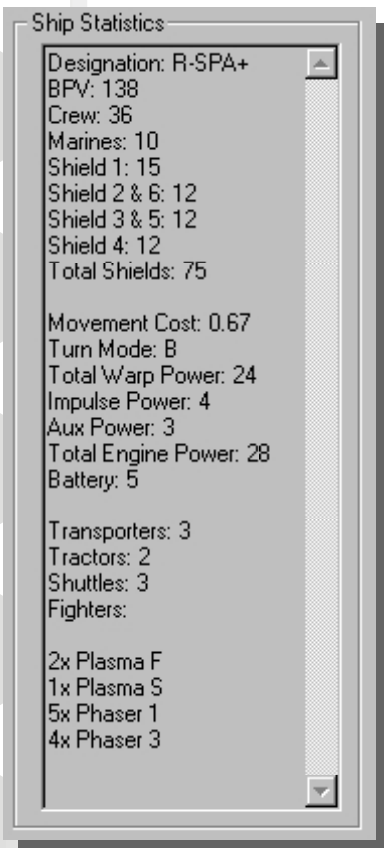
The User comments is mainly for describing the changes made to the current Class and can hold a fair amount of information. As a suggestion, it should have the writers name, the new name of the current ship type (Note class can still not be changed). A date and a short list of changes would also be of help here. This information is then saved in the Export, as well as in an unused cell in the shiplist.txt file.



Ship Statistics

The ships statistics box is simply a listing of the entire set of entries for the current ship Class. Any exports and imports can only be assigned to the same class. Since no new classes can be assigned without causing serious compatibility problems and reliability problems in SFC.

Thus a F-CA export will always be imported to F-CA. Even Backups can be easily written to return the shiplist.txt file to a former setup for each ship. It is recommended that all export files be placed in the Assets>Specs directory for easy access.



Import / Export

When ready to save the current modified ship class, press the Export button. There will be a prompt for a file name with the current race and Class as the default file name. Be sure to also enter the extension you wish to use. The default extension is exp, though no extension is required by the program. Import will allow you to browse for a file, and when selected will overwrite the Class it was exported from. Note that printing is not yet functional in this version.



ShipEdit Operation Fighter List

Fighter List Editing

This is a new item added in SFC 2. This section is for editing the ftrlist.txt file. While this file isn't nearly as complex as the shiplist.txt file, the fighters and shuttles located within it can make an important difference in the outcome of a battle.

General Folder (Ftrlist.txt)

Systems (Ftrlist.txt)

Many of the items found throughout the various folders in the shiplist editing part of ShipEdit. In addition there are a few new fields. The **Size** entry is based on the same chart as the shiplist entry. Also, **BPV**, **First Year** and **Last Year Used** are the same as the shiplist editing part of ShipEdit. Except that the BPV is not automatically calculated.

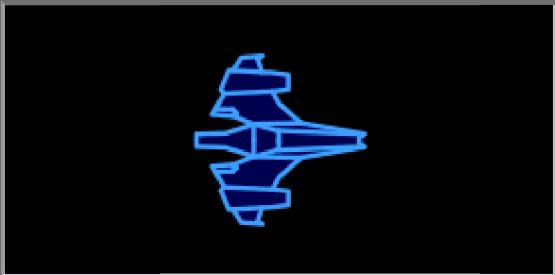
Speed applies only to fighters and shuttles, and is the maximum speed that can be obtained by that particular ship. The entry for **Damage** is the amount that can be taken before the ship is destroyed. **GA Bonus** or Ground Attack bonus would apply attacks on fixed bases, though currently it is not used.

The **ECM** and **ECCM** entries are for base settings for the ship. All fighters and shuttles are set to 2 on both of these. The **ADD_6** data entry would only be found on the largest and most powerful of fighters. **Carrier Size** is the smallest capital ship Size Class that can carry this type of fighter.

Systems					
Size	Damage	First Year	ECM	GA Bonus	ADD 6
1	9	-93	2		

Systems					
Speed	BPV	Last Year	ECCM	Carrier Size	
8	7	176	2	5	

Weapon				
	Num	Type	Arc	Shots
1	2	Ph3	FA	1
2				
3				
4				
5				

UI
FFT


Geometry
assets/models/fft/fft.mod
Browse

ShipEdit Operation Fighter List Continued

Weapon (Ftrlist.txt)

Similar to the weapon groups found in the shiplist editor, The heavy weapons though are different due to the fighters having a limited number shots.

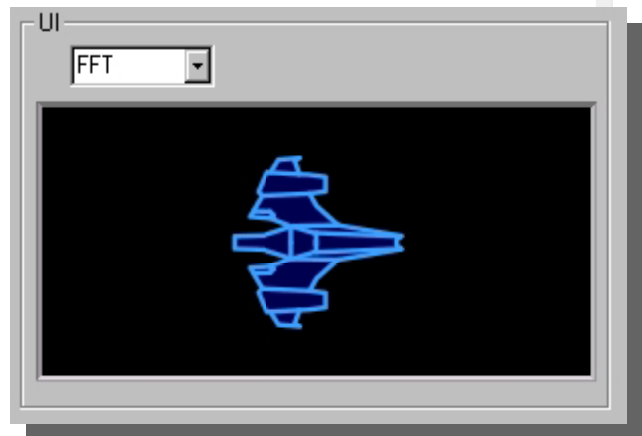
Num works exactly the same as in the shiplist editor. **Arc** is very similar with the exception of the missile (drone) arc selection. Since the fighter must return to the carrier for reloads the arc used for missiles is the ALL arc. The **Types** as mentioned before, are similar but more restricted in availability.

Shots is the new item added and it is very important to the reload requirements of a fighter. For phaser weapons, shots is left blank since these weapons do not require carrier reloads.

	Num	Type	Arc	Shots
1	2	Ph3	FA	
2				
3				
4				
5				

UI (Ftrlist.txt)

It has graphic representations of all the fighter User Interface panels from SFC 2. The **UI** is selected from the drop down menu. There is no upper graphic since fighters do not have weapon hardpoints. Thus only the graphic that shows the fighter outline is used.



Geometry (Ftrlist.txt)

The **Geometry** is the path to the actual model that SFC 2 uses in the game. Simply enter the path to the model or “mod” file that is desired, or use the Browse button to navigate to the desired location. New or additional ship directories can be added to the SFC/Assets/Models directory or a special “new Mods” sub directory can be added through Windows Explorer.

Geometry
assets/models/fft/fft.mod

Browse

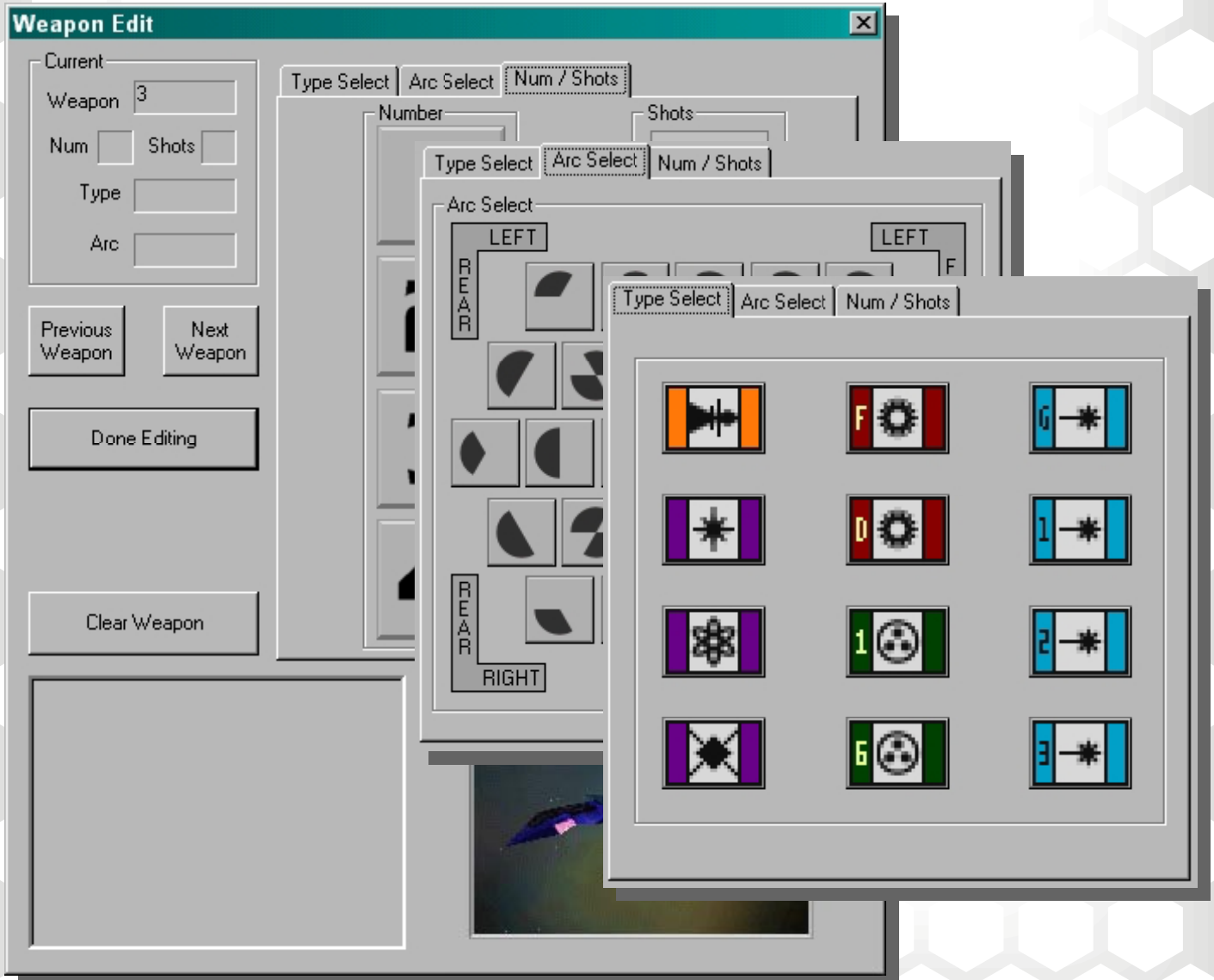
ShipEdit Operation Fighter List Continued

Weapons Edit (Ftrlist.txt)

The popup weapons edit dialogue has its own Information box and a data list for the current weapon, just like the shiplist weapons editor.

To move between weapons without using the main weapon select in the ShipEdit window use the previous and next weapon buttons. If the weapon is to be cleared press the Clear Weapon button and confirm or cancel with the 2 new buttons that appear above it. To close the popup press either the Done Editing button or the X button in the corner.

When editing in a new weapon, this popup always starts with the Type. Then, depending on the type selected, you are sent to the arc select. If the weapon is a missile the ALL arc is selected. Any other weapon type can use any of the arcs in the arc screen. Finally, the Num folder will open and a number of 1 through 4 is selected for the quantity of weapons on that particular hard point. If the weapon selected is a heavy weapon type, then the number of shots is also selected.



Section 2

shiplist.txt

Information

As a quick reference, the text in **Blue** is the name of the entry type. Other cross-links are also in **Blue**, and indicate a cross-link to another item in Section 2 or elsewhere.

Section 2 deals with more specific information about the different items that ShipEdit modifies in the shiplist.txt file.

Section 3 has specific information on the ftrlist.txt file.

Appendix A is a reference chart for the columns when Excel is used for modifying the shiplist.txt file and the ftrlist.txt file.

Ship List File Breakdown

This Section is a list of editing information that has been assembled from several sources. They apply to the ship list files located in the Assets > Specs directory of the game. Unlike SFC, SFC 2 uses 2 delimited text files, shiplist.txt and ftrlist.txt. The shiplist.txt file is for the capital ships and the ftrlist.txt file is for the list of fighters and shuttles.

ShipEdit was originally planned to support all versions of SFC. This had to be scrapped due to the many changes that incurred with SFC 2, and the major differences that formed between the two games. Thus it became far easier, and safer to make ShipEdit v 3.0 support only SFC2. ShipEdit v 2.0 will still be supported for a short time for those still using it for SFC.

For any major editing of the shiplist.txt file, it is recommended that a good quality spreadsheet program be used. The most commonly used is MS Excel (part of MS Office). This program works quite well, but it can be somewhat confusing due to the size of the file. The most important thing to remember is that the file **MUST BE SAVED AS TAB-DELIMITED TEXT DATA FORMAT**.

The best, and safest way at this point is to use ShipEdit for modifying the various fields in this file. Since ShipEdit has an optional range limiting feature to prevent setting an inappropriate value, there is a better chance for avoiding problems.

Race

ShipEdit 3.0 Main Window

The race that a vessel is set to be operated under, and where it can be selected. If another race is assigned to a vessel, and a scenario calls upon that vessel, the transferred ship from the other race will be used instead.

In addition, SFC 2 uses the order the ships are found in to determine availability, so it is

not a good idea to change the order of the ship class when changing the race.

The Races found in SFC 2 are:

The Federation
The Gorn
The Hydran
The ISC
The Klingon
The Lyrans
Mirak
Monster
Neutral Items (planets, asteroids, etc)
The Orion Pirates
The Romulan

Hull Type

ShipEdit 3.0 General

The Hull type simply determines where the ship will be listed in the menu section, and is hard-coded.

HULL	Description
BOX	Cargo Box
SHT	Shuttle
PF	Pseudo Fighter
FTR	Fighter (SFC1)
F	Freighter
FF	Frigate
CL	Light Cruiser
CA	Cruiser, Battle Cruiser
DN	Dreadnought, Battleship
BS	Base Station
BT	Battle Station
SB	Star Base
KDP	Defence Post
KLP	Listening Post
KSD	Space Dock
MAM	Asteroid Miner
MDM	Doomsday Machine
MLC	Living Cage
MMT	Metal Eater
MSG	Sun Glider
MSS	Space Shell
Asteroid	Asteroid
Planet	Planet
Star	Star
UNKNOWN	Unknown
XMN	Puck and Mine

Ship List File Breakdown Continued

Hull Cont.

In addition only the hull designations **FF**, **CL**, **CA**, and **DN** are selectable by the player within the game at the ship selection menus. The other ship hull types are set for computer selection only. To play a Starbase for instance, the hull for the selected Class must be changed to one of the selectable hull types.

Class

ShipEdit 3.0 Main Window

In SFC it was not possible to add more class names due to the program being hard coded. In SFC 2 it is supposedly possible to add classes to the file, but at the time of this writing that is not known for sure. A class from another race can be used. For example, an Orion race ship class can be transferred to the Klingon race and used as a Klingon ship.

Class Type

ShipEdit 3.0 Main Window

This is new for SFC 2. The following list shows the various entries. Basically this is an information entry along the lines of the Hull, Class, and Special Role entries.

CLASS TYPE
BASE_STATION
BATTLE_STATION
BATTLESHIP
CARRIER
DESTROYER
DREADNOUGHT
FREIGHTER
FRIGATE
HEAVY_BATTLECRUISER
HEAVY_CRUISER
LIGHT_CRUISER
MONSTER
NEW_HEAVY_CRUISER
NONE
PF
PLANET
SPECIAL
STARBASE
WAR_DESTROYER

BPV

ShipEdit 3.0 General

This is the ship Base Point Value, based on current weapons and systems. This is a fairly complex calculated value from the systems part. The weapons part of the value is fairly straightforward. This is calculated in ShipEdit using the latest version of the formula in SFC 2. The calculation is very complicated, and uses predetermined individual item BPV values to calculate the value.

Special Role

ShipEdit 3.0 General

The special role entry was little used in SFC after the 1.01 patch. SFC 2 has more types added and one removed:

C = Command, only one Command ship per size class in a fleet.

D = Missile ship, only 1 per fleet.

E = Escort ship

I = ISC special

K = Romulan K (Klingon) class ships. Not used in SFC 2.

L = Low speed ships, Early Romulan ships and pseudo fighters.

M = Commando or troop ships, only one of each of these in a fleet. May not be only ship in a fleet. Anyone ever receiving one of these type ships in a Battlefest scenario will understand about needing a support ship.

P = Police ship

Ship List File Breakdown Continued

Special Role cont.

q = Small Q ship based on a freighter hull.

Q = Large Q ship based on a freighter hull.

R = Reserve or restricted availability.

S = In SFC this was for a slow ship, used with older Romulan ships that couldn't make speed 31. In SFC 2 this is for scout class ships. It is not known at this writing if it is an active item or not.

T = Tournament ship.

V = Carriers for fighters.

Year First Available

ShipEdit 3.0 General

First year is 2263 + (-164 thru 999). Thus 2263 + 23 = First Year of 2286, and 2263 + (-150) = First Year of 2113.

In addition to determining the first year that a ship is used, this entry also determines what era a ship is used in. Refer to the following list:

-164 thru -60 is Early Era.

-164 thru 0 is Middle Era.

-164 thru 470 is Late Era.

999 is for tournament ships.

Year Last Available

ShipEdit 3.0 General

This entry is currently not used. The years figure the same as for the **Year First Available** entry, the year being found by adding 1162 to the figure entered. It is not known if this entry will be used at a later time or not.

Size Class

ShipEdit 3.0 Power/Systems

In SFB (Star Fleet Battles) Size class affected power usage for shields and life support. The value is 1 to 6. Refer to the chart for sizes as applied to various hull designations.

This entry could also affect the relative size of the ship model to other vessels when in close proximity.

SIZE	Description
1	Star Base, Planets, Sun
2	Dreadnought, Battlestation, Fleet Repair Dock, Moon
3	Light Cruiser, Cruiser, Battle Cruiser, Base Station, Asteroid
4	Frigate, Destroyer, Freighter
5	Defense Platform, Listening Post, Pseudo Fighter
6	Shuttle, Fighter

Turn Mode

ShipEdit 2.0 Power/Systems

This entry sets the speed of a turn. There are 9 turning rates as of SFC version 1.03. The following table shows a time for each of the given Turn Mode codes. This time was determined by test. The test parameters are:

Game speed set to 7 (default)

Shuttles converted to flyable ships

Then one of each turn mode type ship is flown while targeting a fixed distant object and set to "follow"

Speed set to 10 for all ships except those with mode G.

Then measured the time required to fly a 360° circle and return to where ship was following again.

Ship List File Breakdown Continued

Turn Mode cont.

The times from SFC1 are as follows:

CODE	Time for 360° Turn
AA	19 sec 360°turn @ speed 10
A	24 sec 360°turn @ speed 10
B	28 sec 360°turn @ speed 10
C	31 sec 360°turn @ speed 10
D	34 sec 360°turn @ speed 10
E	39 sec 360°turn @ speed 10
F	44 sec 360°turn @ speed 10
G	59 sec 360°turn (no speed)
H	Immobile

SFC2 times will be determined at a later time. Those from SFC1 should suffice for initial reference.

Notes on G and H settings:

G will not allow a ship to move as a ship, but allows the ability to rotate in place in order to change shield facings, as a Base Station, Battle Station, or Starbase.

H is fully immobile. The object cannot turn or move in any way. This is usually applied to planets, stars, and other items that do not need to turn. If a desired facing is wanted it must be done in the scenario coding.

Movement Cost

ShipEdit 3.0 Power/Systems

This is the base cost for a ship to move a distance of 1.00. The points must be allocated from warp or impulse. Small ships with small amounts of warp and impulse energy and 0.25 cost can move a distance of 4.00 with 1 point of energy. A battleship however, can only move a distance of 2.00 on 4 points of energy. The following table illustrates approximately what ship classes use what costs.

CODE	HULL SIZE USED ON
0.25	FTR (all), FF (some)
0.33	F (about half), FF (not quite half)
0.50	F (about half), FF (some), CL (very few)
0.67	FF (few), CL (most), CA (few)
1.00	CL (few), CA (most), BS, BT, SB (for rotation)
1.50	DN (all actual DN size ships)
2.00	DN (all Battleships)

Note that any value can be placed here. An absolutely huge ship might require a cost of 4 or 5 while a light stripped down fighter might work best with 0.20.

HET+2/nimble

ShipEdit 3.0 Power/Systems

Changing this entry gives an increased chance of a successful HET. Even though this entry is expressed in percentage points, actually it is points that are expended every time a HET maneuver is done. Consequently, with higher percentage points, more HET maneuvers can be made before breakdown.

To assign percentages of less than 100% place a percentage of 1.00. For example 0.57 for 57%. After 1, each 1 point increase adds another 33%, up to a maximum of 999% with 28. Anything above that makes the game crash. The following table is for reference.

HET %	HET%	HET%
0.10 = 10%	9 = 366%	19 = 700%
0.50 = 50%	10 = 400%	20 = 733%
1 = 100%	11 = 433%	21 = 766%
2 = 133%	12 = 466%	22 = 800%
3 = 166%	13 = 500%	23 = 833%
4 = 200%	14 = 533%	24 = 866%
5 = 233%	15 = 566%	25 = 900%
6 = 266%	16 = 600%	26 = 933%
7 = 300%	17 = 633%	27 = 966%
8 = 333%	18 = 666%	28 = 999%

Note: High Energy Turns must get their power from the warp engines.

HET Breakdown

ShipEdit 3.0 Power/Systems

This entry determines HET success once the percent chance of a successful HET falls below 100%.

It is figured on a 1 to 6 out of 7 scale. To find the success rate, divide 7 into 1 through 6. For example, the highest setting, 6 is divided by 7 and results in a 86% chance of

Ship List File Breakdown Continued

HET Breakdown cont.

no breakdown. Or, that there is a 14% chance that the ship will have a breakdown.

In addition, for each HET made with less than 100% HET chance, the chance of breakdown increases. The first HET made will have a 6 out of 7 chance of success, with each successive use (with less than 100% HET chance) dropping this by 1. Thus, it might be 6 of 7 the first time, then 5 of 7, then 4 of 7, until the chance reaches 1 of 7. At this point a breakdown is almost assured, and breakdown damage can destroy a ship.

Stealth [+ECM]

ShipEdit 3.0 Power/Systems

Stealth is extra **ECM**, which does not appear on an adversaries ECM screen, but helps lock-on avoidance. In that instance the targeting reticle will flicker. This is especially true even if an adversaries **ECCM** total from all sources is in excess of the current ECM value.

The Orion ships are naturally equipped with Stealth ECM. Fighters and shuttles also benefit from protective stealth ECM at no cost, but fortunately, are not good at using ECM while under power (unlike the Orions).

Set this value to 6 or less as anything larger is ignored by the game.

Regular Crew

ShipEdit 3.0 Hull/Shuttle/Crew

This is the crew that run all the systems, push the buttons, and swab the decks on a ship. There is no set rule of thumb for setting this amount, except that larger ships will have larger crews. And there will be attrition to this quantity as a ship takes damage. Currently this entry is not used by SFC2 for other than reference and BPV. The full entry is used in figuring Total Crew.

Boarding Party (base & max)

ShipEdit 3.0 Hull/Shuttle/Crew

These can be considered as marines. Boarding parties serve in 2 functions; They act as an offensive weapon to destroy specific weapons, and to facilitate capture operations on enemy ships. Boarding party crew also help prevent hit and run raids and capture operations being done to a player's ship.

Most ships will have some boarding parties, but specialized ships (Commando, see **Special Role**) have hull boxes assigned to **Barracks**, and **Transporters**, and can carry a large number of marines, at a cost of less armament. Thus commando ships are good in a support roles but not for any other purpose.

This entry has a base that is always available and a max value that is available through spacedock. Half of the base entry is used in figuring total crew.

Deck Crew

ShipEdit 3.0 Hull/Shuttle/Crew

The more specialized crew members, officers and those of special importance. Only half of this entry is used to figure total crew

Total Crew

ShipEdit 3.0 Hull/Shuttle/Crew

This is a figured entry derived from the following equation:

$$\text{Total Crew} = \text{Regular Crew} + \frac{\text{Boarding Parties}}{2} + \frac{\text{Deck Crew}}{2}$$

(with fractions rounding up)

In ShipEdit this is automatically figured and entered, although this is not figured unless one of the crew entries is changed.

Ship List File Breakdown Continued

Minimum Crew

ShipEdit 3.0 Hull/Shuttle/Crew

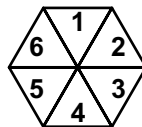
While crew losses in SFC are not documented, they still occur. If the crew total falls below the minimum value due to crew losses during combat, a dramatically negative influence on how the ship will handle and operate will be the result.

Shields

ShipEdit 3.0 Power/Systems

The values placed in these entries are doubled when used by the game. Thus a 15 entered will be 30 in the game.

As for where the shields are located, shield 1 is the front shield, 2 & 6 are the front side shields, 3 & 5 are rear side shields, and 4 is the rear shield.



The Shield Total is a figured value found by using the following formulae:

$$\text{SHIELD TOTAL} = \text{SHIELD } 1 + \text{SHIELD } 4 + 2(\text{SHIELD } 2 \& 6 + \text{SHIELD } 3 \& 5)$$

Generally shield 1 is the most powerful, followed by shields 2 & 6, and then 3 & 5, with 4 being the weakest. Sometimes shields 3, 4, and 5 are the same value however.

As for maximum shields, it is possible to go way over what makes sense (1000+, which is 2000 points PER SHIELD). However, the fact that the ship is virtually impervious results in a ship that soon becomes boring since there is no challenge to playing it. An amount similar to other ships of that class, can make for a more enjoyable design.

Base shield points are solid points. They can be damaged like any other part of the ship. Reinforced shields are ghost points, or points that have to be renewed each turn. They will deplete rapidly as a facing shield is struck by weapons.

Shield repairs up through version 1.02 were controlled by available labs and energy allocation. A high lab rating would require large amounts of energy to repair a shield, so having weapons charging during this period caused a general slowdown of all systems, and usually the shields would remain down.

With patch 1.02 this was changed to a flat repair rate of 1 point per turn, +1 with 4 or more undestroyed labs, and an additional +1 with a Legendary science officer.

Cloak

ShipEdit 3.0 Power/Systems

The cloaking device is primarily a Romulan defensive weapon that has also been ported to the Klingon race. It can be used by other races with the use of the keyboard shortcut key that ties to it.

The cloak capability does not make the ship completely invisible, it does not prevent phaser and other beam type weapons from being fired and causing damage, but it can reduce the ability to hit and the amount of damage done. Cloak does prevent an enemy ship from attaining lock in order to fire seeking weapons.

Energy cost in order to to use the cloaking device is generally quite high. A basic rule of thumb is to use about half or slightly less of the total energy that an undamaged ship has available.

For example, the Orion, and Romulan designs are generally better designed for cloaking and as such use slightly less than half of the total power available. The Romulan K design ships and Klingon ships that have cloaking devices are not as efficient and thus will cost at least half, of the total available power to operate.

Even though the cloaking device can't be damaged, when a ship has suffered enough damage there will be a point where there is not enough energy to cloak.

Ship List File Breakdown Continued

Num

ShipEdit 3.0 Weapons

Num is the number of weapons of the type placed on a given hardpoint. The maximum quantity that can be placed without causing a game crash is 4. Entering a larger number will cause the game to crash, either while loading the scenario with the ship, or as soon as the hardpoint fires.

Heavy Weapons

ShipEdit 3.0 Weapons

These 10 entries are for placing the heavy weapons of a ship. Phasers can be placed here as well though doing so will cause confusion in the game. This is because there is a selection under the weapons systems for Heavy, and regular weapon types.

In addition, not all hardpoints are available for a given ship. The available hardpoints are determined by the **UI** (User Interface) type that is selected. The **Hull** type has no bearing on hardpoint availability whatsoever. In ShipEdit, Heavy Weapons that have valid hardpoints are a light red color, while invalid hardpoints remain grey.

Light blue colored hardpoints are shared. This is a special hardpoint that can be either a heavy weapon, or a regular weapon (Phaser). In all instances, the regular weapon will supersede the heavy on the selection panel in the game. To access the heavy weapon, the regular weapon must be left blank. Also, while most ships have no shared hardpoints, and some have one set, there are a few that have 2 sets of shared hardpoints. In ShipEdit these are labeled in the UI graphic.

Weapons can be placed on invalid hardpoints, but will only appear in the defense and weapon panels. They cannot be easily selected for firing, and cannot be accessed for weapon setup. In all other ways they act as normal weapons and consequently draw power.

Since these weapons can be selected in the weapon info panel, they can be switched on and off line. Currently with SFC version 1.03, the Shift+z or " Fire All Weapons " key is disabled, thus making it very difficult to fire weapons on invalid hardpoints. So invalid weapons may not work. Another drawback to weapons on invalid hardpoints is that they will not show up in the Hit & Run, or Repair panels. Thus while they may not be targetable for raids, they also cannot be fixed when damaged.

Not all races have interface panels for all weapons. Federation panels are substituted in many cases, although some heavy weapons will not work correctly with some races.

The following Weapons are usable with the listed races:

Weapon	Races That Weapon Works With
Photon	All races
Fusion	All races
Hellbore	All races
ESG	Lyrans, other races lack full controls
Plasma	Federation, Gorn, Romulan, other races lack full controls
Drones	Federation, Klingon, other races lack full controls
Disruptors	All races
Phasers	All races
PPD	ISC, ?

Arc

ShipEdit 3.0 Weapons

The Arc entries are to specify what angles a weapon can be fired through. This is done with a somewhat cryptic set of letter abbreviations. If a letter combination is used that the program does not recognize, the program will substitute in the ALL arc. Currently there are 29 different usable firing arcs that can be viewed at [Appendix B](#).

For missile weapons though this is somewhat different. Since missiles are not Arc dependent for firing, this entry is used to specify how many reloads there are for each

Ship List File Breakdown Continued

Arc cont.

rack. Only 1, 2, or 3 reloads are available for this entry. A 4th reload is available through the spacedock options before a scenario begins.

Weapons

ShipEdit 3.0 Weapons

The regular weapons, or Phasers. All of the **Races** use Phasers. With some using the more powerful Phaser 1 while some use the Phaser G or gatling phaser as either missile defense or as a close range offensive weapon. Only starbases use the Phaser 4.

As with the **Heavy Weapons**, the usable hardpoints are determined by the **UI** (User Interface) type that is selected. The **Hull** type has no bearing on hardpoint availability whatsoever. In ShipEdit, weapons that have valid hardpoints are a light yellow color, while invalid hardpoints remain grey.

Hardpoints that show a light blue color are a shared hardpoint. This is a special hardpoint that can be either a heavy weapon, or a regular weapon (phaser). In all instances, the regular weapon will supersede the heavy when it comes to the selection panel in the game. To have access to the heavy weapon the regular weapon must be left blank. Also, while most ships have no shared hardpoints, and some have one set, there are a few that have 2 sets of shared hardpoints. In ShipEdit these are labeled in the UI graphic.

Weapons placed on invalid hardpoints will still appear in the defense panel (in game) but cannot be easily selected for firing, or for changing the weapon setup. In all other ways though, they act as normal weapons and consequently draw power.

These weapons can however be selected from the defense panel and will show up in the weapon info panel from where they can be switched on and off line. Note that invalid hardpoint weapons may not work. Currently

with SFC version 1.03, the Shift+z or " Fire All Weapons " key is disabled, thus making it very difficult to fire weapons on invalid hardpoints. Another drawback to weapons on invalid hardpoints is that they will not show up in the hit & run, or repair panels. Thus while they may not be targetable for raids, they also cannot be fixed when damaged.

One plus though can be attained by placing only **Point Defense** Phaser 3, or Phaser G type weapons in invalid hardpoints.

Since these points are not readily available for player use, they are usually not fired, but since the defence AI does not have that problem, they can and will be used for missile defence if there is enough energy available.

Probes

ShipEdit 3.0 Power/Systems

Each point applied to the probe entry will give a set of 5 probes in the game up to a maximum of 25 for 5 points. Probes are used to obtain information about enemy ships at a distance. In a pinch they can be converted into a weak short range missile.

T-Bombs (base & max)

ShipEdit 3.0 Weapon

T-Bombs or Transporter Bombs can be deployed either by **Transporters**, or by simply as a mine dropped out of the shuttle bay. Transporters can place the mine up to 5.00 away. When placing this is shown by either a blue circle or a red X.

The base amount is what a ship would normally carry. The max amount is only available through spacedock. The upper limit for SFC was 127 mines.

Each mine is capable of doing 10 points of damage to anything within a range of 2.00.

The entries are T Bombs Base and T Bombs Max. The base entry gives that quantity at all times. The max is available through spacedock.

Ship List File Breakdown Continued

Nuclear Mines (base & max)

ShipEdit 3.0 Weapon

These are primarily a Romulan weapon. They can only be placed as mines. As for allotment, base value is the only value available. NSM is not found in spacedock so there is no max NSM choice available.

When nuclear space mines are deployed they will appear with blue rings to the vessel that deployed them. To all other vessels NSMs will appear as a normal T-Bomb.

In order to deploy the nuclear mines in a non-Romulan vessel, Shift-M (or Shift+current key for mine laying) is used.

The damage a nuclear space mine can cause is 35 points, as with T-Bombs, this applies to anything within a range of 2.00.

Drone Control

ShipEdit 3.0 Weapon

This entry is new for SFC 2. This sets the number of missiles that can be in controlled flight by a ship. The maximum number that can be entered here has yet to be determined.

ADD_6

ADD_12

ShipEdit 3.0 Power/Systems

The number of Anti Drone Drones or ADD_6 and ADD_12 shot defensive weapon. This defensive weapon is the primary defense against missiles, shuttles, and fighters.

The difference between the 2 weapons is that the ADD_12 has twice the ammo capacity of the ADD_6. They work by launching a flurry of small explosive warheads against the target. As with missiles, the amount is a finite number and can be quickly depleted.

It is believed that this entry is the number of reloads for the system.

This is called AMD in SFC 2 manuals.

Shuttles Size

ShipEdit 3.0 Hull/Shuttle/Crew

This was originally used to determine the maximum amount of shuttles that could be carried. Although, it is still used in determining BPV of a ship.

The max SFC 2 value is 12. That value is only found on starbases.

As a rule of thumb, this value should be at least the same as the value placed in the **General Shuttle Max** entry.

Launch Rate

ShipEdit 3.0 Hull/Shuttle/Crew

This value is for the number of shuttles that can launch before recharging the shuttle bay. The maximum number for this entry is 4, over that and SFC defaults back to 4. In SFC 2 this entry supposedly can be set to at least 6, (see Gorn entries) but it still defaults to 4.

One thing to remember is that the bay will not recharge until all the shuttles are launched.

General Shuttle (base & max)

ShipEdit 3.0 Hull/Shuttle/Crew

Administrative, or Admin' shuttles, are the basic building blocks of external defense and offense. They usually carry a single small Phaser, and can be used for additional drone defence, and to harass an opposing ship.

The other shuttle types, suicide, scatterpack and wild weasel are converted from admin shuttles with the addition of additional resources. Scatterpacks require missiles, suicides need a mine, and wild weasel shuttles 1 point of energy.

These entries are placed in the **General Base** and **General Max** columns. The maximum value is 32. A larger value can be entered, but only 32 shuttles will actually launch. This is a limitation of the game itself.

Ship List File Breakdown Continued

Fighter Bays (1 to 4)

ShipEdit 3.0 Hull/Shuttle/Crew

Each fighter bay holds 1 fighter group. Each group can be made up of 1 to 4 fighters. Fighter bays launch an entire group of fighters instead of individually like the shuttle bays do.

With SFC 2 the Federation, Hydran, ISC, Klingon, Mirak and Orion races have fighters. The Gorn, Lyran, and Romulan have Pseudo Fighters which launch from the shuttle bay.

The maximum number of fighters each bay may have is set to 4, although it is possible to have a default of up to 6 in the shiplist.txt file. If any attempt is made to change the number in spacedock, the max number will default to 4.

Pseudo fighter quantities though are limited to 1 per bay.

Fighter Type (1 to 4)

ShipEdit 3.0 Hull/Shuttle/Crew

In addition to the Fighter Bay, there is also a specification for fighter type. This is for the base type a ship would normally be outfitted with. Usually a patrol group, it can be any of the types that each race has.

In spacedock this can be changed to a different type.

Armor

ShipEdit 3.0 Hull/Shuttle/Crew

Armor acts like internal shielding. Armor is normally used for super-tough hulls, so giving it to regular ships gives them much more protection, because armor ACTS like internal shields. Damage that penetrates shields is taken by armor first.

Most ships are devoid of armor protection, but Bases, Q-ships, and some old-model Romulan and Federation ships have armor protection.

Changing this entry can give a ship extra

strength for times when the shields are down. A reasonable value to set is between 10 and 50. Hull values provide protection by giving "hits" which don't impair performance. Values above 100 will give strange results, like a ship that appears in the skirmish screen showing damage, even though there is none.

Forward Hull

ShipEdit 3.0 Hull/Shuttle/Crew

Hull acts as free hits. It can be lost without losing ship capabilities in any area. Most ships have forward and aft hull, some even have center hull as well. Once a hull is gone, damage then automatically passes on to other systems.

Center Hull

ShipEdit 3.0 Hull/Shuttle/Crew

As with forward hull, center hull damage acts as free hits. Generally ships which have this hull type are tougher than those with only fore or aft hull.

Aft Hull

ShipEdit 3.0 Hull/Shuttle/Crew

This is the same as fore and center hull, it gives extra hits to aft hull areas.

Cargo

ShipEdit 3.0 Hull/Shuttle/Crew

Another source of free hits, cargo is mainly found on freighters, and larger ships that would have a need for it. Currently, it is not used other than as a detail item that gives the extra hits that might keep a ship alive a little bit longer.

Ship List File Breakdown Continued

Barracks

ShipEdit 3.0 Hull/Shuttle/Crew

Barracks is marine storage space for **Commando** ships. It allows a smaller ship to carry an extraordinary amount of **Boarding Parties**. Generally barracks replace other items on a ship (like weapons for example). In all other ways, it acts like hull or cargo.

Note that in commando ships as barracks are damaged and lost, boarding parties are lost as well.

Repair

ShipEdit 3.0 Power/Systems

This is found mainly on starbases, battle stations, and base stations. Most likely it is not currently used, but it could affect repair rates.

R_L_Warp

ShipEdit 3.0 Power/Systems

One of the most important entries for a ship, the right and left warp engines supply power for movement and for some specialized weapons that require warp power. Since this entry applies to two engines it is half the value that shows in the game. For example, if there is 15 points entered here, it applies to 2 warp engines, so the actual warp power available is 30. The maximum value that can be entered here is 127. Higher values can be entered with unpredictable results.

Warp engine power is used for movement. So the total warp value is based on movement cost times a maximum speed of 30, plus 1 point. These figures include C_Warp as well as R_L_Warp. An example of this is the Romulan R-WB+ which has a speed of 5 due to having 4 warp engine power, even though it has more impulse engine power.

C_Warp

ShipEdit 3.0 Power/Systems

Center warp power is similar to R_L_Warp except that the value is not doubled in the game. The value entered here is for 1 warp engine, thus a ship with three symmetrical warp engines will have equal values for R L and C warp. If 2 warp engines are being recorded here, as in the Federation BB, the value is doubled. As with R_L_Warp, the maximum value that can be entered here is 127.

Impulse

ShipEdit 3.0 Power/Systems

Impulse engine power may be used for erratic maneuvering, and for 1 point of movement, as well as in adding to total power.

APR

ShipEdit 3.0 Power/Systems

APR, or Auxiliary Power Reactor, is not used for movement functions such as speed, EM, or HET. It is extra power that is available for some weapons and internal systems in the ship.

Battery

ShipEdit 3.0 Power/Systems

Batteries are for power storage. There is no extra power generated here. This power supply is charged up when power usage on a ship is low. Then when there is a need for the extra energy, it can be drawn from the batteries. Note: once the batteries are drained, they can supply no more power until they are charged up again.

Ship List File Breakdown Continued

Bridge

ShipEdit 3.0 Power/Systems

Contains auxiliary control, emergency bridge, flag bridge, and main bridge systems from SFB, in a loose fashion. If all bridge systems are destroyed, the ship will tend to handle quite poorly. Thus, as bridge points reduce, so does the performance of the vessel. A ship is captured when all bridge systems are secured. An appropriate setting for this entry is usually between 1 and 20.

Security

ShipEdit 3.0 Power/Systems

This is primarily a Klingon system. It can give a bonus against boarding parties. The other function it serves is to prevent mutinies on Klingon ships, but that is not incorporated in SFC. An entry of 1 to 20 is appropriate for this system.

Lab

ShipEdit 3.0 Power/Systems

This entry can be very powerful if tweaked correctly. In early versions of SFC, labs were used for repairing shields after being damaged. Labs, in theory, also affect science missions, but it hasn't been determined if they are used as such.

The shield repair ability is the major purpose, and shields that have been destroyed cannot be repaired through the engineering panel. Most ships will have between 4 and 10 labs, though a setting of 15 is usually as high as is practical.

For SFC 2 shield repair was changed to a flat repair rate of 1 point per turn, +1 with 4 or more undestroyed labs, and an additional +1 with a legendary science officer.

Transporters

ShipEdit 3.0 Power/Systems

Increasing transporters adds the ability to send more troops or mines. The stable limit seems to be 25, although vessels never seem to use more than 18 at a time for troop transport, and 12 for mines.

Tractors

ShipEdit 3.0 Power/Systems

Tractors are mainly used in drone defense, though they are also used for towing. Since more than 6 tractors can't be used for defense, an entry of more than 6 will not offer more drone protection. It can help if tractors are damaged, thus damage to tractors will not reduce this usage until there are 5 or less. The upper practical limit is 12.

Mech Tractors

ShipEdit 3.0 Power/Systems

Mech Tractors were not used in SFC 1. In SFC 2 though this entry is added to the **Tractors** value. The number of tractor beams available can still not exceed the number shown in the defence panel.

Special Sensors

ShipEdit 3.0 Power/Systems

Special Sensors are not used in SFC 2 at the moment. Bases, scouts, exploration ships, and some missile ships (Fed CAD) have them. Though they are invisible and non-repairable, they should take hits as weapons, thus acting as hidden protection for those systems.

Twelve is the upper practical limit for this entry.

Ship List File Breakdown Continued

Sensors

ShipEdit 3.0 Power/Systems

Sensors affect lock on when targeting, and ECM/ECCM. Contrary to popular belief, sensors do not have any effect on how many drones can be fired by a ship. Since Sensors have an effect on the ability to lock on to an adversary, it will affect how much damage other weapon types can do.

All ships have a base sensor rating of 6, and can control six active missiles like from a scatterpack. Missile vessels however are usually equipped with a sensor rating of 12. Only with the addition of at least 1 missile rack can a ship control 12 missiles.

The sensor rating will drop if enough damage is done. Losses are somewhat proportionate but aren't linear. For example: if a ship has 6 sensor points, it may lose them in a pattern of 5, 4, 2, 1, rather than in an even pattern. The points go from full sensors to none. The sensor rating should reduce proportionately from its nominal 6 or 12 down towards 0. Thus once they reach 0 it is very difficult to get or maintain lock on.

Scanners

ShipEdit 3.0 Power/Systems

Scanner damage is similar to sensor damage (and uses the same total hits), but instead of breaking the lock, the lock becomes less accurate by increasing the targeting range.

Scanner damage points start at 0 (no penalty), and shift towards a maximum penalty of +9k range when totally destroyed. There is no indicator of exactly how much sensor damage is taken in the game, but this value will model it. It is rarely that sensor damage will affect performance with most ships.

Explosion Strength

ShipEdit 3.0 Power/Systems

This entry determines the explosive power of a ship when it is either destroyed, or self-destructs. There is actually no limit to what this value can be set at, and a ship can be created that becomes a large guided missile if the value is set to high enough. An example of this is the Kahn scenario. Unless the player leaves the immediate area around the Reliant, position with all due haste, the player's ship is destroyed in the blast.

The blast radius appears to be a maximum of 2, with residual damage reduced as distance increases.

Acceleration

ShipEdit 3.0 Power/Systems

Base acceleration points are as follows:

15	fighters
10	most ships
5	freighters
(blank)	not usable, or not moveable.

Acceleration is basically figured as the maximum amount of change to the speed of a ship per turn. An example of this would be that fighters and shuttles take slightly over 2 turns to reach a speed of 31. The first turn they could reach a speed of 15, the second a speed of 30, and then the 3rd turn a fighter or shuttle would reach a full speed of 31. Freighters on the other hand would require 7 turns to reach the same speed, if there is enough power available. Of course the ability to change speeds is also dependent upon how much power there is available.

Ship List File Breakdown Continued

Damage Control

ShipEdit 3.0 Power/Systems

This is the number of spare parts in inventory. The most stable amount seems to be 20 with the upper limit appearing to be 80. More than 20 parts is not necessary due to if a ship needed that much repair, it would end up being destroyed before they could be used.

Extra Damage

ShipEdit 3.0 Power/Systems

This is the entry that determines how much damage a ship requires before it is actually going to explode. It is the final structural integrity of a ship, or the points of damage it can absorb after all other points have been depleted.

Extra Damage hits begin to occur when most other systems are gone, but not necessarily all. A lucky string of hits can hit on a destroyed area repeatedly, thus getting a quick kill.

This setting can give the edge needed against a larger opponent when both ships are down to a death contest. This is where both ships are all but dead in space, and are trading small blows until one explodes.

Ship Cost

ShipEdit 3.0 General

This entry along with the year available entries will determine whether a vessel will be easily available to all, or to only the most prestigious. Remember to be realistic, as most captains with little prestige would not get a command of a new flagship or experimental prototype.

Refit Base Class

ShipEdit 3.0 General

This is the class that a ship is upgraded to from in a refit. Here is a good example of a long list of Federation refits: A F-CC+ is a refit from an F-CC, which is a refit from an F-CA+. The F-CA+ can built as a refit from an F-CAR, which could be an original refit from the good old F-CA. From this example, it can be seen that the F-CA can have up to 4 refits to bring it up to an F-CC+.

Geometry

ShipEdit 3.0 General

The file path to the ship model being used. This entry is where a new or redesigned model can be added into the game. To add in a new or redesigned model, create a unique folder name, place the model in it, and direct the game to it. It is possible by changing this entry to have 2 ships that use the same model but that can have different textures. The 2 models must to be in different folders though.

UI

ShipEdit 3.0 General

The User Interface for a ship. This is the ship image and hardpoint location in the various weapon select panels. It is this panel that shows the weapons for firing selection on the left of the screen. A slightly different version of this panel shows the points for Hit & Run raids and for repairs.

Each UI has its own allocation of hardpoints for the weapons. These cannot be changed. If for any reason there is a need for a different hardpoint selection simply choose a different UI. While the UI is not race dependent in the game, it is in the race ship select screens. Thus it is possible to use any UI, though it might be a little confusing when trying to select it.

Ship List File Breakdown Finished (finally)

Full Name

ShipEdit 3.0 General

This is the full ship name. For example: Attack Raider-class Cruiser is used for one of the Orion Pirate ships. This is a totally subjective entry, and anything can be entered here, though it is recommended that the entry not be longer than 39 characters.

Refits

ShipEdit 3.0 General

The refit description string for a vessel. Or in other words, a list of changes from the original Ship Type.

The items listed here are usually one of the following: Shields, Phaser changes, Added another or a different heavy weapon.

As with the Full Name entry this is a subjective entry. Due to its nature it is suggested that this entry be as brief as possible.

Balance

ShipEdit 3.0 General

This is an entry that has been added for subjective tweaking of the BPV for a ship based on experimentation and play testing.

End

This column indicates just what it says. This column and those to the right are not used by Starfleet Command.

Section 3

ftrlist.txt

Information

As a quick reference, the text in **Blue** is the name of the entry type. Other items are also in **Blue**, and indicate a cross-link to another item in Section 3 or elsewhere.

Section 3 deals with more specific information about the different items that ShipEdit modifies in the ftrlist.txt file.

Appendix A has a reference chart for the columns when Excel is used for modifying the ftrlist.txt file.

Fighter List File Breakdown

This Section is a list of editing information that has been assembled from several sources. They apply to the ftrlist.txt file located in the Assets > Specs directory of the game. Unlike SFC, SFC 2 uses 2 delimited text files, shiplist.txt and ftrlist.txt. The shiplist.txt file is for the capital ships and the ftrlist.txt file is for the list of fighters and shuttles.

ShipEdit was originally planned to support all versions of SFC. This had to be scrapped due to the many changes that incurred with SFC 2, and the major differences that formed between the two games. Thus it became far easier, and safer to make ShipEdit v 3.0 support only SFC2. ShipEdit v 2.0 will still be supported for a short time for those still using it for SFC.

For any major editing of the ftrlist.txt file, it is recommended that a good quality spreadsheet program be used. The most commonly used is MS Excel (part of MS Office). This program works quite well, but it can be somewhat confusing due to the size of the file. The most important thing to remember is that the file **MUST BE SAVED AS TAB-DELIMITED TEXT DATA FORMAT**.

The best, and safest way at this point is to use ShipEdit for modifying the various fields in this file. Since ShipEdit has an optional range limiting feature to prevent setting an inappropriate value, there is a better chance for avoiding problems.

Race

ShipEdit 3.0 Main Window

This is the race that a fighter is set to be operated under, and where it can be selected. If another race's fighter is used, and a scenario calls upon that fighter from the race that it was taken from, the transferred ship will be used instead.

In addition, SFC 2 uses the order the

ShipEdit 3.0 Manual v 2.70.5 r

fighters are found in to determine availability, so it is not a good idea to change the order the fighters are listed in when changing the race, unless it is also intended that the release order be changed as well.

The Races found in SFC 2 that use fighters are:

- The Federation
- The Hydran
- The ISC
- The Klingon
- The Mirak
- The Orion Pirates

The following races use pseudo-fighters that are found in the shiplist.txt file:

- The Gorn
- The Lyran
- The Romulan

Type (See Class)

ShipEdit 3.0 Fighter

This is the ftrlist.txt file equivalent to the **Class** entry in the shiplist.txt file. In SFC2 it is supposedly possible to add more types to the file, but at the time of this writing that is not known for sure. A type from another race can be moved if new types cannot be added. For example, an Orion fighter type can be moved to the Klingon race and used as a Klingon fighter. In addition the type denotes the era.

Speed

ShipEdit 3.0 Fighter

The maximum speed a shuttle or fighter can move at. The shuttles are only able to move at a speed of 6, where some fighters can move at a max speed of 17. The maximum speed that any ship can move in the game is 31.

Fighter List File Breakdown cont.

Num

ShipEdit 3.0 Fighter Weapons

Num is the number of weapons of the Type placed on a given hardpoint. The maximum quantity that can be placed without causing a game crash is 4. Entering a larger number will cause the game to crash, either while loading the scenario with the ship, or as soon as the hardpoint fires.

Heavy Weapons

ShipEdit 3.0 Fighter Weapons

These 5 entries are for a fighters weapons. Any fighter type weapon can be placed here. This is because there is no need for differentiation of heavy, and regular weapon types.

In addition, since there are no accessible hardpoints for the **UI** (User Interface), it doesn't matter which type is used where.

Since the AI can use weapons placed on invalid hardpoints, there is no requirement for accessible hardpoints for hit and run raids or for damage application.

Due to fighters having a limited ability to carry heavy weapons, special weapon entries are used to differentiate between the regular weapons used on capital ships and fighters.

The following fighter weapons are usable with the listed races:

Weapon	Class	Races Weapon Works With
Photon	PhoF	All races
Fusion	FusF	All races
Hellbore	HellF	All races
ESG	n/a	Lyran's, Other Races lack full controls
Plasma	PLaD	Federation, Gorn, Romulan, other races lack full controls
Missiles	DroI DroVI	Federation, Klingon, other races lack full controls
Disruptors	DisF	All races
Phasers	1,2,3,G	All races (Pha* entries as C ships)
PPD	n/a	ISC, ?

Arc

ShipEdit 3.0 Fighter Weapons

The Arc entries are to specify what angles a weapon can be fired through. This is done with a somewhat cryptic set of letter abbreviations. If a letter combination is used that the program does not recognize, the program will substitute in the ALL arc. Currently there are 29 different usable firing arcs that can be viewed at [Appendix B](#).

For missile weapons though this is somewhat different. Since missiles are not arc dependent for firing, this entry is used in the shiplist.txt file to specify how many reloads there are for each rack. In the ftrlist.txt file however the number of total missiles is covered by Shots. Thus the ALL arc is used since this covers the same field of fire that capital ship racks cover.

Shots

ShipEdit 3.0 Fighter Weapons

This entry applies to all of the heavy weapon types that are mounted on fighters. Shots is the maximum number of charges, or loads of a heavy weapon that a fighter actually has. When these are used up the fighter must return to the carrier for reloading. Phasers are not affected by this entry.

Damage

ShipEdit 3.0 Fighter

The total damage that a fighter can take before it is destroyed.

ADD_6

ShipEdit 3.0 Fighter

The Automatic Defense Device or ADD_6 shot defensive weapon. This defensive weapon is the primary defense against

Fighter List File Breakdown cont.

ADD_6 cont.

missiles, shuttles, and fighters.

It works by launching a flurry of small explosive warheads against the target. As with missiles, the amount is a finite number and can be quickly depleted.

It is believed that this entry is the number of reloads for the system.

Ground Attack Bonus

ShipEdit 3.0 Fighter

This entry applies to attacks against asteroids and planets. It is not currently used by SFC 2.

ECM

ShipEdit 3.0 Fighter

The automatic ECM applied to shuttles and fighters. Set this value to 6 or less as anything larger is ignored by the game.

Base value for all shuttles and fighters is 2.

ECCM

ShipEdit 3.0 Fighter

The automatic ECCM applied to shuttles and fighters. Set this value to 6 or less as anything larger is ignored by the game.

Base value for all shuttles and fighters is 2.

BPV

ShipEdit 3.0 Fighter

This is the fighter Base Point Value, based on current weapons and systems. This is a fairly complex calculated value from the systems part. This is calculated in ShipEdit using the latest version of the formula in SFC 2. The calculation is very complicated, and uses predetermined individual item BPV values to calculate the value.

Carrier Size Class

ShipEdit 3.0 Fighter

The smallest size class of carrier that can carry this particular fighter.

Refer to **Size Class** for more information.

Year First Available

ShipEdit 3.0 Fighter

First year is $2263 + (-164 \text{ thru } 999)$. Thus $2263 + 23 =$ First Year of 2286, and $2263 + (-150) =$ First Year of 2113.

In addition to determining the first year that a ship is used, this entry also determines what era a ship is used in. Refer to the following list:

-164 thru -60 is Early Era.

-164 thru 0 is Middle Era.

-164 thru 470 is Late Era.

999 is for tournament ships.

In addition, fighter type (as in Type I, Type II, Type III) determines Era. See **Fighter List Type**.

Year Last Available

ShipEdit 3.0 Fighter

This entry is currently not used. The years figure the same as for the **Year First Available** entry, the year being found by adding 1162 to the figure entered. It is not known if this entry will be used at a later time or not.

Size

ShipEdit 3.0 Fighter

The size class of the fighter. All shuttles and small fighters are class 1. Large fighters are class 2.

Fighter List File Breakdown cont.

UI

ShipEdit 3.0 Fighter

The User Interface for a ship. This is the ship image and hardpoint location in the various weapon select panels. Since fighters have no hardpoints showing, only the outline of the ship shows.

Geometry

ShipEdit 3.0 Fighter

The file path to the ship model being used. This entry is where a new or redesigned model can be added into the game. To add in a new or redesigned model, create a unique folder name, place the model in it, and direct the game to it. It is possible by changing this entry to have 2 ships that use the same model but that can have different textures. The 2 models must to be in different folders though.

Name

ShipEdit 3.0 Fighter

This is the same as Full Name entry in the shiplist.txt file. For example: Middle Interceptor Fighter is used for one of the Federation fighters. This is a totally subjective entry, and anything can be entered here, though it is recommended that the entry not be longer than 39 characters.

Authors Note

ShipEdit 2.0 ShipEdit 3.0

Originally I had intended this manual to be released for reference usage on SE v 2.0. With the various things that occurred in my life over the last few months and the work that began on making FMSE and SE v 3.0, this work was moved back and to the side.

Compiling and rewriting this manual has been a huge exercise in patience and denial. (denial of sleep, companionship, the tranquility of my house, and the patience of my wife)

It would not be done even yet if not for the previous works of Jeff Jones and Noah Wallace. In addition many thanks to the Taldren staff and their tolerance of my many questions. Because of their posting of information I was able to devote the time to clarifying and testing the various items in the sfbspc13.txt files and the shiplist.txt and ftrlist.txt files now found in SFC 2.

Also my many thanks to Remus for letting me be one of the initial beta testers of his ShipEdit program. Because of him and the involvement in the creative work that SE became I would most likely have set most of the information found in this work aside and never finished it.

In the following pages you will find appendixes of the various UI graphics that were incorporated into SE. In addition there are several lists that I compiled for reference while working on SE v 3.0 and additional information for reference.

Again my many thanks to the contributors and their hard work that made my job just a little bit easier.

Appendix A

Spreadsheet Columns

This is the reference chart for the columns when spreadsheets are used for modifying the SFC2 files shiplist.txt and ftrlist.txt.

SFC2 shiplist.txt
Header Line @ 2 First Line @ 3 Last Entry @ 1325 Last Line @ 1326 Blank Lines = 0 # of ships listed = 913 # of Planets = 391 # of Monsters = 19

SFC2 ftrlist.txt
Header Line @ 2 First Line @ 3 Last Entry @ 83 Last Line @ 83 Blank Lines = 0 # of ships listed = 81

shiplist.txt Columns

Column	Contents	New SFC2
A	Race	X
B	Hull Type	
C	Class	
D	Class Type	
E	BPV	
F	Special Role	
G	Year First Available	
H	Year Last Available	
I	Size Class	
J	Turn mode	
K	Move Cost	
L	HET +2 Turns & Nimble	
M	HET Breakdown	
N	Stealth (+ECM)	
O	Regular Crew	
P	Boarding Parties Base	
Q	Boarding Parties Max	
R	Deck Crews	
S	Total Crew	
T	Min Crew	
U	Shield 1	
V	Shield 2_6	
W	Shield 3_5	
X	Shield 4	
Y	Shield Total	
Z	Cloak	
AA	Num	
AB	Heavy Weapon 1	
AC	Arc	
AD	Num	
AE	Heavy Weapon 2	
AF	Arc	
AG	Num	
AH	Heavy Weapon 3	
AI	Arc	
AJ	Num	
AK	Heavy Weapon 4	
AL	Arc	
AM	Num	
AN	Heavy Weapon 5	
AO	Arc	
AP	Num	
AQ	Heavy Weapon 6	
AR	Arc	
AS	Num	
AT	Heavy Weapon 7	
AU	Arc	
AV	Num	
AW	Heavy Weapon 8	
AX	Arc	
AY	Num	
AZ	Heavy Weapon 9	
BA	Arc	
BB	Num	
BC	Heavy Weapon 10	
BD	Arc	
BE	Num	
BF	Weapon 11	

Column	Contents	New SFC2
BG	Arc	
BH	Num	
BI	Weapon 12	
BJ	Arc	
BK	Num	
BL	Weapon 13	
BM	Arc	
BN	Num	
BO	Weapon 14	
BP	Arc	
BQ	Num	
BR	Weapon 15	
BS	Arc	
BT	Num	
BU	Weapon 16	
BV	Arc	
BW	Num	
BX	Weapon 17	
BY	Arc	
BZ	Num	
CA	Weapon 18	
CB	Arc	
CC	Num	
CD	Weapon 19	
CE	Arc	
CF	Num	
CG	Weapon 20	
CH	Arc	
CI	Num	
CJ	Weapon 21	
CK	Arc	
CL	Num	
CM	Weapon 22	
CN	Arc	
CO	Num	
CP	Weapon 23	
CQ	Arc	
CR	Num	
CS	Weapon 24	
CT	Arc	
CU	Num	
CV	Weapon 25	
CW	Arc	
CX	Probes	
CY	T Bombs Base	
CZ	T Bombs Max	
DA	Nuclear Mine Base	
DB	Nuclear Mine Max	
DC	Drone Control	
DD	ADD_6	
DE	ADD_12	
DF	Shuttles Size	
DG	Launch Rate	
DH	General Base	
DI	General Max	
DJ	Fighter Bay 1	
DK	Fighter Type 1	
DL	Fighter Bay 2	X

shiplist.txt Columns (page 2)

Column	Contents	New SFC2
DM	Fighter Type 2	X
DN	Fighter Bay 3	
DO	Fighter Type 3	X
DP	Fighter Bay 4	
DQ	Fighter Type 4	X
DR	Armor	
DS	Forward Hull	
DT	Center Hull	
DU	Aft Hull	
DV	Cargo	
DW	Barracks	
DX	Repair	
DY	R_L_Warp	
DZ	C_Warp	
EA	Impulse	
EB	Apr	
EC	Battery	
ED	Bridge	
EE	Security	
EF	Lab	
EG	Transporters	
EH	Tractors	
EI	Mech Tractors	
EJ	Special Sensors	
EK	Sensors	
EL	Scanners	
EM	Explosion Strength	
EN	Acceleration	
EO	Damage Control	
EP	Extra Damage	
EQ	Ship Cost	
ER	Refit Base Class	
ES	Geometry	
ET	UI	
EU	Full Name	
EV	refits	
EW	Balance	
EX	End	
	" Info Only Columns"	
EZ	W1	
FA	W2	
FB	W3	
FC	W4	
FD	W5	
FE	W6	
FF	W7	
FG	W8	
FH	W9	
FI	W10	
FJ	W11	
FK	W12	
FL	W13	
FM	W14	
FN	W15	
FO	W16	
FP	W17	
FQ	W18	
FR	W19	

Column	Contents	New SFC2
FS	W20	
FT	W21	
FU	W22	
FV	W23	
FW	W24	
FX	W25	
FY	Weapon BPV	
FZ	FB1	
GA	FB2	
GB	FB3	
GC	FB4	
GD	Fighter Subtotal	
GE	System BPV	
GF	BPV Subtotal	
GG	SFB Year First Available	
GH	SFB Year Last Available	

fttrlist.txt Columns

Column	Contents	*
A	Race	
B	Type	
C	Speed	
D	Num	
E	Weapon 1	
F	Arc	
G	Shots	
H	Num	
I	Weapon 2	
J	Arc	
K	Shots	
L	Num	
M	Weapon 3	
N	Arc	
O	Shots	
P	Num	
Q	Weapon 4	
R	Arc	
S	Shots	
T	Num	
U	Weapon 5	
V	Arc	
W	Shots	
X	Damage	
Y	ADD_6	
Z	Ground Attack Bonus	
AA	ECM	
AB	ECCM	
AC	BPV	
AD	Carrier Size Class	
AE	First Year Avail	
AF	Last Year Avail	
AG	Size	
AH	UI	
AI	Geometry	
AJ	Name	

Appendix B

Firing Arcs

The following graphic shows the firing arcs in reference to shields and a ship outline. These are all the arcs that are in SFC2. The graphic also includes the 2 undocumented arcs that are in the program but not used. The LWX and RWX arcs are usable in SFC2 and have the graphics in the game to support them.

Refer also to [Arcs](#) in Section 2.



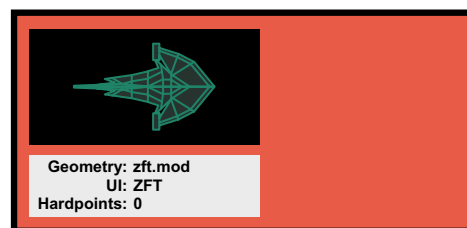
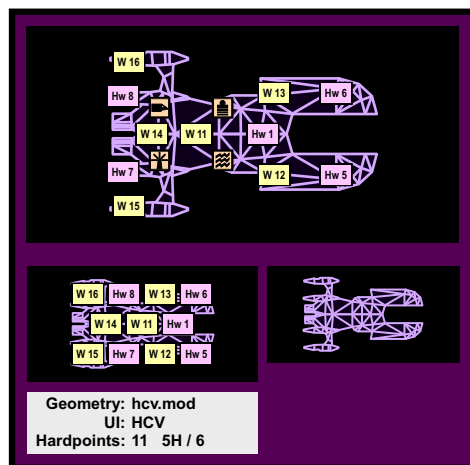
ShipEdit Project

Appendix C

User Interface

Graphics and Info.

Appendix C covers all the graphics that involve the User Interface or UI. The races are placed on separate pages and the information blocks are set up as follows:



1. The large ship graphic on the top is representative of the user graphic found in the ship select screens in the game. Yes, the Romulan screens are 90° from those shown here. The items that do not show this graphic, do not have a graphic for the user select screens in the game. Generally these are not intended for player use so that screen was not needed. They cannot be used without shiplist.txt file editing.
2. The lower left graphic is that found in the weapon select panel in the game.
3. The lower right graphic is a reference to the ship graphic under all the hardpoints.
4. Geometry refers to the 3D model file.
5. UI is the name of the graphic that is placed in the shiplist files that SFC references for which graphic to show.
6. The Hardpoint count works as follows:
Total Hardpoints Heavy Weapons / Weapons / Shared points

Geometry: fbb.mod
UI: FBB
Hardpoints: 14 8H / 6

Geometry: fca.mod
UI: FCA
Hardpoints: 12 6H / 6

Geometry: ffa.mod
UI: FFA
Hardpoints: 8 3H / 5

Geometry: fbch.mod
UI: FDN
Hardpoints: 11 5H / 6

Geometry: fcl.mod
UI: FCL
Hardpoints: 10 4H / 6

Geometry: fsb.mod
UI: FSB
Hardpoints: 12 6H / 6

Geometry: fcv.mod
UI: FCV
Hardpoints: 11 4H / 7

Geometry: fdd.mod
UI: FDD
Hardpoints: 9 4H / 5

Geometry: xsmer.mod
UI: XSMER
Hardpoints: 15 5H / 10

Geometry: fdn.mod
UI: FBC
Hardpoints: 9 4H / 5

Geometry: fff.mod
UI: FFF
Hardpoints: 9 4H / 5

Geometry: fft.mod
UI: FFT
Hardpoints: 0

FEDERATION
Federation Interfaces
Sheet 1 of 1
8 Selectable Ship Types
by user
6 Ship types not selectable
without modification to
ship files.

Geometry: gdn.mod
UI: GDN
Hardpoints: 16 7H / 9

Geometry: gff.mod
UI: GFF
Hardpoints: 9 3H / 6

Geometry: gsb.mod
UI: GSB
Hardpoints: 19 10H / 9

Gorn Pseudo Ftr

Geometry: gft.mod
UI: GFT
Hardpoints: 0

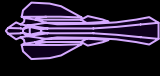
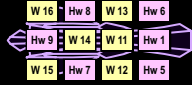
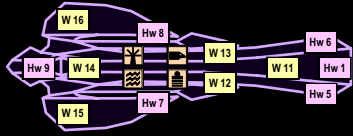
Geometry: gca.mod
UI: GCA
Hardpoints: 13 5H / 8

Geometry: gfa.mod
UI: GFA
Hardpoints: 8 3H / 5

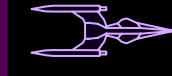
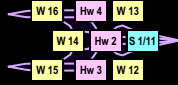
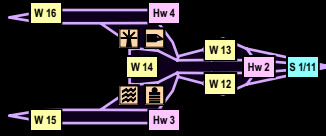
Geometry: gcl.mod
UI: GCL
Hardpoints: 13 4H / 9

Geometry: gdd.mod
UI: GDD
Hardpoints: 11 3H / 8

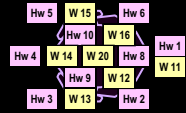
GORN
Gorn Interfaces
Sheet 1 of 1
5 Selectable Ship Types
by user
2 Ship types not selectable
without modification to
ship files.



Geometry: hdn.mod
UI: HDN
Hardpoints: 12 6H / 6



Geometry: hcl.mod
UI: HCL
Hardpoints: 9 3H / 5 / 1S

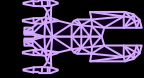
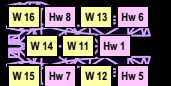
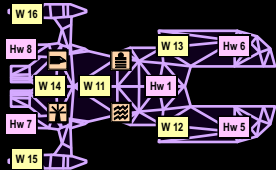


Geometry: hsb.mod
UI: HSB
Hardpoints: 16 9H / 7

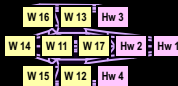
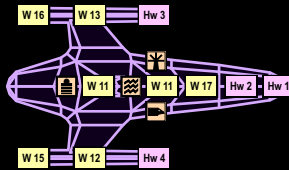


**Hydran
Fighter**

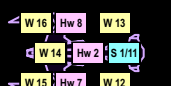
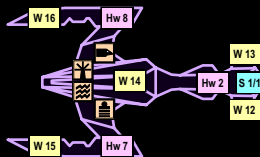
Geometry: hft.mod
UI: HFT
Hardpoints: 0



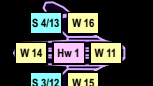
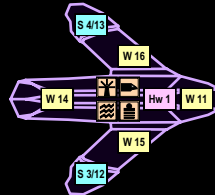
Geometry: hcv.mod
UI: HCV
Hardpoints: 11 5H / 6



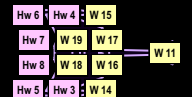
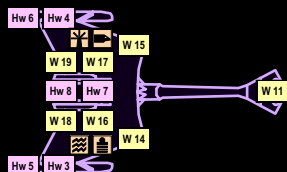
Geometry: hdd.mod
UI: HDD
Hardpoints: 11 4H / 7



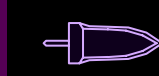
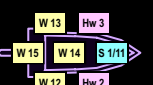
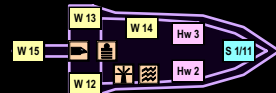
Geometry: hca.mod
UI: HCA
Hardpoints: 9 3H / 5 / 1S



Geometry: hff.mod
UI: HFF
Hardpoints: 7 1H / 4 / 2S



Geometry: kca.mod
UI: HD7
Hardpoints: 13 6H / 7



Geometry: hfa.mod
UI: HFA
Hardpoints: 7 2H / 4 / 1S

**CAPTURED
KLINGON SHIP
ANARCHIST**

HYDRAN

Hydran Interfaces
Sheet 1 of 1

7 Selectable Ship Types
by user
3 Ship types not selectable
without modification to
ship files.



Geometry: idn.mod
UI: IDN
Hardpoints: 16 9H / 7

Geometry: idd.mod
UI: IDD
Hardpoints: 9 5H / 4

Geometry: isb.mod
UI: ISB
Hardpoints: 19 9H / 10

ISC
Fighter

Geometry: ift.mod
UI: IFT
Hardpoints: 0

Geometry: icv.mod
UI: ICV
Hardpoints: 9 3H / 6

Geometry: iff.mod
UI: IFF
Hardpoints: 10 4H / 6

Geometry: ica.mod
UI: ICA
Hardpoints: 12 6H / 6

Geometry: ifa.mod
UI: IFA
Hardpoints: 7 2H / 5

Geometry: icl.mod
UI: ICL
Hardpoints: 10 4H / 6

ISC
ISC Interfaces
Sheet 1 of 1
6 Selectable Ship Types
by user
3 Ship types not selectable
without modification to
ship files.

Geometry: kbb.mod
UI: KBB
Hardpoints: 15 7H / 7 / 1S

Geometry: kcl.mod
UI: KCL
Hardpoints: 11 3H / 7 / 1S

Geometry: ksb.mod
UI: KSB
Hardpoints: 12 6H / 6

Klingon Fighter

Geometry: kft.mod
UI: KFT
Hardpoints: 0

Geometry: kcv.mod
UI: KCV
Hardpoints: 14 5H / 9

Geometry: kdd.mod
UI: KDD
Hardpoints: 10 4H / 6

MISSING W20 IN SELECTION

Geometry: lca.mod
UI: LCA
Hardpoints: 13 5H / 8

CAPTURED LYRAN SHIP

Geometry: kdn.mod
UI: KDN
Hardpoints: 18 8H / 9 / 1S

Geometry: kff.mod
UI: KFF
Hardpoints: 10 4H / 6

Geometry: lcl.mod
UI: LCL
Hardpoints: 11 4H / 7

CAPTURED LYRAN SHIP

Geometry: kca.mod
UI: KCA
Hardpoints: 13 5H / 7 / 1S

Geometry: kfa.mod
UI: KFA
Hardpoints: 7 2H / 5

Geometry: kdp.mod
UI: KDP
Hardpoints: 3 1H / 2

KLINGON
Klingon Interfaces
Sheet 1 of 1
7 Selectable Ship Types
by user
6 Ship types not selectable
without modification to
ship files.

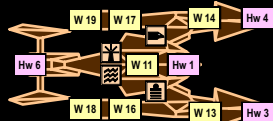
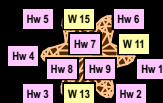
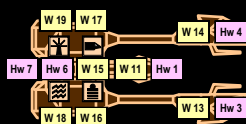


Diagram illustrating a network structure with nodes and connections:

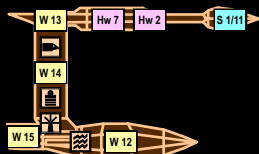
- Nodes: W 19, W 17, W 14, Hw 4, Hw 6, W 11, Hw 1, W 18, W 16, W 13, Hw 3.
- Connections: W 19 is connected to W 17 and W 14. W 17 is connected to W 14 and Hw 6. W 14 is connected to Hw 4 and W 11. Hw 6 is connected to W 11. W 11 is connected to Hw 1. W 18 is connected to W 16 and W 13. W 16 is connected to W 13 and Hw 3. W 13 is connected to Hw 3.



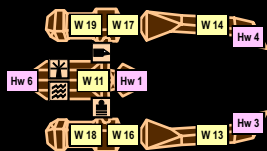
Lyran
Pseudo Ftr



W 19	W 17	W 14	Hw 4
Hw 6	W 15	W 11	Hw 1
Hw 7	W 15	W 11	Hw 1
W 18	W 16	W 13	Hw 3



W 13	Hw 7	Hw 2	S 1/11
W 14			
W 15	W 12		



W 19 W 17 W 14 Hw 4

Hw 6 W 11 Hw 1

W 18 W 16 W 13 Hw 3

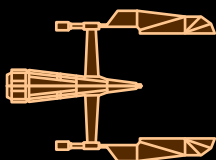


Diagram illustrating a 4x4 grid structure, likely representing a butterfly network or a data layout. The grid is divided into four quadrants by a vertical dashed line. The nodes are labeled as follows:

- Top-left quadrant: W 19, W 17, W 13, Hw
- Top-right quadrant: Hw 6, W 15, W 11, Hw 1
- Bottom-left quadrant: W 18, W 16, W 14, Hw
- Bottom-right quadrant: (Empty)


Connections are shown between nodes in adjacent quadrants, indicating a butterfly pattern.



Geometry: zdn.mod
UI: ZDN
Hardpoints: 15 7H / 8

Geometry: zdd.mod
UI: ZDD
Hardpoints: 13 7H / 6

Geometry: zsb.mod
UI: ZSB
Hardpoints: 18 9H / 9



**Mirak
Fighter**

Geometry: zft.mod
UI: ZFT
Hardpoints: 0

Geometry: zcv.mod
UI: ZCV
Hardpoints: 14 6H / 8


Geometry: zff.mod
UI: ZFF
Hardpoints: 12 8H / 4

Geometry: zca.mod
UI: ZCA
Hardpoints: 16 6H / 10

Geometry: zfa.mod
UI: ZFA
Hardpoints: 7 2H / 5

Geometry: zcl.mod
UI: ZCL
Hardpoints: 13 8H / 5

MIRAK
Mirak Interfaces
Sheet 1 of 1
6 Selectable Ship Types
by user
3 Ship types not selectable
without modification to
ship files.





Astrominer

Geometry: mam.mod
UI: MAM
Hardpoints: 0




Listening Post

Geometry: klp.mod
UI: KLP
Hardpoints: 0




Escape Pod

Geometry: xpd.mod
UI: XPD
Hardpoints: 0




Doomsday Machine

Geometry: mdm.mod
UI: MDM
Hardpoints: 0



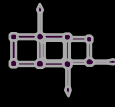
Cargo Box

Geometry: *box.mod
UI: XBOX
Hardpoints: 0



Missile

Geometry: n/a
UI: Drone
Hardpoints: 0




Living Cage

Geometry: mlc.mod
UI: MLC
Hardpoints: 0




Listening Post

Geometry: xlp.mod
UI: XLP
Hardpoints: 0



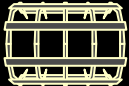
Plasma Torpedo

Geometry: n/a
UI: Plasma
Hardpoints: 0



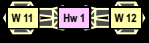

Space Shell

Geometry: mss.mod
UI: MSS
Hardpoints: 0



Space Dock

Geometry: ksd.mod
UI: KSD
Hardpoints: 0

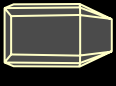



Geometry: xdp.mod
UI: XDP
Hardpoints: 3 1H / 2



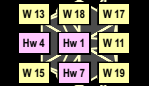
Sunslider

Geometry: msg.mod
UI: MSG
Hardpoints: 0




Shuttle

Geometry: *ms.mod
UI: XMS
Hardpoints: 0



Geometry: *bs.mod
UI: XBS
Hardpoints: 9 3H / 6

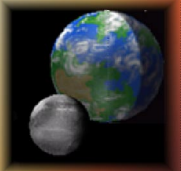


M-Eater

Geometry: mmt.mod
UI: MMT
Hardpoints: 0

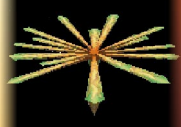
MULTIRACIAL

Neutral Interfaces
Sheet 1 of 1
0 Selectable Ship Types
by user
7 Ship types not selectable
without modification to
ship files.



MONSTERS

Monster Interfaces
Sheet 1 of 1
0 Selectable Ship Types
by user
6 Ship types not selectable
without modification to
ship files.





Moon

Geometry: moon.mod
UI: PLANET0
Hardpoints: n/a



**Planet
Fire**

Geometry: planetfire.mod
UI: PLANET8
Hardpoints: n/a



Water

Geometry: planetwater.mod
UI: PLANET16
Hardpoints: n/a



Earth

Geometry: ert.mod
UI: PLANET1
Hardpoints: n/a



Ice

Geometry: planetice.mod
UI: PLANET9
Hardpoints: n/a



Saturn II

Geometry: SafNR.mod
UI: PLANET17
Hardpoints: n/a



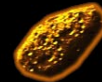
**Ringed
Earth**

Geometry: erg.mod
UI: PLANET2
Hardpoints: n/a



**Gas
Giant**

Geometry: planetstorm.mod
UI: PLANET10
Hardpoints: n/a



Asteroid

Geometry: RockL.mod
UI: Asteroid
Hardpoints: 0



Mars

Geometry: mrs.mod
UI: PLANET3
Hardpoints: n/a



Annwn

Geometry: planetannwn.mod
UI: PLANET11
Hardpoints: n/a



Star

Geometry: yellowsun
UI: STAR
Hardpoints: 0



Jupiter

Geometry: jup.mod
UI: PLANET4
Hardpoints: n/a



**Forbidden
Planet**

Geometry: planetforbidden.mod
UI: PLANET12
Hardpoints: n/a



**Puck
(mine)**

Geometry: xmn.mod
UI: XMN
Hardpoints: 0



**Black
Planet**

Geometry: bpl.mod
UI: PLANET5
Hardpoints: n/a



**Mostly
Harmless**

Geometry: planetharmless.mod
UI: PLANET13
Hardpoints: n/a



???

Geometry: xpy.mod
UI: XPY
Hardpoints: 0



Saturn

Geometry: sat.mod
UI: PLANET6
Hardpoints: n/a



Niflheim

Geometry: planetniflheim.mod
UI: PLANET14
Hardpoints: n/a



**Derelict
Ship**

Geometry: xwreck.mod
UI: XWRECK
Hardpoints: 0



Night

Geometry: planetcitynight.mod
UI: PLANET7
Hardpoints: n/a



Urzuli

Geometry: planeturzuli.mod
UI: PLANET15
Hardpoints: n/a

Page 59

NEUTRAL

Neutral Interfaces
Sheet 1 of 1
0 Selectable Ship Types
by user
23 Ship types not selectable
without modification to
ship files.





Earth



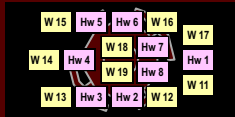
Geometry: earth.mod
UI: PLANET18
Hardpoints: n/a




Gorn One



Geometry: Gorn1.mod
UI: PLANET24
Hardpoints: n/a



XSS



Geometry: xss.mod
UI: XSS
Hardpoints: 17 8H / 9



Klinzhai



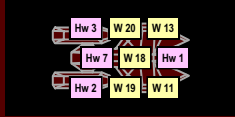
Geometry: Qo'nos.mod
UI: PLANET19
Hardpoints: n/a




Gorn Lux



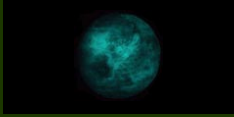
Geometry: gorn2.mod
UI: PLANET25
Hardpoints: n/a




PDN



Geometry: pdn.mod
UI: PDN
Hardpoints: 9 4H / 5



Romulus



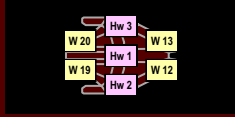
Geometry: PlanetRomulus.mod
UI: PLANET20
Hardpoints: n/a




Gorn Slith



Geometry: gorn3.mod
UI: PLANET26
Hardpoints: n/a



PCA



Geometry: pca.mod
UI: PCA
Hardpoints: 7 3H / 4



Remus



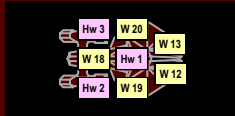
Geometry: PlanetRemus.mod
UI: PLANET21
Hardpoints: n/a




ISC Prime



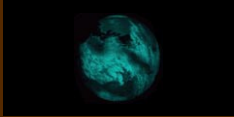
Geometry: PlanetISC.mod
UI: PLANET27
Hardpoints: n/a




PFF



Geometry: pff.mod
UI: PFF
Hardpoints: 8 3H / 5



Lyra



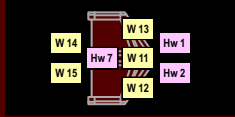
Geometry: PlanetLyra.mod
UI: PLANET22
Hardpoints: n/a




Mirak 1



Geometry: PlanetMirak.mod
UI: PLANET28
Hardpoints: n/a



PFA




Geometry: pfa.mod
UI: PFA
Hardpoints: 8 3H / 5




Hydran Hydra



Geometry: PlanetHydra.mod
UI: PLANET23
Hardpoints: n/a



Orion Fighter



Geometry: pft.mod
UI: PFT
Hardpoints: 0

HOMEWORLDS

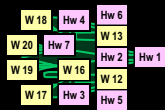
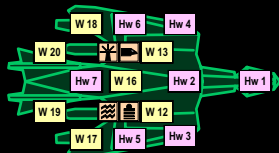
Neutral Interfaces
Sheet 1 of 1
0 Selectable Ship Types
by user
11 Ship types not selectable
without modification to
ship files.



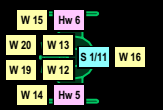
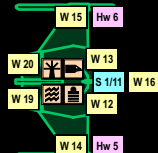
ORION

Orion Pirate Interfaces
Sheet 1 of 1
0 Selectable Ship Types
by user
6 Ship types not selectable
without modification to
ship files.

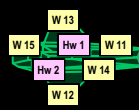
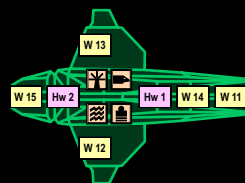




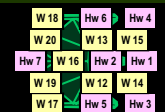
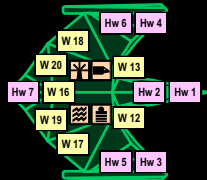
Geometry: rbb.mod
UI: RBB
Hardpoints: 14 7H / 7



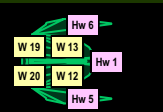
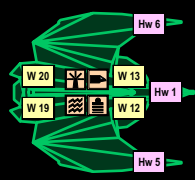
Geometry: rfr.mod
UI: RFR
Hardpoints: 10 2H / 7 / 1S



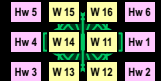
Geometry: rfa.mod
UI: RFA
Hardpoints: 7 2H / 5



Geometry: rdn.mod
UI: RDN
Hardpoints: 16 7H / 9



Geometry: rdd.mod
UI: RDD
Hardpoints: 7 3H / 4

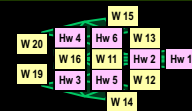
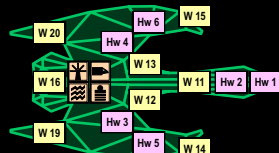


Geometry: rsb.mod
UI: RSB
Hardpoints: 12 6H / 6

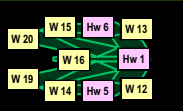
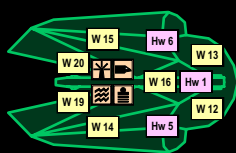


Geometry: rft.mod
UI: RFT
Hardpoints: 0

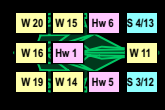
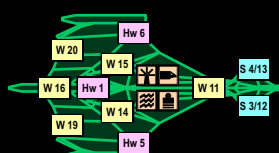
**Romulan
Pseudo Ftr**



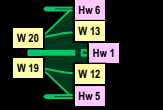
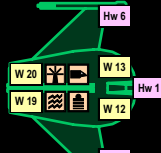
Geometry: rbc.mod
UI: RBC
Hardpoints: 14 6H / 8



Geometry: rde.mod
UI: RDE
Hardpoints: 10 3H / 7



Geometry: rln.mod
UI: RLN
Hardpoints: 11 3H / 6 / 2S

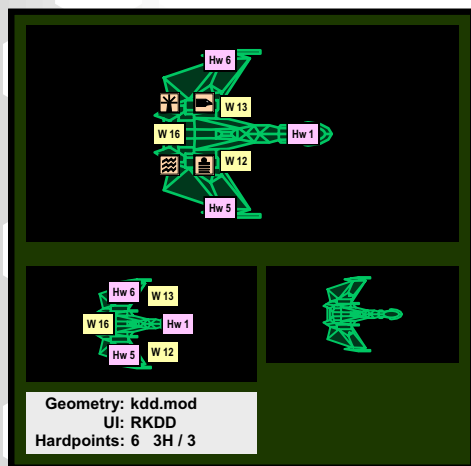
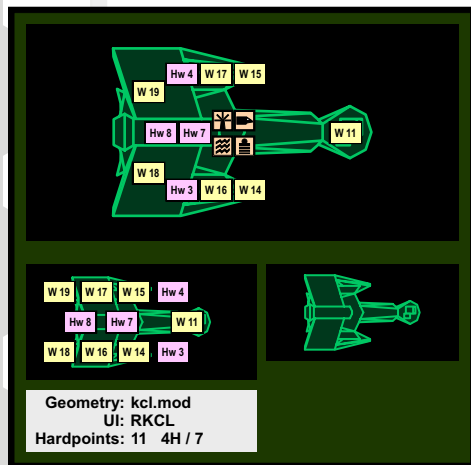
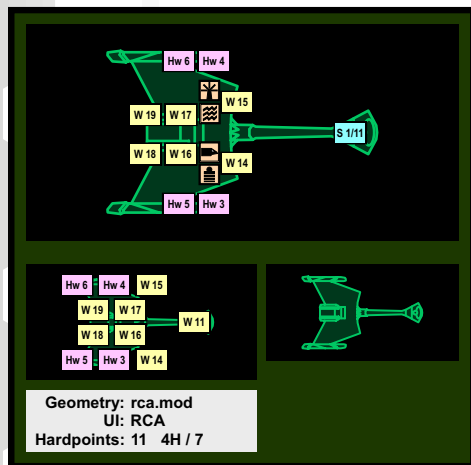
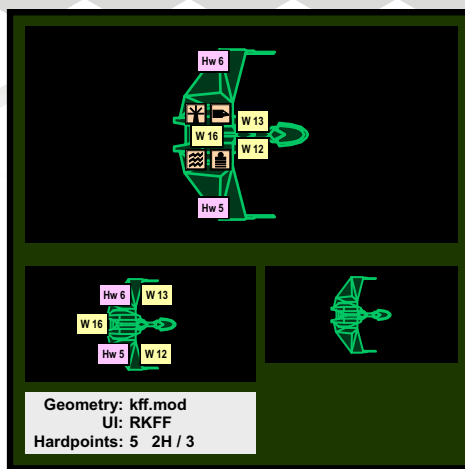
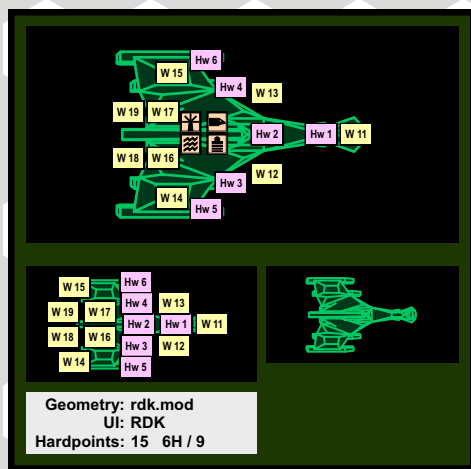


Geometry: rcl.mod
UI: RCL
Hardpoints: 7 3H / 4

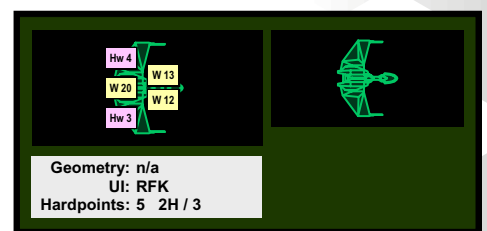
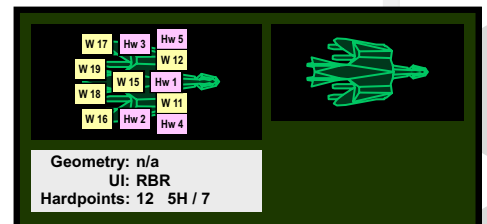
ROMULAN

R Type Interfaces
Sheet 1 of 2
13 Selectable Ship Types
by user (R and K Type)
5 Ship types not selectable
without modification to
ship files.





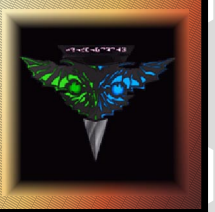
These two user interfaces
are not found
in the shiplist.txt file.
They are in the game
and are usable.



ROMULAN

K Type Interfaces
Sheet 2 of 2

13 Selectable Ship Types
by user (R and K Type)
5 Ship types not selectable
without modification to
ship files.



Appendix D

Starfleet Command

Weapons

Most of the entries here are taken from the Starfleet Command, and the Starfleet Battles manuals. This is only intended as an information source. It is not gospel, nor is it intended to be. The main purpose of this appendix is to supply information that can help make better decisions on what weapons can be selected and an approximation of what the capabilities are.

This appendix is composed of the following 3 sections:

Phasers
Heavy Weapons
Drone Racks

In addition there are many references to turns in each of the weapons, so the following chart is included for reference.

Rate Select	1	2	3	4	5	6	7	8	9	10	11
=====											
Seconds per Turn	320	180	120	90	60	40	35	30	25	20	15

Appendix D -- Starfleet Command Weapons

Phasers

Phaser I

Weapon Name	Ph1
Weapon Type	Direct fire weapon
Loading Time	1 turn
Loading Type	Capacitor
Loading Cost	1 point
Races Used By	All
Races Usable By	All

Phaser 1 is used on some of the fighters. In fighters this weapon does not require a return to the carrier for recharging.

Weapon Particulars

The Phaser 1 is the mainstay weapon of many of the races. This is especially true of the Federation, where the heavy weapon of choice is not as reliable as many other heavy weapons.

This the heaviest phaser that can be carried on a starship.

Phasers cannot be set to overload.

Offensive Damage Table

Range	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
Min Damage	4	3	3	3	2	2	-	-	-	-	-
Max Damage	9	8	7	6	5	5	4	3	2	1	1
Average	6.5	5.3	4.8	4.3	3.8	3.5	2.2	1	.5	.3	.1

Actual Damage Determination

Percent to Hit	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
17%	9	8	7	6	5	5	4	3	2	1	1
33%	8	7	6	5	5	4	3	2	1	1	-
50%	7	5	5	4	4	4	3	1	-	-	-
67%	6	4	4	4	4	3	2	-	-	-	-
83%	5	4	4	3	3	3	1	-	-	-	-
100%	4	4	3	2	2	2	-	-	-	-	-

Defense: Range, Shields, Cloaking, ECM, Erratic Maneuvers

Appendix D -- Starfleet Command Weapons (cont.)

Phasers

Phaser 2

Weapon Name	Ph2
Weapon Type	Direct fire weapon
Loading Time	1 turn
Loading Type	Capacitor
Loading Cost	1 point
Races Used By	All
Races Usable By	All

Phaser 2 is used on some of the fighters. In fighters this weapon does not require a return to the carrier for recharging.

Weapon Particulars

The Phaser 2 is slightly less powerful than the Phaser 1, but it is used in almost as many places as the Phaser 1. The difference is found in both the range and damage that this weapon can do.

Phasers cannot be set to overload.

Offensive Damage Table

Range	0	1	2	3	4-8	9-15	16-30	31-50
Min Damage	5	3	3	3	-	-	-	-
Max Damage	6	5	5	4	3	2	1	1
Average	5.5	4.2	3.8	2.5	1.2	.7	.3	.1

Actual Damage Determination

Percent to Hit	0	1	2	3	4-8	9-15	16-30	31-50
17%	6	5	5	4	3	2	1	1
33%	6	5	4	4	2	1	1	-
50%	6	4	4	4	1	1	-	-
67%	5	4	4	3	-	-	-	-
83%	5	4	3	3	-	-	-	-
100%	5	3	3	3	-	-	-	-

Defense: Range, Shields, Cloaking, ECM, Erratic Maneuvers

Appendix D -- Starfleet Command Weapons (cont.)

Phasers

Phaser 3, Phaser G

Weapon Name	Ph3, PhG
Weapon Type	Direct fire weapon
Loading Time	1 turn
Loading Type	Capacitor
Loading Cost	1/2 point (Ph3), 1 point (PhG)
Races Used By	All
Races Usable By	All

Phaser 3 and G are used on many of the fighters and shuttles. In fighters and shuttles these weapons do not require a return to the carrier for recharging.

Weapon Particulars

The Phaser 3 is the weakest form of phaser. The main purpose of the Phaser 3 is close in defence, or point defence. The range of this phaser is relatively short, but that is adequate for defence from incoming missiles or from nuisance shuttles. The difference between a Phaser 3 and a Phaser G, or gatling phaser is that the gatling phaser can fire up to 4 shots in the same amount of time that other phasers can fire once, and that it requires a full point to charge. Phaser G weapons do the same damage as Phaser 3 weapons.

Phasers cannot be set to overload.

Offensive Damage Table

Range	0	1	2	3	4-8	9-15
Min Damage	3	3	1	-	-	-
Max Damage	4	4	4	3	1	1
Average	3.8	3.7	3	1	.3	.2

Actual Damage Determination

Percent to Hit	0	1	2	3	4-8	9-15
17%	4	4	4	3	1	1
33%	4	4	4	2	1	-
50%	4	4	4	1	-	-
67%	4	4	3	-	-	-
83%	4	3	2	-	-	-
100%	3	3	1	-	-	-

Defense: Range, Shields, Cloaking, ECM, Erratic Maneuvers

Appendix D -- Starfleet Command Weapons (cont.)

Phasers

Phaser 4

Weapon Name	Ph4
Weapon Type	Direct fire weapon
Loading Time	1 turn
Loading Type	Capacitor
Loading Cost	2 points
Races Used By	All
Races Usable By	All

Phaser 4 is not used by fighters and shuttles. This weapon is only used by Base Station class and larger vessels.

Weapon Particulars

The Phaser 4 is the most powerful phaser of the game. It has a fairly long range and is capable of large amounts of damage at close range. The Phaser 4 can only be mounted on stationary type ships such as starbases or planets. It cannot be used on mobile ships.

Phasers cannot be set to overload.

Offensive Damage Table

Range	0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
Min Damage	15	10	9	8	7	6	5	3	1	-	-	-	-
Max Damage	20	10	20	15	12	10	8	6	5	4	3	2	1
Average	18.3	15.3	12.8	9.5	8.2	6.5	5.5	4.5	3.2	2.2	1	.5	.1

Actual Damage Determination

Percent to Hit	0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
17%	20	20	20	15	12	10	8	6	5	4	3	2	1
33%	20	20	15	12	11	9	8	6	4	3	2	1	-
50%	20	15	12	11	10	8	7	5	4	2	1	-	-
67%	20	15	11	10	9	8	6	4	3	1	-	-	-
83%	15	12	10	9	8	7	5	3	2	-	-	-	-
100%	15	10	9	8	7	6	5	3	1	-	-	-	-

Defense: Range, Shields, Cloaking, ECM, Erratic Maneuvers

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

Disruptor 1, 2, 3, 4 (normal)

Weapon Name	Dis1, Dis2, Dis3, Dis4
Weapon Type	Direct fire weapon
Loading Time	1 turn
Loading Type	Charge individual weapon
Loading Cost	2 points to load, 2 to hold (normal)
Races Used By	Klingon, Lyrans, Orion, Mirak
Races Usable By	All

Disruptor 1 is used on some of the larger fighters. In fighters, the weapon name is DisF. It is still limited in the number of shots before requiring a return to the carrier.

Disruptor Types 2, 3, 4, are not used by fighters and shuttles.

Weapon Particulars

The disruptor is the primary heavy weapon of the Klingons. It is also used by the Lyrans and Orions. This weapon is not as powerful as many of the other heavy weapons, but it does have the advantage of being able to fire every turn, and being a beam type weapon, it is not affected by ECM like some other weapons.

All disruptor types do the same damage, but have different ranges. Type 1 disruptors are the weakest and as such are used on smaller ships while the type 4, being the most powerful is only used on the larger ships.

Disruptors can be set to overload.

Offensive Damage Table (normal)

Range	0	1	2	3-4	5-15	16-22	23-30	31-40	
Min Damage	5	-	-	-	-	-	-	-	Maximum Range for Type 1 Disruptor is 15.99
Max Damage	5	5	4	4	3	2	2	1	Maximum Range for Type 2 Disruptor is 22.99
Average	100%	83%	83%	67%	67%	67%	50%	33%	Maximum Range for Type 3 Disruptor is 30.99
									Maximum Range for Type 4 Disruptor is 40.99

Actual Damage Determination (normal)

Percent to Hit	0	1	2	3-4	5-15	16-22	23-30	31-40
17%	5	5	4	4	3	2	2	1
33%	5	5	4	4	3	2	2	1
50%	5	5	4	4	3	2	2	-
67%	5	5	4	4	3	2	-	-
83%	5	5	4	-	-	-	-	-
100%	5	-	-	-	-	-	-	-

Defense: Range, Shields, Cloaking, ECM, Erratic Maneuvers

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

Disruptor 1, 2, 3, 4 (overload)

Weapon Name	Dis1, Dis2, Dis3, Dis4
Weapon Type	Direct fire weapon
Loading Time	1 turn
Loading Type	Charge individual weapon
Loading Cost	4 points to load, 4 to hold (overload)
Races Used By	Klingon, Lyrans, Orion
Races Usable By	All

Disruptor Overload is not used by fighters and shuttles.

Weapon Particulars

The disruptor is the primary heavy weapon of the Klingons. It is also used by the Lyrans and Orions. This weapon is not as powerful as many of the other heavy weapons, but it does have the advantage of being able to fire every turn, and being a beam type weapon, it is not affected by ECM like some other weapons.

All disruptor types do the same damage, but have different ranges. Type 1 disruptors are the weakest and as such are used on smaller ships while the type 4, being the most powerful is only used on the larger ships.

Disruptors can be set to overload.

Offensive Damage Table (overload)

Range	0	1	2-4	5-8
Min Damage	10	-	-	-
Max Damage	10	10	8	6
Average	100%	83%	83%	83%

Feedback damage occurs to the firing ship at range 0 to 0.99. This affects the facing shield.

Actual Damage Determination (overload)

Percent to Hit	0	1	2-4	5-8
17%	10	10	8	6
33%	10	10	8	6
50%	10	10	8	6
67%	10	10	8	6
83%	10	10	8	6
100%	10	-	-	-

Defense: Range, Shields, Cloaking, ECM, Erratic Maneuvers

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

Photon Torpedo (normal)

Weapon Name	Phot
Weapon Type	Direct fire weapon
Loading Time	2 turns
Loading Type	Charge individual tubes
Loading Cost	2 points per turn, 1 point to hold
Races Used By	Federation, Orion
Races Usable By	All

Photon Torpedo is used on a some of the larger fighters. In fighters, the weapon name is PhoF. It is still limited in the number of shots before requiring a return to the carrier.

Weapon Particulars

The Photon Torpedo is the primary heavy weapon of the Federation. Optimal ranges are rather short, but this weapon can inflict heavy damage when used correctly.

The Photon Torpedo is also vulnerable to ECM, and EM usage. The addition of 1 or 2 points of ECM can make quite a difference in defense from photon torpedo hits.

Photon Torpedoes can be set to overload.

Photon Torpedoes can also be set to proximity for long range.

Offensive Damage Table (normal)

Range	0-1	2	3-4	5-8	9-12	13-30
Min Damage	-	-	-	-	-	-
Max Damage	-	8	8	8	8	8
Average	n/a	83%	67%	50%	33%	17%

Actual Damage Determination (normal)

Percent to Hit	0-1	2	3-4	5-8	9-12	13-30
17%	-	8	8	8	8	8
33%	-	8	8	8	8	-
50%	-	8	8	8	-	-
67%	-	8	8	-	-	-
83%	-	8	-	-	-	-
100%	-	-	-	-	-	-

Defense: Range, Shields, Cloaking, ECM, Erratic Maneuvers

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

Photon Torpedo (overload)

Weapon Name	Phot
Weapon Type	Direct fire weapon
Loading Time	2 turns
Loading Type	Charge individual tubes
Loading Cost	4 points per turn, 2 to hold
Races Used By	Federation, Orion
Races Usable By	All

Photon Torpedo Overload is not used by fighters and shuttles.

Weapon Particulars

The Photon Torpedo is the primary heavy weapon of the Federation. Optimal ranges are rather short, but this weapon can inflict heavy damage when used correctly.

The Photon Torpedo is also vulnerable to ECM, and EM usage. The addition of 1 or 2 points of ECM can make quite a difference in defense from photon torpedo hits.

Photon Torpedoes can be set to overload.

Photon Torpedoes can also be set to proximity for long range.

Offensive Damage Table (overload)

Range	0-1*	2	3-4	5-8
Min Damage	16	-	-	-
Max Damage	16	16	16	16
Average	100%	83%	67%	50%

Feedback damage occurs to the firing ship at range 0 to 0.99. This affects the facing shield.

Actual Damage Determination (overload)

Percent to Hit	0-1*	2	3-4	5-8
17%	16	16	16	16
33%	16	16	16	16
50%	16	16	16	16
67%	16	16	16	-
83%	16	16	-	-
100%	16	-	-	-

Defense: Range, Shields, Cloaking, ECM, Erratic Maneuvers

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

Photon Torpedo (proximity)

Weapon Name	Phot
Weapon Type	Direct fire weapon
Loading Time	2 turns
Loading Type	Charge individual tubes
Loading Cost	2 points per turn, 1 point to hold
Races Used By	Federation, Orion
Races Usable By	All

Photon Torpedo Proximity is not used by fighters and shuttles.

Weapon Particulars

The Photon Torpedo is the primary heavy weapon of the Federation. Optimal ranges are rather short, but this weapon can inflict heavy damage when used correctly.

The Photon Torpedo is also vulnerable to ECM, and EM usage. The addition of 1 or 2 points of ECM can make quite a difference in defense from photon torpedo hits.

Photon Torpedoes can be set to overload.

Photon Torpedoes can also be set to proximity for long range.

Offensive Damage Table (proximity)

Range	0-8	9-12	13-30	31-55
Min Damage	-	-	-	-
Max Damage	-	4	4	4
Average	n/a	67%	50%	33%

Actual Damage Determination (proximity)

Percent to Hit	0-8	9-12	13-30	31-55
17%	-	4	4	4
33%	-	4	4	4
50%	-	4	4	-
67%	-	4	-	-
83%	-	-	-	-
100%	-	-	-	-

Defense: Range, Shields, Cloaking, ECM, Erratic Maneuvers

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

Fusion Beam (normal)

Weapon Name	Fus
Weapon Type	Direct fire weapon
Loading Time	1 turn cooling, 1 turn to load
Loading Type	Charge individual weapons
Loading Cost	2 points for 1 turn
Races Used By	Hydran
Races Usable By	All

Fusion Beam is used on a some of the larger fighters. In fighters, the weapon name is FusF. It is still limited in the number of shots before requiring a return to the carrier.

Weapon Particulars

The Fusion Beam is used only by the Hydran race. This weapon is only effective at fairly short ranges, though it can do some fairly extensive damage. In addition the Fusion Beam has 2 overload types.

The first type of overload is similar to all other weapons that can be set to overload. The second overload type is the suicide overload. This setting can cause huge amounts of damage at close range, however using this setting also destroys the weapon.

Offensive Damage Table (normal)

Range	0	1	2	3-10	11-15	16-24
Min Damage	8	4	2	-	-	-
Max Damage	13	8	6	5	3	2
Average	9.8	6.3	3.8	1.8	1.2	.2

Actual Damage Determination (normal)

Percent to Hit	0	1	2	3-10	11-15	16-24
17%	13	8	6	4	3	2
33%	11	8	5	3	2	1
50%	10	7	4	2	1	-
67%	9	6	3	1	1	-
83%	8	5	3	1	-	-
100%	8	4	2	-	-	-

Defense: Range, Shields, Cloaking, ECM, Erratic Maneuvers

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

Fusion Beam (overload)

Weapon Name	Fus
Weapon Type	Direct fire weapon
Loading Time	1 turn cooling, 1 turn to load
Loading Type	Charge individual weapons
Loading Cost	4 points for 1 turn
Races Used By	Hydran
Races Usable By	All

Fusion Beam Overloads are not used by fighters and shuttles.

Weapon Particulars

The Fusion Beam is used only by the Hydran race. This weapon is only effective at fairly short ranges, though it can do some fairly extensive damage. In addition the Fusion Beam has 2 overload types.

The first type of overload is similar to all other weapons that can be set to overload. The second overload type is the suicide overload. This setting can cause huge amounts of damage at close range, however using this setting also destroys the weapon.

Offensive Damage Table (overload)

Range	0	1	2	3-8
Min Damage	12	6	3	-
Max Damage	19	12	9	6
Average	14.5	9.3	5.5	2.5

Actual Damage Determination (overload)

Percent to Hit	0	1	2	3-8
17%	19	12	9	6
33%	16	12	7	4
50%	15	10	6	3
67%	13	9	4	1
83%	12	7	4	1
100%	12	6	3	-

Defense: Range, Shields, Cloaking, ECM, Erratic Maneuvers

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

Fusion Beam (suicide overload)

Weapon Name	Fus
Weapon Type	Direct fire weapon
Loading Time	1 turn cooling, 1 turn to load
Loading Type	Charge individual weapon
Loading Cost	7 points for 1 turn
Races Used By	Hydran
Races Usable By	All

Fusion Beam Overloads are not used by fighters and shuttles.

Weapon Particulars

The Fusion Beam is used only by the Hydran race. This weapon is only effective at fairly short ranges, though it can do some fairly extensive damage. In addition the Fusion Beam has 2 overload types.

The first type of overload is similar to all other weapons that can be set to overload. The second overload type is the suicide overload. This setting can cause huge amounts of damage at close range, however using this setting also destroys the weapon.

Offensive Damage Table (suicide overload)

Range	0	1	2	3-8
Min Damage	32	16	8	-
Max Damage	52	32	24	16
Average	39.33	25.33	15.33	7.33

Actual Damage Determination (suicide overload)

Percent to Hit	0	1	2	3-8
17%	52	32	24	16
33%	44	32	20	12
50%	40	28	16	8
67%	36	24	12	4
83%	32	20	12	4
100%	32	16	8	-

Defense: Range, Shields, Cloaking, ECM, Erratic Maneuvers

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

Hellbore (normal)

Weapon Name	HB
Weapon Type	Direct fire weapon
Loading Time	2 turns
Loading Type	Load weapon
Loading Cost	3 points for 2 turns, 3 points to hold
Races Used By	Hydran
Races Usable By	All

Hellbore is used on some of the larger fighters. In fighters, the weapon name is HellF. It is still limited in the number of shots before requiring a return to the carrier.

Weapon Particulars

The Hellbore Cannon is a fusion bomb within a magnetic field. It is fairly expensive to arm, but can do a fair amount of damage.

Since this weapon affects all the shields, shield facing has no bearing on effect. How the weapon works is that half of the damage that can be done is applied to the 5 strongest shields. The other half of the damage is applied to the weakest shield. Thus shield facing has no effect with this weapon.

If the weapon is fired at the opposing ship while at a range of less than 2, damage is taken on the facing shield of the ship firing the weapon.

The Hellbore cannon can be set to overload.

Offensive Damage Table (normal)

Range	0	1	2	3-4	5-8	9-15	16-22	23-40
Damage	20	20	17	15	13	10	8	4
Percent to Hit	97%	92%	83%	75%	67%	58%	50%	42%

Feedback damage occurs to the firing ship at range 0 to 1.99. This affects the facing shield.

Defense: Range, Shields, Cloaking, ECM, Erratic Maneuvers

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

Hellbore (overload)

Weapon Name	HB
Weapon Type	Direct fire weapon
Loading Time	2 turns
Loading Type	Load weapon
Loading Cost	6 points for 2 turns, 6 points to hold
Races Used By	Hydran
Races Usable By	All

Hellbore Overloads are not used by fighters and shuttles.

Weapon Particulars

The Hellbore Cannon is a fusion bomb within a magnetic field. It is fairly expensive to arm, but can do a fair amount of damage.

Since this weapon affects all the shields, shield facing has no bearing on effect. How the weapon works is that half of the damage that can be done is applied to the 5 strongest shields. The other half of the damage is applied to the weakest shield. Thus shield facing has no effect with this weapon.

If the weapon is fired at the opposing ship while at a range of less than 2, damage is taken on the facing shield of the ship firing the weapon.

The Hellbore cannon can be set to overload.

Offensive Damage Table (overload)

Range	0	1	2	3-4	5-8
Damage	30	30	25	22	19
Percent to Hit	97%	92%	83%	75%	67%

Feedback damage occurs to the firing ship at range 0 to 1.99. This affects the facing shield.

Defense: Range, Shields, Cloaking, ECM, Erratic Maneuvers

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

ESG (Expanding Sphere Generator)

Weapon Name	ESG
Weapon Type	Area effect
Loading Time	Capacitor charge up
Loading Type	Capacitor
Loading Cost	Up to 5 points per unit
Races Used By	Lyrans
Races Usable By	Lyrans, *Other

ESG is not used by fighters and shuttles.

Weapon Particulars

This weapon is an area effect field that forms around a ship. A field is generated at a predetermined radius from the ship. Damage is done depending on the amount of charge and the radius that is set. The only defense from this weapon is to avoid the area.

The weapon does damage up to the amount of charge that is in the field. thus if a missile enters a charge 5 radius 1 field while it is full, the missile is destroyed, and then there is the remainder of the power that was not used to destroy the missile.

***Other races cannot easily use the ESG. If another race is using ESG, the range setting, and charge setting cannot be changed.**

ESG cannot be set to overload.

Damage Table

Radius	Energy Charge				
	1	2	3	4	5
0	4	8	12	16	20
1	4	7	11	15	18
2	3	7	10	13	17
3	3	6	9	12	15

Defense: Range, Shields, Cloaking, ECM, Erratic Maneuvers

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

Plasma Torpedo Type-R

Weapon Name	PlaR
Weapon Type	Seeking weapon
Loading Time	3 turns
Loading Type	Charge per torpedo
Loading Cost	2+2+5 points to charge, 3 to hold
Races Used By	Gorn, Orion, Romulan
Races Usable By	Federation, *Other

Plasma R is not used by fighters and shuttles.

Weapon Particulars

One of the most powerful weapons in SFC, the Plasma-R torpedo can devastate an opponent's ship. The Plasma-R torpedo can also be fired as an enveloping torpedo, and as a multi-warhead shotgun type torpedo against many enemies.

Plasma torpedoes cannot be set to overload.

*Other races than those listed can use plasma torpedoes, but will not have access to the pseudo torpedoes, the enveloping torpedoes, or the shotgun torpedoes.

Offensive Damage Table Plasma-R

Range	0	1-10	11-15	16-20	21-25	26-28	29	30
Damage	50	50	35	25	20	10	5	1

25% Feedback damage occurs to the firing ship at range 0 to 0.99. This affects the facing shield.

Defense: Range, Wild Weasle shuttle, Cloaking, Shields, Phasers do 1/2 damage to torp.

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

Plasma Torpedo Type-R EPT (Enveloping Plasma Torpedo)

Weapon Name	PlaR
Weapon Type	Seeking weapon
Loading Time	3 turns
Loading Type	Charge per torpedo
Loading Cost	4+4+6 points to charge, 4 to hold
Races Used By	Gorn, Orion, Romulan
Races Usable By	Federation, Gorn, Orion, Romulan

Plasma R EPT is not used by fighters and shuttles.

Weapon Particulars

The enveloping version of the Plasma-R torpedo can do up to 100 points of damage total. Damage from the enveloping torpedo is applied equally to all 6 shields.

Plasma torpedoes cannot be set to overload.

Offensive Damage Table Plasma-R EPT

Range	0	1-10	11-15	16-20	21-25	26-28	29	30
Damage	100	100	70	50	40	20	10	2

25% Feedback damage occurs to the firing ship at range 0 to 0.99. This affects the facing shield.

Defense: Range, Wild Weasle shuttle, Cloaking, Shields, Phasers do 1/2 damage to torp.

Plasma Torpedo Type-R Shotgun

Weapon Name	PlaR
Weapon Type	5 Seeking weapons
Loading Time	3 turns
Loading Type	Charge per torpedo
Loading Cost	4+4+6 points to charge, 4 to hold
Races Used By	Gorn, Orion, Romulan
Races Usable By	Federation, Gorn, Orion, Romulan

Plasma R Shotgun is not used by fighters and shuttles.

Weapon Particulars

The shotgun version of the Plasma-R torpedo splits up into 5 Plasma-F torpedoes that automatically lock on to and seek 5 different targets. If there are not 5 targets then the extra torpedoes are lost. refer to **Plasma-F** torpedo for offensive damage table.

Defense: Range, Wild Weasle shuttle, Cloaking, Shields, Phasers do 1/2 damage to torp.

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

Plasma Torpedo Type-S

Weapon Name	PlaS
Weapon Type	Seeking weapon
Loading Time	3 turns
Loading Type	Charge per torpedo
Loading Cost	2+2+4 points to charge, 2 to hold
Races Used By	Gorn, Orion, Romulan
Races Usable By	Federation, *Other

Plasma S is not used by fighters and shuttles.

Weapon Particulars

The second most powerful plasma torpedo, the Plasma-S torpedo is still able to devastate an opponent's ship. The Plasma-S torpedo can also be fired as an enveloping torpedo, and as a multi-warhead shotgun type torpedo against many enemies.

Plasma torpedoes cannot be set to overload.

*Other races than those listed can use plasma torpedoes, but will not have access to the pseudo torpedoes, the enveloping torpedoes, or the shotgun torpedoes.

Offensive Damage Table Plasma-S

Range	0	1-10	11-15	16-20	21-23	24	25
Damage	30	30	22	15	10	5	1

25% Feedback damage occurs to the firing ship at range 0 to 0.99. This affects the facing shield.

Defense: Range, Wild Weasle shuttle, Cloaking, Shields, Phasers do 1/2 damage to torp.

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

Plasma Torpedo Type-S EPT (Enveloping Plasma Torpedo)

Weapon Name	PlaS
Weapon Type	Seeking weapon
Loading Time	3 turns
Loading Type	Charge per torpedo
Loading Cost	3+3+6 points to charge, 3 to hold
Races Used By	Gorn, Orion, Romulan
Races Usable By	Federation, Gorn, Orion, Romulan

Plasma S EPT is not used by fighters and shuttles.

Weapon Particulars

The enveloping version of the Plasma-S torpedo can do up to 60 points of damage total. Damage from the enveloping torpedo is applied equally to all 6 shields.

Plasma torpedoes cannot be set to overload.

Offensive Damage Table Plasma-S EPT

Range	0	1-10	11-15	16-20	21-23	24	25
Damage	60	60	44	30	20	10	2

25% Feedback damage occurs to the firing ship at range 0 to 0.99. This affects the facing shield.

Defense: Range, Wild Weasle shuttle, Cloaking, Shields, Phasers do 1/2 damage to torp.

Plasma Torpedo Type-S Shotgun

Weapon Name	PlaS
Weapon Type	3 Seeking weapons
Loading Time	3 turns
Loading Type	Charge per torpedo
Loading Cost	3+3+6 points to charge, 3 to hold
Races Used By	Gorn, Orion, Romulan
Races Usable By	Federation, Gorn, Orion, Romulan

Plasma S Shotgun is not used by fighters and shuttles.

Weapon Particulars

The shotgun version of the Plasma-S torpedo splits up into 3 Plasma-F torpedoes that automatically lock on to and seek 3 different targets. If there are not 3 targets then the extra torpedoes are lost. refer to **Plasma-F** torpedo for offensive damage table.

Defense: Range, Wild Weasle shuttle, Cloaking, Shields, Phasers do 1/2 damage to torp.

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

Plasma Torpedo Type-G

Weapon Name	PlaG
Weapon Type	Seeking weapon
Loading Time	3 turns
Loading Type	Charge per torpedo
Loading Cost	2+2+3 points to charge, 1 to hold
Races Used By	Federation, Gorn, Orion, Romulan
Races Usable By	*Other

Plasma G is not used by fighters and shuttles.

Weapon Particulars

The Gorn Plasma-G torpedo is able to heavily damage an opponent's ship. The Plasma-G torpedo is also able to be fired as an enveloping torpedo, and as a multi-warhead shotgun type torpedo.

Plasma torpedoes cannot be set to overload.

*Other races than those listed can use plasma torpedoes, but will not have access to the pseudo torpedoes, the enveloping torpedoes, or the shotgun torpedoes.

Offensive Damage Table Plasma-G

Range	0	1-10	11-15	16-18	19	20
Damage	20	20	15	10	5	1

25% Feedback damage occurs to the firing ship at range 0 to 0.99. This affects the facing shield.

Defense: Range, Wild Weasle shuttle, Cloaking, Shields, Phasers do 1/2 damage to torp.

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

Plasma Torpedo Type-G EPT (Enveloping Plasma Torpedo)

Weapon Name	PlaG
Weapon Type	Seeking weapon
Loading Time	3 turns
Loading Type	Charge per torpedo
Loading Cost	3+3+4 points to charge, 2 to hold
Races Used By	Federation, Gorn, Orion, Romulan
Races Usable By	Federation, Gorn, Orion, Romulan

Plasma G EPT is not used by fighters and shuttles.

Weapon Particulars

The enveloping version of the Plasma-G torpedo can do up to 40 points of damage total. Damage from the enveloping torpedo is applied equally to all 6 shields.

Plasma torpedoes cannot be set to overload.

Offensive Damage Table Plasma-G EPT

Range	0	1-10	11-15	16-18	19	20
Damage	40	40	30	20	10	2

25% Feedback damage occurs to the firing ship at range 0 to 0.99. This affects the facing shield.

Defense: Range, Wild Weasle shuttle, Cloaking, Shields, Phasers do 1/2 damage to torp.

Plasma Torpedo Type-G Shotgun

Weapon Name	PlaG
Weapon Type	2 Seeking weapons
Loading Time	3 turns
Loading Type	Charge per torpedo
Loading Cost	3+3+4 points to charge, 2 to hold
Races Used By	Federation, Gorn, Orion, Romulan
Races Usable By	Federation, Gorn, Orion, Romulan

Plasma G Shotgun is not used by fighters and shuttles.

Weapon Particulars

The shotgun version of the Plasma-G torpedo splits up into 2 Plasma-F torpedoes that automatically lock on to and seek 2 different targets. If there are not 2 targets then the extra torpedo is lost. refer to **Plasma-F** torpedo for offensive damage table.

Defense: Range, Wild Weasle shuttle, Cloaking, Shields, Phasers do 1/2 damage to torp.

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

Plasma Torpedo Type-F

Weapon Name	PlaF
Weapon Type	Seeking weapon
Loading Time	3 Turns (G, S, R)
Loading Type	Charge per torpedo
Loading Cost	1+1+3 points to charge, hold(G, S, R)
Races Used By	Federation, Gorn, Orion, Romulan
Races Usable By	*Other

Plasma F is used on a some of the larger fighters and pseudo-fighters. In fighters it is still limited in the number of shots before requiring a return to the carrier.

Weapon Particulars

One of the least powerful plasma torpedoes, the Plasma-F torpedo at close range can still wreak havoc on an opponent's ship. The Plasma-F torpedo can not be fired as an enveloping torpedo, or as a shotgun type, since it is the base for these torpedo types.

Plasma torpedoes cannot be set to overload.

*Other races than those listed can use Plasma torpedoes, but will not have access to the Pseudo torpedoes.

(G, S, R) Plasma-G, Plasma-S, Plasma-R launchers only require 2 turns to load a Plasma-F and the Loading Cost is 2 + 3 to Charge, and 1 to Hold. A regular Plasma-F launcher requires no energy to hold.

Offensive Damage Table Plasma-F

Range	0	1-5	6-10	11-12	13-14	15
Damage	20	20	15	10	5	1

25% Feedback damage occurs to the firing ship at range 0 to 0.99. This affects the facing shield.

Defense: Range, Wild Weasle shuttle, Cloaking, Shields, Phasers do 1/2 damage to torp.

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

Plasma Torpedo Type-I

Weapon Name	Plal
Weapon Type	Seeking weapon
Loading Time	3 turns
Loading Type	Charge per torpedo
Loading Cost	1+1+3 points to charge, 0 hold
Races Used By	ISC
Races Usable By	*Other

Plasma I is not used by fighters and shuttles.

Weapon Particulars

The Plasma-I is the same as the **Plasma-F** except that it is used only by the ISC, and it can only be fired at fighters or pseudo-fighters. The one exception is that one Plasma-I can be fired at a larger ship each turn. The Plasma-I torpedo can not be fired as an enveloping torpedo, nor as a shotgun type.

Plasma torpedoes cannot be set to overload.

*Other races are not yet determined.

Offensive Damage Table Plasma-I

Range	0	1-5	6-10	11-12	13-14	15
Damage	20	20	15	10	5	1

25% Feedback damage occurs to the firing ship at range 0 to 0.99. This affects the facing shield.

Defense: Range, Wild Weasle shuttle, Cloaking, Shields, Phasers do 1/2 damage to torp.

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

Plasma Torpedo Type-D

Weapon Name	PlaD
Weapon Type	Seeking weapon
Loading Time	Firing rate 1 per turn
Loading Type	Stored torpedoes
Loading Cost	Return to carrier
Races Used By	ISC
Races Usable By	*Other

Plasma D is not implemented in SFC 2 at the time of release. It is planned to be added at a later date.

Weapon Particulars

Even less powerful than the Plasma-F torpedo, the Plasma-D torpedo is shot from a single launcher that can be mounted either on a ship or a fighter. The Plasma-D torpedo can not be fired as an enveloping torpedo, or as a shotgun type. It can only fire stored torpedoes at a rate of 1 per turn.

Plasma torpedoes cannot be set to overload.

*Other races are not yet determined.

Offensive Damage Table Plasma-D

Range	0	1-5	6-10	11-12	13-14	15
Damage	10	10	8	5	2	1

25% Feedback damage occurs to the firing ship at range 0 to 0.99. This affects the facing shield.

Defense: Range, Wild Weasle shuttle, Cloaking, Shields, Phasers do 1/2 damage to torp.

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

PPD Plasmatic Pulsar Device (underload)

Weapon Name	PPD
Weapon Type	Direct fire weapon
Loading Time	2 turns
Loading Type	Charge individual weapon
Loading Cost	2+2 points to load, 2 to hold (underld)
Races Used By	ISC
Races Usable By	To be determined

PPD has 3 load types available:

Underload 2 Pulses
Normal 4 Pulses
Overload 6 Pulses

Weapon Particulars

The PPD or Plasmatic Pulsar Device, is used only by the ISC. It cannot fire at a range of less than 4.0.

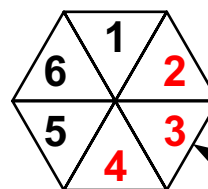
There are 3 weapon charge settings, underload, normal, and overload. All settings require 2 turns to charge. The difference between the settings is that in underload there are only 2 pulses, normal has 4 pulses, overload has 6. Each pulse that hits is what causes damage.

Additionally each pulse does more than damage one shield. If a pulse centers on a shield then splash damage from the chart is done. The damage numbers on the left and right are done to the shields left and right of the striking zone with the center number going to the strike zone. If the pulse centers on a corner between 2 shields, then the alternate damage is done to each shield.

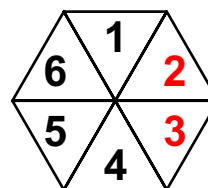
PPD can be set to overload.

Offensive Damage Table (underload)

Range	0-3	4-10	11-15	16-20	21-25	26-30	31-40
Min Damage	-	-	-	-	-	-	-
Max Damage	-	6	5	4	3	2	1
Splash	-	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
Alternate	-	3+3	3+2	2+2	2+1	1+1	1+0



Splash



Alternate

Actual Damage Determination (normal)

Percent to Hit	0-3	4-10	11-15	16-20	21-25	26-30	31-40
8-33%	-	6	5	4	3	2	1
42%	-	6	5	4	3	2	-
50%	-	6	5	4	3	-	-
58%	-	6	5	4	-	-	-
67%	-	6	5	-	-	-	-
75%	-	6	-	-	-	-	-
83-100%	-	-	-	-	-	-	-

Defense: Range, Shields, Cloaking, ECM, Erratic Maneuvers

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

PPD Plasmatic Pulsar Device (normal)

Weapon Name	PPD
Weapon Type	Direct fire weapon
Loading Time	2 turns
Loading Type	Charge individual weapon
Loading Cost	4+4 points to load, 2 to hold (normal)
Races Used By	ISC
Races Usable By	To be determined

PPD has 3 load types available:

Underload 2 Pulses
Normal 4 Pulses
Overload 6 Pulses

Weapon Particulars

The PPD or Plasmatic Pulsar Device, is used only by the ISC. It cannot fire at a range of less than 4.0.

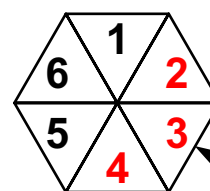
There are 3 weapon charge settings, underload, normal, and overload. All settings require 2 turns to charge. The difference between the settings is that in underload there are only 2 pulses, normal has 4 pulses, overload has 8. Each pulse that hits is what causes damage.

Additionally each pulse does more than damage one shield. If a pulse centers on a shield then splash damage from the chart is done. The damage numbers on the left and right are done to the shields left and right of the striking zone with the center number going to the strike zone. If the pulse centers on a corner between 2 shields, then the alternate damage is done to each shield.

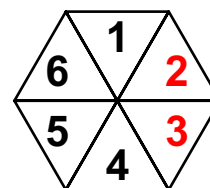
PPD can be set to overload.

Offensive Damage Table (normal)

Range	0-3	4-10	11-15	16-20	21-25	26-30	31-40
Min Damage	-	-	-	-	-	-	-
Max Damage	-	6	5	4	3	2	1
Splash	-	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
Alternate	-	3+3	3+2	2+2	2+1	1+1	1+0



Splash



Alternate

Actual Damage Determination (normal)

Percent to Hit	0-3	4-10	11-15	16-20	21-25	26-30	31-40
8-33%	-	6	5	4	3	2	1
42%	-	6	5	4	3	2	-
50%	-	6	5	4	3	-	-
58%	-	6	5	4	-	-	-
67%	-	6	5	-	-	-	-
75%	-	6	-	-	-	-	-
83-100%	-	-	-	-	-	-	-

Defense: Range, Shields, Cloaking, ECM, Erratic Maneuvers

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

PPD Plasmatic Pulsar Device (overload)

Weapon Name	PPD
Weapon Type	Direct fire weapon
Loading Time	2 turns
Loading Type	Charge individual weapon
Loading Cost	4+8 points to load, 2 to hold (overload)
Races Used By	ISC
Races Usable By	To be determined

PPD has 3 load types available:

Underload 2 Pulses
Normal 4 Pulses
Overload 6 Pulses

Weapon Particulars

The PPD or Plasmatic Pulsar Device, is used only by the ISC. It cannot fire at a range of less than 4.0.

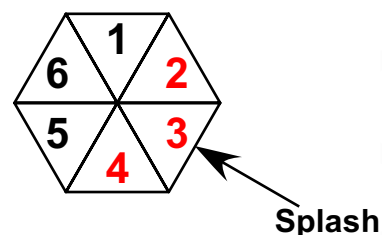
There are 3 weapon charge settings, underload, normal, and overload. All settings require 2 turns to charge. The difference between the settings is that in underload there are only 2 pulses, normal has 4 pulses, overload has 6. Each pulse that hits is what causes damage.

Additionally each pulse does more than damage one shield. If a pulse centers on a shield then splash damage from the chart is done. The damage numbers on the left and right are done to the shields left and right of the striking zone with the center number going to the strike zone. If the pulse centers on a corner between 2 shields, then the alternate damage is done to each shield.

PPD can be set to overload.

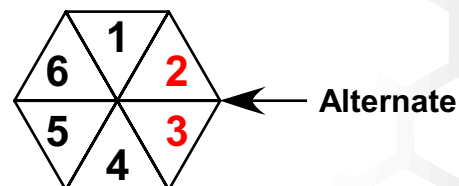
Offensive Damage Table (overload)

Range	0-3	4-8
Min Damage	-	-
Max Damage	-	6
Splash	-	1+4+1
Alternate	-	3+3



Actual Damage Determination (normal)

Percent to Hit	0-3	4-8
8-33%	-	6
42%	-	6
50%	-	6
58%	-	6
67%	-	6
75%	-	6
83-100%	-	-



Defense: Range, Shields, Cloaking, ECM, Erratic Maneuvers

Appendix D -- Starfleet Command Weapons (cont.)

Heavy Weapons

Drone Type I

Weapon Name	DroI
Weapon Type	Seeking weapon
Loading Time	1/2 to 2 turns dependent on rack
Loading Type	Missile racks
Loading Cost	No energy, but limited quantity.
Races Used By	Federation, Klingon, Orion, Mirak
Races Usable By	Federation, Klingon, Orion, Mirak, *Other

Drone Type I is used on fighters and as such is limited to a max of 4 shots before returning for a reload.

Weapon Particulars

The Type 1 missile is the weaker of the 2 types. It does 12 points of damage to the target. The speeds that can be selected are Slow - 12 (default), Medium - 22, and Fast - 34.

**As with plasma torpedoes, missiles can be used by the other races with the following limitations: No spacedock select options, and the missile panel in the game doesn't work properly.* Type 1 Missiles are destroyed with 4 points of damage.

Missiles cannot be set to overload.

Defense: Range, Wild Weasle shuttle, Cloaking, Shields, Phasers Point Defence, Tractor Beams, ADD.

Heavy Weapons

Drone Type IV

Weapon Name	DroIV (capital ships), DroVI (fighters)
Weapon Type	Seeking weapon
Loading Time	1/2 to 2 turns dependent on rack
Loading Type	Missile racks
Loading Cost	No energy, but limited quantity.
Races Used By	Federation, Klingon, Orion, Mirak
Races Usable By	Federation, Klingon, Orion, Mirak, *Other

Drone Type VI is used on fighters and as such is limited to a max of 4 shots before returning for a reload.

There is a Drone Type IV used in the capital ships and then there is the Drone Type VI used in the fighters. It is not known if these are the same or not.

Weapon Particulars

The Type 4 missile is a fairly powerful weapon. It does 24 points of damage to the target. The speeds that can be selected are Slow - 12 (default), Medium - 22, and Fast - 34.

**As with plasma torpedoes, missiles can be used by the other races with the following limitations: No spacedock select options, and the missile panel in the game doesn't work properly.* Type 4 Missiles are destroyed with 6 points of damage.

Missiles cannot be set to overload.

Defense: Range, Wild Weasle shuttle, Cloaking, Shields, Phasers Point Defence, Tractor Beams, ADD.

Appendix D -- Starfleet Command Weapons (cont.)

Drone Racks

Drone Rack A

Weapon Name	DroA
Weapon Type	Seeking weapon
Loading Time	1 per turn, per launcher
Loading Type	Reload from limited quantity
Loading Cost	None
Races Used By	Federation, Klingon, Mirak
Races Usable By	Federation, Klingon, Orion, Mirak, *Other

Drone Racks are not used by fighters and shuttles.

Weapon Particulars

The Type-A missile rack has a capacity of 4 missiles per reload, per launcher. The Type-A Rack has a firing rate of 1 missile per turn.

*Other races can use missiles, but will have problems making selection in spacedock. In addition the missile weapon panel in the game will not work properly, and will not show the statistics properly.

Missile Quantities per Reload of Type-A Rack

Drone Launchers In Rack	Reload 1		Reload 2		Reload 3		Reload 4 (Spacedock)	
	Type1	Type4	Type1	Type4	Type1	Type4	Type1	Type4
1	7	3	11	5	15	7	19	9
2	14	6	22	10	30	14	38	18
3	21	9	33	15	45	21	57	27
4	28	12	44	20	60	28	76	36

Defense: n/a

Appendix D -- Starfleet Command Weapons (cont.)

Drone Racks

Drone Rack B

Weapon Name	DroB
Weapon Type	Seeking weapon
Loading Time	1 per turn, per launcher
Loading Type	Reload from limited quantity
Loading Cost	None
Races Used By	Federation, Klingon, Orion, Mirak
Races Usable By	Federation, Klingon, Orion, Mirak, *Other

Drone Racks are not used by fighters and shuttles.

Weapon Particulars

The Type-B missile rack has a capacity of 6 missiles per reload, per launcher. The Type-B Rack has a firing rate of 1 missile per turn.

*Other races can use missiles, but will have problems making selection in spacedock. In addition the missile weapon panel in the game will not work properly, and will not show the statistics properly.

Missile Quantities per Reload of Type-B Rack

Drone Launchers In Rack	Reload 1		Reload 2		Reload 3		Reload 4 (Spacedock)	
	Type1	Type4	Type1	Type4	Type1	Type4	Type1	Type4
1	11	5	17	8	23	11	29	14
2	22	10	34	16	46	22	58	28
3	33	14	51	24	69	33	87	42
4	44	15	62	26	86	38	110	50

Defense: n/a

Appendix D -- Starfleet Command Weapons (cont.)

Drone Racks

Drone Rack C

Weapon Name	DroC
Weapon Type	Seeking weapon
Loading Time	2 per turn, per launcher
Loading Type	Reload from limited quantity
Loading Cost	None
Races Used By	Orion, Mirak
Races Usable By	Federation, Klingon, Orion, Mirak, *Other

Drone Racks are not used by fighters and shuttles.

Weapon Particulars

The Type-C missile rack has a capacity of 4 missiles per reload, per launcher. The Type-C Rack has a firing rate of 2 missiles per turn.

*Other races can use missiles, but will have problems making selection in spacedock. In addition the missile weapon panel in the game will not work properly, and will not show the statistics properly.

Missile Quantities per Reload of Type-C Rack

Drone Launchers In Rack	Reload 1		Reload 2		Reload 3		Reload 4 (Spacedock)	
	Type1	Type4	Type1	Type4	Type1	Type4	Type1	Type4
1	7	3	11	5	15	7	19	9
2	14	6	22	10	30	14	38	18
3	21	9	33	15	45	21	57	27
4	28	12	44	20	60	28	76	36

Defense: n/a

Appendix D -- Starfleet Command Weapons (cont.)

Drone Racks

Drone Rack E

Weapon Name	DroE
Weapon Type	Seeking weapon
Loading Time	2 per turn, per launcher
Loading Type	Reload from limited quantity
Loading Cost	None
Races Used By	Special
Races Usable By	Federation, Klingon, Orion, Mirak, *Other

Drone Racks are not used by fighters and shuttles.

Weapon Particulars

The Type-E missile rack has a capacity of 8 missiles per reload, per launcher. The Type-E Rack has a firing rate of 2 missiles per turn.

The Type-E missile rack is an undocumented weapon in both SFC 1 and 2. In SFC 1 there were some additional "qualities" which gave additional quantities of missiles. That is not the case in SFC 2.

*Other races can use missiles, but will have problems making selection in spacedock. In addition the missile weapon panel in the game will not work properly, and will not show the statistics properly.

Missile Quantities per Reload of Type-E Rack

Drone Launchers In Rack	Reload 1		Reload 2		Reload 3		Reload 4 (Spacedock)	
	Type1	Type4	Type1	Type4	Type1	Type4	Type1	Type4
1	15	7	23	11	31	15	39	19
2	30	14	46	22	62	30	78	38
3	45	21	69	33	93	45	117	57
4	60	28	92	44	124	60	156	76

Defense: n/a

Appendix D -- Starfleet Command Weapons (cont.)

Drone Racks

Drone Rack F

Weapon Name	DroF
Weapon Type	Seeking weapon
Loading Time	1 per 2 turns, per launcher
Loading Type	Reload from limited quantity
Loading Cost	None
Races Used By	Klingon
Races Usable By	Federation, Klingon, Orion, Mirak, *Other

Drone Racks are not used by fighters and shuttles.

Weapon Particulars

The Type-F missile rack has a capacity of 4 missiles per reload, per launcher. The Type-F Rack has a firing rate of 1 missile per 2 turns.

*Other races can use missiles, but will have problems making selection in spacedock. In addition the missile weapon panel in the game will not work properly, and will not show the statistics properly.

Missile Quantities per Reload of Type-F Rack

Drone Launchers In Rack	Reload 1		Reload 2		Reload 3		Reload 4 (Spacedock)	
	Type1	Type4	Type1	Type4	Type1	Type4	Type1	Type4
1	7	3	11	5	15	7	19	9
2	14	6	22	10	30	14	38	18
3	21	9	33	15	45	21	57	27
4	28	12	44	20	60	28	76	36

Defense: n/a

Appendix D -- Starfleet Command Weapons (cont.)

Drone Racks

Drone Rack G

Weapon Name	DroG
Weapon Type	Seeking weapon
Loading Time	2 per turn, per launcher
Loading Type	Reload from limited quantity
Loading Cost	None
Races Used By	Federation, Mirak
Races Usable By	Federation, Klingon, Orion, Mirak, <i>*Other</i>

Drone Racks are not used by fighters and shuttles.

Weapon Particulars

The Type-G missile rack has a capacity of 4 missiles per reload, per launcher. The Type-G Rack has a firing rate of 2 missiles per turn. In addition the Type-G rack can be used as an ADD launcher in SFC 2.

**Other races can use missiles, but will have problems making selection in spacedock. In addition the missile weapon panel in the game will not work properly, and will not show the statistics properly.*

Missile Quantities per Reload of Type-G Rack

Drone Launchers In Rack	Reload 1		Reload 2		Reload 3		Reload 4 (Spacedock)	
	Type1	Type4	Type1	Type4	Type1	Type4	Type1	Type4
1	7	3	11	5	15	7	19	9
2	14	6	22	10	30	14	38	18
3	21	9	33	15	45	21	57	27
4	28	12	44	20	60	28	76	36

Defense: n/a

Appendix E

Starfleet Command

Ship lists with BPV

These lists are compiled from the shiplist.txt file in the game. The values listed here are for reference only and may change as corrections are made to the game.

The following races are listed here:

Federation

Gorn

Hydran

ISC

Klingon

Lyran

Mirak

Monsters

Neutral

Orion Pirates

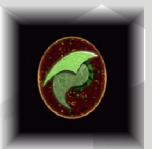
Romulan

Federation Ship BPV List



CLASS	Size Class	Hull Type	Class Type	BPV	CLASS	Size Class	Hull Type	Class Type	BPV
F-AxCVA	4	F	CARRIER	121	F-FF	4	FF	FRIGATE	71
F-AxCVL	5	F	CARRIER	66	F-FFB	4	FF	FRIGATE	91
F-BATS	2	BT	BATTLE_STATION	232	F-FFD	4	FF	FRIGATE	73
F-BATS+	2	BT	BATTLE_STATION	235	F-FFD+	4	FF	FRIGATE	80
F-BATSR	2	BT	BATTLE_STATION	238	F-FFE	4	FF	FRIGATE	80
F-BB	2	DN	BATTLESHIP	342	F-FFE+	4	FF	FRIGATE	85
F-BCE	3	CA	HEAVY_BATTLECRUISER	201	F-FFG	4	FF	FRIGATE	75
F-BCF	3	CA	HEAVY_BATTLECRUISER	180	F-FLDr	4	F	FREIGHTER	66
F-BCG	3	CA	HEAVY_BATTLECRUISER	180	F-FLPh	4	F	FREIGHTER	63
F-BCJ	3	CA	HEAVY_BATTLECRUISER	197	F-FLRG	4	F	FREIGHTER	51
F-BCV	3	CA	CARRIER	231	F-FQL	4	F	FREIGHTER	93
F-BOX	5	BOX	SPECIAL	999	F-FQS	4	F	FREIGHTER	48
F-BS	3	BS	BASE_STATION	177	F-FRD	2	KSD	SPECIAL	101
F-BS+	3	BS	BASE_STATION	183	F-FSDr	4	F	FREIGHTER	35
F-BSF+	3	BS	BASE_STATION	248	F-FSML	4	F	FREIGHTER	23
F-BSFR	3	BS	BASE_STATION	251	F-FSPH	4	F	FREIGHTER	33
F-BSR	3	BS	BASE_STATION	186	F-GSC	3	CA	HEAVY_CRUISER	149
F-BTSF+	2	BT	BATTLE_STATION	331	F-GSC+	3	CA	HEAVY_CRUISER	158
F-BTSFR	2	BT	BATTLE_STATION	334	F-LMDr	4	F	FREIGHTER	78
F-CA	3	CA	HEAVY_CRUISER	125	F-LMPh	4	F	FREIGHTER	68
F-CA+	3	CA	HEAVY_CRUISER	139	F-LMQ	4	F	FREIGHTER	88
F-CAD	3	CA	HEAVY_CRUISER	140	F-LP	5	KLP	SPECIAL	20
F-CAD+	3	CA	HEAVY_CRUISER	154	F-Lux	2	F	SPECIAL	147
F-CADR	3	CA	HEAVY_CRUISER	146	F-MMDr	4	F	FREIGHTER	42
F-CAI	3	CA	HEAVY_CRUISER	166	F-MMPh	4	F	FREIGHTER	41
F-CAR	3	CA	HEAVY_CRUISER	129	F-MMQ	4	F	FREIGHTER	55
F-CB	3	CA	HEAVY_CRUISER	162	F-NAC	3	CL	LIGHT_CRUISER	128
F-CC	3	CA	HEAVY_CRUISER	137	F-NCA	3	CL	NEW_HEAVY_CRUISER	147
F-CC+	3	CA	HEAVY_CRUISER	147	F-NCC	3	CL	NEW_HEAVY_CRUISER	159
F-CDW	4	FF	SPECIAL	100	F-NCD	3	CL	LIGHT_CRUISER	119
F-CFF	4	FF	SPECIAL	79	F-NCD+	3	CL	LIGHT_CRUISER	132
F-CFF+	4	FF	SPECIAL	83	F-NCL	3	CL	LIGHT_CRUISER	116
F-CFS	3	CA	HEAVY_CRUISER	192	F-NCL+	3	CL	LIGHT_CRUISER	120
F-CFS+	3	CA	HEAVY_CRUISER	210	F-NCM	3	CL	NEW_HEAVY_CRUISER	147
F-CL	3	CL	LIGHT_CRUISER	98	F-NCT	3	CL	SPECIAL	116
F-CL+	3	CL	LIGHT_CRUISER	111	F-NCT+	3	CL	SPECIAL	119
F-CLC	3	CL	LIGHT_CRUISER	143	F-NEC	3	CL	LIGHT_CRUISER	102
F-CLH	3	CL	SPECIAL	99	F-NSC	3	CL	SPECIAL	120
F-CVA	2	DN	CARRIER	236	F-NSC+	3	CL	SPECIAL	124
F-CVA+	2	DN	CARRIER	246	F-NVL	3	CL	CARRIER	152
F-CVL	3	CA	CARRIER	169	F-NVL+	3	CL	CARRIER	154
F-CVL+	3	CA	CARRIER	179	F-NVS	3	CL	CARRIER	160
F-CVS	3	CA	CARRIER	173	F-POL	4	FF	FRIGATE	40
F-CVS+	3	CA	CARRIER	187	F-POL+	4	FF	FRIGATE	47
F-DD	4	CL	DESTROYER	94	F-Pres	2	F	SPECIAL	164
F-DD+	4	CL	DESTROYER	100	F-PV+	4	FF	CARRIER	88
F-DDG	4	CL	DESTROYER	94	F-SB	1	SB	STARBASE	608
F-DDG+	4	CL	DESTROYER	99	F-SB+	1	SB	STARBASE	620
F-DE	4	CL	DESTROYER	96	F-SBF+	1	SB	STARBASE	761
F-DEF	5	KDP	SPECIAL	54	F-SBFR	1	SB	STARBASE	767
F-DER	4	CL	DESTROYER	90	F-SBR	1	SB	STARBASE	627
F-DN	2	DN	DREADNOUGHT	180	F-SBS	1	SB	SPECIAL	296
F-DN+	2	DN	DREADNOUGHT	207	F-SC	4	CL	SPECIAL	120
F-DNF	2	DN	DREADNOUGHT	230	F-SC+	4	CL	SPECIAL	124
F-DNG	2	DN	DREADNOUGHT	244	F-SCS	2	DN	DREADNOUGHT	257
F-DNH	2	DN	DREADNOUGHT	252	F-SMDr	4	F	FREIGHTER	34
F-DW	4	FF	WAR_DESTROYER	97	F-SMPh	4	F	FREIGHTER	33
F-DWC	4	FF	WAR_DESTROYER	107	F-TCC	3	CA	SPECIAL	999
F-DWD	4	FF	WAR_DESTROYER	100					

Gorn Ship BPV List



CLASS	Size Class	Hull Type	Class Type	BPV	CLASS	Size Class	Hull Type	Class Type	BPV
G-AxPFT	3	F	CARRIER	197	G-FQS	4	F	FREIGHTER	46
G-BATS	2	BT	BATTLE_STATION	244	G-FRD	2	KSD	SPECIAL	101
G-BATS+	2	BT	BATTLE_STATION	247	G-FSML	4	F	FREIGHTER	23
G-BATSR	2	BT	BATTLE_STATION	251	G-FSPH	4	F	FREIGHTER	33
G-BB	2	DN	BATTLESHIP	384	G-FSPL	4	F	FREIGHTER	38
G-BC	3	CA	HEAVY_CRUISER	160	G-HDC	3	CL	SPECIAL	99
G-BCH	3	CA	HEAVY_BATTLECRUISER	192	G-HDC+	3	CL	SPECIAL	108
G-BDD	4	FF	WAR_DESTROYER	96	G-HDD	3	CL	LIGHT_CRUISER	111
G-BDD+	4	FF	WAR_DESTROYER	98	G-HDD+	3	CL	LIGHT_CRUISER	117
G-BDG	4	FF	WAR_DESTROYER	75	G-HDP	3	CL	CARRIER	210
G-BDG+	4	FF	WAR_DESTROYER	77	G-HDS	3	CL	SPECIAL	107
G-BDL	4	FF	WAR_DESTROYER	103	G-HDS+	3	CL	SPECIAL	113
G-BDL+	4	FF	WAR_DESTROYER	105	G-INT	5	FTR	PF	26
G-BDP	4	FF	CARRIER	187	G-LP	5	KLP	SPECIAL	19
G-BF	3	CA	HEAVY_CRUISER	169	G-LSC	3	CL	SPECIAL	80
G-BOX	5	BOX	SPECIAL	999	G-MCC	3	CL	HEAVY_CRUISER	168
G-BS	3	BS	BASE_STATION	178	G-PF	5	FTR	PF	48
G-BS+	3	BS	BASE_STATION	184	G-PF+	5	FTR	PF	51
G-BSP+	3	BS	SPECIAL	324	G-PFL	5	FTR	PF	53
G-BSPR	3	BS	SPECIAL	327	G-PFS	5	FTR	PF	41
G-BSR	3	BS	BASE_STATION	187	G-PFT	4	FF	CARRIER	174
G-BTSP+	2	BT	BATTLE_STATION	510	G-SB	1	SB	STARBASE	681
G-BTSPR	2	BT	BATTLE_STATION	513	G-SB+	1	SB	STARBASE	694
G-CA	3	CA	HEAVY_CRUISER	120	G-SBP+	1	SB	STARBASE	994
G-CA+	3	CA	HEAVY_CRUISER	146	G-SBPR	1	SB	STARBASE	1001
G-CC	3	CA	HEAVY_CRUISER	124	G-SBR	1	SB	STARBASE	700
G-CC+	3	CA	HEAVY_CRUISER	150	G-SBS	1	SB	SPECIAL	302
G-CCF	3	CA	HEAVY_CRUISER	164	G-SC	4	FF	SPECIAL	53
G-CCH	3	CA	HEAVY_CRUISER	171	G-SCF	4	FF	SPECIAL	58
G-CDD	3	CL	LIGHT_CRUISER	132	G-SR	3	CA	SPECIAL	92
G-CL	3	CA	LIGHT_CRUISER	92	G-SRF	3	CA	SPECIAL	103
G-CL+	3	CA	LIGHT_CRUISER	108	G-TCC	3	CA	SPECIAL	999
G-CLF	3	CA	HEAVY_CRUISER	122					
G-CM	3	CL	HEAVY_CRUISER	161					
G-COM	3	CA	SPECIAL	75					
G-COM+	3	CA	SPECIAL	97					
G-COMF	3	CA	SPECIAL	108					
G-CS	3	CL	HEAVY_CRUISER	161					
G-DD	4	FF	DESTROYER	70					
G-DD+	4	FF	DESTROYER	74					
G-DDF	4	FF	DESTROYER	91					
G-DDG	4	FF	SPECIAL	68					
G-DDG+	4	FF	SPECIAL	72					
G-DDL	4	FF	DESTROYER	100					
G-DDL+	4	FF	DESTROYER	106					
G-DEF	5	KDP	SPECIAL	55					
G-DN	2	DN	DREADNOUGHT	215					
G-DNE	2	DN	DREADNOUGHT	205					
G-DNF	2	DN	DREADNOUGHT	229					
G-DNH	2	DN	DREADNOUGHT	256					
G-DNL	2	DN	DREADNOUGHT	209					
G-DNP	2	DN	CARRIER	325					
G-DNT	2	DN	DREADNOUGHT	224					
G-FF	4	FF	FRIGATE	56					
G-FF+	4	FF	FRIGATE	59					
G-FLPh	4	F	FREIGHTER	63					
G-FLPL	4	F	FREIGHTER	67					
G-FLRG	4	F	FREIGHTER	51					
G-FQL	4	F	FREIGHTER	96					

Hydran Ship BPV List



CLASS	Size Class	Hull Type	Class Type	BPV	CLASS	Size Class	Hull Type	Class Type	BPV
H-APA	3	CL	LIGHT_CRUISER	139	H-LB	3	CA	HEAVY_CRUISER	159
H-AxCVA	4	F	CARRIER	116	H-LC	3	CA	HEAVY_CRUISER	144
H-AxCVL	5	F	CARRIER	56	H-LM	3	CA	HEAVY_CRUISER	156
H-BAR	3	CL	LIGHT_CRUISER	139	H-LN	4	CL	DESTROYER	79
H-BATS	2	BT	BATTLE_STATION	260	H-LN+	4	CL	DESTROYER	89
H-BATS+	2	BT	BATTLE_STATION	264	H-LNG	4	CL	SPECIAL	63
H-BATSR	2	BT	BATTLE_STATION	267	H-LNG+	4	CL	SPECIAL	80
H-BOX	5	BOX	SPECIAL	999	H-LP	5	KLP	SPECIAL	19
H-BS	3	BS	BASE_STATION	188	H-MHK	3	CL	NEW_HEAVY_CRUISER	135
H-BS+	3	BS	BASE_STATION	205	H-MNG	3	CL	LIGHT_CRUISER	118
H-BSF+	3	BS	BASE_STATION	248	H-MNR	2	DN	BATTLESHIP	429
H-BSFR	3	BS	BASE_STATION	251	H-MNV	2	DN	BATTLESHIP	371
H-BSR	3	BS	BASE_STATION	209	H-NEC	3	CL	LIGHT_CRUISER	107
H-BTSF+	2	BT	BATTLE_STATION	334	H-NEC+	3	CL	LIGHT_CRUISER	119
H-BTSFR	2	BT	BATTLE_STATION	337	H-NSC	3	CL	SPECIAL	112
H-CAT	3	CL	SPECIAL	81	H-NSC+	3	CL	SPECIAL	122
H-CAV	3	CA	CARRIER	147	H-NVL	3	CL	CARRIER	104
H-CAV+	3	CA	CARRIER	155	H-NVL+	3	CL	CARRIER	116
H-CHA	3	CA	HEAVY_BATTLECRUISER	168	H-OS	3	CA	CARRIER	238
H-CHC	3	CA	HEAVY_BATTLECRUISER	171	H-OV	3	CA	HEAVY_BATTLECRUISER	198
H-CHY	3	CL	NEW_HEAVY_CRUISER	149	H-PAH	2	DN	DREADNOUGHT	270
H-CNT	4	CL	DESTROYER	106	H-PAL	2	DN	DREADNOUGHT	204
H-COM	3	CL	LIGHT_CRUISER	132	H-PAL+	2	DN	DREADNOUGHT	224
H-COS	3	CL	CARRIER	135	H-RN	3	CA	HEAVY_CRUISER	117
H-CRU	4	FF	FRIGATE	76	H-RN+	3	CA	HEAVY_CRUISER	135
H-CU	4	FF	FRIGATE	61	H-RNT	3	UNKNOWN	SPECIAL	999
H-CVE	4	FF	CARRIER	60	H-SB	1	SB	STARBASE	684
H-D7H	3	CA	HEAVY_CRUISER	151	H-SB+	1	SB	STARBASE	696
H-DE	4	CL	DESTROYER	92	H-SBF+	1	SB	STARBASE	809
H-DE+	4	CL	DESTROYER	102	H-SBFR	1	SB	STARBASE	816
H-DEF	5	KDP	SPECIAL	61	H-SBR	1	SB	STARBASE	703
H-DG	3	CA	HEAVY_CRUISER	139	H-SBS	1	SB	SPECIAL	324
H-DG+	3	CA	HEAVY_CRUISER	157	H-SC	4	FF	SPECIAL	26
H-DWF	4	FF	WAR_DESTROYER	91	H-SR	4	CL	DESTROYER	110
H-DWH	4	FF	WAR_DESTROYER	95	H-SR+	4	CL	DESTROYER	120
H-DWL	4	FF	WAR_DESTROYER	116	H-SUI	3	CL	NEW_HEAVY_CRUISER	173
H-EH	4	FF	FRIGATE	50	H-TAR	3	CL	LIGHT_CRUISER	125
H-ERL	4	CL	DESTROYER	96	H-TLM	3	CA	SPECIAL	999
H-FLFu	4	F	FREIGHTER	65	H-TR	3	CL	LIGHT_CRUISER	105
H-FLPh	4	F	FREIGHTER	65	H-TR+	3	CL	LIGHT_CRUISER	117
H-FLRG	4	F	FREIGHTER	51	H-UH	4	CL	CARRIER	115
H-FQL	4	F	FREIGHTER	97	H-UH+	4	CL	CARRIER	125
H-FQS	4	F	FREIGHTER	54	H-WAR	4	CL	DESTROYER	111
H-FRD	2	KSD	SPECIAL	101					
H-FSFu	4	F	FREIGHTER	33					
H-FSML	4	F	FREIGHTER	23					
H-FSPH	4	F	FREIGHTER	33					
H-GEN	4	FF	FRIGATE	48					
H-GEN+	4	FF	FRIGATE	50					
H-HN	4	FF	FRIGATE	48					
H-HNG	4	FF	SPECIAL	38					
H-HR	3	CL	LIGHT_CRUISER	101					
H-HR+	3	CL	LIGHT_CRUISER	113					
H-IC	2	DN	CARRIER	233					
H-IC+	2	DN	CARRIER	253					
H-ID	2	DN	CARRIER	253					
H-IRQ	3	CL	NEW_HEAVY_CRUISER	142					
H-KN	4	CL	DESTROYER	80					
H-KN+	4	CL	DESTROYER	90					

ISC Ship BPV List



CLASS	Size Class	Hull Type	Class Type	BPV	CLASS	Size Class	Hull Type	Class Type	BPV
I-AxCVA	4	F	CARRIER	118	I-POL	4	FF	FRIGATE	44
I-AxCVL	5	F	CARRIER	63	I-SB	1	SB	STARBASE	582
I-BATS	2	BT	BATTLE_STATION	227	I-SB+	1	SB	STARBASE	635
I-BATS+	2	BT	BATTLE_STATION	238	I-SBF+	1	SB	STARBASE	774
I-BATSR	2	BT	BATTLE_STATION	242	I-SBFR	1	SB	STARBASE	781
I-BB	2	DN	BATTLESHIP	383	I-SBR	1	SB	STARBASE	642
I-BOX	5	BOX	SPECIAL	999	I-SBS	1	SB	SPECIAL	302
I-BS	3	BS	BASE_STATION	173	I-SC	4	FF	SPECIAL	90
I-BS+	3	BS	BASE_STATION	187	I-SR	3	CL	LIGHT_CRUISER	120
I-BSN	3	BS	SPECIAL	999	I-TCA	3	CA	SPECIAL	999
I-BSR	3	BS	BASE_STATION	190					
I-BTSF+	2	BT	BATTLE_STATION	333					
I-BTSFR	2	BT	BATTLE_STATION	336					
I-CA	3	CA	HEAVY_CRUISER	185					
I-CAA	3	CA	HEAVY_CRUISER	207					
I-CC	3	CA	HEAVY_BATTLECRUISER	220					
I-CDD	4	FF	SPECIAL	82					
I-CE	3	CL	LIGHT_CRUISER	132					
I-CL	3	CL	LIGHT_CRUISER	145					
I-CLG	3	CL	SPECIAL	100					
I-CM	3	CL	LIGHT_CRUISER	150					
I-CPF	3	CL	NEW_HEAVY_CRUISER	125					
I-CS	3	CL	LIGHT_CRUISER	155					
I-CV	3	CA	CARRIER	214					
I-CVA	2	DN	CARRIER	309					
I-CVE	4	FF	CARRIER	106					
I-CVL	3	CL	CARRIER	167					
I-CVLS	3	CL	CARRIER	177					
I-CVS	3	CA	CARRIER	224					
I-DD	4	FF	DESTROYER	92					
I-DDG	4	FF	DESTROYER	94					
I-DDL	4	FF	DESTROYER	113					
I-DE	4	FF	DESTROYER	93					
I-DEF	5	KDP	SPECIAL	55					
I-DN	2	DN	DREADNOUGHT	280					
I-DNT	2	DN	DREADNOUGHT	270					
I-ECA	3	CA	HEAVY_CRUISER	139					
I-ECC	3	CA	HEAVY_CRUISER	150					
I-ECL	3	CL	LIGHT_CRUISER	112					
I-EDD	4	FF	DESTROYER	80					
I-EDN	2	DN	DREADNOUGHT	192					
I-EDN+	2	DN	DREADNOUGHT	222					
I-EFF	4	FF	FRIGATE	66					
I-ESR	3	CL	LIGHT_CRUISER	86					
I-FF	4	FF	FRIGATE	73					
I-FFE	4	FF	FRIGATE	67					
I-FFL	4	FF	FRIGATE	83					
I-FLG	4	FF	FRIGATE	80					
I-FLPh	4	F	FREIGHTER	63					
I-FLPL	4	F	FREIGHTER	67					
I-FLRG	4	F	FREIGHTER	51					
I-FQL	4	F	FREIGHTER	96					
I-FQS	4	F	FREIGHTER	47					
I-FRD	2	KSD	SPECIAL	101					
I-FSML	4	F	FREIGHTER	23					
I-FSPH	4	F	FREIGHTER	33					
I-FSPL	4	F	FREIGHTER	38					
I-HSC	3	CL	SPECIAL	120					
I-LP	5	KLP	SPECIAL	19					

Klingon Ship BPV List



CLASS	Size Class	Hull Type	Class Type	BPV	CLASS	Size Class	Hull Type	Class Type	BPV
K-AD5	3	CL	WAR_DESTROYER	120	K-D7E	3	CA	SPECIAL	119
K-AxCVA	4	F	CARRIER	106	K-D7EB	3	CA	SPECIAL	123
K-AxCVL	5	F	CARRIER	54	K-D7K	3	CA	HEAVY_CRUISER	131
K-B10	2	DN	BATTLESHIP	348	K-D7L	3	CA	HEAVY_CRUISER	141
K-B10K	2	DN	BATTLESHIP	380	K-D7T	3	CA	HEAVY_CRUISER	143
K-B10V	2	DN	CARRIER	424	K-D7V	3	CA	CARRIER	155
K-B11K	2	DN	BATTLESHIP	419	K-D7VK	3	CA	CARRIER	158
K-BATS	2	BT	BATTLE_STATION	235	K-D7W	3	CA	HEAVY_CRUISER	155
K-BATS+	2	BT	BATTLE_STATION	238	K-DEF	5	KDP	SPECIAL	52
K-BATSR	2	BT	BATTLE_STATION	241	K-DWC	3	CL	WAR_DESTROYER	158
K-BOX	5	BOX	SPECIAL	999	K-E3	4	FF	FRIGATE	42
K-BS	3	BS	BASE_STATION	179	K-E3E	4	FF	FRIGATE	40
K-BS+	3	BS	BASE_STATION	185	K-E3Y	4	FF	FRIGATE	52
K-BSF+	3	BS	BASE_STATION	259	K-E4	4	FF	FRIGATE	55
K-BSFR	3	BS	BASE_STATION	262	K-E4B	4	FF	FRIGATE	59
K-BSR	3	BS	BASE_STATION	188	K-E4D	4	FF	FRIGATE	63
K-BTSF+	2	BT	BATTLE_STATION	343	K-E4E	4	FF	FRIGATE	50
K-BTSFR	2	BT	BATTLE_STATION	347	K-E4EB	4	FF	FRIGATE	54
K-C10K	2	DN	DREADNOUGHT	268	K-E4G	4	FF	SPECIAL	36
K-C5	2	DN	DREADNOUGHT	192	K-E4GB	4	FF	SPECIAL	40
K-C5B	2	DN	DREADNOUGHT	194	K-E4K	4	FF	FRIGATE	64
K-C5K	2	DN	DREADNOUGHT	219	K-E4Y	4	FF	FRIGATE	63
K-C7	3	CA	HEAVY_BATTLECRUISER	180	K-E6	4	FF	FRIGATE	90
K-C7V	3	CA	CARRIER	234	K-F5	4	FF	FRIGATE	71
K-C8	2	DN	DREADNOUGHT	211	K-F5B	4	FF	DESTROYER	76
K-C8B	2	DN	DREADNOUGHT	218	K-F5C	4	FF	DESTROYER	94
K-C8K	2	DN	DREADNOUGHT	226	K-F5G	4	FF	SPECIAL	60
K-C8V	2	DN	CARRIER	284	K-F5GB	4	FF	SPECIAL	65
K-C8VK	2	DN	CARRIER	292	K-F5K	4	FF	DESTROYER	81
K-C9	2	DN	DREADNOUGHT	205	K-F5L	4	FF	DESTROYER	97
K-C9B	2	DN	DREADNOUGHT	211	K-F5S	4	FF	SPECIAL	60
K-C9K	2	DN	DREADNOUGHT	215	K-F5SB	4	FF	SPECIAL	65
K-D5	3	CL	WAR_DESTROYER	110	K-F5V	4	FF	CARRIER	86
K-D5C	3	CL	WAR_DESTROYER	126	K-F5VK	4	FF	CARRIER	88
K-D5D	3	CL	WAR_DESTROYER	111	K-F5W	4	FF	DESTROYER	99
K-D5E	3	CL	WAR_DESTROYER	110	K-F5Y	4	FF	DESTROYER	80
K-D5G	3	CL	SPECIAL	95	K-F6	4	FF	DESTROYER	108
K-D5K	3	CL	WAR_DESTROYER	112	K-FLDr	4	F	FREIGHTER	66
K-D5L	3	CL	WAR_DESTROYER	132	K-FLDs	4	F	FREIGHTER	66
K-D5S	3	CL	SPECIAL	100	K-FLPh	4	F	FREIGHTER	63
K-D5V	3	CL	CARRIER	135	K-FLRG	4	F	FREIGHTER	51
K-D5W	3	CL	WAR_DESTROYER	150	K-FQL	4	F	FREIGHTER	99
K-D5Y	3	CL	WAR_DESTROYER	138	K-FQS	4	F	FREIGHTER	51
K-D6	3	CA	LIGHT_CRUISER	113	K-FRD	2	KSD	SPECIAL	101
K-D6B	3	CA	LIGHT_CRUISER	123	K-FSDr	4	F	FREIGHTER	36
K-D6D	3	CA	LIGHT_CRUISER	113	K-FSDs	4	F	FREIGHTER	35
K-D6DB	3	CA	LIGHT_CRUISER	123	K-FSML	4	F	FREIGHTER	23
K-D6G	3	CA	SPECIAL	90	K-FSPH	4	F	FREIGHTER	34
K-D6GB	3	CA	SPECIAL	100	K-FWC	4	FF	DESTROYER	104
K-D6K	3	CA	LIGHT_CRUISER	130	K-FWK	4	FF	DESTROYER	102
K-D6S	3	CA	SPECIAL	100	K-FWL	4	FF	DESTROYER	107
K-D6SB	3	CA	SPECIAL	106	K-G2	4	FF	FRIGATE	46
K-D6V	3	CA	CARRIER	146	K-G2C	4	FF	FRIGATE	53
K-D6VK	3	CA	CARRIER	152	K-LCL	3	UNKNOWN	SPECIAL	85
K-D7	3	CA	HEAVY_CRUISER	121	K-LDD	4	UNKNOWN	SPECIAL	71
K-D7B	3	CA	HEAVY_CRUISER	128	K-LP	5	KLP	SPECIAL	19
K-D7C	3	CA	HEAVY_CRUISER	139	K-SB	1	SB	STARBASE	611
K-D7CT	3	CA	SPECIAL	999	K-SB+	1	SB	STARBASE	624
K-D7D	3	CA	HEAVY_CRUISER	148	K-SBF+	1	SB	STARBASE	802

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Lyran Ship BPV List

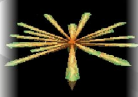


CLASS	Size Class	Hull Type	Class Type	BPV	CLASS	Size Class	Hull Type	Class Type	BPV
L-AxPFT	3	F	CARRIER	119	L-FRD	2	KSD	SPECIAL	101
L-BATS	2	BT	BATTLE_STATION	242	L-FSDs	4	F	FREIGHTER	35
L-BATS+	2	BT	BATTLE_STATION	246	L-FSML	4	F	FREIGHTER	23
L-BATSR	2	BT	BATTLE_STATION	249	L-FSPH	4	F	FREIGHTER	33
L-BB	2	DN	BATTLESHIP	371	L-INT	5	FTR	PF	19
L-BC	3	CA	HEAVY_CRUISER	161	L-LP	5	KLP	SPECIAL	19
L-BCH	3	CA	HEAVY_BATTLECRUISER	180	L-MP	4	FF	FRIGATE	71
L-BCP+	3	CA	HEAVY_BATTLECRUISER	219	L-MP+	4	FF	FRIGATE	80
L-BCPP	3	CA	HEAVY_BATTLECRUISER	213	L-NCA	3	CL	NEW_HEAVY_CRUISER	146
L-BOX	5	BOX	SPECIAL	999	L-NCAL	3	CL	NEW_HEAVY_CRUISER	153
L-BS	3	BS	BASE_STATION	176	L-PF	5	FTR	PF	33
L-BS+	3	BS	BASE_STATION	182	L-PF+	5	FTR	PF	39
L-BSP+	3	BS	BASE_STATION	296	L-PFE	5	FTR	PF	53
L-BSPR	3	BS	BASE_STATION	299	L-PFS	5	FTR	PF	38
L-BSR	3	BS	BASE_STATION	185	L-PFT	4	FF	CARRIER	143
L-BTSP+	2	BT	BATTLE_STATION	454	L-PFW	4	FF	CARRIER	178
L-BTSPR	2	BT	BATTLE_STATION	457	L-PFWP	4	FF	CARRIER	182
L-CA	3	CA	HEAVY_CRUISER	133	L-SB	1	SB	STARBASE	593
L-CA+	3	CA	HEAVY_CRUISER	139	L-SB+	1	SB	STARBASE	606
L-CAP	3	CA	HEAVY_CRUISER	180	L-SBP+	1	SB	STARBASE	869
L-CC	3	CA	HEAVY_CRUISER	150	L-SBPR	1	SB	STARBASE	933
L-CC+	3	CA	HEAVY_CRUISER	155	L-SBR	1	SB	STARBASE	613
L-CCH	3	CA	HEAVY_CRUISER	170	L-SBS	1	SB	SPECIAL	300
L-CL	3	CA	LIGHT_CRUISER	92	L-SC	4	FF	SPECIAL	60
L-CL+	3	CA	LIGHT_CRUISER	98	L-SC+	4	FF	SPECIAL	62
L-CLP	3	CA	LIGHT_CRUISER	140	L-SR	3	CA	HEAVY_CRUISER	95
L-CW	3	CL	LIGHT_CRUISER	113	L-SR+	3	CA	HEAVY_CRUISER	97
L-CW+	3	CL	LIGHT_CRUISER	119	L-TCC	3	CA	SPECIAL	999
L-CWG	3	CL	SPECIAL	100					
L-CWG+	3	CL	SPECIAL	104					
L-CWL	3	CL	LIGHT_CRUISER	134					
L-CWLP	3	CL	LIGHT_CRUISER	183					
L-CWP	3	CL	LIGHT_CRUISER	161					
L-DD	4	CL	DESTROYER	79					
L-DD+	4	CL	DESTROYER	81					
L-DDG	4	CL	SPECIAL	66					
L-DDG+	4	CL	SPECIAL	74					
L-DDP	4	CL	DESTROYER	117					
L-DEF	5	KDP	SPECIAL	52					
L-DN	2	DN	DREADNOUGHT	210					
L-DNH	2	DN	DREADNOUGHT	262					
L-DNP+	2	DN	DREADNOUGHT	263					
L-DNPP	2	DN	DREADNOUGHT	268					
L-DW	4	FF	WAR_DESTROYER	89					
L-DW+	4	FF	WAR_DESTROYER	91					
L-DWL	4	FF	WAR_DESTROYER	99					
L-DWLP	4	FF	WAR_DESTROYER	102					
L-DWP	4	FF	WAR_DESTROYER	136					
L-DWS	4	FF	SPECIAL	80					
L-DWSP	4	FF	SPECIAL	125					
L-EGO	3	CA	HEAVY_CRUISER	171					
L-FF	4	FF	FRIGATE	63					
L-FF+	4	FF	FRIGATE	65					
L-FFP	4	FF	FRIGATE	67					
L-FLDs	4	F	FREIGHTER	65					
L-FLPh	4	F	FREIGHTER	63					
L-FLRG	4	F	FREIGHTER	51					
L-FQL	4	F	FREIGHTER	98					
L-FQS	4	F	FREIGHTER	51					

Mirak Ship BPV List

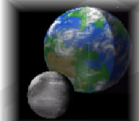


CLASS	Size Class	Hull Type	Class Type	BPV	CLASS	Size Class	Hull Type	Class Type	BPV
Z-AFF	4	FF	FRIGATE	74	Z-FFG	4	FF	SPECIAL	51
Z-AxCVA	4	F	CARRIER	109	Z-FFK	4	FF	FRIGATE	80
Z-AxCVL	5	F	CARRIER	54	Z-FFK+	4	FF	FRIGATE	88
Z-BATS	2	BT	BATTLE_STATION	235	Z-FH	4	FF	FRIGATE	70
Z-BATS+	2	BT	BATTLE_STATION	238	Z-FH+	4	FF	FRIGATE	82
Z-BATSR	2	BT	BATTLE_STATION	241	Z-FLDr	4	F	FREIGHTER	71
Z-BB	2	DN	BATTLESHIP	376	Z-FLDs	4	F	FREIGHTER	66
Z-BC	3	CA	HEAVY_CRUISER	128	Z-FLG	4	FF	FRIGATE	57
Z-BC+	3	CA	HEAVY_CRUISER	132	Z-FLPh	4	F	FREIGHTER	63
Z-BCH	3	CA	HEAVY_BATTLECRUISER	180	Z-FLRG	4	F	FREIGHTER	51
Z-BCV	3	CA	CARRIER	234	Z-FQL	4	F	FREIGHTER	105
Z-BOX	5	BOX	SPECIAL	999	Z-FQS	4	F	FREIGHTER	53
Z-BS	3	BS	BASE_STATION	179	Z-FRD	2	KSD	SPECIAL	101
Z-BS+	3	BS	BASE_STATION	185	Z-FSDr	4	F	FREIGHTER	38
Z-BSF+	3	BS	BASE_STATION	247	Z-FSDs	4	F	FREIGHTER	35
Z-BSFR	3	BS	BASE_STATION	250	Z-FSML	4	F	FREIGHTER	23
Z-BSR	3	BS	BASE_STATION	188	Z-FSPH	4	F	FREIGHTER	34
Z-BTSF+	2	BT	BATTLE_STATION	331	Z-LP	5	KLP	SPECIAL	19
Z-BTSFR	2	BT	BATTLE_STATION	335	Z-MAC	3	CL	LIGHT_CRUISER	112
Z-CA	3	CA	HEAVY_CRUISER	126	Z-MCC	3	CL	LIGHT_CRUISER	125
Z-CC	3	CA	HEAVY_CRUISER	135	Z-MCG	3	CL	SPECIAL	95
Z-CC+	3	CA	HEAVY_CRUISER	135	Z-MCV	3	CL	CARRIER	144
Z-CCH	3	CA	HEAVY_CRUISER	147	Z-MDC	3	CL	LIGHT_CRUISER	110
Z-CD	3	CA	HEAVY_CRUISER	113	Z-MDC+	3	CL	LIGHT_CRUISER	120
Z-CD+	3	CA	HEAVY_CRUISER	128	Z-MEC	3	CL	LIGHT_CRUISER	101
Z-CL	3	CL	LIGHT_CRUISER	84	Z-NCA	3	CL	NEW_HEAVY_CRUISER	158
Z-CL+	3	CL	LIGHT_CRUISER	96	Z-POL	4	FF	FRIGATE	60
Z-CLG	3	CL	SPECIAL	59	Z-SB	1	SB	STARBASE	609
Z-CLV	3	CA	CARRIER	150	Z-SB+	1	SB	STARBASE	622
Z-CLV+	3	CA	CARRIER	182	Z-SBF+	1	SB	STARBASE	760
Z-CM	3	CL	LIGHT_CRUISER	110	Z-SBFR	1	SB	STARBASE	767
Z-CM+	3	CL	LIGHT_CRUISER	117	Z-SBR	1	SB	STARBASE	628
Z-CS	3	CA	HEAVY_CRUISER	116	Z-SBS	1	SB	SPECIAL	307
Z-CV	3	CA	CARRIER	179	Z-SDF	4	FF	SPECIAL	90
Z-CVA	2	DN	CARRIER	279	Z-SDF+	4	FF	SPECIAL	96
Z-CVE	3	CL	CARRIER	113	Z-SF	4	FF	SPECIAL	55
Z-CVE+	3	CL	CARRIER	125	Z-SF+	4	FF	SPECIAL	64
Z-CVS	3	CA	CARRIER	201	Z-TCC	3	CA	SPECIAL	999
Z-CVS+	3	CA	CARRIER	207					
Z-DD	4	FF	DESTROYER	90					
Z-DD+	4	FF	DESTROYER	94					
Z-DDV	4	FF	CARRIER	81					
Z-DEF	5	KDP	SPECIAL	56					
Z-DF	4	FF	FRIGATE	74					
Z-DF+	4	FF	FRIGATE	80					
Z-DN	2	DN	DREADNOUGHT	225					
Z-DN+	2	DN	DREADNOUGHT	231					
Z-DNH	2	DN	DREADNOUGHT	263					
Z-DW	4	FF	WAR_DESTROYER	84					
Z-DWD	4	FF	WAR_DESTROYER	86					
Z-DWE	4	FF	WAR_DESTROYER	80					
Z-DWG	4	FF	SPECIAL	60					
Z-DWL	4	FF	WAR_DESTROYER	98					
Z-DWS	4	FF	SPECIAL	80					
Z-DWS+	4	FF	SPECIAL	86					
Z-DWV	4	FF	CARRIER	106					
Z-EFF	4	FF	FRIGATE	65					
Z-FF	4	FF	FRIGATE	62					
Z-FF+	4	FF	FRIGATE	71					



Monster BPV List

Neutral BPV List (cont)



CLASS	Size Class	Hull Type	Class Type	BPV	CLASS	Size Class	Hull Type	Class Type	BPV
M-AML	2	MAM	MONSTER	207	N-DER	3	UNKNOWN	SPECIAL	13
M-AMM	2	MAM	MONSTER	144	N-DMY	5	UNKNOWN	SPECIAL	999
M-AMS	2	MAM	MONSTER	105	N-E4	4	FF	FRIGATE	38
M-DMD	1	MDM	SPECIAL	223	N-F5	4	FF	FRIGATE	52
M-DML	1	MDM	SPECIAL	286	N-FRD	2	KSD	SPECIAL	91
M-DMM	1	MDM	SPECIAL	239	N-ORG	5	UNKNOWN	SPECIAL	999
M-DMS	1	MDM	SPECIAL	204	N-POD	6	UNKNOWN	SPECIAL	12
M-LCL	4	MLC	MONSTER	277	N-PUCK	6	XMN	SPECIAL	999
M-LCM	4	MLC	MONSTER	219	N-PULS	5	UNKNOWN	SPECIAL	999
M-LCS	4	MLC	MONSTER	162	N-PYR	4	UNKNOWN	SPECIAL	7
M-MTL	4	MMT	MONSTER	187	N-SB	1	SB	STARBASE	500
M-MTM	4	MMT	MONSTER	157	N-SB+	1	SB	STARBASE	513
M-MTS	4	MMT	MONSTER	128	N-SBF+	1	SB	STARBASE	590
M-SGL	3	MSG	MONSTER	224	N-SBFR	1	SB	STARBASE	596
M-SGM	3	MSG	MONSTER	164	N-SBR	1	SB	STARBASE	519
M-SGS	3	MSG	MONSTER	130	N-SBS	1	SB	SPECIAL	296
M-SSL	5	MSS	MONSTER	138	N-SH	6	SHT	SPECIAL	19
M-SSM	5	MSS	MONSTER	116	N-WRM	1	UNKNOWN	SPECIAL	999
M-SSS	5	MSS	MONSTER	94	PL0	2	Planet	PLANET	60
					PL0B	2	Planet	SPECIAL	60
					PL1	1	Planet	PLANET	79
					PL10	1	Planet	PLANET	79
					PL11	1	Planet	PLANET	79
					PL12	1	Planet	PLANET	79
					PL13	1	Planet	PLANET	79
					PL14	1	Planet	PLANET	79
					PL15	1	Planet	PLANET	79
					PL16	1	Planet	PLANET	79
					PL17	1	Planet	PLANET	79
					PL2	1	Planet	PLANET	79
					PL3	1	Planet	PLANET	79
					PL4	1	Planet	PLANET	79
					PL5	1	Planet	PLANET	79
					PL6	1	Planet	PLANET	79
					PL7	1	Planet	PLANET	79
					PL8	1	Planet	PLANET	79
					PL9	1	Planet	PLANET	79
					PLPh0	2	Planet	PLANET	165
					PLPh1	1	Planet	PLANET	270
					PLPh10	1	Planet	PLANET	270
					PLPh11	1	Planet	PLANET	246
					PLPh12	1	Planet	PLANET	246
					PLPh13	1	Planet	PLANET	246
					PLPh14	1	Planet	PLANET	246
					PLPh15	1	Planet	PLANET	246
					PLPh16	1	Planet	PLANET	246
					PLPh17	1	Planet	PLANET	246
					PLPh2	1	Planet	PLANET	270
					PLPh3	1	Planet	PLANET	270
					PLPh4	1	Planet	PLANET	270
					PLPh5	1	Planet	PLANET	278
					PLPh6	1	Planet	PLANET	270
					PLPh7	1	Planet	PLANET	270
					PLPh8	1	Planet	PLANET	270
					PLPh9	1	Planet	PLANET	270
					X-BOX	5	BOX	SPECIAL	999



Neutral BPV List

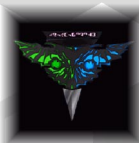
CLASS	Size Class	Hull Type	Class Type	BPV	CLASS	Size Class	Hull Type	Class Type	BPV
CR	1	Star	NONE	0					
CW	1	Star	NONE	0					
CY	1	Star	NONE	0					
N-AB	3	Asteroid	SPECIAL	259					
N-ABDr	3	Asteroid	SPECIAL	215					
N-ABDs	3	Asteroid	SPECIAL	220					
N-ABHB	3	Asteroid	SPECIAL	230					
N-ABPh	3	Asteroid	SPECIAL	197					
N-ABPL	3	Asteroid	SPECIAL	238					
N-AST	3	Asteroid	SPECIAL	289					
N-ASTS	3	Asteroid	SPECIAL	4					
N-BATS	2	BT	BATTLE_STATION	208					
N-BATS+	2	BT	BATTLE_STATION	211					
N-BATSR	2	BT	BATTLE_STATION	214					
N-BEAM	3	UNKNOWN	SPECIAL	999					
N-BS	3	BS	BASE_STATION	159					
N-BS+	3	BS	BASE_STATION	165					
N-BSF+	3	BS	BASE_STATION	197					
N-BSFR	3	BS	BASE_STATION	201					
N-BSR	3	BS	BASE_STATION	168					
N-BTSF+	2	BT	BATTLE_STATION	259					
N-BTSFR	2	BT	BATTLE_STATION	262					
N-D6	3	CA	LIGHT_CRUISER	78					

Orion Pirate Ship BPV List



CLASS	Size Class	Hull Type	Class Type	BPV	CLASS	Size Class	Hull Type	Class Type	BPV
O-AR1	3	CL	LIGHT_CRUISER	110	O-DWS1	4	FF	DESTROYER	73
O-AR2	3	CL	LIGHT_CRUISER	114	O-DWS2	4	FF	DESTROYER	71
O-AR3	3	CL	LIGHT_CRUISER	105	O-DWS3	4	FF	DESTROYER	69
O-BATS	2	BT	BATTLE_STATION	183	O-FRD	2	KSD	SPECIAL	101
O-BATS+	2	BT	BATTLE_STATION	187	O-HR1	3	CA	HEAVY_CRUISER	128
O-BATSR	2	BT	BATTLE_STATION	207	O-HR2	3	CA	HEAVY_CRUISER	123
O-BB1	2	DN	BATTLESHIP	376	O-HR3	3	CA	HEAVY_CRUISER	128
O-BC1	3	CA	HEAVY_BATTLECRUISER	183	O-LP	5	KLP	SPECIAL	19
O-BC2	3	CA	HEAVY_BATTLECRUISER	153	O-LR+1	4	FF	FRIGATE	64
O-BC3	3	CA	HEAVY_BATTLECRUISER	173	O-LR+2	4	FF	FRIGATE	64
O-BCH1	3	CA	HEAVY_BATTLECRUISER	187	O-LR+3	4	FF	FRIGATE	70
O-BCH2	3	CA	HEAVY_BATTLECRUISER	179	O-LR1	4	FF	FRIGATE	58
O-BCH3	3	CA	HEAVY_BATTLECRUISER	157	O-LR2	4	FF	FRIGATE	76
O-BCV1	3	CA	HEAVY_BATTLECRUISER	208	O-LR3	4	FF	FRIGATE	70
O-BCV2	3	CA	HEAVY_BATTLECRUISER	220	O-LRS+1	4	FF	FRIGATE	63
O-BCV3	3	CA	HEAVY_BATTLECRUISER	235	O-LRS+2	4	FF	FRIGATE	60
O-BOX	5	BOX	SPECIAL	999	O-LRS+3	4	FF	FRIGATE	59
O-BR1	3	CL	LIGHT_CRUISER	136	O-LRS1	4	FF	FRIGATE	60
O-BR2	3	CL	LIGHT_CRUISER	149	O-LRS2	4	FF	FRIGATE	57
O-BR3	3	CL	LIGHT_CRUISER	131	O-LRS3	4	FF	FRIGATE	56
O-BRC1	3	CL	LIGHT_CRUISER	95	O-MR1	3	CL	LIGHT_CRUISER	110
O-BRC2	3	CL	LIGHT_CRUISER	100	O-MR2	3	CL	LIGHT_CRUISER	108
O-BRC3	3	CL	LIGHT_CRUISER	100	O-MR3	3	CL	LIGHT_CRUISER	103
O-BRH1	3	CA	NEW_HEAVY_CRUISER	157	O-PR1	4	FF	FRIGATE	35
O-BRH2	3	CA	NEW_HEAVY_CRUISER	146	O-PR2	4	FF	FRIGATE	46
O-BRH3	3	CA	NEW_HEAVY_CRUISER	165	O-PR3	4	FF	FRIGATE	42
O-BS	3	BS	BASE_STATION	110	O-SB	1	SB	STARBASE	540
O-BS+	3	BS	BASE_STATION	117	O-SB+	1	SB	STARBASE	574
O-BSR	3	BS	BASE_STATION	131	O-SBR	1	SB	STARBASE	604
O-CA+1	3	CA	HEAVY_CRUISER	143	O-SLV1	4	F	FREIGHTER	89
O-CA+2	3	CA	HEAVY_CRUISER	143	O-SLV2	4	F	FREIGHTER	94
O-CA+3	3	CA	HEAVY_CRUISER	149	O-SLV3	4	F	FREIGHTER	108
O-CA1	3	CA	HEAVY_CRUISER	123	O-TBR1	3	CA	HEAVY_CRUISER	120
O-CA2	3	CA	HEAVY_CRUISER	130	O-TBR2	3	CA	HEAVY_CRUISER	121
O-CA3	3	CA	HEAVY_CRUISER	133	O-TBR3	3	CA	HEAVY_CRUISER	105
O-CR+1	3	CL	LIGHT_CRUISER	113	O-VIK1	4	F	FREIGHTER	106
O-CR+2	3	CL	LIGHT_CRUISER	104	O-VIK2	4	F	FREIGHTER	94
O-CR+3	3	CL	LIGHT_CRUISER	91	O-VIK3	4	F	FREIGHTER	108
O-CR1	3	CL	LIGHT_CRUISER	80					
O-CR2	3	CL	LIGHT_CRUISER	93					
O-CR3	3	CL	LIGHT_CRUISER	79					
O-CV1	3	CA	CARRIER	226					
O-CV2	3	CA	CARRIER	227					
O-CV3	3	CA	CARRIER	253					
O-CVA1	2	DN	CARRIER	354					
O-CVA2	2	DN	CARRIER	337					
O-CVA3	2	DN	CARRIER	398					
O-DBR1	4	FF	DESTROYER	106					
O-DBR2	4	FF	DESTROYER	108					
O-DBR3	4	FF	DESTROYER	112					
O-DCR1	3	CA	HEAVY_CRUISER	165					
O-DCR2	3	CA	HEAVY_CRUISER	172					
O-DCR3	3	CA	HEAVY_CRUISER	142					
O-DEF	5	KDP	SPECIAL	52					
O-DN1	2	DN	DREADNOUGHT	232					
O-DN2	2	DN	DREADNOUGHT	265					
O-DW1	4	FF	WAR_DESTROYER	89					
O-DW2	4	FF	WAR_DESTROYER	89					
O-DW3	4	FF	WAR_DESTROYER	78					

Romulan Ship BPV List



CLASS	Size Class	Hull Type	Class Type	BPV	CLASS	Size Class	Hull Type	Class Type	BPV
R-AxPFT	3	F	CARRIER	147	R-KRB	3	CA	HEAVY_CRUISER	132
R-BATS	2	BT	BATTLE_STATION	274	R-KRC	3	CA	HEAVY_CRUISER	165
R-BATS+	2	BT	BATTLE_STATION	277	R-KRCS	3	CA	HEAVY_CRUISER	179
R-BATSR	2	BT	BATTLE_STATION	281	R-KRE	3	CA	HEAVY_CRUISER	115
R-BH	4	CL	DESTROYER	85	R-KREB	3	CA	HEAVY_CRUISER	134
R-BHR	4	CL	DESTROYER	89	R-KRG	3	CA	SPECIAL	103
R-BOX	5	BOX	SPECIAL	999	R-KRGB	3	CA	SPECIAL	126
R-BS	3	BS	BASE_STATION	200	R-KRP	3	CA	CARRIER	227
R-BS+	3	BS	BASE_STATION	206	R-KVL	2	DN	DREADNOUGHT	170
R-BSP+	3	BS	BASE_STATION	362	R-LP	5	KLP	SPECIAL	19
R-BSPR	3	BS	BASE_STATION	366	R-NHK	3	CA	HEAVY_BATTLECRUISER	192
R-BSR	3	BS	BASE_STATION	210	R-PRA	2	DN	DREADNOUGHT	285
R-BTSP+	2	BT	BATTLE_STATION	576	R-RGK	3	CA	HEAVY_BATTLECRUISER	179
R-BTSPR	2	BT	BATTLE_STATION	579	R-RHK	3	CA	HEAVY_BATTLECRUISER	192
R-CE	3	CA	LIGHT_CRUISER	70	R-ROC	2	DN	DREADNOUGHT	266
R-CEN	5	FTR	PF	53	R-SB	1	SB	STARBASE	749
R-CEN+	5	FTR	PF	55	R-SB+	1	SB	STARBASE	776
R-CENL	5	FTR	PF	58	R-SBP+	1	SB	STARBASE	1116
R-CENS	5	FTR	PF	44	R-SBPR	1	SB	STARBASE	1123
R-CH	4	CL	CARRIER	179	R-SBR	1	SB	STARBASE	783
R-COH	3	CL	SPECIAL	55	R-SBS	1	SB	SPECIAL	338
R-COHR	3	CL	SPECIAL	60	R-SE	3	CA	LIGHT_CRUISER	80
R-CON	2	DN	DREADNOUGHT	234	R-SEA	4	FF	FRIGATE	80
R-CON+	2	DN	DREADNOUGHT	246	R-SEC	4	FF	FRIGATE	80
R-DEF	5	KDP	SPECIAL	55	R-SEG	4	FF	FRIGATE	65
R-FHA	3	CA	HEAVY_BATTLECRUISER	174	R-SEL	4	FF	FRIGATE	90
R-FHK	3	CA	HEAVY_BATTLECRUISER	179	R-SER	3	CA	LIGHT_CRUISER	96
R-FLPh	4	F	FREIGHTER	63	R-SKA	4	FF	DESTROYER	102
R-FLPL	4	F	FREIGHTER	67	R-SKC	4	FF	CARRIER	214
R-FLRG	4	F	FREIGHTER	51	R-SKF	4	FF	DESTROYER	90
R-FQL	4	F	FREIGHTER	96	R-SKG	4	FF	DESTROYER	92
R-FQS	4	F	FREIGHTER	47	R-SKL	4	FF	DESTROYER	122
R-FRD	2	KSD	SPECIAL	101	R-SNA	4	FF	FRIGATE	65
R-FSML	4	F	FREIGHTER	23	R-SNAR	4	FF	FRIGATE	68
R-FSPH	4	F	FREIGHTER	33	R-SNB	4	FF	FRIGATE	70
R-FSPL	4	F	FREIGHTER	38	R-SNP	4	FF	FRIGATE	55
R-INT	5	FTR	PF	27	R-SNP+	4	FF	FRIGATE	58
R-K10R	2	DN	BATTLESHIP	418	R-SPA	3	CL	LIGHT_CRUISER	125
R-K4R	4	FF	FRIGATE	60	R-SPA+	3	CL	LIGHT_CRUISER	138
R-K4RB	4	FF	FRIGATE	63	R-SPC	3	CL	LIGHT_CRUISER	114
R-K5L	4	FF	DESTROYER	104	R-SPC+	3	CL	LIGHT_CRUISER	137
R-K5LB	4	FF	DESTROYER	108	R-SPE	3	CL	CARRIER	244
R-K5R	4	FF	DESTROYER	78	R-SPG	3	CL	SPECIAL	110
R-K5RB	4	FF	DESTROYER	85	R-SPG+	3	CL	SPECIAL	138
R-K5S	4	FF	SPECIAL	60	R-SPJ	3	CL	LIGHT_CRUISER	173
R-K5SB	4	FF	SPECIAL	73	R-SPL	3	CL	LIGHT_CRUISER	133
R-K7R	3	CA	HEAVY_CRUISER	150	R-SPL+	3	CL	LIGHT_CRUISER	142
R-K7RB	3	CA	HEAVY_CRUISER	166	R-SPZ	3	CL	LIGHT_CRUISER	169
R-K9R	2	DN	DREADNOUGHT	250	R-SUA	3	CA	HEAVY_CRUISER	192
R-K9RB	2	DN	DREADNOUGHT	269	R-TFH	3	CA	SPECIAL	999
R-K9RH	2	DN	DREADNOUGHT	283	R-TKE	3	CA	SPECIAL	999
R-KCN	2	DN	BATTLESHIP	420	R-TKR	3	CA	SPECIAL	999
R-KCR	3	CA	HEAVY_CRUISER	206	R-WB+	3	CL	FRIGATE	60
R-KDP	3	CL	CARRIER	271	R-WE	3	CA	LIGHT_CRUISER	100
R-KDR	3	CL	WAR_DESTROYER	137	R-WER	3	CA	LIGHT_CRUISER	103
R-KE	3	CA	LIGHT_CRUISER	140					
R-KFR	4	FF	DESTROYER	120					
R-KHK	3	CA	HEAVY_BATTLECRUISER	224					
R-KR	3	CA	HEAVY_CRUISER	115					