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Map details!

December 27, 2006											Phaser	Fore	Aft	Phaser	Photon
Class	Era	Class	Cost	Hull	Weap	Sens	Eng	Shields	Speed	360 Turn	Beams	Tubes	Tubes	Banks	Banks
Federation															
Discovery	ENT	Scout	1,000	18	13	38	40	0	111	11s	1	1	0	2	1
Minuteman	ENT	Dest	1,400	23	25	38	35	0	102	18s	2	3	1	2	5
NX-01	ENT	Cru	1,800	33	28	45	20	0	102	18s	1	2	2	1	4
Poseidon	ENT	Dest	1,700	25	28	40	38	0	106	17s	2	2	2	1	8
Strider	ENT	Scout	1,100	20	15	38	45	0	120	15s	1	1	0	2	1
Yorktown	ENT	Batt	2,200	45	30	35	15	0	75	24s	2	3	3	2	5
Akula	TOS	Dest	3,800	40	38	55	50	33	129	15s	2	3	1	1	4
Apollo	TOS	Scout	2,200	30	25	55	55	25	138	9s	1	1	0	1	1
Centaur	TOS	Cru	5,500	50	45	55	38	45	129	17s	2	2	2	2	4
Constellation	TOS	Cru	5,800	55	55	55	43	45	140	17s	2	2	2	2	6
Constitution	TOS	Cru	4,100	50	40	50	35	40	124	19s	2	2	2	2	3
Constitution Refit	TOS	Cru	6,200	65	55	55	50	50	156	16s	2	2	2	2	3
Excelsior	TOS	Batt	7,100	80	65	50	30	60	82	20s	2	3	3	2	5
Excelsior Refit	TOS	Batt	7,700	85	70	50	30	65	82	20s	2	3	3	2	6
Miranda	TOS	Dest	3,600	35	35	55	48	30	125	15s	2	3	1	1	5
Miranda Refit	TOS	Dest	5,500	50	45	60	55	38	138	14s	2	3	1	2	4
Oberth	TOS	Scout	2,600	25	25	60	60	23	175	7s	1	1	0	1	1
Proxima	TOS	Batt	6,000	65	50	45	30	50	82	20s	2	3	3	2	5
Proxima Refit	TOS	Batt	7,200	65	60	50	39	50	90*	15s	1	3	3	2	7
Akira	TNG	Cru	11,000	75	70	65	55	75	167	14s	1	2	2	1	8
Ambassador	TNG	Batt	12,000	88	75	55	33	85	86	21s	1	3	3	3	2
Apollo refit	TNG	Scout	3,200	30	28	55	61	30	138	9s	1	1	0	1	1
Defiant	TNG	Dest	15,000	65	65	65	70	70	166	9s	2	3	1	4	5
Galaxy	TNG	Batt	14,000	93	80	65	35	90	90	17s	1	3	3	1	6
Intrepid	TNG	Cru	16,000	80	75	70	60	90	176	15s	1	2	2	1	5
Nebula	TNG	Cru	11,600	78	70	75	60	85	178	14s	1	2	2	1	7
Norway	TNG	Dest	10,500	55	50	63	60	55	148	14s	2	3	1	2	4
Nova	TNG	Scout	9,500	45	45	65	70	50	166	7s	1	1	0	1	2
Sovereign	TNG	Batt	19,000	100	90	70	40	100	97	17s	1	3	3	1	6
Steamrunner	TNG	Dest	10,500	60	55	65	65	60	157	12s	2	3	2	2	4

Class	Era	Cost	Hull	Weap	Sens	Eng	Shields	Speed	360 Turn	Phaser Beams	Fore Tubes	Aft Tubes	Banks	Banks		
Klingon																
D-14	ENT	Cru	4,600	85	55	55	55	45	152		2	3	1	2	6	Not in guide
K-30	ENT	Batt	1,900	43	35	33	13	23	65	26s	3	3	3	2	5	
Predator	ENT	Cru	1,500	33	30	43	20	15	91	25s	1	2	2	2	4	
Raptor	ENT	Scout	900	18	15	33	35	10	102	12s	1	1	0	2	2	
Stinger	ENT	Dest	1,350	25	23	35	30	13	93	20s	2	3	1	2	4	
B'rel	TOS	Scout	2,400	33	33	60	55	25	166	7s	1	1	0	2	1	
D-3	TOS	Dest	3,400	5	45	65	40	30	111	16s	2	3	1	2	4	
D-7	TOS	Cru	450	55	55	55	30	45	113	20s	1	2	2	4	4	
Death Boot (D12)	TOS	Other		60	50	50	40	45	0	N/A	1	1	0	N/A	N/A	Not in game
Death Rite	TOS	Cru	4,400	60	60	53	30	43	113	18s	1	2	2	2	4	
K'tinga	TOS	Cru	5,200	70	60	50	30	40	113	18s	1	2	2	3	4	
K'vort (K-10)	TOS	Cru	4,500	85	70	60	55	80	167	14s	1	2	2	2	1	
Ravenous	TOS	Batt	7,000	90	80	48	23	60	72	24s	3	3	3	4	5	
Stalker	TOS	Cru	3,900	50	40	60	35	35	124	17s	1	2	2	2	4	
B'rel Refit	TNG	Scout	9,000	45	50	65	40	50	216		1	1	0	1	2	Not in guide
K-18	TNG	Dest	10,500	65	63	70	55	60	138	14s	2	3	1	3	5	
K-32	TNG	Dest	1,200	70	68	65	60	65	148	12s	2	3	1	3	4	
K'vort Refit	TNG	Cru	12,000	85	70	60	55	80	167	14s	1	2	2	2	1	
Negh'var	TNG	Batt	18,500	100	95	60	33	100	97	18s	3	3	3	4	6	
Raptor Refit	TNG	Scout	9,600	50	50	60	65	50	157	7s	1	1	0	2	0	
Vor'cha	TNG	Batt	14,000	95	85	60	35	90	90	20s	3	3	3	3	6	

 = Missing Information

Class	Era	Cost	Hull	Weap	Sens	Eng	Shields	Speed	360 Turn	Phaser Beams	Fore Tubes	Aft Tubes	Phaser Banks	Photon Banks	
Romulan															
Battlehawk	ENT	Batt	2,000	35	30	33	13	18	57	7s	2	3	0	2	5
Bird-of-Prey	ENT	Scout	900	13	13	35	40	12	146	7s	1	1	2	2	1
Hunter	ENT	Cru	1,500	23	23	45	20	15	91	9s	1	2	1	1	4
Skyhawk	ENT	Dest	1,400	18	18	38	35	13	102	7s	2	3	0	2	6
Swarm	ENT	Scout	950	8	13	38	40	11	129	12s	1	1	2	2	1
Swift Wing	ENT	Dest	1,450	20	25	33	40	13	111	13s	1	2	0	2	3
BoP (Rom)	TOS	Scout	2,300	25	23	45	55	28	148	7s	1	1	2	1	1
Gryphon	TOS	Dest	3,000	33	33	55	48	33	97	7s	2	2	3	4	2
Heavy Def.	TOS	Bstt	6,800	60	43	45	30	70	97	8s	3	3	2	3	6
K'tinga(Rom)	TOS	Cru	4,000	55	40	60	40	40	135	12s	1	2	0	2	4
Praetor	TOS	Scout	3,500	33	30	50	58	30	143	12s	1	1	1	1	1
Stormbird	TOS	Cru	3,500	43	35	60	38	45	156	8s	1	2	2	2	4
Vengeance	TOS	Batt	6,500	60	40	48	30	60	90	7s	3	3	3	4	6
Whitewing	TOS	Dest	4,200	38	30	60	50	35	152	8s	2	2	2	3	6
Winged Def.	TOS	Cru	5,000	50	38	70	45	55	146	8s	1	2	2	2	3
D' deridex	TNG	Batt	18,500	100	60	65	33	100	90	7s	3	3	3	3	6
Harpy	TNG	Cru	1,500	60	55	75	45	75	157	14s	1	2	2	4	3
Raptor	TNG	Dest	12,500	55	48	70	58	70	171	8s	1	3	1	2	4
Talon	TNG	Scout	10,000	35	35	68	65	50	189	12s	1	1	0	2	0

Class	Era	Cost	Hull	Weap	Sens	Eng	Shields	Speed	360 Turn	Phaser Beams	Fore Tubes	Aft Tubes	Phaser Banks	Photon Banks	
Borg															
Cube 1	ENT	Batt	5,000	60	40	33	13	0	76	15s	3	3	3	4	3
Diamond 1	ENT	Cru	2,050	33	28	50	20	0	80	16s	1	2	2	3	2
Obelisk 1	ENT	Cru	1,600	25	23	45	20	0	80	9s	1	2	2	2	2
Pyramid 1	ENT	Scout	950	13	13	35	33	0	105	30s	1	1	0	2	1
Rectangle 1	ENT	Dest	1,250	20	18	38	33	0	87	17s	2	3	1	2	3
Sphere 1	ENT	Dest	1,200	15	20	35	38	0	91	25s	1	3	1	1	3
Cube 2	TOS	Batt	15,000	80	65	45	18	0	86	20s	3	3	3	4	3
Diamond 2	TOS	Cru	7,500	70	38	55	35	0	84	17s	1	2	2	2	3
Obelisk 2	TOS	Cru	5,500	60	40	55	38	0	84	9s	1	2	2	2	2
Pyramid 2	TOS	Scout	2,500	23	28	50	55	0	118	15s	1	1	0	1	1
Rectangle 2	TOS	Dest	3,600	35	35	45	45	0	95	15s	2	3	1	2	3
Sphere 2	TOS	Dest	3,200	25	28	50	50	0	99	9s	1	3	1	1	3
Cube 3	TNG	Batt	50,000	90	90	60	20	0	117	17s	3	3	3	4	7
Diamond 3	TNG	Cru	20,500	85	75	65	45	0	102	12s	1	2	2	2	3
Obelisk 3	TNG	Cru	15,500	80	75	70	50	0	110	9s	1	2	2	1	3
Pyramid 3	TNG	Scout	10,000	30	33	65	70	0	155	11s	1	1	0	2	1
Rectangle 3	TNG	Dest	13,000	50	45	60	60	0	117	18s	2	3	1	2	3
Sphere 3	TNG	Dest	12,000	38	40	65	55	0	128	13s	1	3	1	1	3
Tactical Cube	TNG	Batt	65,000	100	100	75	15	0	117	21s	3	3	3	3	4

Hull: This rating represents the amount of damage that ship's hull can receive before a hull breach destroys the ship.

Weapons: This rating reflects the amount of damage a ship's weapons systems can inflict, based on the power of the phasers, capacitor, and torpedoes, as well as the range of the weapons.

Sensors: This rating is calculated by taking into account the range at which the ship can detect enemy units as well as if the ship has long-range sensors (Scouts only.)

Engines: This rating combines the ship's maximum speed and it's maneuverability. While larger ships might have larger engines, the way this rating is calculated, the smaller ships often have higher engine ratings.

Shields: This rating covers the amount of phaser or disruptor fire a ship's shields can receive before the shields go down, plus the power of the shield generator to bring shields back online.

Cruise Speed: This value in millions of meters per second represents an average of a ship's speed at full impulse while also maneuvering. Some ships can go much faster when all energy is reallocated to the engines and the ship is traveling through open space in a straight line.

360 Turn: This is the amount of time in seconds it takes the ship to completely turn 360 degrees while at full impulse. This time can be reduced at lower speeds or with more energy allocated to the engines.

Phaser Beams: This is the maximum number of phaser beams a ship can fire at a target. It does not apply to all firing arcs.

Fore Tubes: This is the number of photon torpedo tubes the ship has for firing into the forward firing arc. The number of tube also represents the number of torpedoes that can be loaded at one time.

Aft Tubes: This is the number of photon torpedo tubes the ship has for firing into the rear firing arc.

Phaser Banks: This is the number of phaser bank hardpoints on a ship. It does not represent the number of firing arcs or phaser beams.

Photon Banks: This is the number of photon torpedo bank hardpoints on a ship. It does not necessarily represent the total number of tubes because one hardpoint may contain more than one tube.

A special thank you to Crackshot 058 for gathering and typing the info from in game.

Mission Specific Achievements

- | | | |
|---|---------------------|---|
| <input type="radio"/> 25 Starfleet Academy Graduate ENT | Those in Need | Complete the Tutorial Mission. |
| <input type="radio"/> 0 No Achievement ENT | Breakwater | There is no achievement for Breakwater |
| <input type="radio"/> 20 Guardian of Epsilon Theta ENT | Be My Shepherd | Protect all the medical ships in "Be My Shepherd". |
| <input type="radio"/> 20 Protector of Encaria ENT | Poisoned Well | Keep the poisonous spore count low during "Poisoned Well". |
| <input type="radio"/> 20 Tyburn Shockwave ENT | Stirring the Hive | During "Stirring the Hive", knockout as many of the enemy fleet as you can in one blow... |
| <input type="radio"/> 20 Liberator of Makus TOS | The Squeeze | Secure all enemy strongholds in "The Squeeze". |
| <input type="radio"/> 20 Lone Wolf of Makus TOS | The Squeeze | Complete objectives in "The Squeeze" without aid of starbases. |
| <input type="radio"/> 20 Pacifist of Makus TOS | The Squeeze | Complete "The Squeeze" without spilling any blood... |
| <input type="radio"/> 20 Agile Predator TOS | Behind Enemy Lines | Complete "Behind Enemy lines" unscathed... |
| <input type="radio"/> 20 Brazen Warrior TOS | Behind Enemy Lines | Never hide from your enemy in "Behind Enemy Lines". |
| <input type="radio"/> 20 Hero of Kathra TOS | Firestorm | Don't allow your allies to perish in "FireStorm". |
| <input type="radio"/> 20 Scourge of Kathra TOS | Firestorm | Completed all objectives in "Firestorm" |
| <input type="radio"/> 20 Champion of the Fleet TOS | At the Gates | All allies must survive in "At the Gates". |
| <input type="radio"/> 20 Spirit of Kahless TOS | Omega | Strike only at the heart of the enemy in "Omega" (only destroy boss, not the little sphere things). |
| <input type="radio"/> 20 Custodian of Phidian TNG | Revelations | Save the sensor relays in "Revelations". |
| <input type="radio"/> 20 Guerilla In The Mist TNG | Ambush | Spill no blood in "Ambush". |
| <input type="radio"/> 20 Sword of Aurelia TNG | Anger and Mercy | Take a swing at the bully in "Anger and Mercy" (destroy Borg Cube) |
| <input type="radio"/> 20 Savior of Aurelia TNG | Anger and Mercy | Protect your ward in "Anger and Mercy". (ALL Fleeing vessels survive including ones at mission start) |
| <input type="radio"/> 20 Allied Commander TNG | Generals | Be a team player in "Generals". |
| <input type="radio"/> 20 Autonomous Operator TNG | Logical Conclusions | Complete "Logical Conclusions" without using the repair ship |

Other Achievements

- | | |
|---|---|
| <input type="radio"/> 20 Chain Reaction | Deliver the killing blow to more than one ship with a single torpedo. |
| <input type="radio"/> 20 Antique Collector | Start a mission in the Next Generation era with a fleet containing a Enterprise era ship. |
| <input type="radio"/> 20 Legacy Captain | Unlock the USS Legacy, bring 4 Sovereign class ships on a mission. |
| <input type="radio"/> 50 Captain Archer Award | Complete all missions in the Enterprise era. |
| <input type="radio"/> 50 Admiral Kirk Award | Complete all missions in the TOS era. |
| <input type="radio"/> 100 Starfleet Admiral | Complete the single player campaign on "Admiral" difficulty. |
| <input type="radio"/> 75 Starfleet Captain | Complete the single player campaign on "Captain" difficulty. |
| <input type="radio"/> 50 Starfleet Ensign | Complete the single player campaign on "Ensign" difficulty. |
| <input type="radio"/> 35 Spock Award | Complete the Original Series era without losing a single ship. |
| <input type="radio"/> 40 Riker Award | Complete the Next Generation era without losing a single ship. |
| <input type="radio"/> 30 T'Pol Award | Complete the Enterprise era without losing a single ship. |
| <input type="radio"/> 5 Anonymous Red-Shirt Award | Be the first to go down in a 4 fleet multiplayer game. |
| <input type="radio"/> 20 Glorious Victor | Test your mettle in battle against opponents. |
| <input type="radio"/> 25 Keeper of Gre'thor | Send 10 Klingon vessels to Sto'Vo'Kor in one online match. |
| <input type="radio"/> 25 Resistance Was Useful | Eradicate 10 Borg ships in a single online match. |
| <input type="radio"/> 25 Avenger of Surak | Destroy 10 Romulan ships in one online battle... if you can find them. |
| <input type="radio"/> 25 The Wrath Of Khan | Destroy 10 Federation ships in a single online battle. |

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Does not include any DLC

Map	Order	Size	# Blocks Grid Area	# Nebula	Green-Targeting	Orange-Targeting?	Yellow-Targeting	Red-damage shield	Purple-damages shield	Blue	# Suns	# Planets	# Moons	Asteroids	Description
Ajilon	1	Small	72	2		X	?					2		some debris	Orange nebulas
Alpha Hydri	2	Small	72	0	X							3	1	some debris	Federation Bases, map is green haze nebula
Ikalia	3	Large	289	9 small				X	X			4		some debris	Purple w/ red nebula in center, white nebula inert
Delta Kazoran	4	Large	289	10+		X	?	X	X			1	5	some debris	central planet with red, purple and orange nebula. Borg starbase
Klothos	5	Medium	145	2		X	?	X			1	2	4	some debris	Rectangular with federation star base
Taugus	6	Medium	145	5+		X	?	X	X	X		2		some debris	rectangular, a lot of nebula
Terix	7	Small	72	3	X	X	?			X		1		A lot of debris	Mix of orange, green & blue nebula w/ 4 repair facilities
Acamar	8	Medium	145	8				X	X			2		none	rectangular map, lots of nebula
Cestus	9	Small	72	8+		X	?	X		X		2	4	none	blue nebula with lava planet with red/orange
Gamoran	10	Large	289	3	X						1	1	5	some debris	Sparse area
Glintara	11	Medium	145	3			X					1		some debris	Rectangular with 4 starbases
Delta Omeron	12	Small	72	7+					X	X		3		none	Purple blue nebula with 4 repair stations
Alpha Onlas	13	Small	72	0								2	1	none	no nebula on a small map
Qu'Val	14	Medium	145	2		X				X		3		none	Rectangular map with planet in orange nebula
Sigma Ceti	15	Medium	145	0								1	2	none	Rectangular map with blue and purple haze
Tiburon	16	Large	289	0								2		none	Planet with light blue haze, weapon platform
Bajor (Borg)			no details yet												
Caleb (Klingon)			no details yet												
Haakona (Federation)			no details yet												
Vorn (Romulan)			no details yet												

? = I didn't realize there were yellow nebulae until part way through my analysis

- X = Green interferes with targeting?
- X = Orange interferes with targeting?
- X = Yellow interferes with targeting?

- X = Red damages shields, stops warp
- X = Purple damages shields, stops warp
- X = Blue _____?

