STAR TREK
ROLEPLAYING GAME
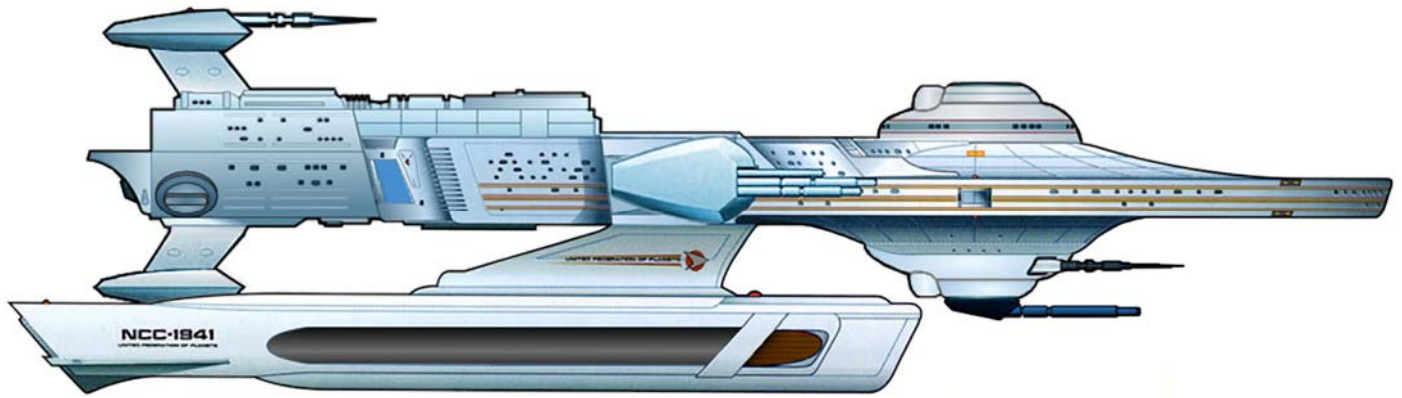
Soyuz-class Frigate

Game Statistics by Sonny Smith (aka TheAndorian or CypherWest)

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http://www.startrek.com
http://forum.trek-rpg.net
http://strpg.patrickgoodman.org

Soyuz-Class

Production Data
Origin United Federation of Planets
Class and Type Soyuz-Class Frigate
Year Launched 2286 U.S.S. Bozeman Refit 2367

Hull Data
Structure 30 25
Size/Decks 5/15 5/15
Length/Height/Beam 237.6/57/141.7 237.6/57/141.7
Complement 240 240

Operational Data
Atmosphere Capable No No
Transporters 3 Standard, 3 Emergency 3 Standard, 3 Emergency
Cargo Units 60 50
Shuttlebay 2a 2a
Shuttlecraft 10 Size worth 10 Size worth
Tractor Beams 1ad, 1fv 1ad, 1fv
Separation System No No
Cloaking Device N/A N/A
Sensor System Class 1(+1/B) Class 2 (+2/C)
Operations System Class 1R (BB) Class 3(D)
Life Support Class 1(B) Class 2 (C)

Propulsion Data
Impulse System RSV (.7c)(D) FIG-2 (.9c)(C)
Warp System LN-72 (8/10/13)(D) LF-44 (6/9.5/9.7)(C)

Tactical Data
Phaser Arrays Type VIII (x4/C) Type IX (x3/C)
        Penetration 5/5/4/0/0 5/5/4/0/0
Torpedoes Mk 22 DF (x2/C) Mk 80 DF (x2/C)
        Penetration 3/3/3/3/3 6/6/6/6/6
Deflecter Shield CIDSS-2 (C) FSQ-7 (CC)
        Protection/Threshold 14/3 17/4

Miscellaneous Data
Maneuver Modifiers +2C/+1H/+2T +2C/+1H/+2T
Traits Vulnerable System (Warp Drive) Vulnerable System (Warp Drive)