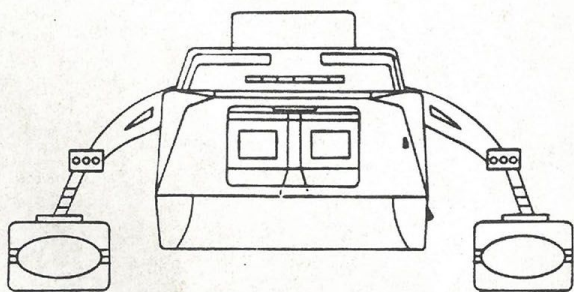
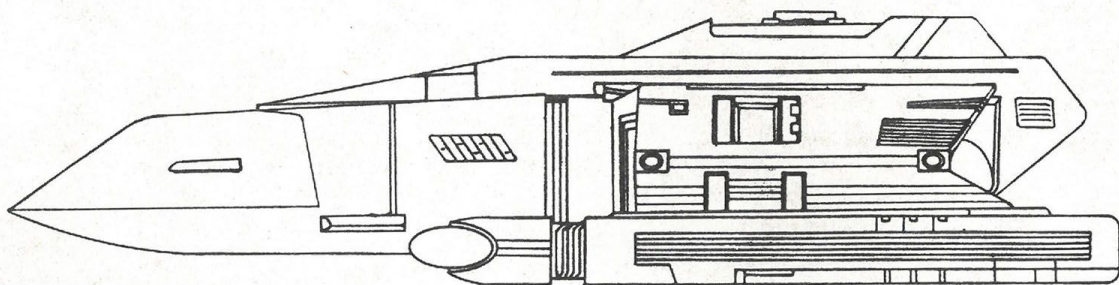
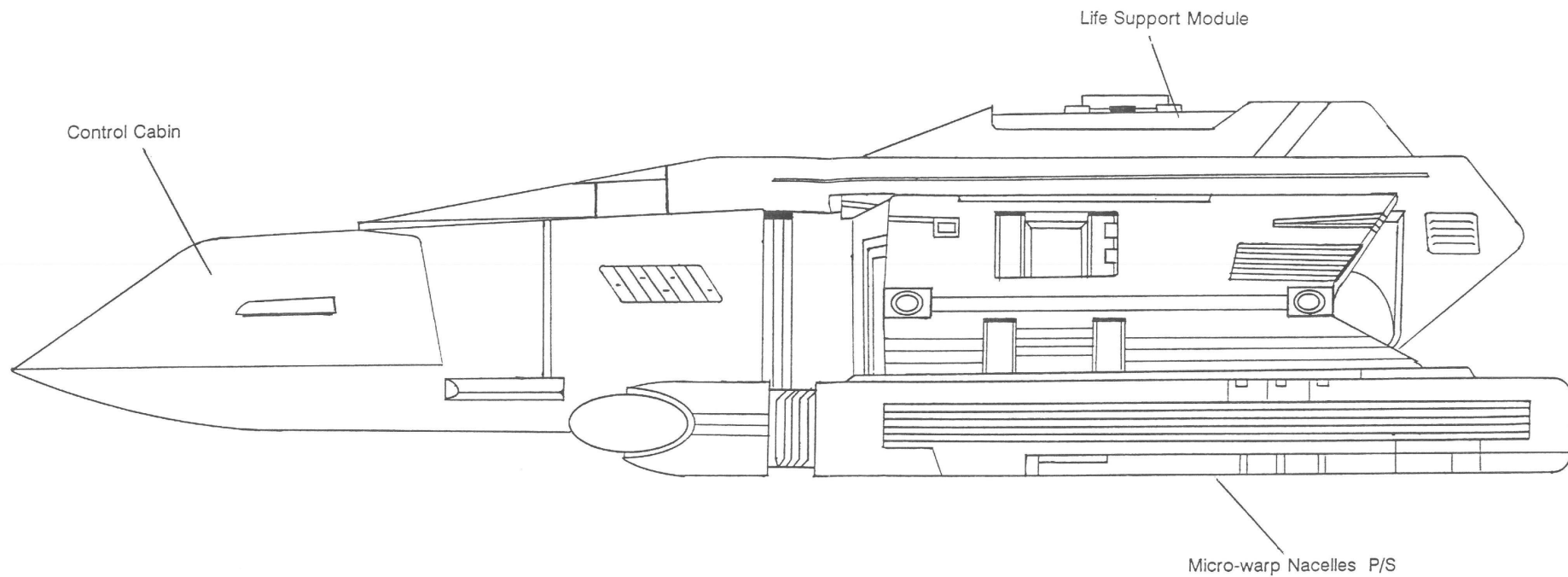


WARPSHUTTLE - RUNABOUT



SIX 11" X 17" SHEETS
AND A GAMING DATA SHEET



WARPSHUTTLE - RUNABOUT

COMPILATION: Confederated Rimward
Planets INFOnet

SCALE 1:135

DRAWN BY:

Stephen A.

(c) 1993 STEPHEN ARENBURG

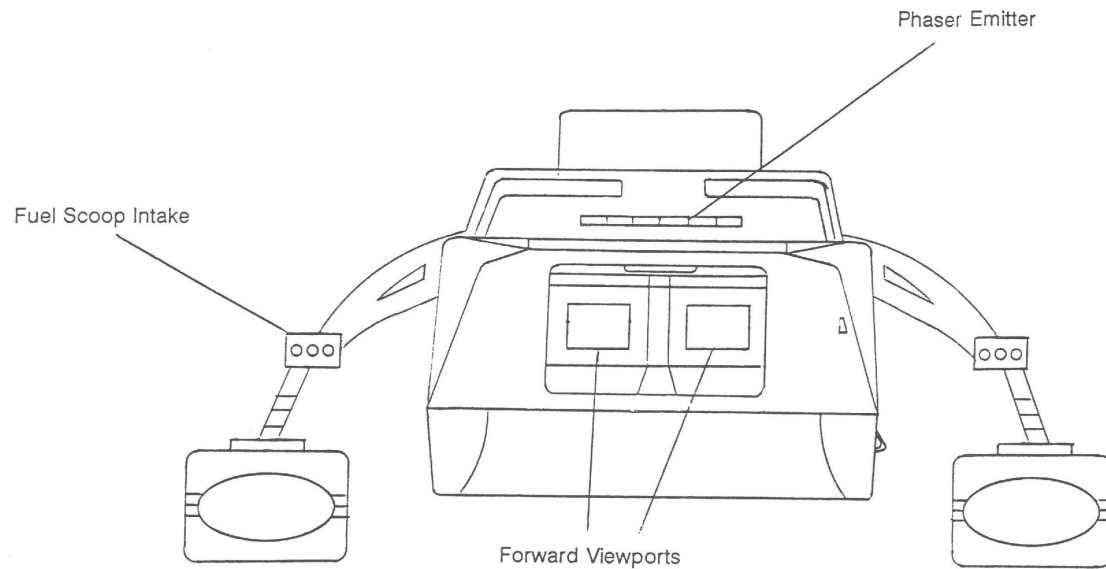
GENERAL PLANS: Runabout Shuttlecraft

Not Intended to infringe on any
of Paramount Studios Trademarks

MODEL: Basic

SHEET 1 OF 6 : OUTBOARD PROFILE

WARPSHUTTLE - RUNABOUT



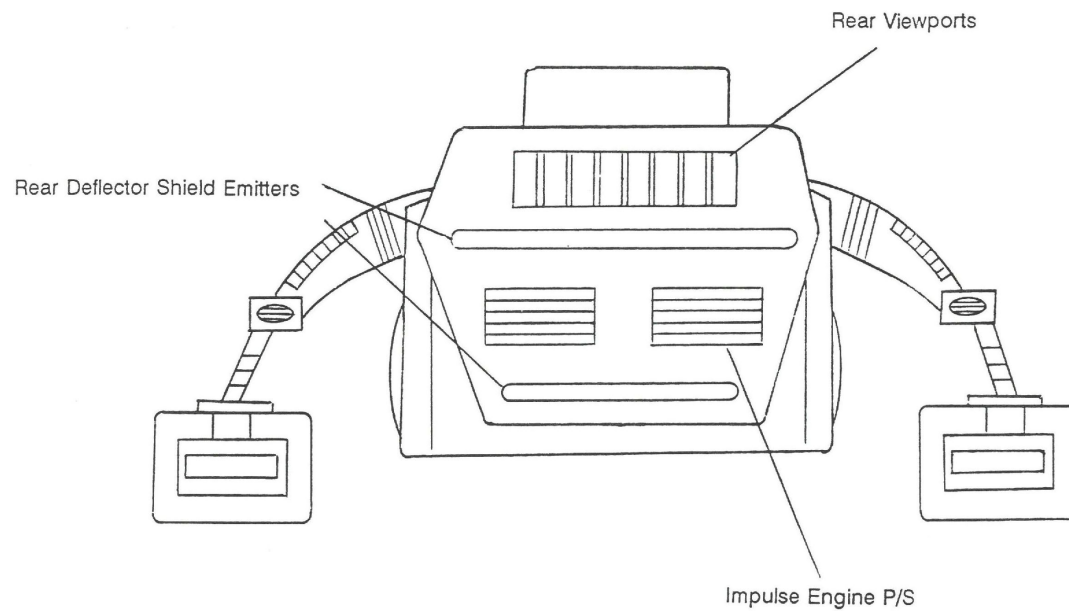
The warpshuttle - runabout was developed as a fast heavily armed ship for courier work and exploration. One of the most recent designs, it can be equipped with an optional weapons or sensor array. With the weapons array is a very heavily armed ship for its size, and with good shielding it makes a good patrol ship. The vessel has a crew of four and convertible lounge sleeping facilities for up to seven passengers. The ship has two decks, with cargo and engine bays on the lower deck.

The ship is fully self contained and can carry supplies for a one year mission. Emergency fuel and life support systems are built for 45 days of travel at maximum speed.

The ship is armed with a single phaser, and a twin photon torpedo launcher module can be installed. In this mode the ship serves as a patrol/ light escort ship. Of the over one thousand of the ships built to date, 70 % of them are built as patrol ships.

With an external sensor array installed, the ship has the capabilities of a standard scout ship. With the internal armament and shielding, this allows more protection for the crews during long exploration missions. 12 % of the ships built are used for exploration.

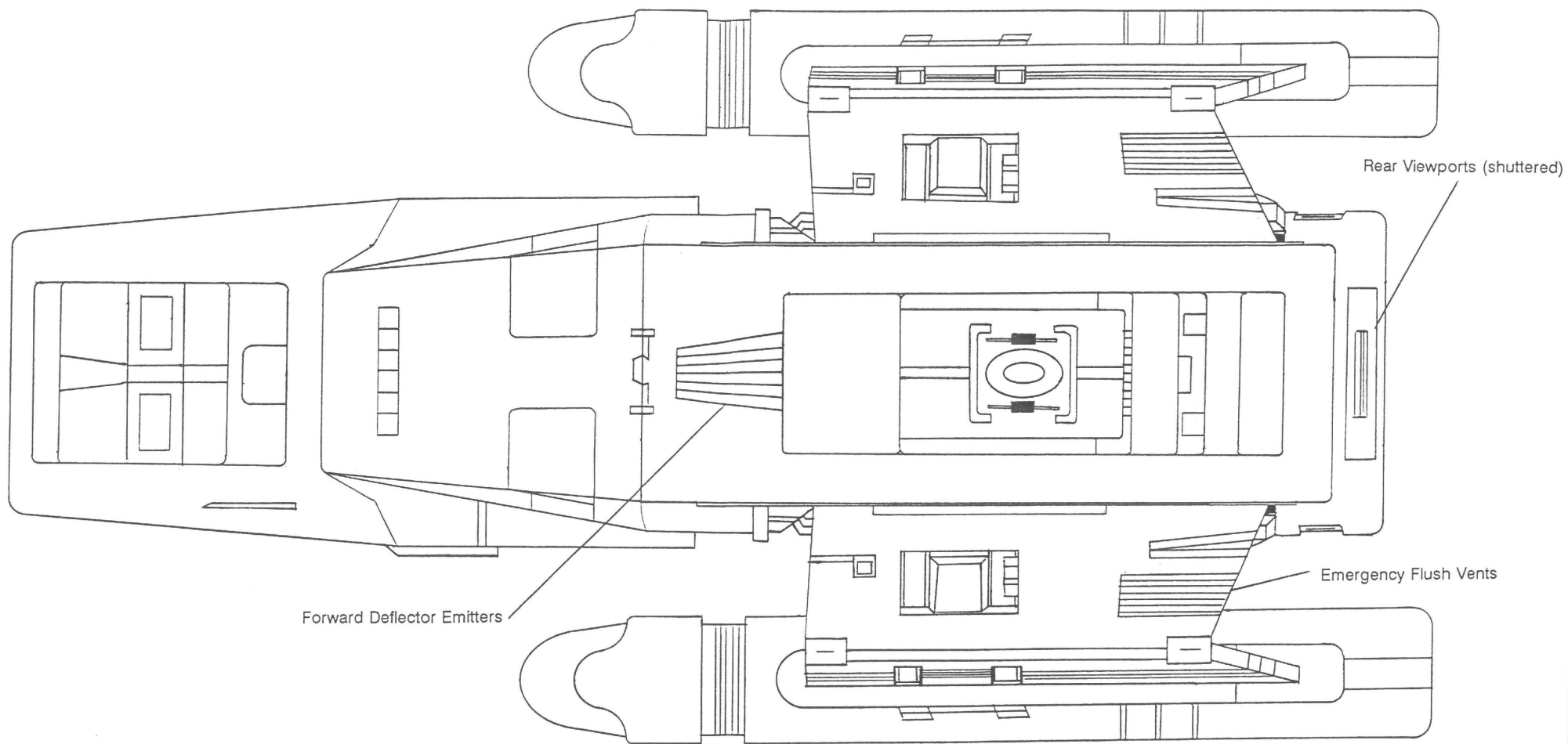
WARPSHUTTLE - RUNABOUT



The remaining ships built are used as shuttles for long voyages, or for trips that are too dangerous for smaller craft. As a consequence of this, the runabout is being carried by the larger starships in place of some smaller shuttles.

PARTICULARS

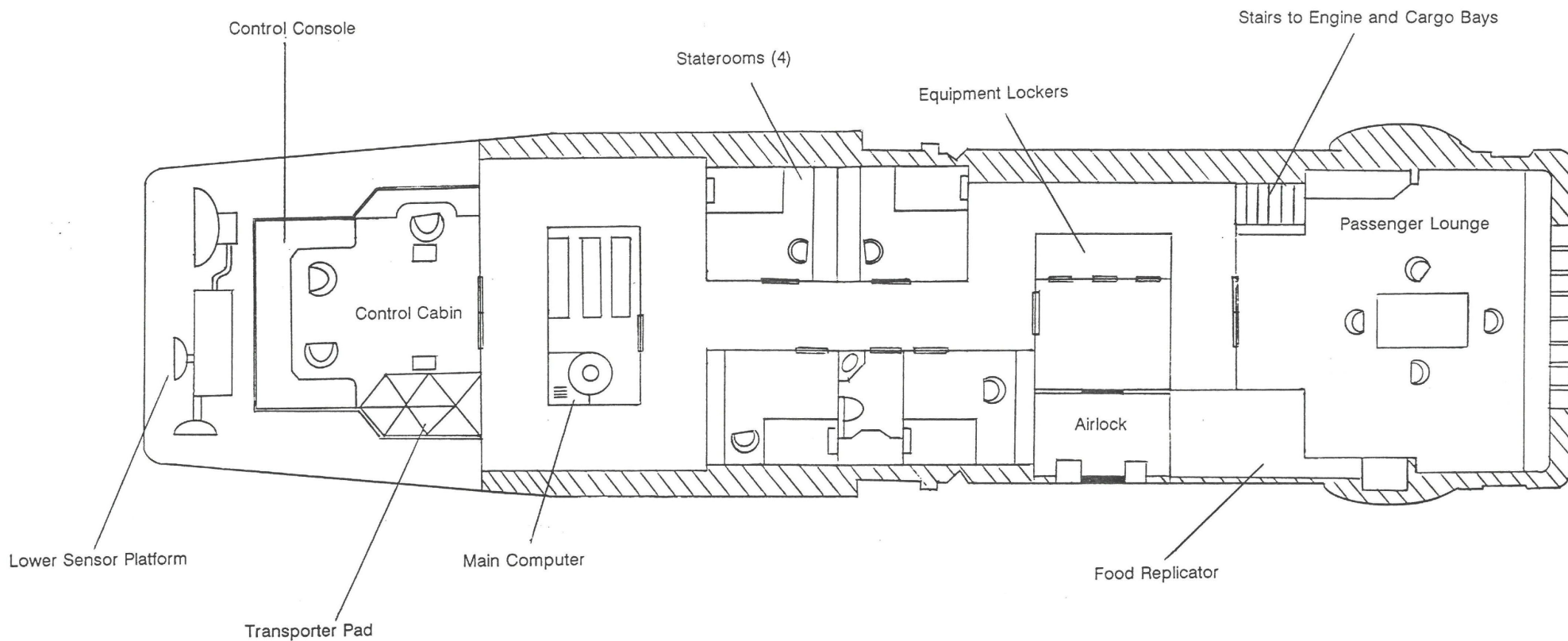
LENGTH O.A.	44 m
WIDTH O.A.	29 m
HEIGHT O.A.	13 m
WARP DRIVES	2 micro-warp drives 12 GW capacity ea.
IMPULSE ENGINE	1 2 GW micro-impulse drive
SPEED	
CRUISING	TW 4
EMERGENCY	TW 6
ENDURANCE	1 year at L.Y.V.
CREW	4
PASSENGERS	7
SHIELDS	rated 40 GWA.



WARPSHUTTLE - RUNABOUT

SHEET 4 OF 6

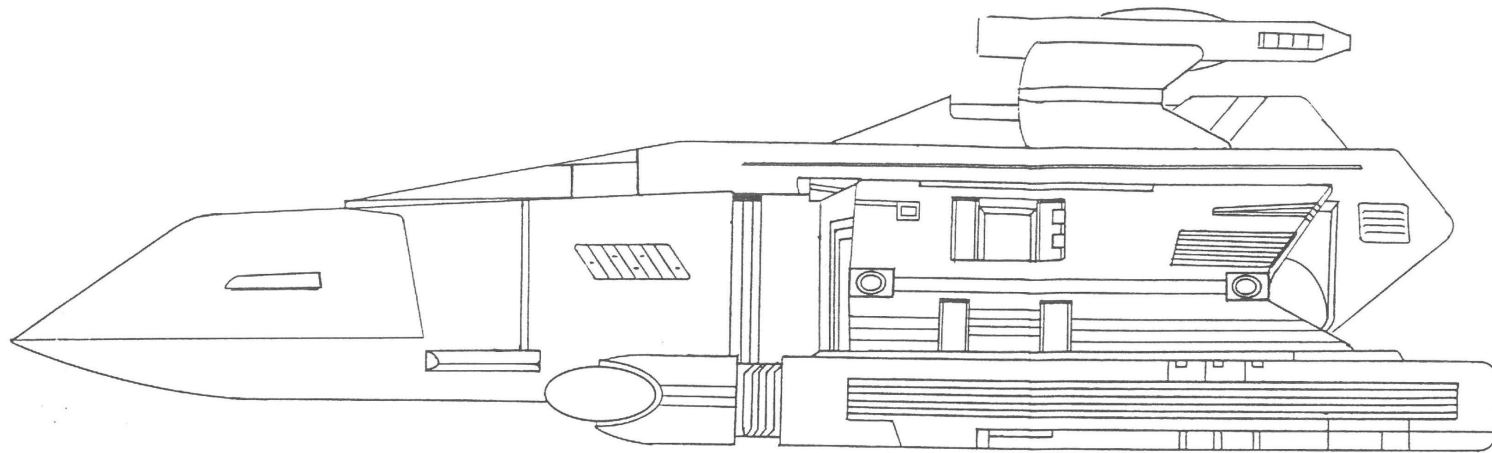
TOP PLAN



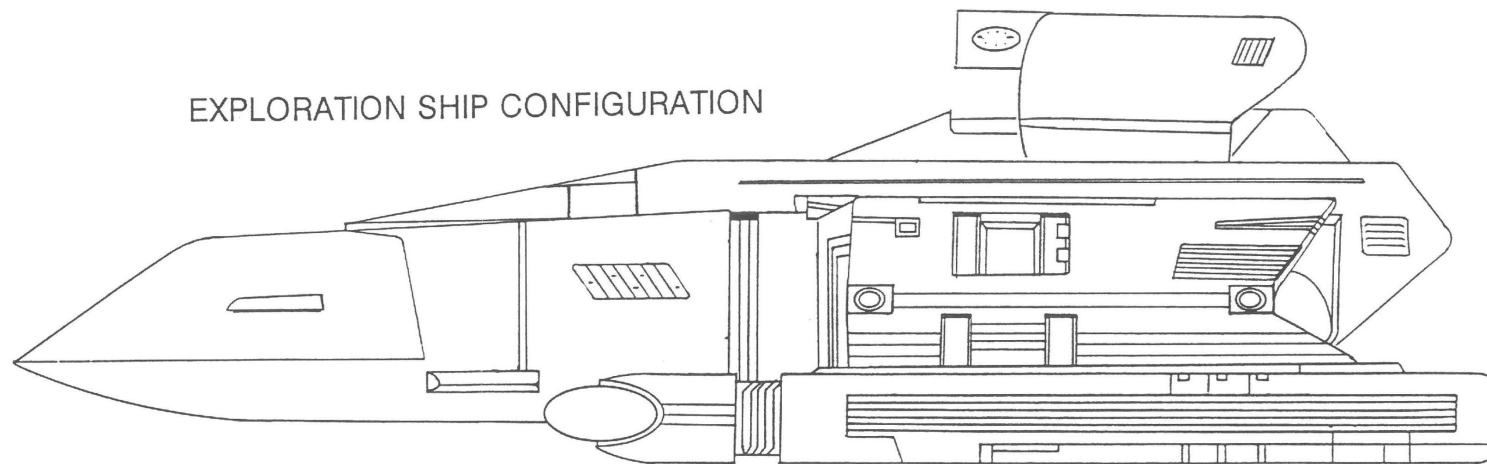
WARP SHUTTLE - RUNABOUT

SHEET 5 OF 6

INTERIOR PLAN



PATROL SHIP CONFIGURATION

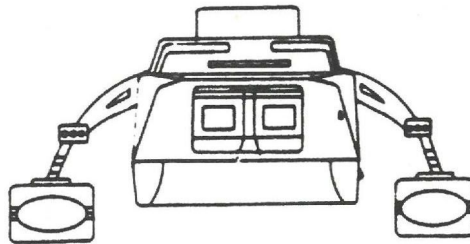
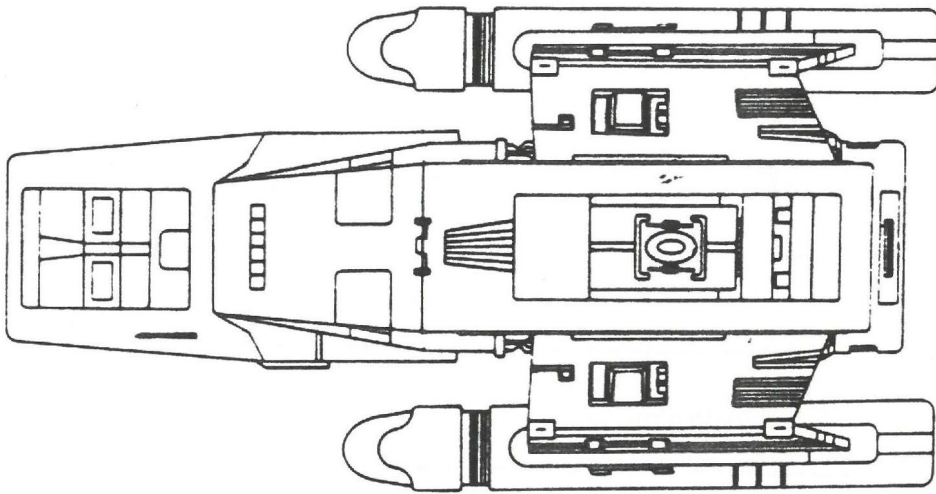
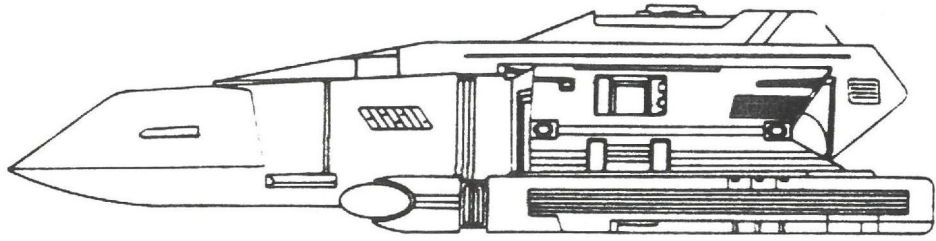


EXPLORATION SHIP CONFIGURATION

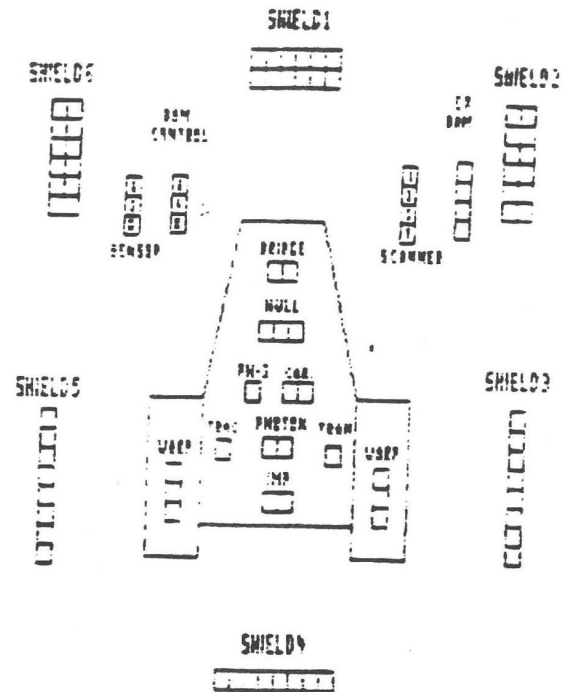
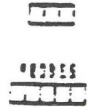
WARPSHUTTLE - RUNABOUT

SHEET 6 OF 6 : CONFIGURATIONS

SCALE 1:165



CREDIT SHIPS



TYPE 3 POINT DEFENCE PHASER TABLE

Die	Range	0	1	2	3	4-8	9-15
1	4	4	4	4	3	1	1
2	4	4	4	4	2	1	0
3	4	4	4	4	1	0	0
4	4	4	3	0	0	0	0
5	4	3	2	0	0	0	0
6	3	2	1	0	0	0	0

PHOTON TORPEDO TABLE

Range	0	1-8	9-12	13-16	17-30	31-40
Hit, STD	-	1-5	1-5	1-4	1-3	1-3
Hit, OVERLOAD	-	1-5	1-4	-	-	-
Damage, STD	0	8	8	8	8	4
Dam, OVERLOAD	0	(VARIES)	0	0	0	0

STATISTICS FOR TFG's STARFIRE: SSAHQsFWaMgIII (6)

STATISTICS FOR FASA'S STAR TREK: THE ROLE PLAYING GAME

HULL DATA	
SUPERSTRUCTURE POINTS:	5
DAMAGE CHART:	C
SIZE:	44 X 29 X 13 m
CARGO:	48 SCU
CONTROL COMPUTER:	M-2
TRANSPORTERS:	
STANDARD:	1
EMERGENCY:	0
CARGO:	0
CREW:	
PASSENGERS:	4
TROOPS:	7
SHUTTLECRAFT:	0
ENGINES AND POWER DATA	
TOTAL POWER UNITS:	14
MOVEMENT POINT RATIO:	1/1
WARP ENGINE TYPE:	
NUMBER AND POWER UNITS:	26
STRESS CHART:	OK
CRUISING SPEED:	WARP 4
EMERGENCY SPEED:	WARP 6
IMPULSE ENGINE:	PLA-2
POWER UNITS:	2
WEAPONS AND FIRING DATA	
BEAM WEAPON TYPE:	
NUMBER:	PH-1
FIRING ARCS:	1 F.S.P.
FIRING CHART:	F
MAXIMUM POWER:	2
DAMAGE MODIFIERS:	-
BEAM WEAPON TYPE:	
NUMBER:	PH-1
FIRING ARCS:	1 F.S.P.
FIRING CHART:	F
MAXIMUM POWER:	2
DAMAGE MODIFIERS:	-
MISSILE WEAPON TYPE:	
NUMBER:	PP-3
FIRING ARCS:	2 F
FIRING CHART:	D
POWER TO ARM:	1
DAMAGE:	6
DEFLECTOR SHIELD TYPE:	
SHIELD POINT RATIO:	PSD
MAXIMUM SHIELD POWER:	1/2

STATISTICS FOR THE STARSHIP COMBAT ALTERNATIVE

DISPLACEMENT:	14 000 TONS
LENGTH:	44 m
WIDTH:	29 m
HEIGHT:	13 m
WARP DRIVE:	2 FTWA-1
POWER:	12 GW
IMPULSE:	1 PLA
POWER:	2 GW
AUXILIARY POWER:	
POWER:	
BATTERIES:	1 GW
CRUISING SPEED:	TW 4
EMERGENCY SPEED:	TW 6
SHIELDS:	PSG-3
STRENGTH:	48 GWA
SUPERSTRUCTURE:	25 GWA
CREW:	4
PASSENGERS:	7
TROOPS:	0
SHUTTLECRAFT:	0
TRANSPORTERS (STD/EMG/CAR):	1/0/0
POWER/WARP RATIO:	4/1
CARGO:	48 SCU
COST:	
COMPUTERS:	M-2
CONSTRUCTION STARDATE:	9-1120
NUMBER CONSTRUCTED:	1000+
COMBAT RATING:	120/26
ARMAMENT	
PH-3	1 X
PP-1	2 FF