

Classification:	Destroyer	Destroyer	Destroyer	Destroyer
Class:	VI	VI	VI	VI
Model:	Mk I	Mk II	Mk III	Mk IV
Class Commission Date:	2288	2295	2307	2316
Number Proposed:	400	400	300	200
Constructed:	400	400	300	200
Refit:	-	100	200	200
Lost:	4	5	3	2
Destroyed:	16	12	10	8
Scrapped:	6	4	5	3
Training:	4	4	4	4
Captured:	1	-	-	-
Sold:	36	40	24	24
Superstructure:	16	16	16	16
FASA Superstructure:	13	13	13	15
Damage Chart:	C-Dual	C-Dual	C-Dual	C-Dual
Dimensions:				
Length:	235.8 m	235.8 m	235.8 m	235.8 m
Width:	120.2 m	120.2 m	120.2 m	120.2 m
Height:	63.2 m	63.2 m	63.2 m	63.2 m
Displacement:	67265 mt	68015 mt	68375 mt	67895 mt
Cargo Specs				
Total SCU:	70 SCU	70 SCU	70 SCU	70 SCU
Cargo Capacity:	3500 mt	3500 mt	3500 mt	3500 mt
Computer Type:	M-2B	M-2B	M-2B	M-2B
Landing Capacity:	None	None	None	None
Cloaking Device/ECM:	None	None	None	None
Power to Engage:	-	-	-	-
Transporters:				
6-person:	1	1	1	1
20-person Combat:	-	-	-	-
22-person Emergency:	2	2	2	2
cargo:	2	2	2	2
Shuttlecraft:	-	-	-	-
Ships Complement:	84	83	80	80
Officers:	17	17	16	16
Enlisted:	67	66	64	64
Troops:	-	-	-	-
Passengers:	-	-	-	-
ENGINEERING-				
Total Power Available:	44	44	44	44
Movement Point Ratio:	2/1	2/1	2/1	2/1
Warp Engine Type:	FWB-4	FWB-4	FWB-4	FWB-4
Number:	2	2	2	2
Power Units:	17	17	17	17
Stress Chart:	K/L	K/L	K/L	K/L
Max Safe Speed:	Warp 8	Warp 8	Warp 8	Warp 8
Emergency Speed:	Warp 10	Warp 10	Warp 10	Warp 10
Impulse Engine Type:	FIC-5	FIC-5	FIC-5	FIC-5
Power Units:	10	10	10	10
WEAPONS/DEFENSE				
Beam Weapon:	FH-4	FH-5	FH-5	FH-7A
Firing Arcs:	2F, 2P, 2S	2F, 2P, 2S	2F, 2P, 2S	2F, 2P, 2S
Firing Chart:	Q	R	R	T
Maximum Power:	3	4	4	4
Damage Modifiers				
+3	N/A	N/A	N/A	N/A
+2	(1-8)	(1-8)	(1-8)	(1-8)
+1	(9-14)	(9-16)	(9-16)	(9-18)
Torpedo Type:	FP-2B	FP-2B	FP-7	FP-7
Firing Arcs:	2F, 2A	2F, 2A	2F, 2A	2F, 2A
Firing Chart:	N	N	R	R
Power To Arm:	1	1	1	1
Damage:	6	6	8	8
Stock:	40	40	40	40
Shields-				
Shield Type:	FSK	FSK	FSK	FSK
Shield Point Ratio:	1/2	1/2	1/2	1/2
Maximum Shield:	16	16	16	16
Combat Efficiency	25.0	27.7	34.7	37.5
D-	91.9	91.9	91.9	91.9
WDF-	27.2	30.2	37.8	40.8

NOTES:

In early 2285 development of the Harakawa class destroyer escort began as a new cost effective escort platform for Starfleet Material Command while serving as a test bed for early model prototype equipment to be used on the upcoming Akyazi, Arbiter and Akula class perimeter action ships. The Harakawa class development team provide an excellent vessel for testing the M-2B control computer and basic FWB-4 warp engine, which later was modified specifically to meet the new perimeter action ships requirements.

During the testing phase of the new components, the prototype ship USS Harakawa performed far above expectations and design requirements set by Starfleet resulting in accelerated production and development of the FWB-4 series warp engines. As a result of this, the Harakawa class was able to enter full production ahead of schedule and become one most prolific Starfleet designs of all time. In addition, the design directly spawned two other successful starship classes, the Kagemusha class scout and Aso class police cutter.

Upon commissioning into the fleet, the Harakawa class was specifically designed for the role of destroyer escort. Their mission is to provide escort for convoys and provide a defensive ring for high value assets. To accomplish this, the ships operate in groups of four ships functioning together much like a wolf pack. When needed for mission requirements, more than one group may operate together forming a defensive ring that is very difficult for any adversary to defeat.

Due to the success of the design, many of the Harakawa class ships have been sold to Federation member worlds to be used as a part of their self defense forces or as police vessels. A few have even been sold to a few companies to protect high value cargos or planetary systems. These vessels are closely monitored by Starfleet to make sure they are being used in accordance with Federation law.

The Harakawa class are produced at Cait, Merak, and New Aberdeen Shipyards.

STARSHIP AND CREW DATA

MODEL: MK I	VESSEL NAME:	CAPTAIN'S NAME:
CAPTAIN'S SKILL RATING:	CREW EFFICIENCY RATING:	D: 91.9 WDF: 27.2 CE: 25.0

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: 2/1	ENGINE STRESS CHART: K/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-4												
2	FH-4												
3	FH-4												
4	FH-4												
5	FH-4												
6	FH-4												
7	FP-2B												
8	FP-2B												
9	FP-2B												
10	FP-2B												

WEAPON SYSTEMS DATA

FH-4	FIRING CHART: C
DAMAGE MODIFIERS: +3(NONE)	MAXIMUM POWER: 3
+2(1-6)	
+1(9-14)	

FP-2B	FIRING CHART: N
STOCK: 40	DAMAGE: 6
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				

DAMAGE CHART: C CREW: 84

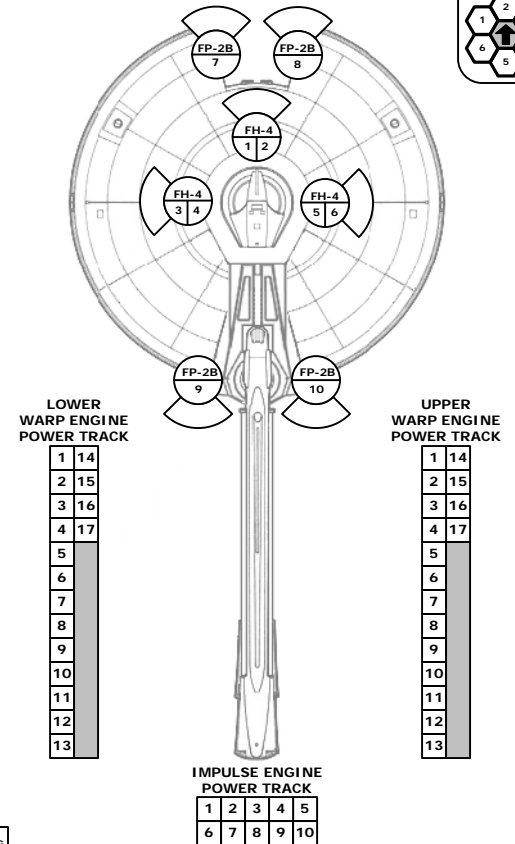
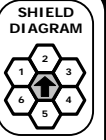
% CASUALTIES TRACK

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:





STARSHIP AND CREW DATA

MODEL: MK II	VESSEL NAME:	CAPTAIN'S NAME:
CAPTAIN'S SKILL RATING:	CREW EFFICIENCY RATING:	D: 91.9 WDF: 30.2 CE: 27.7

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: 2/1	ENGINE STRESS CHART: K/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-5												
2	FH-5												
3	FH-5												
4	FH-5												
5	FH-5												
6	FH-5												
7	FP-2B												
8	FP-2B												
9	FP-2B												
10	FP-2B												

WEAPON SYSTEMS DATA

FH-5	FIRING CHART: R
DAMAGE MODIFIERS: +3(NONE)	MAXIMUM POWER: 4
+2(1-6)	
+1(9-16)	

FP-2B	FIRING CHART: N
STOCK: 40	DAMAGE: 6
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				

DAMAGE CHART: C CREW: 83

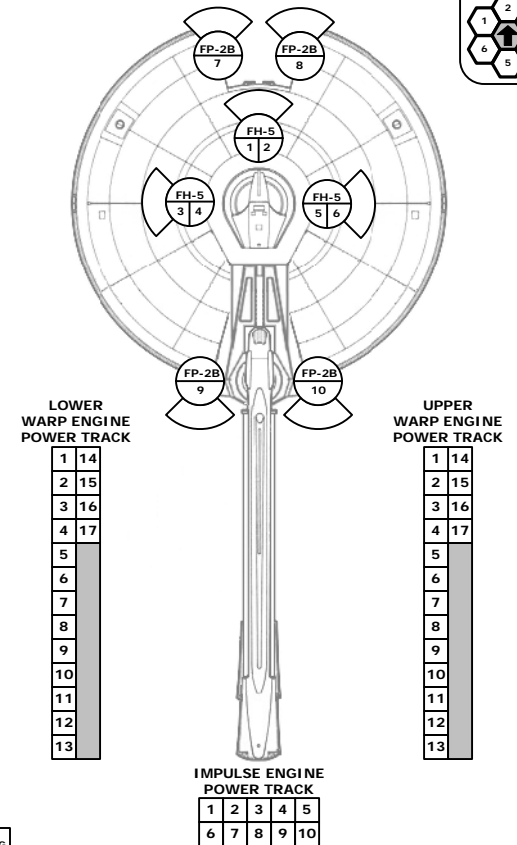
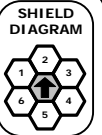
% CASUALTIES TRACK

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: MK III	VESSEL NAME:	CAPTAIN'S NAME:
CAPTAIN'S SKILL RATING:	CREW EFFICIENCY RATING:	D: 91.9 WDF: 37.8 CE: 34.7

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: 2/1	ENGINE STRESS CHART: K/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-5												
2	FH-5												
3	FH-5												
4	FH-5												
5	FH-5												
6	FH-5												
7	FP-7												
8	FP-7												
9	FP-7												
10	FP-7												

WEAPON SYSTEMS DATA

FH-5	FIRING CHART: R
DAMAGE MODIFIERS: +3(NONE)	MAXIMUM POWER: 4
+2(1-6)	
+1(9-16)	

FP-7	FIRING CHART: R
STOCK: 40	DAMAGE: 8
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				

DAMAGE CHART: C CREW: 80

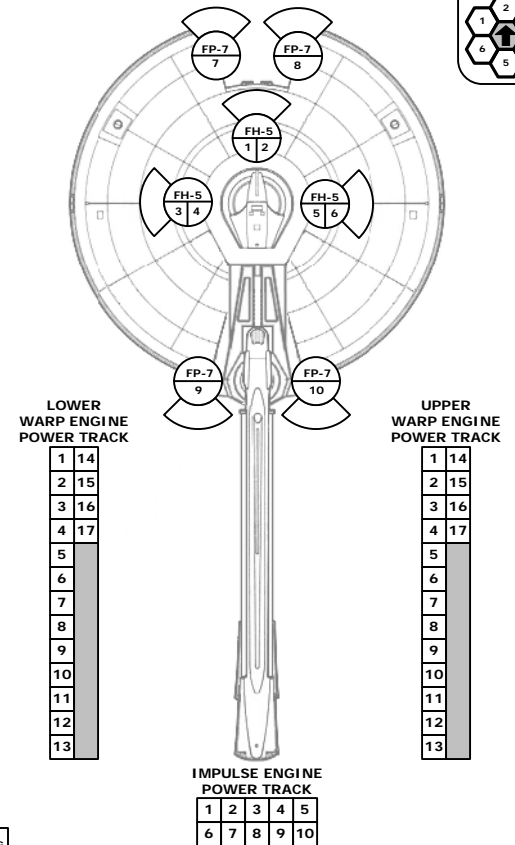
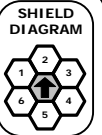
% CASUALTIES TRACK

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%	40-59%	60-69%	70%+
0	-10%	-20%	-50%	NO FIRING

NOTES:





STARSHIP AND CREW DATA

MODEL: MK IV	VESSEL NAME:	CAPTAIN'S NAME:
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CAPTAIN'S SKILL RATING:	CREW EFFICIENCY RATING:	D: 91.9	WDF: 40.8	CE: 37.5
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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: 2/1	ENGINE STRESS CHART: K/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

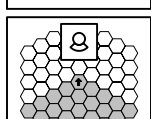
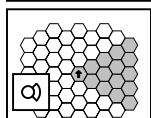
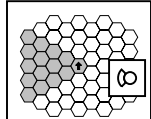
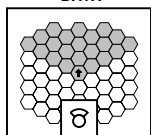
SHIELD POINT RATIO: 1/2	MAXIMUM SHIELD POWER: 16
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	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
SHIELD #1												
SHIELD #2												
SHIELD #3												
SHIELD #4												
SHIELD #5												
SHIELD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

WEAPON SYSTEMS DATA



FH-7A	FIRING CHART: T
DAMAGE MODIFIERS: +3(NONE)	MAXIMUM POWER: 4
+2(1-6)	
+1(9-18)	

FP-7	FIRING CHART: R
STOCK: 40	DAMAGE: 8
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	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

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				

DAMAGE CHART: C	CREW: 80
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% 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:

