Ireland Class XI Heavy Cruiser



Model Number Mark 1 Mark 2 Mark 3 M	Construction Data:					Ireland Class Heavy Cruiser
Date Energing Service 2244 2249 2273 of a new technology." South is the case of the internance direction and the service internance internan	Model Number:	Mark 1	Mark 2	Mark 3- TMP Re	əfit	It has been said that, "The pinnacle of an old technology will far exceed the birth
Number Controll 5 8 9	Date Entering Service	2264	2268	2275		of a new technology." -Such is the case of the Ireland Class Heavy Cruiser in the
HULL DATA Begenstructure independence to support longer mission directively enging by deps space apploration. Hereind Class represents a culmination of howelding taket from Werk 20 years of Constitution Class mission reports. Uraging Weight 132 132 132 Orange Corr Work 132 132 132 Corr Weight 132 132 132 Corr Gorg Recor 174.35mi 174.35mi Implementation of new technology. Corr Gorg Recor 0 000 75 Annew regimentation. Class primary luli (suucer sectors) and a censor import and the sector shared bare pair days in the sector shared bare pair discost in mouse sectors in public arr gives access in mouse regional days in the sector shared bare pair discost in mouse sectors in public arr gives acces in public arr gives access in public arr gives access in public arr gives acces in public arr gives access in public arr gives access in public arr gives access in public arr gives acces in public arr gives access in public arr gives acces in public arr gives access in public arr gives access in public arr gives acces in public arr	Number Constructed	5	5	8 (Refit Mk1 & N	/k2)	late 23rd Century. Designed for enhanced performance and greater
Superformance36363636Durage ChartCCCDurage Chart200CCWath120120120Wath120120120Wath120120120Wath120120120Wath120120120Wath120120120Wath120120120Wath120120120Cargo Sees1202005CU4005CUWath1000mt1000mt2000mtComportersNoneNoneNoneSectorsNoneNoneNoneSectorsNoneNoneNoneSectors665Sectors6060Orther Type:120120Crock6060Patternongence6060Sectors7040Patternongence6060Sectors7040Nuther1212Sectors7040Matternongence6060Sectors7040Nuther1816Sectors7040Water Type:7070Nuther1816Sectors7040Water Type:7070Nuther1816Sectors7040Matter Type:7070Nuther	HULL DATA					independence to support longer mission duration including lengthy deep space
Demage ChartsCCCCCDemage ChartsZZZ	Superstructure:	35	36	38		exploration, the Ireland Class represents a culmination of knowledge taken from
Dimensional Length:20280287287280287With:132132130132130132Hogher:100075132132130132Cargo Speck:102/00m172.315m172.35m132132130132Cargo Speck:102/00m132.0004005CUwhit a set and the section by retaining the clamps or by use of a correscent moon alaped star drive section white saucer is hard docked into the saucer is multile engines.Cargo Capacity:1014.414.414.414.4Cargo Capacity:122222Cargo Capacity:122222Cargo Capacity:1314.414.414.414.4Cargo Capacity:14.314.414.414.4Cargo Capacity:14.314.414.414.014.0Cargo Capacity:14.314.414.014.0Cargo Capacity:14.314.014.014.0Cargo Capacity:14.314.014.014.0Cargo Capacity:14.314.014.014.0 <td>Damage Chart:</td> <td>С</td> <td>С</td> <td>С</td> <td></td> <td>exploration, the freiand Class represents a cummation of knowledge taken from</td>	Damage Chart:	С	С	С		exploration, the freiand Class represents a cummation of knowledge taken from
Langel: 280 287 Implementation of new instanciong? Wath: 12 122 139 14 Wath: 177.85% 174.35% 174.35% Wath: 177.85% 174.35% 174.35% Carpo Casa Dr. 3005U 174.35% 174.35% Carpo Casa Dr. 3005U 3005U 174.35% Carpo Casa Dr. 3005U 3005U 3005U 4006 8007 Carpo Casa Dr. 3005U 3005U 3005U 4006 8007 4006 8007 4006 8007 4006 8007 4006 8007 4006 8007 4006 8007 4006 8007 4006 8007 4006 8007 4006 8007 4006 400 7000<	Dimensions:					over 20 years of Constitution Class mission reports.
Win 12 12 133 133	Length:	280	280	287		
Height: end end rs Height: Total SCU Yes Weight: 170, 2000 172, 315 ml 172, 315 ml Component of the source's hand docked indo Cargo Specs: 3005CU 3005CU 4005CU Component of the source's hand docked indo Cargo Specs: None None None None None endpression Cargo Specs: None <	Width:	132	132	139		Implementation of new technology:
Weight Trg. 750mt Trg. 750mt<	Height:	69	69	75		-A new engineering design: The Ireland Class sports 2 primary, integrated
Crage Sport Statutor Statutor Create SCU Statutor <t< td=""><td>Weight:</td><td>170 705mt</td><td>174 315mt</td><td>177 885mt</td><td></td><td>components. A modified Constitution Class primary Hull (saucer section) and a</td></t<>	Weight:	170 705mt	174 315mt	177 885mt		components. A modified Constitution Class primary Hull (saucer section) and a
Total SQL: SUSCU SUSCU With a series of clamping mechanisms. The sale of an emerging the sale or can be retering the sale of a sale of clamping mechanisms. The sale of a multiple section by retracting the clamps of by use of a series of micro-febrators. The sale of sa	Cargo Specs			111,000111		crescent moon shaped star drive section which the saucer is hard docked into
Corps Cognosity: 1930/mt	Total SCU:	3905011	3905011	4005011		with a series of clamping mechanisms. In case of an emergency the saucer can
Interform Decomposition Resource Nome	Cargo Capacity:	10 500mt	19 500mt	20000mt		disengage from the star drive section by retracting the clamps or by use of a
ConsultNoteNoteNoteNoteComputer TypeDual M-4'sDual M-4'sDual M-4'sDual M-4'sComputer TypeDual M-4'sDual M-4'sDual M-4'sComputer TypeSeption:44dive sections will still require a star base regain facility.Seption:66oncluits run throughout the ship. The ship actually has 2 computer cores hatCrew:46060oncluits run throughout the ship. The ship actually has 2 computer cores hatCrew:46060oncluits run throughout the ship. The ship actually has 2 computer cores werePassengers:0060oncluits run throughout the ship. The ship actually has 2 computer cores werePassengers:1212The ship actual phase ragins. Shot the primary hull (saucer) and star drive section have the fail room complet action character active as the ship of the saucer of the saucer's impulse engines. Shot the primary hull (saucer) and star drive section have the fail room complet active as an active at all times. The saucer's impulse engines are not visible when the ship is in oneHow the failer the failer the failer the pressure of the saucer's impulse engines is shuthed in the ships manuer/righ thrustertimes. The saucer's impulse engines is shuthed in the ships manuer/right thrusterPasse Darks.18181826Passe Darks.18192611Passe Darks.181926Passe Darks.191010Passe Darks.1926Passe Darks.192711Passe Darks.19	Landing Capacity:	Nono	Nono	Nono		series of micro-detonators. The saucer's impulse engines, already being active
Content for the sector of t		NOTE	None	NULLE		can easily carry the crow to a safe distance. Pointegration of the sourcer and star
Comparison type in the second mass in legal in 2 and the ship. The ship actually $\gamma_{\rm mass}$ is the second mass in legal in 2 and the ship. The ship actually $\gamma_{\rm mass}$ and $\gamma_{\rm mass}$ is the second mass in legal in 2 and the ship. The ship actually $\gamma_{\rm mass}$ and $\gamma_{\rm mass}$ is the second mass in the legal in 2 and the ship. The ship actually $\gamma_{\rm mass}$ and $\gamma_{\rm mas$		Duol M 4'a	Duel M 4's	Duel M 6Ale		drive sections will still require a star base repair facility
InstructionImage of the space o		Dual IVI-45	Dual IVI-45	Dual W-0AS		unve sections will suil require a star base repair facility.
operation: 4 4 4 -Ship Wide Redundancy: All indicators have redundant hot backups and cargo in 22 per conducts run throughout the ship. The ship actually has 2 computer cores that load balancing computer cores that load balancing computer cores were replaced with high power identical systems that mirrored each offer 's activity. OWNER ALL 40 4	Transporters-					
22-26400: Emerging: 9 9 9 9 0 Conduits run throughout the ships. The ship actually has 2 computer cores that is computer cores that is computer cores were entered the refit program in 2275, the 2 isad balance all ship functions and systems. By the time the related datas all additional energy the providing true 100% redundancy should one computer become damaged of rail. Crew 460 460 480 retred the refit program in 2275, the 2 isad balance all should be prover identical systems that mirrored each other's activity, providing true 100% redundancy should one computer become damaged of rail. Musteriation 12 12 12 -Dual Impulse Engines: Both the primary hull (saucer) and star drive section have all times. The saucer's impulse engines are not visible when the ship is in one the sources impulse engines are not visible when the ship is in one times. The saucer's impulse engines are not visible when the ship is in one times comparise are not visible when the ship is in one times comparise are not visible when the ship is in one times comparise are not visible when the ship is no and time damaged of an engine site shurted in the ships meanuering thrusters that drive a shurted in the ships meanuering thrusters and and the added or all most and whips system including shields or standard the ships meanuering thrusters and and the ships meanuering thrusters and all on any ships system including system including system including system in active system in active and and the added and and the ships meanuering thrusters and all advecting a system including system including and and the ships and and the advecting and all on any ships system including system including and and the ships anatand the ships a	6-person:	4	4	4		-Ship Wide Redundancy: All major systems have redundant hot backups and
campo 2 2 2 1 Icad balance all ship functions and systems. By the time the lealed class OTHER DAT 400 400 400 400 400 400 Passengers: 00 00 60 60 Filter DAT	∠∠-person ⊨mergecy:	0 Q	0	b		conduits run throughout the ship. The ship actually has 2 computer cores that
United by a segment is segment is a segment is segment is segment is a segment is segment is a segment is seg	cargo:	Z	2	2		load balance all ship functions and systems. By the time the Ireland class
Low: 460 460 490 replaced with high power identical systems that mirrored each other's activity, and the star dividy and the star divide section have berear damaged or fail. Passengers: 12						entered the refit program in 2275, the 2 load balancing computer cores were
Passengers: 60 60 60 60 providing true 100% redundancy should one computer become damaged or fail. BNutteraft 2 12 12 -Dual Imputse Engines: Both the primary hull (saucer) and star drive section have their own complete set of imputse engines. Both of which remain active at all their own complete set of imputse engines. Both of which remain active at all their own complete set of imputse engines. Both of which remain active at all their own complete set of imputse engines. Both of which remain active at all their own complete set of imputse engines are not visible whet the ship is in one price. But they are present and imbedded into a armored area of the star drive section, constantly providing additional energy to the ships power grint. This section, constantly providing additional energy to the ships ownering thrusters imputse engines is shunted into the ships meneuvering thrusters imputse engines is shunted into the ships owering into the treat of the saucer's imputse engines is shunted into the ships meneuvering thrusters imputs engines is shunted into the ships owering into them the ship is the indiversity of additional warp field. The advantage of an elliptical warp field combine to warp field combine with the ships design is that it allows: the ship to tens the ship to the ships in energy only. They can be changed at least one turn providing addition to warp field. The advantage of an elliptical warp field combine warp field. The advantad on the to stato is ar	Crew:	460	460	490		replaced with high power identical systems that mirrored each other's activity.
Shuttearth P_{1} is a second in the primary hull (saucer) and star drive section have there were complete set of impulse engines. Both d which remain active at all functions during section have there were complete set of impulse engines. Both d which remain active at all times. The saucer's impulse engines are not visible when the ship is in one piece. But they are present and imbedded into an armored area of the star drive at all times. The saucer's impulse engines are not visible when the ship is in one piece. But they are present and imbedded into an armored area of the star drive at all times. The saucer's impulse engines are not visible when the ship is in one piece. But they are present and imbedded into an armored area of the star drive at all times. The saucer's impulse engines are not visible when the ship is on one piece. But they are present and imbedded into an armored area of the star drive at all times. The saucer's impulse engines is shurther including shields or standard optimum speect. Warp 7 warp 8 warp 10 marks. As a beneficial side effect, the pressurized ion exhaust from the saucer's impulse engines is shurther including shields or standard or the ships low profile the treland Class the saucer's impulse engines are including shield and the ships design is that it allows the ship to transition to warp fring Arcs: P, P, P, S A	Passengers:	60	60	60		providing true 100% redundancy should one computer become damaged or fail.
Power Inits:-Dual Impulse Engines: Both the primary hull (saucer) and star drive section nave their own complete set of impulse engines. Both d which ternain active at all their own complete set of impulse engines. Both d which ternain active at all their own complete set of impulse engines. Both d which ternain active at all 	Shuttlecraft-	12	12	12		
Total Power Available: 44 52 76 For any power Available: 500 min (balled) and the decoded) in the decode of an advect at an advect at an advect at an advect at advect	ENGINE AND POWER -					Dual Impulse Engines: Both the primary hull (causer) and star drive section have
Novement Point Ratio:3/13/14/1Intern Vini Confusible engines are on Unpuble engines. Bout on wind inernal activity at a single set on inpuble engines. Bout on wind inernal active at a single set on inpuble engines is single at a single set on inpuble engines is sing	Total Power Available:	44	52	76		their own complete set of impulse angines. Both of which remain active stall
Wape Engine Type:FWD-2F	Movement Point Ratio:	3/1	3/1	4/1		
Number:2222Power Units:1626262626Stress Chart:F/GF/GDFenergy can be used for almost any ships system including shields or standard phaser banks. As a beneficial side effect, the pressurzed ion exhaust from the saucer's impulse engines is shurted into the ships maneuvering thrusters dramatically increasing maneuverability.MuscFI-2FIE-3FII-10FI-10FII-10 <th< td=""><td>Warp Engine Type:</td><td>FWD-2</td><td>FWD-2</td><td>FWG-1</td><td></td><td>times. The saucer's impulse engines are not visible when the ship is in one</td></th<>	Warp Engine Type:	FWD-2	FWD-2	FWG-1		times. The saucer's impulse engines are not visible when the ship is in one
Power Units:18181826Stress Charl Optimum Speed:FiGDrPrecence of the ships power grid. ThisMax Safe Cruising:Warp 9Warp 9Warp 10Max Safe Cruising:Warp 7Warp 3Warp 10Power Units:8-16-damatically increasing maneuverability.Power Units:8-16-damatically increasing maneuverability.Power Units:6-8-4-Power Units:6-8-4-Beam Weapon:FH-3FH-3FH-10Number:6-8-6-, 3 BanksPower Units:6-8-7-Beam Weapon:FH-3FH-10FH-9Number:6-8-7-Beam Weapon:FH-7F, FP, FS, AFining Arcs:F, FP, FS, AF, FP, FS+31-101-10+211-1711-171-17+211-1711-171-17+211-1711-171-12+31-101-10+41-101-10+211-1711-17+31-101-10+41-101-10+211-1711-17+31-101-10+41-101-10+41-101-10+41-101-10+41-101-10+41-101-10+41-101-10+5FFF </td <td>Number:</td> <td>2</td> <td>2</td> <td>2</td> <td></td> <td>piece. But they are present and imbedded into an armored area of the star drive</td>	Number:	2	2	2		piece. But they are present and imbedded into an armored area of the star drive
Stress Chart:F/GF/GD/Fenergy can be used for almost any ships system including shields or standard potenum System including shields or standard mater standard back state Cruising:warp 7Warp 7 </td <td>Power Units:</td> <td>18</td> <td>18</td> <td>26</td> <td></td> <td>section, constantly providing additional energy to the ships power grid. This</td>	Power Units:	18	18	26		section, constantly providing additional energy to the ships power grid. This
Optimum Speed:Warp 9Warp 9Warp 10phaser banks. As a beneficial side effect, the pressurized ion exhaust from the succe's impulse engines is shunted into the ships maneuvering thrusters dramatically increasing maneuverability.MextexPONSDEFENSEFIE-3FIE-1FI	Stress Chart:	F/G	F/G	D/F		energy can be used for almost any ships system including shields or standard
Mass Safe Crusing: Impulse Engine Type:Starding Power Units: Be-Warp 7 FIE-2Warp 7 FIE-3Warp 6 FIE-3Saccer's impulse engines is shunted into the ships maneuvering thrusters dramatically increasing maneuverability.Power Units: Beam Weapon:FIE-3FIE-3FIE-3FIE-3dramatically increasing maneuverability.Power Units: Beam Weapon:FIE-3FIE-3FIE-7-Elliptical Warp Field: Taking advantage of the ships ow profile the Ireland Class May drive generates an elliptical warp speeds with 25% less energy required. This gives field combined with the ships design is that it allows the ship to transition to warp faster and accelerate at warp speeds with 25% less energy required. This gives field combined with the ships design is that it allows the ship to transition to warp faster and accelerate at warp speeds with 25% less energy required. This gives field combined with the ships design is that it allows the ship to transition to warp faster and accelerate at warp speeds with 25% less energy required. This gives field combined with the ships design is that it allows the ship to transition to warp faster and accelerate at warp speeds with 25% less energy required. This gives full or partial charge can be held in the capacitor at the cost of 1 warp energy point per FH-11, per turn. These have a Forward only fining arc.431-101-101-10+118-2018-2018-20Beam Weapon:FKFKFFining Chart:WYYMaximum Power:222Grang Accelerate at warp speeds with this gareFH-10+31-101-10+431-101-10<	Optimum Speed:	Warp 9	Warp 9	Warp 10		phaser banks. As a beneficial side effect, the pressurized ion exhaust from the
Imputes Engine Type: StardingFIE-2FIE-3FIG-1dramatically increasing maneuverability.Power Units:8-16-24-Beam Weapon:FH-3FH-3FH-10FH-9Number:6 in 3 Banks8'in 4 Bank6'is 3 Banks2Firing Arcs:F, FP, FSF, FP, FSF, FP, FSAFiring Chart:WWWXMaximum Power:5576Damage Modifiers1-101-101-10+211-1711-1711-17+118-2018-2018-20Firing Chart:WYYNumber:222Beam Weapon:FH-10FH-11FH-11+118-2018-2018-2018-2018-2018-2018-2019-31-101-101-10+211-1711-17+118-2018-2419-31-101-10+211-1711-17+118-2018-2419-413-2419-5FP-5FP-5Firing Chart:WY+31-101-10+211-1711-17+118-2419-6161610-71-10+211-17+118-2419-711-10+211-1711-1711-17+118-24Proped Type:FP-5 <t< td=""><td>Max Safe Cruising:</td><td>Warp 7</td><td>Warp 7</td><td>Warp 8</td><td></td><td>saucer's impulse engines is shunted into the ships maneuvering thrusters</td></t<>	Max Safe Cruising:	Warp 7	Warp 7	Warp 8		saucer's impulse engines is shunted into the ships maneuvering thrusters
Power Units:8-16-24-Learning the comparison of the ships low profile the Ireland ClassPower Units:8-16-24WEAPONS/DEFENSEFH-3FH-3FH-10FH-4-Beam Weapon:FH-3FH-3FH-10FH-4-Number:6 in 3 Banks8' in 4 Banks6', 3 Banks2-Firing Chart:WWWXDamage Modifiers+31-101-101-10-+211-1711-1711-171-12+31-10FH-11FH-11FH-11+211-1711-171-121118-2018-2018-2013-22Beam Weapon:FH-10FH-11FH-11Number:222Piring Arcs:FFFFiring Chart:WYYMumber:222211-1711-1711-1711-101-101-101118-2018-24Piring Chart:WYYMaximum Power:710101-101-10111-10121-10131-10141-2015FP-5FP-5Firing Arcs:FP-5161-101-111-101-121-101-131-101-141-10	Impulse Engine Type: Stardrive	FIE-2	FIE-3	FIG-1		dramatically increasing maneuverability
WEAPONSIDEFENSEFH-3FH-3FH-3FH-10FL9Beam Weapon:FH-3FH-3FH-3FH-9Number:6 in 3 Banks6' in 4 Banks6' in 5 Banks2Firing Arcs:F, FP, FSF, FP, FSAFiring Chart:WWWXMaximum Power:55711-101-101-10+31-101-101-10+211-1711-1711-17112218-2018-20Heam Weapon:FH-10FH-11Number:22222Firing Arcs:FFFFFHing Arcs:22211-1711-101-101-101-10+31-101-10112-2018-20112-2018-20112-2018-20112-2018-20112-2018-20112-2018-20112-2018-20112-2018-20112-2018-20112-2018-20112-2018-20112-2018-20112-2018-20112-2018-20111-101-10112-2018-20112-2018-20112-2018-24112-2018-24 <td>Power Units:</td> <td>8~</td> <td>16~</td> <td>24~</td> <td></td> <td>aramatoany menealong manearorabiny.</td>	Power Units:	8~	16~	24~		aramatoany menealong manearorabiny.
Brain Washer integerFH-3FH-3FH-3FH-3FH-3FH-3FH-3Number:6 in 3 Banks8' in 4 Banks6', 3 Banks2Firing Chart:WWXFring Chart:WWXMaximum Power:5576Damage Modifiers	WEAPONS/DEFENSE	0	10	24		-Elliptical Warp Field: Taking advantage of the shins low profile the Ireland Class
Jumber:Find StarkFind Stark	Beam Weapon:	FH-3	FH-3	EH-10	FH-0	-Linplical walp rield. Taking advantage of the sinps low profile the field class
Number:Differing Arcs:F, FP, FS, AF, FP, FS, AH, T10T11T12T12T12MURE <td>beam weapon.</td> <td>Cin 2 Danka</td> <td>0t in 4 Denke</td> <td>Ct 2 Denke</td> <td>0</td> <td>warp drive generates an elliptical warp field. The advantage of an elliptical warp</td>	beam weapon.	Cin 2 Danka	0t in 4 Denke	Ct 2 Denke	0	warp drive generates an elliptical warp field. The advantage of an elliptical warp
Fining Arcs:Fining Arcs: </td <td>Number:</td> <td></td> <td></td> <td>0,3 Danks</td> <td>2</td> <td>field combined with the snips design is that it allows the snip to transition to warp</td>	Number:			0,3 Danks	2	field combined with the snips design is that it allows the snip to transition to warp
Fring Chart:WWWXIte Ireland Class the 3/1 Movement Point Ration to spite its size.Maximum Power:5576Damage Modifiers	Firing Arcs:	1,17,13	1,1F,10,A	1,17,10	, ,	faster and accelerate at warp speeds with 25% less energy required. This gives
Maximum Power:5576Damage Modifiers	Firing Chart:	VV	VV	VV	X	the Ireland Class the 3/1 Movement Point Ration to spite its size.
Damage ModifiersMega Phasers (FH-10/11): The Mega-Phasers must be powered from warp energy only. They can be changed at least one turn prior to them being fired. A full or partial charge can be held in the capacitor at the cost of 1 warp energy point per FH-11, per turn. These have a Forward only firing arc.Beam Weapon:FH-10FH-11FH-111-12 	Maximum Power:	5	5	7	6	
+31-101-101-10+211-1711-1711-1711-12+118-2018-2018-2013-22Beam Weapon:FH-10FH-11FH-11FH-11Number:222Firing Chart:WYYDamage Modifiers71010+31-101-101-10+31-101-101-10+31-101-101-10+211-1711-17+118-2018-24+31-101-101-10+211-1711-17+118-2418-24Firing Arcs:FP-5FP-5+31-101-10+211-1711-17+118-2418-24Torpedo Type:FP-5FP-5Number:22Aumober:22Power To Arm:11Damage:1616Shield Point:131/3Maximum Shield:1616Combert Efficiency140.05147.48Po-140.05147.48Po-140.05147.48193.77193.77	Damage Modifiers					-Mega Phasers (FH-10/11): The Mega-Phasers must be powered from warp
+211-1711-1711-1711-12+118-2018-2018-2013-20Beam Weapon:FH-10FH-11FH-11FH-11Number:222Firing Aras:FFFFiring Chart:WYYMaximum Power:71010Damage Modifiers-11-101-10+31-101-101-10+31-101-101-10+411-1711-17+118-2018-24Torpedo Type:FP-5FP-5Firing Aras:2F, 2A2F, 2AFiring Aras:2F, 2A2F, 2A1616Shield SrFSOFSPShield Point Ratio:1/3Maximum Shiel:161616Comage:16Shield Point Ratio:1/3Maximum Shiel:161616Comage:1616161714/2Shield Point Ratio:1/3MDF-92.20105.80129.60	+3	1-10	1-10	1-10		energy only. They can be changed at least one turn prior to them being fired. A
+118-2018-2018-2013-2213-	+2	11-17	11-17	11-17	1-12	full or partial charge can be held in the capacitor at the cost of 1 warp energy
Beam Weapon:FH-10FH-11FH-11FM-11FM-11Number:222Firing Arcs:FFFFing Arcs:71010Damage Modifiers-101-10+31-101-101-10+211-1711-17+118-2018-24Number:FP-5FP-5Firing Arcs:2F, 2A2F, 2A2F, 2A2F, 2A2F, 2A2F, 2A2F, 2A2F, 2A161616Shield Point Ratio:1/31/31/3Maximum Shield:1616161616161616161616161616Shield Point Ratio:1/31/31/31/4Maximum Shield:1616161616161616171616161616161716 <td>+1</td> <td>18-20</td> <td>18-20</td> <td>18-20</td> <td>13-22</td> <td>point per FH-11 per turn. These have a Forward only firing arc</td>	+1	18-20	18-20	18-20	13-22	point per FH-11 per turn. These have a Forward only firing arc
Number:2222Firing Arcs:FFFFFFiring Chart:WYYMaximum Power:71010Damage Modifiers	Beam Weapon:	FH-10	FH-11	FH-11		point por tri tri, por turn. These have a torward only ining are.
Firing Arcs:FFFGrame notes: Three sets of stats are provided, one for the MK-1 TOS Era Ireland Class, Mk-2 late TOS Era type, and one for the TMP Era/style Ireland Class Refit. Refit phaser layout: FH-10 Banks of 2 are F,FP,FS, the aft Bank is FH-9. Mirrored M- 6A computer cores on the MK-3 Refits provide no additional WDF.+31-101-106A computer cores on the MK-3 Refits provide no additional WDF.+211.1711.1711.17+118-2018-2418-24Torpedo Type:FP-5FP-5FP-5Number:44System. For example they have the TMP Enterprise listed as only have 6 or 8Firing Arcs:2F, 2A2F, 2APower To Arm:1111616Shield S-FSOFSPShield Point Ratio:1/31/3Shield Point Ratio:1/31/3MyF-92.20105.80129.60	Number:	2	2	2		Came notes:
Firing Chart:WYYYInfree sets of stats are provided, one for the MK-1 1OS Era Ireland Class, MK-2Maximum Power:71010Damage Modifiers	Firing Arcs:	F	F	F		Gaine notes:
Maximum Power:71010Iate TOS Era type, and one for the TMP Era/style Ireland Class Refit. Refit phaser layout: FH-10 Banks of 2 are F,FP,FS, the att Bank is FH-9. Mirrored M- 6A computer cores on the MK-3 Refits provide no additional WDF.+31-101-101-10+211-1711-1711-17+118-2018-2418-24*The FASA game is a 2d only tactical game. To adjust for this they removed phasers from ships to adjust for not having a "Z" axis in the games tactical system. For example they have the TMP Enterprise listed as only have 6 or 8Number:44system. For example they have the TMP Enterprise listed as only have 6 or 8Number:44system. For example they have the TMP Enterprise listed as only have 6 or 8Number:44system. For example they have the TMP Enterprise listed as only have 6 or 8Power To Arm:11have the Ireland class listed as having 8 standard (FH-3) phasers in 4 banks of 2.Damage:1616When in actuality the model has 14 standard (FH-3) phasers in 7 banks of 2 (3Shields-Shield S1/31/4Maximum Shield:1616-One impulse engine is listed to be compatible with FASA game mechanics.This number represents combined output from both Impulse EnginesOne impulse engine is listed to be compatible with FASA game mechanics.	Firing Chart:	W	Y	Y		I nree sets of stats are provided, one for the MK-1 TOS Era Ireland Class, Mk-2
Damage Modifiersphaser layout: FH-10 Banks of 2 are F,FP,FS, the aft Bank is FH-9. Mirrored M- 6A computer cores on the MK-3 Refits provide no additional WDF.+31-101-106A computer cores on the MK-3 Refits provide no additional WDF.+211-1711-1711-17+118-2018-2418-24Torpedo Type:FP-5FP-5FP-5Number:444Firing Arcs:2F, 2A2F, 2A2F, 2APower To Arm:111Damage:1616Shield F-FSOFSPShield Point Ratio:1/31/3Maximum Shield:1616Combat Efficiency140.05147.48D140.05147.48Power-92.20105.801202105.80129.60	Maximum Power:	7	10	10		late TOS Era type, and one for the TMP Era/style Ireland Class Refit. Refit
+31-101-101-106A computer cores on the MK-3 Refits provide no additional WDF.+211-1711-1711-1711-17+118-2018-2418-24*The FASA game is a 2d only tactical game. To adjust for this they removedTorpedo Type:FP-5FP-5FP-5phasers from ships to adjust for not having a "Z" axis in the games tacticalNumber:444system. For example they have the TMP Enterprise listed as only have 6 or 8Firing Arcs:2F, 2A2F, 2A2F, 2Aphasers (depending upon reference book). The actual studio model has 18Firing Chart:RRSphasers at various places all over the ship. To keep within this game mechanic, IPower To Arm:11have the Ireland class listed as having 8 standard (FH-3) phasers in 4 banks of 2.Damage:161616Shields-SFSPShield Point Ratio:1/31/3Demosteld:1616Combat EfficiencyI40.05147.48D-140.05147.48WDF-92.20105.80129.60	Damage Modifiers		-	-		phaser layout: FH-10 Banks of 2 are F,FP,FS, the aft Bank is FH-9. Mirrored M-
+211.1711.1711.17+118-2018-2418-24Torpedo Type:FP-5FP-5FP-5Number:444444Firing Arcs:2F, 2A2F, 2APower To Arm:11111Damage:1616Shield S-FSOFSPShield Point Ratio:1/31/3Maximum Shield:1616Demotor140.05147.48WDF-92.20105.80129.60	+3	1-10	1-10	1-10		6A computer cores on the MK-3 Refits provide no additional WDF.
+118:2018:2418:24*The FASA game is a 2d only tactical game. To adjust for this they removedTorpedo Type:FP-5FP-5FP-5phasers from ships to adjust for not having a "Z" axis in the games tacticalNumber:444system. For example they have the TMP Enterprise listed as only have 6 or 8Firing Arcs:2F, 2A2F, 2A2F, 2Aphasers (depending upon reference book). The actual studio model has 18Firing Chart:RRSphasers at various places all over the ship. To keep within this game mechanic, IPower To Arm:11have the Ireland class listed as having 8 standard (FH-3) phasers in 4 banks of 2.Shields-Shield Type:FSOFSOFSPShield Point Ratio:1/31/31/4Maximum Shield:16166Combat EfficiencyD-140.05147.48193.77WDF-92.20105.80129.60	+2	11-17	11-17	11-17		
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Number:444Number:44Number:44Sing Arcs:2F, 2A2F, 2AFiring Chart:RRSPower To Arm:111Damage:161616Shields-5FSOShields-FSOFSPShield Point Ratio:1/31/4Maximum Shield:1616Combat Efficiency140.05147.48D-140.05147.48193.77WDF-92.20105.80129.60		FP-5	FP-5	FP-5		phasers from ships to adjust for not having a "7" axis in the games tactical
Humber444Bysen to example they have the TWF Effective as 0Hby Have the Strengthe tise is to book. The actual studio model has 18Firing Arcs:2F, 2A2F, 2A2F, 2Aphasers (depending upon reference book). The actual studio model has 18Firing Chart:RRSphasers (depending upon reference book). The actual studio model has 18Power To Arm:11have the Ireland class listed as having 8 standard (FH-3) phasers in 4 banks of 2.Damage:1616When in actuality the model has 14 standard (FH-3) phasers in 7 banks of 2 (3Shields-Shield Type:FSOFSPShield Point Ratio:1/31/31/4Maximum Shield:16166Combat EfficiencyD-140.05147.48193.77WDF-92.20105.80129.60	Number:	1-5	11-5	11-5		system. For example they have the TMP Enterprise listed as only have 6 or 9
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Printing Ordent.RSpnasers at Various places all over the ship.To keep within this game mechanic, IPower To Arm:111have the Ireland class listed as having 8 standard (FH-3) phasers in 4 banks of 2.Damage:1616have the Ireland class listed as having 8 standard (FH-3) phasers in 7 banks of 2 (3Shields-Shield Point Ratio:1/31/3Shield Point Ratio:1/31/31/4Maximum Shield:1616accer, and 1 bank of 2 firing Aft).Combat EfficiencyD-140.05147.48193.77WDF-92.20105.80129.60	Firing Chort:	∠i ⁻ , ∠A	2F, 2A	2F, 2M		phasers (depending upon reference book). The actual studio model has 18
Power to Arm:1111Damage:161616have the Ireland class listed as having 8 standard (FH-3) phasers in 4 banks of 2.Damage:161616When in actuality the model has 14 standard (FH-3) phasers in 7 banks of 2 (3Shields-FSOFSOFSPShield Point Ratio:1/31/31/4Maximum Shield:1616accer, and 1 bank of 2 firing Aft).Orombat Efficiency-One impulse engine is listed to be compatible with FASA game mechanics.D-140.05147.48193.77WDF-92.20105.80129.60			R.	3		priasers at various places all over the snip. To keep within this game mechanic, I
Darniage:161616When in actuality the model has 14 standard (FH-3) phasers in 7 banks of 2 (3Shields- Shield Type:FSOFSObanks of 2 each on top of the saucer, 3 banks of 2 each on the bottom of the saucer, and 1 bank of 2 firing Aft).Shield Point Ratio:1/31/31/4Maximum Shield:1616-One impulse engine is listed to be compatible with FASA game mechanics.D-140.05147.48193.77WDF-92.20105.80129.60	Power to Arm:	1	1	1		nave the ireland class listed as having 8 standard (FH-3) phasers in 4 banks of 2.
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Shield Type:FSOFSOFSPsaucer, and 1 bank of 2 firing Aft).Shield Point Ratio:1/31/31/4Maximum Shield:1616-One impulse engine is listed to be compatible with FASA game mechanics.Combat EfficiencyOne impulse engine is listed to be compatible with FASA game mechanics.D-140.05147.48193.77WDF-92.20105.80129.60	Shields-					banks of 2 each on top of the saucer, 3 banks of 2 each on the bottom of the
Shield Point Ratio:1/31/31/4Maximum Shield:161616Combat EfficiencyD-140.05147.48193.77WDF-92.20105.80129.60	Shield Type:	⊦SO	FSO	FSP		saucer, and 1 bank of 2 firing Aft).
Maximum Shield:161616Combat EfficiencyD-140.05147.48193.77WDF-92.20105.80129.60	Shield Point Ratio:	1/3	1/3	1/4		
Combat Efficiency D- 140.05 147.48 193.77 WDF- 92.20 105.80 129.60	Maximum Shield:	16	16	16		~One impulse engine is listed to be compatible with FASA game mechanics
D- 140.05 147.48 193.77 WDF- 92.20 105.80 129.60	Combat Efficiency					This number represents combined output from both Impulse Engines
WDF- 92.20 105.80 129.60	D-	140.05	147.48	193.77		The names represente combined expansion bein inpulse Engines.
	WDF-	92.20	105.80	129.60		