

# Zephyr Class II Cutter



## Construction Data:

Model Number:	Type 1 Patrol	Type 2 Torp Boat	Type 3 Courier
Date Entering Service	2257	2257	2264
Number Constructed	120	20	50

## HULL DATA

Superstructure:	6	6	7
Damage Chart:	C	C	C
Dimensions:			
Length:	58m	58m	58m
Width:	50m	50m	50m
Height:	31m	31m	31m
Weight:	14,515mt	13,630mt	14,695mt

## Cargo Specs

Total SCU:	1	1	1
Cargo Capacity:	50mt	50mt	50mt
Landing Capacity:	None	None	None

## EQUIPMENT DATA

Computer Type:	L-14	L-14	L-14
Transporters-			
6-person:	1	1	1
22-person Emergency:	0	0	0
cargo:	0	0	0

## OTHER DATA

Crew:	30	30	30
Passengers:	3	3	3
Shuttlecraft-	1	1	1

## ENGINE AND POWER -

Total Power Available:	7	7	7
Movement Point Ratio:	1/3	1/3	1/3
Warp Engine Type:	FWA-1	FWA-1	FWA-1
Number:	1	1	1
Power Units:	6	6	6
Stress Chart:	F/G	F/G	F/G
Optimum Speed:	Warp 8	Warp 8	Warp 8
Max Safe Cruising:	Warp 6	Warp 6	Warp 6
Impulse Engine Type:Stardrive	FIA-1	FIA-1	FIA-1
Power Units:	1	1	1

## WEAPONS/DEFENSE

Beam Weapon:	FH-2	FH-2	FH-10
Number:	4	1	1
Firing Arcs:	2FP, 2FS	F	F
Firing Chart:	H	H	W
Maximum Power:	3	3	7
Damage Modifiers			
+3			1-10
+2			10-17
+1	1-10	1-10	17-20

## Torpedo Type:

Number:	2	4
Firing Arcs:	F	F
Firing Chart:	H	H
Power To Arm:	1	1
Damage:	6	6

## Shields-

Shield Type:	FSD-1	FSD-1	FSD-1
Shield Point Ratio:	1/2	1/2	1/2
Maximum Shield:	12	12	12

## Combat Efficiency

D-	84.15	84.15	87.01
WDF-	9.20	9.30	9.70

## NOTES:

The Zephyr Class are small workhorse vessels used for multiple purposes. Fulfilling a role similar to 21st century Coast Guard Cutters, Zephyr class vessels are built in one of 3 primary configurations:

### - Type 1: Patrol Craft:

Standard general purpose configuration.

### -Type 2: Torpedo Boat:

Primarily a configuration used along disputed areas.

### -Type 3: High Speed Courier:

Used as priority warp couriers do to their speed and maneuverability. And given a long range phaser mount to dissuade antagonists from approaching as they often carry diplomats or precious materials.

### Additional duties to all 3 types may include:

-Deliver parts and assist in repair of stranded vessels :

It is more efficient to deliver repair parts to a stranded vessel and get it moving under it's own power than it is to try and tow it vast distances. Zephyr Class have repair bays to fabricate needed parts. Crew are trained to assist other starships in repairs. There are 3 large spot lights (1 each P/F/S) on the bottom of the saucer to illuminate work areas on the outside of a damaged ship's hull.

### -Clearing debris fields:

Combining high maneuverability, low profile, dual tractor beams, and fire power, the Zephyr Class often work in organized teams to clear debris fields.

### -Small Harbor Tug :

Functioning as a tug, the Zephyr class can use it's dual tractor beams to tow and maneuver large vessels into docking slips and repair facilities (sub-light only). It can also tow up to a Class 2 vessel at warp.

### -Rescue craft for small UFP and privately owned vessels:

The Zephyr class can tow class I & II ships at warp. And can either dock with or beam surviving crew from damaged ships onboard to safety.

### -Training Vessel:

Given the size and small crew compliment, Zephyr class vessels are ideal ships for training cadets.

### Special Rules:

This tug can only tow Class 2 vessels and below at warp. If the Chief Engineer makes a Warp Drive Tech skill roll, by sacrificing all warp power for the turn, the Tug can pull up to a Class XII ship, at sub-light speed only, 1 hex/MA per turn. This roll must be remade every turn to maintain the 1 hex/MA movement. If the roll is failed, all warp power is still sacrificed for the turn.

