

Shuttlecraft...

worlds such as Saturn or Jupiter. Its superstructure is extremely strong and capable of withstanding incredible pressures. It contains specialized scanning equipment for use in its investigations. After several disastrous failures when S-8s went too deep into gas giants construction of Pressure shuttles was discontinued as the limited uses of such a design became apparent. Some have been converted to oceanographic research to explore the deepest fissures and trenches on some planetary oceans.

S-9 Advance Base Shuttle

This shuttle is intended for colonization and exploration work. It carries complete life support for a crew of three, and food for up to one month. Upon landing on a planet, the shuttle would be used as living quarters and the base of operations for the survey team. Special airlocks on each side of the shuttle allow several of them to be interconnected to form a larger complex on larger missions. Modular quarters can also be attached if necessary. The S-9 is still in service mainly with the Office of Colonization of Star Fleet but also with several scientific institutions.

Several other shuttlecraft are in operation that are not usually carried by Star Fleet vessels. Among these are the EVA spacepod, the Cargo shuttlecraft, and the Merchant shuttle. The EVA Spacepod (also known as the Repair Bug) is a small one man shuttle intended for orbital repair work. It is capable of planetary landings and is equipped with waldos (mechanical manipulators) with a variety of tool options. In an emergency it could carry up to three people. The cargo shuttle is another one man craft which carries two 2-meter square cargo containers in an aft mounted framework. It also is capable of planetary landings.

The S-10 light travel pod and the SW-7 Warp shuttle are fully described in the *STAR TREK III Sourcebook Update* and need not be reprinted here. The S-4 Aquashuttle is described in the *Cadet's Orientation Sourcebook of ST:RPG2* and the Merchant shuttle is described in *Trader Captains and Merchant Princes*.

Star Fleet shuttlecraft are a well engineered design. Parts and service are available at nearly any Federation outpost of any size. Parts used on different types of shuttlecraft are usually interchangeable so repairs

JAYNZ SHIPS

Star Trek
Gaming Material

MACKENZIE—class IX Frigate

The Affiliation of Outer Free Worlds Mutual Defense Force

by Dale L. Kemper

Ship's Data

Hull Data:

Numbers—FF 101-112
Model Numbers—MK I
Date Entering Service—2/2001
Number Constructed—12
Size—
Length—245.6 m
Width—112.2 m
Height—41.4 m
Weight—138,905 mt
Cargo Units—180

Other Data:

Crew—198
Shuttlecraft—2
Transporters—
3 standard 6-person
2 emergency 22-person
1 cargo

Weapons and Firing Data:

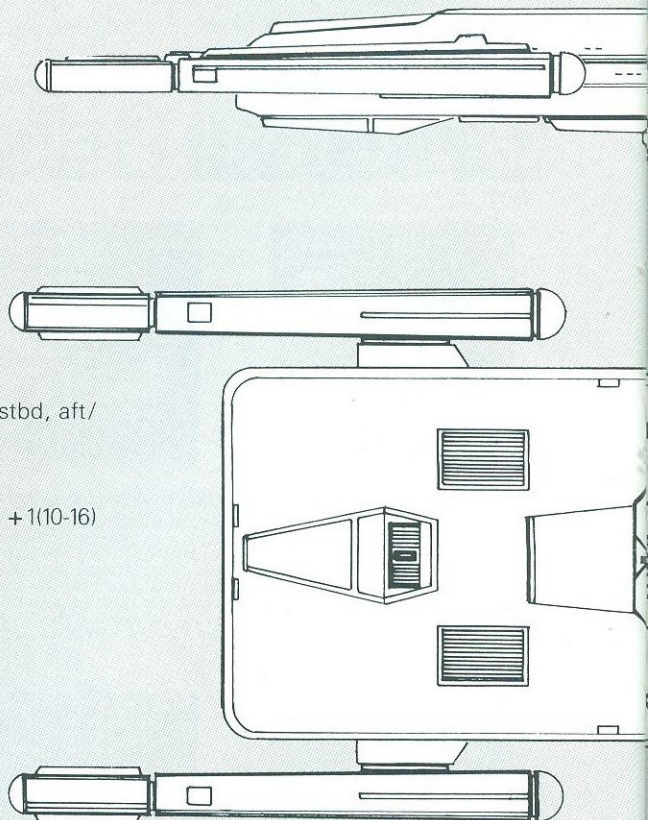
Beam Weapon Type—FH-12
Number—8 in 4 banks of 2
Firing Arcs—fwd/port, fwd/stbd, aft/port, aft/stbd
Firing Chart—R
Maximum power—6
Damage Modifiers—+2(1-9), +1(10-16)
Missile Weapon Type—FP-1
Number—2
Firing Arcs—fwd, aft
Firing Chart—L
Power To Arm—1
Damage—10

Engines and Power Data:

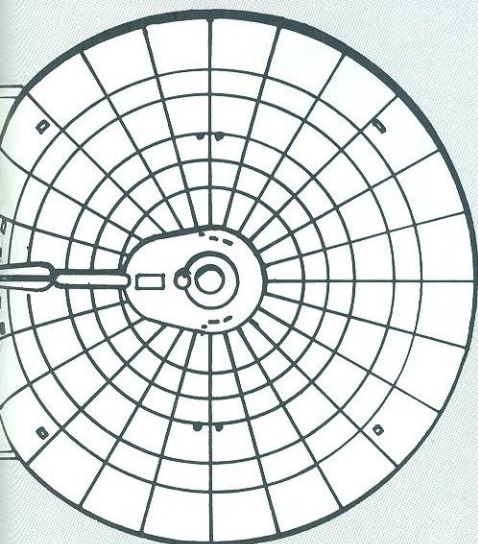
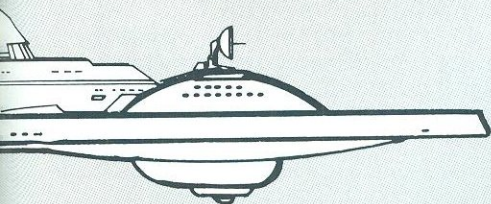
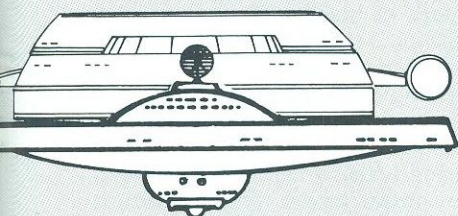
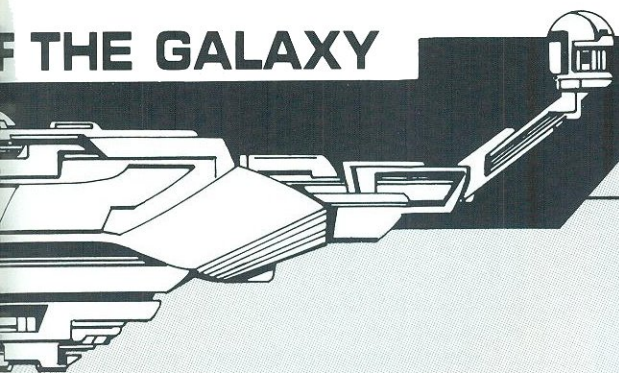
Total Power Units Available—44
Movement Point Ratio—2/1
Warp Engine Type—FWD-2
Number—2
Power Units Available—18 each
Stress Charts—M/G
Maximum Safe Cruising Speed—Warp 6
Emergency Speed—Warp 8
Impulse Engine Type—FIE-2
Power Units Available—8

Shields and Damage Control Data:

Superstructure Points—20
Damage Chart—C
Deflector Shield Type—FSL
Shield Point Ratio—1/3
Maximum Shield Power—15
Combat Efficiency:
D—107.6, WDF—48



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The MacKenzie Class is one of the newest and largest group of warships in the Mutual Defence Force of The Affiliation of Outer Free Worlds located in the Triangle. Constructed at the extensive Naval Yards located in orbit around the planet of New New Aberdeen, the class is largely crewed by personnel of that world, giving these ships a definite Gaelic slant.

The MacKenzie Class was loosely based on the Baker Class Destroyer of the Federation's Star Fleet, but are more powerful than the Bakers. Most of their components were constructed on planets of The Affiliation of Outer Free Worlds under licence from the UFP. Normally, ships of this size and expense are of proven Star Fleet classes, but the design engineers of New New Aberdeen wanted to prove that they could indeed design a class totally by themselves. This they have done, and with great success.

The MacKenzie Class frigate is an efficient and well-planned design. Her eight FH-12 phasers are placed on the various quadrants of the ship's saucer, giving an all round field of fire. Two FP-1 photon torpedo tubes offer a punch from both forward or aft. Her superstructure has been reinforced and state of the art defectors have been installed. Although none of these ships has yet seen combat, their Scottish names and offensive weaponry will surely give a new meaning to the ancient phrase "Big Mac Attack."

Below are listed the ships of the MacKenzie Class:

- FF-101 *MacKenzie*
- FF-102 *MacDuffy*
- FF-103 *Donahue*
- FF-104 *Kensington*
- FF-105 *Andrew*
- FF-106 *Highlander*
- FF-107 *MacElwain*
- FF-108 *Clan McNee*
- FF-109 *MacNess*
- FF-110 *Moray*
- FF-111 *Locholly*
- FF-112 *Wallingford*

These 12 vessels, along with the heavy cruiser *Aberdeen* are the largest ships in the Mutual Defense Force of the Affiliation of Outer Free Worlds. continued on p. 60

Shuttlecraft...

mainly consist of replacing various equipment modules. Shuttles are manufactured on various Star Bases and on major Federation worlds. Star Fleet produces thousands of shuttlecraft a year to replace older shuttles. Life expectancy is approximately 20 years of active service, after which they are usually sold to commercial concerns. Used shuttles usually sell for around 350,000 Credits and sometimes new shuttles are sold off (at around 700,000 Credits) if production overruns occur in one particular area. Currently, Star Fleet will not sell S-4 Aquashuttles (too new of a design) or S-8 Pressure shuttles (considered unsafe for widespread use). The S-9 Advance Base shuttle has proven quite popular among independent scouts and Star Fleet has begun to sell some of the older models as a result of intense lobbying by various groups.

Crews for shuttles usually come from the Helm, Security, or Engineering branch and must have Shuttlecraft Pilot Skill of 40+. Shuttle pilots must have many talents as their duties are some of the more diverse in Star Fleet's service. They may have to help repair a ship's (or Star Base's) hull, might have to serve as aide to a visiting diplomat, or perhaps perform a rescue mission. Crews must be ready to respond 24 hours a day. At Star Bases, a crewman is usually assigned to pilot a specific shuttlecraft, and tends to become very attached to his/her shuttle, just like a Captain to his ship. On ships, pilots are usually assigned where needed, and generally do not develop this type of attachment.

Shuttles are a valuable addition to a starship or Star Base which few usually think of. If you doubt this, wait until the next time your character beams down to a hostile planet and the transporter suddenly breaks down. Won't you be glad your ship carries shuttlecraft?

The Naming of Shuttlecraft

Naming of shuttlecraft is strictly up to the base or starship personnel it is assigned to. Shuttles can be (and have been) named after just about anything. Most ships or bases have a common unifying theme for their shuttles. The *U.S.S. Enterprise*, for example, uses names of famous explorers and scientists (Galileo, Columbus, Newton, Cousteau, and so forth). The shuttles on the *U.S.S.*

continued on p. 62