

For FASA's STAR TREK: THE RPG

FEDERATION STARSHIPS: A-401 CLASS I ASSAULT BOAT and CORAL SEA CLASS VIII ASSAULT CARRIER

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The importance of air support for ground forces was a costly lesson learned by Starfleet Command during the Four Years War and small engagements since. A common Klingon tactic when landing a ground force is to beam ground units down and launch gunboats. The assault starship would move off to engage targets away from the planet, giving the troops and gunboats time to complete their mission. The Klingon gunboats had more firepower than Federation shuttlecraft used in surface combat missions. They provided fire support and disrupted defender landing operations. It took a starship to deal with the gunboats effectively.

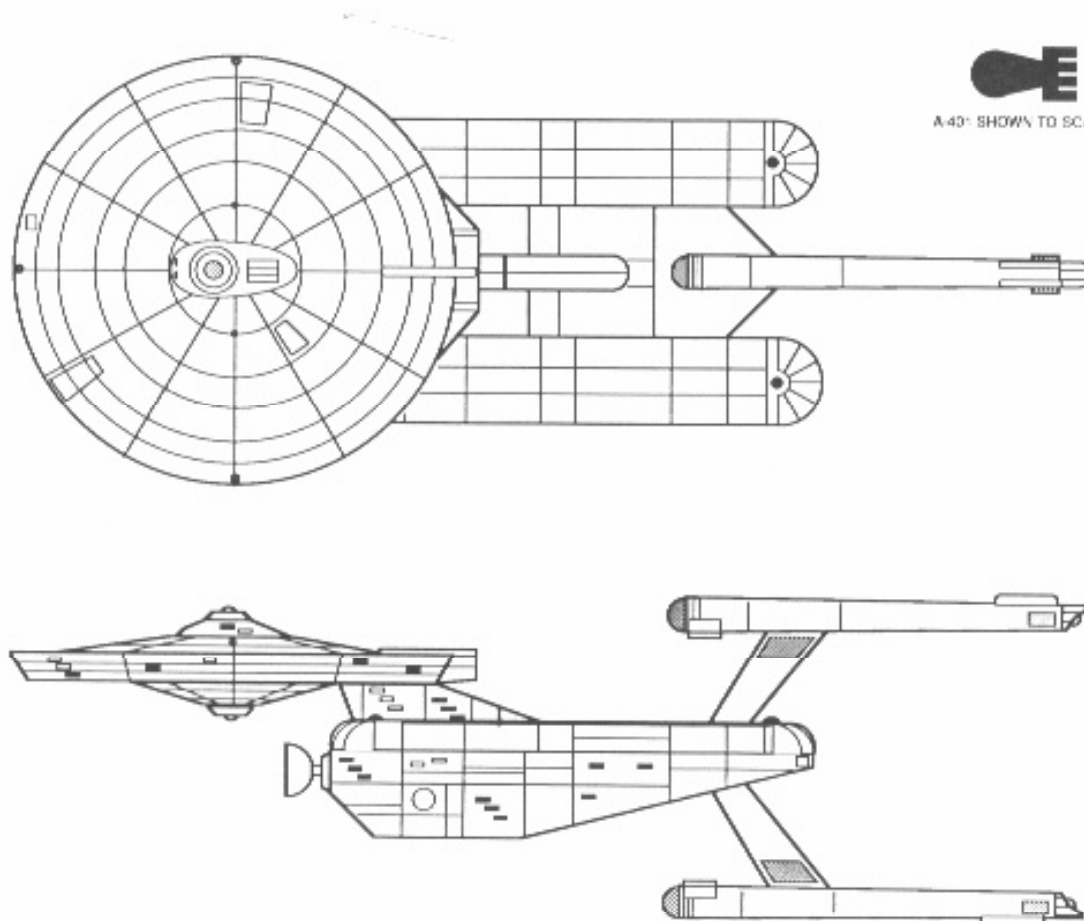
Starfleet Command needed a solution that could counter

the Klingon gunboat threat and provide increased support for ground forces without dispatching a starship. A request for a proposed sub-light assault boat was sent to all Federation spacecraft contractors.

The major design requirements for the proposed assault boat were that it must be class I size and have only impulse engines to reduce production and maintenance costs. The class I size would allow it to be loaded into most starship shuttlecraft hangars.

The assault boat could only have impulse engines if it was to operate closely with a starship. The warp fields become unbalanced when two or more sets of warp engines are

CORAL SEA CLASS ASSAULT CARRIER



Designed and Illustrated by Gary A. Kalin / 5-24-91

activated in close proximity. Warp drive engines also have large size and weight, limiting the number that could be carried in a hangar bay.

Most of the designs submitted were underpowered and poorly armed. Starfleet wasn't impressed with any of the designs until Collins Aerospace offered the A-401. Collins Aerospace was no newcomer to sub-light vessel design. They had produced many small sub-light support craft for the Starfleet Marines.

The A-401 earned its approval from its multi-impulse engine system. The M.I.E. system uses four small control computers, one for each of its four engines. The control computers monitor basic functions and make all necessary adjustments and corrections to maintain proper engine output. The control computers respond to commands from the main engineering computer.

The Collins design was just what Starfleet wanted. The four impulse engines provided the assault boat with sufficient power to be a serious combat vessel. They ordered ten prototypes for evaluation.

The A-401 passed its evaluations in little over six months. A total of 1,600 units were ordered to replace many lower powered shuttlecraft that were in service as assault craft.

Starfleet decided to order ten starships specifically designed as a mothership for the A-401. The U.S.S. *Coral Sea* was the first assault carrier completed. All were named after famous wet navy aircraft carriers.

Coral Sea Class VIII Assault Carrier

GENERAL DATA:

MASS: 119,218 mt CONSTRUCTED: 10
IN SERVICE: 10 DATE ENTERED SERVICE: 2/0207

HULL:

SUPERSTRUCTURE POINTS: 22

WEAPONS:

PHASER TYPE: 4 FH-6 FIRING CHART: N
MAXIMUM POWER: 3
FIRING ARCS: 2 FORWARD, 1 PORT, 1 STARBOARD
TORPEDO TYPE: 2 FP-5 FIRING CHART: R
POWER TO ARM: 1 DAMAGE: 16
FIRING ARCS: 2 FORWARD

SUPPORT:

COMPUTER TYPE: M-2 LANDING CAPABLE: NO
CARGO: 200 scu CREW: 250 TROOPS: 100
SHUTTLECRAFT: 6 A-401 ASSAULT BOATS: 10
TRANSPORTERS: 6 PERSON: 4, 20 PERSON: 2, CARGO: 1

SHIELDS:

SHIELD GENERATOR: FSK
MAXIMUM SHIELD POWER: 16 SHIELD RATIO: 1/2

ENGINES:

WARP ENGINE TYPE: FWE-2 NUMBER: 2
POWER UNITS AVAILABLE: 13
TOTAL WARP POWER UNITS: 26
STRESS COLUMNS: G/K

MOVEMENT POINT RATIO: 4/1 (LOADED)

3/1 (UNLOADED)

MAX SAFE CRUISING WARP SPEED: 7/6

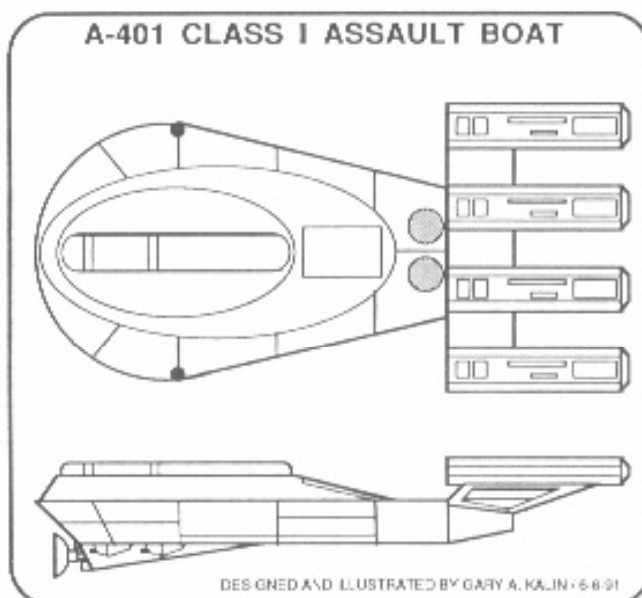
EMERGENCY WARP SPEED: 9/8

IMPULSE ENGINE TYPE: FIF-1

POWER UNITS AVAILABLE: 12

COMBAT EFFICIENCY DATA:

WDF: 11.8 D: 90.46 CE: 10.67



A-401 Class I Assault Boat

GENERAL DATA:

MASS: 4,810 mt CONSTRUCTED: 1,600
IN SERVICE: 1,552 DATE ENTERED SERVICE: 2/0206

HULL:

SUPERSTRUCTURE POINTS: 2

WEAPONS:

PHASER TYPE: 4 FH-1 FIRING CHART: F
MAXIMUM POWER: 2 FIRING ARCS: 4 FORWARD

SUPPORT:

COMPUTER TYPE: L-12 LANDING CAPABLE: YES
CARGO: NONE CREW: 2 TRANSPORTERS: NONE

SHIELDS:

SHIELD GENERATOR: FSC
MAXIMUM SHIELD POWER: 14 SHIELD RATIO: 1/1

ENGINES:

WARP ENGINE TYPE: NONE
IMPULSE ENGINE TYPE: FIA-3 NUMBER: 4
POWER UNITS AVAILABLE: 3
TOTAL POWER UNITS AVAILABLE: 12
MOVEMENT POINT RATIO: 1/1

COMBAT EFFICIENCY DATA:

WDF: 2.0 D: 38.9 CE: 0.7

Coral Sea Class VIII Assault Carrier

Stress Columns: / Damage Chart: C



5:11 PM - COT

	1
	2
	3
	4
	5

4	5	6

Engineering Grids

SHIELD SWAMP MA
E P O V
D N R

		Turn	1	2	3	4	5	6	7	8
Warp Speed										
Sensor Status										
Warp Engine-1		13								
Warp Engine-2		13								
Impulse		12								
Superstructure		22								
Crew		320								
Total Power Available										
Power to Movement										
MOVEMENT POINTS										
Power to Shields										
Power to Weapons										
P H A S E R	Chart: N	F								
	Power: 0-3	F								
	+2(1-7)	P								
	+1(8-13)	S								
T O R	Chart: R	F								
	Arm: 1 Damage: 16	F								

TORPEDO[illegible][illegible][illegible]

FEDERATION STARSHIP

A-401 Class I Assault Boat

Vessel Name: _____

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

Movement Ratio - 1/1

Shield Ratio - 1/1 Maximum Shield Power - 14

Stress Columns: _____ / _____ Damage Chart: C



System Repair
1st Hit- 1 to 8
2nd Hit- 1 to 6
3rd Hit- 1 to 4
4th Hit- 1 to 2
5th Hit- Out

Turn	1	2	3	4	5	6	7	8
Sensor Status								
Impulse Engine-1	3							
Impulse Engine-2	3							
Impulse Engine-3	3							
Impulse Engine-4	3							
Superstructure	2							
Crew	2							
Total Power Available								
Power to Movement								
MOVEMENT POINTS								
Power to Shields								
Power to Weapons								
P	F							
H	Chart: F	F						
A	Power:	F						
S	0-2	F						
E		F						
R		F						

TURN #1 SHIELDS	TURN #2 SHIELDS
1 2 3 4 5 6	1 2 3 4 5 6

TURN #3 SHIELDS	TURN #4 SHIELDS
1 2 3 4 5 6	1 2 3 4 5 6

TURN #5 SHIELDS	TURN #6 SHIELDS	TURN #7 SHIELDS	TURN #8 SHIELDS
1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6

Sensors
1
2
3
4
5

Shields
1 2 3
1
2
3
4
5
4 5 6
1
2
3
4
5

Engineering Grids
M
W
A
S
H
E
N
E
P
U
L
O
V
E
R
1
2
3
4
5