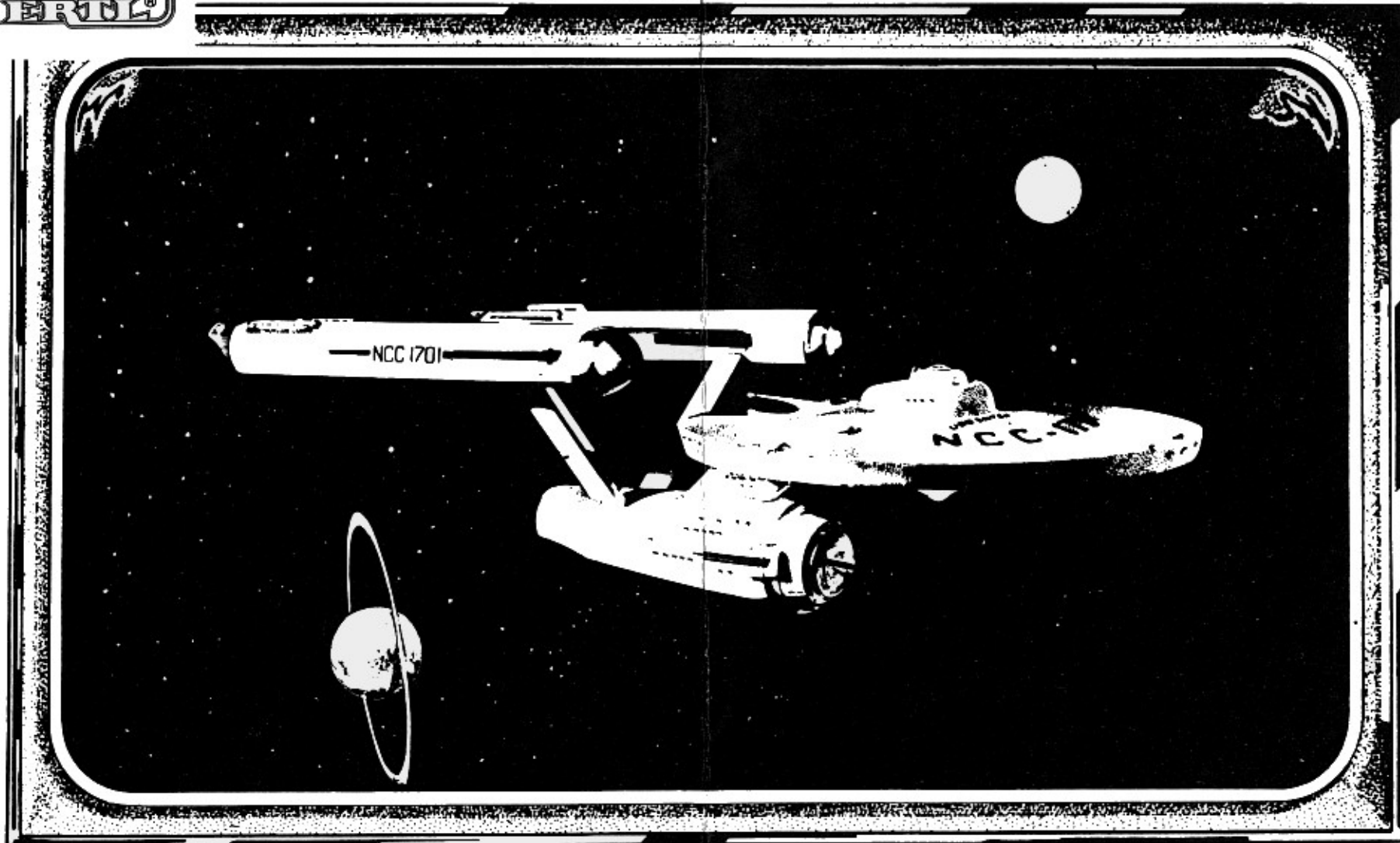




U.S.S. ENTERPRISE
UNITED FEDERATION OF PLANETS
HEAVY CRUISER CLASS STARSHIP NCC-1701

MODEL NO. 6676





UNITED FEDERATION OF PLANETS
STARFLEET COMMAND
PUBLIC RELATIONS DIVISION

SHW101151 Karlock Valley
Houston of the Americas
Sol-3:12859

To Old earth model kit enthusiasts	From Lt. Cmdr. Jay Baltes Haig
Communique No. CP 123055	<i>Jay Baltes Haig</i> Stardate 3155:3
Subject: HEAVY CRUISER CLASS STARSHIPS	

The U.S.S. Enterprise, as it was seen in your old earth television series called "Star Trek", is a Heavy Cruiser Class Starship. The Enterprise is one of fourteen ships of this class which currently comprise the United Federation of planets primary peace keeping force. This model kit is a reproduction of the Enterprise and is an approved model in concordance with Starfleet Command regulations, and is intended for display only. Because of obvious security reasons, certain materials and information must necessarily be withheld. However, to promote better relations between our two time periods, we have made some information available which we hope will enhance your knowledge and enjoyment as you build your model.

The "Heavy Cruiser" is a deep space starship. Although it is primarily a military vehicle it is also an instrument of scientific research and diplomacy in the service of the Federation. The standard ships compliment numbers four hundred and thirty; of which, forty hold officers rank. Under normal conditions there are permanent stateroom accommodations for five hundred, however, lounges and cargo holds can be easily converted into staterooms whenever the need arises.

A typical day for a crew member begins one hour before duty call. Everyone is expected to show up for duty watch clean and well fed. Because a starship is never at rest, there is a one half hour overlap between shifts. A standard watch lasts eight hours, after which each individual is free to pursue their own interests. When a yellow alert is sounded all stations are manned by the duty watch, and the previous watch must report to duty stations to act as backbattle stations.

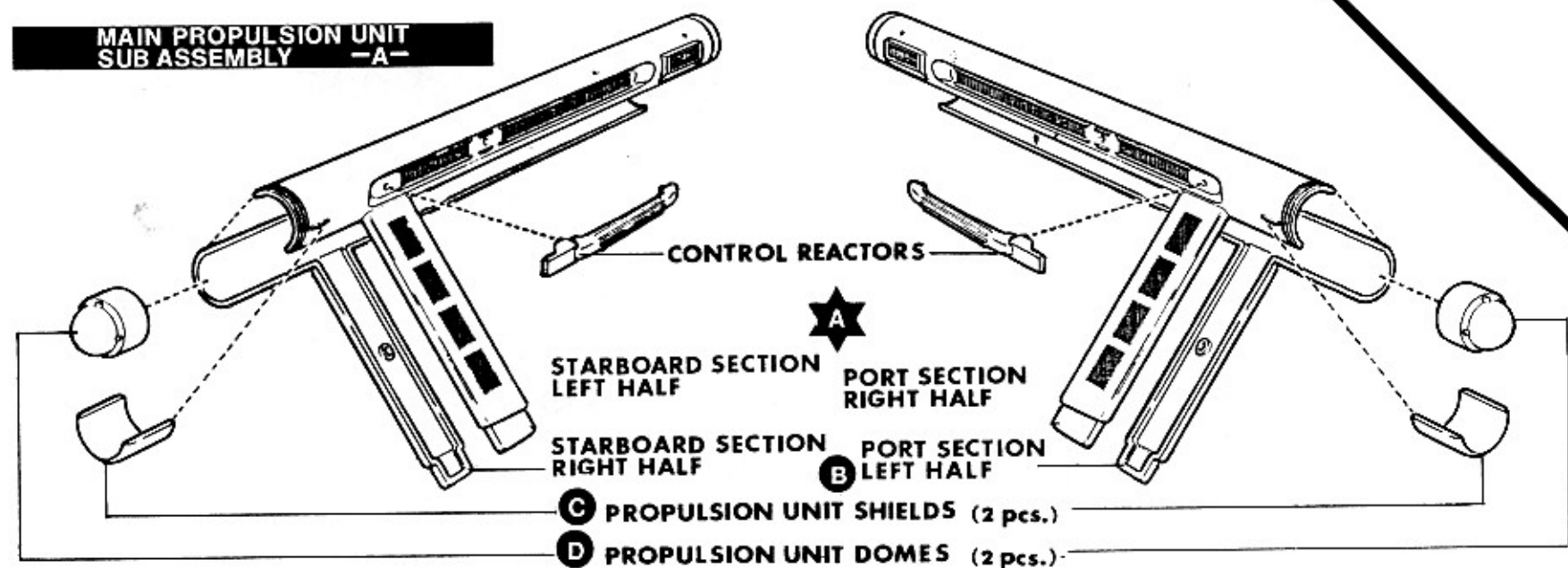
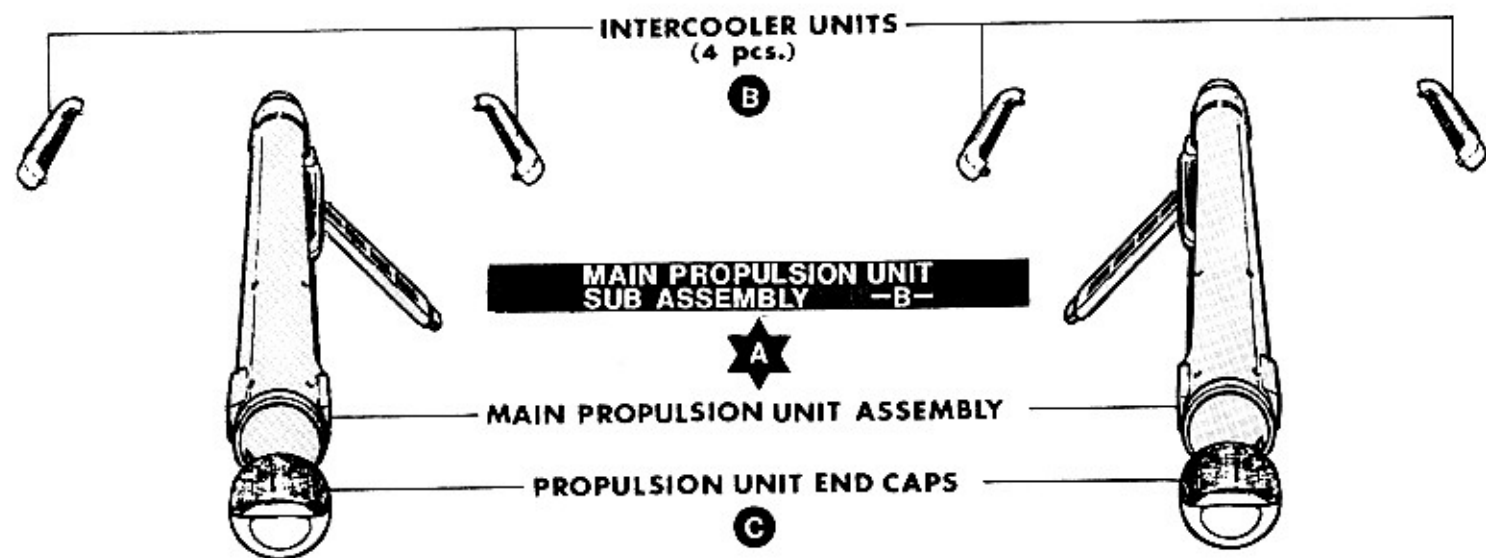
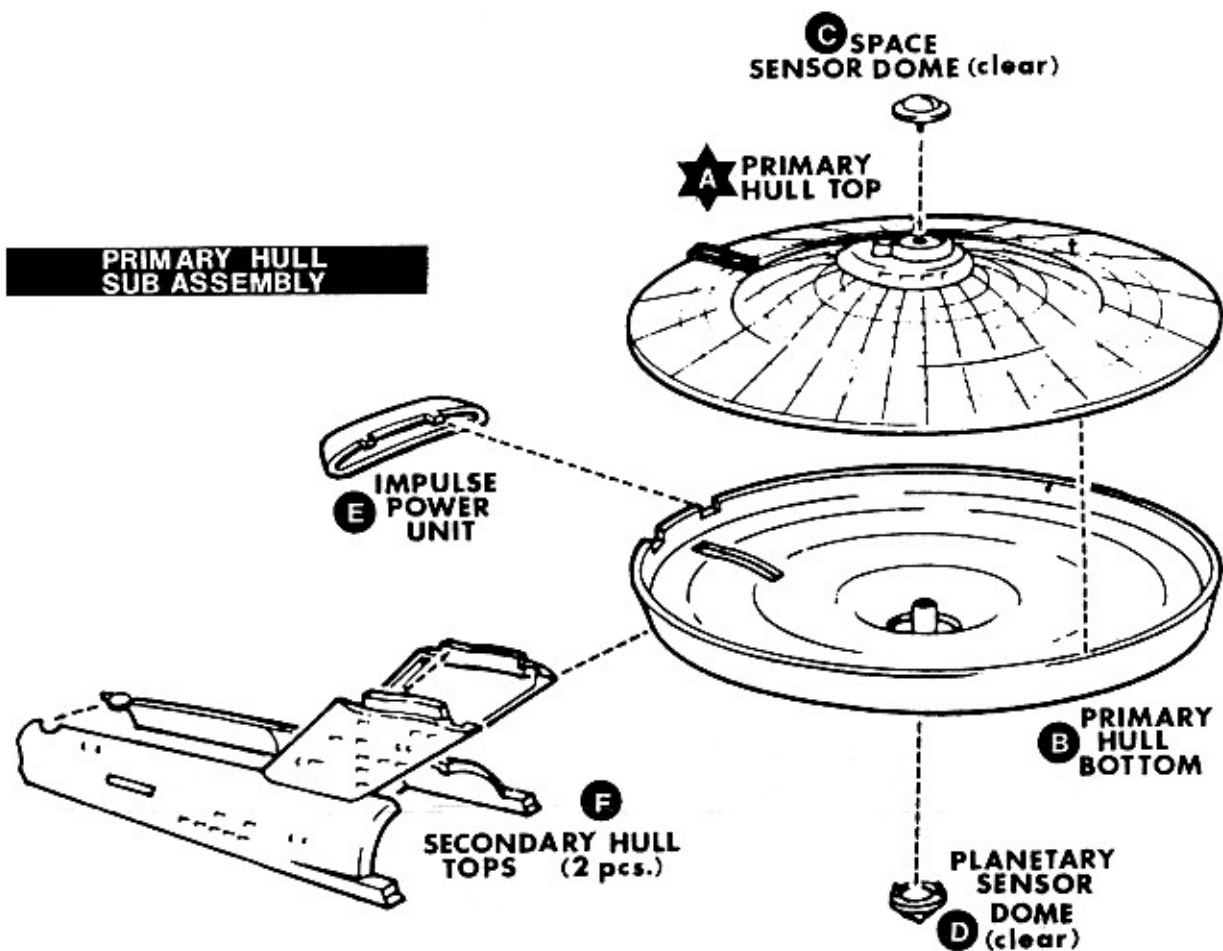
Should either the primary or secondary hull of a Heavy Cruiser become too severely damaged to maintain life support systems, the other has the full capacity to operate independently as an emergency lifeboat and can effectively house an entire ships compliment. Both inorganic and organic materials can be recycled and fabricated on board to avoid costly delays at starbases. Shore leave is routinely scheduled every ninety days but even when a star ship is at "dock" only one watch is permitted off ship at a given time.

If you wish to add to the realism of this kit we recommend that major sub-assemblies be completed and painted prior to final assembly, this will allow for less cumbersome handling as detail painting is done. Avoid using excessive bonding agents, or paints when using sprays. The parts are arranged on trees and can be easily removed using a sharp knife. If gaps occur between large pieces, such as the saucers, they can be adequately filled with any good modelers putty available in your time period. Use only painted and bonding agents specifically designed for use on styrene plastic.

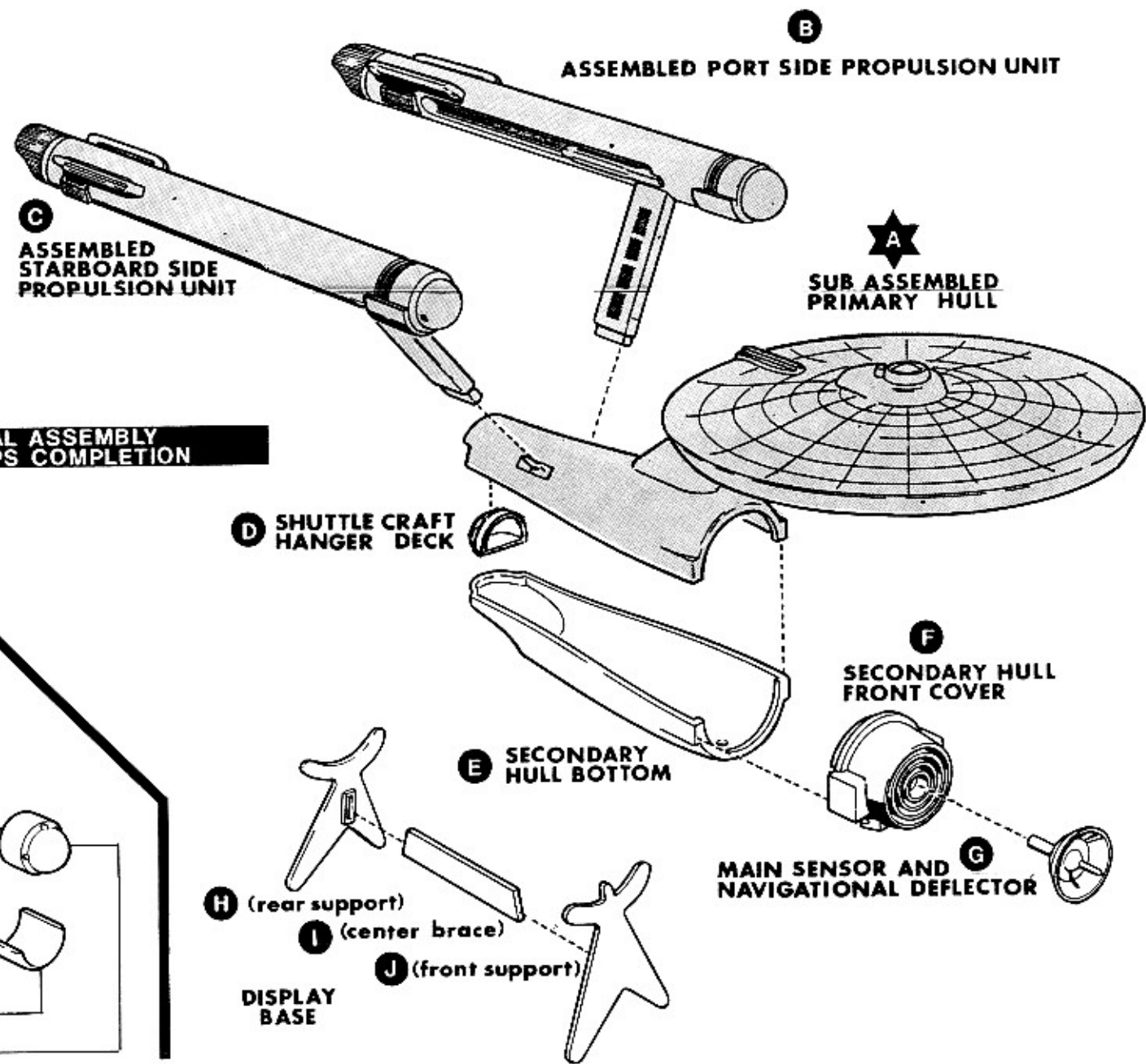
We recommend painting the sub-assemblies gloss white or light blue and then "dusting" these parts with a very light spray of silver. After this has thoroughly dried, detail can be added using a fine artists brush, some paints may need to be thinned for proper application. The paint and decal chart supplied should aid you in your selection of colors to be used.

Read through the entire instruction sheet carefully before you begin. Assemble parts according to alphabetical order.

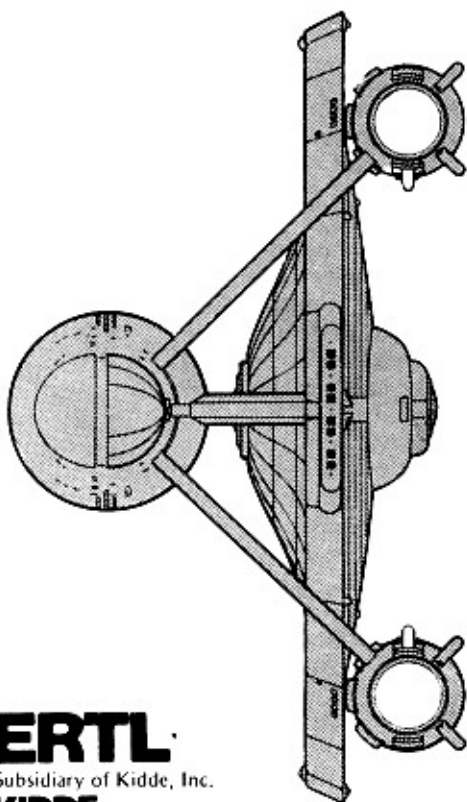
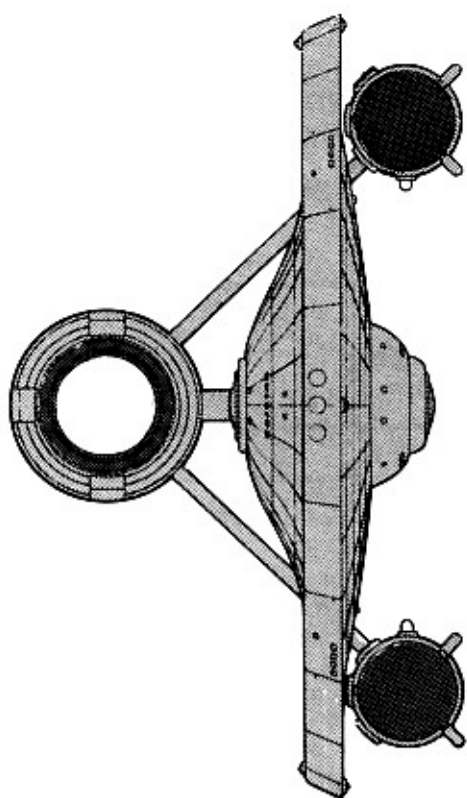
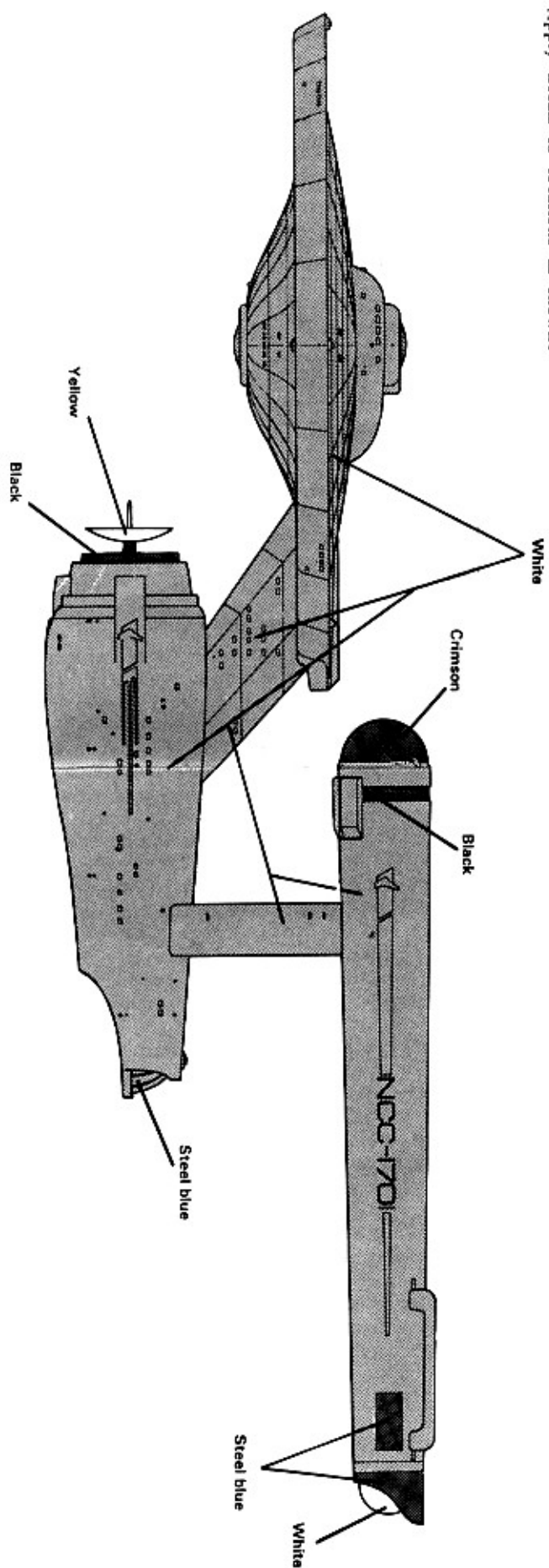
Shaded areas represent previous assemblies.

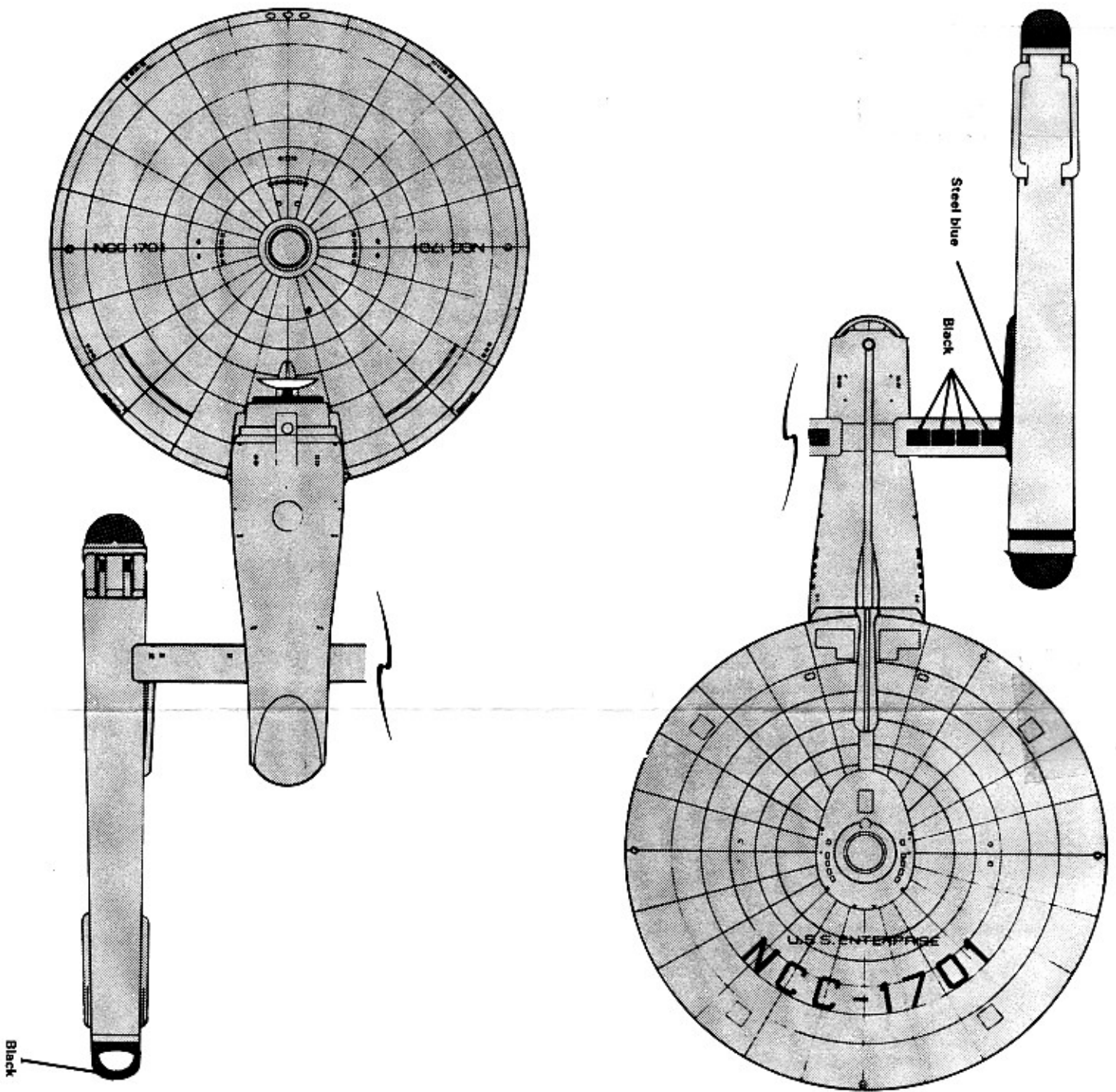


FINAL ASSEMBLY SHIPS COMPLETION



Apply decals to locations as shown.





Below is a complete listing of Starfleets
HEAVY CRUISER class contingent

CONSTELLATION	NCC -1017
REPUBLIC	NCC -1371
CONSTITUTION	NCC -1700
ENTERPRISE	NCC -1701
FARRAGUT	NCC -1702
LEXINGTON	NCC -1703
YORKTOWN	NCC -1704
EXCALIBUR	NCC -1705
EXETER	NCC -1706
HOOD	NCC -1707
INTREPID	NCC -1708
VALIANT	NCC -1709
KONGO	NCC -1710
POTEMPKIN	NCC -1711

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