



Classification:	Scout	Scout	Scout
Class:	VI	VI	VI
Model:	Mk I	Mk II	Mk III
Class Commission Date:	2289	2294	2304
Number Proposed:	100	100	100
Constructed:	100	100	100
Refit:	-	90	176
Lost:	4	6	3
Destroyed:	6	8	5
Scrapped:	-	-	-
Training:	4	4	4
Captured:	-	-	-
Sold:	-	-	-
Superstructure:	16	16	16
FASA Superstructure:	10	11	13
Damage Chart:	C-Dual	C-Dual	C-Dual
Dimensions:			
Length:	235.8 m	235.8 m	235.8 m
Width:	120.2 m	120.2 m	120.2 m
Height:	63.2 m	63.2 m	63.2 m
Displacement:	66695 mt	66719 mt	68135 mt
Cargo Specs			
Total SCU:	120 SCU	120 SCU	120 SCU
Cargo Capacity:	6000 mt	6000 mt	6000 mt
Computer Type:	M-2B	M-2B	M-2B
Landing Capacity:	None	None	None
Cloaking Device/ECM:	None	None	None
Power to Engage:	-	-	-
Transporters:			
6-person:	1	1	1
20-person Combat:	-	-	-
22-person Emergency:	2	2	2
cargo:	3	3	3
Shuttlecraft:	-	-	-
Ships Complement:	90	90	90
Officers:	18	18	18
Enlisted:	72	72	72
Troops:	-	-	-
Passengers:	4	4	4
ENGINEERING-			
Total Power Available:	44	44	44
Movement Point Ratio:	2/1	2/1	2/1
Warp Engine Type:	FWB-4	FWB-4	FWB-4
Number:	2	2	2
Power Units:	17	17	17
Stress Chart:	K/L	K/L	K/L
Max Safe Speed:	Warp 8	Warp 8	Warp 8
Emergency Speed:	Warp 10	Warp 10	Warp 10
Impulse Engine Type:	FIC-5	FIC-5	FIC-5
Power Units:	10	10	10
WEAPONS/DEFENSE			
Beam Weapon:	FH-12	FH-12A	FH-17
Firing Arcs:	2F, 2P, 2S	2F, 2P, 2S	2F, 2P, 2S
Firing Chart:	R	T	Y
Maximum Power:	6	6	6
Damage Modifiers			
+3	N/A	N/A	(1-10)
+2	(1-9)	(1-9)	(11-17)
+1	(10-16)	(10-18)	(18-24)
Torpedo Type:	None	None	None
Firing Arcs:	-	-	-
Firing Chart:	-	-	-
Power To Arm:	-	-	-
Damage:	-	-	-
Stock:	-	-	-
Shields:			
Shield Type:	FSK	FSK	FSK
Shield Point Ratio:	1/2	1/2	1/2
Maximum Shield:	16	16	16
Combat Efficiency			
D-	25.4	27.0	39.7
D-	91.9	91.9	91.9
WDF-	27.6	29.4	43.2

NOTES:

Shortly after the Genesis Incident, Starfleet had to answer two very important questions as a result of the Federation Council investigation. First, how had a Klingon ship penetrated so deeply into UFP territory without being discovered and second, how do we prevent this from happening again. The first question was easily answered since the Klingon ship was captured with the database intact. The former commander knew Starfleet's weaknesses in the sensor net system and took advantage of that. In an effort to prevent this from happening again, Starfleet begin a major sensor upgrade program to include a new cloaked ship detector sensor system to be mounted in a new scout design. As a result of this effort, the Kagemusha class scout was born.

During the testing phase of the new sensor system in 2288, it was decided to divert one of the uncompleted Harakawa class destroyer escort hulls to a Starfleet research facility in orbit around Cait. The ship spent the next few months being modified with the new sensor system along with some minor structural changes to add more room for crew and storage. In early 2289 the new USS Kagemusha was ready for testing. During the next 6 months she performed exceptionally well and passed all testing phases. She proved herself well during tests against several cloaked ships that were provided by Starfleet Intelligence. After completion of her trials and evaluation of the data, it was decided to begin full production of the class.

Most of the Kagemusha class ships are assigned patrol duties along the Federation borders with the Klingons, Romulans, Orions and Triangle. In this role they were able to detect and stop many possible incursions into the Federation. When assigned to fleet forces, they provide valuable sensor data to the fleet in addition to the primary duty of cloaked ship detection. Currently 24 ships are assigned to Starfleet Exploration Command and are tasked to investigate systems that have signs of sentient life that is not warp capable. 12 are assigned to Starfleet Special Operations Command. Mission status of these vessels is unknown at this time.

The Kagemusha class are produced at Cait and New Aberdeen shipyards.

OPTIONAL RULES:

1. During the sensor phase, the sensing captain may scan up to 3 different shield arcs.
2. Firing at moving cloaked ships: -2 penalty to all To-Hit Rolls.
3. Firing at stationary cloaked ships: -4 penalty to all To-Hit Rolls.