ME-969 'Falke-A' Class II Fighter/Bomber

ME-969 'Falke-A' Class II Fighter/Bomber

Construction Data:
Model Number- A
Ship Class- II
Date Entering Service- Unknown
Number Constructed- Unknown

Hull Data:
Superstructure Points- 3
Damage Chart- C

Size
Length- Unknown
Width- Unknown
Height- Unknown
Weight- 10,854 mt
SCU Displacement- 217 scu

Cargo
Cargo Units- None
Cargo Capacity- Emergency equipment only

Landing Capability- Yes

Equipment Data:
Control Computer Type- ZD-K1
Transporters- None

Cloaking Device Type- None

Other Data:
Crew- 6
Passengers- None
Shuttlecraft- None

Engines and Power Data:
Total Power Units Available- 7
Movement Point Ratio- 1/2

Warp Engine Type- KMWA-1
Number- 1
Power Units Available- 5
Stress Charts- Q/R
Maximum Safe Cruising Speed- 6
Emergency Speed- 7

Impulse Engine Type- KMIA-2
Power Units Available- 2

Weapons and Firing Data:

Beam Weapon Type- KMD-1
Number- 1
Firing Arcs- f/p/s
Firing Chart- G
Maximum Power- 4
Damage Modifiers: None

Missile Weapon Type- KMP-1
Number- 1
Firing Arcs- F
Firing Chart- A
Power To Arm- 1
Damage- 4

Shields Data:
Deflector Shield Type- KMSK
Shield Point Ratio- 2/1
Maximum Shield Power- 6

Defense Factor- 15.37
Weapon Damage Factor- 1.58
Combat Efficiency- 0.24

FW-900 'Hornisse-B' Class II Space Superiority Fighter

FW-900 'Hornisse-B' Class II Space Superiority Fighter

Construction Data:
Model Number- A
Ship Class- II
Date Entering Service- Unknown
Number Constructed- Unknown

Hull Data:
Superstructure Points- 2
Damage Chart- C

Size
Length- Unknown
Width- Unknown
Height- Unknown
Weight- 9,672 mt
SCU Displacement- 194 scu

Cargo
Cargo Units- None
Cargo Capacity- Emergency equipment only

Landing Capability- Yes

Equipment Data:
Control Computer Type- ZD-K1
Transporters- None

Cloaking Device Type- None

Other Data:
Crew- 6
Passengers- None
Shuttlecraft- None

Engines and Power Data:
Total Power Units Available- 7
Movement Point Ratio- 1/2

Warp Engine Type- KMWA-1
Number- 1
Power Units Available- 5
Stress Charts- Q/R
Maximum Safe Cruising Speed- 6
Emergency Speed- 7

Impulse Engine Type- KMIA-2
Power Units Available- 2

Weapons and Firing Data:

Beam Weapon Type- KMD-2
Number- 2 (banked)
Firing Arcs- 2 f/p/s
Firing Chart- G
Maximum Power- 4
Damage Modifiers: +1 (1-10)

Shields Data:
Deflector Shield Type- KMSK
Shield Point Ratio- 2/1
Maximum Shield Power- 6

Defense Factor- 15.37
Weapon Damage Factor- 1.76
Combat Efficiency- 0.27

DKM Reichsfuhrer Hans Mueller Class XII Light Assault Carrier

Construction Data:	
Model Number-	Mk 1
Ship Class-	XII
Date Entering Service-	Unknown
Number Constructed-	1
Hull Data:	
Superstructure Points-	38
Damage Chart-	C
Size	
Length-	520 m
Width-	220 m
Height-	340 m
Weight-	186,528 mt
Cargo	
Cargo Units-	3,700 scu
Cargo Capacity-	185,000 mt
Landing Capability-	No
Equipment Data:	
Control Computer Type-	ZD-K4
Transporters -	
6 person -	2
20 person combat -	10
22 person emergency -	3
Cargo -	6
Cloaking Device Type-	None
Other Data:	
Crew-	455
Passengers-	20
Fighters-	12 Hornisse SSF's, 6 Falke FB's.
Engines and Power Data:	
Total Power Units Available-	46
Movement Point Ratio-	7/1 unloaded, 9/1 loaded
Warp Engine Type-	KMIH-1
Number-	2
Power Units Available-	18
Stress Charts-	Q/P
Maximum Safe Cruising Speed-	4 unloaded, 3 loaded
Emergency Speed-	5 unloaded, 4 loaded
Impulse Engine Type-	KMH-1
Power Units Available-	10
Weapons and Firing Data:	
Beam Weapon Type-	KMD-3
Number-	10
Firing Arcs-	4f, 2s, 2p, 2a
Firing Chart-	E
Maximum Power-	5
Damage Modifiers:	+1 (1-12)
Missile Weapon Type-	KAC-3
Number-	1
Firing Arcs-	1f
Firing Chart-	I
Power To Arm-	4
Damage-	10
Shields Data:	
Deflector Shield Type-	KMSB
Shield Point Ratio-	1/2
Maximum Shield Power-	9
Defense Factor-	86.34
Weapon Damage Factor-	26.26
Combat Efficiency-	31.30

DKM Reichsfuhrer Hans Mueller Class XII Light Assault Carrier: The first prototype carrier of the NSE. It was originally a Graf Spee class Heavy Cruiser, named after a 21st Century Fuhrer and 'hero' (and can be declared such only in the NSE alternate universe, in any other he would be an atrocious tyrant) of the Eugenics War. Rather than modify the ship with new photon torpedo launchers like her sister vessels, it was transferred to a combined Luftwaffe/Kriegsmarine space carrier program. It was modified with a carrier pod to accommodate a compliment of 12 Hornisse Space Superiority Fighters and 6 Falke Fighter Bombers.

The space carrier concept had some validity in combat, but with a full load the Hans Mueller had poor warp speed and terrible sublight handling, even by NSE standards. Because of this obvious disadvantage, the Hans Mueller was relegated to a support role, most notably a planetary assault ship. Falke's, under Hornisse escort, would surgical strike surface targets while the KAC-3 Accelerator Cannon bombarded military installations and civilian centres when switched to mass driver mode.

As an experiment, the DKM Reichsfuhrer Hans Mueller was valuable in assessing the requirements and developing the technology of the later, more powerful Graf Zeppelin Class.

It is currently in the 1st Kriegsmarine Fleet, working in concert with the DKM Graf Zeppelin.

Special Rules:Carrier Launched Vessels - If the Hans Mueller is launching any of its carrier vessels during ship to ship combat, it may launch up to three vessels (Hornisse or Falke Class II ships) per turn

The Carrier Vessel Launch Phase occurs before Power Allocation Phase, first phase in any turn, so as to allow the newly launched vessels to have power allocation as well. Like Power Allocation and Tactical Advantage phases, there is only one Carrier Vessel Launch Phase per turn.

The player may choose which three vessels in his entire compliment he wants to lauch. Any combination of Hornisse or Falke's can be launched, providing it's within the launch limit.

Due to the placement of the Hans Mueller's launchers, the vessels can only be launched out of shield arcs 4, 5 and 6. The newly launched vessels will be placed in the hexes adjacent to the aformentioned shield arcs. The launched vessels may face any direction the player wants, but the only one vessel per hex may be deployed (in otherwords, no stacking multiple vessels on the same hex!).

After deployment, power is allocated to the launched vessels and gameplay resumes as normal.

Graf Zeppelin Class XII Assault Carrier

Construction Data:

Model Number-	Mk I
Ship Class-	XII
Date Entering Service-	Unknown
Number Constructed-	4

Hull Data:

Superstructure Points-	34
Damage Chart-	B

Size

Length-	Unknown
Width-	Unknown
Height-	Unknown
Weight-	198,159 mt

Cargo

Cargo Units-	6,500 scu
Cargo Capacity-	325,000 mt

Landing Capability- No

Equipment Data:

Control Computer Type-	ZD-K4
Transporters -	
6 person -	12
20 person combat -	10
22 person emergency -	5
Cargo -	5

Cloaking Device Type- None

Other Data:

Crew-	374
Passengers-	5
Fighters-	20 Hornisse Class SSF, 12 Falke Class FB

Engines and Power Data:

Total Power Units Available-	96
Movement Point Ratio-	6/1 unloaded, 9/1 fully loaded

Warp Engine Type-	KMWH-3
Number-	3
Power Units Available-	78
Stress Charts-	Q/P
Maximum Safe Cruising Speed-	warp 3 unloaded, warp 2 fully loaded
Emergency Speed-	warp 5 unloaded, warp 3 fully loaded

Impulse Engine Type-	BMIK-2
Power Units Available-	18

Weapons and Firing Data:

Beam Weapon Type-	KMD-10
Number-	4
Firing Arcs-	1 f/p, 1f/s, 1 a/p, 1 a/s
Firing Chart-	W
Maximum Power-	5
Damage Modifiers:	+3 (1-8), +2 (9-12), +1 (13-18)

Beam Weapon Type-	KMD-11
Number-	2
Firing Arcs-	1 f, 1 a
Firing Chart-	S
Maximum Power-	7
Damage Modifiers:	+3 (1-8), +2 (9-14)

Beam Weapon Type-	KMD-12
Number-	2
Firing Arcs-	1 p, 1 s
Firing Chart-	Y
Maximum Power-	3
Damage Modifiers:	+2 (1-10), +1 (9-14)

Missile Weapon Type-	KMP-5
Number-	2
Firing Arcs-	1 f/p, 1 f/s
Firing Chart-	K
Power To Arm-	2
Damage-	8

Shields Data:

Deflector Shield Type-	KMSJ
Shield Point Ratio-	2/3
Maximum Shield Power-	13

Defense Factor-	97.4
Weapon Damage Factor-	37.4
Combat Efficiency-	36.38

Special Rules: Carrier Rules. See DKM Hans Mueller. Instead of three, this vessel may deploy 6 vessels per turn.

Notes: Experiments with the Graf Spee inspired DKM Hans Mueller yielded some remarkable results. Though the carrier concept had been around since the Second World War and were even instrumental to The Eugenics War decades later, the Kriegsmarine always used them in limited numbers due to the intense rivalries between competing armed forces branches so indicative of Nazi hierarchy. The concept wasn't fully fleshed out, even well into the space age. The first spaceborne carrier tried during the first Vulcan/Terran War was a disaster, so the concept of a space carrier had a undeniable stain.

However, it was always on the backburner, an idle fancy of spaceship designers, waiting for the right political environment to give it fruition.

That correct environment came when the NSE started encountering the Klingons, the Romulans and the Gorn. Their vessels were far superior, and though the NSE had superior training and numbers, they found themselves severely outclassed in all other aspects compared to their neighbors, and there was still more disappointments to come. The Scharnhorst Incident proved there were still more advanced races, including their own, in alternate time and space. It was during this time the Nazi Star Empire ordered an aggressive revamping of NSE spacecraft technology, as well as new and even untried designs to meet future threats.

The Graf Zeppelin concept already had blueprints, but with the green light NSE ship designers put concept to reality.

One of the shortcomings of the Hans Mueller was the fighter capacity. The Graf Zeppelin increased its surface area and storage bays for better fighter capacity. The pilots appreciated the increased surface area, making for safer landings. The latest computer systems and weapons were installed, both to handle the Graf Zeppelin's complex trinary design and to keep it safe during its vulnerable fighter deployments.

Not all of the carrier's faults were corrected. With all fighters loaded, the Graf Zeppelin had slow warp performance. It is a common habit for Graf Zeppelin captains to use their vessels as glorified fighter tenders, putting squadrons on rotation during combat operations and deploying all fighters when in a battlezone as to keep her combat handling to reasonable levels.

The Graf Zeppelin was never meant for close combat. It was found, quite viciously by the Gorn during the Battle of the Amarto Nebula, that one downed fighter during the deployment stage could damage the Graf Zeppelin by its explosion alone. That lead to tactical doctrine changes; Graf Zeppelin captains avoided deploying fighters directly in combat, but launched before going on the attack.

Overall the NSE was disappointed in its initial deployment and use, but keeping the Graf Zeppelin in a support and assault role much like the Hans Mueller. The retaking of Ceti Alpha V was made possible when the DKM Khan Noonian Singh used the vessel's armaments and its entire fighter wing to sweep its orbital defenses and bombard the planet. With more experience and time, the NSE has found a niche for the assault carrier, one that makes the subjugation of planets easier.

4 of the Mark I's are still in service, as well as an additional 12 hulls have been laid down at Utopia Planetia and New Berlin shipyards, and should be completed within the next three years.

DKM Graf Zeppelin
DKM Philip Green
DKM Khan Noonian Singh
DKM Kurt Waldheim

Assault Carrier

NAZI STAR EMPIRE

U-Boat Class Raider Mk II

Construction Data:

Model Number-	Mk II
Ship Class-	III
Date Entering Service-	Unknown
Number Constructed-	Unknown

Hull Data:

Superstructure Points-	6
Damage Chart-	C

Size

Length-	229m
Width-	48m
Height-	33m
Weight-	51,685 mt

Cargo

Cargo Units-	70 units
Cargo Capacity-	3,500 SCU

Landing Capability- Yes

Equipment Data:

Control Computer Type-	ZD-K2
Transporters-	
Standard 6 person -	?
Combat 16 person -	?
Emergency 18 person -	?
Cargo -	?

Cloaking Device Type-	NCA
Power Requirements-	12

Other Data:

Crew-	48
Passenger-	1
Troops-	none
Shuttlecraft -	?

Engines and Power Data:

Total Power Units Available-	14
Movement Point Ratio-	41306

Warp Engine Type-	KMWA-3
Number-	1
Power Units Available-	10
Stress Charts-	O/P
Maximum Safe Cruising Speed-	4
Emergency Speed-	6

Impulse Engine Type-	KMIA-3
Power Units Available-	4

Weapons and Firing Data:

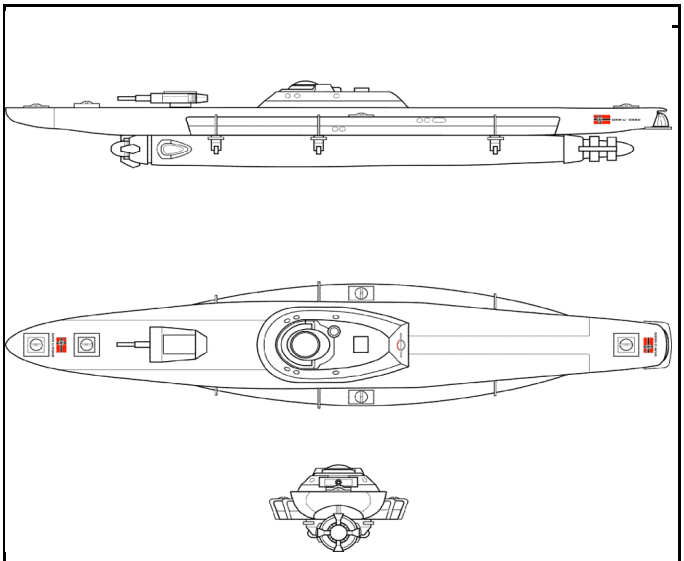
Beam Weapon Type-	KMD-5
Number-	1
Firing Arcs-	1 f/p/s
Firing Chart-	E
Maximum Power-	3
Damage Modifiers:	+1 (1-3)

Missile Weapon Type-	KMP-3
Number-	2
Firing Arcs-	2 f
Firing Chart-	G
Power To Arm-	2
Damage-	7

Shields Data:

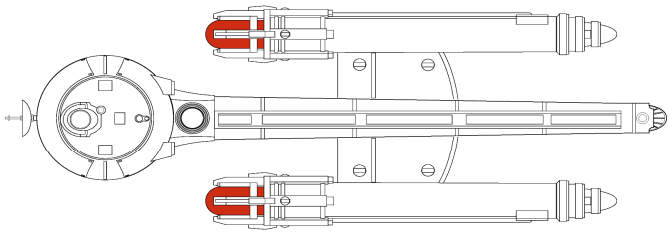
Deflector Shield Type-	KMSK
Shield Point Ratio-	2/1
Maximum Shield Power-	5

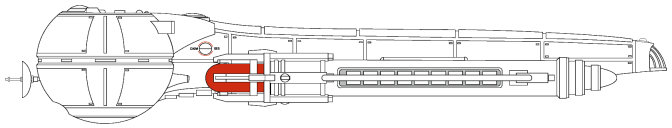
Defense Factor-	20.74
Weapon Damage Factor-	6.89
Combat Efficiency-	1.42

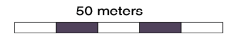


Uhu (Owl) Class IV-VI Scout Vessel

Uhu (Owl) Scout Vessel	MK I	MK II	MK III	MK IV
Construction Data:				
Model Number-	Mk I	MK II	MK III	MK IV
Ship Class-	IV	V	VI	VI
Date Entering Service-	Unknown			
Number Constructed-	Unknown			
Hull Data:				
Superstructure Points-	7	12	14	14
Damage Chart-	C	C	C	C
Size				
Length-	159m	159m	159m	159m
Width-	31m	31m	31m	31m
Height-	59m	59m	59m	59m
Weight-	39,850 mt		75,035	
Cargo				
Cargo Units-	10 units	30 units	30 units	30 units
Cargo Capacity-	500 mt	1,500 mt	1,500 mt	1,500 mt
Landing Capability-	Yes	Yes	Yes	Yes
Equipment Data:				
Control Computer Type-	ZD-K3	ZD-K3	ZD-K3	ZD-K3
Transporters-				
Standard 6 person -	1	1	2	2
Emergency 18 person -	1	1	2	2
Cargo -	1	1	1	1
Cloaking Device Type-	None	None	None	NSC
Power Requirements -				32
Other Data:				
Crew-	69	100	129	129
Passenger-	3	3	3	3
Shuttlecraft -	1	1	1	1
Engines and Power Data:				
Total Power Units Available-	22	32	36	36
Movement Point Ratio-	2/1	3/1	3/1	3/1
Warp Engine Type-	KMWA-3	BMW-1	BMW-2	BMW-2
Number-	2	2	2	2
Power Units Available-	20	26	30	1/30
Stress Charts-	O/P	N/M	N/M	N/M
Maximum Safe Cruising Speed-	4	5	5	5
Emergency Speed-	5	7	7	7
Impulse Engine Type-	KMIA-2	BMIC-2	BMIC-2	BMIC-2
Power Units Available-	2	6	6	6
Weapons and Firing Data:				
Beam Weapon Type-	KMD-2	KMD-3	KMD-3	KMD-3
Number-	2	2.00	2.00	2
Firing Arcs-	1 fp, 1 fs	1 fp, 1 fs	1 fp, 1 fs	1 fp, 1 fs
Firing Chart-	G	I	I	I
Maximum Power-	4	5	5	5
Damage Modifiers:	+1 (1-10)	+1 (1-12)	+1 (1-12)	+1 (1-12)
Missile Weapon Type-			KMP-4	KMP-4
Number- 1			1	1
Firing Arcs- 1 f			1f	1f
Firing Chart- I			I	I
Power To Arm- 2			2	2
Damage- 5			5	5
Shields Data:				
Deflector Shield Type-	KMSH	KMSH	KMSC	KMSC
Shield Point Ratio-	1/1	1/1	2/3	2/3
Maximum Shield Power-	7	7	12	12
Defense Factor-	35.51	43.66	60.05	60.05
Weapon Damage Factor-	2.76	4.46	6.32	9.49
Combat Efficiency-	0.98	1.94	3.79	5.70







The Uhu is the most common scout vessel of the Nazi Star Empire. There are faster scouts in the NSE inventory, but the Uhu was the first one to distinguish itself in combat. The Mark I wasn't much of a success, but the Mark II cemented a reputation as a reliable, tough and dependable vessel that was also comfortable for its crewmen, while the Mark III built further on this character, and added more offensive firepower. It needed to be. It was used as a behind the lines raider and reconnaissance platform, and would often come back from deployments with battle scars. The DKM Coronel came back from a Klingon deployment with one missing nacelle and half the spherical section destroyed.

The advent of the cloaking device brought new possibilities to the Uhu series. The Mark IV, with a NSC cloaking device, became the ultimate hit and run vessel, surpassing even the U-Boat class in this aspect. The MK I is shown above.

Blitzgrieger Class Heavy Frigate

Blitzgrieger Class Heavy Frigate:

Construction Data:

Model Numbers-	Mk I
Date Entering Service-	2273
Number Constructed-	45

Hull Data:

Superstructure Points-	28
Damage Chart-	C

Size

Length-	420 m
Width-	164 m
Height-	94 m
Weight-	108,550 t

Cargo

Cargo Units-	1800 units
Cargo Capacity-	90,000 tons

Landing Capability-	None

Equipment Data:

Control Computer Type-	ZD-K6
Transporters-	
standard 6-person-	4
combat 20-person-	8
emergency 22-person-	4
cargo-	6

Cloaking Device-	None
Power Requirement-	N/A

Other Data:

Crew-	469 (Officers: 52 Enlisted: 417)
Troops-	2,500
Passengers-	60
Shuttlecraft-	4 administrative, 16 troop-carrying
Shuttlepods-	0

Engines and Power Data:

Total Power Units Available-	42
Movement Point Ratio-	7/1

Warp Engine Type-	BMW-3
Number-	2
Power Units Available-	17 ea
Stress Charts-	K/M
Maximum Safe Cruising Speed-	Warp 3
Emergency Speed-	Warp 5

Impulse Engine Type-	KMIH-1
Power Units Available-	10

Weapons And Firing Data:

Beam Weapon Type-	KMD-11
Number-	2
Firing Arcs-	2f
Firing Chart-	S
Maximum Power-	7
Damage Modifiers-	
	+2 (1-8)
	+1 (9-14)

Beam Weapon Type-	KMD-10
Number-	4
Firing Arcs-	2 f/p/a, 2 f/s/a
Firing Chart-	W
Maximum Power-	5
Damage Modifiers-	
	+3 (1-8)
	+2 (9-12)
	+1 (13-18)

Plasma Weapon Type-	KMPL-3
Number-	1
Firing Arcs-	1f
Firing Chart-	K
Power to Arm-	11
Damage Chart-	KML-3

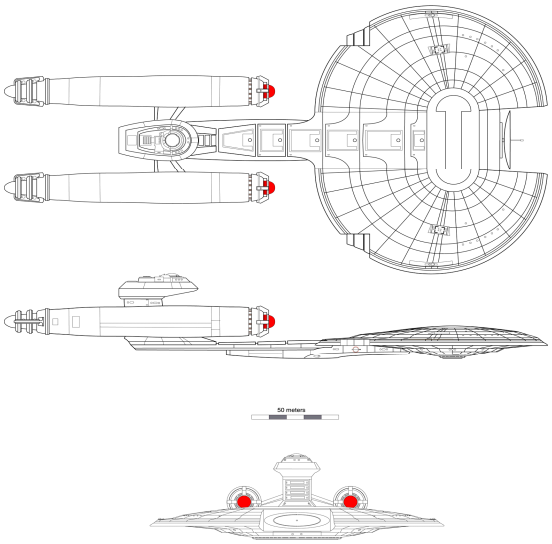
Shields Data:

Deflector Shield Type-	KMSJ
Shield Point Ratio-	2/3
Maximum Shield Power-	14
Combat Efficiency-	
D-	56.8
WDF-	55.9

Prinz Eugen Class VI-VII Destroyer

Prinz Eugen Class Destroyer

Construction Data:					
Model Number-	Mk I	MK II	MK III	MK IV	MK V
Ship Class-	VI	VI	VII	VII	VII
Date Entering Service-	Unknown	Unknown	Unknown	Unknown	Unknown
Number Constructed-	Unknown	Unknown	Unknown	Unknown	Unknown
Hull Data:					
Superstructure Points-	20	18	20	20	22
Damage Chart-	C	C	C	C	C
Size					
Length-	312m	312m	312m	312m	312m
Width-	54m	54m	54m	54m	54m
Height-	169m	169m	169m	169m	169m
Weight-	73,025 mt	66,550mt	86,245mt	87,300mt	95,260
Cargo					
Cargo Units-	120 units	120 units	240 units	240 units	240 units
Cargo Capacity-	6,000 SCU	6,000SCU	12,000 SCU	12,000 SCU	12,000 SCU
Landing Capability-	No	No	No	No	No
Equipment Data:					
Control Computer Type-	ZD-K4	ZD-K3	ZD-K4	ZD-K4	ZD-K5
Transporters-					
Standard 6 person -	3	3	3	3	6
Combat 16 person -	1	1	1	1	2
Emergency 18 person -	1	1	1	1	2
Cargo -	2	2	2	2	3
Cloaking Device Type-	None	None	None	None	None
Other Data:					
Crew-	124	115	149	150	164
Passenger-	10	10	10	10	45
Shuttlecraft -	4	4	4	4	5
Engines and Power Data:					
Total Power Units Available-	30	34	38	42	42
Movement Point Ratio-	4/1	4/1	4/1	4/1	4/1
Warp Engine Type-	BMW-1	BMW-1	BMW-2	BMW-2	BMW-2
Number-	2	2	2	2	2
Power Units Available-	26	26	30	30	30
Stress Charts-	N/M	N/M	N/M	N/M	N/M
Maximum Safe Cruising Speed-	5	5	5	5	5
Emergency Speed-	6	6	6	6	6
Impulse Engine Type-	KMIA-3	BMIC-3	BMIC-3	KMIH-2	KMIH-2
Power Units Available-	4	8	8	12	12
Weapons and Firing Data:					
Beam Weapon Type-	KMD-3	KMD-3	KMD-8	KMD-10	KMD-10
Number-	4	4	4	4	6
Firing Arcs-	1f, 1p, 1s, 1a	1f, 1p, 1s, 1a	1f/s, 1f/p, 1a/s, 1a/p	1f/s, 1f/p, 1a/s, 1a/p	2f/s bank, 2f/p bank, 1a/s, 1a/p
Firing Chart-	I	I	I	W	W
Maximum Power-	5	5	5	5	5
Damage Modifiers:	+1 (1-12)	+1 (1-12)	+2 (1-6) +1 (7-12)	+3 (1-8) +2(9-12) +1(13-18)	+3 (1-8) +2(9-12) +1(13-18)
Missile Weapon Type-	KAC-3	KMP-4	KMP-4	KMP-6	KMP-6
Number-	1	2	3	2	3
Firing Arcs-	1 f	1f,1a	2f,1a	1f, 1a	2f, 1a
Firing Chart-	I	I	I	L	L
Power To Arm-	4	2	2	1	1
Damage-	10	5	5	10	10
Shields Data:					
Deflector Shield Type-	KMSE	KMSM	KMSC	KMSC	KMSN
Shield Point Ratio-	2/1	1/1	2/3	2/3	1/2
Maximum Shield Power-	12	12	11	11	10
Defense Factor-	51.1	61.81	65.35	64.6	74.46
Weapon Damage Factor-	16.84	12.64	17.12	28.92	44.76
Combat Efficiency-	8.6	7.81	11.19	18.68	33.33



The pre-eminent destroyer class of the Nazi Star Empire and dating back from the Second Galactic Liebenstraum (4 Years War period). It was first designed to compliment the infamous Scharnhorst class cruiser. Since the Scharnhorst was expensive to build and slower to produce, there was needed a smaller, cheaper, mass production capable vessel that could take on an exploratory, defensive and attack role to make up for the Scharnhorst's lack of numbers. Standard, reliable components were used, with an emphasis on compatibility with Scharnhorst parts, such as the trustworthy KAC-3 accelerator cannons and disruptors lifted from the Scharnhorst. The Mark I came into production quickly, and proved itself a worthy combat vessel. Though it wasn't heavily armed compared to the cruisers, its weaponry was deemed sufficient by destroyer standards, but its real claim to fame was its toughness. Extra armor plating was added to the design, and it became a hallmark of all Prinz Eugen's to come. That protection would come in handy during the First Terran/Gorn War, where the Prinz Eugen distinguished itself for being able to take as much damage as its Gorn counterparts

As soon as photon torpedo technology became available, the Mark II was designed. The new technology was lighter and took less computer power. The designers, still intent on making the ship as cheap to produce as possible, dumbed down the computer and slimmed the ship further. However, the Mark II lost some of its toughness, and the photon torpedoes were not as potent. This came as an unpleasant surprise for Prinz Eugen crews, who demanded they change their Mark II's back!

The company designing the Prinz Eugen couldn't go back, but the Mark III helped placate their complaints and then some. Second generation disruptors were added and some hull modification allowed for better traversing. Better warp engines were added to make full use of the new energy weapons. The shields and armour were also improved. This was a popular configuration for its time, and proved itself well in combat.

The Mark IV took advantage of even further developments in weapons and engine technology. New disruptors and photon torpedo technology that could only be explained as a multi generational leap forward were included. Increased warhead yields made the Prinz Eugen a match for older cruisers

If it wasn't enough, the 'Super Eugen', or the Mark V, was included only months later. Added weaponry and the use of forward aimed banked disruptors gave the Mark V more of an offensive punch. While the older models were good all aroung fighters, the Mark V was especially deadly on the attack. It saw its first successes against Klingon, Romulan and Gorn adversaries, and won more fights than it lost. Their alien counterparts weren't yet prepared for the Mark V, and just in time for another wave of expansion.

With such an adaptable design lasting throughout the halcyon years of the Nazi Star Empire, it is feasible that the Prinz Eugen class destroyer will stay in service for years to come.

Soldat Class VII-IX Destroyer

Soldat Class Destroyer Mk I	MK I	MK II	MKIII
Construction Data:			
Model Number-			
Ship Class-	VII	VIII	IX
Date Entering Service-	Unknown	Unknown	Unknown
Number Constructed-	Unknown	Unknown	Unknown
Hull Data:			
Superstructure Points-	14	18	22
Damage Chart-	B	B	B
Size			
Length-	Unknown	Unknown	Unknown
Width-	Unknown	Unknown	Unknown
Height-	Unknown	Unknown	Unknown
Weight-	83,861 mt	117,370 mt	125,790mt
Cargo			
Cargo Units-	120 units	120 units	120 units
Cargo Capacity-	6,000 scu	6,000 scu	6,000 scu
Landing Capability-	No	No	No
Equipment Data:			
Control Computer Type-	ZD-K4	ZD-K4	ZD-K4
Transporters-			
Standard 6 person -	4	4	4
Combat 16 person -	2	2	2
Emergency 18 person -	2	2	2
Cargo -	2	2	2
Cloaking Device Type-	None	None	NCC 32
Other Data:			
Crew-	144	202	217
Troops -	100	100	100
Shuttlecraft -	3	3	3
Engines and Power Data:			
Total Power Units Available-	49	63	63
Movement Point Ratio-	6/1	5/1	6/1
Warp Engine Type-	BMW-1	BMW-3	BMW-3
Number-	3	3	3
Power Units Available-	39	51	51
Stress Charts-	L/M	M/N	M/N
Maximum Safe Cruising Speed-	4	5	5
Emergency Speed-	6	6	6
Impulse Engine Type-	KMIH-1	KMIH-2	KMIH-2
Power Units Available-	10	12	12
Weapons and Firing Data:			
Beam Weapon Type-	KMD-4	KMD-9	KMD-11
Number-	2	2	2
Firing Arcs-	2 f	2f	2f
Firing Chart-	B	G	S
Maximum Power-	9	12	7
Damage Modifiers:	+3 (1-2)	+3 (1-2)	+3 (1-8)
	+2 (3-4)	+2 (3-4)	+2 (9-14)
	+1 (5-8)	+1 (5-8)	
Beam Weapon Type-	KMD-2	KMD-6	KMD-6
Number-	2	2	2
Firing Arcs-	1 p, 1 s	1a/p,1a/s	1a/p,1a/s
Firing Chart-	G	K	K
Maximum Power-	4	3	3
Damage Modifiers:	+1 (1-10)	+2 (1-4)	+2 (1-4)
		+1 (5-8)	+1 (5-8)
Missile Weapon Type-	KAC-3	KMP-3	KMPL-2
Number-	1	2	1
Firing Arcs-	1 f	2f	1f
Firing Chart-	I	G	K
Power To Arm-	4	2	11
Damage-	10	7	20

Shields Data:			
Deflector Shield Type-	KMSL	KMSC	KMSC
Shield Point Ratio-	3/2	2/3	2/3
Maximum Shield Power-	12	11	11
Defense Factor-	42.35	68.49	70.46
Weapon Damage Factor-	10.46	14.44	28.09
Combat Efficiency-	4.43	9.89	20.36

Ever since the inception of this destroyer class, its sole purpose was to deliver close range, overwhelmingly powerful attacks in blitzkrieg style charges, with a secondary requirement of powerful standstill bombardments. The Kriegsmarine requirements were for two powerful megadisruptors and an accelerator cannon, the most powerful ship weapons at the time, and to fulfill what would be some very strenuous power demands, three warp nacelles would be used to power the design. The shipyard in charge of the Soldat's creation met those requirements, and as an afterthought added two rear facing disruptors so as to assure future captains of the vessel that it wasn't totally vulnerable to rear attacks. This was all done at the expense of maneuverability and defense, but as an attack vessel that wasn't a main focus. The Soldat Mark I was born.

Mixed performance reviews prompted an improved version, the Mark II, with better engines, more maneuverability, longer ranged guns and the new photon torpedo technology. It was, however, still underranged and the weapons still demanded too much power.

When the cloaking device was first introduced to the NSE via their Klingon trading partners, Kriegsmarine captains were quick to exploit the new devices. Soldat captains were the first to exploit the new technology. With the ability to move undetected, it became easier to use the Soldat's short range weapons. The Mark III used next generation disruptors, with improved range and particle density (but slightly less maximum power output than the Mark I) and the KMPL-2 plasma cannon. This became the Soldat captain's configuration of choice.

Using wolfpack tactics in ship to ship combat, or staying in one place for bombardments, the Soldat Class proved itself well. The weapons were strong, especially up close and at full power, though it was difficult for Kriegsmarine captains to keep an enemy ship still enough to use the weapons to maximum effect. Outside of that realm, the Soldat performed poorly. Earlier models couldn't train their disruptors to the 6 o'clock position, leaving a narrow gap for enemy ships to attack the earlier Soldats unmolested. It could be easily outdistanced, and it was a little slow in combat. Enemy ship captains learned to stay their distance and use their weapons at long range when around a Soldat, as to keep it helpless in a fight. Outside of the Soldat community, the ship was reviled. Uncomfortable, lacking armor, a terrible weapons spread and a narrow design focus meant the ship was a specialized machine with some uncomfortable flaws. Those that did like it were intensely loyal to their ships, and those that could exploit its strengths did very well in combat.

Bismark Class Battleship

Construction Data:
Model Numbers- Mk I
Date Entering Service- 2275
Number Constructed- 4

Hull Data:
Superstructure Points- 82
Damage Chart- C

Size
Length- 412 m
Width- 218 m
Height- 93 m
Weight- 265,684 mt

Cargo
Cargo Units- 2900 units
Cargo Capacity- 245,000 mt

Landing Capability- None

Cloaking Device- None
Power Requirement- None

Equipment Data:
Control Computer Type- ZD-K6 (Plus a support processor, ZD-KAZ02)

Transporters-
standard 6-person- 6
combat 18-person- 6
emergency 22-person- 6
cargo- 8

Other Data:
Crew- 618 (Officers: 58 Enlisted: 560)
Troops- 2600
Passengers- 60
Shuttlecraft- 16
Shuttlepods- 0

Engines and Power Data:

Total Power Units Available- 88
Movement Point Ratio- 8/1

Warp Engine Type- KMWH-1
Number- 4
Power Units Available- 18 ea
Stress Charts- Q/P
Maximum Safe Cruising Speed- 4
Emergency Speed- 6

Impulse Engine Type- KMIH-3
Power Units Available- 16

Weapons And Firing Data:

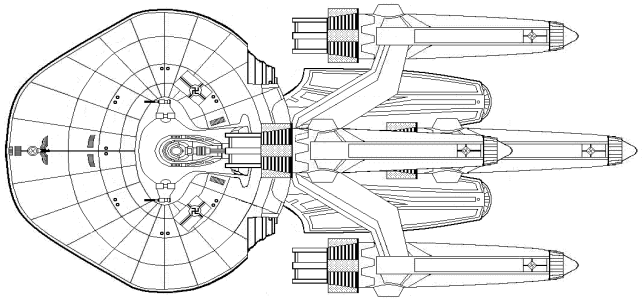
Beam Weapon Type- KMD-10
Number- 10
Firing Arcs- 2f, 4 f/p, 4 f/s
Firing Chart- W
Maximum Power- 5
Damage Modifiers-
+3 (1-8)
+2 (9-12)
+1 (13-18)

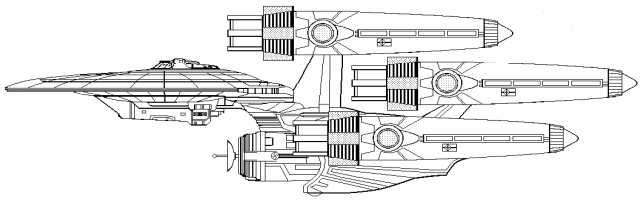
Missile Weapon Type- KMP-6
Number- 10
Firing Arcs- 4f, 2p, 2s, 2a
Firing Chart- L
Power to Arm- 1
Damage- 10

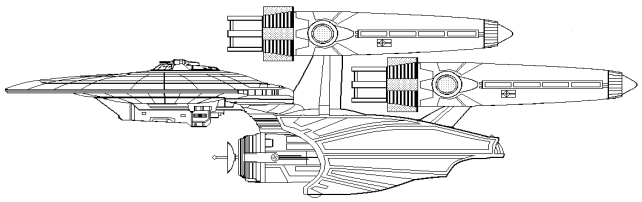
Plasma Weapon Type- KMPL-2
Number- 2
Firing Arcs- 2f
Firing Chart- I
Power to Arm- 8
Damage Chart- KML-2

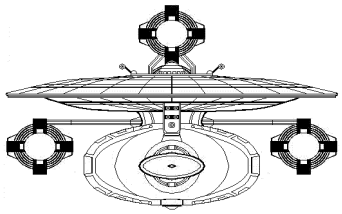
Shields Data:
Deflector Shield Type- KMSJ
Shield Point Ratio- 2/3
Maximum Shield Power- 13

Combat Efficiency-
D- 209.16
WDF- 142.68









Bismarck Class Battleship
Original Source/Artist of Primary Hull: Unknown
Artist of Warp Engines, Impulse Engines, Bridge and Secondary Hull: UFC465537
Other Artist: Vance supplied the original tool kits that were used by UFC465537
Ship Assembled by: Will

Note: Primary hull is not finished more alterations are planed

Tirpitz Class XIV Battleship

Tirpitz Class Battleship

Construction Data:

Model Number-	Mk I
Ship Class-	XIV
Date Entering Service-	Unknown
Number Constructed-	1

Hull Data:

Superstructure Points-	70
Damage Chart- C	

Size

Length-	Unknown
Width-	Unknown
Height-	Unknown
Weight-	298,589 mt

Cargo

Cargo Units-	550 units
Cargo Capacity-	27,000 SCU

Landing Capability-	No

Equipment Data:

Control Computer Type-	ZD-K6
Transporters-	
Standard 6 person -	8
Combat 16 person -	10
Emergency 18 person -	5
Cargo -	5

Cloaking Device Type-	None

Other Data:

Crew-	514
Passenger-	100
Troops-	500
Shuttlecraft -	10

Engines and Power Data:

Total Power Units Available-	126
Movement Point Ratio-	8/1

Warp Engine Type-	KMWH-3
Number-	4
Power Units Available-	108
Stress Charts-	R/P
Maximum Safe Cruising Speed-	3
Emergency Speed-	5

Impulse Engine Type-	BMIK-2
Power Units Available-	18

Weapons and Firing Data:

Beam Weapon Type-	KMD-12
Number-	3
Firing Arcs-	1 f, 1 a/s, 1 a/p
Firing Chart-	Y
Maximum Power-	3
Damage Modifiers:	+2 (1-10), +1 (11-20)

Beam Weapon Type-	KMD-10
Number-	8
Firing Arcs-	2 f/p, 2 f/s, 2 a/p, 2 a/s
Firing Chart-	W
Maximum Power-	5
Damage Modifiers:	+3 (1-8), +2 (9-12), +1 (13-18)

Missile Weapon Type-	KAC-4
Number-	5
Firing Arcs-	2 f, 1 p, 1 s, 1 a
Firing Chart-	J
Power To Arm-	5
Damage-	15

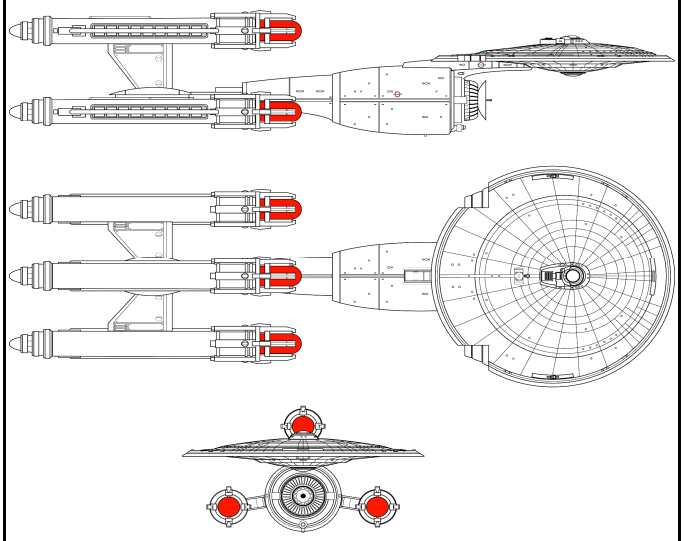
Missile Weapon Type-	KMPL-3
Number-	1
Firing Arcs-	1 f
Firing Chart-	K
Power To Arm-	11
Damage-	24

See Plasma Weapon Chart KMPL-3 for more.

Shields Data:

Deflector Shield Type-	KMSJ
Shield Point Ratio-	2/3
Maximum Shield Power-	13

Defense Factor-	151.85
Weapon Damage Factor-	87.08
Combat Efficiency-	132.23



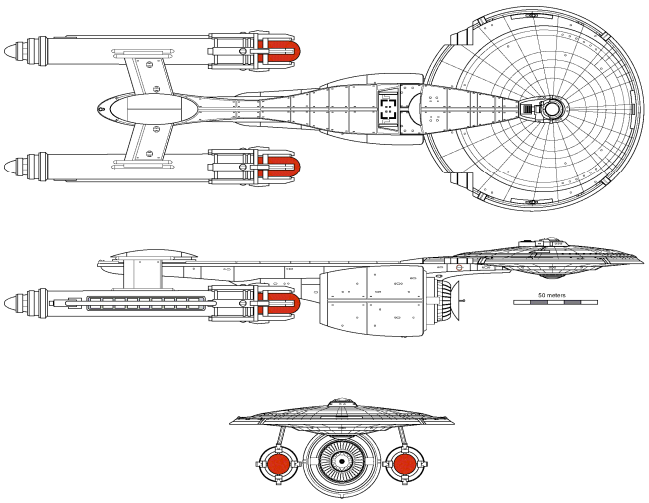
Battleship

NAZI STAR EMPIRE

Scharnhorst Class X-XI Heavy Cruiser

Classification:				
Class:	X	IX	XI	XI
Model:	A	B	C	D
Class Comission Date:	c.2260	c.2267	c.2269	c.2272
Number Proposed:				
Constructed:	NA	NA	NA	NA
Lost:	NA	NA	NA	NA
Destroyed:	NA	NA	NA	NA
Scrapped:	NA	NA	NA	NA
Training:	NA	NA	NA	NA
Captured:	NA	NA	NA	NA
Sold:	NA	NA	NA	NA
Superstructure:	42	33	47	49
Damage Chart:	C	C	C	C
Dimensions:				
Length:	381m	381m	381m	381m
Width:	134m	134m	134m	134m
Height:	66m	66m	66m	66m
Discplacement:	142092 mt	126261 mt	164584 mt	169264 mt
Cargo Specs				
Total SCU:	144 SCU	142 SCU	154 SCU	155 SCU
Cargo Capacity:	7190 mt	7100 mt	7680 mt	7740 mt
Computer Type:	ZD-K5	ZD-K5	ZD-K5	ZD-K5
Landing Capacity:	none	none	none	none
Cloaking Device:	none	none	none	none
Power to Engage:				
Transporters-				
6-person:	1	1	2	2
20-person Combat:	10	10	10	10
22-person Emergecy:	2	2	2	3
cargo:	5	5	5	5
Laboratories:	3	3	3	3
Brigs:	11	10	13	14
Replicators:	3	3	3	3
Shuttlecraft-				
Light Shuttle:	5	5	7	7
Standard Shuttle:	8	8	10	10
Heavy Shuttle:	4	4	5	5
Cargo Shuttle:	2	2	3	3
Medical Shuttle:	3	3	3	3
Survey Shuttle:	3	3	3	3
Ships Complement:	383	377	412	416
Officers:	37	35	42	43
Enlisted:	146	142	170	173
Troops:	200	200	200	200
Passengers:	20	20	20	20
ENGINEERING-				
Total Power Available:	46	46	56	56
Movement Point Ratio:	6/1	5/1	6/1	6/1
Warp Engine Type:	KMWH-1	KMWH-1	KMWH-2	KMWH-2
Number:	2	2	2	2
Power Units:	18	18	22	22
Stress Chart:	Q/P	Q/P	Q/O	Q/O
Optimum Speed:	3	3	2	2
Max Safe Cruising:	4	5	3	3
Emergency Speed:	5	6	5	5
Maximum Speed:	6	7	4	4
Impulse Engine Type:	KMIH-1	KMIH-1	BMIK-1	BMIK-1
Power Units:	10	10	12	12
WEAPONS/DEFENSE				
Beam Weapon:	KMD-3	KMD-3	KMD-8	KMD-8
Firing Arcs:	4F/2S/2P/2A	4F/2S/2P/2A	4F/2S/2P/2A	2F/2S/2P/2A
Firing Chart:	I	I	L	L
Maximum Power:	5	5	5	5
Damage Modifiers				
+3				
+2			1-6	1-6
+1	1-12	1-12	7-12	7-12
Beam Weapon:				KMD-9
Firing Arcs:				2F
Firing Chart:				G
Maximum Power:				12
Damage Modifiers				
+3				1-2
+2				3-4
+1				5-8
Torpedo Type:	KAC-2	KMP-2	KMP-5	KMP-5
Firing Arcs:	2F,2A	2F	4F,1A	4F,1A
Firing Chart:	G	E	K	K
Power To Arm:	4	2	2	2
Damage:	10	8	8	8

Torpedo Type:				KMPL-1
Firing Arcs:				1F
Firing Chart:				B
Power To Arm:				6
Damage:				KMPL-1
Shields-				
Shield Type:	KMSG	KMSL	KMSJ	KMSJ
Shield Point Ratio:	2/1	3/2	2/3	2/3
Maximum Shield:	9	12	13	13
Combat Efficiency	26.0	17.7	48.8	54.0
D-	78.1	72.3	106.2	109.1
WDF-	33.3	24.5	46.0	49.5



On stardate 2502.27, the USS Essex embarked on a rescue mission to save a private vessel trapped in an encapsulated spacial anomaly. Escaping the anomaly severely damaged the Essex, and in its attempt to escape, propelled the ship into an adjoining parallel universe. Unbeknownst to the crew, they begin to search for Starfleet markers and communications buoys to request assistance.

Their appearance drew the attention of an unknown vessel that bore striking similarities to Federation designs, yet wasn't. After a brief introduction, the ship identified itself as the Kreigsmarine Admiral Graf Spee, of the Nazi Star Empire. It became quickly apparent to the Essex crew that in this universe, the Nazi regime of the 20th century never lost to the allies, and eventually established a spacefaring empire, eerily parallel in technological advances as the Federation. The Essex did manage to return home, reporting its encounter to Starfleet.

The relative date of the parallel dimension is unknown, so, the question remains to how comparable their technology is to current Federation science. From the scans brought back, the Sharnhorst class vessel uses the standard saucer and external nacelle design, albeit several generations behind modern Federation vessels. The Sharnhorst class was considerably larger and more massive than its Constituition class adversary, presumably to accomodate additional structural armor and shielding. Though its power plants are large, they seem grossly inefficient, making the vessel lumbersome. In lieu of phasers, the ship incorporates an array of disruptors, which under scrutiny, reveals to be similar to Klingon design, suggesting a possible technology exchange between the two cultures. Its forward mounted torpedoes also seem several generations behind current Federation design lacking in range and damage potential.

Starfleet currently is examing the potential impact of exposing advanced Federation technology to a potentially aggressive trans-dimensional culture.

Ship Design: The Mighty Joe Homoki aka UFC465537@yahoo.com
Designed with SCM ver 1.0 Excel module

Heavy Cruiser

NAZI STAR EMPIRE