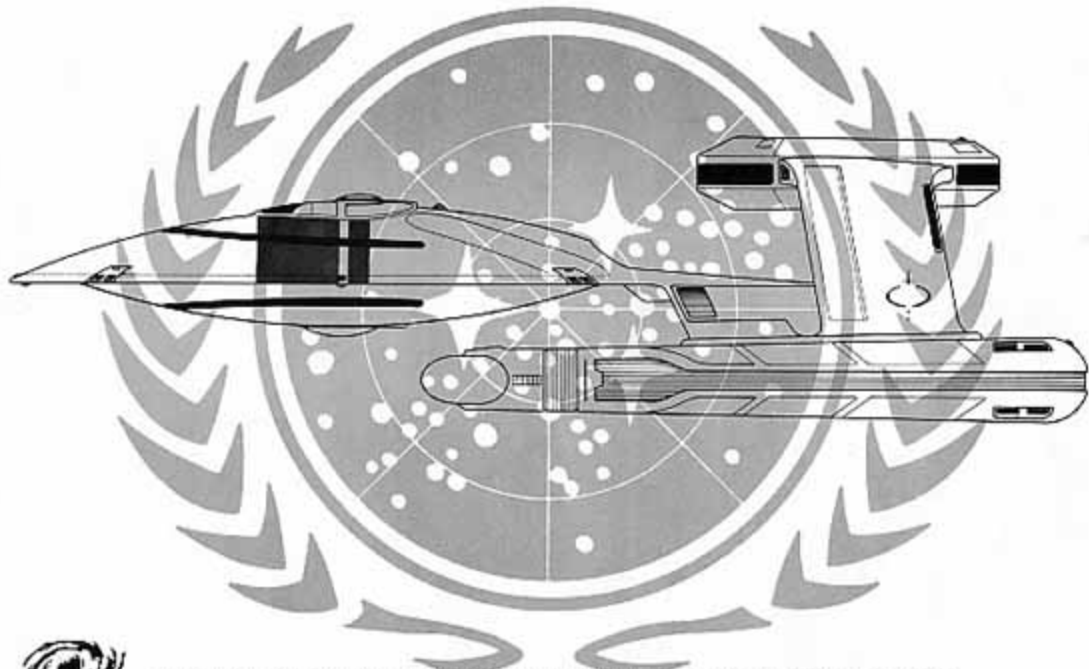


PALADIN CLASS

SCOUT/DESTROYER



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PALADIN CLASS SCOUT/DESTROYER

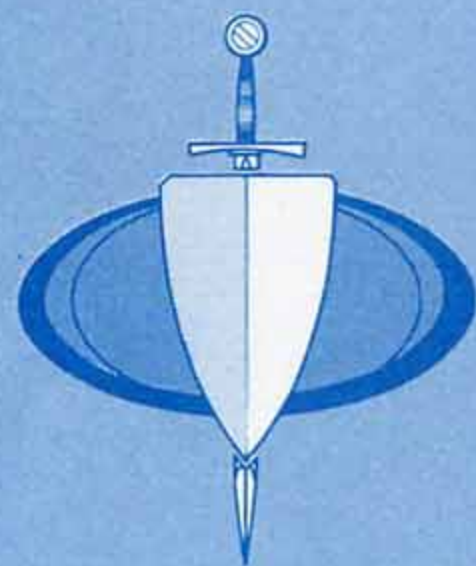
The outstanding success of the Galaxy Class exploration cruisers and the promising reports on the Olympic class dreadnought project, has prompted Starfleet to begin a total overhaul of the existing fleet and to begin contracting for the construction of several new classes of ships. The first of the new vessels to be constructed is the Paladin Class Scout/Destroyer because of the class' mission flexibility. The new warp technology combined with advance weapons, defenses and computer systems allows even the relatively small scout/destroyer to handle a wide variety of crisis situations quickly and efficiently. This will be vital during the sensitive conversion process since entire sectors will be left defenseless while the ships that normally patrol them will be in drydock. Ships that cannot be converted will be retired, scrapped or stripped of weapons and sold to the private sector.

- 1 MANEUVERING THRUSTER
- 2 REACTION CONTROL THRUSTER
- 3 PHASER COLLIMER RING
- 4 NAVIGATION LIGHT
- 5 BRIDGE
- 6 MAIN CONFERENCE ROOM WINDOWS
- 7 PRIMARY NAVIGATION BEACON
- 8 MAIN CARGO HATCHES
- 9 SHUTTLE BAY DOORS
- 10 EMERGENCY FLUSH VENTS
- 11 POD HEAT VENTS
- 12 PERSONNEL HATCH
- 13 NAVAL CONSTRUCTION CONTRACT NUMBER
- 14 VESSEL NAME
- 15 WEAPONS POD*
- 16 POD SUPPORT PYLON
- 17 TAC CENTER WINDOWS
- 18 WARP NACELLE (PORT)
- 19 WARP NACELLE (STARBOARD)

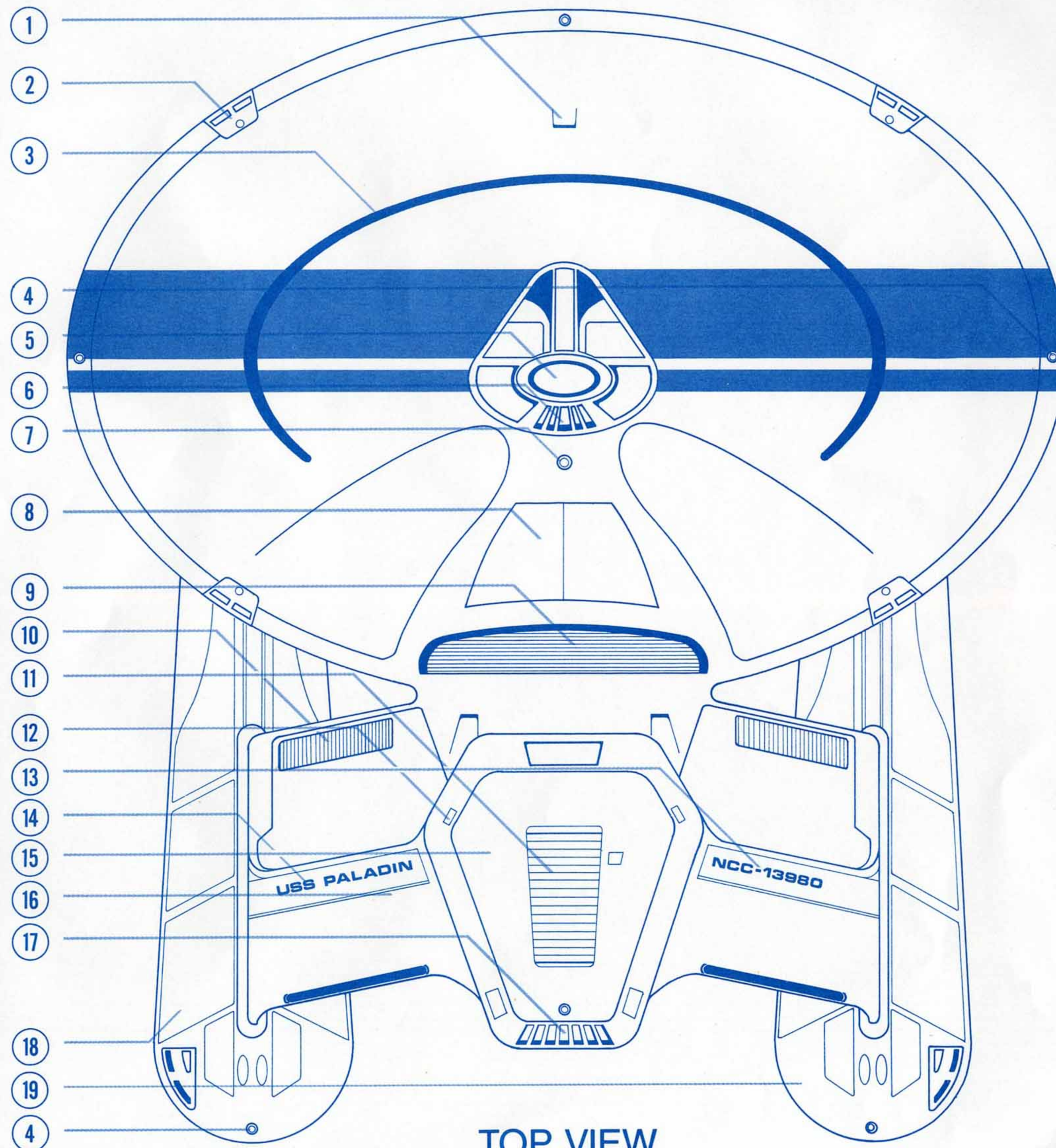
VESSEL CLASS INSIGNIA



SCOUT VERSION



DESTROYER VERSION



TOP VIEW

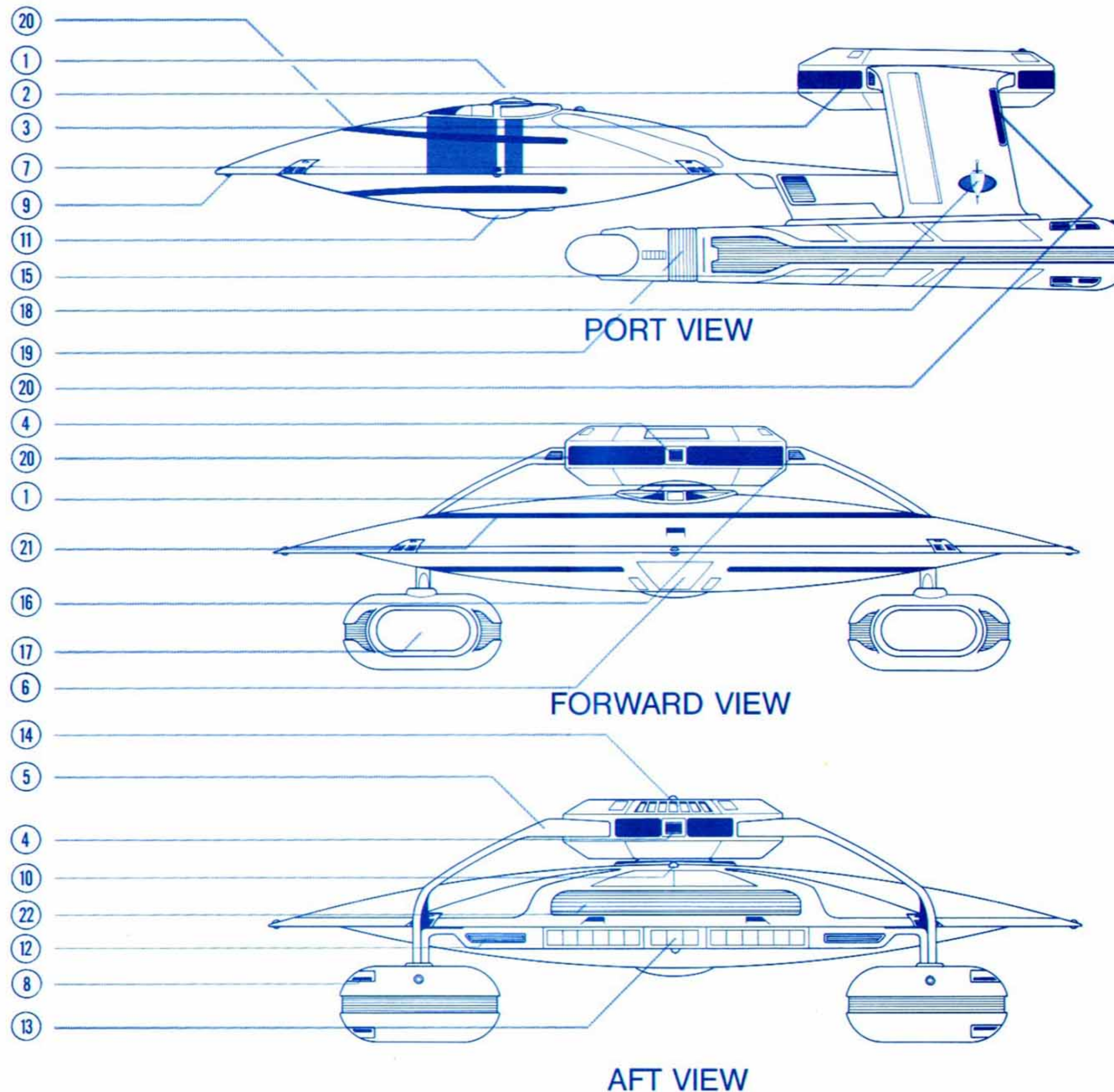
SPECIFICATIONS

DISPLACEMENT: 106,521 mt
LENGTH: 107.1 m
BEAM: 95.8 m
DRAFT: 28.6 m
PROPULSION: TWO (2) UW-835 DILITHIUM ENERGIZED MULTIPHASE ULTRAWARP DRIVE UNITS
VELOCITY: STANDARD: ULTRAWARP 5.5
 MAXIMUM: ULTRAWARP 7.0
ACCELERATION: STATIONARY - 9.8g: 8.5 SECONDS
 9.8c: - WARP ENGAGE: 0.6 SECONDS
 WARP 1 - WARP 3: 1.5 SECONDS
 WARP 3 - WARP 5: 1.2 SECONDS
 WARP 5.5 - WARP 7: 2.5 SECONDS
DURATION: 2 YEARS STANDARD
 10 YEARS MAXIMUM
COMPLEMENT: 148
SHUTTLECRAFT: 2 MULTIPURPOSE ORBITAL SHUTTLES
NAVIGATION: "GALILEO" WARP CELESTIAL GUIDANCE SYSTEM
COMPUTERS: DUOTRONIC M-8A AICS
WEAPONS: PHASERS:
 4 - TYPE C-593 COLLIMMER BANKS
 2 - TYPE C-580 COLLIMMER RINGS
 4 - TYPE C-800 HEAVY COLLIMMER BANKS
 PHOTON TORPEDOES:
 2 - TYPE H-655-D TUBES
 (ONE FORWARD/ONE AFT)
DEFENSE: "TRIDENT" SHIELD GENERATION SYSTEM
 PRIMARY DEFLECTORS
 RADIATION SHIELDING AND INERTIAL DAMPING SYSTEM
LIFE SUPPORT: STANDARD A-321 5 YEAR RECONSTITUTION SYSTEM
 ARTIFICIAL GRAVITY: 0.5g - 1.5g

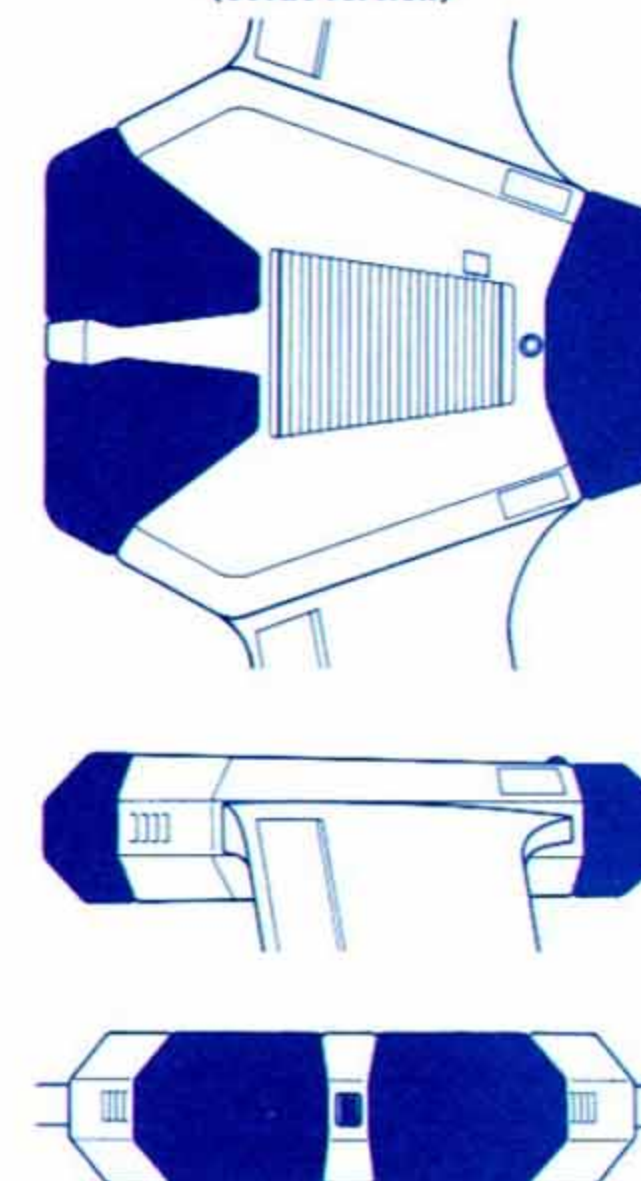
DIAGRAM KEY

- 1 BRIDGE
- 2 WEAPONS POD*
- 3 MAIN PHASER COLLIMMER BELT
- 4 PHOTON TORPEDO TUBE
- 5 POD SUPPORT PYLON
- 6 LANDING RAMP HATCH
- 7 REACTION CONTROL THRUSTER
- 8 MANEUVERING THRUSTER
- 9 NAVIGATION LIGHT
- 10 PRIMARY NAVIGATION BEACON
- 11 NAVIGATIONAL DOME
- 12 IMPULSE ENGINES
- 13 SHIP'S LIFE BOATS
- 14 TAC CENTER WINDOWS
- 15 VESSEL CLASS INSIGNIA
- 16 EMERGENCY FLUSH VENTS
- 17 SPACE MATRIX ACQUISITION
- 18 MAIN OUTBOARD INTERCOOLER
- 19 PRE-STAGE FLUX CHILLER
- 20 PHASER COLLIMMER BANK
- 21 PHASER COLLIMMER RING
- 22 SHUTTLE BAY DOORS

PALADIN CLASS SCOUT/DESTROYER



SENSOR POD (Scout Version)



PALADIN CLASS SCOUT/DESTROYER

NAVAL CONSTRUCTION CONTRACT NUMBER

NCC-13980
 NCC-13981
 NCC-13982
 NCC-13983
 NCC-13984
 NCC-13985
 NCC-13986
 NCC-13987
 NCC-13988
 NCC-13989
 NCC-13990
 NCC-13991
 NCC-13992
 NCC-13993

VESSEL NAMES* (DESTROYERS)

USS PALADIN
 USS ARTHUR
 USS LANCELOT
 USS GAWAIN
 USS UTHUR
 USS BEOWULF
 USS ACHILLES
 USS OTAFF
 USS DRAL
 USS THAREK
 USS ESTAK
 USS MACBETH
 USS TARSH
 USS MCCAIN

(SCOUTS)

NCC-14500
 NCC-14501
 NCC-14502
 NCC-14503
 NCC-14504
 NCC-14505
 NCC-14506
 NCC-14507
 NCC-14508
 NCC-14509
 NCC-14510
 NCC-14511
 NCC-14512
 NCC-14513

USS COLUMBUS
 USS CLARK
 USS LEWIS
 USS ERIKSON
 USS SELIN
 USS MEVIER
 USS MAGELLAN
 USS ODYSSEUS
 USS MELBOURN
 USS SEVIT
 USS KOTHIR
 USS T'SUL
 USS TRENT
 USS S'KEALIC

*PARTIAL LISTING ONLY



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NEW SYSTEMS AND EQUIPMENT

SEAMLESS DEFLECTOR GRID

On many of the smaller Starfleet vessels such as the Paladin class Scout/Destroyer, a new method of deflector plate adhesion has made possible a seamless deflector system that improves hull durability by nearly 87.3%. Energizing response time is also greatly reduced, giving the Captain and crew an extra few moments to react to any hostile action.

The one major drawback to the system which prevents its use on vessels larger than 110,000 metric tons, is that external viewports are not possible.

The lack of these viewports is considered a psychological strain on most humanoid races. Therefore, only after undergoing special psychological screening, will any Starfleet personnel be assigned to a vessel equipped with the seamless deflector system.

SMALL VESSEL GROUNDING PACKAGE

This complex system, also available only to vessels under 110,000 metric tons, allows a starship to land on a planet or planetoid and lift off again with relative ease. The system is made up of three basic components.

1. Anti-Grav Plate Network (APN)

These plates, located at structural hard points in the underside of the vessel, allow gradual descent and liftoff from a positive gravity well (planet or planetoid) while thrusters and impulse units are used for propulsion.

2. Landing Ramps

This ramp folds down from the primary hull allowing easy planetary access to personnel. The top of the ramp can be either smooth, to allow deployment of specialized wheeled vehicles, or (through the use of hydrolically controlled plates) steps extend from the surface.

3. Landing Skids

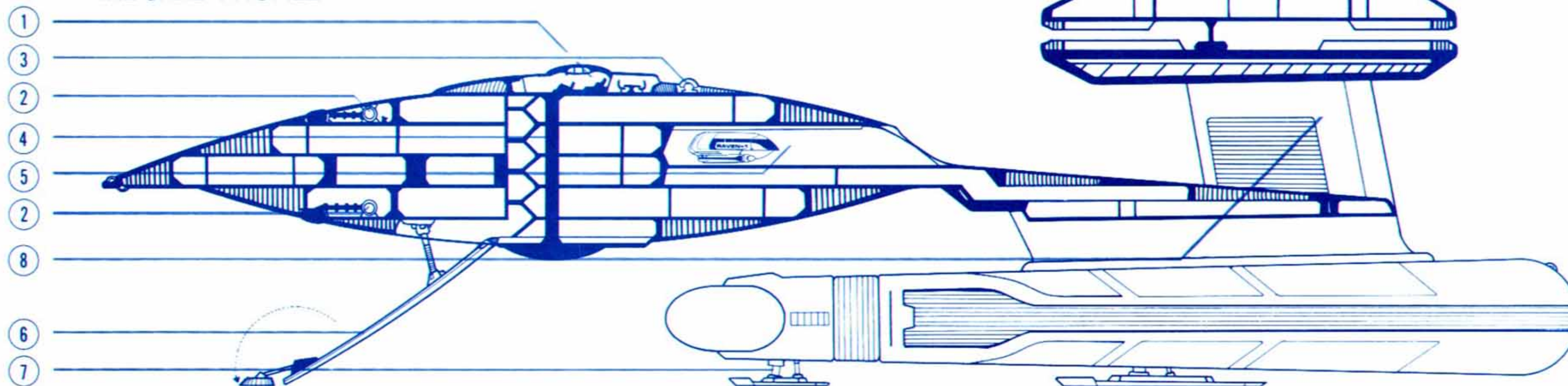
During space operations, the landing struts are concealed in the bottom of the warp nacelles, protected behind sliding panels. Before landing however, the skids are deployed to absorb landing shock and to support the vessel within a gravity field. Adhered to the struts themselves are anti-grav units separate from the APN system that generate a field at the base of each pad. This creates a three centimeter space between the pads and the ground so the vessel never actually touches the surface.



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PALADIN CLASS SCOUT/DESTROYER

INBOARD PROFILE



S-28 RECON SHUTTLECRAFT

The S-28 Shuttlecraft incorporates most of the onboard systems found in the S-20 through S-27 models with several major modifications.

The first is the inclusion of warp engines capable of speeds up to standard Warp 2. This is now possible due to the numerous advances in micro-warp technology. The cost of the speed however is a loss of crew space of up to 60%.

The second major renovation is the extended sensor package that nearly triples the range of that found in the S-20.

The third and final improvement is in the area of defense. The S-20 is equipped with shields that surpass the S-20's by 250%. This difference in power (due to the extra power generated by the warp units) has prompted many in Starfleet to suggest that the S-28 replace the standard administrative shuttle aboard most starships.

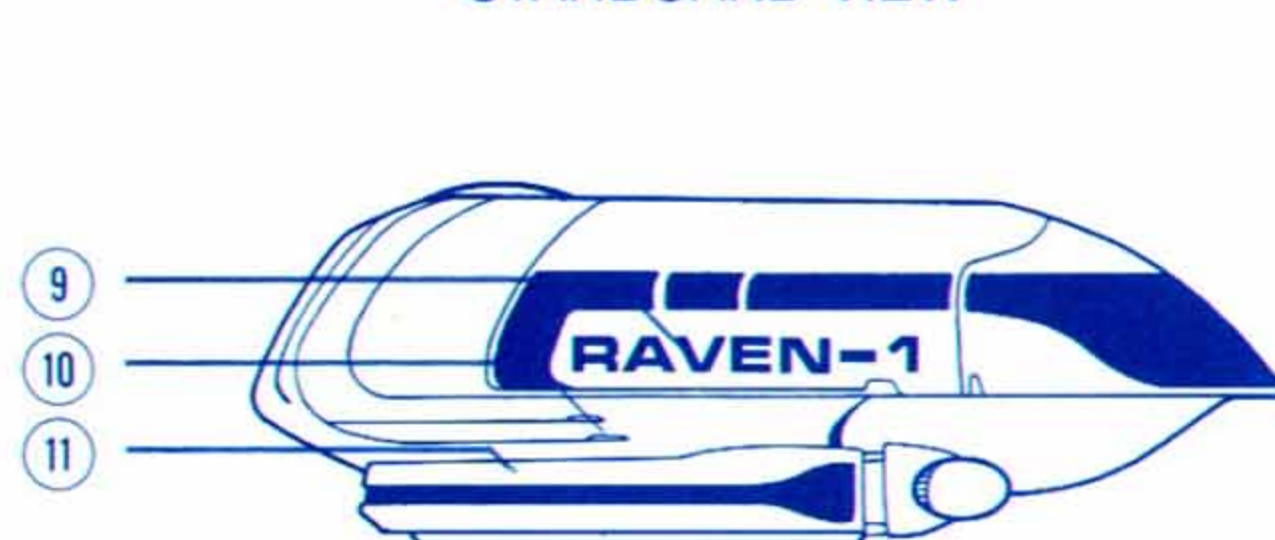
DIAGRAM KEY

- | | | | |
|----|----------------------------------|----|----------------------------------|
| 1 | BRIDGE | 13 | MAGNATOMIC AMPLIFICATION CRYSTAL |
| 2 | PHASER POWER CONDUIT | 14 | EMERGENCY HATCH |
| 3 | PRIMARY NAVIGATION BEACON | 15 | MAIN SENSOR PACKAGE |
| 4 | COMPUTER CORE | 16 | NAVIGATIONAL DEFLECTOR |
| 5 | SHUTTLEBAY | 17 | LANDING PLATE |
| 6 | LANDING RAMP | | |
| 7 | LANDING SKIDS | | |
| 8 | POWER TRANSFER VEINS | | |
| 9 | SHUTTLE NAME | | |
| 10 | SPACE MATRIX ACQUISITION SENSORS | | |
| 11 | WARP UNIT (P/S) | | |
| 12 | MAIN HATCH | | |

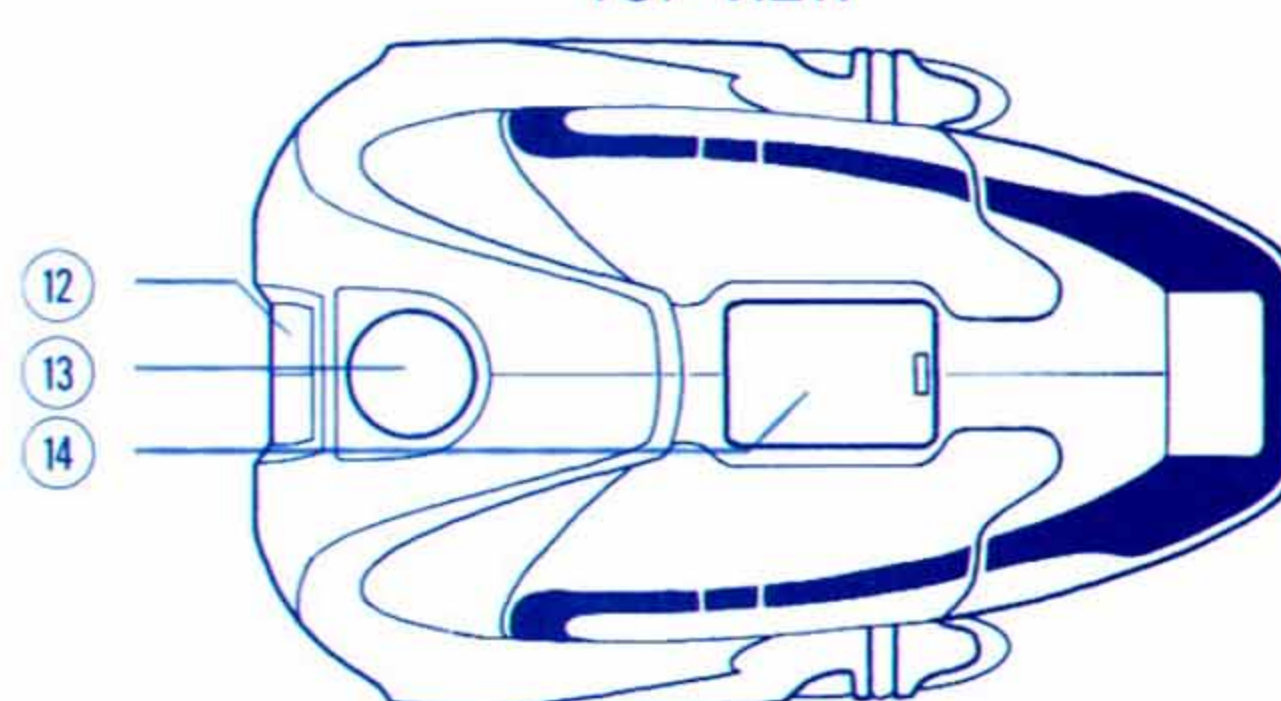


S-28 RECON SHUTTLECRAFT

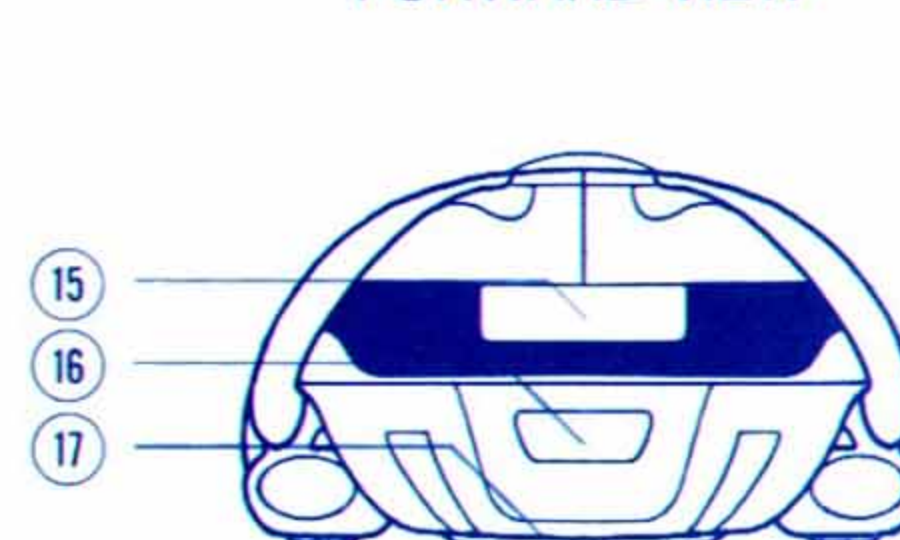
STARBOARD VIEW



TOP VIEW



FORWARD VIEW



ROLE PLAYING GAME SUPPLEMENT SHEET

Construction Data	Scout	Destroyer
Model Number –	MK III	MK IV
Date Entering Service –	3/0508	3/0502
Number Constructed –	309	450
Hull Data:		
Superstructure Points –	32	35
Damage Chart –	C	C
Size		
Length –	107.1m	107.1m
Width –	95.8m	95.8m
Height –	28.6m	28.6m
Weight –	104,733mt	106,521mt
Cargo		
Cargo Units –	250 SCU	180 SCU
Cargo Capacity –	15,000mt	6,000mt
Landing Capability –	Yes	Yes
Equipment Data:		
Control Computer Type –	M-8A AICS	M-8A AICS
Transporters –		
Standard 6-person	2	2
Emergency 12-person	2	2
Cargo	4	4
Other Data:		
Crew –	148	148
Passengers –	30	10
Shuttlecraft –	2	2
Engines and Power Data:		
Total Power Units Available –	80	80
Movement Point Ratio –	6/1	6/1
Warp Engine Type –	FVWA5	FVWA5
Number –	2	2
Power Units Available –	31	31
Stress Charts –	E/F	E/F
Max. Safe Cruising Speed –	Warp 5.5*	Warp 5.5*
Emergency Speed –	Warp 7.0*	Warp 7.0*
Impulse Engine Type –	FIJ-2	FIJ-2
Power Units Available –	18	18
Weapons and Firing Data:		
Beam Weapon Type –	FH-17	FH-17
Number –	8 in four banks of 2	8 in four banks of 2
Firing Arcs –	280 degree Collimator	280 degree Collimator
	Arc 1/p/s	Arc 1/p/s
Firing Chart –	X	X
Maximum Power –	8	8
Damage Modifiers –		
+3	(1 – 9)	(1 – 9)
+2	(10 – 18)	(10 – 18)
+1	(19 – 22)	(19 – 22)
Beam Weapon Type –	_____	FH-20
Number –	_____	4
Firing Arcs –	_____	1 f/p, 1 f/s
	_____	1 a/p, 1 a/s
Firing Chart –	_____	Y
Maximum Power –	_____	10
Damage Modifiers –		
+3	_____	(1 – 11)
+2	_____	(12 – 20)
+1	_____	(21 – 24)
Missile Weapon Type –	_____	FP-10
Number –	_____	2
Firing Arcs –	_____	1f, 1a
Firing Chart –	_____	S
Power to Arm –	_____	1
Damage –	_____	20
Shield Data:		
Deflector Shield Type –	FSP	FSP
Shield Point Ratio –	1/3	1/3
Maximum Shield Power –	16	16
Combat Efficiency:		
D –	85.5	105.1
WDF –	96.0	120.3