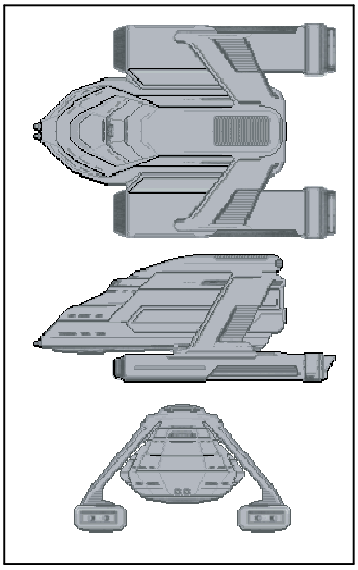
TH-2 *Tortoise* Class XI Transport

Construction Data					
Ship Class	XI	VI Transport Module	VI Repair Module	VI Assault Module	VI Outpost Module
Model Numbers	A				
Date Entering Service	2280 (2/18)	2280 (2/18)	2282 (2/20)	2285 (2/22)	2290 (2/26)
Number Constructed	35	2,000	14	8	4
Hull Data					
Superstructure Points	25	10	10	12	12
Damage Chart	B	B	B	B	B
Size					
Length	218.5 m	131.1 m	378.7 m	109.3 m	148.4 m
Width	155.1 m	121.4 m	202.3 m	107.9 m	148.4 m
Height	92.6 m	71.2 m	49.9 m/156.7 m [3]	85.4 m	284.9 m
Weight	167,445 mt	60,465 mt	65,500 mt	60,740 mt	61,754 mt
Cargo					
Cargo Units	100 SCU	111,754 SCU	40 SCU	150 SCU	200 SCU
Cargo Capacity	5,000 mt	5,587,704 mt	2,000 mt	7,500 mt	10,000 mt
Landing Capability	None	None	None	None	None
Equipment Data					
Control Computer Type	1KG	1AG	1AG	1BG	1EG
Transporters					
standard 8-person	2	2	2	4	2
combat 20-person				8	
emergency 22-person					2
cargo, small	1	4	2	2	2
cargo, large	1	4	2	4	2
Other Data					
Crew	110	None [1]	120	40	100
Passengers	20		-	-	40
Troops	-		-	220	-
Shuttlecraft	2		2	12	4
Engines and Power Data					
Total Power Units Available	78	None [2]	30	51	73
Movement Point Ratio	5/1		10/1	10/1	10/1
Warp Engine Type	GWE-2		GMAPG-1	GMAPG-2	GMAPG-3
Number	2		1	1	1
Power Units Available	30		18	33	45
Stress Charts	Q/R				
Maximum Safe Cruising Speed	Warp 6				
Emergency Speed	Warp 8				
Impulse Engine Type	GIG-2		GIG-1	GIG-2	GIG-3
Power Units Available	18		12	18	28
Weapons and Firing Data					
Beam Weapon Type	GBL-11	None	None	GBL-1	GBL-7
Number	2 in 1 bank			9	9
Firing Arcs	f			3 per arc	3 per arc
Firing Chart	W			B	R
Maximum Power	9			4	5
Damage Modifiers					
+3	(1-9)				(1-6)
+2	(10-15)				(7-12)
+1	(16-20)				(13-16)
Missile Weapon Type	GP-2	None	None	None	GP-2
Number	2				6
Firing Arcs	f,a				2 per arc
Firing Chart	K				K
Power To Arm	2				2
Damage	10				10
Shields Data					
Deflector Shield Type	GSE	None	GSC	GSB	GSH
Shield Point Ratio	1/2		2/1	1/1	1/2
Maximum Shield Power	7		2	9	10
Combat Efficiency					
D--	36.8	14.3	19.4	37.7	53.0
WDF--	155.8	0.0	0.0	6.3	57.6
CE--	23.6	0.0	0.0	1.2	30.5

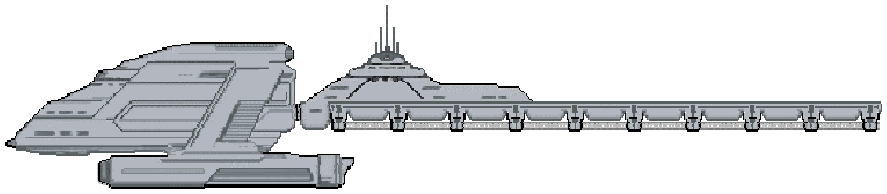
[1] No standard crew; can accommodate temporary personnel when necessary.
[2] Auxiliary power only for maintenance of support systems.
[3] Undeployed/deployed



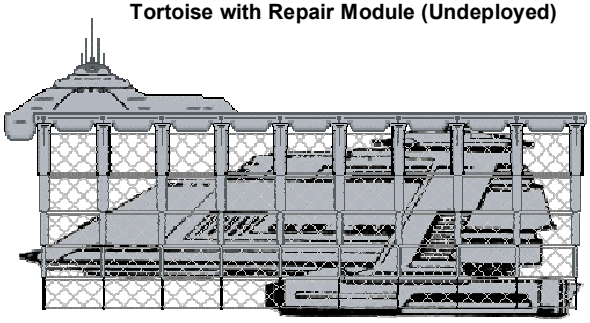
Notes:
Known Sphere of Operation: Confederation-Wide Use
Data Reliability: A – Transport Module; B – Transport; D – Repair Module; E – Assault and Outpost Modules
Major Data Source: Gorn Sector Intelligence, Border Patrol Contact Reports, Intercepted Transmissions

Designated *Tortoise* by Starfleet, this class is a heavy utility tug currently in production by the Gorn Alliance with the primary role of fleet support ship. In this capacity, it is designed to serve the Gorn fleet in various ways. As a transport, it serves the logistical needs of the fleet, hauling cargo in standardized pods to forward areas needing resupply. However, it is the other modules designed for the transport that make the ship unique and truly valuable to the Gorn.

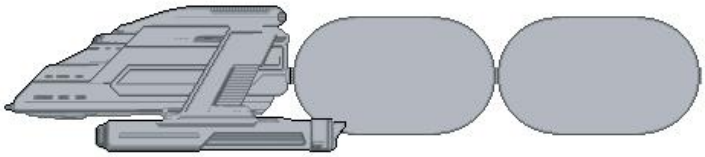
The repair module is a towed drydock which, while relatively inexpensive to build, has no engines of its own. The assault module can house armed shuttles and troops and has phaser batteries to support ground combat operations, but again, this module has no engines. The most recent module, a portable outpost similar in many respects to the *Regula* class, further reinforces the versatility of this Gorn program.



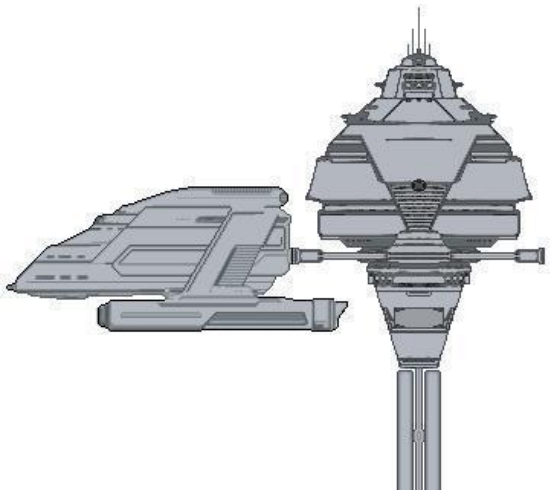
Tortoise with Repair Module (Undeployed)



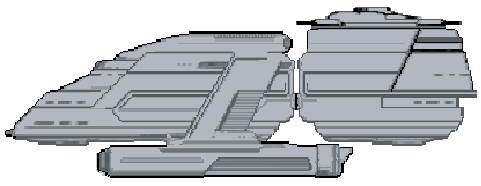
Tortoise with Repair Module (Deployed and Servicing *BH-2*)



Tortoise with Transport Modules (2)



Tortoise with Outpost Module



Tortoise with Assault Module

In order to be of use, the modules must be towed to the areas where they are required. At that point, the decision can be made on whether to separate the module and depart (freeing up the transport for other missions), or to remain docked. While in the docked configuration, all power to the module is supplied by the transport. Once separated, the module relies on matter/anti-matter power generators and essentially operates as a station, lacking substantial movement capability.

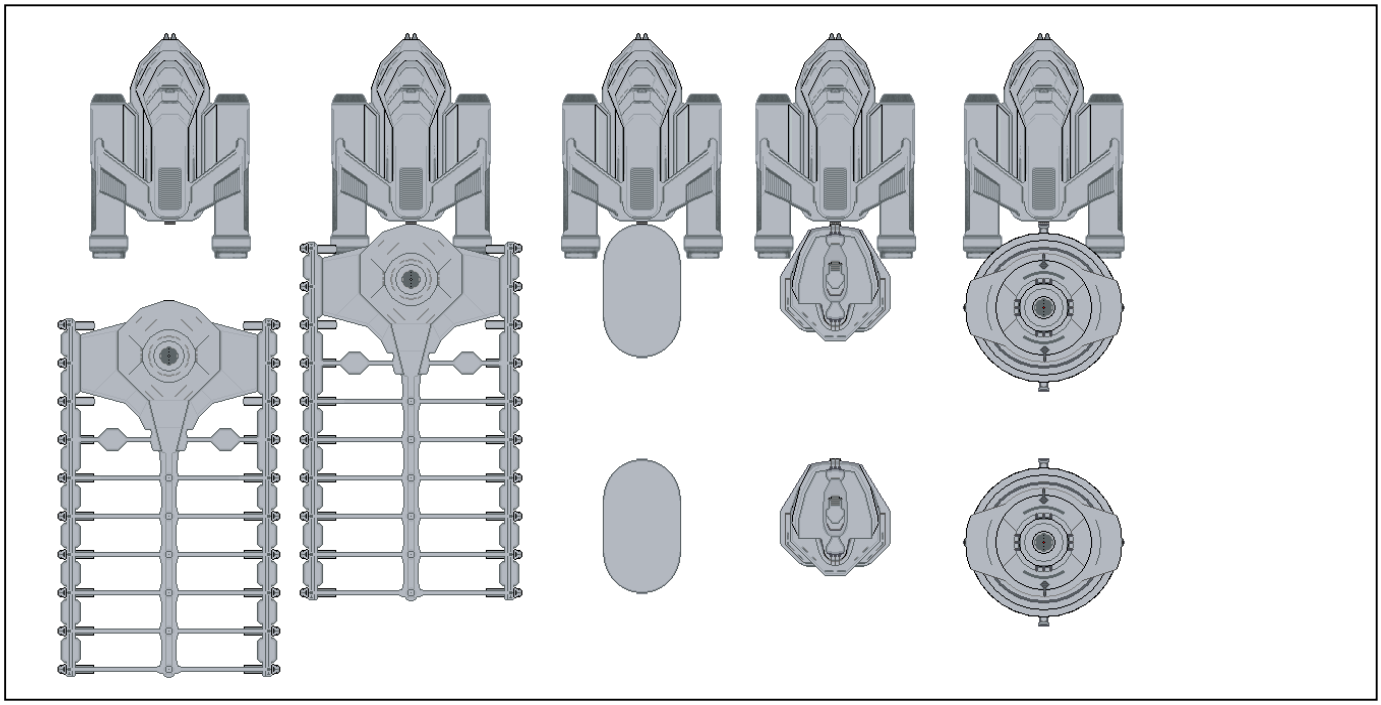
In its docked outpost or assault configurations, the *Tortoise* has plenty of spare power and a good, if modest, weapons arrangement. The repair module configureation meets a need sorely lacking to the Alliance in the past. Where fleet warships had to limp home for repairs in the past, or be utilized as in-system monitors, they can now call upon the *Tortoise*. In some cases, the *Tortoise* has even been known to separate its module and act as a warship in its own right (although it is not particularly maneuverable).

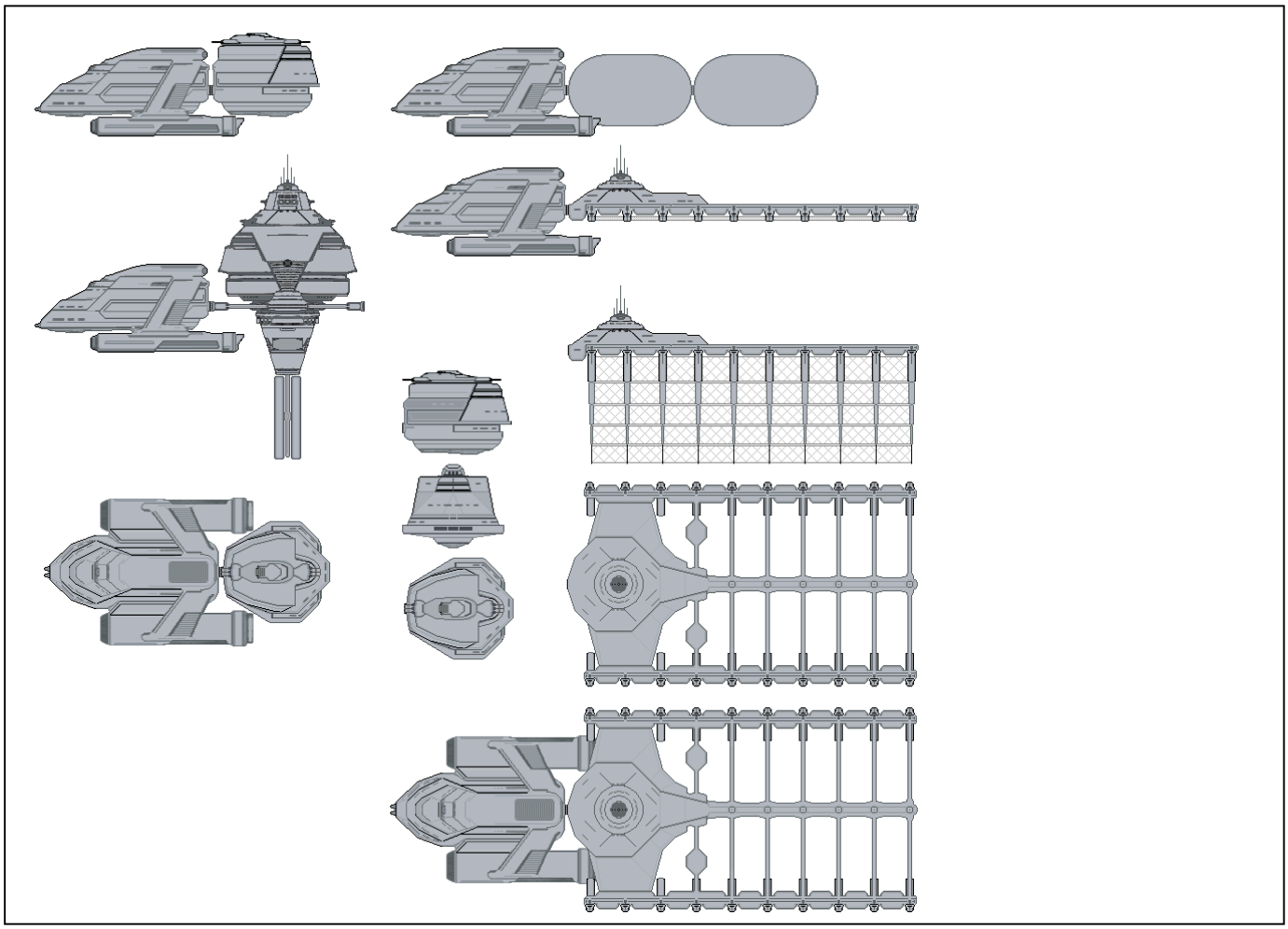
The *Tortoise*, which began construction in 2280 (2/18), is currently being produced at a rate of 4 per year. In light of favorable reports, production will likely increase. It is not currently known to Starfleet which clans are producing which modules; however, it is known that all of the clans have a stake of some sort in the production of *Tortoise* components.

Gamemaster's Notes: A module's shields cannot be powered while attached to a *Tortoise*. Instead, any module attached to a *Tortoise* gains the protection of the *Tortoise's* shields and otherwise functions as part of the towing *Tortoise*. Determine shield arcs for resolving weapons fire as normal by assuming the entire module is in the *Tortoise's* shield arc 6. Any damage taken in this arc is applied to the module.

While attached, all other systems on a module, including weapons and transporters, can be powered and used by the power available from the *Tortoise*.

A module cannot be powered by its own engines while towed, nor can its generators or impulse engines be used to generate any power, including motive power.





TH-2 *original design, schematics and text by Kevin Oyer. TH-2 module schematic by Kevin Oyer.* Ship Construction Manual, 2nd edition *by FASA consulted. Gamemaster's Notes and some statistics derived by Lee Wood (FASAfan@hotmail.com). Edited and compild by Lee Wood. Version 2.1. Statistics generated with the Chartless Construction System (http://games.groups.yahoo.com/group/Morena_Shipyards).*