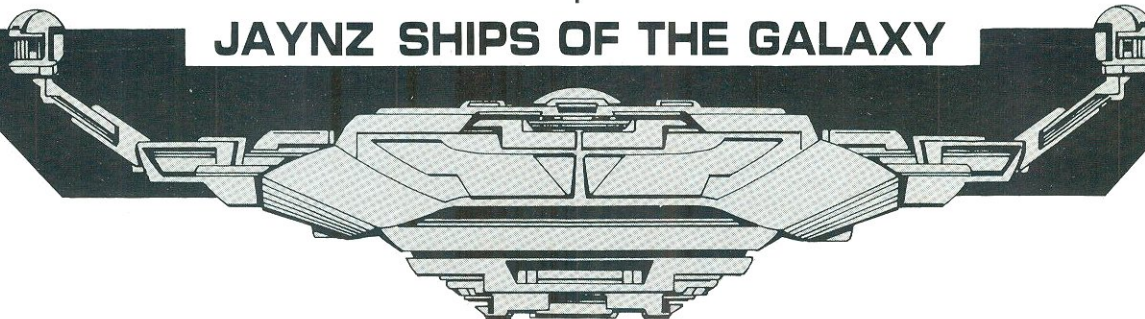


JAYNZ SHIPS OF THE GALAXY



It seems appropriate to have a monthly column dealing with ships in the *STAR TREK* universe. The ship combat system has proven to be one of the most popular sections of STRPG1, so much so that it has spun off a game of its own; the **Starship Combat Simulator**. *Jaynz Ships of the*

Galaxy will deal with variants of existing vessels as well as new types. We welcome outside contributions of ship designs. These may include deck plans or just outside views of the vessel along with stats. Manuscripts may be sent to the **STARDATE™** editorial offices.

Hull Data:
Hull Numbers — 91400 - 91600
Model Numbers — MK V
Date Entering Service — 2/15
Number Constructed — 140

Size
Length — 220 m
Width — 85 m
Height — 58 m
Weight — 48,000 mt
Cargo Units — 250
Engines And Power Data:
Total Power Units Available — 16
Movement Point Ratio — 3/1
Warp Engine Type — FWE
Number — 1
Power Units Available — 10
Stress Charts — F/J
Maximum Safe Cruising Speed — 7
Emergency Speed — 9

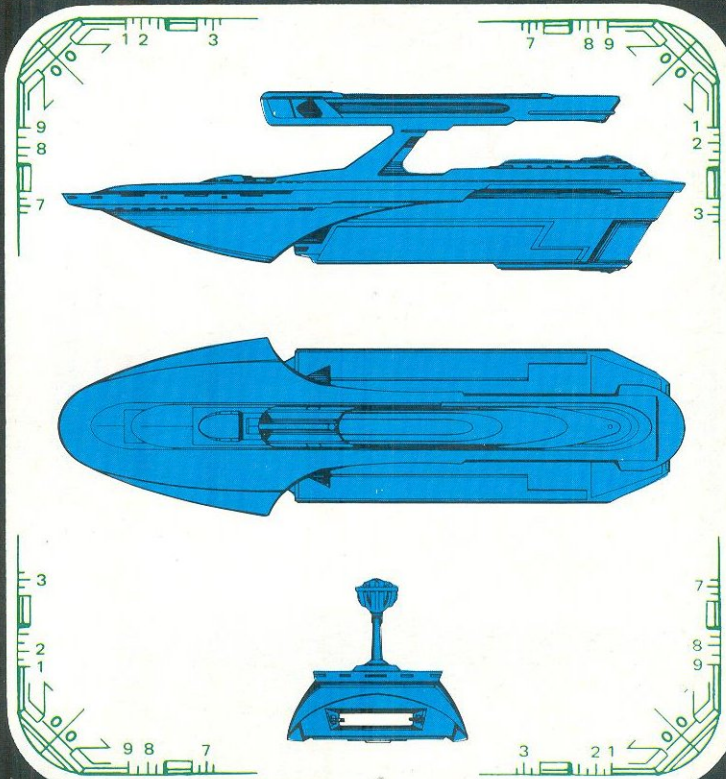
Impulse Engine Type — FIC
Power Units Available — 6

Weapons And Firing Data:
Beam Weapon Type — FH-8
Number — 1

Firing Arcs — fwd/port/stbd
Firing Chart — T
Power Range — 0-5
Damage Modifiers — +2(1-10) +1(11-18)

Shields And Damage Control Data:
Superstructure Points — 6
Damage Chart — B
Deflector Shield Type — FSA
Shield Point Ratio — 1/1
Maximum Shield Power — 6

Other Data:
Crew — 20
Shuttlecraft — 1
Transporters
1 standard 6-person
1 cargo
Aggressive Value: 21



By Forest Brown

GRAYSON CLASS REPAIR TENDER United Federation Of Planets

The *Grayson* Class repair tenders were designed to fill the need for full-time, navigational beacon repair. The first assignments were well within Federation territory, and therefore the first models were unarmed. However, after several unpleasant encounters with pirates and marauders it was decided to give them a weapon for defensive purposes. This light armament in no way makes the *Grayson* Class ships combat vessels, but it allows for their use as patrol ships in their duty areas.

The design of this tender incorporates an assembly-line-

style repair facility that is detachable from the main hull in case of emergencies, which usually take the form of getting away from an adversary with overwhelming firepower. As with all Federation ships, the warp engines can be separated from the main hull to protect the crew and allow escape from a matter/anti-matter overload.

Duty aboard a *Grayson* is not the most-cherished in Star Fleet. Considered to be boring and unglamorous, beacon repair duty is usually reserved for those who have performed badly in the past and are being given a second chance and for new ship commanders and junior officers.