**STARFLEET *VESTA*-CLASS**
  heavy explorer; commissioned: 2380

**HULL DATA**
  structure: 45 (5 ablative armor)
  size/decks: 7/23
  L/B/H: 627/195/88
  complement: 745

**TACTICAL DATA**
  phasers:Type X (x4/E)
    penetration: 6/5/5/0/0
 phasers:Type XII (saucer ventral x2/E); fire arc: forward.
    penetration: 5/3/3/0/0
 torpedo launchers: Mk 95 df (x3/E)
    penetration: 7/7/7/7/7 (quantum)
 deflector shields: FSS-3 (F)* *regenerative
    protection/threshold: 18/6

**PROPULSION DATA**
  impulse system: FIG-7 (0.95c) (E)
  warp system: LF-50 Mod 1 (9/9.5/9.99) (E)
  quantum slipstream: HAN 210 Mk 1 (9.99990) (C)

**OPERATIONAL DATA**
  cargo units: 55
  life support: Class 4 (E)
  operations system: Class 4 (E)
  sensor system: Class 5 (+5/+4/+3/+2/+1) (F)
  shuttlebay: 2 aft
  shuttlecraft: 14 size worth
  tractor beams: 1 fv, 1 av
  transporters: 4 standard, 4 emergency

**MISCELLANEOUS DATA**
  maneuver modifiers: +2 C, +0 H, +3 T
  traits: Ablative Armor, Pulse Weapon Upgrade (Type XII phasers; reflected above), Limited
Fire Arc (x2) (Type XII phaser; Select one weapon type when this flaw is taken. **Effect:** When
you fire that weapon system, make a Helm maneuver with a TN equal to the Targets protection.

If the test fails, do not apply the penetration value of the weapon be it   a Beam or Missile system (which ever is the case). This maneuver is an action for the character at the Helm (Flight Con), but not for the starship.), Intricate System (quantum slipstream; All repair attempts on this particular system suffer +4 to the TN.), Vulnerable System (quantum slipstream)