

Classification:	Cruiser	Cruiser	Cruiser
Class:	XI	XI	XI
Model:	Mk I	Mk II	Mk III
Class Commission Date:	2277	2287	2297
Number Proposed:	50	-	-
Constructed:	40	-	-
Refit:	-	38	36
Lost:	-	1	-
Destroyed:	2	1	3
Scrapped:	-	-	-
Training:	-	-	-
Captured:	-	-	-
Sold:	-	-	12
Superstructure:	35	35	35
FASA Superstructure:	24	30	31
Damage Chart:	C-Dual	C-Dual	C-Dual
Dimensions:			
Length:	309.4 m	309.4 m	309.4 m
Width:	141.7 m	141.7 m	141.7 m
Height:	59.8 m	59.8 m	59.8 m
Displacement:	165383 mt	163743 mt	164381 mt
Cargo Specs			
Total SCU:	260 SCU	260 SCU	260 SCU
Cargo Capacity:	13000 mt	13000 mt	13000 mt
Computer Type:	M-6	M-6	M-6
Landing Capacity:	None	None	None
Cloaking Device/ECM:	None	None	None
Power to Engage:	-	-	-
Transporters:			
6-person:	3	3	3
20-person Combat:	-	-	-
22-person Emergency:	5	4	4
cargo:	5	5	5
Shuttlecraft:	4	4	4
Ships Complement:	331	327	329
Officers:	66	65	66
Enlisted:	265	262	263
Troops:	-	-	-
Passengers:	10	10	10
ENGINEERING:			
Total Power Available:	60	64	72
Movement Point Ratio:	4/1	4/1	4/1
Warp Engine Type:	FWG-1A	FWG-1A	FWG-1A
Number:	2	2	2
Power Units:	24	24	24
Stress Chart:	D/F	D/F	D/F
Max Safe Speed:	Warp 8	Warp 8	Warp 8
Emergency Speed:	Warp 10	Warp 10	Warp 10
Impulse Engine Type:	FIF-1	FIF-2	FIG-1
Power Units:	12	16	24
WEAPONS/DEFENSE			
Beam Weapon:	FH-3A	FH-10	FH-10A
Firing Arcs:	2F, 2P, 2S, 1APH, 1APH	2F, 2P, 2S, 1APH, 1APH	2F, 2P, 2S, 1APH, 1APH
Firing Chart:	W	W	X
Maximum Power:	6	7	7
Damage Modifiers			
+3	(1-10)	(1-10)	(1-10)
+2	(11-17)	(11-17)	(11-17)
+1	(18-20)	(18-20)	(18-22)
Torpedo Type:	FP-5A	FP-5A	FP-5A
Firing Arcs:	3F	3F	3F
Firing Chart:	S	S	S
Power To Arm:	1	1	1
Damage:	16	16	16
Stock:	60	60	60
Shields:			
Shield Type:	FSP	FSP	FSP
Shield Point Ratio:	1/4	1/4	1/4
Maximum Shield:	16	16	16
Combat Efficiency			
D-	128.0	143.3	155.3
D-	156.1	162.1	174.1
WDF-	82.0	88.4	89.2

NOTES:

Traditionally Starfleet's main focus has always been on heavy cruiser construction for it's exploration and cruiser force. Building and maintaining these starships cost the Federation much in resources. As a part of a new design mandate, Starfleet sent out design parameters to the leading starship construction companies for a medium cruiser capable of performing the exploration roles of the heavy and exploratory cruisers, long patrols without support, and yet be cost effective. This call was answered by Ishikawajima Harima Industries with the Mogami class cruiser.

The Mogami class ships served Starfleet well upon entering service in 2277. Mk I's became a standard fixture operating in the Triangle region with a few of them operating on the rim of Federation space shortly after their introduction. The most famous was the USS Kumano and her legendary Triangle patrols near the Imperial Klingon States.

USS Kumano under the command of Isamu Hitomi spent most of their short careers patrolling this region of the Triangle in an effort to keep the IKS in check. Just like the ancient Earth surface vessel that this starship bears its name from, has cheated death with a tenacity that is truly admirable, indeed almost miraculous. The USS Kumano had survived many close encounters and earned the nick name of "Starship of Nine Lives."

Ultimately in early 2285 the USS Kumano and crew meet their end while defending a convoy from IKS vessels on a raiding mission to capture a classified cargo being transported from Coli V to Starbase 10. As the freighter and four destroyer escorts escaped at full speed to Federation space, the USS Kumano and her sister ship the USS Mikuma intercepted the approaching IKS attack group. In the resulting battle they successfully stopped the IKS advance, but both Federation ships were lost with all hands. Details of this battle remain classified due to the nature of the mission.

After the investigation into the loss of the USS Kumano and Mikuma was completed, Starfleet command reviewed the report and decided an upgrade was needed to the Mogami design. In order to keep it cost effective, the Mk II's only received new beam weapons and impulse engines. Most were upgraded at smaller ship yards near or in their assigned patrol areas. On average, most upgrades were completed within 6 months due to the nature of the modifications and original design of the ships allows for easy upgrades.

Early in 2297 a proposal for the Mk III upgraded was submitted and approved. It included the same cost effective parameters as the MK II upgrade by keeping it limited to beam weapons and impulse engines. This version served Starfleet well until the Mogami class was retired in 2312. Shortly after retirement, 12 of the ships were sold to the Affiliation of Outer Free Worlds in 2314.

STARSHIP AND CREW DATA

MODEL: MK I	VESSEL NAME:	CAPTAIN'S NAME:
CAPTAIN'S SKILL RATING:	CREW EFFICIENCY RATING:	D: 156.1 WDF: 82.0 CE: 128.0

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: 4/1	ENGINE STRESS CHART: D/F	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: 1/4	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-3A												
2	FH-3A												
3	FH-3A												
4	FH-3A												
5	FH-3A												
6	FH-3A												
7	FH-3A												
8	FH-3A												
9	FP-5A												
10	FP-5A												
11	FP-5A												

WEAPON SYSTEMS DATA

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					

DAMAGE CHART: C CREW: 331

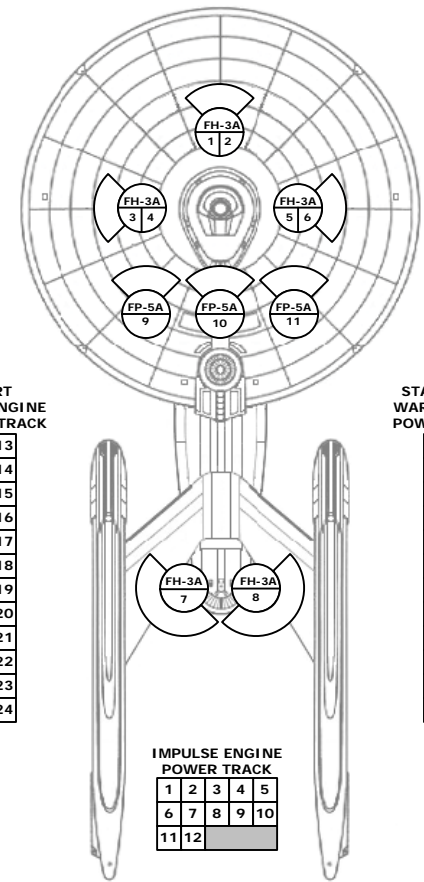
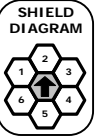
% CASUALTIES TRACK

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%	-30%	NO FIRING

NOTES:



FH-3A FIRING CHART: W
DAMAGE MODIFIERS: +3(1-10), +2(11-17), +1(18-20)
MAXIMUM POWER: 6

FP-5A FIRING CHART: R
STOCK: 60
POWER TO ARM: 1
DAMAGE: 16

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
41	42	43	44	45
46	47	48	49	50
51	52	53	54	55
56	57	58	59	60

STARSHIP AND CREW DATA

MODEL: MK II	VESSEL NAME:	CAPTAIN'S NAME:
CAPTAIN'S SKILL RATING:	CREW EFFICIENCY RATING:	D: 162.1 WDF: 88.4 CE: 143.3

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: D/F	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: 1/4	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-10												
2	FH-10												
3	FH-10												
4	FH-10												
5	FH-10												
6	FH-10												
7	FH-10												
8	FH-10												
9	FP-5A												
10	FP-5A												
11	FP-5A												

WEAPON SYSTEMS DATA

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					

DAMAGE CHART: C CREW: 327

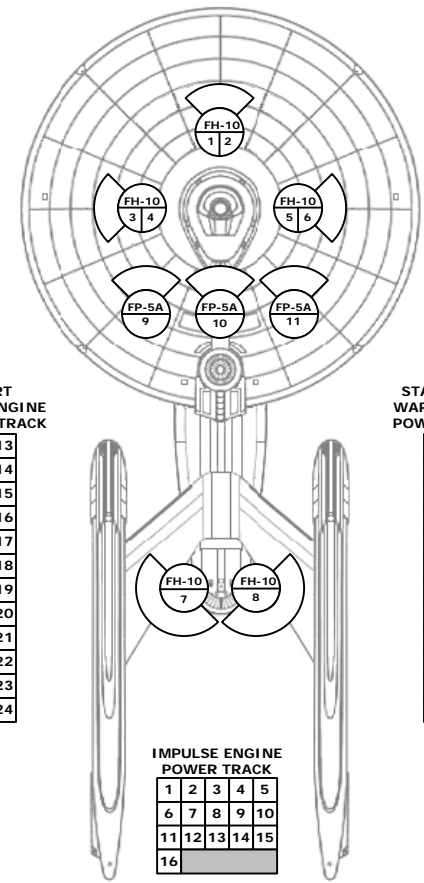
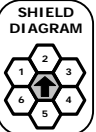
% CASUALTIES TRACK

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	13
2	14
3	15
4	16
5	17
6	18
7	19
8	20
9	21
10	22
11	23
12	24

STARBOARD WARP ENGINE POWER TRACK

1	13
2	14
3	15
4	16
5	17
6	18
7	19
8	20
9	21
10	22
11	23
12	24

IMPULSE ENGINE POWER TRACK

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

FH-10 FIRING CHART: W
DAMAGE MODIFIERS: +3(1-10), +2(11-17), +1(18-20)
MAXIMUM POWER: 7

FP-5A FIRING CHART: R
STOCK: 60
POWER TO ARM: 1
DAMAGE: 16

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
41	42	43	44	45
46	47	48	49	50
51	52	53	54	55
56	57	58	59	60

STARSHIP AND CREW DATA

MODEL: MK III	VESSEL NAME:	CAPTAIN'S NAME:
CAPTAIN'S SKILL RATING:	CREW EFFICIENCY RATING:	D: 174.1 WDF: 89.2 CE: 155.3

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: D/F	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: 1/4	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-10A												
2	FH-10A												
3	FH-10A												
4	FH-10A												
5	FH-10A												
6	FH-10A												
7	FH-10A												
8	FH-10A												
9	FP-5A												
10	FP-5A												
11	FP-5A												

WEAPON SYSTEMS DATA

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					

DAMAGE CHART: C CREW: 329

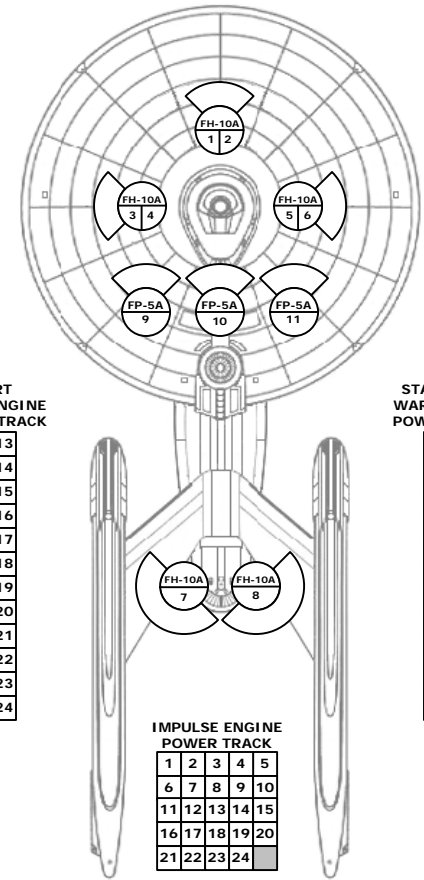
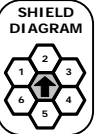
% CASUALTIES TRACK

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	40-59% -2	60-69% -3	70%+ NO FIRING
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NOTES:



FH-10A FIRING CHART: X
DAMAGE MODIFIERS: +3(1-10), +2(11-17), +1(18-22)
MAXIMUM POWER: 7

FP-5A FIRING CHART: R
STOCK: 60
POWER TO ARM: 1
DAMAGE: 16

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
41	42	43	44	45
46	47	48	49	50
51	52	53	54	55
56	57	58	59	60