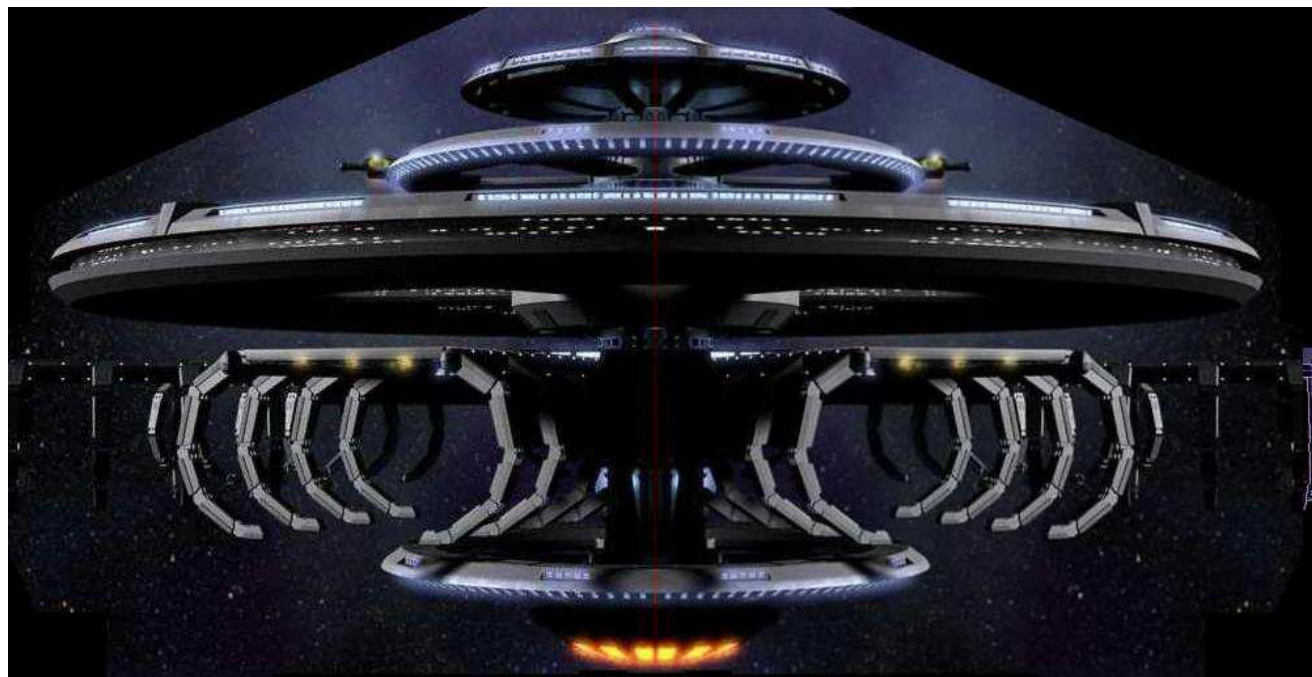


USS ALEXANDRIA

Alexandria Class, Heavy
Spacedock
NX-84315



HULL DATA

Structure: 60
Size/Decks: 12/280
Height/Diameter: 1130/1500
Complement: 8450

TACTICAL DATA

Beam Weapons: Type XI Phasers (x7, F)
Beam Penetration: 8/7/7/0/0
Torpedo Launchers: Mk100 DF (x6, F)
Photon Penetration: 9/9/9/9/9
Quantum Penetration: 10/10/10/10/10
Deflector Shield: FSS-2 (Regenerative) (F)
Protection/Threshold: 20/7

DOCKING DATA

Docking Bays: 6
Shuttle Craft: 12 Size worth
Docking Ports: 6
Docked Starships: 24 Size worth (Size 6 Max)
Docking Pylons/Berths: 6
Docked Starships: 48 Size worth (Size 12 Max)

OPERATIONAL DATA

Cargo Units: 150
Life Support: Class 5 (F)
Operations System: Class 4 (E)
Sensor System: Class S4 (+0/+1/+2/+3/+4, E)
Power System: Class 4 (E)
Sublight Drive: SBFIC (.15c)
Orbital Correctors: ST-C (+2)
Engineering Facilities: Class 5 (+5)
Separation System: No
Tractor beams: 4
Transporters: 8

MISCELLANEOUS DATA

Maneuver Modifiers: +0C, -9H, +1T
Edges: Bio-Neural Computer, Enhanced System
"Engineering Facilities", Multi-Vector Target
System.
Flaws: Design Defect "Sublight Propulsion",
Intricate Systems "Operations".

EDGES:

Bio-Neural Computer:

Your Operations system operates with Bio-neural gelpacks that speed up response time.

Prerequisites: Class 2 or higher Operation System.

Effect: The ship gains the following advantages.

+1 bonus on Computer Use tests, and reduces computer calculation time by 10%.

+2 bonus on one System Operation Specialty Tests, or a +1 bonus on two System Operation Specialties (Sensors, Transporters). The specialty can be changed after you've selected this edge, doing so requires a System Engineering (Computer) test TN 20 and 1 day of work.

Disadvantage: The computer is susceptible to viral infection, and when the operation system gets a damage box it can only be repaired if they have spare Gelpacks. Gelpacks cannot be replicated, and a starship needs 3 gel packs per Reliability modifier (normally a ship carries a number of reserve gelpacks).

Enhanced System: "Engineering Facilities"

The starbase is equipped with enhanced Engineering Facilities

Effect: -25% Repair Time

Multi-Vector Target System:

The static position of some stations grants them tactical advantages. With the help of advanced targeting computers, some facilities can even target several ships at the same time.

Effect: The station can choose two Primary Targets instead of one, and apply maneuvers to one or the other. When the maneuvers are revealed, the targets they apply to must be specified as well.

FLAWS:

Design Defect: "Sublight Propulsion"

Due to a design problem, the starbase has an inherent defect.

Effect: -2 Structure For every round of use.

Intricate System: "Operations"

One system aboard the ship is particularly complex: either because space was limited and the machinery had to be set up in an unusual way, or simply because the system is very complicated, if it's experimental for example. This can make the engineers' jobs very difficult.

Effect: All repair attempts on this particular system suffer +4 to the TN. This flaw can be taken multiple times, for the same system and for other ones.