

<b>Classification:</b>	Cruiser	Cruiser	Cruiser
<b>Class:</b>	XI	XII	XII
<b>Model:</b>	Mk I	Mk II	Mk III
<b>Class Commission Date:</b>	2245	2256	2264
<b>Number Proposed:</b>	13	-	-
<b>Constructed:</b>	-	-	-
<b>Refits:</b>	13	13	13
<b>Lost:</b>	-	-	2
<b>Destroyed:</b>	-	-	5
<b>Scrapped:</b>	-	-	2
<b>Training:</b>	-	-	-
<b>Captured:</b>	-	-	-
<b>Sold:</b>	-	-	-
<b>FASA Superstructure:</b>	27	22	23
<b>Modified Superstructure:</b>	27	37	37
<b>Damage Chart:</b>	C	C	C
<b>Dimensions:</b>			
<b>Length:</b>	288.6 m	288.6 m	288.6 m
<b>Width:</b>	127.1 m	127.1 m	127.1 m
<b>Height:</b>	72.6 m	72.6 m	72.6 m
<b>Displacement:</b>	171840 mt	190130 mt	190365 mt
<b>Cargo Specs</b>			
<b>Total SCU:</b>	360 SCU	390 SCU	390 SCU
<b>Cargo Capacity:</b>	18000 mt	19500 mt	19500 mt
<b>Computer Type:</b>	M-3	M-4	M-4
<b>Landing Capacity:</b>	None	None	None
<b>Transporters:</b>			
<b>6-person:</b>	2	3	4
<b>20-person Combat:</b>	-	-	-
<b>22-person Emergency:</b>	3	5	5
<b>cargo:</b>	6	2	2
<b>Shuttlecraft:</b>		12	12
<b>Ships Complement:</b>	245	430	430
<b>Officers:</b>	49	86	86
<b>Enlisted:</b>	196	344	344
<b>Troops:</b>	-	-	-
<b>Passengers:</b>	60	60	60
<b>ENGINEERING-</b>			
<b>Total Power Available:</b>	38	40	44
<b>Movement Point Ratio:</b>	4/1	4/1	4/1
<b>Warp Engine Type:</b>	FWC-1	FWF-1	FWF-1
<b>Number:</b>	2	2	2
<b>Power Units:</b>	16	18	18
<b>Stress Chart:</b>	O/M	G/L	G/L
<b>Max Safe Cruising:</b>	Warp 6	Warp 6	Warp 6
<b>Emergency Speed:</b>	Warp 8	Warp 8	Warp 8
<b>Impulse Engine Type:</b>	FIC-3	FID-2	FIE-2
<b>Power Units:</b>	6	4	8
<b>WEAPONS/DEFENSE</b>			
<b>Beam Weapon:</b>	FL-4	FH-3	FH-3
<b>Firing Arcs:</b>	2f/p, 2f, 2f/s	2f/p, 2f, 2f/s	2f/p, 2f, 2f/s
<b>Firing Chart:</b>	G	W	W
<b>Maximum Power:</b>	3	5	5
<b>Damage Modifiers</b>			
<b>+3</b>	-	(1-10)	(1-10)
<b>+2</b>	-	(17-17)	(17-17)
<b>+1</b>	(1-4)	(18-20)	(18-20)
<b>Torpedo Type:</b>	FAC-3	FP-1	FP-5
<b>Firing Arcs:</b>	2f	2f	2f
<b>Firing Chart:</b>	H	L	R
<b>Power To Arm:</b>	4	1	1
<b>Damage:</b>	12	10	16
<b>Stock:</b>	30	40	40
<b>Shields-</b>			
<b>Shield Type:</b>	FSG	FSN	FSO
<b>Shield Point Ratio:</b>	1/1	1/2	1/3
<b>Maximum Shield:</b>	9	16	15
<b>Combat Efficiency</b>	6.5	46.6	67.2
<b>D-</b>	65.1	106.9	124.9
<b>WDF-</b>	10.0	43.6	53.8

### NOTES:

More recognized than any other vessel in space, the Constitution class of starship ushered in a new era of exploration and expansion for the Federation that has not been rivaled before or since. The Constitution class became the focal point for the Federations scientific research into the many phenomenon's in the universe as well as a potent tool for political and defensive measures required by the expanding Federation. No other vessel before or since captured the imagination like the Constitution.

Surprisingly, only 13 of these ships were originally built. Using the latest in computer technology, heavy laser weaponry and shield technology, nothing in the Romulan or Klingon inventory could even come close to the Mk I Constitution. The Mk I incorporated a newly designed computer system, created by Daystrom labs, that would later be known as the M-3. This complex computer control system provided excellent data storage, power control and weapon control never before seen on a starship. The new M-3 allowed the installation of 6 independent laser banks. These unique weapons were placed side by side at three different points around the large primary hull. 2 were mounted forward under the primary hull. Although the emitters were mounted close together, each could fire independently or together to provide heavier firepower when necessary. Also mounted were two heavy accelerator cannons. Although bulky, the FAC-3's could provide much needed firepower. The extreme initial costs in resources and manpower prevented massive fleets of Constitution's from being launched, and the time of the 4-Years War, the Constitution was thought of as a dangerous assignment. By early 2256, the Constitution was upgraded, incorporating completely revolutionary and new systems, including a larger computer, and the new Phaser and Photo Torpedo technology. With a new, more powerful warp drive, these new systems made the Constitution the envy of every major government, and before the end of the 4-Years War, the remaining Constitution class ships were pulled off the front line.

The Mk II's power and reputation quickly created a run on Heavy Cruiser designs. The Bonhomme Richard class was a direct descendant of the powerful Constitution, as were later Endeavor and Achenar classes. The Mk II retained the single hull mounting of the twin phaser banks and installed the new Photon torpedo system. The Mk II's would log more contact with strange and new worlds, that they would go down in history as the most well designed ships in the fleet. The crew of the Mk II was nearly doubled, adding massive science capability and a much larger engineering base to the ships admirable characteristics. The Mk III would become the most noteworthy upgrade to the Constitution class, at it saw the exploits of one of the most successful ships ever, the USS Enterprise. With her exploits already legendary under the command of Christopher Pike, the Mk III Enterprise would remain an unparalleled legend under the command of James T. Kirk, surviving more hostile encounters than any other ship.

Although the Constitution created greater interest in space exploration than any other ship, their dangerous missions were still remembered mainly as adventures. No less than 10 other ships designs can trace a direct lineage to the Constitution class.



### STARSHIP AND CREW DATA

MODEL: <b>MK I</b>	VESSEL NAME:	CAPTAIN'S NAME:
CAPTAIN'S SKILL RATING:	CREW EFFICIENCY RATING:	D: <b>65.1</b> WDF: <b>10.0</b> CE: <b>6.5</b>

### ENGINEERING DISPLAY

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
TOTAL POWER UNITS AVAILABLE												
POWER TO MOVEMENT												
POWER TO SHIELDS												
POWER TO WEAPONS												

### HELM DISPLAY

MOVEMENT POINT RATIO: 4/1	ENGINE STRESS CHART: O/M	WARP SPEED:	POWER TO CLOAK: N/A
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	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
MOVEMENT POINTS												
SENSOR STATUS												

### SHIELD DISPLAY

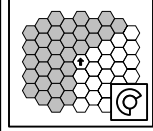
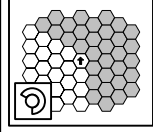
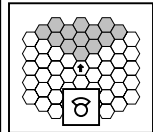
SHIELD POINT RATIO: 1/1	MAXIMUM SHIELD POWER: 9
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	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
SHIELD #1												
SHIELD #2												
SHIELD #3												
SHIELD #4												
SHIELD #5												
SHIELD #6												

### WEAPONS DISPLAY

WEAPON MOUNT #	TYPE	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
1	FL-4												
2	FL-4												
3	FL-4												
4	FL-4												
5	FL-4												
6	FL-4												
7	FAC-3												
8	FAC-3												

### WEAPON SYSTEMS DATA



FL-4	FIRING CHART: G
+3 NONE	MAXIMUM POWER: 3
+2 NONE	
+1(1-4)	

FAC-3	FIRING CHART: H
STOCK: 40	DAMAGE: 12
POWER TO ARM: 4	

ACCELERATOR CANNON INVENTORY				
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

### DAMAGE CONTROL DISPLAY

#### SYSTEM HIT TRACK

SYSTEM HIT	1ST	2ND	3RD	4TH	5TH
SENSORS					INOP
SHIELD #1					INOP
SHIELD #2					INOP
SHIELD #3					INOP
SHIELD #4					INOP
SHIELD #6					INOP
SHIELD #7					INOP

#### ENGINEERING GRIDS

SYSTEM HIT	1ST	2ND	3RD	4TH	5TH
SHIELDS					INOP
WEAPONS					INOP
MANEUVER					INOP

#### SUPERSTRUCTURE

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			

DAMAGE CHART: C CREW: 245

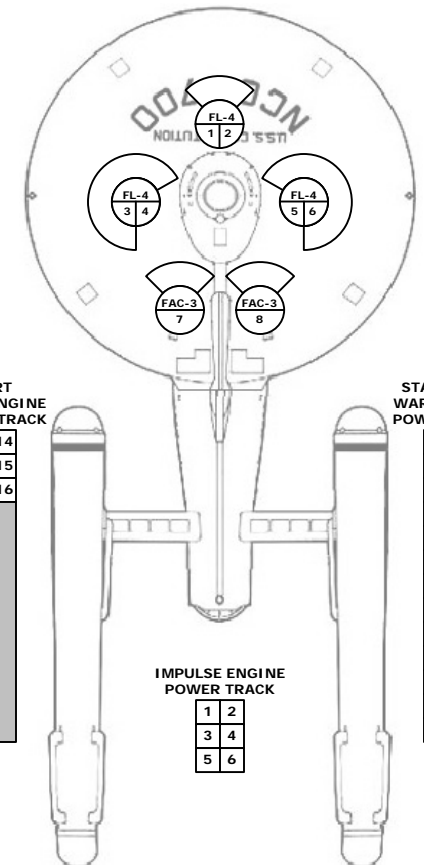
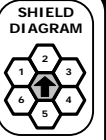
#### % CASUALTIES TRACK

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	100

#### CASUALTY MODIFIER TRACK

0-19% 0	20-39% -1 -10%	40-59% -2 -20%	60-69% -3 -50%	70%+ NO FIRING
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#### NOTES:





### STARSHIP AND CREW DATA

MODEL: <b>MK II</b>	VESSEL NAME:	CAPTAIN'S NAME:
CAPTAIN'S SKILL RATING:	CREW EFFICIENCY RATING:	D: <b>106.9</b> WDF: <b>43.6</b> CE: <b>46.6</b>

### ENGINEERING DISPLAY

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
TOTAL POWER UNITS AVAILABLE												
POWER TO MOVEMENT												
POWER TO SHIELDS												
POWER TO WEAPONS												

### HELM DISPLAY

MOVEMENT POINT RATIO: 4/1	ENGINE STRESS CHART: G/L	WARP SPEED:	POWER TO CLOAK: N/A
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	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
MOVEMENT POINTS												
SENSOR STATUS												

### SHIELD DISPLAY

SHIELD POINT RATIO: 1/2	MAXIMUM SHIELD POWER: 16
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	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
SHIELD #1												
SHIELD #2												
SHIELD #3												
SHIELD #4												
SHIELD #5												
SHIELD #6												

### WEAPONS DISPLAY

WEAPON MOUNT #	TYPE	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
1	FH-3												
2	FH-3												
3	FH-3												
4	FH-3												
5	FH-3												
6	FH-3												
7	FP-1												
8	FP-1												

### WEAPON SYSTEMS DATA

FH-3	FIRING CHART: W
+3(1-10)	MAXIMUM POWER: 5
+2(11-17)	
+1(18-20)	

FP-1	FIRING CHART: L
STOCK: 40	DAMAGE: 10
POWER TO ARM: 1	

PHOTON TORPEDO INVENTORY				
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

### DAMAGE CONTROL DISPLAY

SYSTEM HIT TRACK	1ST	2ND	3RD	4TH	5TH
SENSORS					INOP
SHIELD #1					INOP
SHIELD #2					INOP
SHIELD #3					INOP
SHIELD #4					INOP
SHIELD #6					INOP
SHIELD #7					INOP

ENGINEERING GRIDS	1ST	2ND	3RD	4TH	5TH
SHIELDS					INOP
WEAPONS					INOP
MANEUVER					INOP

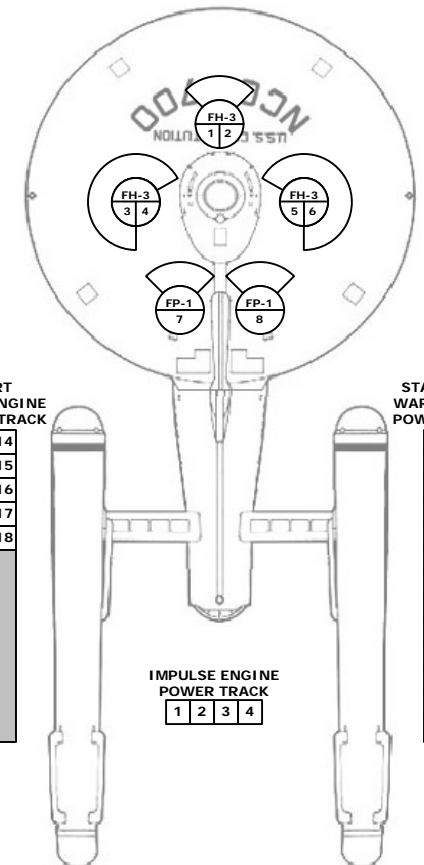
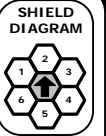
SUPERSTRUCTURE									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37			

DAMAGE CHART: C CREW: 430

% 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	100

CASUALTY MODIFIER TRACK				
0-19%	20-39% -1	40-59% -2	60-69% -3	70%+ NO FIRING
0	-10%	-20%	-50%	

### NOTES:



PORT WARP ENGINE POWER TRACK

1	14
2	15
3	16
4	17
5	18
6	
7	
8	
9	
10	
11	
12	
13	

STARBOARD WARP ENGINE POWER TRACK

1	14
2	15
3	16
4	17
5	18
6	
7	
8	
9	
10	
11	
12	
13	



### STARSHIP AND CREW DATA

MODEL: <b>MK III</b>	VESSEL NAME:	CAPTAIN'S NAME:
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CAPTAIN'S SKILL RATING:	CREW EFFICIENCY RATING:	D: <b>124.9</b>	WDF: <b>53.8</b>	CE: <b>67.2</b>
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### ENGINEERING DISPLAY

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
TOTAL POWER UNITS AVAILABLE												
POWER TO MOVEMENT												
POWER TO SHIELDS												
POWER TO WEAPONS												

### HELM DISPLAY

MOVEMENT POINT RATIO: 4/1	ENGINE STRESS CHART: G/L	WARP SPEED:	POWER TO CLOAK: N/A
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	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
MOVEMENT POINTS												
SENSOR STATUS												

### SHIELD DISPLAY

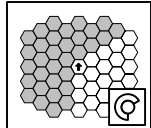
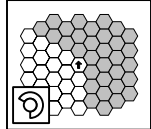
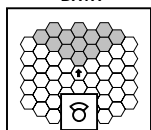
SHIELD POINT RATIO: 1/3	MAXIMUM SHIELD POWER: 15
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	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
SHIELD #1												
SHIELD #2												
SHIELD #3												
SHIELD #4												
SHIELD #5												
SHIELD #6												

### WEAPONS DISPLAY

WEAPON MOUNT #	TYPE	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
1	FH-3												
2	FH-3												
3	FH-3												
4	FH-3												
5	FH-3												
6	FH-3												
7	FP-5												
8	FP-5												

### WEAPON SYSTEMS DATA



FH-3	FIRING CHART: W
+3(1-10)	MAXIMUM POWER: 5
+2(11-17)	
+1(18-20)	

FP-5	FIRING CHART: R
STOCK: 40	DAMAGE: 16
POWER TO ARM: 1	

PHOTON TORPEDO INVENTORY				
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

### DAMAGE CONTROL DISPLAY

#### SYSTEM HIT TRACK

SYSTEM HIT	1ST	2ND	3RD	4TH	5TH
SENSORS					INOP
SHIELD #1					INOP
SHIELD #2					INOP
SHIELD #3					INOP
SHIELD #4					INOP
SHIELD #6					INOP
SHIELD #7					INOP

#### ENGINEERING GRIDS

SYSTEM HIT	1ST	2ND	3RD	4TH	5TH
SHIELDS					INOP
WEAPONS					INOP
MANEUVER					INOP

#### SUPERSTRUCTURE

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			

DAMAGE CHART: C CREW: 430

#### % CASUALTIES TRACK

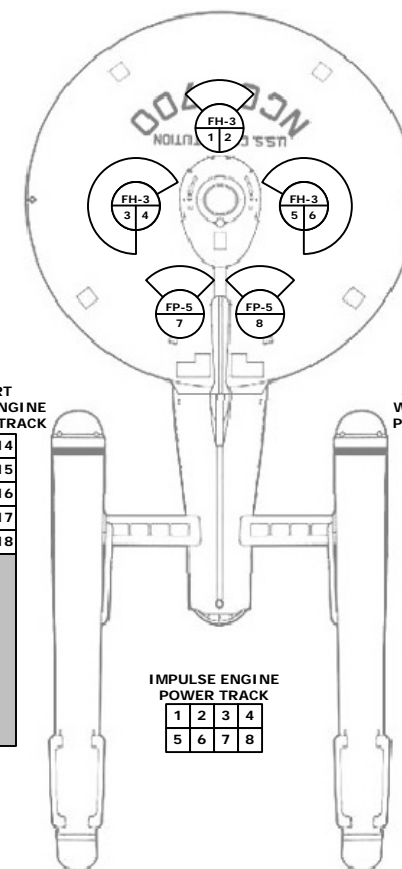
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

#### CASUALTY MODIFIER TRACK

0-19%	20-39% -1	40-59% -2	60-69% -3	70%+ NO FIRING
0	-10%	-20%	-50%	

#### NOTES:

### SHIELD DIAGRAM



#### PORT WARP ENGINE POWER TRACK

1	14
2	15
3	16
4	17
5	18
6	
7	
8	
9	
10	
11	
12	
13	

#### STARBOARD WARP ENGINE POWER TRACK

1	14
2	15
3	16
4	17
5	18
6	
7	
8	
9	
10	
11	
12	
13	

#### IMPULSE ENGINE POWER TRACK

1	2	3	4
5	6	7	8