







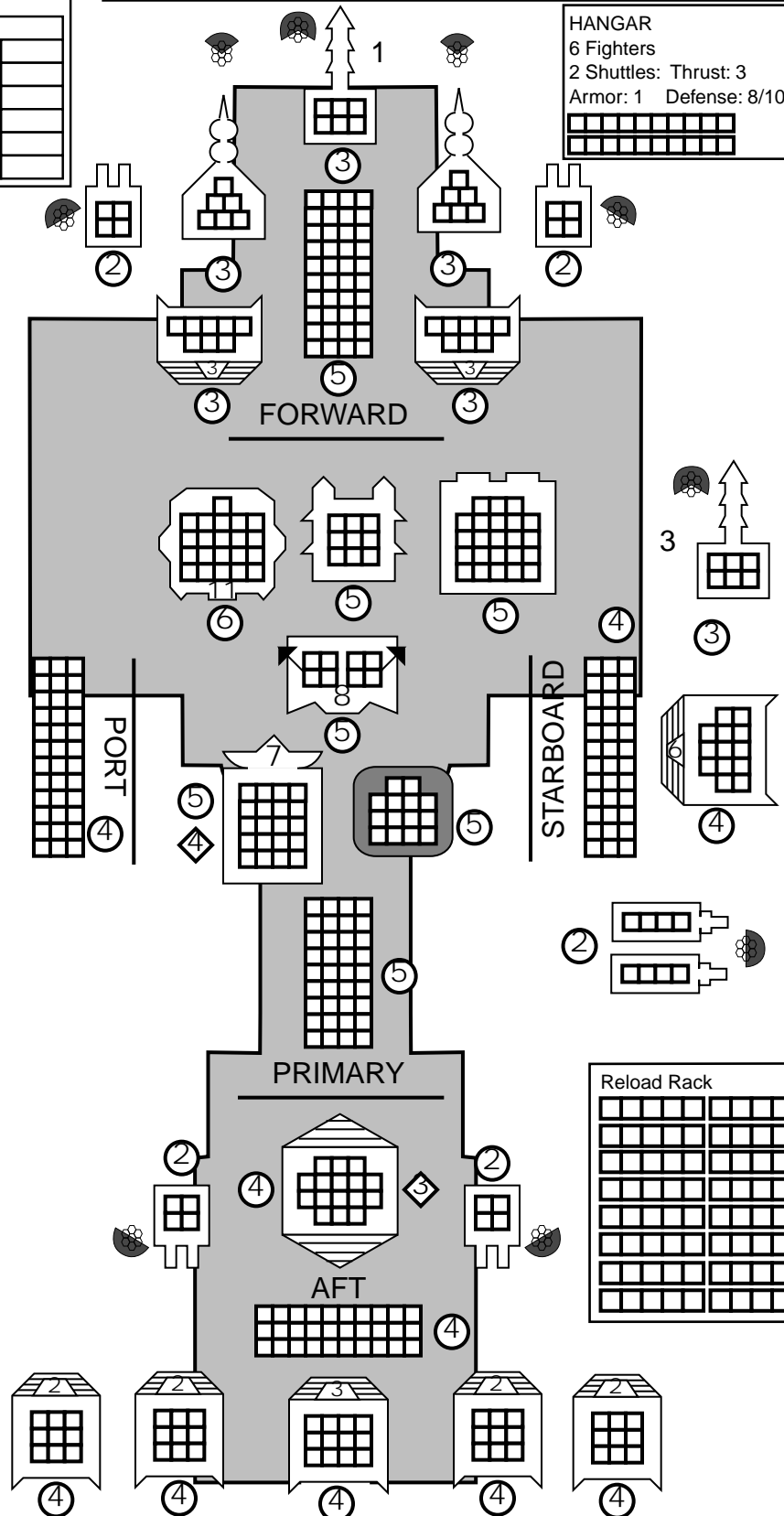
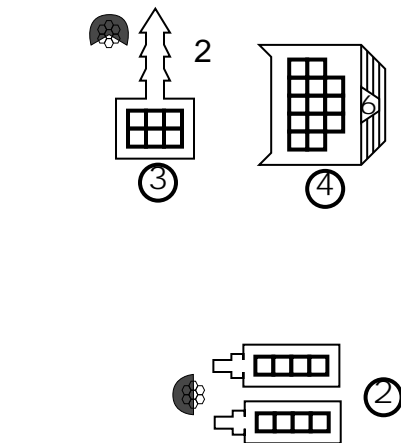


Three Star Trek Enterprise model ships are displayed on black stands. From left to right, they are the USS Enterprise (NCC-1701-A), the USS Enterprise (NCC-1701-B), and the USS Enterprise (NCC-1701-C). The ships are white with blue and gold accents.

WEAPON DATA	
Medium Pulse Cannon	
Class: Particle	
Mode: Pulse	
Damage: 10 1d5 Times	
Maximum Pulses: 6	
Grouping Range: +1 per 4	
Range Penalty: -1 per hex	
Fire Control: +4/+3/+1	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	


<p>Standard Particle Beam Class: Particle Modes: Standard Damage: 1d10+6 Range Penalty: -1 per hex Fire Control: +4/+4/+4 Intercept Rating: -2 Rate of Fire: 1 per turn</p>	 
<p>Interceptor Mk-II Intercept Rating: -4 Rate of Fire: 1 per turn OFFENSIVE MODE: Class: Particle Mode: Standard Damage: 1d10+8 Fire Control: -/-/-+8 Range Penalty: -2 per hex</p>	 
<p>Class-L Missile Rack Class: Ballistic Missiles: 20 Range Penalty: None (+10) Fire Control: +3/+3/+3 Rate of Fire: 1 per 2 turns</p>	 















Reload Rack		MISSILES Rack #1	

Rack #2

Rack #3



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Std Particle Beam
	Med Pulse Cannon
	Reload Rack
	Class-L Missile Rack
	Interceptor