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Technical Manual

...sion's transporter heading is possible, but considered too dangerous because of the highly variable nature of antimatter and its large mass involved. Now that Voyager is off Star Trek, the antimatter supply is extremely well stored to watch carefully. This may not be an immediate problem, but our forces will probably have to find another source of antimatter in about three sessions. Concentration measures are being taken, but certain emergency situations may also occur as to our fuel needs. The Enterprise warp drive system incorporated a reserve called QUANTUM COMPENSATION.

QUANTUM COMPENSATION

SAC DEVICE, also called an antimatter generator. Voyager may carry a much smaller unit than carried aboard the Enterprise. The intention here is that the ship's reactor is extremely inefficient - it takes ten tons of matter to generate tons of antimatter. For another way, you can get something for nothing, you always have but more energy into a system than the world which you hope to get from the system.

Other means of refueling: "The front of the warp engine nacelles incorporate a set of powerful electromagnetic coils called a BUSSARD COLLECTOR. When the ship is traveling at high speed, these coils generate an electromagnetic field which may collect any cosmic antimatter that gets in our way.

Other uses of warp power: When necessary, we can pull power directly from the warp core for applications which require massive amounts of energy. In the past, such situations have included applying warp power directly to the main deflector and using the warp fields for nonpropulsive needs. Such power usage is generally measured in WARP EQUIVALENT POWER (WEP) comparisons, as in "helping the main deflector with WEP equivalent power fire."

The major impact on Voyager's attempt to get home: With the limited refueling and overhaul assets at their disposal, increased fuel-related concerns (mostly for engine cooling) are greatly diminished. It could take anywhere from 300 to 400 years for the starship to reach the home of Star Trek. Captain, the closest area of known space. The 75 year figure mentioned elsewhere assumed that the ship could maintain Warp 2 for the period of time, which we know will not be possible. Therefore, a true super-science solution will need to be devised to bring our people back to Earth.

Power: The impulse drive is necessary to conserve power during long periods of deep space flight, between deeper star groupings. We may need to do the ship's lighting systems, and otherwise reduce usage of power-intensive devices.

IMPULSE POWER

In brief, Voyager uses its IMPULSE POWER propulsion system for slower-than-light travel. The distances between the stars are so vast that impulse power is generally used only while in orbit or within a star system. Impulse speed is much slower than warp travel.

How to use it: Impulse drive is often ordered by the captain with commands like: "This is eleven to impulse speed for orbital approach," or "Accelerate to full impulse power!"

Power: The impulse drive is powered by a series of FUSION REACTORS which are located in both aft wings on Deck 11. Another set of fusion reactors also provides auxiliary power to the starship to keep life systems operating when the warp drive and impulse reactors are inoperative.

Refueling and Selected High Energy Devices

