STAR TREK ENTERPRISE

Series Spacedock notes

These are the notes that I made for the Enterprise Era adventure that involved the Klingon's Empire. I thought that the notes would be interesting to others who are either running or planning an adventure. There are something's that I have not used in these notes, but these are the original outline for notes I have been using.

I have upgraded the notes as of last week's episodes of Enterprise. These were not the notes I used for the adventure as I made the adventure a pre-Enterprise era adventure.

These notes were made before I began generating vessels for the 22nd Century adventure before going to over to the Klingon as the main species in the Series.

Some of these are not even used or changed in the Series.

The additional notes that are listed in the document is that the NX-class starship is only slightly more advanced than those in the Pre-Enterprise Era. The vessels for the mid 22nd century are only slightly more advanced.

NOTES FOR ENTERPRISE ERA'S SPACEDOCK

Not all of the ratings are equal, as it has only been a few years sense Zefrem Cochrane made his warp ship's first flight. The warp five projects is under way. Nearly all Earth vessels are under equipped in comparison to Vulcan, Klingon and Andorian vessels. *Some alien species of vessels are better equipped and over gunned compared to that even the Klingon vessels. Terran Vessels are less than 25% of SU's equipped with weapons as the Vulcan are 30% equipped and the Klingon and Andorians are 40% equipped with weapons. This will include the shielding and protection of whatever nature it is and all its weapons systems. The exception to this is the NX-class Cruiser with its 26.7% of weapons as it is the first Warship that the Humans have made.*

(Personally I like to keep the starship weapons systems under fifty percent of that even in the 24th century. The Starship is specially designed and constructed to fight against the specific foe. In the Enterprise Era the ships are constructed with the lack of knowledge of what could be encountered out beyond the confines of their own system.)

The Enterprise Era only a few species have reached the space travel levels of technology and if it is warp capable is even slimmer. The use of conventional rocket launchers and projectile weapons are fired instead of energy weapons doing far less damage weapons.

Size: The vessel is smaller than the average ship. Some smaller vessels can travel higher warp speeds at greater distance.

The *average* largest average size of a starship vessel is that of a size 5 for most species have not extremely advanced starship designs beyond this size. The majority of the species are just entering their early transportation day's space travel.

The Vulcan's have a few vessels as large as a size 6 starship. The Vulcan Combat vessels *(size 8)* are capable of handling a Klingon (early D7 variant) battle cruiser.

Some species have settled for a vessel the size 3 of the vessel with weapons capable of damaging a vessel two sizes higher with little trouble. Orioins and Naussicans have build their vessels around this as they are mass preproduction and has large fleets used for raiding. The Orions and the Naussicans have constructed the vessel with the size of the ships with small scale raiding vessel sizes in mind.

Starfleet has several designs and vessels at their disposal and the NX-Class is the most advanced designed in the service. Although the future designs are already on the drawing boards with advanced designs and new technology there is always with a leaner and meaner vessel already out on the street. The older Intrepid-class a prototype cruiser is as advanced with the exception of the warp drive.

A few civilian companies have constructed a few mining and merchant vessels to size 7 or larger but are lightly armed. The average vessel is the size four and are lighter armed and shielded in the convention of the fleets are lighter warships.

SU's: The SU's are lower in scale and reduced to the levels near the bottom end of all scales. Just over half the full SU's available for most species in the Enterprise era. Generally 60% *(or less)* of the available SU's available for use on the average vessel.

As an example the NX-class has a 606 Su's used with an optional 800 Su's available. This gives the vessel a good base of use and the power to defend the ship against hostile activity.

The Mirror universe's version of the Tarran Empire's NX-class Starship is better armed than those of the Terrain Starfleet Universe. The weapons are stronger than that of the conventional and are more advanced as there is another dozen or more years of advancement that is in the construction of them.

The Xindi fleet of warships are well armed and shielded and are closer to the 23rd century levels of weapons and shielding than that of the Terrain Starfleet. The Xindi fleet's Faster Than Light Drive is closer to that of the Slip stream drive than that of the Warp Drive. The only difference in the 24th century and the 22nd century version of slipstream is that the SU's cost 120 other than 80 and is half as fast using the same amount of power.

Resistance: During this era, the hull resistance has no free SU's available. Resistance costs lowering the resistance down to a maximum of 6 per hull. Klingon vessels can have as high as eight where as Earth Vessels would have four as maximum. During this era the Vulcan's have a maximum of six for their largest and newest Klingon cruiser.

There are several vessels known to space fairing species that has a hull resistance of 10 per hull. Even the Borg Vessels of this time period would not have the hull rating any higher than that of 15 or 16.

The NX-Class has a total of 4 resistance (2 per hull) and the Intrepid-class has a resistance of 3. While the Vulcan's will have the advanced hulls of 5 or 6.

Structural Integrity fields: To this I restricted our constructions down to below Class D on the TOS Spacedock for all vessels before 2150 for all species vessels.

Crews: A ship's crew is usually smaller and have less security officer and science technicians staffing. Engineering staff is usually double that of later vessels and have the need to repair a vessel that has been extensively damaged and in later centuries is toed to a space dock for repairs.

During the Enterprise's third year the addition of the Maco's as a military threat to the Xindi military. The NX-Class outfitted with twenty Maco soldiers in addition to the standard Starfleet crews. Later vessels would have the increased capacity for the Macos of around thirty or more soldiers.

Crew Quarters: There are few luxuries for crews their quarters on a ship are generally the little that they get. Do to the ships have yet to have crews substantially larger Barracks have yet to be installed on Earth ships. Only the Klingon's use them on their larger vessel possibly the predecessor to the D7 Battle cruiser of the 23rd century.

On earth vessels the crew they are assigned to quarters and a few lower ranked enlisted have to share their quarters with another.

With the addition of the Maco's the ships would have the Barracks installed for the Maco soldiers.

During the Xindi confontation the Tarran Starfleet of starships were outfitted at the commanding officers wishes with barracks with twenty to forty Maco soldiers.

Manufacturing No Food Processors, but usually have a galley and mess hall that is Spartan in nature. The ship's galley is capable preparing a multitude of food dishes. The mess hall is capable of handling the entire crew of the vessel at the same time if it came to it.

Most species have a galley and large abundant food storage. Klingon ships often carry live Targs for food and pets in the galley or cargo bays. The Vulcan's have a food synthesizer that are the predecessor to the TOS era food processors and the replicators.

Some species have already created replicator systems but guard the technology very closely, as it is a key to their statues and power in the region.

Machining shops: Unlike the 23rd century industrial Fabrication Units and 24th century industrial replicators to do not have the easy to create tools and equipment for the ship. Instead of Industrial Fabrication Units the majority have machining shops that can create the equipment that is needed for a starship. Use the science lab chart to create the machining shops.

Medical systems: During this era only Humans and Vulcan's readily out fit their vessels with sickbays and carries Medical personnel. A size four is the top of the line medical bays.

Klingon vessels are rarely equipped with medical facilities. Many of the smallest Klingon vessels they don't even have a bay where they could lay out the wounded or dying warriors.

Starfleet has the medical facilities of a rating 4.

Recreation Facilities: Most vessels have small and Spartan recreation facilities in nature if any. The Tarran Starfleet NX-class has a Spartan mess hall and gym. The mess does double duty as a movie theater on the NX-class as the shuttle bay a sports arena.

The alien vessels could have any level technology for recreation in the crews. This

includes the holodecks and other entertainment facilities.

Fire suppression systems: Species who have shielding technology will have fire suppression abilities build into their ships. Those who don't have to have personnel using hand held fire-extinguishing equipment.

Escape Pods: Some species of this era have Escape pods and vehicles for such uses. The majority of vessels have the escape pods installed into them for the safety of the crewmembers.

Escape pods are no a necessity but most species do have escape pods installed in the vessels as they do wish to survive the disaster that would likely destroy their vessels. The Mirror universe's Tarran Empire and the Klingon Empire has installed escape pods on the NX-class and possibly other classes of ships as well.

Nacelles: This is where things get difficult. The lowest of space dock nacelles for let's say an intrepid class is not close but using multiple Uprating to adjust looks funny but works.

Restrict all warp nacelles for the Tarran Starfleet to Mark 1 up to Mark 3.5C on the TOS Spacedock sheet.

Even the Klingon vessels are not much faster than the Earth vessels. No ones vessel can go faster than that of warp six as maximum.

Plasma Injectors: Restricting injectors above Class C is simply sensible. I don't imagine a vessel from a world just setting out on space travel to be able to spend six hours at maximum warp travel. *The rest of the species are restricted to below that of Mark 4B with a restriction of plasma injector systems below Class D for all species and below Class C for the Tarran Starfleet.*

Impulse Engines: Generally Types 1 to 3A are better looking for twenty-second century with type 1 for a shuttlepod.

Auxiliary Bridges: During this era, auxiliary bridges and battle bridges have yet to be including into the ship designs. Few species have the installation of Auxiliary bridges and are optional on all other vessels including the Terrain Starfleet and Empire.

Computers: The 22nd century's computers are slower and less advanced yet still make our present day PC's look like a toaster. I have been using 6 x size with 2 power per round. *The computers have no upratings. The computer systems are automatically given a difficulty rating of -1 even before the difficulty of the game starts.*

Autopilot: 22nd century Autopilot is generally lowest scaling in design. Shipboard Systems (Flight Control) 1, Coordination 1 with a 2 Power/round in use.

Navigational Computer: The 22nd century has only the Class 1 for the highest for all species. The early human have a lower navigational computer.

Communications: Lower the species technological level the lower their ability to communicate with their home systems. *Cililian vessels are restricted to type I and the military vessels are generally type II or III. The most advanced communications system belonging to the Terrain Starfleet is a Type II communications system.*

Some species have Universal Translators and other have not. Some species just do not care about what other species have to say to another species.

Tractor beams: The Vulcan's, Klingon's, Andorians and a few other species have tractor beams while humans have yet to discover them. Tractor beams are a relatively new invention to the galaxy. Human starships use the Magnetic grappler systems. Use the scale of alpha 1 km scale on Class Alpha as the grappler makes their pulling.

The Vulcan's have Class Alpha Tractor Beams and have 1000 km range.

Transporters: A few species employ transporters and use them for personnel transportation. Vulcan's, Klingon's, Orion's and Human's have transporters installed aboard ships and use them for cargo have bio upgrading for transports of living personnel.

In this era one transporter per ship it is usually a combination of a cargo and personnel transporters. Other older transporters can have upratings to handle most biological substances. The standard upratings for cargo transporters to handle biological substances costs 2 SU's plus the personnel members SU's.

Cloaking Devices: The Romulans, Suliban and a few other species, employ cloaking devices. The Romulans are notorious for their employing cloaking devices even in their minefields.

The Romulans have created a holographic hull emitters that can project the image of another vessel, fooling another vessels sensors into detecting another vessel entirely. The Romulan vessel has a highly effective cloaking device.

Yet, there are a few other species with the technology to cloak their vessels as the Romulans and Suliban can do.

The Romulan's have invented the holographic cloaking devices to represent another species space vessels. Although the cloaking device can hide the Romulan vessels appearance as another the power systems is still identifiable as a Romulan vessel if it can be detected. The Mirror Universe's Terran Empire have gotten their hands of several Suliban Cloaking devices and have employed them in several different incidents.

Internal Force Fields: during this era few species have integrated the force fields for the vessels. *Starfleet starships have locking bulkhead doors that require the crew to access with a code and turn a locking handle. (Note that Liutenant Malcom Reed of the Tarrain Starship Enterprise has cnstruced the first prototype in the 22nd centiury, that held a stable field.*

Tactical Systems:

Energy weapons in general: In this era the energy weapons generally can fire at basics. At the lower levels of these weapons you get one shot only per weapon. I came up with if you want another shot for your ships weapons systems you must have an upgraded weapons system. To this I had to come up with a penalty of sorts by adding half again the energy weapons final size onto the weapon's SU's to gain the second shot. This weapon's up grade is just for the energy weapons only. And only adds one shot to the single shot weapon as it is. This increases the dangers at the basic levels.

The weapons are generally the know version but the exotic has been constructed be a very few species. The Orion's have constructed a weapon that destabilizes the ship and causes it to fall from warp speed and beam the cargo from the ships. All the weapons ranges are 20% that of the 23rd century vessels and have fewer shots than their predecessors.

Plasma Cannons: Using TOS era's laser table the plasma cannons are basically Lasers that are mounted on the ships exteriors. Fellow general weapons construction routine. The Humans using the Plasma Weapons would be perfect for the ship. *Most Starfleet vessels have a number of these weapons and have been using them as a main battle weapon against the threats to their vessels.*

Phase Cannons: Phase cannons are the predecessors to the phaser with less functional weapons. They can fire only in the continuous beams with the ability to rotate and retract back into the hull of the ship for maintenance and storage. By 2151 there is only a single type of Phase Cannon being used the phase cannon is equal to that of a Class three phaser bank.

The phase cannons can fire only twice.

Starfleet Phase cannon weapons have begun to replace the Plasma weapons and are far more powerful than the previous weapons. The phase cannons are turret mounted with plenty of weapons arc per weapon. These weapons can be fired in linked fire or independent bursts with each other. The NX-class can sported three phase cannons in the beginning and then have additional weapons located at key points about the ship later in it's time in service. The NX-Class is Earths most powerful warship with the development of the warp five engine.

Even though the Terrain Starfleet usually install all their weapons systems in spacedock or repair stations. The Enterprise installed three phase cannons without the assistance of a space station or specialized personnel to do so. The starship carries all the manufacturing facilities that are needed to construct a weapons system.

Compared to that of the Plasma Cannons the Phase Cannons are far more powerful and destructive. A single blast of a phase cannon can level a mountain and rearrange a content.

Disruptor weapons: Restrict disruptors to below type 4 *(type 2)* to these era vessels, as it will give the enemy a superior firepower without devastating the other vessels fired on. The disruptor cannons and arrays are no higher than that of the Photon Torpedoes of this period.

Like the Phase cannons the Disruptors are rather new to the fleets of the galaxy and have the increased power and fire that of the phase cannons. Although the disruptor weapons have begun to show the more destructive nature of the weapons. Even though some of the Xindi vessels (reptilian and insectoid species) sport a type 5 disruptor weapons system they are better armed than the vessels.

Spatial Torpedoes: Like the later photon torpedoes self-guided to a range of 50,000 km doing damage of 70 *(80)* and launchers using 6 powers to fire +1 power per torpedo. The launchers are capable of firing only a single torpedo per launcher. The simple torpedoes weapons range (10/30,000/100,000/300,000) *(corrected 2/5,000/16,000/50,000)*. The Klingon cruisers have weapons the capability of firing a spread of two torpedoes.

Photon Torpedoes: Although Photon Torpedoes are new to some species others have yet to employ them or even research them.

Klingon's have them and humans employ them by 2153. The Vulcan's, Andorians, and others have yet to employ them to their ships.

The maximum range of the Photonic torpedoes is double of spatial torpedoes.

The standard for a Photon torpedo damage is 120 for this era yet the Terrain Photonic Torpedoes are rated for damage of 140 *(120)*. Like the photon torpedoes of later eras the torpedoes are variable yield.

Most species are just designing these weapons as they are the next generation of weapons for the defense of their worlds.

Standard Shields: Vessels of this era have standard shields and either no grid type increasing protection if they do the Type A for most species. The polarized hull plating is similar to that of the shields in some aspect but not here.

Polarized Hull Plating: Build like standard shields but burns off like ablative armor with a threshold removed, until gone until recharged or reset. Disruptors and Phase cannons act to the same as standard weapons. Kept low to show vulnerability.

When launched the NX-01 had the protection of 150 (100) at maximum protection. The refit in the second year of service the Polarized Hull Plating is upgraded to 200 (120) point of protection. The third refit, after the Xindi incident the rating in the polarized hull-plating rose to 250 (150) points.

Deflector Shielding: Many species have standard energy shielding and deflector screens of some sort. The Most have shielding in the class 1 rating below 120 to 200 *(75 to 100)*.

Larger ships of some more advanced species have the Class 2 rating up to 300 *(200)* points of shielding.

More advanced starships of vessels can have shields that are more advanced than that of the Enterprise era but not to far above that of the Enterprise Era as it would throw the balance off and destroy the game.

Do to the Temporal War the Xindi Starfleet have access to shielding of a Class 3 rating. This making the Xindi fleet of ships the most powerful in the known universe. A few ships have the top-level shields that leave the ship nearly impenetrable to weapons fired at it.

Auxiliary spacecraft: Shuttles are generally size one in scale and the military vessels are the only vessels carrying a pair and freighter carry a single or none. *(The NX-class and other explorer type vessels are equipped with two or more spaces for shuttles. The shuttles of this period mostly do not have warp drive capabilities. Most shuttles have the capability to carry the crew and five or six passengers. Yet there are some size 2 ships that are low warp capable and lightly armed.) There are a few ships that carry more than two shuttles and the NX-class has the capability of carrying four shuttles. The Xindi Aquadic Vessels are capable of carrying a starship the size of a NX-class starship in its belly cargo-shuttle bays.*

Star Trek Wars Conversion

When I took a look at the Star Trek Wars sheets there was a plenty of costs and such as Point Value, Warp Delay, Maneuvering specs, Combat Stats (with fwd/Aft Defenses, Starboard/Port defense) that I could use in addition of the Hanger and weapon placements (in addition to the type).

For the difference in the system such as the weapons systems or what ever the system I would set one vessel as a standard. I balanced the others out against it with the difference in the weapons coming up with a percentage of change.

I used this as a guide not as a rock hard version but a balance. If the change was too high I just balanced it out with common sense.

Common sense is a key to the construction to all starship construction. These are my key stone rule for construction.

http://www.planetside.firenebula.com

The Borg

The Borg have traveled the 21st century and been stopped by the crew of the Enterprise-E from the 24th century. The determination of whether the Borg are from the future or have been stranded in the past utilizing the technology to construct more advanced equipment. Their objective is the same as that of the 24th century Borg is to assimilate beneficial species. The un-organized nature of the galaxy at the point of the 22nd century is a Borgs perfct target.

This makes the Characters to work harder at defeating the technology that the Borg have been brought back in time with their knowledge of future tech. The transported Borg operate under the same rules that are in the Star Trek Voyager sourcebook written by from THE STAR TREK VOYAGER SOARCEBOOK by Volker Maiwald of www.farrealms.de

The Borg can be a destructive influence on the Alpha and Beta Quadrants.

NX-CLASS *UPDATED*

Class and Type: NX-Class Cruiser
Commissioning Date: 2151

HULL SYSTEMS
Size: 5
Length: 225 meters
Beam: 136 meters
Height: 29 meters
Decks: 7
Mass: 80,000 metric tons
SUs Available: 800
SUs Used: 628

Hull Outer <20>
Hull Inner <20>
Resistance Outer Hull: 4 <3>
Resistance Inner Hull: 4 <3>

Structural Integrity Field [1 Power/10 Protection/round]
Main: Class E (Protection 20/30) <11>
Backup: Class E (Protection 10) <6>
Backup: Class E (Protection 10) <6>
Specialize hulls: Atmospheric capability <5>

PERSONNEL SYSTEMS
Crew/Passengers/Evac: 80/10/300
Crew Quarters
Spartan: 60 <3>
Basic: 20 <2>

Environmental Systems
Basic Life Support [7 Power/round] <20>
Reserve Life Support [4 Power/round] <10>
Gravity [3 Power/round] <5>
Consumable: 1 years' worth <8>

Food Stores and Nutrient Paste Systems [0 Power/round] <5>
Maintenance Workshops located throughout ship 10 shops [1 power/replicator/round] <2>

Medical Facilities: 1 (+0) [2 Power/round] <5>
Recreation Facilities: 1 [2 Power/round] <8>
Location & type: 1 gym, mess hall
Personnel Transport: Turbolift, Jefferies Tubes [3 Power/round] <15>
Fire Suppression System [1 Power/round when active] <5>
Cargo Holds: 10,000 cubic meters <1>
Locations: Lower decks
Escape Pods: <2>
Number: 32
Capacity: 4 persons per pod

PROPULSION SYSTEMS
Warp drive Nacelles: Mark 2.1 (2.0/4.5/5.0) <22>
Uprating packages: 1,2,3 and 4 to sustainable<20>
Speed: [1 power/.2 warp speed]
PIS: Type B (2 hours of Maximum warp) <4>
Impulse Engine Type: 2 type 3 (.25c/.5c) [2/5 Power/round] <8 (x2 = 16)>
Location: Aft
Reaction Control System (.025c) [2 Power/round when in use] <5>

POWER SYSTEMS
Warp Engine Type: Mark III (generates 140 Power/round) <44>
Location: Engineering section
Impulse Engine[s]: 2 class 3 (generates 10 Power/engine/per round)
Auxiliary Power: 4 reactors (generates 5 Power/reactor/round) <12>
Emergency Power: Type B (generates 30 Power/round) <30>
EPS: Standard Power flow +50 Power transfer/round <30>
Standard Usable Power: 160

OPERATIONS SYSTEM
Bridge: dorsal saucer <20>
PRE-DUOTRONIC COMPUTER Core [1 Power/round] <1>
ODN (Data networking cables) <15>

Navigational Deflector [6 Power/round] <15>
Range: 8/15,000/125,000
Accuracy: 6/7/9/12
Location: Forward Ventral saucer

SENSOR SYSTEMS
LONG-RANGE SENSORS [5 Power/round] <7>
Range Package: Mark III (Accuracy 4/5/8/11)
High Resolution: 3 Light-year (.3/.4-.8/.9-1.8/1.9-3.0)
Low Resolution: 8 Light-years (1/1.1-3.0/3.1-6.0/6.1-8.0)
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Coverage: Standard

LATERAL SENSOR [5 Power/round] <11>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)
Coverage: Standard

NAVIGATIONAL SENSOR [5 Power/round] <11>
Strength Package: Class 0 (Strength 0)
Gain Package: Standard (+0)

Probes: 20 probes of varying types <2>
Sensors Skill: 3

FLIGHT CONTROL SYSTEMS
Autopilot: Shipboard systems (flight Control) 2, Coordination 1 [1 Power/round in use] <7>

NAVIGATIONAL COMPUTER
Main: Class 1 (+0) [0 Power/round] <0>
Backup: 2 <0>
INERTIAL DAMPING FIELD
Main <10>
Strength: 2 [3 Power/round]
Number: 2
Backup <5>
Strength: 1 [2 Power/round]
Number: 2
Attitude control [1 Power/round] <1>

COMMUNICATIONS SYSTEMS
Type: Mark II [3 Power/round of use] <2>
Strength: 2
Security: -0
Emergency Communications: yes [1 Power/round] <0>

GRAPPLER [3 power/strength used/round] <3>
Accuracy 5/6/8/11
Location: aft ventral
notes: 200 meters range of cable (use 1 km scale)

Transporters
Type: Personnel [1 Power/Round] <6>
Pads: 4
Emitter/receiver array: Personnel Mark II (8,000 km range)
Energizing/transition coils: Class A (Strength 1)
Number and Location: one Amid Ship, upper decks

Security Systems Rating: 1 <4>
Anti-Intruder System: none

Science Systems Rating 1 (+0) [1 Power/round] <10>
Specialized Systems: None
Laboratories: 4 <2>

TACTICAL SYSTEMS
Forward Port Plasma Cannons <2>
Class Sorac
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 1/500/1,500/5,000
Location: forward port upper side of navigational deflector
Firing Arc: 120 degrees dorsal
Firing Modes: Standard

Forward Starbaord Plasma Cannons <2>
Class Sorac
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 1/500/1,500/5,000
Location: forward Starbaord upper side of navigational deflector
Firing Arc: 120 degrees dorsal
Firing Modes: Standard

Forward Port Plasma Cannons <2>
Class Sorac
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 1/500/1,500/5,000
Location: forward Port Lower side of navigational deflector
Firing Arc: 120 degrees dorsal
Firing Modes: Standard

Forward Starboard Plasma Cannons <2>
Class Sorac
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 1/500/1,500/5,000
Location: forward Starbaord Lower side of navigational deflector
Firing Arc: 120 degrees dorsal
Firing Modes: Standard

Aft Port Ventral Plasma Cannons <2>
Class Sorac
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 1/500/1,500/5,000
Location: Aft Port Ventral
Firing Arc: 120 degrees dorsal
Firing Modes: Standard

Aft Vental Starbaord Plasma Cannons <2>
Class Sorac
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 1/500/1,500/5,000
Location: Aft Ventral Starbaord
Firing Arc: 120 degrees dorsal
Firing Modes: Standard

Aft Dorsal Port Plasma Cannons <2>
Class Sorac
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 1/500/1,500/5,000
Location: Aft Doral Port
Firing Arc: 120 degrees dorsal
Firing Modes: Standard

Aft Dorsal Starboard Plasma Cannons <2>
Class Sorac
Damage: 20 [2 Power]
Number of Emitters: (up to 1 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 1/500/1,500/5,000
Location: Aft Dorsal Starbaord
Firing Arc: 120 degrees dorsal
Firing Modes: Standard

Forward Ventral port Phase Cannon <5>
Damage: 40 [4 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 1/1,000/3,000/10,000
Location: forward Ventral Port
Firing Arc: 360 degrees Ventral
Firing Modes: Standard

Forward Ventral Starboard Phase Cannon <5>
Damage: 40 [4 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 1/1,000/3,000/10,000
Location: forward Ventral Starboard
Firing Arc: 360 degrees Ventral
Firing Modes: Standard

Forward Dorsal Port Phase Cannons <5>
Damage: 40 [4 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 1/1,000/3,000/10,000
Location: forward dorsal Port
Firing Arc: 360 degrees dorsal
Firing Modes: Standard

Forward Dorsal Starboard Phase Cannons <5>
Damage: 40 [4 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 1/1,000/3,000/10,000
Location: forward dorsal Starboard
Firing Arc: 360 degrees dorsal
Firing Modes: Standard

Aft Dorsal Port Phase Cannons <5>
Damage: 40 [4 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 1/1,000/3,000/10,000
Location: Aft Port dorsal Port
Firing Arc: 360 degrees dorsal
Firing Modes: Standard

Aft Dorsal Starboard Phase Cannons <5>
Damage: 40 [4 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting systems: Accuracy: 6/7/9/12
Range: 1/1,000/3,000/10,000
Location: Aft dorsal Starboard
Firing Arc: 360 degrees dorsal
Firing Modes: Standard

Forward Port Outside Torpedo Launcher <6>
Standard Load: Spatial (80 Damage), Photonic Torpedo (*a.k.a. Photon Torpedo)* (120 damage)
Spread: 1
Range: Spacial *2/5,000/16,000/50,000 Photonic* 10/30,000/100,000/300,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Forward Port outside Ventral
Firing Arc: forward, but are self-guided

Forward Port Inside Torpedo Launcher <6>
Standard Load: Spatial (80 Damage), Photonic Torpedo (*a.k.a. Photon Torpedo)* (120 damage)
Spread: 1
Range: Spacial *2/5,000/16,000/50,000 Photonic* 10/30,000/100,000/300,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Forward Port Inside Ventral
Firing Arc: forward, but are self-guided

Forward Starboard outside Torpedo Launcher <6>
Standard Load: Spatial (80 Damage), Photonic Torpedo (*a.k.a. Photon Torpedo)* (120 damage)
Spread: 1
Range: Spacial *2/5,000/16,000/50,000 Photonic* 10/30,000/100,000/300,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Forward Starboard outside Ventral
Firing Arc: forward, but are self-guided

Forward Starboard inside Torpedo Launcher <6>
Standard Load: Spatial (80 Damage), Photonic Torpedo (*a.k.a. Photon Torpedo)* (120 damage)
Spread: 1

Range: Spacial *2/5,000/16,000/50,000 Photonic* 10/30,000/100,000/300,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Forward Starboard Ventral
Firing Arc: forward, but are self-guided

Aft Port Torpedo Launcher <6>
Standard Load: Spatial (80 Damage), Photonic Torpedo (*a.k.a. Photon Torpedo)* (120 damage)
Spread: 1
Range: Spacial *2/5,000/16,000/50,000 Photonic* 10/30,000/100,000/300,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Aft port Ventral
Firing Arc: aft, but are self-guided

Aft Starboard Torpedo Launcher <6>
Standard Load: Spatial (80 Damage), Photonic Torpedo (*a.k.a. Photon Torpedo)* (120 damage)
Spread: 1
Range: Spacial *2/5,000/16,000/50,000 Photonic* 10/30,000/100,000/300,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Aft Starboard Ventral
Firing Arc: Aft, but are self-guided

Plasma cannon Control room <5>
Phase Cannon control Room <5>
Torpedo Control Room <5>
Torpedoes Carried 50 <5>

TA/T/TS: Class alpha [0 Power/round] <6>
Strength: 7
Bonus: +0
Weapon Skill: 3

Polarized Hull Plating (Forward, Aft, Port, Starboard) <12 (x 4 = 48)>
Polarized Hull Plating Generator: Class 1 (Protection 100) [10 Power/Polarized Hull Plating /round]
Polarized Hull Plating grid: Type 0 (0 % increase to 0 Protection)
Subspace Field Distortion Amplifiers: Class Alpha (Threshold 30)
Recharging System: Class 0 (90 seconds)
Backup Polarized Hull Plating Generators: 4 (1 per shield) <1>
Auto-Destruct System none

AUXILIARY SPACECRAFT SYSTEM
Shuttlebay(s): Capacity for 4 size worth of ships <8>
Standard Compliment: 2 shuttlepods
Location(s): aft ventral

DESCRIPTION AND NOTES
Fleet Data: The ninety years after First Contact with the Vulcans, the NX-class grew to be the dreams of Henry Archer to build a ship capable to warp factor five. The new NX-01 surpassed the thoughts and dreams of the designers and the late visionary Henry Archer in its launched in the Earth Year 2151. Christened Enterprise set off on its historic voyage into the great unknown.

The NX-class set the standard that all the ships to come would become designed off. Its general appearance would hold for several centuries to come.

Noteworthy vessels/service records/encounters: NX-01, Enterprise, the first of Earth Starfleet launched to carry the Klingon named Kaang back to Qo'nos under the command of Captain Jonathan Archer, explored the boundaries of Klingon and Romulan space in 2151 and 2152, refit in 2153 before it went out to confront the Xindi threat to earth, Stopped the Augment threat to the peace between the Klingons and Humans, over threw a corrupt leadership to the Vulcan government; NX-02, Columbia, the second to be launched from Earth some time in 2154.

ALTERNATIVE SYSTEMS
Polarized Hull Plating (Forward, Aft, Port, Starboard) <12 (x 4 = 48)>
Polarized Hull Plating Generator: Class 1 (Protection 120) [12 Power/Polarized Hull Plating /round]
Polarized Hull Plating grid: Type 0 (0 % increase to 0 Protection)
Subspace Field Distortion Amplifiers: Class Alpha (Threshold 40)
Recharging System: Class 0 (90 seconds)

The Alternate time line Enterprise in the future has shields. This is the advancement's to the shields.

Shields (Forward, Aft, Port, Starboard) <33 (x 4 = 123)>
Shields Generator: Class 2 (Protection 360) [36 Power/Polarized Hull Plating /round]
Shield grid: Type 0 (0 % increase to 0 Protection)
Subspace Field Distortion Amplifiers: Class Gamma (Threshold 120)
Recharging System: Class 0 (90 seconds)