Fleet Mission Script Editor

User's Guide

Credits

Many thanks are due to everyone that is involved on this project. From Taldren, the writers and developers of Starfleet Command, to Interplay, to all the people that purchased the game and made it popular enough for a second better version.

In addition my thanks go out to James 'Remus' Carter for allowing me to be involved with the original ShipEdit project and now the Script Editor project.

In addition I would like to personally thank the following people:

Erik Bethke, Josh 'Jinxx' Morris, Dave Potter, and Dan Suleski, for their input and help.

James Carter, for without his perseverance and understanding (when life gave me a huge reality check) this utility wouldn't be what it is.

To James' wife Lea for all the late hours he spent coding.

To my daughter Audrey for all the time I kept her off the 'net.

And finally to my wife Barbara whose life was unexpectedly turned upside down with unexpected health problems, but who was still so supportive of what I was trying to do here.

Paul 'Heavens Eagle' Schaefer

Sept 12, 2000

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FMSE Design Team

Programming and original design:
James Carter

Graphics and User Interface design:
Paul Schaefer

Manual by:
Paul Schaefer

Information assistance:
James Carter

Manual Design & Layout:
Paul Schaefer

Graphics by:
Paul Schaefer

With race emblems, and planet graphics based on Taldren art.

Introduction

To use FMSE well and properly, will require some planning and the ability to balance ship BPV with usage and intention. Anyone can build a scenario that has massive fleets bashing on other massive fleets to the death. That is not a challenge. The challenge is to make a scenario that will test a player's skill at working out a solution within the limitations of the resources and the objectives that have been given.

Objectives that are almost impossible to achieve make for a frustrating scenario that people will soon learn to skip. On the other side is the "Monty Hall" scenario that gives too much away for little or no effort. These might be fun in a short term, but will also soon be left to the side since there is no challenge.

Some of the best scenarios or scripts as they are called will require several tries to complete in an acceptable manner. It should be possible, with a little luck and intuition, to finish a scenario the first time by the "skin of your teeth".

While there are many out there quite familiar with writing scripts, most of the people using this utility are not familiar with the basics of writing those scripts. Thus this manual is being written so that those new to Starfleet Command scripts will have some understanding of how and why things have to be done as they are.

Getting Started

Installation and Setup

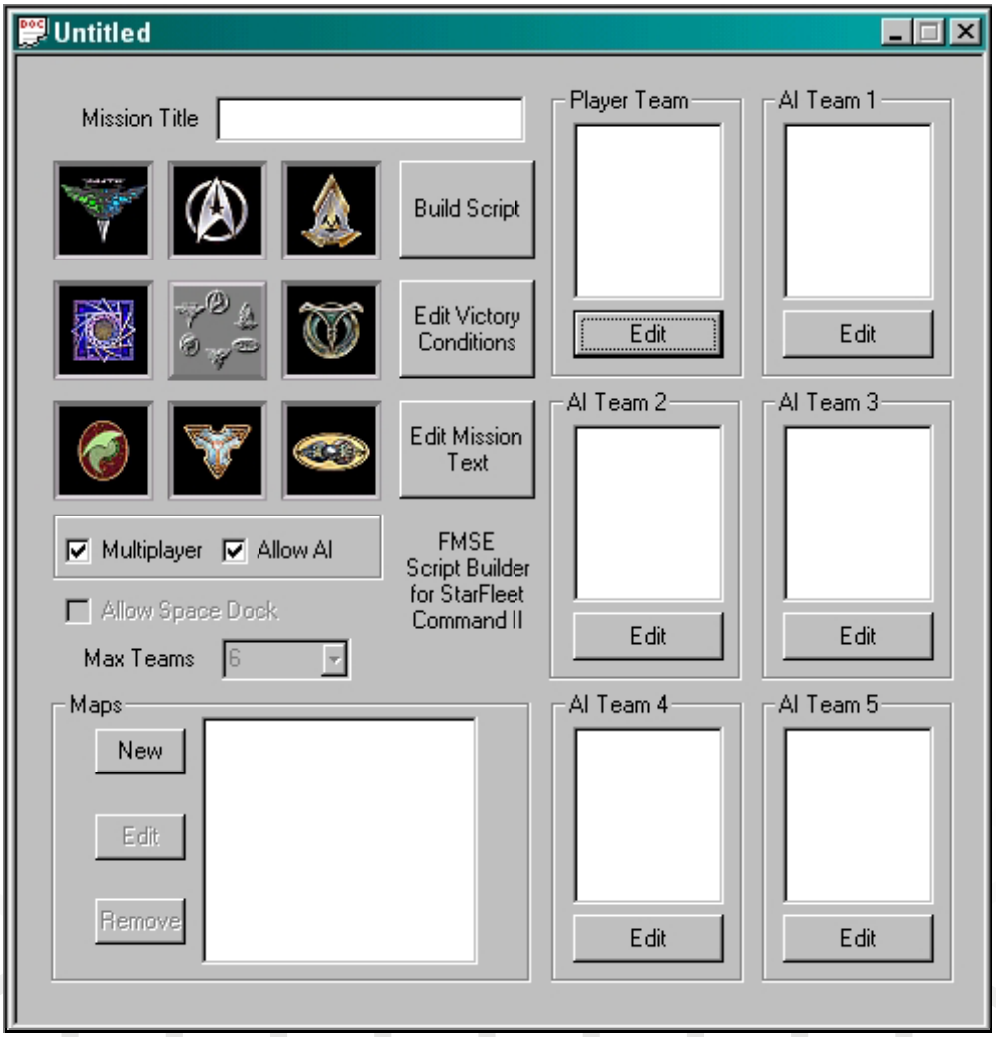
Install FMSE by selecting the Setup.exe file in the FMSE Install directory. This will begin the installation process. Answer the questions on the various screens and either place FMSE in the default directory or a directory of your choice.

When finished, start FMSE.

When FMSE first opens there is a large empty window. Before creating that first script, there are several setups that need to be done. First FMSE needs to know where the Starfleet Command directory is. This is done by selecting Menu>View>Settings and then either enter the path to the SFC directory or use the Browse to find it. This is the path to the "whole" SFC directory, not one of the sub directories. Also, this is where the tool tips and application state save are set.

Creating a New Script

Once the paths in settings are set, it is time to open a new script. This is done by selecting either the white page in the icon line, or selecting Menu>File>New. The Mission screen will open as shown.



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Getting Started Continued

Main window

The main window is where many of the basic aspects of the script are selected.

Mission Title

The first item to define is the Mission Title. This is used for two things: it is for creating the mission file name, and it is the name that appears in the game's mission list. This name can be quite long, but cannot have any spaces in it. An underscore (_) can be used for a space if needed.

Race Selection

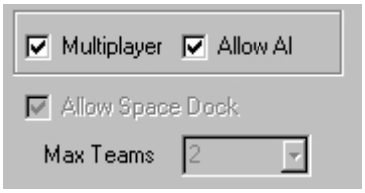
This area determines which races are usable in a mission. The race selected can be one, several, or all the races. The selected races will be given access to this script from the mission selection screen. In most multi player scripts all races should be selected.

Multi Player Settings

The multi player box is selected in order to create multi player scripts. Unchecked the script will be set for single player.

The Allow AI box is for use in multi player scripts only and is for allowing AI controlled players in multi scripts.

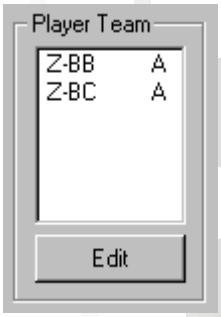
The Allow Space Dock, and Max Teams functions are for when ships are selected by BPV in the TEAM dialogues. Space dock will allow selection of supplies by a player, and Max Teams limits the number of players to a number less than 6.



Note that Multi Player is not fully supported in this version. See **Teams**.

Player & AI Teams

The Player/AI team section displays the ships that are currently selected in each of the teams and the starting point for each ship. Selecting "Edit" on a team will bring up the dialogue to modify the settings.



Maps

Select the "New" button to open the mapping dialogue. Previously designed maps can be edited or removed by selecting the desired map from the list and using the appropriate button.

A maximum of 9 maps can be designed and placed in the list. Unfortunately, once placed, the position of a map in the list cannot be changed, so plan accordingly.

Mission Text

The dialogues for setting the text briefings, displays, dialogues in a mission.

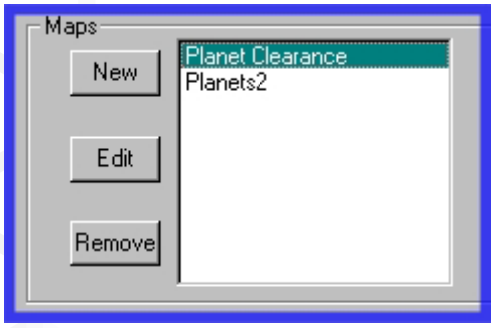
Victory Conditions

This dialogue gives the selection of how complex the requirements are for figuring victory, and defeat.

Build Script

Pressing this button saves the file as a script (.scr) file in the scripts directory, and saves an FMSE (.fms) file, that can be loaded, revised, or used for a new file.

Mapping



Backround

The map layout is done by using a grid of 20 x 20 blocks for small maps, 30 x 30 for medium, and 40 x 40 for large maps. FMSE currently supports up to a maximum size of 30 x 30. The center of each block is where a ship starting point or an item such as an asteroid or planet can be placed.

In game terms, each block is 10 klicks across. Thus if 2 small asteroids are placed in adjacent blocks, the distance is 10 klicks between the centers of each asteroid. This placement is true for all of the items in the maps section. The letters for ship placement are handled in a slightly different way and will be discussed later.

Spacing and Sizes

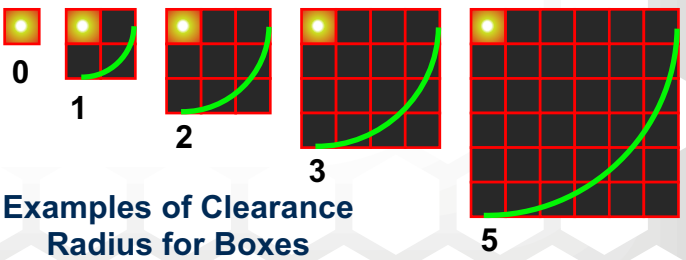
Asteroids and most other smaller items will fit within a block with room to spare. Planets and Stars are quite a bit larger and thus require more "clear" space around them in setup. Use the spacing list when placing planets and other objects.

At the time of this writing, the clearance required for Ring Earth, and Saturn includes the ring diameter, thus the large diameters for those planets. In practical terms there should not be any other objects placed within the ring outer diameters.

To place more than 1 planet the radius blocks of both planets, plus 2 must be used to prevent "Planet Crash". Planet crash is where a planet and another Object have been placed too close together and when the script is played, a loud crashing sound is heard continuously after the scenario opens. In this case the scenario must be closed or the program closed by whatever means is available.

Other objects such as nebulae, dust clouds, Stars, and black holes are "area effect" items. Nebulae and dust clouds affect player ships and systems. Black holes create gravity wells that suck down anything within close range. Wormholes, and rifts are localized effects for use in game play. The Star object is an area effect item that should have an approximate clearance similar to Saturn. If a ship flying too close is apt to receive damage.

Planet Type	Planet Name	Dia. Klicks	Radius Blocks
Asteroid	Asteroid	1	0
Planet0	Moon	16	1
Planet1	Earth	30	2
Planet2	Ring Earth	74	3
Planet3	Mars	20	1
Planet4	Dark Earth	30	2
Planet5	Jupiter	30	2
Planet6	Saturn	100	5
Planet7	Night	30	2
Planet8	Fire Planet	30	2
Planet9	Ice Planet	30	2
Planet10	Gas Planet	14	1



Examples of Clearance Radius for Boxes

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Mapping Continued

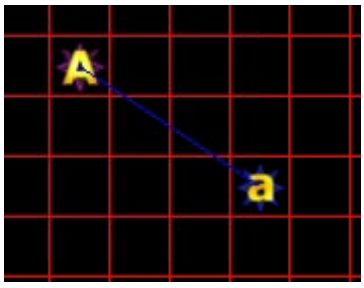
Ships & Fleets

The letters are for the starting points for either an individual ship, or a fleet. If it is a single ship, it places in the center just like the planets and asteroids. A Fleet however will have the flag ship at the center point, and the other ships will space out around it with the same facing.

Ship Placement

There are 2 letters used for each ship placement point. The capital letter is the ship starting point. The small letter is the direction that a ship faces when it first enters the game. FMSE automatically starts with 'A' then switches to 'a'. In addition there is a line placed from the starting point to the end point for reference. This line can be turned off but is a handy tool when visually aligning the facing angles.

Starting Point = A
End Point = a
Facing at start = a



Planning

Before beginning the first map in the Maps section, it is recommended that some 4 or 5 squares to the inch graph paper be obtained. This is necessary for planning the maps and for having as a reference while finishing out the Teams sections. In addition, having a scribble copy to refer to can be quite handy. The hard copy scribble map can be marked up with notes and other info as needed.

Mapping Problems

The only real problem areas are in placing planets and other oversize objects too close to each other, and placing planets on the first map.

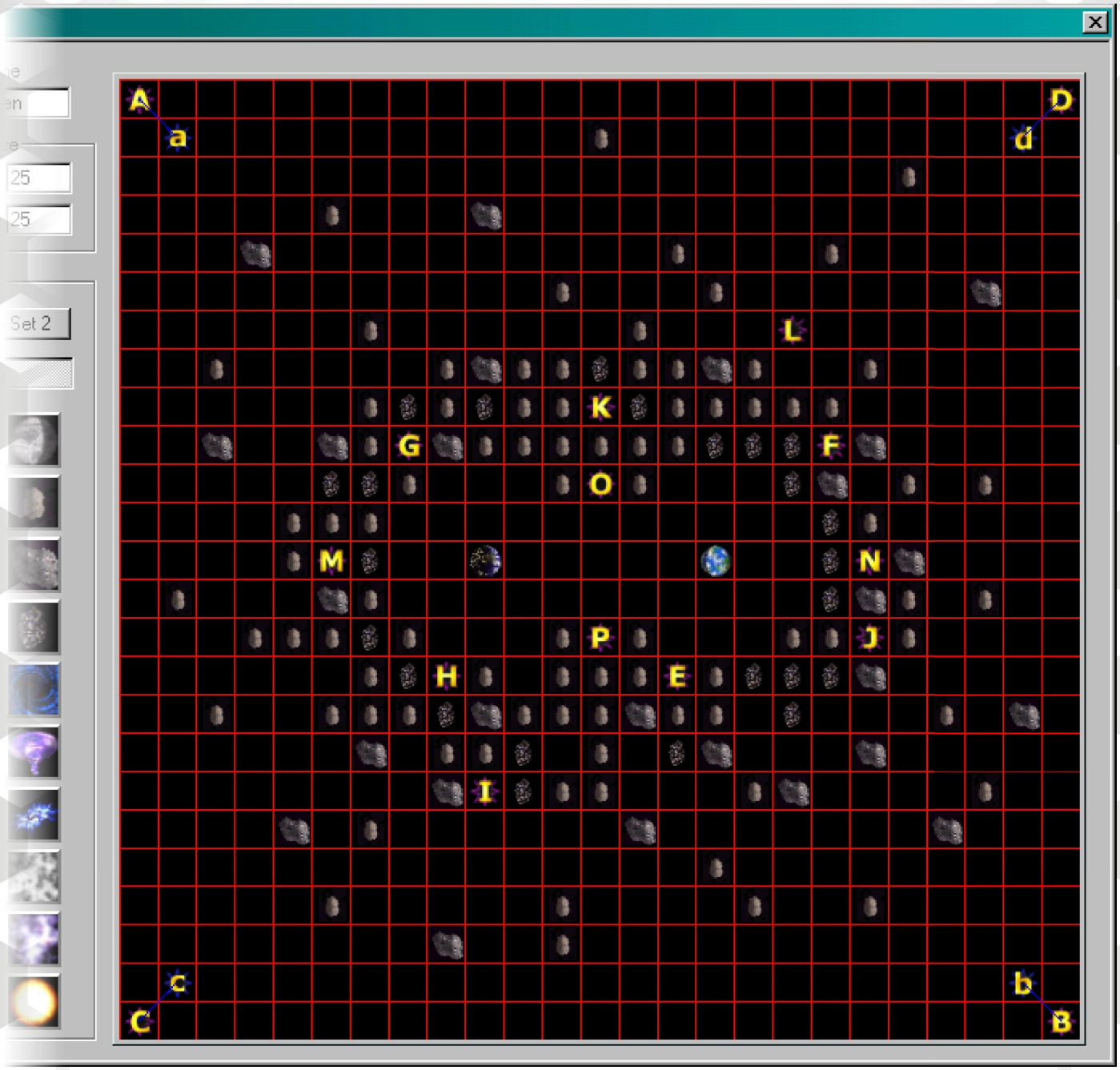
If a planet is placed in the first map, even if it has plenty of space, and no other items within close range of it, the scenario will suffer from a "crashing planet" bug. Hopefully this will be fixed in a future version of SFC2. The best way around the problem as of this writing is to make the first map in a script an open free for all type.

Another item is that FMSE cannot import existing scripts for modification. It is possible to save your favorite file as an .fms file and then edit that file, but the script files that SFC uses cannot be imported.

Multiple Maps per Script

As with the scripts in SFC1 the scripts in SFC2 can have multiple maps per scenario to give the player a choice of terrain. As was mentioned in the Problem Areas section, the first map should basically be blank except for the locations for ships. Also all the maps must have all the locations listed for the ships in the **Teams** sections. If there is a point missing in a map FMSE will flag it and will not create a script even though it can and will save the file.

Mapping Continued



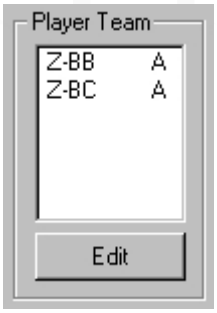
Sample Map

This sample map shows many common errors. Just barely enough room around the planets to prevent planet crash. An overabundance of asteroids to an extent where the script is too crowded and thus not feasible to play.

Note the 4 start positions in the corners and the many single starting points without end points scattered through the asteroid field.

Teams

Team Display



There are a maximum of 6 teams available in single player games. Team 1, called the Player Team, is for the player. The other 5 teams are for the computer operated ships in the game.

Note that while it is possible to create some simple multiplayer games, there is a limitation due to only 6 teams being available. A full multiplayer scenario would have 5 more player teams in addition to the existing 6, and there would be controls for events controlling the AI teams.

The display for each of the teams shows the ships selected and which starting point on the map they are tied to. There can be up to 6 ships per team assigned, though in multi player games only 3 ships per person are available.

Team Dialogue

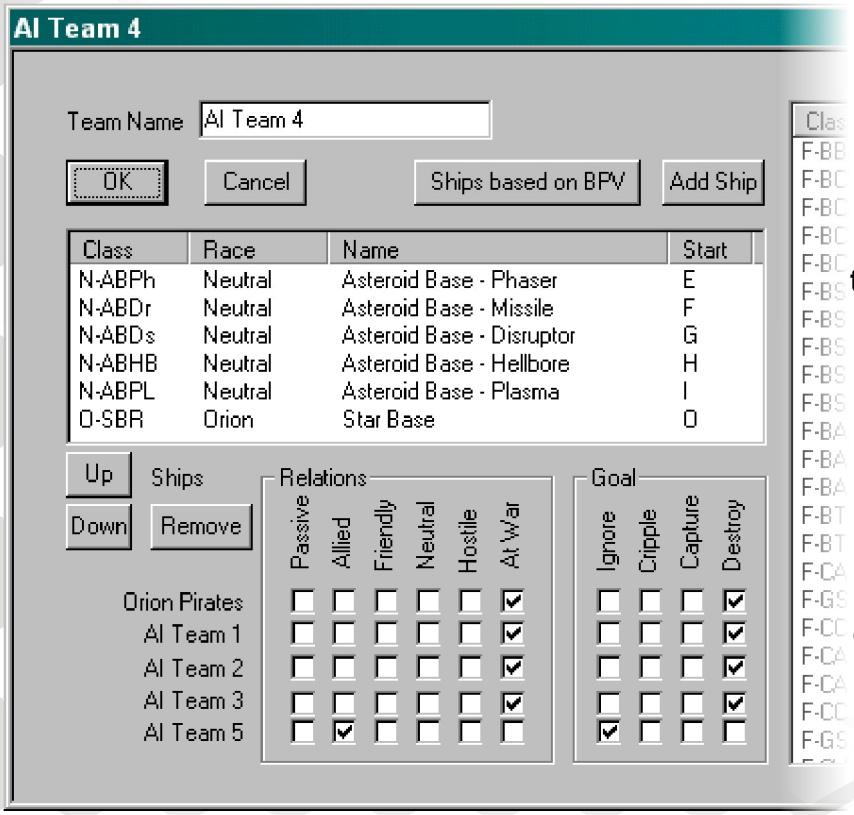
The composition of the team dialogue window is basically as shown in the diagram. Some settings will change the way the window is structured

Team Name

The team name can be changed, and the team box on the main window will reflect this change.

Ship Window

This window is where the ship selections place when selected from the ship list at the right. for the team. Up to 6 ships can be selected, but this selection is usually only for single player or for scripts where a Non player is used. Any race, or class can be selected, but it is suggested that player ships be used where AI players are not going to be used.



To place a ship, double click it in the list or press “Add Ship”. To remove a ship from the team list either right click it, or press Remove. The Up/Down buttons will reposition the selected ship in the team list.

The Start part of the team list is a selection menu. Click on the letter in the Start column and either press the desired letter, or select the letter with the mouse on the drop down menu.

The “Ships based on BPV” button affects the ship list by changing class to Select. The Start is still selected, and the list to the right for choosing a ship is disengaged.

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Teams Continued

Relations & Goals

Each team has a selection set here for the other 5 teams. The relations set is mainly for AI interactions and should be fairly self explanatory. Goal refers to what the AI should do with that particular team.

The right half of the Teams dialogue contains the ship selection list, and the race buttons.

The Ship Selection List

This list is taken directly from the shiplist.txt file. If there are modified ships or specs in that file, this list will reflect those changes.

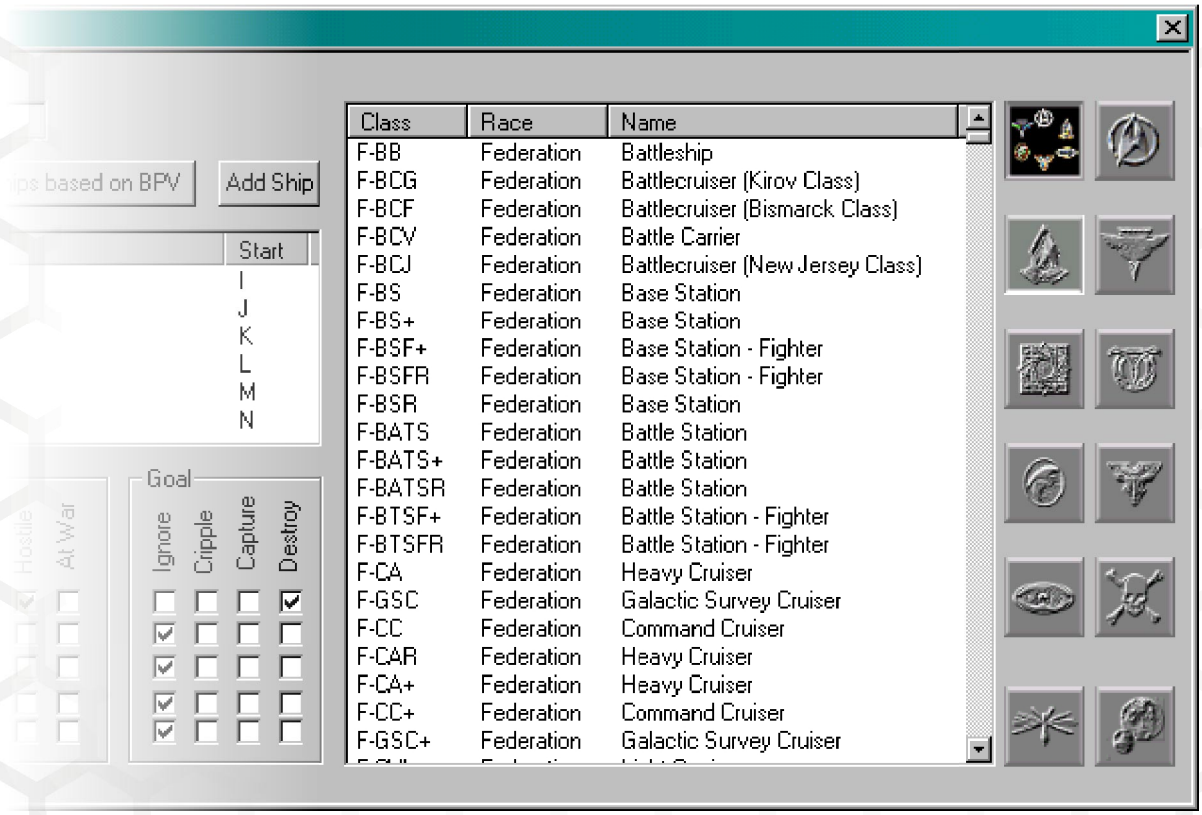
To select a ship, scroll down the list until the desired ship appears, select the Class of the ship wanted, and either double click on it, or press the “Add Ship” button.

When the “Ships based on BPV“ button is toggled to the on position, Select appears in the Ships window, and the selection list disappears.

The Race Buttons

These buttons are strictly here to assist with the selection list. The All Races button shows the entire list of ships from the shiplist.txt file. The individual race buttons then show only the ships in the list that belong to that race.

When the “Ships based on BPV“ button is toggled to the on position, the race buttons slide over to where the Ship Selection List was and become inactive.



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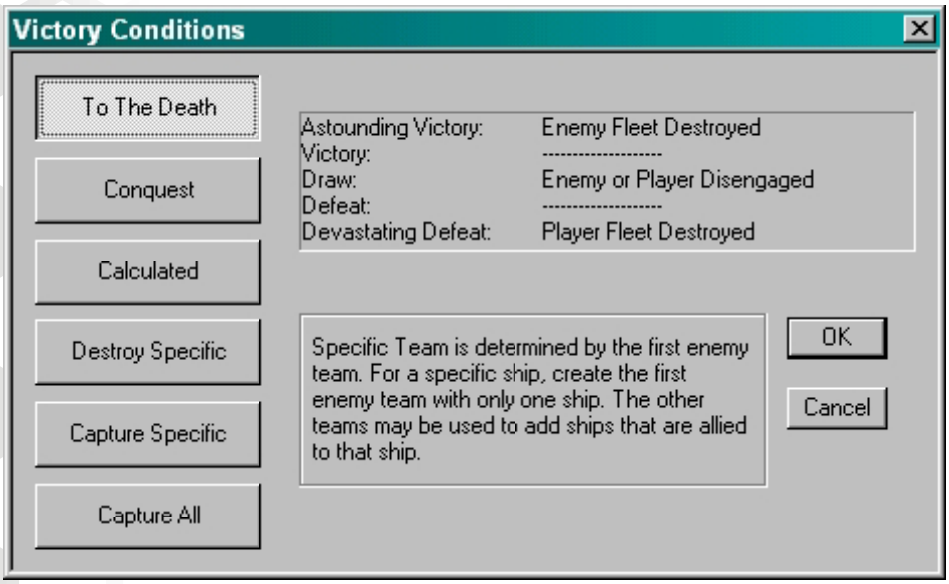
Victory Conditions

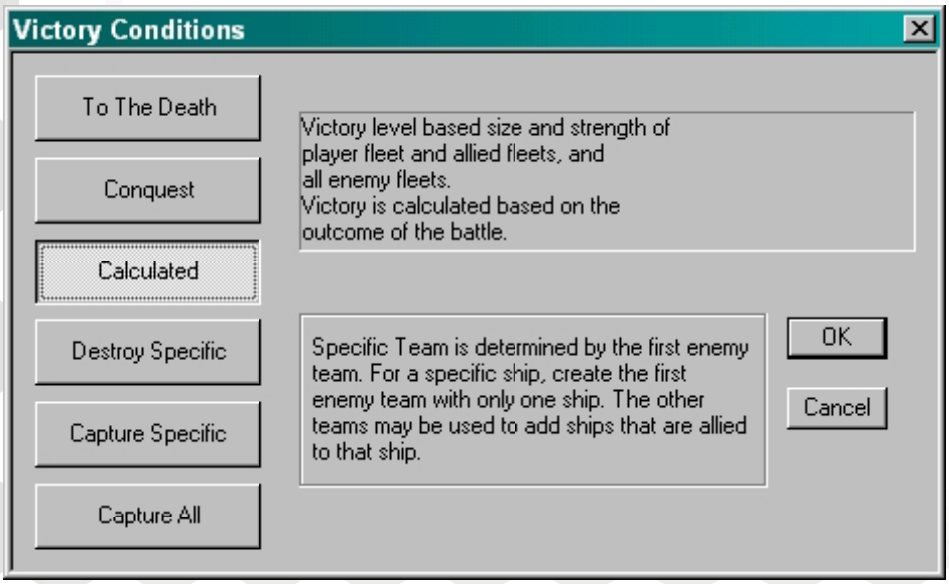
The setups for the victory conditions is fairly simple and straight forward. There are 6 selection buttons in the dialogue. The specifics for the different buttons are displayed in the upper right window. A quick tour through the buttons will give the breakdown on what is affected.

There are 3 choices on how the outcome is determined. They are Destroyed, Captured, and Disengaged. All the buttons except Calculated use these to figure Victory/Defeat conditions.

In the non calculated victory conditions, the Player fleet is always Team 1. When a capture specific fleet is to be set, that specific enemy fleet is always Team 2. Thus if there is a single ship that must be captured it will always be set in Team 2. Other enemy ships that can be destroyed or otherwise are then placed in any of the Teams 3 through 6. Also allied ships not usable by the player are placed in Teams 3 through 6 and set as allies.



The To The Death scenario is the simplest of the Victory Conditions



Calculated is the most complicated of the Victory Conditions due to the requirement for BPV usage and ship BPV in figuring the outcome.

Mission Text

The various sections of this dialogue are used throughout a script. The entries in the boxes are purely subjective.

Briefing Message

This text is used in the announcement screen and describes what is involved in a single player script.

Start Message

This is the first text that appears in a newly started script.

Random Chatter

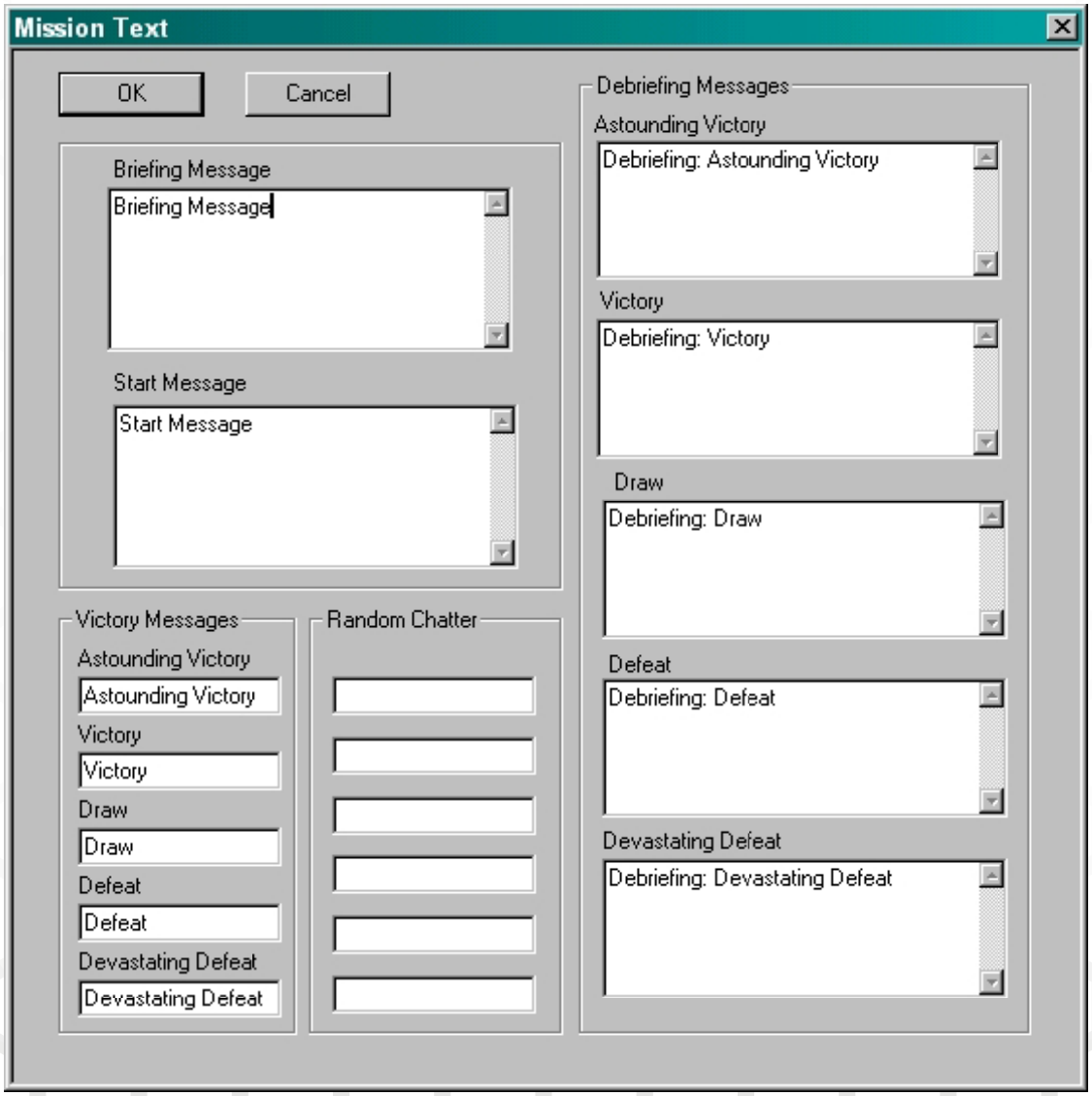
Comments that appear during a mission after various dramatic events.

Victory Messages

Brief comments to the player stating how good or bad the scenario was played.

Debriefing Messages

Mainly for single player scripts, these are the comments that would be made by a superior officer, with a slant due to race.



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Appendix

Ship Lists with BPV

These lists are compiled from the sfbspc13.txt file in the game. The values listed here are for reference only and my change as corrections are made to the game.

The following races are listed here:

Federation

Gorn

Hydran

ISC

Klingon

Lyran

Mirak

Monsters

Neutral

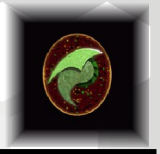
Orion Pirates

Romulan

Federation Ship BPV List

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

Gorn Ship BPV List



CLASS	Size Class	Hull Type	Class Type	BPV
G-AxPFT	3	F	CARRIER	197
G-BATS	2	BT	BATTLE_STATION	244
G-BATS+	2	BT	BATTLE_STATION	247
G-BATSR	2	BT	BATTLE_STATION	251
G-BB	2	DN	BATTLESHIP	384
G-BC	3	CA	HEAVY_CRUISER	160
G-BCH	3	CA	HEAVY_BATTLECRUISER	192
G-BDD	4	FF	WAR_DESTROYER	96
G-BDD+	4	FF	WAR_DESTROYER	98
G-BDG	4	FF	WAR_DESTROYER	75
G-BDG+	4	FF	WAR_DESTROYER	77
G-BDL	4	FF	WAR_DESTROYER	103
G-BDL+	4	FF	WAR_DESTROYER	105
G-BDP	4	FF	CARRIER	187
G-BF	3	CA	HEAVY_CRUISER	169
G-BOX	5	BOX	SPECIAL	999
G-BS	3	BS	BASE_STATION	178
G-BS+	3	BS	BASE_STATION	184
G-BSP+	3	BS	SPECIAL	324
G-BSPR	3	BS	SPECIAL	327
G-BSR	3	BS	BASE_STATION	187
G-BTSP+	2	BT	BATTLE_STATION	510
G-BTSPR	2	BT	BATTLE_STATION	513
G-CA	3	CA	HEAVY_CRUISER	120
G-CA+	3	CA	HEAVY_CRUISER	146
G-CC	3	CA	HEAVY_CRUISER	124
G-CC+	3	CA	HEAVY_CRUISER	150
G-CCF	3	CA	HEAVY_CRUISER	164
G-CCH	3	CA	HEAVY_CRUISER	171
G-CDD	3	CL	LIGHT_CRUISER	132
G-CL	3	CA	LIGHT_CRUISER	92
G-CL+	3	CA	LIGHT_CRUISER	108
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
G-FQS	4	F	FREIGHTER	46
G-FRD	2	KSD	SPECIAL	101
G-FSML	4	F	FREIGHTER	23
G-FSPh	4	F	FREIGHTER	33
G-FSPL	4	F	FREIGHTER	38
G-HDC	3	CL	SPECIAL	99
G-HDC+	3	CL	SPECIAL	108
G-HDD	3	CL	LIGHT_CRUISER	111
G-HDD+	3	CL	LIGHT_CRUISER	117
G-HDP	3	CL	CARRIER	210
G-HDS	3	CL	SPECIAL	107
G-HDS+	3	CL	SPECIAL	113
G-INT	5	FTR	PF	26
G-LP	5	KLP	SPECIAL	19
G-LSC	3	CL	SPECIAL	80
G-MCC	3	CL	HEAVY_CRUISER	168
G-PF	5	FTR	PF	48
G-PF+	5	FTR	PF	51
G-PFL	5	FTR	PF	53
G-PFS	5	FTR	PF	41
G-PFT	4	FF	CARRIER	174
G-SB	1	SB	STARBASE	681
G-SB+	1	SB	STARBASE	694
G-SBP+	1	SB	STARBASE	994
G-SBPR	1	SB	STARBASE	1001
G-SBR	1	SB	STARBASE	700
G-SBS	1	SB	SPECIAL	302
G-SC	4	FF	SPECIAL	53
G-SCF	4	FF	SPECIAL	58
G-SR	3	CA	SPECIAL	92
G-SRF	3	CA	SPECIAL	103
G-TCC	3	CA	SPECIAL	999

Hydran Ship BPV List

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

ISC Ship BPV List

CLASS	Size Class	Hull Type	Class Type	BPV
I-AxCVA	4	F	CARRIER	118
I-AxCVL	5	F	CARRIER	63
I-BATS	2	BT	BATTLE_STATION	227
I-BATS+	2	BT	BATTLE_STATION	238
I-BATSR	2	BT	BATTLE_STATION	242
I-BB	2	DN	BATTLESHIP	383
I-BOX	5	BOX	SPECIAL	999
I-BS	3	BS	BASE_STATION	173
I-BS+	3	BS	BASE_STATION	187
I-BSN	3	BS	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
I-POL	4	FF	FRIGATE	44
I-SB	1	SB	STARBASE	582
I-SB+	1	SB	STARBASE	635
I-SBF+	1	SB	STARBASE	774
I-SBFR	1	SB	STARBASE	781
I-SBR	1	SB	STARBASE	642
I-SBS	1	SB	SPECIAL	302
I-SC	4	FF	SPECIAL	90
I-SR	3	CL	LIGHT_CRUISER	120
I-TCA	3	CA	SPECIAL	999

Klingon Ship BPV List

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

Klingon Ship BPV List continued

CLASS	Size Class	Hull Type	Class Type	BPV
K-SBFR	1	SB	STARBASE	808
K-SBR	1	SB	STARBASE	630
K-SBS	1	SB	SPECIAL	307

Lyran Ship BPV List

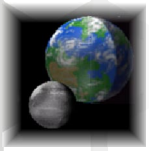
CLASS	Size Class	Hull Type	Class Type	BPV
L-AxPFT	3	F	CARRIER	119
L-BATS	2	BT	BATTLE_STATION	242
L-BATS+	2	BT	BATTLE_STATION	246
L-BATSR	2	BT	BATTLE_STATION	249
L-BB	2	DN	BATTLESHIP	371
L-BC	3	CA	HEAVY_CRUISER	161
L-BCH	3	CA	HEAVY_BATTLECRUISER	180
L-BCP+	3	CA	HEAVY_BATTLECRUISER	219
L-BCPP	3	CA	HEAVY_BATTLECRUISER	213
L-BOX	5	BOX	SPECIAL	999
L-BS	3	BS	BASE_STATION	176
L-BS+	3	BS	BASE_STATION	182
L-BSP+	3	BS	BASE_STATION	296
L-BSPR	3	BS	BASE_STATION	299
L-BSR	3	BS	BASE_STATION	185
L-BTSP+	2	BT	BATTLE_STATION	454
L-BTSPR	2	BT	BATTLE_STATION	457
L-CA	3	CA	HEAVY_CRUISER	133
L-CA+	3	CA	HEAVY_CRUISER	139
L-CAP	3	CA	HEAVY_CRUISER	180
L-CC	3	CA	HEAVY_CRUISER	150
L-CC+	3	CA	HEAVY_CRUISER	155
L-CCH	3	CA	HEAVY_CRUISER	170
L-CL	3	CA	LIGHT_CRUISER	92
L-CL+	3	CA	LIGHT_CRUISER	98
L-CLP	3	CA	LIGHT_CRUISER	140
L-CW	3	CL	LIGHT_CRUISER	113
L-CW+	3	CL	LIGHT_CRUISER	119
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
L-FRD	2	KSD	SPECIAL	101
L-FSDs	4	F	FREIGHTER	35
L-FSML	4	F	FREIGHTER	23
L-FSPh	4	F	FREIGHTER	33
L-INT	5	FTR	PF	19
L-LP	5	KLP	SPECIAL	19
L-MP	4	FF	FRIGATE	71
L-MP+	4	FF	FRIGATE	80
L-NCA	3	CL	NEW_HEAVY_CRUISER	146
L-NCAL	3	CL	NEW_HEAVY_CRUISER	153
L-PF	5	FTR	PF	33
L-PF+	5	FTR	PF	39
L-PFE	5	FTR	PF	53
L-PFS	5	FTR	PF	38
L-PFT	4	FF	CARRIER	143
L-PFW	4	FF	CARRIER	178
L-PFWP	4	FF	CARRIER	182
L-SB	1	SB	STARBASE	593
L-SB+	1	SB	STARBASE	606
L-SBP+	1	SB	STARBASE	869
L-SBPR	1	SB	STARBASE	933
L-SBR	1	SB	STARBASE	613
L-SBS	1	SB	SPECIAL	300
L-SC	4	FF	SPECIAL	60
L-SC+	4	FF	SPECIAL	62
L-SR	3	CA	HEAVY_CRUISER	95
L-SR+	3	CA	HEAVY_CRUISER	97
L-TCC	3	CA	SPECIAL	999

Mirak Ship BPV List

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

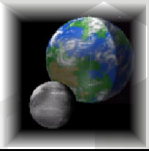
Monster BPV List

CLASS	Size Class	Hull Type	Class Type	BPV
M-AML	2	MAM	MONSTER	207
M-AMM	2	MAM	MONSTER	144
M-AMS	2	MAM	MONSTER	105
M-DMD	1	MDM	SPECIAL	223
M-DML	1	MDM	SPECIAL	286
M-DMM	1	MDM	SPECIAL	239
M-DMS	1	MDM	SPECIAL	204
M-LCL	4	MLC	MONSTER	277
M-LCM	4	MLC	MONSTER	219
M-LCS	4	MLC	MONSTER	162
M-MTL	4	MMT	MONSTER	187
M-MTM	4	MMT	MONSTER	157
M-MTS	4	MMT	MONSTER	128
M-SGL	3	MSG	MONSTER	224
M-SGM	3	MSG	MONSTER	164
M-SGS	3	MSG	MONSTER	130
M-SSL	5	MSS	MONSTER	138
M-SSM	5	MSS	MONSTER	116
M-SSS	5	MSS	MONSTER	94



Neutral BPV List

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



Neutral BPV List (cont)

CLASS	Size Class	Hull Type	Class Type	BPV
N-DER	3	UNKNOWN	SPECIAL	13
N-DMY	5	UNKNOWN	SPECIAL	999
N-E4	4	FF	FRIGATE	38
N-F5	4	FF	FRIGATE	52
N-FRD	2	KSD	SPECIAL	91
N-ORG	5	UNKNOWN	SPECIAL	999
N-POD	6	UNKNOWN	SPECIAL	12
N-PUCK	6	XMN	SPECIAL	999
N-PULS	5	UNKNOWN	SPECIAL	999
N-PYR	4	UNKNOWN	SPECIAL	7
N-SB	1	SB	STARBASE	500
N-SB+	1	SB	STARBASE	513
N-SBF+	1	SB	STARBASE	590
N-SBFR	1	SB	STARBASE	596
N-SBR	1	SB	STARBASE	519
N-SBS	1	SB	SPECIAL	296
N-SH	6	SHT	SPECIAL	19
N-WRM	1	UNKNOWN	SPECIAL	999
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

Orion Pirate Ship BPV List

CLASS	Size Class	Hull Type	Class Type	BPV
O-AR1	3	CL	LIGHT_CRUISER	110
O-AR2	3	CL	LIGHT_CRUISER	114
O-AR3	3	CL	LIGHT_CRUISER	105
O-BATS	2	BT	BATTLE_STATION	183
O-BATS+	2	BT	BATTLE_STATION	187
O-BATSR	2	BT	BATTLE_STATION	207
O-BB1	2	DN	BATTLESHIP	376
O-BC1	3	CA	HEAVY_BATTLECRUISER	183
O-BC2	3	CA	HEAVY_BATTLECRUISER	153
O-BC3	3	CA	HEAVY_BATTLECRUISER	173
O-BCH1	3	CA	HEAVY_BATTLECRUISER	187
O-BCH2	3	CA	HEAVY_BATTLECRUISER	179
O-BCH3	3	CA	HEAVY_BATTLECRUISER	157
O-BCV1	3	CA	HEAVY_BATTLECRUISER	208
O-BCV2	3	CA	HEAVY_BATTLECRUISER	220
O-BCV3	3	CA	HEAVY_BATTLECRUISER	235
O-BOX	5	BOX	SPECIAL	999
O-BR1	3	CL	LIGHT_CRUISER	136
O-BR2	3	CL	LIGHT_CRUISER	149
O-BR3	3	CL	LIGHT_CRUISER	131
O-BRC1	3	CL	LIGHT_CRUISER	95
O-BRC2	3	CL	LIGHT_CRUISER	100
O-BRC3	3	CL	LIGHT_CRUISER	100
O-BRH1	3	CA	NEW_HEAVY_CRUISER	157
O-BRH2	3	CA	NEW_HEAVY_CRUISER	146
O-BRH3	3	CA	NEW_HEAVY_CRUISER	165
O-BS	3	BS	BASE_STATION	110
O-BS+	3	BS	BASE_STATION	117
O-BSR	3	BS	BASE_STATION	131
O-CA+1	3	CA	HEAVY_CRUISER	143
O-CA+2	3	CA	HEAVY_CRUISER	143
O-CA+3	3	CA	HEAVY_CRUISER	149
O-CA1	3	CA	HEAVY_CRUISER	123
O-CA2	3	CA	HEAVY_CRUISER	130
O-CA3	3	CA	HEAVY_CRUISER	133
O-CR+1	3	CL	LIGHT_CRUISER	113
O-CR+2	3	CL	LIGHT_CRUISER	104
O-CR+3	3	CL	LIGHT_CRUISER	91
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
O-DWS1	4	FF	DESTROYER	73
O-DWS2	4	FF	DESTROYER	71
O-DWS3	4	FF	DESTROYER	69
O-FRD	2	KSD	SPECIAL	101
O-HR1	3	CA	HEAVY_CRUISER	128
O-HR2	3	CA	HEAVY_CRUISER	123
O-HR3	3	CA	HEAVY_CRUISER	128
O-LP	5	KLP	SPECIAL	19
O-LR+1	4	FF	FRIGATE	64
O-LR+2	4	FF	FRIGATE	64
O-LR+3	4	FF	FRIGATE	70
O-LR1	4	FF	FRIGATE	58
O-LR2	4	FF	FRIGATE	76
O-LR3	4	FF	FRIGATE	70
O-LRS+1	4	FF	FRIGATE	63
O-LRS+2	4	FF	FRIGATE	60
O-LRS+3	4	FF	FRIGATE	59
O-LRS1	4	FF	FRIGATE	60
O-LRS2	4	FF	FRIGATE	57
O-LRS3	4	FF	FRIGATE	56
O-MR1	3	CL	LIGHT_CRUISER	110
O-MR2	3	CL	LIGHT_CRUISER	108
O-MR3	3	CL	LIGHT_CRUISER	103
O-PR1	4	FF	FRIGATE	35
O-PR2	4	FF	FRIGATE	46
O-PR3	4	FF	FRIGATE	42
O-SB	1	SB	STARBASE	540
O-SB+	1	SB	STARBASE	574
O-SBR	1	SB	STARBASE	604
O-SLV1	4	F	FREIGHTER	89
O-SLV2	4	F	FREIGHTER	94
O-SLV3	4	F	FREIGHTER	108
O-TBR1	3	CA	HEAVY_CRUISER	120
O-TBR2	3	CA	HEAVY_CRUISER	121
O-TBR3	3	CA	HEAVY_CRUISER	105
O-VIK1	4	F	FREIGHTER	106
O-VIK2	4	F	FREIGHTER	94
O-VIK3	4	F	FREIGHTER	108

Romulan Ship BPV List

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