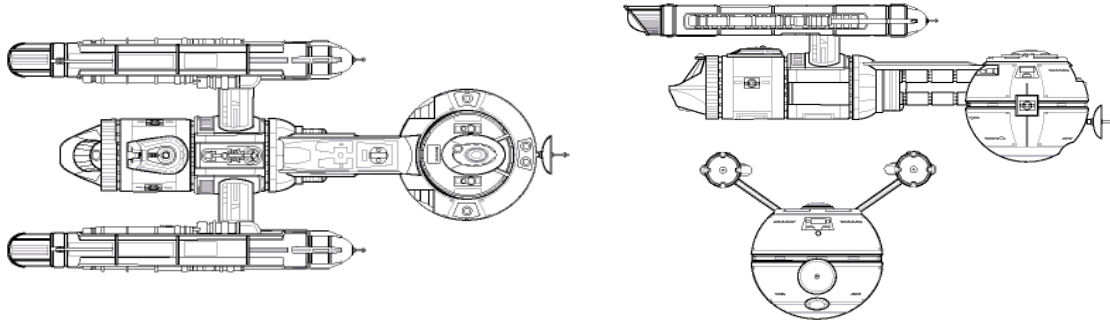


# Star Trek Enterprise Daedalus Class III-IV Light Cruiser



## CONSTRUCTION DATA:

Class:	III	IV	IV
Model Number:	MK I	MK II	MK III
Date Entering Service	2154	2156	2180
Number Constructed	40	60	55*

## HULL DATA

Superstructure:	11	12	12
Damage Chart:	C	C	C
Dimensions:			
Length:	132m	132m	132m
Width:	59m	59m	59m
Height:	46m	46m	46m
Weight:	24900 mt	26500 mt	26750 mt
Cargo Specs			
Total SCU:	50 SCU	60 SCU	60 SCU
Cargo Capacity:	2490 mt	2620 mt	2680 mt
Landing Capacity:	NO	NO	NO

## EQUIPMENT DATA

Computer Type:	J1	J1	J2
Cloaking Device/ECM:			
Power to Engage:			
Transporters-			
6-person:	1	1	1
20-person Combat:	0	0	0
22-person Emergency:	1	1	1
Cargo	1	1	1

## OTHER DATA

Crew:	48	52	53
Passengers:	10	10	10
Troops:			
Shuttlecraft-	2	2	2

## ENGINE AND POWER -

Total Power Available:	14	14	19
Movement Point Ratio:	3/1	3/1	3/1
Warp Engine Type:	EFTL-4a	EFTL-4a	EFTL-4b
Number:	2	2	2
Power Units:	12	12	16
Stress Chart:	O/P	O/P	N/O
Max Safe Cruising Speed:	2	2	3
Emergency Speed:	4	4	4
Impulse Engine Type:	EFIC-1	EFIC-1	EFIC-3
Number:	1	1	1
Power Units:	2	2	3

## WEAPONS/DEFENSE

Beam Weapon:	EPHC-1	EPHC-2	EPHC-3a
Firing Arcs:	2F,1P,1S	2F,1P,1S	2F,1P,1S
Firing Chart:	E	F	I
Maximum Power:	1	2	3
Damage Modifiers			
+3			
+2			(1 - 2)
+1	(1 - 4)	(1 - 4)	(3 - 6)

\*REFIT ONLY

Torpedo Type:	EPT-1	EPT-2	EPT-3
Firing Arcs:	1F	1F	1F
Firing Chart:	C	D	G
Power To Arm:	1	1	1
Damage:	3	3	3

## Shields-

Shield Type:	EFHP-3	EFHP-3	EFHS3205
Shield Point Ratio:	2/1	2/1	3/2
Maximum Shield:	4	3	5

## Combat Efficiency

D-	0.5	0.8	2.0
D-	25.0	25.0	30.6
WDF-	1.9	3.2	6.4

## NOTES:

The Daedalus class is historically one of the most influential ship classes in starfleet history, second only to the Constitution class. During its time, these ships had charted more systems and discovered more first contact races than any ship up its time, including the famous NX class.

In 2153, as Earth began to explore further into its local galactic group, it was soon realized by starfleet how potentially likely that an extended confrontation with any number of spacefaring races would occur. The encounters with the Klingons, Suliban, Romulans, and the tenuous relations with other local races pushed designers into creating a smaller, multi-role ship that would support the larger, faster and better armed ships like the NX.

Its design allowed for several modules to be attached behind a circular primary hull. The standard manufacture included a base secondary with an additional engineering section that housed the warp core and engines nacelles. Behind that was mounted a cargo module and capped with a hangar door section. Though small basically, additional modules could increase the ships' length by 3-4 times, depending on its current mission.

Different configurations included: scientific, cargo, colonial support, passenger, weapons platforms, and on some models, recreational modules. This adaptability was extremely crucial during the Romulan War. As cargo and troop reinforcements on outer lying planets became too difficult for standard cargo vessels at the time, whose average speed was warp 2, the Daedalus class and its warp 4 engine could quickly reach these areas. During combat encounters, these modules also served as life boats for survivors and could be re-used, even if the rest of the ship was unrecoverable.

The primary hull housed the bridge, navigational deflector and sensor dish, impulse engine, phase cannons and a single photonic torpedo launcher. It was also one of the first ships in starfleet that could separate from its secondary hull if necessary.

Though not well armed compared to other vessels of the time, the Daedalus class was so easily and quickly built that several would serve together in battle and support groups, with several groups assigned to a single area.

After the Romulan War, the Daedalus class served as the primary long term exploratory ship, often with several modules that allowed the ship to explore for up to a staggering 8 years before needing to return to re-supply and refit. After 2196, ships returning from their longterm missions were phased out.

Two of the most famous of these ships were the USS Horizon, that had unknowingly culturally contaminated the native population of Sigma Iotia II and was lost shortly thereafter, and the USS Essex, which was lost at Mab-Bu VI after being overtaken by incorporeal beings there.

Original design by Matt Jefferies; Components by Doug Drexler, et al, Paramount/CBS; Additional design elements by EC Henry; Re-draw by Joe Homoki www.ufc465537.scificities.com. Special thanks to Lee Wood @ Morena Shipyards, Special thanks to Bryan Jecko @ tacticalstarshipcombat.com and FasaStarTrekUniverse et al. for formulas and formats Special thanks to Wikipedia Memory Alpha and Memory Beta











# DAMAGE CONTROL PANEL

Star Trek Enterprise Daedalus Class III-IV Light Cruiser

MK III

SHIELDS

SHIELD TYPE: EFSH3205

SHIELD POINT RATIO: 3/2

MAXIMUM SHIELD POWER: 5

TURN #1 #2 #3 #4 #5 #6 #7 #8 #9 #10 #11 #12

Shield Points Available

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DAMAGE CHART: C

DAMAGE POINT RECORD

TURN	#1	#2	#3	#4
	#5	#6	#7	#8
	#9	#10	#11	#12

TURN #1	F/P	FWD	F/S	S/A	AFT	P/A
#1	#1	#2	#3	#4	#5	#6
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5

TURN #2	F/P	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#6	
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5

TURN #3	F/P	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#6	
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5

TURN #4	F/P	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#6	
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5

TURN #5	F/P	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#6	
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5

TURN #6	F/P	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#6	
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5

TURN #7	F/P	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#6	
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5

TURN #8	F/P	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#6	
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5

TURN #9	F/P	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#6	
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5

TURN #10	F/P	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#6	
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5

TURN #11	F/P	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#6	
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5

TURN #12	F/P	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#6	
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5

SYSTEMS REPAIR STATUS

HITS 1ST 2ND 3RD 4TH 5TH  
1-8 1-6 1-4 1-2 OUT

SENSORS	1	2	3	4	5
#1					
#2					
#3					
#4					
#5					
#6					

ENGINEERING GRIDS SHIELDS

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WEAPONS

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MANEUVER

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SUPERSTRUCTURE DAMAGE TRACK

1	2	3	4	5	6	7	8	9	10	11	12

CASUALTY MODIFIER TRACK

0-19% 0	20-39% -10%	40-59% -20%	60-69% -50%	70% + NO FIRING
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CREW: 53

PERCENT CASUALTIES TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13
14	15	16	17	18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49	50	51	52
53	54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86	87	88	89	90	91
92	93	94	95	96	97	98	99	00				