

For FASA's STAR TREK: THE RPG

S-16 PATROL SHUTTLECRAFT / MK-1

United Federation Of Planets
Spacecraft Identification Class
1 / Sublight Spacecraft

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GENERAL DATA:

MASS: 2,060 mt

CONSTRUCTED: 15,200

IN SERVICE: 14,408

LOST IN THE LINE OF DUTY: 651

DATE ENTERED SERVICE: 2/0604

NOTE: The S-16 Patrol Shuttlecraft may take off from and land on all planetary surfaces with the exception of planetary classification: A, B, and N. It may operate from any starship, spacecraft, or space station with a flight/hangar deck or Star Fleet standard docking hatch.

HULL:

SUPERSTRUCTURE POINTS: (One)

1

CREW EGRESS: (One) Starfleet standard docking hatch, (One) Starfleet std. 4 person airlock

CARGO: 50 mt or 1 SCU

WEAPONS:

PHASER TYPE: (ONE) FH-1

FIRING CHART: F

FIRING ARCS: Forward

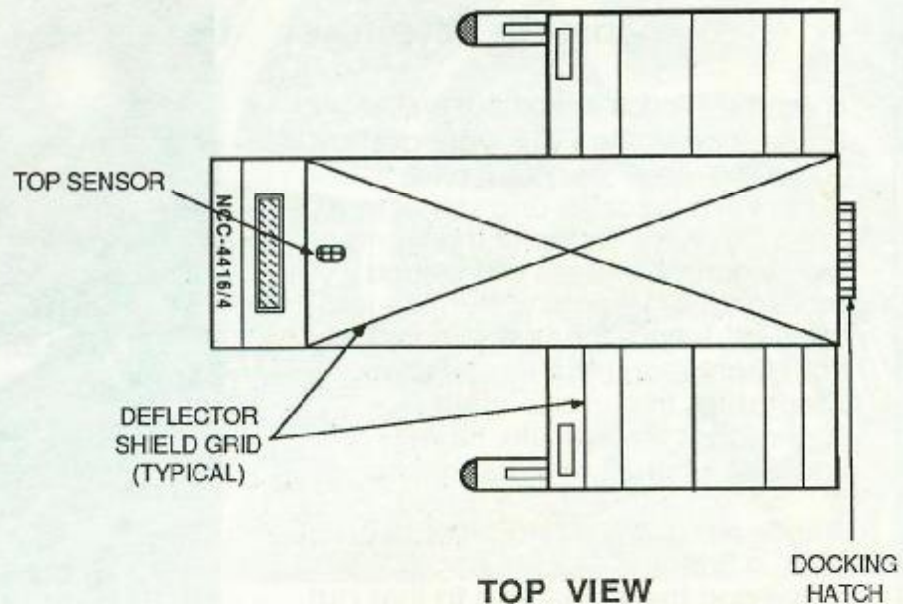
MAXIMUM POWER: 2

SUPPORT:

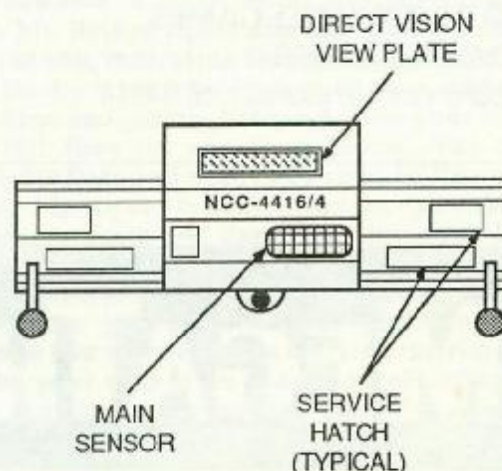
COMPUTER TYPE: L-12

MISSION DURATION: 4 standard months at full power with standard crew compliment

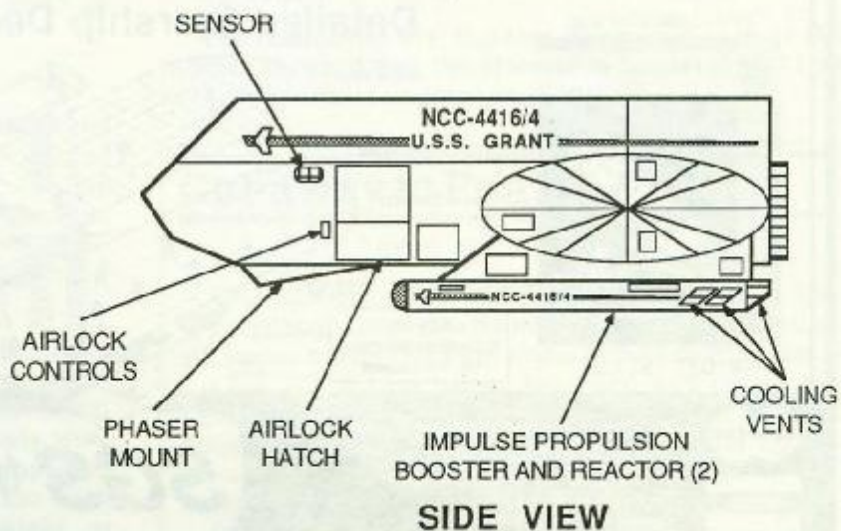
CREW: Pilot/Commander, Co-pilot/Engineer; Passengers: 5 standard, 21 in emergency; Federation/Starfleet standard life support, 35 environmental suits



TOP VIEW

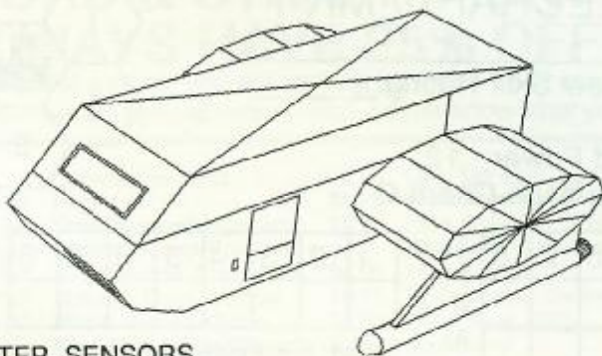


FRONT VIEW



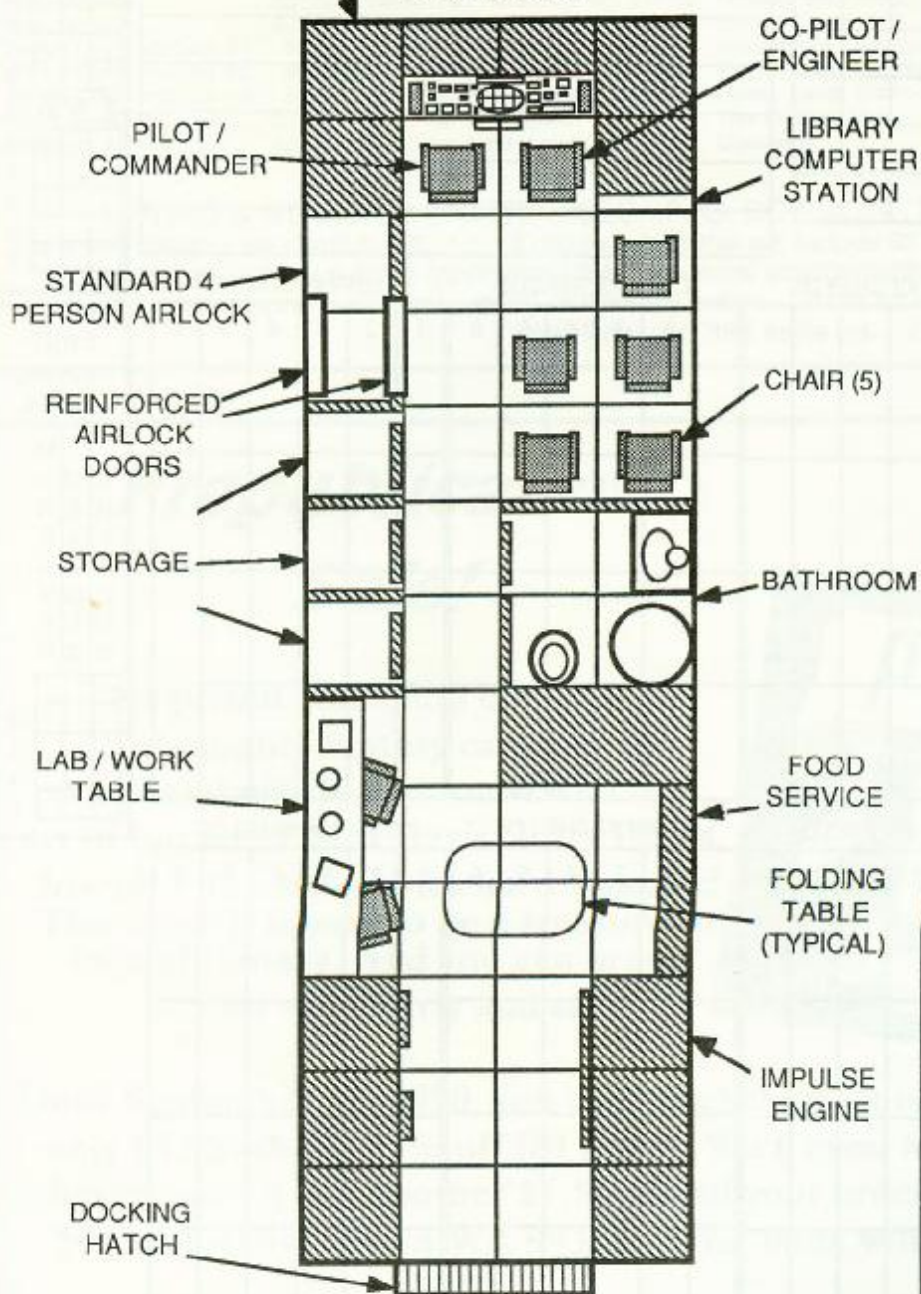
SIDE VIEW

NOTE
EACH SQUARE
IS EQUAL TO
1.5 METERS



MAIN COMPUTER, SENSORS
AND INSTRUMENTATION

FORWARD



SHIELDS:

SHIELD GENERATOR: FSA
MAXIMUM SHIELD POWER: 12
SHIELD POINT RATIO: 1/1

ENGINES:

IMPULSE ENGINE TYPE: (One) FIA-3
TOTAL POWER UNITS: 3
MOVEMENT POINT RATIO: 2/1
MAXIMUM SPEED: 0.94% of the
speed of light

COMBAT EFFICIENCY DATA:

WDF: 0.5
D: 20.43
CE: 10.2

MISSION PROFILE:

The S-16 functions as a typical Starfleet shuttlecraft. The increased size and mission duration makes it an excellent patrol or exploration craft. Most starships will carry at least one S-16, but individual captains can choose the number and type of shuttlecraft carried.

The S-16 Patrol Shuttlecraft's primary mission is to perform many of the patrol functions of a starship. Their larger size, range, and crew allow them to operate independently from their base or mother ship for longer periods.

A starship will typically spend anywhere from two days to two weeks in star systems with major bases, outposts, colonies, or stations. While in orbit the crew will provide regular medical, supply, and equipment inspections. The S-16 shuttlecraft can provide most of the remote site inspections, freeing the starship to either move on to another area in the system or to leave the system altogether and return at a prearranged time.

The secondary mission of the S-16 is as an exploration craft. Typically, a starship will launch several shuttlecraft to investigate different locations in newly discovered star systems. This allows for several on-site investigations to be going on at one time and provides better protection for landing parties. The S-16 combat systems are designed to defend and deter more than attack hostile forces. The S-16 should never be used in a high threat environment.

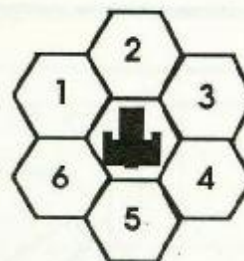


S-16 PATROL SHUTTLECRAFT / MK 1

Captain's Skill Rating: _____ Crew Skill Rating: _____

Shield Ratio - 1/1 Maximum Shield Power - 12

Stress Columns: / Damage Chart: C



5th Hit- Out

	1
	2
	3
	4
	5

1 2 3

4	5	6

Engineering Grids

SHIELDS WEAVER MAN

Turn	1	2	3	4	5	6	7	8
P								
H - F								

Chart: F / Power: 0-2

NOTES

[illegible]