Table 1: Netrek Ship Types [V1.2]

Type	*SC*	*DD*	*CA*	*AS*	*BB*	*SB*
Maximum Speed	12	10	9	8	8	2
Acceleration	200	200	150	100	80	100
Deceleration	270	300	200	200	180	200
Torpedo Damage	25	30	40	30	40	30
Torpedo Speed	16	14	12	16	12	14
Torpedo Fuse	16	30	40	30	40	30
Phaser Damage (Max)	75	85	100	80	105	120
Phaser Lifetime	10	10	10	10	10	4
Plasma Damage	-	75	100	-	130	150
Plasma Speed	-	15	15	-	15	15
Plasma Lifetime	-	30	35	-	35	25
Maximum Shields	75	85	100	80	130	500
Maximum Damage	75	85	100	200	130	600
Repair Rate	80	100	110	120	125	140
Maximum Fuel	5000	7000	10000	6000	14000	60000
Fuel Regeneration	16	22	24	20	28	70
Torpedo Cost	175	210	280	360	360	300
Phaser Cost	525	595	700	560	1050	960
Plasma Cost	-	2250	3000	-	3900	3750
Detonation Cost	100	100	100	100	100	100
Shield Cost	2	3	3	3	3	6
Warp Cost	2	3	4	3	6	10
Cloak Cost	17	21	26	17	30	75
Max Engine Temp	1200	1000	1000	1200	1000	1000
Max Weapon Temp	1000	1000	1000	1000	1000	1300
Engine Cooling Rate	8	6	6	6	6	4
Weapon Cooling Rate	3	2	2	2	3	4
Torpedo Temp Cost	7	11	18	17	26	20
Phaser Temp Cost	52	59	70	56	105	96
Plasma Temp Cost	-	217	292	-	382	367
Mass	1500	1800	2000	2300	2300	5000
Tractor Strength	2000	2500	3000	2500	3700	8000
Tractor Range	0.7	0.9	1.0	0.7	1.2	1.5
Maximum Armies	2	5	10	20	6	25

Ship data from `getship.c`. Additional data from hde@cs.cmu.edu. Compiled by jch@cs.cmu.edu.

Table 2: Bert Enderton's Comparison Of Ship Capabilities

Statistic	*SC*	*DD*	*CA*	*AS*	*BB*	*SB*
Net fuel/sec at maxwarp, shields down, uncloaked	-80	-80	-120	-40	-200	500
Time cloaked at maxwarp before running out of fuel	20	24.1	26.3	28.6	28	240
Distance travelled doing this	48000	48276	47368	45714	44800	96000
Time to maximum safe engine temp, at maxwarp	25	25	33.3	60	50	–
Distance travelled doing this	60000	50000	60000	96000	80000	–
Number of torps in fuel tank	28	33	35	22	38	200
Total damage from these torps	700	990	1400	660	1520	6000
Number of phasers in fuel tank	9	11	14	10	13	62
Total damage from these phasers	675	935	1400	800	1365	7440
Damage per second, no fuel, warp 0, shields down*	23	31	34	29	31	88
Same but with shields up	20	27	30	24	28	80
Repair/sec to shields (x2 if in repair mode)	1.6	2.0	2.2	2.4	2.5	2.8
Maximum phaser range	4500	5100	6000	4800	6300	7200
30 point phaser range	2700	3300	4200	3000	4500	5400
Average torpedo range	8480	11340	12120	12960	12120	11340
0-maxwarp acceleration time (seconds)	6	5	6	8	10	2
Distance to do this	7200	5000	5400	6400	8000	400
Maxwarp-2 braking time (seconds)	3.7	2.7	3.5	3.0	3.3	0
Distance to do this	5185	3200	3850	3000	3333	0
Time from Earth orbit to Canopus orbit (dist 20615)	12.8	13.4	15.3	17.4	18.6	50.3
Time from Earth orbit to Romulus orbit (dist 60000)	29.2	33.1	37.2	42.1	43.2	148.8

*This is the average amount of damage you can do by recharging fuel and hitting whenever you can. For assault ships and starbases the best average is with phasers (assuming point-blank range), and for battleships it's with torps. The figures above are with the best strategy for the ship.

**There's some chance of overheating the engines doing this in a destroyer. Add a little extra time (I'm not sure how much, maybe a second) to avoid doing this. I've deducted 900 distance for orbit radius, and factored in the acceleration and deceleration times.