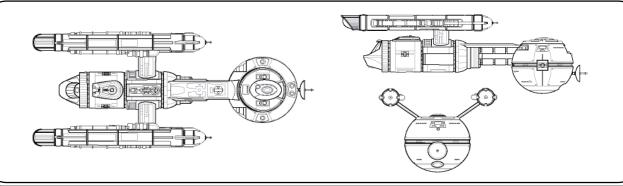
## Star Trek Enterprise Daedalus Class III-IV Light Cruiser



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:	С	С	С
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
l			
EQUIPMENT DATA	J1	J1	J2
Computer Type:	Jī	JT	J2
Cloaking Device/ECM:			
Power to Engage:			
Transporters-			
6-person:	1	1	1
20-person Combat:	0	0	0
22-person Emergency: Cargo	1 1	1 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 F	1
Maximum Power:	1	2	3
Damage Modifiers		-	J
+3			
+3 +2			(1 - 2)
+2 +1	(1 - 4)	(1 - 4)	(3 - 6)
71	(1 - 4)	(1 - 4)	
			*REFIT ONLY

Torpedo Type:	EPT-1	EPT-2	EPT-3
Firing Arcs:	1F	1F	1F
Firing Chart:	С	D	G
Power To Arm:	1	1	1
Damage:	3	3	3
Shields-			
Shield Type:	EFHP-3	EFHP-3	EFSH3205
Shield Point Ratio:	2/1	2/1	3/2
Maximum Shield:	4	3	5
Combat Efficiency	0.5	0.8	2.0
D-	25.0	25.0	30.6
WDF- NOTES:	1.9	3.2	6.4

The Daedalus class is historically one 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. be 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 adaptabilty 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 seperate from its secondary hull if neccessary.

Though not well armed compared to other vessels of the time, the Daedalus class was so easily and quickly built that several would serve tog ether 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 unknowningly culturally contaminated the native population of Sigma lotia 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 Jeffferies; Components by Doug Drexler, et al, Paramount/CBS; Additional design elements by EC Henry; Re-draw by Joe Homoki www.ufc46537.scificities.com. Special thanks to Lee Wood @ Morena Shipyards, Special thanks to Bryan Jecko @ tacticalstarshipcombat.com and FasaStar TrekUniverse et al. for formulas and formats Special thanks to Wikipedia Memory Alpha and Memory Beta

## MASTER CONTROL PANEL Race TURN# #6 Star Trek Enterprise Daedalus Class III-IV Light Cruiser Class OPER REPD Vessel Class Firing arc Type Vessel Name MKI EPHC-1 DMGD INOP 0.5 CE Captain's Name OPER REPD ring arc Туре D 25.0 Captain's Skill Rating EPHC-1 DMGD INOP WDF 1.9 Crew Efficiency Rating OPER REPD Туре ring arc Р EPHC-1 DMGD INOP ENGINEERING DISPLAY OPER REPD ing arc Туре WARP ENGINE TRACK DMGD INOP s EPHC-1 1 2 3 4 5 6 OPER REPD ring arc Type Гуре EFTL-4a DMGD INOP 3 4 5 Туре OPER REPD ring arc DMGD INOP Туре OPER REPD iring arc INOP DMGD OPER REPD iring arc Туре DMGD INOP REPD iring arc OPER Туре IMPULSE POWER TRACK DMGD INOP Type Туре OPER REPD ring arc EFIC-1 DMGD INOP Туре OPER REPD ring arc DMGD INOP Туре OPER REPD ring arc **TURN TRACK** DMGD INOP Total Power Units #3 #4 #5 #6 #7 #9 #10 #11 #12 #8 Available REPD Firing arc Туре OPER DMGD INOP 14 #1 #2 #3 #4 #5 #7 #8 #9 #10 #11 #12 Туре OPER REPD ring arc #6 MPR DMGD INOP 3/1 Туре OPER REPD iring arc Power To Shields DMGD INOP #1 #2 #3 #4 #5 #6 #7 #8 #9 #10 #11 #12 Shield Point Ratio REPD OPER ring arc Туре DMGD INOP Power To Weapons #1 #2 #3 #4 #5 #7 #9 #10 #11 #12 OPER REPD ring arc #6 #8 Туре DMGD INOP OPER REPD ring arc Туре Power To Cloak #3 #5 #7 #9 #10 #11 #12 DMGD INOP Power To Arm Туре OPER REPD Firing arc INOP DMGD OPER REPD Туре iring arc HELM DISPLAY INOP #1 #2 #3 #5 #7 #8 #9 #4 #6 #10 #11 #12 DMGD Warp Speed OPER REPD iring arc Туре Stress Charts DMGD INOP O/P OPER REPD iring arc Туре #4 #8 #9 #10 #11 #12 DMGD INOP Movement Points Туре OPER REPD Firing arc INOP F EPT-1 DMGD #7 #8 #9 #11 #2 #3 #5 #10 #12 OPER REPD #6 iring arc 0 D O D D 0 DMGD INOP Sensors Status D D 0 0 0 D 0 D 0 D 0 D 0 D D REPD ring arc OPER Туре DMGD INOP #7 OPER REPD ring arc Туре Cloak Status ON ON DMGD INOP OFF OFF OFF OFF OFF OFF Туре OPER REPD iring arc DMGD INOP OPER REPD Туре ring arc INOP DMGD OPER REPD ring arc Туре WEAPONS DISPLAY DMGD INOP Damage Modifiers REPD ring arc OPER Туре Weapon Type Firing Arcs Firing Chart Max Power PTA Damage +1 DMGD EPHC-1 2F,1P,1S Е (1 - 4)Туре OPER REPD iring arc

EPT-1

1F

С

3

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iring arc

#10

## MASTER CONTROL PANEL Race #6 #10 Star Trek Enterprise Daedalus Class III-IV Light Cruiser Class Vessel Class IV OPER REPD Firing arc Vessel Name MK II EPHC-2 DMGD INOP 0.8 CE Captain's Name OPER REPD ring arc Туре D 25.0 INOP Captain's Skill Rating EPHC-2 DMGD WDF 3.2 Crew Efficiency Rating OPER REPD Туре ring arc Р EPHC-2 DMGD INOP ENGINEERING DISPLAY OPER REPD ing arc Туре WARP ENGINE TRACK DMGD INOP S EPHC-2 1 2 3 4 5 6 OPER REPD ring arc Type Гуре EFTL-4a DMGD INOP 3 4 5 Туре OPER REPD iring arc DMGD INOP Туре OPER REPD iring arc INOP DMGD OPER REPD iring arc Туре DMGD INOP REPD iring arc OPER Туре IMPULSE POWER TRACK DMGD INOP Type Туре OPER REPD ring arc EFIC-1 DMGD INOP Туре OPER REPD ring arc DMGD INOP Туре OPER REPD ring arc **TURN TRACK** DMGD INOP Total Power Units #3 #4 #5 #6 #7 #9 #10 #11 #12 #8 Available REPD Firing arc Туре OPER DMGD INOP 14 #1 #2 #3 #4 #5 #7 #8 #9 #10 #11 #12 Туре OPER REPD ring arc #6 MPR DMGD INOP 3/1 Туре OPER REPD iring arc Power To Shields DMGD INOP #1 #2 #3 #4 #5 #6 #7 #8 #9 #10 #11 #12 Shield Point Ratio REPD OPER ring arc Туре DMGD INOP Power To Weapons #1 #2 #3 #4 #5 #7 #9 #10 #11 #12 OPER REPD ring arc #6 #8 Туре DMGD INOP OPER REPD ring arc Туре Power To Cloak #3 #5 #6 #7 #9 #10 #11 #12 DMGD INOP Power To Arm Туре OPER REPD Firing arc INOP DMGD OPER REPD Туре iring arc HELM DISPLAY #1 #2 #3 #5 #7 #8 #9 INOP #4 #6 #10 #11 #12 DMGD Warp Speed OPER REPD iring arc Туре Stress Charts DMGD INOP O/P OPER REPD iring arc Туре #4 #8 #9 #10 #11 #12 DMGD INOP Movement Points Туре OPER REPD Firing arc INOP F EPT-2 DMGD #7 #8 #9 #11 #12 #2 #3 #5 #10 OPER REPD #6 iring arc 0 D O D D 0 DMGD INOP Sensors Status D D 0 0 0 D 0 D 0 D 0 D 0 D D REPD ring arc OPER Туре DMGD INOP #7 OPER REPD ring arc Туре Cloak Status ON ON DMGD INOP OFF OFF OFF OFF OFF OFF Туре OPER REPD iring arc DMGD INOP OPER REPD Туре ring arc INOP DMGD OPER REPD ring arc Туре WEAPONS DISPLAY DMGD INOP Damage Modifiers REPD ring arc OPER Туре Weapon Type Firing Arcs Firing Chart Max Power PTA Damage DMGD EPHC-2 2F,1P,1S (1 - 4)Туре OPER REPD iring arc DMGD INOP EPT-2 1F D 3 OPER REPD iring arc Туре DMGD INOP

MASTER CONTROL PANEL												#1	#2 #3	3 #4	#5	#6	#7	#8	#9	#10	#11	#1					
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	<b>2.0</b> Captain's Name								Туре	OPER	REPD	Firing arc															
			Skill Rati										EPHC-3a	DMGD	INOP	F											
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Type 1	2 3												Туре	OPER	REPD	Firing arc											
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	IDN TD												Туре	OPER	REPD	Firing arc											
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Available													Туре	OPER	REPD	Firing arc											
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Power To Weapons	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12	Туре	OPER	REPD	Firing arc											
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Power To Cloak	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12	"	DMGD	INOP												
Power To Arm													Туре	OPER DMGD	REPD	Firing arc											
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EPT-3	1F		G			1		3					Туре	DMGD OPER	INOP REPD	Firing arc			+	1	<del>                                     </del>				-+		—
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