	STARSHIP NAME		STARSHIP CLASS
95 0729			
ne de actual	"STAR	STARSH	IP DATA SHEET
			COMMISSIONING DATE
		POWER USAGE (PER ROUND)	
	SIZE		SHIP ENTERED SERVICE
	RESISTANCE STUCTURAL POINTS		OPERATIONAL CHARACTERISTICS
	PROPULSION AND POWER CHARACTERISTICS		CREW/PASSENGERS
			COMPUTERS
	WARP SYSTEMS		TRANSPORTERS
	IMPULSE SYSTEMS POWER		TRACTOR BEAMS
			SENSOR SYSTEMS
0283451986	DEFENSIVE SYSTEMS		LONG RANGE SENSORS
	NAME/TYPE		LATERAL SENSORS
0 88 6	PROTECTION		NAVIGATIONAL SENSORS
	POWER		CLOAKING DEVICE
	ABLATIVE ARMOUR		SENSOR SKILL
	WEAPONS SYSTEMS - BEAM WEAPON 1 WEAPON SYSTEMS - BEA		WEAPON SYSTEMS - BEAM WEAPON 2
	SYSTEM TYPE		SYSTEM TYPE
	RANGE		RANGE
	ARC		ARC
	ACCURACY		ACCURACY
004837	DAMAGE		DAMAGE
	POWER		POWER
	WEAPON SYSTEMS - MISSILE SYSTEM 1		WEAPON SYSTEMS - MISSILE SYSTEM 2
7329	SYSTEM TYPE		SYSTEM TYPE
	NUMBER		NUMBER
	LAUNCHERS		LAUNCHERS
	SPREAD		SPREAD
	RANGE		RANGE
	ARC		ARC
	ACCURACY		ACCURACY
	DAMAGE		DAMAGE
7975-82364	POWER		POWER

Star Trek and Related Marks *, & * 1998 Paramount Pictures. All Rights Reserved. Last Unicorn Games authorized user. Star Trek : The Next Generation Role Playing Game * 1998 Unicorn Games Str.TNG Starship Data Form V1.0 8th Febuary 1999 John-James Worrali. Based on the Character Sheet by Patrick M. Murphy