



## Standard UPF Frigate

**Name:** UPFS #####

**HS:** 5

**HP:** 40

**ADF:** 4

**MR:** 3

**DCR:** 70

**Length:** 100 meters

**Diameter:** 15 meters

**Hatches:** 2

**Engines:** 3 Class B Atomic

**Life Support:** 35 beings (primary)

**Life Support:** 35 beings (backup)

**Officers:** (7) Captain, Executive Officer, Navigator, Chief Engineer, Chief Medical Officer, Gunnery Officer (Energy), Gunnery Officer (Rocket)

**Crew:** (18) Pilot, Copilot, Communications Analyst, [2] Energy Analyst, [2] Rocket Analyst, [2] Defense Analyst, Computer Analyst, Robotics Analyst, Medic, [2] Cook, [2] Engineer, [2] Maintenance Crewman

**Security:** (5) Sergeant of Arms, [4] Marines

**Robots:** 1, Service, 3 Maintenance, 4 Security, 4 Combat

**Crew Accommodations:** 6 single rooms, 15 single/double bunk rooms

**Cargo Capacity:** none

**Computer Level/Function points:** Level 5 / 239 FP

**Computer Programs:** Drive 5, Life Support 1, Alarm 3, Computer Lockout 5, Damage Control 3, Skin Sensors 1, Analysis 4, ICM 3, Laser Cannon 1, Laser Battery 1, Rocket Battery 2, Torpedo 1, Communication 1, Computer Security 5, Information Storage 4, Installation Security 4, Robot Management 4, Astrogation 4

**Astrogation Equipment:** Standard Starship

**Communications Equipment:** Videocom radio w/1 extra screen, Subspace radio, Intercom w/25 speaker/mikes

**Sensor Systems:** Radar, Energy Sensors, 40 portholes, Cameras, Skin Sensors

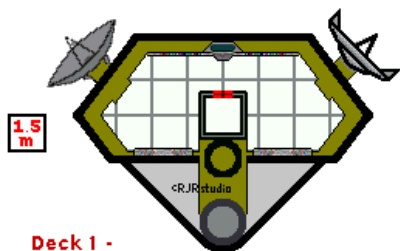
**Weapons:** LC, LB, RB x4, T x2

**Defenses:** Decoy, RH, MS x2, ICM x4

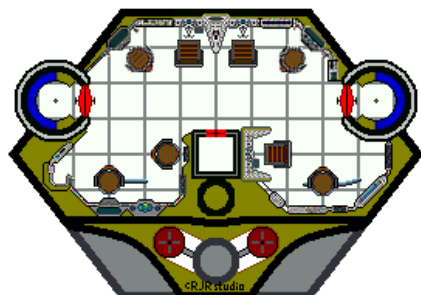
**Ship's Vehicles:** 5 Escape Pods, lifeboat, 3 small launches, 2 workpods

**Other Equipment:** White Noise Broadcaster

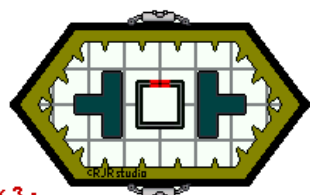
**Total Cost** (unfueled): 2,575,050 cr



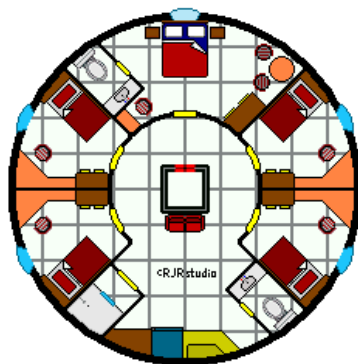
**Deck 1 -  
Avionics, Communication, & Sensor Arrays**



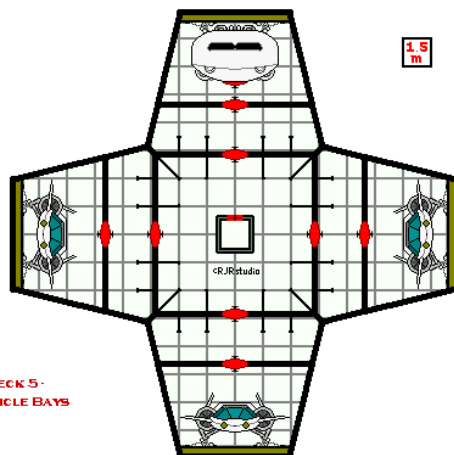
**Deck 2 - Bridge**



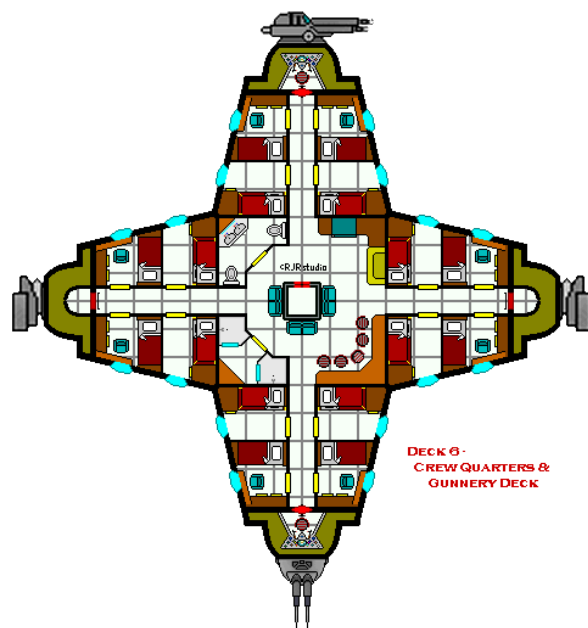
**Deck 3 -  
Forward Maneuver & Hydroponics**



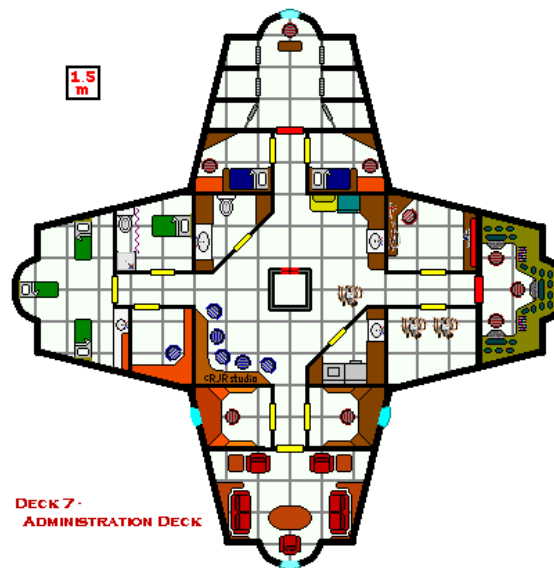
**Deck 4 - Officer Quarters**



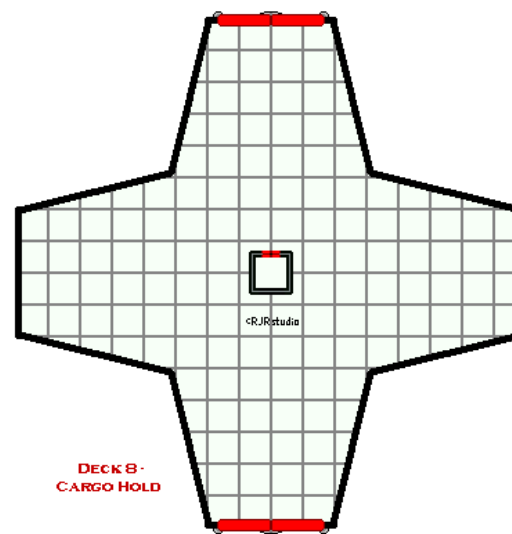
**DECK 5 -  
VEHICLE BAYS**



**DECK 6 -  
CREW QUARTERS &  
GUNNERY DECK**



**DECK 7 -  
ADMINISTRATION DECK**



**DECK 8 -  
CARGO HOLD**

**Deck 1 Key**

This deck houses the communications and forward sensor arrays along with the various avionic equipment and diagnostic stations.

**Deck 2 Key**

The bridge is located on deck two. Command stations for the pilot and co-pilot/energy gunner in the dorsal center, to the left is the astrogator station, and the chief engineer takes up the position to the right. Adjacent to the engineer station is the captain and executive officer centers. Opposite of those two positions is the torpedo command center and a computer operator station which also includes the communication and detection panels. Adjacent to the computer station is additional astrogation equipment nestled into the starboard ventral side.

**Deck 3 Key**

Deck three contains the forward maneuver modules and access for maintenance and repair, along with a pair of hydroponics bins.

**Deck 4 Key**

Four single suites and a captain's suite occupy this deck. The captain's suite has a private fresher and shower facility, a communal fresher and shower flank the galley/lounge area. Typically the XO, Navigator, Chief Engineer, and one Gunnery Officer occupy the four single suites.

**Deck 5 Key**

Four enclosed vehicle bays are positioned here, along with respective airlocks and spacesuit lockers. Each bay has bay doors positioned overhead. Additional spacesuit lockers are located inside surrounding the elevator shaft. The bays are typically kept in a state of vacuum.

**Deck 6 Key**

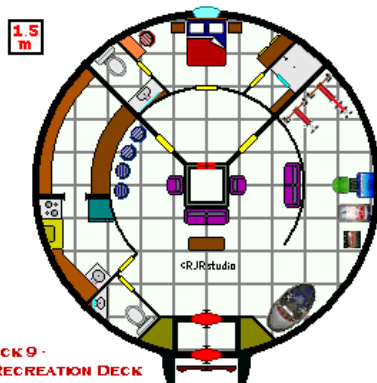
Each of the four outer sections contains a pair of single occupancy cabins and a pair of double occupancy bunk/barracks. Offensive and defensive stations are at the end of each section the dorsal and ventral sides have a rocket battery and laser battery station respectively, and the port and starboard sides each have an interceptor missile launcher and maintenance hatches to access them. The central portion of this deck contains the common freshers and shower facilities along with the crew galley and lounge.

**Deck 7 Key**

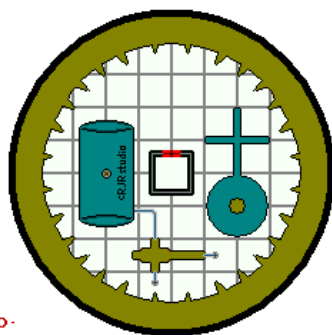
A six cell (frozen/live storage) brig and guard center is located in the dorsal section here, to port is the security/surveillance center and armory (along with a security robot closet), the ventral side contains the captian and XO offices along with a meeting room, and the starboard side has teh medical lab with a three bed surgical center, recovery room, and office. The central area contains a small galley and lounge area along with a fresher and laundry room. The two dorsal single cabins are typically occupied by a medical officer and chief of security.

**Deck 8 Key**

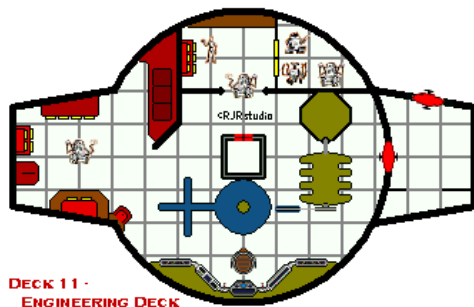
This is the 1U cargo hold with dorsal and ventral loading bay doors.



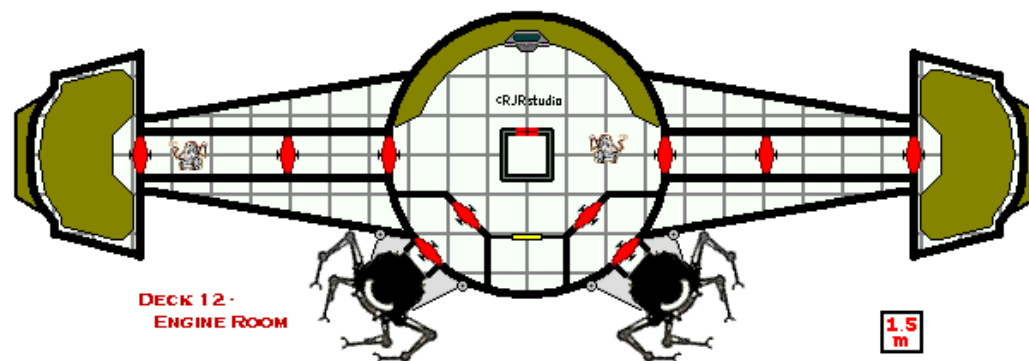
DECK 9 -  
RECREATION DECK



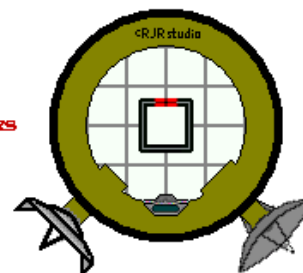
DECK 10 -  
AFT MANEUVER DECK



DECK 11 -  
ENGINEERING DECK



DECK 12 -  
ENGINE ROOM



DECK 13 - AFT SENSORS

Deck 9: Recreation > Features a bar & grill, lounge, fresher, arcade/sim chamber, and workout stations. A first class suite is sectioned off in the dorsal side for UPF/government passengers. A universal docking collar is located in the ventral portion.

Deck 10: Aft Maneuver > The stern RCS thrusters are accessible here along with water tankage, purification plant, and, a back-up life support unit.

Deck 11: Engineering > The engineer's station is located here, where half of the overhaul time is spent. An assistant to the chief engineer is typically stationed here. Also present is the primary life support unit, a generator and power relay station, a full workshop with tool racks, laser lathe, laser drill press, and foundry, and a robotics room with corresponding tool rack and a robot storage area. An airlock is located in the port chamber.

Deck 12: Engine Room > features pressurized/decontamination chambers for entry into the aft atomic drive section, in order to perform maintenance and repair from inside. Monitoring equipment is located on the dorsal side, a spacesuit locker is centered in the ventral side. Flanking the locker is a pair of workpod bins with airlocks. The other half of overhaul time is spent in these areas.

Deck 13: Aft Sensors > the stern mounted radar and energy sensor is accessible on this deck.

\*\*\*credit for deck plans – Shadow Shack\*\*\*