

Galaxy Class 16 Exploration Cruiser

Revised Statistics

	<u>Saucer Section</u>	<u>Combined Sections</u>	<u>Stardrive Section</u>
Model number		Mark One	
Service debut		3/0301 (Earth year 2357)	
Number built		6	
Number refit		0	
Superstructure	64	122	58
Damage chart	C	C	C
Length-width-height	367-467-58m	643-467-138m	380-302-109m
Tonnage	199,270 mt	397,805 mt	198,535 mt
Cargo units	450 scu	900 scu	450 scu
Cargo capacity	22,500 mt	45,000 mt	22,500 mt
Decks	16	42	35
Computer	M-12	M-12	M-12
Transporters			
6 person	10	20	10
large cargo	1	3	2
small cargo	3	5	2
Crew		497	
Passengers			
normal		515	
VIP		44	
Shuttlecraft			
type 7 (5-20)	10	20	10
type 6	12	20	8
shuttlepods	13	24	10
captain's gig	1	1	
Total power	52	262	210
Movement point ratio	4/1	7/1	5/1
Warp engine type		FUWA - 1v1	FUWA - 1v1
number, power each		2, 80	2, 80
stress charts	G/L	E/F	E/F
max. safe speed	Warp 0.6	Warp 6	Warp 7
emergency speed	Warp 0.9	Warp 9.8	Warp 9.8
Impulse engine type	FIL - 2	FIM - 1	FIM - 1
number, power each	2, 26	1, 50	1, 50
Phaser type	FH-28	FH-28	FH-28
total emitter segments	10	23	13
usable	2	12	8
firing arcs	300° forward upper and lower sweep f/p/s/a	any/all	any/all

firing chart	Y-2	Y-2	Y-2
maximum power (per segment)	20	20	20
damage modifiers			
+3		1-21	
+2		22-38	
+1		39-48	
Photon torpedo type	FP-20	FP-20	FP-20
firing arcs	1a	1f, 1a	1f, 1a
torpedoes per tube	5	5	5
firing chart	S-2	S-2	S-2
power to arm	1 per tube	1 per tube	1 per tube
damage	25	25	25
shipwide arsenal	50	250	200
Deflector shield type	FSW-A	FSW-C	FSW-C
point ratio, layers	1/6, 2	1/6, 3	1/6, 3
power per layer, net	24, 48	30, 90	30, 90
Combat efficiency			
D	264.8	473.1	338.8
WDF	132.8	444.8	355.2

Notes Regarding the *Galaxy* Class Revised Statistics:

PHASERS:

Though the phaser system of the *Galaxy* class actually mounts hundreds of emitter segments, I have divided these into larger segments corresponding to firing arcs: each ring in the Saucer now contains 5 emitter segments (a/p, f/p, f, f/s, a/s), the Stardrive forward track 3, ventral track 2, and every other track contains 1 for the grand total of 23. The tracks that mount more than one segment can combine them all into one beam, such as the ventral ring combining its 5 segments at 20 power to produce a single 100-point beam, vectorable anywhere within its range. At any given time, though, only a few of these segments are usable at maximum power, due to power and computational restraints; this also means that while combined, the Stardrive section's forward track cannot fire, unless the Saucer section is to be annihilated!

PHOTON TORPEDOES:

Five torpedoes per tube are always ready. These five can be rapidly launched consecutively, or launched together in a multi-warhead mode. One point of power is now sufficient to arm the entire tube, including its torpedoes (i.e., up to five torpedoes can be armed with 1 point). Like the Stardrive's forward phasers, the Saucer's aft tube cannot fire while combined, unless an explosive ship separation is called for!

SHIELDS:

Multiple shield layers appear to be a sensible development in the evolution of shield technology; as seen, it provides great levels of protection at low power costs, which should be expected by then. The FSW-C system acts as the primary network, with the FSW-A coming on line only after Saucer separation. Assuming six general shield "surfaces" (fore, aft, port, starboard, dorsal, and ventral), the net figure shown with the FSW-C represents not only the effective level of protection for a triple-layered "surface," but also the power cost to maximally shield the entire ship under three layers; the resultant effective level of protection then, adds up to a whopping 540 points, compared to that of 96 for the 1701-A. I told you it was advanced!