



Federation Ship Recognition Manual 2385 Edition

Credits

**Federation Ship Recognition Manual
2385 Edition**

**Star Trek Starship Combat Simulator Phase II
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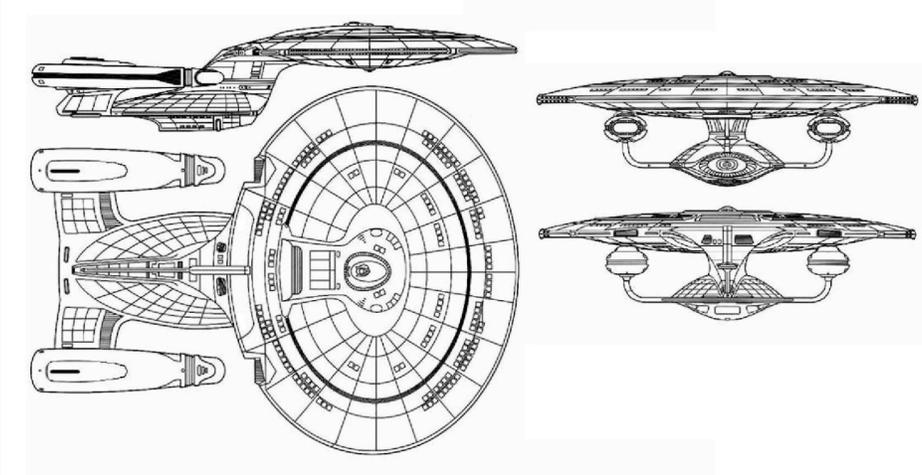
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Capital Ships

**(Battleships, Dreadnoughts,
Battlecruisers)**

***Bismarck*-class Battleship**

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-78341	<i>Bismarck</i>	Utopia Planitia Fleet Yards, Mars	4/7302	4/8004	4/8106	Active
NCC-78665	<i>Ramillies</i>	Utopia Planitia Fleet Yards, Mars	4/7302	4/8211	4/8309	Active
NCC-78666	<i>Texas</i>	Utopia Planitia Fleet Yards, Mars	4/7302	4/8401	4/8412	Active
NCC-78698	<i>Yamato</i>	Utopia Planitia Fleet Yards, Mars	4/7302	4/8411	4/8506	Active



At the height of the war with the Dominion, Starfleet shipyards throughout the Federation were a flurry of activity as engineers raced to field vessels under construction, some of them only partially completed. Designs that were originally intended for peaceful exploration purposes were ruggedized and adapted for the realities of a combat heavy environment. Two classes recently fielded, the *Majestic* and *Frontier* were early contenders for adaptation to this new standard and were immediately rushed into construction in a militarized form. The end results were the *Kitty Hawk* and *Bismarck*-class starships.

Classification: With her design emphasis on fleet operations and local area dominance, the *Bismarck* is classified as a battleship.

Design: The *Bismarck* is basically a reengineered, new incarnation of the *Galaxy* hull form. The *Bismarck*-class modification of the *Galaxy*-class spaceframe is intended to give the vessel greater endurance in extended missions, and the main differences are in the use of internal space. The *Bismarck* devotes more internal area to ships stores, converting unused space into cargo areas and crew quarters. Some of these modifications resulted in the repositioning of certain shipboard systems and an altered weapons array. The sum total of all modifications resulted in a slight increase in displacement over the standard *Galaxy*-class vessels while keeping the *Bismarcks* lighter than the *Mythe*-class battlecruiser variant.

Engineering: The *Frontier* was among the first vessels designed with the FIUWR-1 (Federation Improved Warp type R/1) warp drive from Shuvinaaljij Warp Technologies of Vulcan, and the *Bismarcks* has retained this power scheme. Coupled with the proven FIG-3 impulse drive, the *Bismarck* is a powerful and maneuverable foe at both warp speed and subliminal velocities.

Tactical: The tactical and damage control innovations found on the *Bismarck*-class are among the most advanced in the fleet, and easily rival those found in the *Mythe*-class battlecruiser. One of the strengths of the *Frontier* is her ability to provide heavy sustained firepower at great distances. This ability is due in thanks to the new long range FH-10A phaser system from MinTech Armaments. The *Frontier* also sports a modified version of the venerable FP-10 torpedo launch system, which has a 20% greater launch capacity per torpedo spread. The *Bismarck* also retains the *Frontier*-class' unique FQ-1 quantum torpedo launcher in a retracting bay in place of the captain's yacht. Able to track targets through a full 300° range of motion, the FQ-1 adds a sizeable kick to the *Bismarck*'s power projection capability. These weapon systems, coupled with the incorporation of abalative armor into the hull, and the heavy FSW-2 deflector shield system, make the *Frontier*-class a deadly foe in combat.

Crew Support/Computer Systems: The *Bismarck*-class vessels are some of the most manpower intensive ships ever fielded by Starfleet and are crowded by any standard. Crew support facilities are extensive though crowded, and the few holodecks available aboard ship are booked weeks in advance. Sector command battlestiffs and flag officers know the *Bismarck*'s for their no-nonsense approach to life in space and are popular assignments nonetheless. The computer systems aboard the four vessels of the class are a mixture of bio-neural/isolinear circuitry in a traditional triple redundant EM hardened configuration. The *Bismarck*-class ships also mount the innovative Emergency Holographic Anti-incursion program, designed to counter boarding attempts and for rapid internal security response. The EHA is also tied to the EMH for ship wide supplemental medical services. These systems have been modified to cover nearly 80% of the vessel's internal volume.

Development and Construction History: The *Bismarck*-class is produced at the Utopia Planitia Shipyards at the rate of one unit per year. All remain in active service. The vessels are all named for famous battleships of the Terran Second World War, one for each of the major powers involved.

Specifications for the *Bismarck*-class Battleship

Construction Data:

Model Number: Mk I
Date Entered Service: 4/8106

Hull Data:

Superstructure Points: 135
Size:
 Length: 643 m
 Width: 478 m
 Height: 145 m
Transporters:
 Standard Six Person- 10
 Emergency 22 Person- 10
 Cargo, small- 6
 Cargo, large- 4
Crew: 312 Officers
728 Enlisted
Passengers: 200
15,000 Evacuation Limit
Shuttlecraft: *Targa*-class Runabout (1)
Danube-class Runabout (10)
Type 6 Personnel (15)
Type 7 Personnel (20)
Type 16 Shuttlepod (20)
Type 9-A Cargo (20)

Engines and Power Data:

Total Power Units Available: 288
Movement/Point Ratio: 6/1
Warp Engine Type: FIUWA-1
Number: 2
Power Units Available: 84
Cruising Speed: Warp 7
Emergency Speed: Warp 9.9
Impulse Engine Type: FIG-3
Number: 3
Power Units Available: 40
Auxiliary Power: 28
Reserve Power: 14

Weapons and Firing Data:

Beam Weapon Type: FH-10a
Number: 32
Firing Arcs: 16 f/p/s, 4 f/p/a, 4 f/s/a, 4 p/s, 4 a
Chart: Z
Max Power: 7
 +3 (1-15)
 +2 (16-20)
 +1 (21-24)
Missile Weapon Type: FP-10a
Number: 24
Firing Arcs: 12 f/p/s, 12 a
Chart: S
Power to Arm: 1
Damage: 10
Missile Weapon Type: FQ-1
Number: 6
Firing Arcs: 6 f/p/s
Chart: S
Power to Arm: 1
Damage: 10

Shields Data:

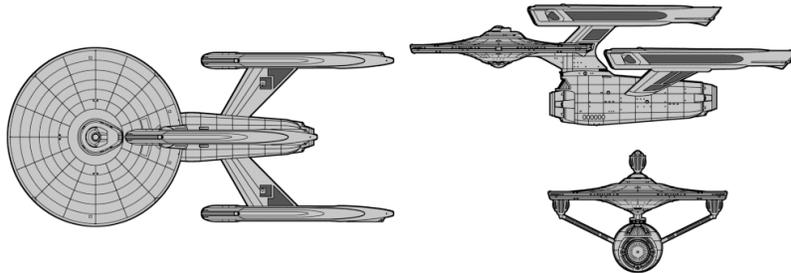
Deflector Shield Type: FSW-2
Shield Point Ratio: 1/7
Max Shield Power: 28/side

Combat Efficiency:

Point Value: 336

Federation-class Dreadnought

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-2100	<i>Federation</i>	San Francisco Fleet Yards, Terra	3/4908	3/5404	3/5601	Active
NCC-2546	<i>Entente</i>	San Francisco Fleet Yards, Terra	3/4908	3/5409	3/5608	Active
NCC-2321	<i>Coalition</i>	San Francisco Fleet Yards, Terra	3/5711	3/6106	3/6206	Active
NCC-2989	<i>Affiliation</i>	San Francisco Fleet Yards, Terra	3/6202	3/6608	3/6705	Active
NCC-2812	<i>Dominion</i>	San Francisco Fleet Yards, Terra	3/6401	3/6701	3/6806	Active



The loss of 39 starships in a single day to the Borg on stardate 4/6701 placed Starfleet Operations in crisis mode. Their ability to ward off further attacks by this seemingly unstoppable foe or any other push against the Federation was in serious doubt, and the fleet needed to replace their losses as soon as possible. In the initial batch of ideas was a plan to refurbish and reactivate five virtually antique *Federation*-class dreadnoughts, a vessel type that had last seen service nearly three decades before. It was a controversial decision with detractors fearful that these elderly fleet workhorses were so obsolete that to even consider taking them into battle was tantamount to premeditated murder. Regardless of their critics, the first reactivated hulls of the class entered service in August of 2367 and quickly became the standard-bearer for Starfleet's efforts to mollify a public still reeling from the losses of just a few months before.

Classification: Although she now serves with the fleet in a manner more akin to a light cruiser, the term dreadnought has been retained for the *Federation*-class for reasons that are more nostalgic than practical.

Design: For the most part, the *Federation*-class retains the same look that it adopted after the Mk II and III refits of the 2270s and 2290s.

Engineering: Like several of the older starship classes that reentered service following the Borg invasion of 2367 and during the Dominion War, the *Federation* employs the FUWE-1 warp drive, a lightweight and dependable powerplant with a track record for dependability that has since proven to be phenomenal. When the reactivated dreadnoughts were pulled from the line in 2370 and refit to Mk IV specifications, engineers were surprised to find that the new warp drive had increased the vessels maximum emergency speed to warp 9.95, a mark far above what computer modeling had predicted. Furthermore, by utilizing warp field load balancing among the three nacelles and variable field layering techniques previously unavailable to the class, the *Federation* was able to maintain that top speed for nearly 40 hours, a threefold increase over previous incarnation of the class. Impulse power as provided by the single mounted FIG-3 drive helped improve the class' handling at sublight velocities.

Tactical: Previous incarnations of the *Federation* utilized a heavy array of FH-11 phasers, and they were retained virtually as-is for the Mk IV. The largest change to the tactical systems came in the mounting of a single forward mounted FP-110 torpedo launcher capable of laying down a spread of five torpedoes at once and the upgraded FSS-M shield generator. Hardware revisions and software upgrades for the vessel's structural integrity system along with the addition of several hull-framing reinforcements in the engineering hull helped nearly double the *Federations* already impressive superstructure rating. New sensors and intelligence gathering "black boxes" replaced antiquated systems in the lower saucer's equipment bay, though their inclusion necessitated a costly power distribution system upgrade and expansion of the optical data network bandwidth to handle the increased information processing requirements. In all, the refits of the early 2370s helped bring the class into its own as a modern fighting vessel.

Crew Support/Computer Systems: From their reactivation in 2367 until they completed their refit cycle in the early 2370s, the reactivated *Federations* were unpopular assignments for their crews. The shipboard crew facilities were a far cry from what they had come to expect from some of the more modern vessels in service, and in the rush to get them into the field little thought had gone into making their crews comfortable. However, the refits brought the inclusion of new holodecks, modern recreational facilities and a measure of automation that helped ease the crowding problem that had always plagued the class. This later issue came about by the complete removal of the *Federation*'s outmoded (and some would say quaint) duotronic computer core and replacing it with an isolinear type that had been developed for the *Steamrunner*-class destroyers.

Development and Construction History: Of the five *Federation*-class vessels pulled from mothballs or public display in 2367, all remain in active service. Amazingly, although some of these vessels will soon celebrate the 130th anniversary of their commissioning, there are no plans to remove them from service in the near future.

Specifications for the *Federation-class Dreadnought*

Construction Data:

Model Number: Mk IV
Date Entered Service: 4/6709

Hull Data:

Superstructure Points: 98
Size:
 Length: 302 m
 Width: 131 m
 Height: 84 m
Transporters:
 Standard Six Person- 6
 Combat 22 Person- 4
 Cargo, small- 2
 Cargo, large- 1
Crew: 65 Officers
645 Enlisted
Marines: 100
3,500 evacuation limit
Shuttlecraft: Type 7 Personnel (8)
Type 16 Shuttlepod (6)

Engines and Power Data:

Total Power Units Available: 118
Movement/Point Ratio: 5/1
Warp Engine Type: FUWE-1
Number: 3
 Power Units Available: 26
 Cruising Speed: 6
 Emergency Speed: 9.95
Impulse Engine Type: FIG-3
Number: 1
 Power Units Available: 40
Auxiliary Power: 12
Reserve Power: 6

Weapons and Firing Data:

Beam Weapon Type: FH-11
Number: 10
Firing Arcs: 2 f/p, 4 f, 2 f/s, 2 a
Chart: Y
Max Power:
 +3: (1-10)
 +2: (11-17)
 +1: (18-24)
Missile Weapon Type: FP-10
Number: 5
Firing Arcs: 5 f
Chart: S
Power to Arm: 1
Damage: 10

Shields Data:

Deflector Shield Type: FSS-M
Shield Point Ratio: 1/6
Max Shield Power: 22/side

Combat Efficiency:

Point Value: 153

Kitty Hawk-class Dreadnought

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-78338	<i>Kitty Hawk</i>	Utopia Planitia Fleet Yards, Mars	4/7302	4/8003	4/8106	Active
NCC-78340	<i>Yorktown</i>	Utopia Planitia Fleet Yards, Mars	4/7302	4/8201	4/8212	Active
NCC-78347	<i>Midway</i>	Utopia Planitia Fleet Yards, Mars	4/7302	4/8203	4/8311	Active
NCC-78358	<i>Coral Sea</i>	Utopia Planitia Fleet Yards, Mars	4/7302	4/8308	4/8404	Active
NCC-78662	<i>Ranger</i>	Utopia Planitia Fleet Yards, Mars	4/7302	4/8411	4/8506	Active



At the height of the war with the Dominion, Starfleet shipyards throughout the Federation were a flurry of activity as engineers raced to field vessels under construction, some of them only partially completed. Designs that were originally intended for peaceful exploration purposes were ruggedized and adapted for the realities of a combat heavy environment. Two classes recently fielded, the *Majestic* and *Frontier* were early contenders for adaptation to this new standard and were immediately rushed into construction in a militarized form. The end results were the *Kitty Hawk* and *Bismark*-class starships.

Classification: Reluctantly, Starfleet chose to designate the *Kitty Hawk* as a dreadnought, the first such designation in over a century.

Design: The *Kitty Hawk* is a cut down and reengineered *Galaxy* hull form. The engineering section is virtually identical to the *Galaxy* with minor changes to its internal arrangement. The connecting dorsal joining the engineering section and saucer was all but removed and the two were mated directly without a provision for separation. Additionally, the saucer was also reoriented 90° with the internal spaces and external features altered accordingly. The orientation of the saucer is not so much an aesthetic choice, but is an attempt to decrease the fore and aft target aspect. With the removal of the saucer separation connects and related equipment, the loss of the connecting dorsal is barely noticeable. In fact, internal habitable volume is only 2% less than the *Galaxy*-class.

Engineering: The *Kitty Hawk* was among the first vessels designed with the FIUWR-1 (Federation Improved Warp type R/1) warp drive from Shuvinaaljis Warp Technologies of Vulcan. Coupled with the proven FIG-4 impulse drive, the *Kitty Hawk* is a powerful foe at both warp speed and subluminal velocities.

Tactical: One of the strengths of the *Kitty Hawk* is her ability to provide sustained firepower at great distances. This ability is due in thanks to the new long range FH-16 phaser system from HiBeam Energies. Coupled with the proven FP-10 torpedo launch system in a fore/aft arrangement, the *Kitty Hawk* is a formidable adversary. Like the *Majestic*-class, the *Kitty Hawk* employs a rotating FQ-1 quantum torpedo launcher along with its devastating 300° field of fire. The *Kitty Hawk* is further fit with the most modern CIC (Command and Control) suite yet devised and can coordinate the movements of an entire sector if need be. Although she rarely operates with a full Marine contingent, the class has the unique ability to deliver an entire Marine regiment on a target not only by transporter, but by flights of “Hopper” combat landing craft. Equipment for this purpose is held in several of the vessel’s massive cargo bays and maintained for immediate use.

Crew Support/Computer Systems: The *Kitty Hawk*-class sports the most up to date tactical sensors and communications suite in the fleet. The computer systems aboard the four vessels of the class are a mixture of bio-neural/isolinear circuitry in a traditional triple redundant and EM-Radiation hardened configuration. The EMH system has been further modified to cover nearly 70% of the vessel’s internal volume with backups located in the emergency triage and evacuation stations.

Development and Construction History: The *Kitty Hawk*-class is produced at Sol IV shipyards from 2375-2385 with five units constructed in all. Upon cessation of hostilities with the Dominion, construction stalled for nearly two years with building resuming, at a slower rate. All remain in active service.

Specifications for the *Kitty Hawk*-class Dreadnought

Construction Data:

Model Number: Mk I
Date Entered Service: 4/8106

Hull Data:

Superstructure Points: 135
Size:
 Length: 696 m
 Width: 409 m
 Height: 102 m
Transporters:
 Standard Six Person- 10
 Combat 22 Person- 14
 Cargo, small- 6
 Cargo, large- 4
Crew: 250 Officers
650 Enlisted
Marines: 2500
15,000 evacuation limit
Shuttlecraft: Danube-class runabout (2)
"Hopper" Combat Transport (10)
Type 6 Personnel (16)
Type 10 Personnel (18)
Type 18 Personnel (10)
Type 16-A Shuttlepod (10)
Type 9-B Cargo (3)

Engines and Power Data:

Total Power Units Available: 256
Movement/Point Ratio: 6/1
Warp Engine Type: FIUWR-1
 Number: 2
 Power Units Available: 84
 Cruising Speed: 9
 Emergency Speed: 9.975
Impulse Engine Type: FIG-4
 Number: 2
 Power Units Available: 44
Auxiliary Power: 26
Reserve Power: 13

Weapons and Firing Data:

Beam Weapon Type: FH-16
 Number: 22
 Firing Arcs: 6 f/p/s, 4 f/p/a, 4 f/s/a, 4 p/s, 4 a
 Chart: Z
 Max Power:
 +3: (1-15)
 +2: (16-20)
 +1: (21-24)
Missile Weapon Type: FP-10
 Number: 20
 Firing Arcs: 10 f/p/s, 10 a
 Chart: S
 Power to Arm: 1
 Damage: 10
Missile Weapon Type: FQ-1
 Number: 6
 Firing Arcs: 6 f/p/s
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

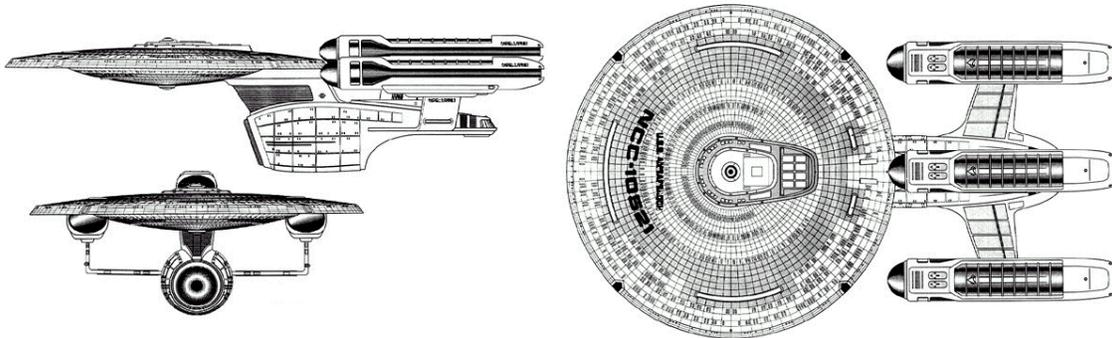
Deflector Shield Type: FSW-2
Shield Point Ratio: 1/7
Max Shield Power: 28/side

Combat Efficiency:

Point Value: 307

Springfield-class Dreadnought

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-55047	<i>Springfield</i>	Utopia Planitia Fleet Yards, Mars	4/5201	4/5612	4/5807	Destroyed
NCC-53600	<i>Ptolemy</i>	Utopia Planitia Fleet Yards, Mars	4/5307	4/5806	4/5912	Active
NCC-58736	<i>Dumas</i>	San Francisco Fleet Yards, Terra	4/5405	4/5901	4/6006	Lost
NCC-53702	<i>Chekov</i>	Earth Station McKinley	4/5511	4/6002	4/6107	Destroyed
NCC-60741	<i>Brisbane</i>	Southampton Fleet Yards, Terra	4/5602	4/6104	4/6207	Destroyed
NCC-63121	<i>Bennington</i>	Port Copernicus Fleet Yards, Luna	4/5705	4/6203	4/6309	Active
NCC-60004	<i>Casanova</i>	Utopia Planitia Fleet Yards, Mars	4/5804	4/6211	4/6309	Destroyed
NCC-60320	<i>Quintillus</i>	Chandley Works, Caravalia, Mars	4/5905	4/6302	4/6401	Active
NCC-66878	<i>Eddington</i>	San Francisco Fleet Yards, Terra	4/6002	4/6407	4/6508	Active
NCC-68441	<i>Bridger</i>	Shar Ta'kel Central Dock, 40 Eridani	4/6104	4/6502	4/6609	Active
NCC-63213	<i>Minsk</i>	Utopia Planitia Fleet Yards, Mars	4/6205	4/6604	4/6711	Active
NCC-64630	<i>Columbia</i>	Cape Canaveral Spaceport, Terra	4/6307	4/6704	4/6810	Active
NCC-60128	<i>Catalina</i>	Chiokis Fleet Yards, Thelavor, Andor	4/6408	4/6712	4/6811	Destroyed
NCC-69540	<i>Adamant</i>	Electric Boat Company Dockyards, Terra	4/6503	4/6805	4/6912	Active
NCC-62121	<i>Hydra</i>	San Francisco Fleet Yards, Terra	4/6605	4/6903	4/7002	Active
NCC-63063	<i>Euryalus</i>	Earth Station Everest	4/6704	4/7006	4/7106	Active
NCC-65635	<i>Bunker Hill</i>	Makin County Ship Yards	4/6807	4/7105	4/7202	Active
NCC-64563	<i>Venus</i>	Utopia Planitia Fleet Yards, Mars	4/6901	4/7208	4/7305	Destroyed
NCC-60467	<i>Fuso</i>	Shar Ta'kel Central Dock, 40 Eridani	4/6911	4/7301	4/7311	Destroyed
NCC-70014	<i>Heston</i>	Avondale Group, Ferrata Docks, Rigel IV	4/7005	4/7301	4/7404	Active
NCC-74468	<i>England</i>	Star City Spaceport, Terra	4/7012	4/7404	4/7502	Active
NCC-77607	<i>Ryujo</i>	M'Yengh Yaras Fleet Yards, Shzerensahr, Cait	4/7104	4/7509	4/7612	Active
NCC-79504	<i>Providence</i>	Utopia Planitia Fleet Yards, Mars	4/7204	4/7610	4/7709	Active



The *Ambassador*-class project has spanned nearly fifty years, and stands testament to her designer's foresight. Conceived as a long range explorer and instrument of Federation policy, the *Ambassadors* remains a integral part of Starfleet to this day. The design is also one of the most improved upon in history. In the mid-2350s, in response to hostilities taking place with the Cardassians, Starfleet sought to modify the *Ambassador* design. Her tactical support systems and sustainable high warp velocities insures that the *Springfield*-class can show the flag of the Federation at a moments notice just like the dreadnoughts of old.

Classification: The *Springfield* is classified as a dreadnought, a designation that denotes an emphasis on tactical support missions, fleet command facilities, and power projection capabilities.

Design: The *Springfield*'s basic design is an almost straight copy of the *Ambassador*-class. However, the addition of the third nacelle along the dorsal spine necessitated an almost total redesign of the vessel's internal arrangement. The third nacelle on the dorsal spine contains specialized Dynamic Warp Field Overlay Projectors (DWFOP) to allow the vessel to operate on just two or even one nacelle in an emergency situation.

Engineering: The FIUWA-1 warp drive fit on the *Springfield* is an improved version of the type mounted aboard the *Ambassador*. Contrary to popular belief, the third nacelle does not allow the *Springfield* to go any faster than any other starship of comparable displacement. Instead, it allows the *Springfield* to maintain high warp speeds for longer periods of time. By dividing the propulsive forces among the three nacelles, the warp core tolerances are much greater and allow for longer high-speed sprints. With a normal cruising speed of warp six or a maximum sustainable warp speed of 9.6 for 36 hours, the *Springfield* is usually the first vessel to respond to a crisis. Early production units of the *Springfield* suffered from poor sublight maneuverability and micro-crystalline fracturing along the central nacelle pylon, but these problems were quickly resolved. By added additional spacetime driver coils to the impulse emitters, the relative mass of the *Springfield* was lowered allowing the FIH-2 fusion reactors to provide adequate maneuverability at sublight speeds.

Tactical: The *Springfield* benefited greatly from the tactical advancements coming out of the *Galaxy*-class Development Project. While the FH-11 phaser system from HiBeam Energies has been a standard for many years, the FP-10 torpedo launchers provide a flexible offensive and defensive punch to the *Springfield*. The inclusion of a full Combat Information Center (CIC) and 500 man Marine detachment allows the vessels of the class to respond to nearly any situation called upon them.

Crew Support/Computer Systems: Thanks to the addition of the machinery for the third warp nacelle, a full CIC suite and Marine compliment, the *Springfield* is a no frills design. Like most vessels with her mission profile, the *Springfield* is crowded and bustles with activity at all hours. These vessels are commonly used for border patrols and task force operation workups, though their exploration capability is rudimentary at best due to a decreased cruising range and combat oriented sensor suite. An enhanced isolar triple redundant computer system is standard to the *Springfield* class with extra processor resources allocated to engineering functions due to the complex warp field dynamics created by the third nacelle.

Development and Construction History: The *Springfield* was designed and initially constructed at the Utopia Planitia Fleet Yards at Mars. Of the 23 units built, 15 remain in active service. One, the *USS Chekov*, was lost to the Borg at the Battle of Wolf 359. The *Springfields* are no longer in production.

Historical Notes:

<i>Springfield</i>	Destroyed by Romulan forces at The Fourth Battle of Raven on stardate 4/7605.
<i>Dumas</i>	Reported lost, presumed destroyed by Starbase 12 while patrolling the Romulan Neutral Zone on stardate 4/7307.
<i>Chekov</i>	One of 39 starships destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Brisbane</i>	Destroyed in an ion storm near Rigel IV on stardate 4/8008.
<i>Casanova</i>	One of fifteen starships destroyed near Starbase 354 by Dominion forces on stardate 4/7404.
<i>Catalina</i>	One of 98 Seventh Fleet ships destroyed by the Jem'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.
<i>Venus</i>	One of 98 Seventh Fleet ships destroyed by the Jem'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.
<i>Fuso</i>	Destroyed by Romulan forces at the Battle of DS-13 on stardate 4/7906.

The *USS Brisbane* sparked a three week search by several fellow Starfleet vessels after she failed to report in on stardate 4/7901. The vessel has been patrolling near Tholian space when she reportedly fell into an uncharted wormhole. The *Brisbane* was thrown nearly the length of the Federation and wound up several days journey beyond her borders. With her comm array a pile of melted junk and damage limiting the vessel to warp 4, the battered starship limped into range of a listening outpost after several weeks of traveling at best speed. The *Brisbane* was taken to Starbase 42, refit and pressed back into service.

On stardate 4/8008.17 the *USS Brisbane* continued its string of bad luck while patrolling near Rigel IV along with the starships *Gulliver* and *Invicta*. While performing a standard commerce sweep, the group was caught in a catastrophic ion storm. Initially, the *Gulliver* became caught in the storm's wavefront and lost main power. The *Brisbane* moved into transporter range and attempted to beam off the stricken destroyer's crew. Instead, the *Brisbane* was soon without power and both vessels were forced to abandon ship. With the *Invicta* standing by to take on survivors, the two starships were torn apart within minutes by the powerful storm. In the end, only 14 crewmen were picked up from the *Gulliver* along with 233 from the *Brisbane*.

While patrolling the Vulcan Front during the Dominion war in 2373, the *USS Dumas*, leading the *Andromeda*-class *USS Centauri* and *Heimdall*-class *USS Yale*, reported enemy vessels closing on their position. Outnumbered and outmatched, the Federation force fled for a nearby asteroid cluster to try to lose their pursuers. Cardassian after action reports obtained at the war's conclusion show that the *Galor*-class cruiser *Kalkar* observed the starships enter the field, disappear from view and never reemerged. No shots were fired and no wreckage was ever found. Subsequent searches of the same field yielded no further clues and no new evidence has surfaced in the years since. The Federation has since classified the vessels as lost, presumed destroyed.

Specifications for the *Springfield*-class Dreadnought

Construction Data:

Model Number: Mk I
Date Entered Service: 4/5807

Hull Data:

Superstructure Points: 90
Size:
 Length: 532 m
 Width: 330 m
 Height: 117 m
Transporters:
 Standard Six Person- 8
 Combat 22 Person- 6
 Cargo, small- 3
 Cargo, large- 1
Crew: 135 Officers
585 Enlisted
Marines: 500
8,000 evacuation limit
Shuttlecraft: Type 6 Personnel (10)
Type 7 Personnel (8)
Type 15-A Shuttlepod (12)
"Hopper" LACs (4)

Engines and Power Data:

Total Power Units Available: 212
Movement/Point Ratio: 6/1
Warp Engine Type: FIWA-2
 Number: 3
 Power Units Available: 52
 Cruising Speed: 6
 Emergency Speed: 9.6
Impulse Engine Type: FIH-2
 Number: 1
 Power Units Available: 56
Auxiliary Power: 22
Reserve Power: 11

Weapons and Firing Data:

Beam Weapon Type: FH-11
 Number: 18
 Firing Arcs: 4 f, 4 f/p, 4 f/s, 2 p, 2 s, 2 a
 Chart: Y
 Max Power: 10
 +3 (1-10)
 +2 (11-17)
 +1 (18-24)
Missile Weapon Type: FP-10
 Number: 12
 Firing Arcs: 6 f/p/s, 6 a
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

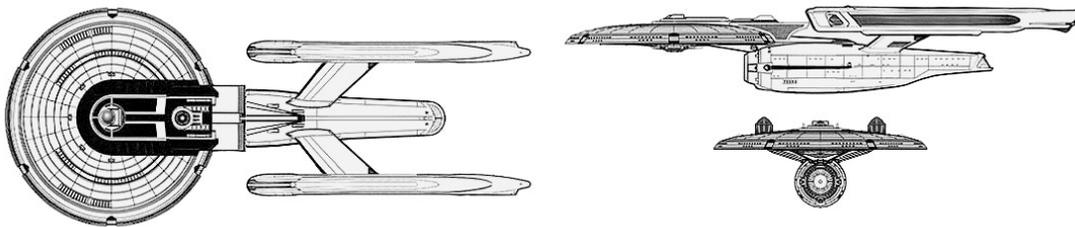
Deflector Shield Type: FSS-M
Shield Point Ratio: 1/6
Max Shield Power: 22/side

Combat Efficiency:

Point Value: 218

Normandy-class Dreadnought

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-1480	<i>Normandy</i>	San Francisco Fleet Yards, Terra	3/9005	3/9505	3/9702	Mothballed
NCC-1883	<i>Acropolis</i>	San Francisco Fleet Yards, Terra	3/9005	3/9509	3/9705	Scrapped
NCC-2897	<i>Vincennes</i>	San Francisco Fleet Yards, Terra	3/9011	3/9602	3/9708	Destroyed
NCC-2347	<i>Iwo Jima</i>	San Francisco Fleet Yards, Terra	3/9012	3/9701	3/9801	Sold
NCC-1485	<i>Kidd</i>	Chandley Works, Caravalia, Mars	3/9105	3/9702	3/9806	Mothballed
NCC-1674	<i>Juneau</i>	Chandley Works, Caravalia, Mars	3/9111	3/9704	3/9810	Mothballed
NCC-1590	<i>Halsey</i>	San Francisco Fleet Yards, Terra	3/9207	3/9710	3/9901	Mothballed
NCC-3690	<i>Yankee Doodle</i>	Port Copernicus Fleet Yards, Luna	3/9302	3/9803	3/9905	Mothballed
NCC-1135	<i>Hammann</i>	San Francisco Fleet Yards, Terra	3/9402	3/9904	4/0002	Scrapped
NCC-3765	<i>West Virginia</i>	Antares Fleet Yards	3/9405	3/9907	4/0008	Destroyed
NCC-14430	<i>Cheyenne</i>	Antares Fleet Yards	3/9504	4/0002	4/0105	Scrapped
NCC-8776	<i>Broadsword</i>	Antares Fleet Yards	3/9601	4/0002	4/0108	Destroyed
NCC-7877	<i>Lejeune</i>	Port Copernicus Fleet Yards, Luna	3/9703	4/0107	4/0201	Reserve
NCC-17343	<i>Vernol</i>	San Francisco Fleet Yards, Terra	3/9707	4/0104	4/0204	Mothballed
NCC-7235	<i>New York</i>	Antares Fleet Yards	3/9803	4/0207	4/0305	Sold
NCC-12352	<i>Los Angeles</i>	San Francisco Fleet Yards, Terra	3/9803	4/0202	4/0307	Sold
NCC-11496	<i>Midway</i>	Antares Fleet Yards	4/9904	4/0308	4/0404	Mothballed
NCC-9365	<i>Antietam</i>	San Francisco Fleet Yards, Terra	4/9909	4/0309	4/0411	Destroyed
NCC-10523	<i>Nimitz</i>	Antares Fleet Yards	4/0002	4/0402	4/0506	Destroyed
NCC-16584	<i>Hue City</i>	Chandley Works, Caravalia, Mars	4/0004	4/0409	4/0506	Scrapped
NCC-13455	<i>Princeton</i>	Chandley Works, Caravalia, Mars	4/0107	4/0506	4/0612	Destroyed
NCC-14734	<i>America</i>	San Francisco Fleet Yards, Terra	4/0112	4/0601	4/0612	Destroyed
NCC-13093	<i>Maine</i>	Chandley Works, Caravalia, Mars	4/0202	4/0607	4/0704	Destroyed
NCC-11688	<i>Long Beach</i>	Antares Fleet Yards	4/0208	4/0609	4/0706	Lost
NCC-13565	<i>Tomahawk</i>	San Francisco Fleet Yards, Terra	4/0304	4/0707	4/0802	Mothballed
NCC-14323	<i>King Arthur</i>	Chandley Works, Caravalia, Mars	4/0311	4/0707	4/0808	Scrapped
NCC-16887	<i>Richtofen</i>	Port Copernicus Fleet Yards, Luna	4/0407	4/0804	4/0901	Lost
NCC-17883	<i>Tecumseh</i>	Chandley Works, Caravalia, Mars	4/0501	4/0803	4/0902	Scrapped
NCC-18564	<i>Wolfpack</i>	Chandley Works, Caravalia, Mars	4/0610	4/0910	4/1005	Destroyed
NCC-11509	<i>Coral Sea</i>	San Francisco Fleet Yards, Terra	4/0701	4/1103	4/1107	Lost
NCC-12546	<i>Wahoo</i>	Antares Fleet Yards	4/0802	4/1111	4/1209	Scrapped
NCC-11540	<i>Trinity</i>	Chandley Works, Caravalia, Mars	4/0902	4/1203	4/1301	Mothballed
NCC-26354	<i>Spruance</i>	Port Copernicus Fleet Yards, Luna	4/1004	4/1302	4/1402	Sold
NCC-12779	<i>Noma Ra Den</i>	Antares Fleet Yards	4/1111	4/1411	4/1507	Scrapped
NCC-23650	<i>Twilight Base</i>	Antares Fleet Yards	4/1212	4/1503	4/1606	Mothballed
NCC-23365	<i>Maximilian</i>	San Francisco Fleet Yards, Terra	4/1304	4/1611	4/1712	Scrapped
NCC-25432	<i>Ranger</i>	Chandley Works, Caravalia, Mars	4/1401	4/1710	4/1806	Lost
NCC-25475	<i>Frontier</i>	Port Copernicus Fleet Yards, Luna	4/1509	4/1809	4/1906	Mothballed
NCC-33851	<i>Gladiator</i>	Antares Fleet Yards	4/1606	4/1904	4/2006	Mothballed
NCC-35400	<i>Tasmanian Devil</i>	San Francisco Fleet Yards, Terra	4/1702	4/2011	4/2106	Training



By 2360, the last of the *Normandy*-class dreadnoughts had been relegated to the starship retirement depot at Memory Beta, the last stop for vessels considered obsolete or past their useful design lifetime. At the time, the *Normandys* were considered too slow and vulnerable for modern operations, and their usefulness as a Military Operations heavy support ship was a thing of the past. Unfortunately, heavy losses to the Borg at Wolf 359 had placed Starfleet Command into a crisis mode, and the twelve most viable vessels of the *Normandy*-class were quickly placed back into service until the losses could be replaced. Over the next decade, the class would receive a number of upgrades that would bring them up to modern specifications, though no amount of effort could hold back the inevitable and final decision to retire them permanently.

Though the *Normandy*-class is no longer in service, they are included here as an homage to their long decades of valuable service to the Federation.

Classification: Then they were first introduced, the *Normandy* was designated as a dreadnought, a classification that denotes her heavy firepower, slower top speed and ability to carry Marines. During the 2367 reactivations, the term dreadnought was retained, although at that point their role was more akin to a light cruiser.

Design: The technology for the *Normandy* was developed during and borrowed heavily from the *Excelsior*-class of the late 2290s. The saucer section is a direct copy of the *Excelsior*'s, though her secondary hull is a unique design.

Engineering: Upon their reactivation following the Battle of Wolf 359, it was quickly discovered that the old powerplants of the class were going to need some serious attention if Starfleet intended to keep them active for the next decade. Starting with the *USS Vincennes* in 2368, three or four *Normandy*'s per year were withdrawn from service for a comprehensive refit. This included massive upgrades to her warp drive that brought her emergency top speed to a respectable warp 9.45.

Tactical: Tactical upgrades to the class were largely unnecessary, as the *Normandys* had never suffered from a lack of respectable firepower. However, Starfleet Tactical insisted on at least replacing the older FP-4 torpedo system with the more modern FP-10. In the end, only the forward facing tubes were refit, and the class would spend the rest of their lifespan with a mix of FP-4 and FP-10 weaponry. The greatest and most welcome change to come to the *Normandy* during these refits was the complete replacement of her antique FSS-1 shield generators with the ultra-modern FSS-M. This more than anything rejuvenated the class as a whole and made her acceptable for operations during the Dominion War. In 2373, in response to the need for a heavily armed troop carrier, the *Kidd*, *Juneau*, *Hammann* and *Lejeune* were pulled from service and refit to accommodate additional 1500 Marines along with their associated equipment, combat transporters and landing craft. This particular modification necessitated the removal of 50% of the vessel's torpedo launch capacity, but their utility as assault landing vessels proved invaluable on numerous occasions.

Crew Support/Computer Systems: The computer core aboard the *Normandy* is a virtual copy of the type developed for the *Excelsior*-class, albeit minus most of the dedicated storage and exploration specific processors that the original class depended on. Instead, modules geared more toward tactical analysis and signal processing were installed to assist with her Military Operations geared mission scope. Crew accommodations are fairly basic and throughout her deployment the *Normandy* was considered to be a crowded and manpower intensive vessel. This is one of the primary factors that led to her deactivation in both 2360 and immediately following the Dominion War.

Development and Construction History: Of the 40 *Normandy*-class dreadnoughts that entered service, none remain in active deployment. Twelve remain in mothballs, nine have been scrapped, nine have been destroyed in the line of duty, one has been sold to a private research interest, three have been sold to the Corillian States, four are listed as lost, presumed destroyed, one is in reserve status assigned to Starbase 72 and one is an engineering testbed with Starfleet Training Command.

Historical Notes:

<i>Normandy</i>	Mothballed on stardate 4/6001.
<i>Acropolis</i>	Scrapped after taking extensive damage during the Tomed Incident on stardate 4/1108.
<i>Vincennes</i>	Mothballed on stardate 4/5709. Reactivated following the Battle of Wolf 359 on stardate 4/6705. Refit to Mk III specifications on stardate 4/6901. Destroyed Cardassian forces on stardate 4/7508.
<i>Iwo Jima</i>	Mothballed on stardate 4/4210. Reactivated following the Battle of Wolf 359 on stardate 4/6708. Refit to Mk III specifications on stardate 4/7012. Sold to the Corillian States on stardate 4/7812.
<i>Kidd</i>	Mothballed on stardate 4/4001. Reactivated following the Battle of Wolf 359 on stardate 4/6708. Refit to Mk III specifications on stardate 4/6907. Mothballed on stardate 4/7807.
<i>Juneau</i>	Mothballed on stardate 4/4010. Reactivated following the Battle of Wolf 359 on stardate 4/6704. Refit to Mk III specifications on stardate 4/7103. Mothballed on stardate 4/7801.
<i>Halsey</i>	Mothballed on stardate 4/6005.
<i>Yankee Doodle</i>	Constructed specifically for use by Starfleet Academy. Mothballed on stardate 4/3912.
<i>Hammann</i>	Mothballed on stardate 4/4010. Reactivated following the Battle of Wolf 359 on stardate 4/6712. Refit to Mk III specifications on stardate 4/7004. Scrapped on stardate 4/7404.
<i>West Virginia</i>	Destroyed during the Tomed Incident on stardate 4/1108.
<i>Cheyenne</i>	Scrapped following a battle with an unknown alien species on stardate 4/0305.
<i>Broadsword</i>	Destroyed by Cardassian forces near Bajor on stardate 4/5307.
<i>Lejeune</i>	Mothballed on stardate 4/4010. Reactivated following the Battle of Wolf 359 on stardate 4/6801. Refit to Mk III specifications on stardate 4/7108. Placed in reserve at Starbase 72 on stardate 4/7810.
<i>Vernol</i>	Mothballed on stardate 4/4210.
<i>New York</i>	Mothballed on stardate 4/5812. Reactivated following the Battle of Wolf 359 on stardate 4/6704. Refit to Mk III specifications on stardate 4/7401. Sold to the Corillian States on stardate 4/7801.
<i>Los Angeles</i>	Mothballed on stardate 4/5812. Reactivated following the Battle of Wolf 359 on stardate 4/6703. Refit to Mk III specifications on stardate 4/7401. Sold to the Corillian States on stardate 4/7806.
<i>Midway</i>	Mothballed on stardate 4/3210.
<i>Antietam</i>	Destroyed on stardate 4/2909 by the Tholian Assembly.
<i>Nimitz</i>	One of 20 starships destroyed by Cardassian forces at the Battle of Boraes III on stardate 4/5708.
<i>Hue City</i>	Scrapped due to extensive damage taken from a plasma storm near Antares on stardate 4/3501.
<i>Princeton</i>	Mothballed on stardate 4/3210. Reactivated following the Battle of Wolf 359 on stardate 4/6801. Refit to Mk III specifications on stardate 4/7005. Destroyed Cardassian forces on stardate 4/7508.
<i>America</i>	Mothballed on stardate 4/3110. Reactivated following the Battle of Wolf 359 on stardate 4/6708. Refit to Mk III specifications on stardate 4/7012. Destroyed by Dominion forces on stardate 4/7508.
<i>Maine</i>	Destroyed on stardate 4/3503 by the Tholian Assembly.
<i>Long Beach</i>	Reported lost, presumed destroyed while patrolling the Tholian border on stardate 4/4407.
<i>Tomahawk</i>	Mothballed on stardate 4/4302.
<i>King Arthur</i>	Scrapped after a collision with a civilian Bolian freighter on stardate 4/3001.
<i>Richtofen</i>	Reverted to Starfleet Academy Training Command on stardate 4/1909. Reported lost, presumed destroyed while operating near Sol VIII on stardate 4/5303.
<i>Tecumseh</i>	Scrapped after performing rescue operations during an ion storm near Andor on stardate 4/2007.
<i>Wolfpack</i>	Destroyed in a raid by IKS forces on stardate 4/2906.
<i>Coral Sea</i>	Reported lost, presumed destroyed while en route to the Tholian border on stardate 4/3310.
<i>Wahoo</i>	Scrapped on stardate 4/4404. Tested to destruction by Starfleet Engineering and Starfleet Tactical.

Trinity Mothballed on stardate 4/6001.
Spruance Mothballed on stardate 4/4608. Sold to a private freight line on stardate 4/7302.
Noma Ra Den Mothballed on stardate 4/6001. Reactivated following the Battle of Wolf 359 and refit to Mk III specifications on stardate 4/6906. Scrapped for parts after taking extensive damage from Dominion Forces on stardate 4/7403.
Twilight Base Mothballed on stardate 4/6001.
Maximilian Scrapped on stardate 4/4401. Tested to destruction by Starfleet Engineering and Starfleet Tactical.
Ranger Reported lost, presumed destroyed on stardate 4/3310 near the Eagle Nebula.
Frontier Mothballed on stardate 4/6001.
Gladiator Mothballed on stardate 4/6001.
Tasmanian Devil Mothballed on stardate 4/6001. Reactivated following the Battle of Wolf 359 on stardate 4/6702. Refit to Mk III specifications on stardate 4/6901. Reverted to the Training Command on stardate 4/7808.

Specifications for the *Normandy*-class Dreadnought

Construction Data:

Model Number: Mk III
Date Entered Service: 4/6708

Hull Data:

Superstructure Points: 72
Size:
 Length: 452 m
 Width: 186 m
 Height: 62 m
Transporters:
 Standard Six Person- 6
 Combat 22 Person- 8
 Cargo, small- 2
 Cargo, large- 1
Crew: 70 Officers
630 Enlisted
Marines: 500
15,000 evacuation limit
Shuttlecraft: 20

Engines and Power Data:

Total Power Units Available: 128
Movement/Point Ratio: 7/1
Warp Engine Type: FIUWA-1
 Number: 2
 Power Units Available: 48
 Cruising Speed: 6
 Emergency Speed: 9.45
Impulse Engine Type: FIF-2
 Number: 2
 Power Units Available: 16
Auxiliary Power: 12
Reserve Power: 6

Weapons and Firing Data:

Beam Weapon Type: FH-11
 Number: 12
 Firing Arcs: 2 f, 2 f/p, 2 f/s, 2 p, 2 s, 2 a
 Chart: Y
 Max Power: 10
 +3 (1-10)
 +2 (11-17)
 +1 (18-24)
Missile Weapon Type: FP-10
 Number: 2
 Firing Arcs: 2 f/p/s
 Chart: S
 Power to Arm: 1
 Damage: 10
Missile Weapon Type: FP-4
 Number: 6
 Firing Arcs: 2 p, 2 s, 2 a
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

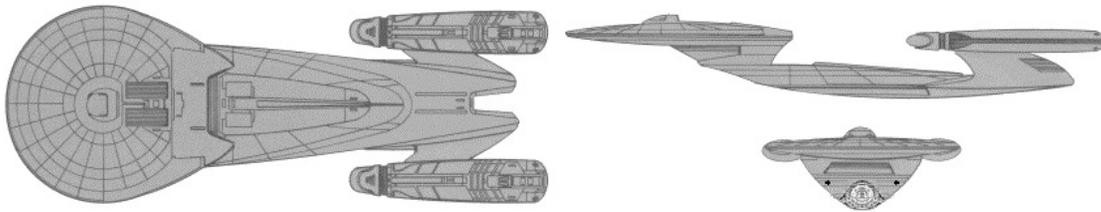
Deflector Shield Type: FSS-M
Shield Point Ratio: 1/6
Max Shield Power: 22/side

Combat Efficiency:

Point Value: 140

Alaska-class Battlecruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-33720	<i>Alaska</i>	San Francisco Fleet Yards, Terra	4/1904	4/2703	4/2901	Destroyed
NCC-39626	<i>Gibraltar</i>	San Francisco Fleet Yards, Terra	4/1905	4/2704	4/2906	Active
NCC-37554	<i>Franklin</i>	Port Copernicus Fleet Yards, Terra	4/1906	4/2709	4/2912	Destroyed
NCC-38291	<i>El Dorado</i>	Cape Canaveral Spaceport, Terra	4/2004	4/2901	4/3003	Destroyed
NCC-35801	<i>Vanguard</i>	Earth Station McKinley, Terra	4/2202	4/2907	4/3007	Active
NCC-37887	<i>Amazon</i>	Makin County Ship Yard	4/2209	4/3001	4/3012	Active
NCC-30030	<i>Vosper</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/2507	4/3004	4/3110	Reserve
NCC-31085	<i>Cannae</i>	San Francisco Fleet Yards, Terra	4/2507	4/3006	4/3111	Destroyed
NCC-34656	<i>La Salle</i>	Newport News Fleet Yard, Terra	4/2701	4/3104	4/3204	Active
NCC-35690	<i>Hastings</i>	Earth Station Everest, Terra	4/2804	4/3204	4/3301	Active
NCC-37874	<i>Trafalgar</i>	Chiokis fleet Yards, Thelavor, Andor	4/2912	4/3304	4/3412	Destroyed
NCC-30350	<i>Cromwell</i>	San Francisco Fleet Yards, Terra	4/3006	4/3312	4/3508	Active
NCC-34169	<i>Jutland</i>	Southampton Fleet Yards, Terra	4/3108	4/3509	4/3607	Lost
NCC-32607	<i>Charlemagne</i>	Seskon Trella, Chagala, Tellar	4/3202	4/3607	4/3710	Active
NCC-31649	<i>Caine</i>	Utopia Planitia Fleet Yards, Mars	4/3304	4/3712	4/3807	Active
NCC-36421	<i>Fife</i>	Utopia Planitia Fleet Yards, Mars	4/3304	4/3712	4/3912	Active



Conceived as a heavy battlecruiser to supplement the *Excelsior*-class, the *Alaskas* have faithfully served Starfleet for over fifty years. Their *Alaska*'s 150 man compliment of Marines coupled with the vessel's admirable weapons capability enables her to react swiftly and strongly to threats within the Federation. However, the early days of the program are steeped in controversy. Developed side by side with the *Ambassador*-class in 2315, the *Alaska* was felt to be redundant, a step back in starship design. However, the project engineers pressed on with the vessel, and technological innovations were incorporated into both ships. The duel commissioning of the *Ambassador* and *Alaska* on the same day sparked the beginning of a competition to determine which class would be given full construction contracts. In the end, both designs were found to be sound investments, and their years of devoted service have more than justified their initial costs.

Classification: With a design emphasis on fleet operations and military support mission, the *Alaska* is designated as a battlecruiser.

Design: The *Alaska*-class hullform follows a traditional arrangement that has become a Starfleet trademark in the past 100 years. The general layout is the familiar saucer section connected to a secondary hull with a connecting dorsal section. Twin nacelles trail out from the engineering section in an arrangement that allows the Bussard collectors the most efficient access to interstellar gas collection and lets the warp field layers combine effectively and propel the vessel at high speeds. In the years since its commissioning, the *Alaska*'s general design has been incorporated into several other classes including the *Merced*, *Iowa*, *Challenger* and *Renown*, a testament to its sturdy construction.

Engineering: The FIWA-1 warp drive that was initially fit on the *Alaska* provides ample power for her propulsive and tactical needs. With a cruising speed of warp 6 and an emergency speed of 9.1, the *Alaska* was considered a swift vessel when she was introduced. However, the realities of the modern day task force have necessitated a costly refit program to keep them in step with newer vessels. Additionally, the FIG-3 impulse drive provides sufficient maneuvering power at sublight speeds but has been criticized as being inadequate for most auxiliary power generation needs.

Tactical: The FH-11 phaser array aboard the *Alaska* has been the standard heavy beam weapon in the Starfleet inventory for the last 90 years. Although supplanted by larger and more accurate types in recent years, it is still a powerful system. The FP-4 torpedo launchers were removed in the Mk II refit cycle in favor of the more modern FP-10 delivery system. The tactical sensors and command/control facilities were also refurbished to reinvigorate the *Alaska*'s role as a mobile theater operations center. The Marine facilities were also modernized to incorporate the latest in support systems and training methodology.

Crew Support/Computer Systems: Until the *Galaxy*-class was introduced in 2358, the *Alaska* was one of the largest starships in existence. Her 850 member crew and 150 member Marine detachment enjoy a comfortable existence aboard ship with access to numerous recreational and educational facilities. With a design emphasis on border and task force operations, these amenities were built into the ship's design to counter the expected long on-station patrol times. The computer systems aboard the *Alaska* are of a standard isolinear makeup that has proven ample for the vessel's needs. No major system upgrades are planned for the immediate future.

Development and Construction History:

The *Alaska*-class is no longer in production. Of the sixteen vessels built, ten remain in service with one in the reserve fleet. Two starships, the *Cannae* and *Franklin* were destroyed in the Battle of Wolf 359. The starship *Vosper* was built specifically for operations with the Starfleet Naval Reserve, and has served in that capacity since commissioning. Extensive refits were executed between 2378 and 2380 with three vehicles pre year taking part until project completion.

Flight 1 *Alaska*-class starships

Alaska-Fife Initial order of six production vessels expanded in 2324 to a total of sixteen. All completed to initial design specifications. *USS Hastings* briefly fit with an external Mobile Intermetric Spaceborne Warning and Control (MIC-WAC) sensor system in 2351. Equipment removed and the project was canceled in 2352 after the technology proved to be unworkable.

Flight 2 *Alaska*-class starships

Only comprised of vessels refit to block specifications. Service Life Extension Program (SLEP) refits starting in 2378 at a rate of three vessels per year until completion. Incorporates much needed warp drive modifications, heavier shields, the FP-10 torpedo array, an additional forward phaser array and an enlarged impulse drive to increase auxiliary power reserves.

Historical Notes:

<i>Alaska</i>	Destroyed by forces of the Imperial Klingon States near the K'tog system on stardate 4/3505.
<i>Franklin</i>	Destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>El Dorado</i>	One of 20 starships destroyed by Cardassian forces at the Battle of Boraes III on stardate 4/5708.
<i>Vosper</i>	Reverted to Starfleet Training Command on stardate 4/3111.
<i>Cannae</i>	Destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Trafalgar</i>	Scuttled after an engagement with forces of the Romulan Empire on stardate 4/7703.
<i>Jutland</i>	Reported lost, presumed destroyed while charting and dismantling a Dominion War-era gravitic minefield near the Makin System on stardate 4/7709.

The starship *Alaska* led what is considered to be one of the most violently unlucky lives in Starfleet history. Soon after the trials against the *Ambassador* in 2329, the *Alaska* was undergoing a routine maintenance check at Spacedock Terra when something went catastrophically wrong. Just as the ship's senior staff was entering the walkway connecting the *Alaska* to the stations docking ring, a nearby "workbee" maintenance shuttle lost attitude control and began to tumble. The out of control craft struck the gangway, opening it to the vacuum outside. Before the rescue crews could react, the *Alaska*'s entire senior staff succumbed to asphyxiation. A new crew was assigned later that week. However, the vessel only lasted another five years under the command of Captain Steven Vance, her career ending when the *Alaska* came under attack by Klingon raiders in May of 2334.

The Raven War produced many unlikely heroes in its two years, but none are more deserving than the starship *Vosper*. The *Vosper* was constructed in 2331 and almost immediately reverted to the Starfleet Naval Reserve. In peacetime, the vessel operates within Federation space with a skeleton crew performing a number of tasks. However, at the outset of war, the vessel was called for duty in the Triangle region. On stardate 4/7607.15, the *Vosper* was part of a three ship patrol near Orenada II when it was attacked by a Romulan force. During the battle, a Romulan *Pyre*-class cruiser is badly damaged and captured, allowing Starfleet to remove valuable tactical data from her computer, giving them a slight advantage early in the war. The *Vosper* was awarded a unit citation for gallantry on the battlefield, the first such award for a S.N.R. vessel in decades.

One of the legacies of the Dominion War that ran from 2373-2375 was a proliferation of offensive gravitic mines spread throughout the shipping lanes of the Federation. The long tedious task of clearing these mines had been under way for two years without incident when the *USS Jutland* met a terrible disaster. The starship was assigned to a sparsely populated mine field near the Makin System and had been performing her duty for nearly two weeks. The last report received from the *Jutland* showed that she had just completed a grid sweep and was approaching what appeared to be a Jem'hadar vessel adrift in the field. Long range surveillance sensors later showed that the entire field lit up with a massive graviton pulse and then faded leaving no sign of the *Jutland*. A subsequent search of the region yielded no debris or clues as to the vessels fate, and the *Jutland* has since been declared overdue, presumed destroyed.

Specifications for the *Alaska*-class Battlecruiser

Construction Data:

Model Number:	Mk I	Mk II
Date Entered Service:	4/2901	4/7801

Hull Data:

Superstructure Points:	80	86
Size:		
Length:	630 m	630 m
Width:	229 m	229 m
Height:	104 m	104 m
Transporters:		
Standard Six Person-	6	6
Emergency 22 Person-	4	4
Cargo, small-	2	3
Cargo, large-	1	1
Crew:	110 Officers	110 Officers
	740 Enlisted	740 Enlisted
Marines:	150	150
	12,000 evacuation limit	12,000 evacuation limit
Shuttlecraft:	Type 3 Personnel (12)	Type 8 Personnel (12)
	Type 12 Shuttlepod (8)	Type 16 Shuttlepod (10)

Engines and Power Data:

Total Power Units Available:	144	154
Movement/Point Ratio:	6/1	6/1
Warp Engine Type:	FIWA-2	FIUWA-2
Number:	2	2
Power Units Available:	52	52
Cruising Speed:	6	6
Emergency Speed:	9.1	9.5
Impulse Engine Type:	FIG-3	FIH-1
Number:	1	1
Power Units Available:	40	50
Auxiliary Power:	14	16
Reserve Power:	7	8

Weapons and Firing Data:

Beam Weapon Type:	FH-11	FH-11
Number:	10	12
Firing Arcs:	4 f, 2 f/p, 2 f/s, 2 a	6 f, 2 f/p, 2 f/s, 2 a
Chart:	Y	Y
Max Power:	10	10
+3	(1-10)	(1-10)
+2	(11-17)	(11-17)
+1	(18-24)	(18-24)
Missile Weapon Type:	FP-4	FP-10
Number:	8	8
Firing Arcs:	2 f, 2 p, 2 s, 2 a	2 f, 2 p, 2 s, 2 a
Chart:	S	S
Power to Arm:	1	1
Damage:	10	10

Shields Data:

Deflector Shield Type:	FSS-1	FSR-3
Shield Point Ratio:	1/4	1/5
Max Shield Power:	20	25

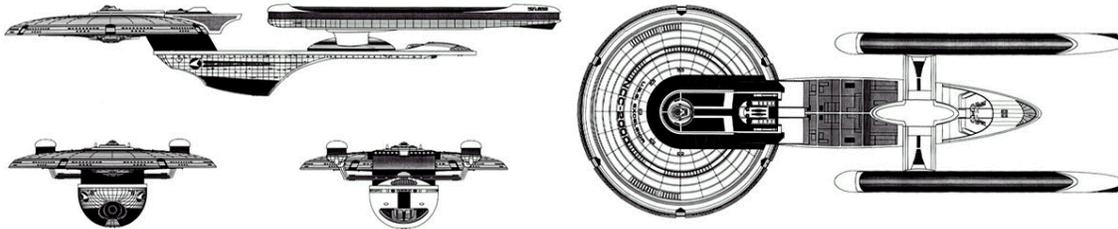
Combat Efficiency:

Point Value:	143	170
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Excelsior-class Battlecruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-2000	<i>Excelsior</i>	San Francisco Fleet Yards, Terra	3/7804	3/8407	3/8710	Active
NCC-8235	<i>Excalibur</i>	San Francisco Fleet Yards, Terra	3/8302	3/8605	3/8801	Destroyed
NCC-8253	<i>Potemkin</i>	Star City Spaceport, Terra	3/8406	3/8712	3/8906	Destroyed
NCC-2348	<i>Independence</i>	San Francisco Fleet Yards, Terra	3/8507	3/8808	3/9008	Mothballed
NCC-2544	<i>Repulse</i>	San Francisco Fleet Yards, Terra	3/8603	3/8912	3/9101	Destroyed
NCC-2560	<i>Kitty Hawk</i>	Port Copernicus Fleet Yards, Luna	3/8707	3/9101	3/9203	Destroyed
NCC-2218	<i>Hancock</i>	Chandley Works, Caravalia, Mars	3/8801	3/9205	3/9311	Destroyed
NCC-2764	<i>Defiant</i>	San Francisco Fleet Yards, Terra	3/8911	3/9302	3/9404	Destroyed
NCC-2717	<i>Yorktown</i>	Shar Ta'Kel Central Docks, 40 Eridani	3/9002	3/9401	3/9505	Lost
NCC-2700	<i>Constitution</i>	Antares Fleet Yards	3/9204	3/9604	3/9703	Destroyed
NCC-2956	<i>Eagle</i>	San Francisco Fleet Yards, Terra	3/9303	3/9701	3/9803	Mothballed
NCC-2647	<i>Farragut</i>	Shar Ta'Kel Central Docks, 40 Eridani	3/9410	3/9806	3/9904	Active
NCC-1807	<i>Yamato</i>	Antares Fleet Yards	3/9508	3/9909	4/0011	Destroyed
NCC-2719	<i>Essex</i>	Port Copernicus Fleet Yards, Luna	3/9607	4/0003	4/0102	Destroyed
NCC-2941	<i>Bismarck</i>	San Francisco Fleet Yards, Terra	3/9708	4/0102	4/0206	Destroyed
NCC-3736	<i>Ticonderoga</i>	Cape Canaveral Spaceport, Terra	3/9809	4/0205	4/0312	Destroyed
NCC-2010	<i>Kongo</i>	Antares Fleet Yards	3/9903	4/0306	4/0403	Active
NCC-11225	<i>Missouri</i>	Antares Fleet Yards	4/0104	4/0502	4/0601	Active
NCC-17445	<i>De Mayo</i>	San Francisco Fleet Yards, Terra	4/0204	4/0611	4/0710	Training
NCC-5258	<i>Achilles</i>	Port Copernicus Fleet Yards, Luna	4/0309	4/0704	4/0808	Active
NCC-9985	<i>Avenger</i>	Antares Fleet Yards	4/0408	4/0803	4/0901	Active
NCC-21836	<i>Alamo</i>	San Francisco Fleet Yards, Terra	4/0501	4/0904	4/1005	Destroyed
NCC-14598	<i>Fearless</i>	Antares Fleet Yards	4/0608	4/1010	4/1111	Active
NCC-35740	<i>Exeter</i>	Antares Fleet Yards	4/0707	4/1112	4/1209	Mothballed
NCC-2573	<i>Roosevelt</i>	San Francisco Fleet Yards, Terra	4/0901	4/1305	4/1404	Destroyed
NCC-38907	<i>Intrepid</i>	Antares Fleet Yards	4/1010	4/1406	4/1511	Destroyed
NCC-50446	<i>Crazy Horse</i>	Chandley Works, Caravalia, Mars	4/1101	4/1506	4/1604	Active
NCC-48576	<i>Fermi</i>	San Francisco Fleet Yards, Terra	4/1208	4/1609	4/1706	Destroyed
NCC-45886	<i>Alexander</i>	Newport News Fleet Yards, Terra	4/1306	4/1707	4/1807	Destroyed
NCC-30216	<i>Hannibal</i>	Alfras Fleet Yards, Deneb V	4/1404	4/1805	4/1907	Active
NCC-36996	<i>Trenton</i>	San Francisco Fleet Yards, Terra	4/1609	4/2009	4/2107	Destroyed
NCC-14232	<i>Berlin</i>	Earth Station Everest	4/1707	4/2104	4/2206	Active
NCC-41740	<i>King George V</i>	San Francisco Fleet Yards, Terra	4/1807	4/2208	4/2306	Destroyed
NCC-41741	<i>Prince of Wales</i>	Antares Fleet Yards	4/1912	4/2309	4/2406	Destroyed
NCC-42296	<i>Hood</i>	San Francisco Fleet Yards, Terra	4/2002	4/2406	4/2504	Destroyed
NCC-14934	<i>Tecumseh</i>	Chiokis Fleet Yards, Thelavor, Andor	4/2107	4/2508	4/2606	Active
NCC-42136	<i>Cairo</i>	Cape Canaveral Spaceport, Terra	4/2203	4/2603	4/2701	Destroyed
NCC-54745	<i>Emperador</i>	San Francisco Fleet Yards, Terra	4/2407	4/2804	4/2906	Destroyed
NCC-62043	<i>Melbourne</i>	Utopia Planitia Fleet Yards, Mars	4/2508	4/2906	4/3001	Destroyed
NCC-40512	<i>Gorkon</i>	Makin County Ship Yards	4/2809	4/3208	4/3306	Active
NCC-42857	<i>Grissom</i>	San Francisco Fleet Yards, Terra	4/3110	4/3508	4/3607	Destroyed
NCC-60858	<i>Thames</i>	Southampton Fleet Yard, Terra	4/3207	4/3603	4/3701	Destroyed
NCC-41004	<i>Axanar</i>	Electric Boat Company Dockyard, Terra	4/3309	4/3712	4/3812	Active
NCC-34099	<i>Livingston</i>	Antares Fleet Yards	4/3403	4/3807	4/3912	Active
NCC-39884	<i>Decker</i>	San Francisco Fleet Yards, Terra	4/3506	4/3905	4/4008	Active
NCC-42111	<i>Frederickson</i>	Seskon Trella, Chagala, Tellar	4/3605	4/4004	4/4108	Active
NCC-47988	<i>Gilgamesh</i>	Port Copernicus Fleet Yards, Luna	4/3809	4/4104	4/4302	Active
NCC-38955	<i>Crocket</i>	Utopia Planitia Fleet Yards, Mars	4/3911	4/4305	4/4409	Active
NCC-50355	<i>Genesis</i>	Earth Station McKinley, Terra	4/4002	4/4406	4/4503	Active
NCC-32650	<i>Ardana</i>	San Francisco Fleet Yards, Terra	4/4107	4/4506	4/4606	Destroyed
NCC-38997	<i>Malinche</i>	Utopia Planitia Fleet Yards, Mars	4/4205	4/4610	4/4709	Active
NCC-45886	<i>Athos</i>	Antares Fleet Yards	4/4309	4/4711	4/4812	Active
NCC-45887	<i>Porthos</i>	San Francisco Fleet Yards, Terra	4/4407	4/4806	4/4904	Active
NCC-45888	<i>Aramis</i>	Utopia Planitia Fleet Yards, Mars	4/4508	4/5001	4/5011	Active
NCC-62650	<i>Rushmore</i>	San Francisco Fleet Yards, Terra	4/4608	4/5005	4/5102	Destroyed
NCC-65887	<i>Encounter</i>	Chandley Works, Caravalia, Mars	4/4702	4/5108	4/5206	Destroyed
NCC-58703	<i>Hawthorne</i>	Earth Station McKinley, Terra	4/4808	4/5209	4/5308	Active
NCC-67680	<i>Tripoli</i>	Antares Fleet Yards	4/4906	4/5311	4/5412	Active
NCC-13958	<i>Okinawa</i>	San Francisco Fleet Yards, Terra	4/5001	4/5404	4/5503	Active
NCC-61224	<i>Dixon</i>	Cape Canaveral Spaceport, Terra	4/5102	4/5507	4/5602	Active
NCC-68581	<i>Doenitz</i>	Utopia Planitia Fleet Yards, Mars	4/5208	4/5604	4/5703	Scrapped
NCC-52130	<i>Northampton</i>	Chandley Works, Caravalia, Mars	4/5309	4/5704	4/5802	Destroyed
NCC-64551	<i>Occam</i>	Utopia Planitia Fleet Yards, Mars	4/5508	4/5905	4/6007	Active
NCC-63023	<i>Montague</i>	Antares Fleet Yards	4/5609	4/6005	4/6106	Active
NCC-61220	<i>Capulet</i>	San Francisco Fleet Yards, Terra	4/5707	4/6103	4/6202	Active
NCC-60011	<i>Ireland</i>	San Francisco Fleet Yards, Terra	4/5801	4/6207	4/6306	Destroyed

NCC-62323	<i>Valley Forge</i>	Earth Station McKinley, Terra	4/5907	4/6305	4/6404	Destroyed
NCC-61323	<i>Pendragon</i>	Antares Fleet Yards	4/6008	4/6407	4/6508	Active
NCC-61310	<i>Guadalcanal</i>	Utopia Planitia Fleet Yards, Mars	4/6107	4/6503	4/6601	Active
NCC-64231	<i>Destiny</i>	Earth Station Everest	4/6203	4/6607	4/6705	Active
NCC-60875	<i>Bolivar</i>	Utopia Planitia Fleet Yards, Mars	4/6308	4/6708	4/6806	Destroyed
NCC-62310	<i>Michigan</i>	Antares Fleet Yards	4/6405	4/6802	4/6901	Active
NCC-68126	<i>Cavalla</i>	San Francisco Fleet Yards, Terra	4/6503	4/6903	4/7002	Active
NCC-60878	<i>Truman</i>	Utopia Planitia Fleet Yards, Mars	4/6608	4/7006	4/7107	Active
NCC-64133	<i>John Paul Jones</i>	Chandley Works, Caravalia, Mars	4/6702	4/7103	4/7201	Active
NCC-65547	<i>Kataan</i>	Antares Fleet Yards	4/6807	4/7205	4/7308	Active
NCC-63524	<i>Gettysburg</i>	Utopia Planitia Fleet Yards, Mars	4/6909	4/7308	4/7411	Active
NCC-60500	<i>Indestructible</i>	New Aberdeen Fleet Yards, Aldebra	4/7007	4/7408	4/7507	Active
NCC-61264	<i>Shenandoah</i>	San Francisco Fleet Yards, Terra	4/7106	4/7502	4/7601	Active
NCC-61009	<i>Constantine</i>	Makin County Ship Yards	4/7203	4/7604	4/7711	Active
NCC-65547	<i>Chaucer</i>	Antares Fleet Yards	4/7309	4/7709	4/7812	Active
NCC-60026	<i>Avalon</i>	Southampton Fleet Yard, Terra	4/7404	4/7806	4/7908	Active
NCC-70988	<i>Sun Tzu</i>	Utopia Planitia Fleet Yards, Mars	4/7505	4/7905	4/8002	Active
NCC-77982	<i>Monticello</i>	Chandley Works, Caravalia, Mars	4/7608	4/8005	4/8102	Active
NCC-78421	<i>Poseidon</i>	Port Copernicus Fleet Yards, Luna	4/7701	4/8109	4/8205	Active
NCC-71221	<i>Earhart</i>	Utopia Planitia Fleet Yards, Mars	4/7808	4/8203	4/8308	Active
NCC-77379	<i>Socrates</i>	Makin County Ship Yards	4/8302	4/87??	4/88??	Building



In the late 2270s with the *Constitution*-class approaching the end of her production run, Starfleet ordered a new class of starship to serve as the Federation's exploration and military arm well into the next century. The new vessel would incorporate the largest computer system ever mounted on a starship, a new quadri-transducer shield system with a field output 20% more powerful than the strongest generators currently in use, and the experimental (and highly controversial) transwarp drive. A general hull design was soon settled upon with warp field dynamics modeling taking place even as the first unit was under construction. The first vessel, NX-2000, *USS Excelsior*, was ready for trials in 2285. The "Great Experiment" was under way.

Classification: The sheer size and firepower of the *Excelsior* when she was first introduced garnered her the label battlecruiser. Although she no longer meets the modern standards of that classification, she has retained the designation for tradition's sake.

Design: The *Excelsior* was a radical departure from starship designs of her day. While she retains the traditional primary hull/engineering section/twin nacelle arrangement found on most starship designs, her internal arrangement was in sharp contrast to the designs of the time. The hullform was initially designed to push through the theoretical transwarp wavefront event horizons and withstand the transition down to conventional warp velocities. When the transwarp project was labeled a failure in 2385, new conventional engines were mounted with nominal changes made to the original hull design.

Engineering: The FIWA-1 warp drive mounted on the *Excelsior* has proven itself to be one of the most reliable units in Federation history. With few changes, the drive has remained in the Starfleet inventory for over nearly 100 years and is expected to remain there for many more. With the initial transwarp drive units having been discarded as unworkable, the powerful but unproven FIWA-1 was fit on the *USS Excelsior* and proved itself to be quite satisfactory. Her top speed of warp 9 was not revolutionary, but it was suitable for the *Excelsior's* needs. Over the years since, the drive has been improved to provide velocities of warp 9.3 with a newly fielded version reaching 9.65. The impulse drive assembly was a novel arrangement for the time utilizing one fusion reactor with multiple exhaust ports. This allowed the vessel to utilize thrust vectoring for greater maneuverability at sublight speeds.

Tactical: The weapon system mounted aboard the early *Excelsiors* were not particularly revolutionary for their day, but they were present in greater quantities than ever before providing protection from every conceivable approach angle. The FP-4 photon torpedoes mounted in a now standardized fore/aft configuration provide unheard of launch potential for a vessel of that era. Until a massive refurbishing project was begun in 2374, the tactical systems aboard the *Excelsior's* remained virtually unchanged aside from some minor upgrades with each new design cycle. The FSS shield system used aboard the *Excelsior* was a very robust unit for its day with a field output far surpassing anything currently in the inventory. Although it is just barely adequate for modern needs, the unit remains in wide service and will remain there until all existing spaceframes are refit to Mk VIII standards.

Crew Support/Computer Systems: While the *Excelsior* is only moderately larger than the *Constitution*-class starships it replaced, her crew compliment is nearly double. For a vessel designed for long range patrols and missions of exploration, the *Excelsior* is a crowded vessel by any means. The addition of holodecks and other modern comforts have greatly reduced this burden on the crew in recent years making assignment to an *Excelsior*-class starship a more bearable experience. The computer facilities aboard the *Excelsiors* were the first to utilize the now standard isolinear storage and distribution system, and is more than adequate for the vessel's needs.

Development and Construction History: Current plans call for the *Excelsiors* to end their production run in 2387 on the 100th anniversary of the class' introduction. Production has taken place at virtually every construction yard in the Federation with a primary focus on Terran based facilities. Of the 86 *Excelsiors* built to date, 53 remain in active service. Five of them, the *Repulse*, *Roosevelt*, *Intrepid*, *Trenton* and *Melbourne* were destroyed by the Borg at the Battle of Wolf 359.

Flight 1 *Excelsior*-class starships

Excelsior-Eagle First production units produced to initial design specs. Later fit out to Block III specifications after deficiencies were found in the structural systems and tactical subassembly.

Flight 2 *Excelsior II*-class starships

Enterprise-Lexington Designated *Excelsior* type II. Covered elsewhere in this publication.

Flight 3 *Excelsior*-class starships

Farragut-Berlin Incorporates reinforced hull framing and additional SIF generators to reinforce the vessel's structural cohesion. Eliminates the FH-8 phaser arrays for an all FH-11 system.

Flight 4 *Excelsior II*-class starships

Forrestal-King's Destroyer Designated *Excelsior* type II. Covered elsewhere in this publication.

Flight 5 *Excelsior*-class starships

King George V – Valley Forge Most numerous type in service. Includes even more enhancements to the structural systems and the FIG-3 impulse drive for improved auxilliary power distribution.

Flight 6 *Excelsior*-class starships

Pendragon – Gettysburg The first attempt to build a totally modernized version of the *Excelsior*-class. Incorporates twin FIG-4 impulse drives for better handling at subluminal velocities and exceptional auxilliary power distribution. Sports a more powerful version of the FSS shield system providing 20% more protection than previous models.

Flight 7 *Excelsior II*-class starships

Only comprised of vessels refit to block specifications. Designated *Excelsior* type II. Covered elsewhere in this publication.

Flight 8 *Excelsior*-class starships

Indestructible-Earhart Second attempt to field an ultra modern version of the *Excelsior*-class. Began with a refit of the training ship *Kongo* and museum vessel *Missouri* and soon moved into full production. All previously built Type I *Excelsior*'s with the exception of the Block VIs will be refit to these specs at a rate of three per year. Construction began on new units in 2376 at a rate of one per year. This model incorporates a concealed collimated phaser array with terminus ports in the old turret mounts. An upgraded shield system provides protection unheard of for an *Excelsior* to date, and a new warp drive has been mounted that outperforms all previous models fit aboard the *Excelsior*. The cruising range, sensor suite and lab facilities have also been expanded giving the class an ungraded exploration capability.

Flight 9 *Excelsior II*-class starships

Halley-Daring Designated *Excelsior* type II. Covered elsewhere in this publication.

Historical Notes

<i>Excalibur</i>	Declared lost, presumed destroyed while exploring the Terses Lagoria region on stardate 4/6604.
<i>Potemkin</i>	Captured by forces of the Romulan Empire near the Raven System on stardate 4/7702.
<i>Independence</i>	Mothballed after receiving extensive damage from Imperial Klingon States forces near the Triangle on stardate 4/7003.
<i>Repulse</i>	Destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Kitty Hawk</i>	One of 20 starships destroyed by Cardassian forces at the Battle of Boraes III on stardate 4/5708.
<i>Hancock</i>	Destroyed by unknown alien forces near starbase 177 on stardate 4/2904.
<i>Defiant</i>	Destroyed by Hyverian terrorists at Starbase 13 on stardate 4/1303.
<i>Yorktown</i>	Declared lost, presumed destroyed while surveying the Mutara System debris field on stardate 4/6306.
<i>Constitution</i>	Destroyed by Cardassian Union forces near Cardassia on stardate 4/5512.
<i>Eagle</i>	Mothballed after receiving extensive damage from Imperial Klingon States forces near the Triangle on stardate 4/7003.
<i>Yamato</i>	Destroyed by the Romulans at Camp Tomed on stardate 4/1108.
<i>Essex</i>	Destroyed by forced of the Tholian Assembly on stardate 4/4201.
<i>Bismarck</i>	Declared lost, presumed destroyed while charting debris fields in Federation shipping lanes on stardate 4/6610. Recovered, salvaged and pressed back into service after being found adrift in an

	asteroid field by the starship <i>Repulse</i> on stardate 4/7608.04. Destroyed at the Battle of Raven IV by Romulan forces on stardate 4/7810.
<i>Ticonderoga</i>	One of ten starships destroyed by Imperial Klingon States forces at the Battle of K'tog on stardate 4/7703.
<i>De Mayo</i>	Decommissioned on stardate 4/6001 and placed in reserve at Memory Beta. Recommissioned on stardate 4/6811. Reverted to Starfleet Training Command on stardate 4/7101.
<i>Alamo Exeter</i>	Destroyed by forces of the Romulan Empire in Operation Gallant Flame on stardate 4/7803. Mothballed after receiving extensive damage from Imperial Klingon States forces near the Triangle on stardate 4/7003.
<i>Roosevelt</i>	Destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Intrepid</i>	Destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Fermi</i>	Destroyed by the Jem'hadar near Vulcan on stardate 4/7411.
<i>Alexander</i>	Destroyed by forces of the Romulan Empire in Operation Gallant Flame on stardate 4/7803.
<i>Trenton</i>	Destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>King George V</i>	Destroyed by Romulan forces at the Battle of Starbase 20 on stardate 4/7709.
<i>Prince of Wales</i>	Destroyed by Romulan forces at the Battle of Starbase 20 on stardate 4/7709.
<i>Hood</i>	Destroyed by Romulan forces near the Neutral Zone on stardate 4/7608.
<i>Cairo</i>	Disappeared while patrolling the Romulan Neutral Zone on stardate 4/7410. Later confirmed as destroyed by Jem'hadar raiders.
<i>Emperador</i>	Destroyed by Romulan forces near the Neutral Zone on stardate 4/7801.
<i>Melbourne</i>	Destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Grissom</i>	Destroyed by the Jem'Hadar in the Battle of Rikter Prime on stardate 4/7412.
<i>Thames</i>	Destroyed at the First Battle of Koral Madine on stardate 4/7403.
<i>Ardana</i>	Destroyed by Cardassian forces near Bajor on stardate 4/7401.
<i>Rushmore</i>	One of 98 Seventh Fleet ships destroyed by the Jem'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.
<i>Encounter</i>	Destroyed by the Borg at the Battle of Typhon on stardate 4/7305.
<i>Doenitz</i>	Scrapped after action with Dominion forces on stardate 4/7404 near Starbase 354.
<i>Northampton</i>	Destroyed at the Battle of Cardassia by Breen forces on stardate 4/7512.
<i>Ireland</i>	Destroyed by Cardassian forces Labreea Prime on stardate 4/7506.
<i>Valley Forge</i>	Destroyed at the Battle of Chin'Toka on stardate 4/7412.
<i>Bolivar</i>	Destroyed by the Borg at the Battle of Typhon on stardate 4/7305.

On stardate 4/1303, Hyverian separatists seeking independence from their government performed a hit and run raid against the Starfleet repair facility at Starbase 13. It was there that fifteen Hyverian agents masquerading as Starfleet officers boarded the *USS Defiant*, the *Chandley*-class *USS Glencoe* and *Bader*-class *USS Marysville* during the midwatch and began their acts of sabotage. With charges set on the warp cores of all three vessels, the terrorists beamed out to their waiting ship without being noticed and fled the scene. Several hours later, one after another, all three Federation starships were blown from their moorings and disintegrated. With most of their crews on shore leave or off duty, the loss of life was limited to the on-duty personnel and several members of the Starbase's repair teams. Despite a thorough search, the terrorists responsible for the destruction were never brought to justice.

On stardate 4/5708.22, Starfleet received word that the Cardassians were pulling out of the shipyards at Boraes III in a fleet wide response to render aid to the homeworld during a planet wide epidemic. The Boreas shipyards were a prime starship construction and repair depot and serviced half of their border fleet. Starfleet felt that the destruction of the facility could very well end the war. A fleet of twenty-one vessels were sent to Boreas to drive off her defenders and eliminate the facility. However, upon approaching the station, no less than 50 enemy cruisers pulled from the planet's sensor shadow and overwhelmed the Federation fleet. Lost in the ambush were the *Excelsior*-class starships *Kitty Hawk* and *Goliath*. Of the vessels in the original task force, only the *Freedom*-class starship *Sharnhorst* escaped alive.

On stardate 4/7003.05 Task Force 71, consisting of the *USS Exeter*, *USS Eagle* and *USS Independence* is attacked by forces of the Imperial Klingon States while patrolling near the Triangle region. Recent border raids by the IKS had been heightening tensions in the region and had brought the local shipping lanes to a virtual standstill. Force 71 was assigned the task of flushing out the raiders and permanently eject them from Federation space. After a week of searching, an IKS raiding force of six battlecruisers is discovered well inside Federation space, and the Starfleet forces pounces at the attack. The enemy is soundly defeated, but not before all three Federation vessels suffer varying degrees of extensive damage. Starfleet decides to patch the ships together for one final trip to Memory Beta, the Federation starship retirement depot.

On stardate 4/7702.26 near Romulan space, the starships *Excelsior*-class *USS Potemkin* and her escort, the *USS Triumph* observe from long range two *Warbirds* attempting to cross into Federation space. Starfleet feared that the two enemy vessels are trying to attack a nearby supply/repair depot, and orders the starships to attack. The Starfleet vessels soon find themselves in dire straits, being outclassed by two modernized *Leviathan*-class *Warbirds*. The *Triumph* fell early, but was able to get off most of her crew before exploding under a barrage of disruptor fire. The *Potemkin* fought on to protect the helpless crewmen in the *Triumph's* escape pods, but is soon badly crippled. With well over 70% of her crew dead or wounded, a boarding party takes over the *Potemkin*, marking her the first major Federation vessel captured during the Raven War. It is believed that most of her crew and the crew of the *Triumph* are taken prisoner. After the war 127 crewmen from the *Potemkin* and 23 from the *Triumph* are repaired home. The *Potemkin* herself is kept as a war prize and is on display in orbit above Remus.

Specifications for the *Excelsior*-class Battlecruiser

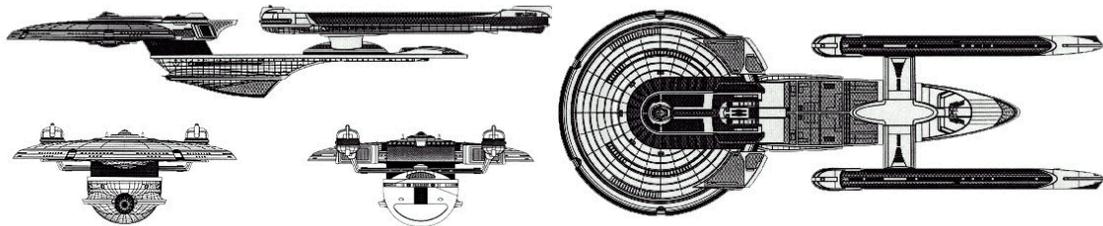
Construction Data:			
Model Number:	Mk I	Mk III	Mk V
Date Entered Service:	3/8710	4/9901	4/2606
Hull Data:			
Superstructure Points:	50	65	80
Size:			
Length:	467 m	467 m	467 m
Width:	186 m	186 m	186 m
Height:	78 m	78 m	78 m
Transporters:			
Standard Six Person-	6	6	6
Emergency 22 Person-	6	6	6
Cargo, small-	2	2	2
Cargo, large-	1	1	1
Crew:	125 Officers	125 Officers	125 Officers
	685 Enlisted	685 Enlisted	685 Enlisted
Passengers:	40	40	40
	8,000 evacuation limit	8,000 evacuation limit	8,000 evacuation limit
Shuttlecraft:	20 Personnel Shuttles	20 Personnel Shuttles	20 Personnel Shuttles
Engines and Power Data:			
Total Power Units Available:	128	128	136
Movement/Point Ratio:	6/1	6/1	6/1
Warp Engine Type:	FIWA-1	FIWA-1	FIWA-1
Number:	2	2	2
Power Units Available:	48	48	48
Cruising Speed:	6	6	6
Emergency Speed:	9.1	9.1	9.1
Impulse Engine Type:	FIG-2	FIG-2	FIG-3
Number:	1	1	1
Power Units Available:	32	32	40
Auxiliary Power:	12	12	12
Reserve Power:	6	6	6
Weapons and Firing Data:			
Beam Weapon Type:	FH-11	FH-11	FH-11
Number:	8	16	16
Firing Arcs:	2 f, 2 f/p, 2 f/s, 2 a	2 f, 2 f/p, 2 f/s, 2 a	2 f, 2 f/p, 2 f/s, 2 a
		4p, 4 s	4p, 4 s
Chart	Y	Y	Y
Max Power:	10	10	10
+3	(1-10)	(1-10)	(1-10)
+2	(11-17)	(11-17)	(11-17)
+1	(18-24)	(18-24)	(18-24)
Beam Weapon Type:	FH-8		
Number:	8		
Firing Arcs:	4 p, 4 s		
Chart	T		
Max Power:	5		
+3			
+2	(1-10)		
+1	(11-18)		
Missile Weapon Type:	FP-4	FP-4	FP-4
Number:	6	6	6
Firing Arcs:	2 f/p, 2 f/s, 2 a	2 f/p, 2 f/s, 2 a	2 f/p, 2 f/s, 2 a
Chart	S	S	S
Power to Arm:	1	1	1
Damage:	10	10	10
Shields Data:			
Deflector Shield Type:	FSS-1	FSS-1	FSS-1
Shield Point Ratio:	1/4	1/4	1/4
Max Shield Power:	20/side	20/side	20/side
Combat Efficiency:			
Point Value:	126	130	141

Specifications for the *Excelsior*-class Battlecruiser

Construction Data:		
Model Number:	Mk VI	Mk VIII
Date Entered Service:	4/6508	4/7410
Hull Data:		
Superstructure Points:	80	88
Size:		
Length:	467 m	467 m
Width:	186 m	186 m
Height:	78 m	78 m
Transporters:		
Standard Six Person-	6	6
Emergency 22 Person-	6	6
Cargo, small-	2	2
Cargo, large-	1	1
Crew:	125 Officers	125 Officers
	685 Enlisted	685 Enlisted
Passengers:	40	40
	8,000 evacuation limit	8,000 evacuation limit
Shuttlecraft:	20 Personnel Shuttles	20 Personnel Shuttles
Engines and Power Data:		
Total Power Units Available:	184	152
Movement/Point Ratio:	5/1	5/1
Warp Engine Type:	FIUWA-1	FUWR-1
Number:	2	2
Power Units Available:	48	56
Cruising Speed:	6	6
Emergency Speed:	9.5	9.65
Impulse Engine Type:	FIG-4	FIG-3
Number:	2	1
Power Units Available:	44	40
Auxiliary Power:	18	16
Reserve Power:	9	8
Weapons and Firing Data:		
Beam Weapon Type:	FH-11	FH-11
Number:	16	12
Firing Arcs:	2 f, 2 f/p, 2 f/s, 2 a 4 p, 4 s	10 f/p/s, 2 a
Chart	Y	Y
Max Power:	10	10
+3	(1-10)	(1-10)
+2	(11-17)	(11-17)
+1	(18-24)	(18-24)
Missile Weapon Type:	FP-10	FP-10
Number:	6	8
Firing Arcs:	2 f/p, 2 f/s, 2 a	4 f/p/s, 4 a
Chart	S	S
Power to Arm:	1	1
Damage:	10	10
Deflector Shield Type:	FSS-3	FSS-M
Shield Point Ratio:	1/5	1/6
Max Shield Power:	20/side	22/side
Combat Efficiency:		
Point Value:	172	172

Excelsior II-class Battlecruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-1701-B	<i>Enterprise</i>	San Francisco Fleet Yards, Terra	3/8903	3/9407	3/9602	Destroyed
NCC-14427	<i>Lexington</i>	Shar Ta'Kel Central Docks, 40 Eridani	3/9804	4/0401	4/0503	Mothballed
NCC-11751	<i>Forrestal</i>	Port Copernicus Fleet Yards, Luna	4/0708	4/1205	4/1308	Active
NCC-11371	<i>Goliath</i>	San Francisco Fleet Yards, Terra	4/1312	4/1905	4/2009	Destroyed
NCC-44285	<i>Charleston</i>	Utopia Planitia Fleet Yards, Mars	4/2107	4/2706	4/2805	Active
NCC-42995	<i>Al-Batani</i>	Antares Fleet Yards	4/2405	4/2912	4/3105	Active
NCC-40858	<i>Heisenberg</i>	Chandley Works, Caravalia, Mars	4/2506	4/3105	4/3207	Destroyed
NCC-42768	<i>Lakota</i>	Earth Station McKinley, Terra	4/2709	4/3309	4/3408	Active
NCC-28974	<i>Thor</i>	San Francisco Fleet Yards, Terra	4/2811	4/3402	4/3505	Active
NCC-44655	<i>Ark Royal</i>	Port Copernicus Fleet Yards, Luna	4/3504	4/4105	4/4203	Active
NCC-67680	<i>Tripoli</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/4802	4/5307	4/5412	Active
NCC-67680	<i>King's Destroyer</i>	San Francisco Fleet Yards, Terra	4/5201	4/5712	4/5902	Active
NCC-74774	<i>Halley</i>	Utopia Planitia Fleet Yards, Mars	4/7803	4/8302	4/8402	Active
NCC-78762	<i>Royal Oak</i>	Utopia Planitia Fleet Yards, Mars	4/7904	4/8404	4/8502	Active
NCC-79877	<i>Thunderer</i>	Utopia Planitia Fleet Yards, Mars	4/8002	4/8501	4/86??	Trials
NCC-77474	<i>Daring</i>	Utopia Planitia Fleet Yards, Mars	4/8107	4/8603	4/87??	Building



The *USS Excelsior* had been out of the builder's yard for only a few months in 2387 when Starfleet Engineering began to make plans for the class' future. A modified version of the *Excelsior* with improved structural systems and weapons was in the works even before the class ship was commissioned. While these behemoths were expected to lead Starfleet's exploration and diplomatic missions for decades to come, it was generally felt that they were lacking in tactical support systems and offensive firepower. However, the *Excelsior* were already some of the most costly vessels ever produced, and even further additions to her already crowded spec sheet would push development and deployment costs through the roof. It was therefore decided that only one out of nine of these vessels would be fit to specifications that would designate them *Excelsior II*-class battleships.

Classification: Like the type I *Excelsiors*, the type II is designated as a battlecruiser.

Design: The *Excelsior II* retains the traditional primary hull/engineering section/twin nacelle arrangement found on the original class vessels. The secondary hull has been further fit with bulbous equipment bays jutting out from the main deflector array and continuing to the aft sections of the vessel. The aft section of the saucer section was completely redesigned to incorporate addition fusion reactors and their associated fuel tanks and equipment.

Engineering: The FIWA-1 warp drive was retained for the *Excelsior II* with one notable change. Large baffles were affixed to the front of the nacelles to channel away and disperse warp field emissions. This system, unique to the *Excelsior IIs*, allows the vessels to limit their sensor return signal and prevents detection at long ranges. The additional impulse drives provide not only extra auxiliary power, but also superb handling by utilizing thrust vectoring.

Tactical: The type II is a distinctly different vessel from the original version when their weapons and tactical arrays are compared. The *Excelsior II* sports not only more but heavier phasers than the initial production batch *Excelsiors* with an improved targeting and communications suite for fleet operations. However, the FP-4 torpedo system was retained with virtually no changes due to limitations in the existing systems.

Crew Support/Computer Systems: With an emphasis on long deployment missions like exploration, research, border patrols and diplomatic functions, the *Excelsior IIs* rarely get to spend time in port. The recreational and support systems aboard these vessels are exemplary and have served them well in the decades since they were first introduced. The computer system is identical to the one used aboard the *Excelsior* type I, and is adequate for the ship's needs.

Development and Construction History: Of the 14 *Excelsior II*-class vessels built to date, 10 remain in active service. Construction of these vessels were suspended in 2360 after the commissioning of the *USS King's Destroyer*, but several recent developments have breathed new life into this successful subclass. The 100th anniversary *Excelsior*-class starship is a new version of the *Excelsior II* with no expense spared in her construction. Planned as the last four *Excelsiors* to be built, they will sport an all new drive system, the heaviest shield system available, a completely redesigned tactical suite and an exploration capability unsurpassed in the fleet. Current plans call for the *USS Daring*, the last *Excelsior*, to be launched on the *USS Excelsior's* centennial commissioning day.

Enterprise Destroyed near Klingon space on stardate 4/3006.
Lexington Mothballed after taking massive damage in a battle against Romulan forces near Dorma II on stardate 4/7008. Placed in ready reserve status.
Goliath Destroyed by forces of the Cardassian Union near Borvora Prime on stardate 4/5708.
Heisenberg Destroyed by Jen'hadar forces at the Battle of Rekkus Prime on stardate 4/7403.

Flight 1 *Excelsior*-class starships

Excelsior-Eagle Designated *Excelsior* type I. Covered elsewhere in this publication.

Flight 2 *Excelsior II*-class starships

Enterprise-Lexington First two units completed to original design spec. *Lexington* later fit to Block 2 standards in 2323 and served in that configuration until decomisioning. *Enterprise* destroyed before the scheduled refit could take place.

Flight 3 *Excelsior*-class starships

Farragut-Berlin Designated *Excelsior* type I. Covered elsewhere in this publication.

Flight 4 *Excelsior II*-class starships

Forrestal-King's Destroyer Features a vastly improved structural support system than previous models, larger impulse reactors and enhanced crew support systems. *USS Charleston* fit with extensive facilities for diplomatic support roles including reconfigurable habitation moduels for numerous atmospheric types, extensive lounge and presentation rooms, expanded visitors quarters for ambassadors and support staff and a state-of-the-art communications suite.

Flight 5 *Excelsior*-class starships

King George V – Valley Forge Designated *Excelsior* type I. Covered elsewhere in this publication.

Flight 6 *Excelsior*-class starships

Pendragon – Gettysburg Designated *Excelsior* type I. Covered elsewhere in this publication.

Flight 7 *Excelsior II*-class starships

Comprised only of refit vessels Refurbishing efforts were undertaken in 2371 to expand the *Excelsior II*'s tactical ability and pave the way for a wholesale refit of all existing units of the *Excelsior*-class. Features an all new propulsion system with enhanced SIF generators, modern torpedo launch facilities and a heavier shielding system.

Flight 8 *Excelsior*-class starships

Indestructible-Earhart Designated *Excelsior* type I. Covered elsewhere in this publication.

Flight 9 *Excelsior II*-class starships

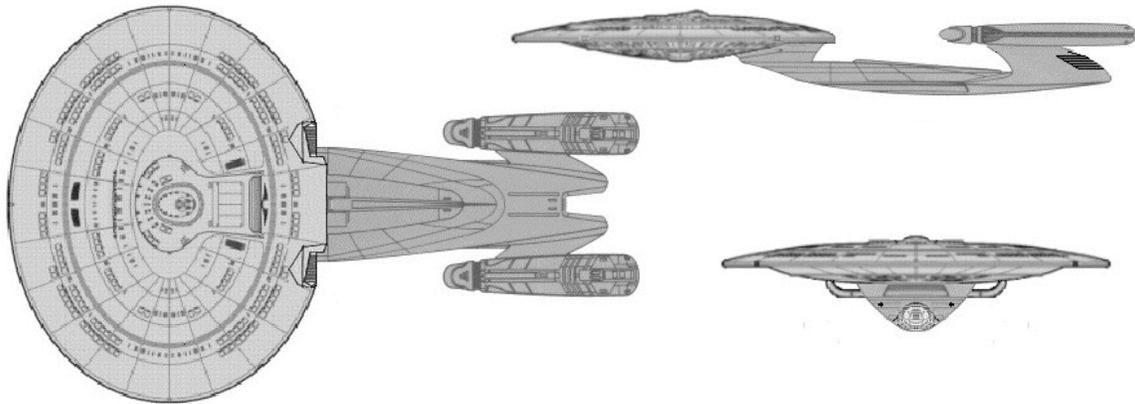
Halley-Daring Type II vessels built specifically for the 100th anniversary of the launching of the *Excelsior*-class. A no expense spared design featuring the latest engines, tactical systems, crew facilities and shields the fleet has to offer. First incarnation of the *Excelsior* fit with an all bioneural computer system and shipwide EMH.

Specifications for the *Excelsior II*-class Battlecruiser

Construction Data:				
Model Number:	Mk II	Mk IV	Mk VII	Mk IX
Date Entered Service:	3/9602	4/1308	4/7106	4/8402 (est.)
Hull Data:				
Superstructure Points:	60	90	90	115
Size:				
Length:	467 m	467 m	467 m	467 m
Width:	186 m	186 m	186 m	186 m
Height:	78 m	78 m	78 m	78 m
Transporters:				
Standard Six Person-	6	6	6	6
Emergency 22 Person-	6	6	6	6
Cargo, small-	2	2	2	2
Cargo, large-	1	1	1	2
Crew:	125 Officers	125 Officers	125 Officers	125 Officers
	685 Enlisted	685 Enlisted	685 Enlisted	685 Enlisted
Passengers:	40	40	40	40
	8,000 evacuation limit	8,000 evacuation limit	8,000 evacuation limit	8,000 evacuation limit
Shuttlecraft:	20 Personnel Shuttles	20 Personnel Shuttles	20 Personnel Shuttles	20 Personnel Shuttles
Engines and Power Data:				
Total Power Units Available:	144	160	176	208
Movement/Point Ratio:	6/1	6/1	5/1	5/1
Warp Engine Type:	FIWA-1	FIWA-1	FUWR-1	FUWR-2
Number:	2	2	2	2
Power Units Available:	48	48	56	60
Cruising Speed:	9	9	9.5	9.6
Emergency Speed:	6	6	6	6.5
Impulse Engine Type:	FIG-1	FIG-2	FIG-2	FIG-3
Number:	2	2	2	2
Power Units Available:	24	32	32	44
Auxiliary Power:	14	16	18	20
Reserve Power:	7	8	9	10
Weapons and Firing Data:				
Beam Weapon Type:	FH-10	FH-10	FH-10	FH-18
Number:	22	22	22	12
Firing Arcs:	2 f, 2 f/p, 2 f/s, 4 p/s, 4 p, 4 s, 4 a	2 f, 2 f/p, 2 f/s, 4 p/s, 4 p, 4 s, 4 a	2 f, 2 f/p, 2 f/s, 4 p/s, 4 p, 4 s, 4 a	4 f/p/s, 2 p/s, 2 p, 2 s, 2 a
Chart	W	W	W	Y
Max Power:	7	7	7	15
+3	(1-10)	(1-10)	(1-10)	(1-15)
+2	(11-17)	(11-17)	(11-17)	(16-20)
+1	(18-20)	(18-20)	(18-20)	(21-24)
Missile Weapon Type:	FP-4	FP-4	FP-10	FP-10
Number:	6	6	6	12
Firing Arcs:	2 f/p, 2 f/s, 2 a	2 f/p, 2 f/s, 2 a	2 f/p, 2 f/s, 2 a	4 f/p, 4 f/s, 4 a
Chart	S	S	S	S
Power to Arm:	1	1	1	1
Damage:	10	10	10	10
Shields Data:				
Deflector Shield Type:	FSS-1	FSS-1	FSR-3	FSR-4
Shield Point Ratio:	1/4	1/4	1/5	1/8
Max Shield Power:	20/side	20/side	25/side	24/side
Combat Efficiency:				
Point Value:	144	160	183	232

Iowa-class Battlecruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-67420	<i>Iowa</i>	Utopia Planitia Fleet Yards, Mars	4/5508	4/6401	4/6606	Active
NCC-63572	<i>California</i>	Utopia Planitia Fleet Yards, Mars	4/5508	4/6401	4/6712	Active
NCC-60518	<i>Arizona</i>	San Francisco Fleet Yards, Terra	4/5609	4/6602	4/6706	Active
NCC-66157	<i>Virginia</i>	Earth Station McKinley, Terra	4/5711	4/6702	4/6806	Training Command
NCC-69131	<i>Hawaii</i>	Star City Spaceport, Terra	4/5803	4/6706	4/6807	Destroyed
NCC-63765	<i>West Virginia</i>	Earth Station Everest, Terra	4/6303	4/6712	4/6906	Destroyed
NCC-65455	<i>New Jersey</i>	Port Copernicus Fleet Yards, Luna	4/6408	4/6901	4/6912	Destroyed
NCC-79865	<i>Ohio</i>	Chiokis Fleet Yards, Thelavor, Andor	4/6502	4/6904	4/7004	Destroyed
NCC-72909	<i>Montana</i>	Makin County Ship Yards	4/6502	4/6905	4/7012	Destroyed
NCC-66578	<i>Texas</i>	Utopia Planitia Fleet Yards, Mars	4/6605	4/7003	4/7106	Destroyed
NCC-78598	<i>Nevada</i>	Electric Boat Company Dockyard, Terra	4/6702	4/7101	4/7112	Active
NCC-73093	<i>Maine</i>	San Francisco Fleet Yards, Terra	4/6703	4/7109	4/7206	Active
NCC-71269	<i>Colorado</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6806	4/7111	4/7209	Destroyed
NCC-71860	<i>Wisconsin</i>	Utopia Planitia Fleet Yards, Mars	4/6806	4/7111	4/7301	Destroyed
NCC-73721	<i>Washington</i>	Alfras Fleet Yards, Deneb V	4/6806	4/7201	4/7308	Active
NCC-74531	<i>Alabama</i>	Seskon Trella, Chagala, Tellar	4/6902	4/7301	4/7406	Active
NCC-73325	<i>Pennsylvania</i>	Port Copernicus Fleet Yards, Luna	4/7005	4/7312	4/7501	Active
NCC-74465	<i>Oregon</i>	Avondale Group, Ferrata Docks, Rigel IV	4/7006	4/7403	4/7507	Active
NCC-70418	<i>Tennessee</i>	Chandley Works, Caravalia, Mars	4/7101	4/7509	4/7606	Active
NCC-71874	<i>Maryland</i>	Electric Boat Company Dockyard, Terra	4/7209	4/7605	4/7701	Destroyed
NCC-72354	<i>Utah</i>	San Francisco Fleet Yards, Terra	4/7208	4/7609	4/7707	Active
NCC-77545	<i>Delaware</i>	Earth Station Everest, Terra	4/7309	4/7705	4/7802	Active
NCC-71245	<i>Kentucky</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7402	4/7804	4/7901	Active
NCC-75154	<i>Oklahoma</i>	Port Copernicus Fleet Yards, Luna	4/7511	4/7909	4/8005	Active



The *Iowa* and *Challenger*-class projects find their roots in the waning days of the *Galaxy*-class design phase. Starfleet realized that the *Galaxy* would be a phenomenal success, but its cost limited the fleet to six, or at most twelve hulls. To counter this, Starfleet Engineering drew on the new technologies coming out of the *Galaxy* design and produced the *Challenger*, and later derived from it the *Iowa*. Designed as a battlecruiser with a primary focus on military operations, the *Iowa* has been a moderate success. Although it packs the same shields, weapons, and engine systems of the *Galaxy*, the *Iowa*'s cost is much less than her bigger brothers.

Classification: The *Iowa* is classified as a battlecruiser with an emphasis on fleet operations.

Design: The *Iowa* is derived from the successful *Alaska* class hullform with an enlarged saucer section and reworked secondary hull.

Engineering: *Iowa*-class starships are equipped with an improved version of the revolutionary FUWA-2 (Federation Improved Warp type A/2) warp drive developed and first fielded by the *Galaxy*-class. The drive system is capable of propelling the vessel at speeds up to warp 9.6 with a cruising speed of warp 6. Impulse power is provided by the FIH-1 system made famous on the *Apollo*-class starships in the years before. In retrospect, the FIH series was a poor choice for the massive *Iowa*, as its low thrust-to-weight ratio can only sustain moderate sublight speeds leaving the *Iowas* prone to flanking attacks. This more than anything has led to their high attrition rate in recent years. A Mk II refit program for the *Iowa* began in 2382 and will address this and several other design flaws.

Tactical: The *Iowa*'s tactical array is a mishmash of new weapons and older, proven designs. The phaser armament is made up of two FH-15 collimator strips mounted on the saucer covering the ship in a 300° arc. Secondary armament is provided by four banks of proven FH-11 phaser turrets for a backup punch. The photon torpedo compliment is a similar mix with the new FP-10 launcher covering the forward arc and the venerable FP-4 system covering the sides and aft. The *Iowa* was also designed around two other tactical elements, the CIC (Combat Information Center) Suite and a 150 man Marine detachment. The CIC suite allows the *Iowas* to coordinate the fleet movements of up to fifty starships or act as a mobile starbase, a valuable asset in wartime. The Marines act not

only as shipboard security but can be used to secure ground objectives and perform boarding actions, tasks that normal Starfleet security officers are sometimes ill prepared or trained to do.

Crew Support/Computer Systems: Although she was designed at a time when family accommodations were being included on every new starship class, the *Iowa* is an exception that that rule. Instead, decks six through nine are the sole property of the Marine detachment, their equipment and training facilities. In wartime, the 150 man contingent can be increased to nearly 750 men for short periods of time. The normal Starfleet crew enjoys the standard shipboard amenities found on most vessels, and her fittings are second only to the larger explorer type ships. The *Iowa*'s secondary role of fleet command vessel allows for an additional 120 officers when she is acting in that capacity, which means that with a full crew compliment, admiral's staff and marine contingent, the *Iowas* can take on over 1700 crewmen at once.

Development and Construction History: The *Iowa*-class was a joint design by Starfleet Engineering of San Francisco with advanced computer modeling and testing taking place at Utopia Planitia. The vessel's of the class were produced at nearly every major shipyard in the Federation and were constructed at a rate of three every two years. Of the 24 *Iowas* constructed, 14 remain in active service with one, the *USS Virginia* serving with Starfleet Training Command. New vessel construction was suspended in 2375 after the end of the Dominion War with the last existing spaceframe commissioning in 2380.

Flight 1 *Iowa*-class starships

Iowa-Oklahoma All production starships built to design specifications. Initial production order of ten vessels expanded to twenty-five in 2365. Last production unit cancelled in 2375 at the cessation of hostilities with the Dominion.

Flight 2 *Iowa*-class starships

Only comprised of vessels refit to block specifications. Refits scheduled to begin in 2382 at a rate of two vessels per year until project completion. Will address long standing concerns relating to the *Iowa*'s poor sublight maneuvering capability, primary power distribution systems, and crew support facilities. The refits will also replace the torpedo launchers with an all FP-10 suite and add FH-16 phasers to allow longer range attack options.

Historical Notes

<i>Virginia</i>	Assigned to Starfleet Training Command, 4/7208.
<i>Hawaii</i>	Destroyed by Dominion forces on 4/7403 near Betazed.
<i>West Virginia</i>	Destroyed by the Borg at the Battle of Typhon on stardate 4/7305.
<i>New Jersey</i>	One of ten starships destroyed by Imperial Klingon States forces at the Battle of K'tog on stardate 4/7703.
<i>Ohio</i>	Destroyed by Imperial Klingon States Forces in Operation Gallant Fire on stardate 4/7607.
<i>Montana</i>	One of 98 Seventh Fleet ships destroyed by the Jem'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.
<i>Texas</i>	Destroyed by Imperial Klingon States Forces in Operation Gallant Fire on stardate 4/7607.
<i>Colorado</i>	One of fifteen starships destroyed near Starbase 354 by Dominion forces on stardate 4/7404.
<i>Wisconsin</i>	Destroyed by the Shornack Naval forces in the Cambridge Sector on 4/7902.
<i>Maryland</i>	Destroyed by forces of the Romulan Empire in Operation Gallant Flame on stardate 4/7803.

On stardate 4/7406.22, the starship *Wisconsin*, under the command of Captain Richard Scott, was assigned to negotiate navigation rights through the Macon System. During the talks, the system was invaded by the Macon's nearby rivals, the Breen. The Macon premiere agreed to grant the Federation navigation rights through the system if they would grant the Macon's associate Federation membership and repel the landing forces taking the planet. Admiral James Carmichael, who was observing the talks, agreed and ordered the *Wisconsin* to attack the Breen landing ships. The enemy was quickly beaten back, but had managed to land over 1200 troops within the Macon capital. Using the *Wisconsin*'s transporters, Carmichael then cleared the capital of all Breen life signs, ending the invasion. Admiral Carmichael was later awarded the Andorian Battle Star for his ingenuity, and the action has since been dubbed the "Carmichael Defense."

Specifications for the *Iowa*-class Battlecruiser

Construction Data:

Model Number:	Mk I	Mk II
Date Entered Service:	4/6606	4/8202

Hull Data:

Superstructure Points:	98	98
Size:		
Length:	625 m	625 m
Width:	224 m	224 m
Height:	100 m	100 m
Transporters:		
Standard Six Person-	6	6
Emergency 22 Person-	4	4
Cargo, small-	3	3
Cargo, large-	1	1
Crew:	130 Officers	150
	720 Enlisted	670
Marines	150	200
Shuttlecraft:	Type 6 Personnel (30)	Type 6 Personnel (32)
	Type 16 Shuttlepod (24)	Type 16 Shuttlepod (24)

Engines and Power Data:

Total Power Units Available:	150	176
Movement/Point Ratio:	6/1	5/1
Warp Engine Type:	FUWA-2	FUWR-2
Number:	2	2
Power Units Available:	50	60
Cruising Speed:	6	6
Emergency Speed:	9.6	9.75
Impulse Engine Type:	FIH-1	FIH-2
Number:	1	1
Power Units Available:	50	56
Auxiliary Power:	16	18
Reserve Power:	8	9

Weapons and Firing Data:

Beam Weapon Type:	FH-15	FH-18
Number:	4	4
Firing Arcs:	4 f/p/s	4 f/p/s
Chart	Y	Y
Max Power:	12	15
+3	(1-15)	(1-15)
+2	(16-20)	(16-20)
+1	(21-24)	(21-24)
Beam Weapon Type:	FH-11	FH-16
Number:	8	8
Firing Arcs:	2 f, 2 f/p, 2 f/s, 2 a	2 f, 2 f/p, 2 f/s, 2 a
Chart	Y	Z
Max Power:	10	10
+3	(1-10)	(1-15)
+2	(11-17)	(16-20)
+1	(18-24)	(21-24)
Missile Weapon Type:	FP-10	FP-10
Number:	4	16
Firing Arcs:	4 f/p/s	8 f/p/s, 8 a
Chart	S	S
Power to Arm:	1	1
Damage:	10	10
Missile Weapon Type:	FP-4	
Number:	6	
Firing Arcs:	2 p, 2 s, 2 a	
Chart	S	
Power to Arm:	1	
Damage:	10	

Shields Data:

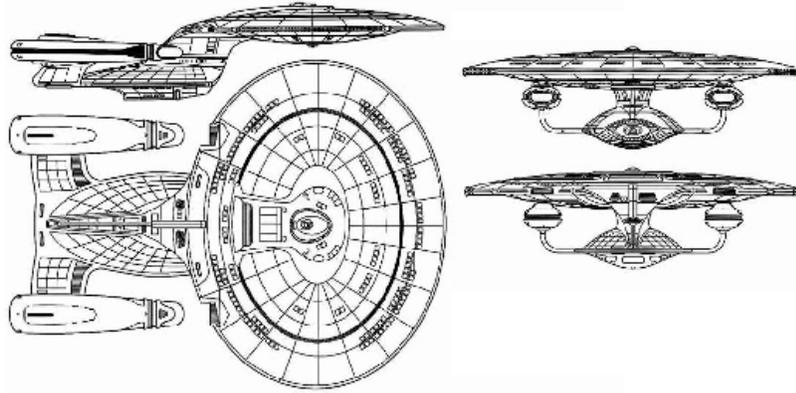
Deflector Shield Type:	FSS-M	FSS-M
Shield Point Ratio:	1/6	1/6
Max Shield Power:	22/side	22/side

Combat Efficiency:

Point Value:	182	200
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Mythe-class Battlecruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-74119	<i>Mythe</i>	Utopia Planitia Fleet Yards, Mars	4/6904	4/7401	4/7502	Active
NCC-76589	<i>Revenge</i>	Utopia Planitia Fleet Yards, Mars	4/7012	4/7507	4/7610	Active
NCC-79887	<i>Dreadnought</i>	Utopia Planitia Fleet Yards, Mars	4/8002	4/8409	4/8503	Active



The *Galaxy*-class starship represents Starfleet's most sophisticated achievement in multimission ship systems design. Intended primarily as a tool of exploration and defense, the vessel represents a powerful leap in Starfleet tactical capabilities. However, the original *Galaxy* design fails to take full advantage of these capabilities due to its "wasted space" used on civilian quarters and science labs. To remedy this problem, Starfleet authorized the construction of two *Galaxy*-class hulls into a full fledged battlecruiser configuration. The plans called for the addition of barracks for up to 1500 Marines, a Combat Information Center (CIC), and dedicated Military Operations Passive/Active sensor suites. When the vessel was launched, her new improvements warranted designating her as a separate class from the *Galaxys*. On February 2, 2375, the *USS Mythe*, the first *Mythe*-class battlecruiser, was commissioned.

Classification: The *Mythe*-class is a true battlecruiser with an emphasis on mobile tactical fleet operations and support.

Design: Based around the engine configuration and tactical systems of the defunct Mk IIX *Galaxy*-class starship, the *Mythe* is virtually indistinguishable from her exploration command cousins, performance wise and externally.

Engineering: The FUWR-1 warp drive fit aboard the *Mythe* provides superb power reserves and an impressive emergency speed of warp 9.92 for up to twelve hours with a cruising speed of warp 6. The primary FII-2 impulse drive with backup twin FIH-1s provide more than adequate auxiliary and maneuvering power at sublight speeds.

Tactical: The tactical system aboard the *Mythe* is one of the most deadly types mounted aboard a Federation starship today. The FH-18 phaser systems provide a massive capability for directed energy attacks against multiple threat vectors with twin FP-10 torpedo launchers providing a backup photon/quantum punch.

Crew Support/Computer Systems: Although the *Mythe* is built around the *Galaxy*-class hull, her crew support facilities are a clear departure from the original designer's plans. Instead of warm bright corridors and friendly plush quarters, the *Mythe* is more spartan in its comforts. The Marine barracks take up almost all of decks 11-14, and training is virtually around the clock. Capable of comfortably holding 1500 Marines or up to 5000 for short durations, the vessel is crowded by even Starfleet standards. Crew lounges buzz with activity day and night, and the holodecks are more likely to be used for battle simulations than the more popular woodland parks programs. The bridge is much darker and more austere than most other starships. The lack of carpeting or wood paneling and its replacement by steel decking is more to reduce the chance of fire than to intimidate. Early plans calls for the removal of the spaceframe's saucer separation capability to make room for additional storage and training facilities. However, there was concern that the vessel's current lifeboat and shuttle facilities were incapable of evacuating the entire ship's compliment and Marine contingent in an emergency situation. It is for this reason alone that the separated flight mode feature has been retained for the *Mythe*-class.

Development and Construction History: Of the three *Mythe*-class battlecruisers constructed, all remain in active service. All were constructed at Utopia Planitia and there are no plans for additional vessels of this class. The *USS Dreadnought* (ex-*USS Thunderer*) is expected to be the final *Mythe*-class starship and was converted midway through her construction as a *Galaxy*-class explorer.

Specifications for the *Mythe*-class Battlecruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/7502

Hull Data:

Superstructure Points: 135
Size:
 Length: 642 m
 Width: 467 m
 Height: 137.5 m
Transporters:
 Standard Six Person- 10
 Combat 22 Person- 10
 Cargo, small- 5
 Cargo, large- 3
Crew: 180 Officers
730 Enlisted
Marines: 1500
12,500 evacuation limit
Shuttlecraft:
 Type 8 Personnel (22)
 Type 10 Personnel (30)
 Type 16-A Shuttlepod (16)
 Type 9-B Cargo (4)
 "Hopper" Combat Transport (8)
 Danube-class runabout (2)

Engines and Power Data:

Total Power Units Available: 280
Movement/Point Ratio: 6/1
Warp Engine Type: FUWR-1
 Number: 2
 Power Units Available: 56
 Cruising Speed: 6
 Emergency Speed: 9.92
Impulse Engine Type: FII-2
 Number: 1
 Power Units Available: 68
Impulse Engine Type: FIH-1
 Number: 2
 Power Units Available: 50
Auxiliary Power: 28
Reserve Power: 14

Weapons and Firing Data:

Beam Weapon Type: FH-18
 Number: 18
 Firing Arcs: 4 f/p/s, 2 f/p/a, 2 f/s/a, 2 p/s,
2 p/a, 2 s/a, 4 a
 Chart: Y
 Max Power:
 +3: (1-15)
 +2: (16-20)
 +1: (21-24)
Missile Weapon Type: FP-10/FQ-1
 Number: 20
 Firing Arcs: 10 f/p/s, 10 a
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

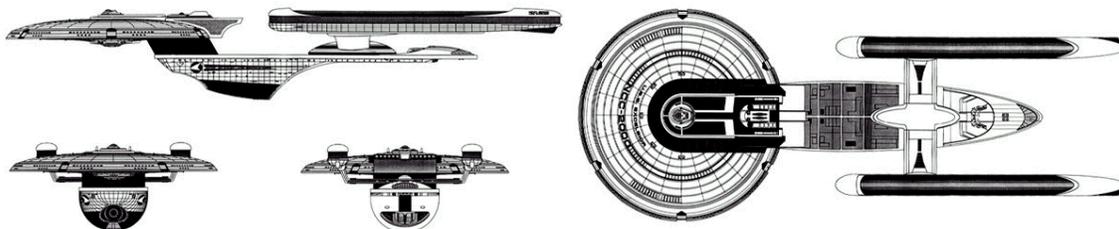
Deflector Shield Type: FSW-2
Shield Point Ratio: 1/7
Max Shield Power: 28/side

Combat Efficiency:

Point Value: 298

Onslaught-class Battlecruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-20588	<i>Onslaught</i>	San Francisco Fleet Yards, Terra	4/1808	4/2201	4/2306	Destroyed
NCC-24564	<i>Declaration</i>	San Francisco Fleet Yards, Terra	4/1902	4/2211	4/2402	Active
NCC-21123	<i>Concordia</i>	Shar Ta'kel Central Docks, 40 Eridani	4/1902	4/2312	4/2411	Destroyed
NCC-25412	<i>Akula</i>	Star City Spaceport, Terra	4/2005	4/2404	4/2509	Active
NCC-21258	<i>Mjolnir</i>	Chandley Works, Caravalia, Mars	4/2112	4/2505	4/2604	Destroyed
NCC-22378	<i>Mohammed</i>	Shar Ta'kel Central Docks, 40 Eridani	4/2107	4/2506	4/2607	Destroyed
NCC-22137	<i>Damocles</i>	Port Copernicus Fleet Yards, Luna	4/2204	4/2604	4/2711	Active
NCC-25268	<i>Voltaire</i>	San Francisco Fleet Yards, Terra	4/2306	4/2703	4/2803	Lost
NCC-21224	<i>Shikari</i>	Chiokis Fleet Yards, Thelavor, Andor	4/2307	4/2705	4/2807	Scrapped
NCC-24453	<i>Africa</i>	Avondale Group, Ferrata Docks, Rigel IV	4/2403	4/2806	4/2902	Active
NCC-29234	<i>Chosin</i>	Makin County Shipyard	4/2502	4/2911	4/3009	Destroyed
NCC-21341	<i>Anson</i>	Shar Ta'kel Central Docks, 40 Eridani	4/2507	4/2911	4/3011	Destroyed
NCC-26231	<i>Confucius</i>	Earth Station McKinley, Terra	4/2603	4/3005	4/3104	Active
NCC-24322	<i>Manassas</i>	San Francisco Fleet Yards, Terra	4/2701	4/3103	4/3201	Scrapped
NCC-37201	<i>Gabriel</i>	Shar Ta'kel Central Docks, 40 Eridani	4/2711	4/3111	4/3208	Active
NCC-24089	<i>Thetis</i>	Port Copernicus Fleet Yards, Luna	4/2807	4/3207	4/3307	Destroyed
NCC-23341	<i>Euphrates</i>	Chiokis Fleet Yards, Thelavor, Andor	4/2903	4/3306	4/3402	Destroyed
NCC-29712	<i>Hollander</i>	San Francisco Fleet Yards, Terra	4/2912	4/3307	4/3410	Destroyed
NCC-22354	<i>Vostok</i>	Star City Spaceport, Terra	4/3001	4/3409	4/3512	Active
NCC-26521	<i>Jupiter</i>	Utopia Planitia Fleet Yard, Mars	4/3106	4/3509	4/3607	Scrapped
NCC-36242	<i>Albemarle</i>	Avondale Group, Ferrata Docks, Rigel IV	4/3112	4/3509	4/3611	Destroyed
NCC-35746	<i>Aesir</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/3209	4/3607	4/3707	Destroyed
NCC-32113	<i>Pandora</i>	Earth Station McKinley, Terra	4/3302	4/3701	4/3805	Destroyed
NCC-22574	<i>Ragnarok</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/3309	4/3711	4/3808	Active
NCC-35633	<i>William Shakespeare</i>	San Francisco Fleet Yards, Terra	4/3402	4/3802	4/3901	Active
NCC-23512	<i>Umbriel</i>	Utopia Planitia Fleet Yard, Mars	4/3502	4/3912	4/4009	Destroyed
NCC-26777	<i>Capricorn</i>	Port Copernicus Fleet Yards, Luna	4/3504	4/3912	4/4011	Destroyed
NCC-33543	<i>Nemesis</i>	Utopia Planitia Fleet Yard, Mars	4/3605	4/4003	4/4102	Active
NCC-22564	<i>Archangel</i>	Utopia Planitia Fleet Yard, Mars	4/3712	4/4110	4/4211	Active
NCC-26887	<i>Richelieu</i>	Utopia Planitia Fleet Yard, Mars	4/3712	4/4111	4/4212	Destroyed
NCC-25424	<i>Manticore</i>	Avondale Group, Ferrata Docks, Rigel IV	4/3803	4/4204	4/4303	Active
NCC-43687	<i>Oriskany</i>	San Francisco Fleet Yards, Terra	4/3903	4/4303	4/4402	Destroyed
NCC-34477	<i>Antos</i>	M'Yengh Yaras Fleet Yards, Cait	4/3909	4/4307	4/4408	Destroyed
NCC-32214	<i>Thebes</i>	Utopia Planitia Fleet Yard, Mars	4/4005	4/4401	4/4504	Active
NCC-35412	<i>Liu Pang</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/4105	4/4507	4/4604	Destroyed
NCC-43540	<i>Moresby</i>	Utopia Planitia Fleet Yard, Mars	4/4207	4/4606	4/4708	Destroyed
NCC-38432	<i>Manhattan</i>	Port Copernicus Fleet Yards, Luna	4/4306	4/4702	4/4805	Active
NCC-55067	<i>Agina</i>	Utopia Planitia Fleet Yard, Mars	4/4403	4/4803	4/4902	Active
NCC-50760	<i>Marseille</i>	Southampton Fleet Yard, Terra	4/4502	4/4903	4/5001	Active
NCC-62344	<i>Eden</i>	Utopia Planitia Fleet Yard, Mars	4/4606	4/5004	4/5105	Destroyed
NCC-62331	<i>Columbus</i>	Avondale Group, Ferrata Docks, Rigel IV	4/4711	4/5108	4/5209	Destroyed
NCC-65471	<i>Citadel</i>	Utopia Planitia Fleet Yard, Mars	4/4801	4/5212	4/5310	Destroyed
NCC-62872	<i>Theleth</i>	Chiokis Fleet Yards, Thelavor, Andor	4/4802	4/5410	4/5507	Scrapped
NCC-62222	<i>Veracruz</i>	Port Copernicus Fleet Yards, Luna	4/5203	4/5603	4/5702	Active
NCC-50004	<i>Darwin</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/5411	4/5812	4/5907	Active
NCC-57665	<i>Waterloo</i>	San Francisco Fleet Yards, Terra	4/5510	4/5903	4/6009	Destroyed
NCC-68348	<i>Troy</i>	Avondale Group, Ferrata Docks, Rigel IV	4/5705	4/6105	4/6203	Active
NCC-52334	<i>Argonaut</i>	Utopia Planitia Fleet Yard, Mars	4/5910	4/6307	4/6408	Destroyed
NCC-62123	<i>Anchorage</i>	Port Copernicus Fleet Yards, Luna	4/6012	4/6412	4/6512	Destroyed
NCC-60694	<i>Dendras</i>	Utopia Planitia Fleet Yard, Mars	4/6202	4/6607	4/6701	Active



Without question, the *Excelsior*-class starship remains one of the most successful designs in Federation history. Hence, it is not surprise that Starfleet turned to this vessel when it was contemplating the building of a new battlecruiser for fleet operations in the mid-2310s. The new vessel's focus would be on border operations and assault support missions, a duty that the *Excelsior* was capable of but not designed for. Whereas the *Excelsior* was a multipurpose vessel of exploration and defense, the new design would focus wholly on the military operations side of life in the fleet. By 2323, the first *Onslaught*-class battlecruiser was ready for service.

Classification: The *Onslaught* is classed as a battlecruiser.

Design: The idea of taking a proven vessel and adapting it to a specific mission profile saved the *Onslaught* design planners a whole six years from their production plan. Externally the new battlecruiser is virtually indistinguishable from her forebears down to the last rivet. However, once one looks inside the differences become immediately obvious. All of decks five through nine have been dedicated to the inclusions and support of a 1000 man Marine contingent. This includes all of the training equipment, weapons and dormitories needed to support a battalion for months at a time. However, in peacetime the contingent rarely passes the fifty-member mark with these men acting as the ship's security contingent. To further ground the *Onslaught* in the role of battlecruiser, the vessel is equipped with long range surveillance sensors, classified electronic warfare equipment, and a communications suite that allows the *Onslaught* to act as a border command post or fleet command ship in a crisis situation.

Engineering: The *Onslaught* incorporates the same FIWA-1 warp drive and FIG-3 impulse drive that was built into the Mk V *Excelsiors*. With a top speed of warp 9.3 for twelve hours or warp 6 for cruising, the *Onslaught* is considered slow by modern standards. However, planned upgrades within the next ten years should get their performance back to acceptable levels.

Tactical: The weapons aboard the *Onslaught* are not only powerful but are present in abundance. Her phasers cover every conceivable approach angle while her FP-4 torpedo launchers provide a heavy close in punch. However, like her engine systems, the firepower aboard the *Onslaught* is showing its age and upgrades are planned for the near future.

Crew Support/Computer Systems: To include the massive Marine facilities, the *Onslaught*'s crew requirements were drastically reduced from 800 to 450 regular crewmen. To this end, the crew quarters and recreational facilities are some of the most spacious in the fleet and a peacetime assignment to an *Onslaught* is a popular assignment. The computer system mounted aboard ship are the same type developed for the initial *Excelsiors* and is dated though adequate by modern standards.

Development and Construction History: Of the 50 *Onslaught*-class battlecruisers constructed, only 20 remain in active service with two-thirds of the total losses attributed to the Dominion War. Construction ended in 2367 with the commissioning of the *USS Dendrasi* at the Utopia Planitia Fleet Yard on Mars.

Historical Notes:

<i>Onslaught</i>	Destroyed by Jem'hadar raiders in a raid against the Utopia Planitia Fleet Yards on Mars on stardate 4/7507.
<i>Concordia</i>	One of 20 starships destroyed by Cardassian forces at the Battle of Boraes III on stardate 4/5708.
<i>Mjolnir</i>	One of 20 starships destroyed by Cardassian forces at the Battle of Boraes III on stardate 4/5708.
<i>Mohammed</i>	One of 20 starships destroyed by Cardassian forces at the Battle of Boraes III on stardate 4/5708.
<i>Voltaire</i>	Declared lost, presumed destroyed while transiting from Tellar to Starbase 87 on stardate 4/3705.
<i>Shikari</i>	Scrapped after action with Jem'hadar forces near Vulcan on stardate 4/7411.
<i>Chosin</i>	Destroyed by an unknown alien vessel near Terra on stardate 4/6807.
<i>Anson</i>	Destroyed by Jem'hadar forces in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost in the action.
<i>Manassas</i>	Scrapped after an attack by Breen forces at a staging center near Bajor on stardate 4/7511.
<i>Thetis</i>	Destroyed by Jem'hadar forces in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost in the action.
<i>Euphrates</i>	Destroyed by Dominion forces at the Battle of Chikakera on stardate 4/7401.
<i>Hollander</i>	Destroyed by Jem'hadar raiders in an attack against the Utopia Planitia Fleet Yards on Mars on stardate 4/7507.
<i>Jupiter</i>	Scrapped after action with Cardassian forces near starbase 42 on stardate 4/7408.
<i>Albemarle</i>	Destroyed by an uncharted Dominion mine field near Vulcan on stardate 4/7405.
<i>Aesir</i>	Destroyed by an unknown alien vessel later identified as Shornack near the Nagrese Nebula on stardate 4/7707.
<i>Pandora</i>	Destroyed while testing a new impulse drive design at the Sol IX test range on stardate 4/5902.
<i>Umbriel</i>	Destroyed at the Second Battle of Chin'Toka on stardate 4/7412.
<i>Capricorn</i>	Destroyed by Jem'Hadar forces in the Chin'Toka System on 4/7506.12.
<i>Richelieu</i>	Destroyed by Jem'Hadar forces in the Chin'Toka System on 4/7506.12.
<i>Oriskany</i>	Destroyed at the Second Battle of Chin'Toka on stardate 4/7412.
<i>Antos</i>	Destroyed by Jem'Hadar forces in the Chin'Toka System on 4/7506.12.
<i>Liu Pang</i>	Destroyed by the Jem'hadar while patrolling near Rikar Colony on stardate 4/7406.
<i>Moresby</i>	Destroyed in a plasma storm near the Okarian Wastelands on stardate 4/7804.
<i>Eden</i>	Destroyed by a fuel leak and shipboard fire near Rajda IV on stardate 4/5504.
<i>Columbus</i>	Destroyed by Cardassian forces in an attack near Chakora Prime on stardate 4/6108.
<i>Citadel</i>	Destroyed by Jem'hadar forces in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost in the action.
<i>Theleth</i>	Scrapped after taking damage in an attack by Cardassian forces in an attack near Chakora Prime on stardate 4/6108.
<i>Waterloo</i>	Destroyed at the Battle of Chin'Toka on stardate 4/7412.
<i>Argonaut</i>	Destroyed by Jem'hadar raiders in an attack against the Utopia Planitia Fleet Yards on Mars on stardate 4/7507.
<i>Anchorage</i>	Destroyed by Dominion forces near starbase 375 on stardate 4/7401.

Specifications for the *Onslaught*-class Battlecruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/2306

Hull Data:

Superstructure Points: 80
Size:
Length: 467 m
Width: 186 m
Height: 78 m
Transporters:
Standard Six Person- 6
Combat 22 Person- 6
Cargo, small- 3
Cargo, large- 2
Crew: 65 Officers
365 Enlisted
Marines: 1000
10,000 evacuation limit
Shuttlecraft: 16 Personnel Shuttles
"Hopper" Combat Transport (3)

Engines and Power Data:

Total Power Units Available: 136
Movement/Point Ratio: 6/1
Warp Engine Type: FIWA-1
Number: 2
Power Units Available: 48
Cruising Speed: 6
Emergency Speed: 9.3
Impulse Engine Type: FIG-3
Number: 1
Power Units Available: 40
Auxiliary Power: 14
Reserve Power: 7

Weapons and Firing Data:

Beam Weapon Type: FH-11
Number: 16
Firing Arcs: 2 f, 2 f/p, 2 f/s, 4 p, 4 s, 2 a
Chart Y
Max Power: 10
+3 (1-10)
+2 (11-17)
+1 (18-24)
Missile Weapon Type: FP-4
Number: 6
Firing Arcs: 2 f/p, 2 f/s, 2 a
Chart S
Power to Arm: 1
Damage: 10

Shields Data:

Deflector Shield Type: FSS-1
Shield Point Ratio: 1/4
Max Shield Power: 20/side

Combat Efficiency:

Point Value: 141

Pegasus-class Battlecruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-72586	<i>Pegasus</i>	Utopia Planitia Fleet Yards, Mars	4/6503	4/6901	4/7005	Active
NCC-76922	<i>Unicorn</i>	Utopia Planitia Fleet Yards, Mars	4/6702	4/7001	4/7104	Active
NCC-72823	<i>Zues</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6801	4/7109	4/7208	Active
NCC-75017	<i>Perseus</i>	Utopia Planitia Fleet Yards, Mars	4/6907	4/7202	4/7301	Destroyed
NCC-79225	<i>Odin</i>	Utopia Planitia Fleet Yards, Mars	4/7004	4/7302	4/7401	Active
NCC-75035	<i>Osiris</i>	Antares Fleet Yards	4/7103	4/7404	4/7502	Destroyed
NCC-78718	<i>Heracles</i>	Chandley Works, Caravalia, Mars	4/7410	4/7507	4/7608	Destroyed
NCC-77160	<i>Odysseus</i>	Utopia Planitia Fleet Yards, Mars	4/7502	4/7601	4/7702	Active
NCC-74877	<i>Athena</i>	Southampton Fleet Yard, Terra	4/7603	4/7701	4/7804	Active
NCC-78199	<i>Mars</i>	Antares Fleet Yards	4/7701	4/7803	4/7902	Active



Starfleet's policy of redesigning successful exploration vessels into defensive platforms started in 2318 with the laying down of the *USS Onslaught*, the first warship design derived from the *Excelsior*-class hull. Since then, no less than seven other ship class' have undergone the same redesign process, a course that lets Starfleet Engineering develop defensive assets after field trials have proven the initial vessel plan. To conform to the new standards, the vessel's internal layout is changed to help decrease the chance of internal fires spreading to adjacent compartments and lower the severity of hull breaches. Next, the lab space is removed and the sensor suite is replaced with a combat and electronic surveillance oriented array. Crew quarters are then reduced by 40% by allowing only the senior staff the luxury of a private stateroom with all other officers and crewmen sharing double or quadruple person suites. This allows the inclusion of the battlecruiser's Marine contingent, a shipboard presence that can be as low as 25 men in peacetime or up to 1500 men on some of the larger vessels. In addition to providing a ground assault capability for the starship, they also provide shipboard security, a task usually relegated to Starfleet crewmen. Lastly, the vessel is fit with a CIC (Combat Information Center) with provisions for a flag staff up to 60 men, a feature that turns a battlecruiser into a mobile field starbase, a valuable asset in wartime. In the early 2360s, the *Akira*-class cruiser was proving herself to be an invaluable tactical asset and capable explorer, but Starfleet wanted push the limits of the design. By November of 2364, production of the first *Pegasus*-class battlecruiser, a design based on the *Akira*, was approved and construction began the following spring.

Classification: The *Pegasus*-class is designated as a battlecruiser with an emphasis on tactical fleet support operations.

Design: The *Pegasus* is identical to the *Akira*-class on a visual scan with most design changes internalized.

Engineering: The same FUWR-1 warp drive that was pioneered aboard the *Akira* is present aboard the *Pegasus* providing comparable performance. Equally, the same FIG-2 impulse drives are present with few revisions and provide sufficient auxiliary power.

Tactical: The FH-16 and FP-10 torpedo system mounted aboard the *Akira* have carried over to the *Pegasus* with only minor changes to their targeting software and pre-fire sequencers. The primary changes to the *Pegasus*' tactical systems are her CIC suite, 200 member Marine contingent and sensor array. All taken together, the combination makes the *Pegasus* a formidable fleet command vessel and mobile starbase.

Crew Support/Computer Systems: The *Pegasus* is quite a bit more crowded than her counterpart the *Akira*, but this is offset by admirable recreational and entertainment facilities. Aside from the frequent border patrols that are the hallmark of life aboard a Military Operations starship, the *Pegasus*' spend a lot of time in port or in task force workups, and the crew has reasonable access to other non-shipboard diversions. The computer system aboard the *Pegasus* is the same type of isolar system developed for the *Akira*.

Development and Construction History: Construction of the *Pegasus* ended in 2379 with ten units built and seven remaining in service to this day. Although they performed admirably, the construction program was canceled at the conclusion of the Dominion war to make way for newly emerging designs.

Historical Notes:

- Perseus* Destroyed by forces of the IKS and RFS while patrolling near their border on stardate 4/7505.
- Osiris* Destroyed by Romulan forces at the Battle of Olanda II on stardate 4/8001.
- Heracles* Destroyed by Romulan forces at the Battle of DS-13 on stardate 4/7906.

Specifications for the *Pegasus*-class Battlecruiser

Construction Data:

Model Number: MK I
Date Entered Service: 4/7005

Hull Data:

Superstructure Points: 98
Size:
Length: 464 m
Width: 316 m
Height: 87 m
Transporters:
Standard Six Person- 8
Combat 22 Person- 6
Cargo, small- 3
Cargo, large- 1
Crew: 175 Officers
525 Enlisted
Marines: 200
Shuttlecraft: 10,000 evacuation limit
Type 7 Personnel (10)
Type 9 Shuttlecraft (8)
Type 16 Shuttlepod (8)

Engines and Power Data:

Total Power Units Available: 176
Movement/Point Ratio: 5/1
Warp Engine Type: FUWR-1
Number: 2
Power Units Available: 56
Cruising Speed: 6
Emergency Speed: 9.8
Impulse Engine Type: FIG-2
Number: 2
Power Units Available: 32
Auxiliary Power: 18
Reserve Power: 9

Weapons and Firing Data:

Beam Weapon Type: FH-16
Number: 16
Firing Arcs: 8 f/p/s, 4 p/s, 4 a
Chart Z
Max Power:
+3 (1-15)
+2 (16-20)
+1 (21-24)
Missile Weapon Type: FP-10
Number: 16
Firing Arcs: 8 f/p/s, 8 a
Chart S
Power to Arm: 1
Damage: 10

Shields Data:

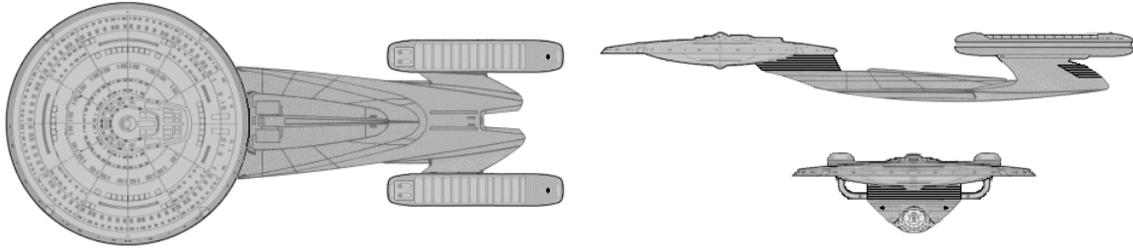
Deflector Shield Type: FSS-M
Shield Point Ratio: 1/6
Max Shield Power: 22/side

Combat Efficiency:

Point Value: 202

Renown-class Battlecruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-27680	<i>Renown</i>	San Francisco Fleet Yards, Terra	4/1902	4/2701	4/2909	Active
NCC-78580	<i>Hood</i>	Utopia Planitia Fleet Yards, Mars	4/2408	4/7611	4/7806	Active



From its launching in 2329 to the commissioning of the *Galaxy*-class starships in 2358, the *Renown* was by far the most powerful starship in the Alpha Quadrant. Although she was originally designed as a battlecruiser, the *Renown* came to be known as an intrepid pioneer by charting the most far-flung regions of the Federation. Designed in tandem with the *Ambassador* and *Alaska*-class starships, the *Renown* borrows heavily from the technologies emerging from those projects and would set the standard for multimission starships design in the years that followed.

Classification: Although she has an impressive capability for research and exploration, the *Renown* is designated as a battlecruiser due to several shipboard tactical and support systems designed for offensive operations.

Design: To the casual observer, the *Renown*'s hullform is a near fusion of the *Ambassador*-class' saucer section and the *Alaska*'s stardrive. However, once one looks inside, a unique internal layout is found with an emphasis on crew support systems, fleet command facilities and damage control.

Engineering: The first incarnation of the *Renown* mounted the successful FIWA-2 warp drive that was initially designed for the *Ambassador*-class. Capable of driving the vessel at speeds of up to warp 9.2 with a cruising speed of warp 6, the engine remained a part of the *Renown*'s design until 2378. At that time, the revolutionary FUWA-2 warp drive system by Shuvinaaljis was fit increasing the *Renown*'s top speed to warp 9.65. Twin FIG-2 impulse drives were also a part of the *Renown*'s powerplant until that same year when they were replaced with more powerful FIH-2s.

Tactical: The weapons and tactical support systems aboard the early incarnations of the *Renown* were the standard fair for starships of her day. Her real advantage was an impressive torpedo launch capability that covered the vessel equally in all directions. The primary FH-11 phaser array was lifted from the *Excelsior*-class, but the real punch was a forward firing phaser cannon. Three linked FH-14 phasers provided a massive one punch barrage that outclassed any competing phaser system by 50%. In addition, the *Renown* carries provisions for a 350 man Marine detachment, a valuable asset in wartime or in civil support missions. The forty-five man Command and Control (C&C) suite provides the communications and support systems to coordinate the activities of an entire sector if need be.

Crew Support/Computer Systems: The *Renown* is crowded by Starfleet standards, and the Marine complement rarely passes the fifty member mark. However, at one point during the Cardassian War in 2359, the *USS Renown* boasted a compliment of 997 regular crewmen, 397 Marines, 88 mission specialists, 133 refugees from the colony on Leland Prime, and 42 members of Admiral Thestiks' battle staff. As Captain James D. Carmichael said of that time in his log, "We practically had people sleeping in the Jeffries tubes!" Refits have kept the crew support systems in pace with newer starship design, and the implementation of holodecks and other amenities is a high priority for mission planners. Although adequate for its day, the isolinear computer system aboard the *Renown* is becoming dated, and enhancements are planned for the next refit cycle.

Development and Construction History: The *Renown*-class was initially planned as a series of six vessels to be launched over a period of 10 years. However, the astronomical cost of the one constructed unit put a stop to further vessels of the class. The second planned *Renown*, the *USS Victoria*, was placed in mothballs 35% into her construction, but was later fit out and completed in 2378. To honor the *Excelsior*-class starship *USS Hood* that was lost in battle in the months before, the *Victoria* was rechristened to honor that vessel upon commissioning. Of the two starships of the *Renown*-class, both remain in active service.

Specifications for the *Renown*-class Battlecruiser

Construction Data:

Model Number:	Mk I	Mk II	Mk III
Date Entered Service:	4/2909	4/7306	4/7806

Hull Data:

Superstructure Points:	100	100	135
Size:			
Length:	642 m	642 m	642 m
Width:	233 m	233 m	233 m
Height:	109 m	109 m	109 m
Transporters:			
Standard Six Person-	10	10	10
Emergency 22 Person-	12	12	12
Cargo, small-	3	3	3
Cargo, large-	1	1	1
Crew:	175 Officers	175 Officers	175
	715 Enlisted	715 Enlisted	725 Enlisted
Passengers:	60	60	60
Marines:	350	350	350
	14,500 evacuation limit	14,500 evacuation limit	14,500 evacuation limit
Shuttlecraft:	Type 6 Personnel (24)	Type 6 Personnel (24)	Type 6 Personnel (24)
	Type 6 Personnel (24)	Type 6 Personnel (24)	Type 6 Personnel (24)
	Type 6 Personnel (24)	Type 6 Personnel (24)	Type 6 Personnel (24)

Engines and Power Data:

Total Power Units Available:	168	168	232
Movement/Point Ratio:	7/1	7/1	6/1
Warp Engine Type:	FIWA-2	FIUWA-2	FUWR-2
Number:	2	2	2
Power Units Available:	52	52	60
Cruising Speed:	6	6	6
Emergency Speed:	9.2	9.6	9.75
Impulse Engine Type:	FIG-2	FIG-2	FIH-2
Number:	2	2	2
Power Units Available:	32	32	56
Auxiliary Power:	16	16	24
Reserve Power:	8	8	12

Weapons and Firing Data:

Beam Weapon Type:	FH-14	FH-15	FH-18
Number:	3	3	3
Firing Arcs:	3 f	3 f	3 f
Chart:	T	Y	Y
Max Power:	12	12	15
+3	(1-5)	(1-15)	(1-15)
+2	(6-12)	(16-20)	(16-20)
+1	(13-18)	(21-24)	(21-24)
Beam Weapon Type:	FH-11	FH-11	FH-11
Number:	16	16	16
Firing Arcs:	2 f/p, 2 f/s, 4 p, 4 s, 4 a	2 f/p, 2 f/s, 4 p, 4 s, 4 a	4 f/p/s, 4 f/p/a, 4 f/s/a, 4 a
Chart:	Y	Y	Y
Max Power:	10	10	10
+3	(1-10)	(1-10)	(1-10)
+2	(11-17)	(11-17)	(11-17)
+1	(18-24)	(18-24)	(18-24)
Missile Weapon Type:	FP-4	FP-10	FP-10
Number:	12	12	16
Firing Arcs:	4 f, 2 f/p, 2 f/s, 4 a	4 f, 2 f/p, 2 f/s, 4 a	8 f/p/s, 8 a
Chart:	S	S	S
Power to Arm:	1	1	1
Damage:	10	10	10

Shields Data:

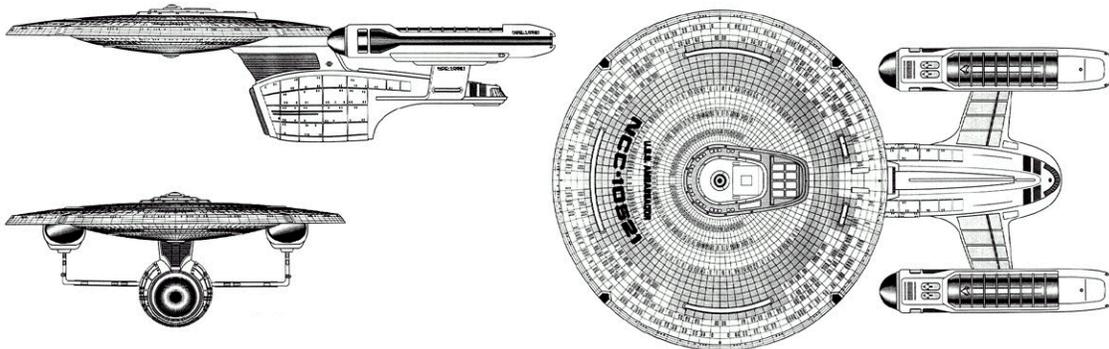
Deflector Shield Type:	FSS-2	FSS-2a	FSW-1
Shield Point Ratio:	1/4	1/6	1/6
Max Shield Power:	22/side	22/side	28/side

Combat Efficiency:

Point Value:	174	188	257
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Rigel-class Battlecruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-60260	<i>Rigel</i>	Utopia Planitia Fleet Yards, Mars	4/5102	4/5510	4/5702	Active
NCC-62158	<i>Akagi</i>	Utopia Planitia Fleet Yards, Mars	4/5208	4/5706	4/5806	Active
NCC-64574	<i>Galahad</i>	Utopia Planitia Fleet Yards, Mars	4/5301	4/5808	4/5904	Active
NCC-60295	<i>Tolstoy</i>	Utopia Planitia Fleet Yards, Mars	4/5403	4/5906	4/6003	Destroyed
NCC-61605	<i>San Jacinto</i>	Shor To'kel Central Docks, 40 Eridani	4/5501	4/6004	4/6102	Destroyed
NCC-75468	<i>Xenophon</i>	Alfras Fleet yards, Deneb V	4/5608	4/6103	4/6204	Destroyed
NCC-63224	<i>Vulcan</i>	Chiokis Fleet Yards, Thelavor, Andor	4/5701	4/6211	4/6312	Lost
NCC-75840	<i>Manhattan</i>	Utopia Planitia Fleet Yards, Mars	4/5905	4/6308	4/6405	Destroyed
NCC-64654	<i>Birmingham</i>	Star City Spaceport, Terra	4/6004	4/6410	4/6512	Destroyed
NCC-65042	<i>Canterbury</i>	Southampton Fleet Yard, Terra	4/6208	4/6507	4/6607	Active
NCC-75365	<i>Condor</i>	Electric Boat Company Dockyard, Terra	4/6309	4/6610	4/6709	Active
NCC-67544	<i>Atlas</i>	Chiokis Fleet Yards, Thelavor, Andor	4/6403	4/6703	4/6801	Active
NCC-73213	<i>Demeter</i>	Port Copernicus Fleet Yards, Luna	4/6501	4/6803	4/6902	Active
NCC-64585	<i>Commandant</i>	Utopia Planitia Fleet Yards, Mars	4/6711	4/6908	4/7007	Destroyed
NCC-72217	<i>MacArthur</i>	Seskon Trella, Chagala, Tellar	4/6810	4/7012	4/7110	Active
NCC-75767	<i>Tirpitz</i>	Makin County Shipyard	4/6906	4/7102	4/7202	Active
NCC-78441	<i>Silversides</i>	Antares Fleet Yards	4/7004	4/7207	4/7305	Destroyed
NCC-73375	<i>Chamberland</i>	M'Yengh Yaras Fleet Yards, Cait	4/7101	4/7310	4/7409	Active
NCC-67357	<i>Valkyrie</i>	Port Copernicus Fleet Yards, Luna	4/7208	4/7403	4/7501	Active
NCC-73589	<i>Cheyenne</i>	Star City Spaceport, Terra	4/7303	4/7504	4/7603	Active
NCC-74585	<i>Antietam</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7401	4/7610	4/7709	Active
NCC-77098	<i>Savannah</i>	Shor To'kel Central Docks, 40 Eridani	4/7501	4/7705	4/7802	Active



The *Ambassador*-class project has spanned nearly fifty years, and stands testament to her designer's foresight. Conceived as a long range explorer and instrument of Federation policy, the *Ambassadors* remain an integral part of Starfleet to this day. The design is also one of the most improved upon in history. In the mid-2340s, in response to hostilities taking place with the Tholians, Starfleet sought to modify the *Ambassador* design. What the fleet needed was a new command ship, a vessel with the capability to lead the modern task force into battle and be flexible enough to not only secure the space above a contested planet but the surface as well. What came out of the redesign project was the wildly successful *Rigel*-class battlecruiser.

Classification: The *Rigel* is a battlecruiser with a secondary emphasis on tactical fleet operations and support.

Design: The *Rigel* is visibly identical on a visual scan to the *Ambassador*-class and the two are often mistaken for each other. In fact, Starfleet is replete with examples of this parallel design process. The idea is to cause confusion with the enemy so that they don't know if they are going up against an exploration vessel or a well armed military operations battle wagon. In fact, Starfleet Engineering will go as far as masking the battlecruiser's energy signature to match their more peaceful cousins to further discourage an aggressive adversary.

Engineering: Engineering advances coming out of the *Galaxy*-class project allowed for improvements to the *Rigel*'s FIWA-2 warp drive. The new system allows a top speed of warp 9.5 for 12 hours with a cruising speed of warp 6. Impulse/auxiliary power is provided by the trustworthy FIH-2 impulse drive and provides adequate if not marginal performance at subluminal velocities.

Tactical: The phaser array mounted aboard the *Rigel* is the same superb type already mounted aboard the *Ambassador*-class. However, the *Rigel* once again benefited from the *Galaxy* project by inheriting its improved FP-10 torpedo launch system, an array much more powerful than the FP-4 mounted aboard the *Ambassador*. The *Rigel* also mounts the *Galaxy*'s FSS-M shield system for extra protection and includes a heavy 375 man Marine detachment for ground attack missions and shipboard security. Paired with an *Olympic*-class hospital ship's relief capabilities, the *Rigel*'s Marine compliment makes a formidable disaster relief team. With the inclusion of a CIC (Combat Information Center) suite, it was hoped that the *Rigels* would be able to serve as mobile command platforms, and can perform in that function with great success. However, in light of newer starship designs, this function has been de-emphasized in *Rigels* constructed after 2368.

Crew Support/Computer Systems: With her large Marine detachment taking up all of decks 6 –10, the *Rigels* are crowded vessels. However, even with such a large crew compliment the vessel's recreational facilities are comparable to a normal cruiser her size due to the long patrol periods the ships are expected to endure. In exchange, the *Rigel's* capacity for exploration or research is rudimentary and the *Rigels* are rarely utilized in this fashion. However, they are popular vessels and are considered prime assignments for command and engineering support personnel. The computer system used aboard the *Rigel* is the same type developed for the *Galaxy*-class and provides far more computing power than the vessel could possibly utilize.

Development and Construction History: Of the 22 *Rigel*-class starships constructed, fourteen remain in active service. Two, the *Tolstoy* and *San Jacinto*, were destroyed by the Borg at the Battle of Wolf 359. Construction of new vessels of the class was canceled in late 2376 with the cessation of hostilities with the Dominion. No more new units are planned. Construction took place at numerous facilities throughout the Federation with initial design and building taking place at Utopia Planitia on Mars.

Historical Notes:

<i>Tolstoy</i>	One of 39 starships destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>San Jacinto</i>	One of 39 starships destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Xenophon</i>	Destroyed by the Borg at the Battle of Typhon on stardate 4/7305.
<i>Vulcan</i>	Declared lost, presumed destroyed while patrolling the Ferengi border on stardate 4/6902. Later discovered abandoned and gutted by fire in the Grekka Nebula on stardate 4/7703.
<i>Manhattan</i>	Destroyed by Jem'hadar forces in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost in the action.
<i>Birmingham</i>	Destroyed by Romulan forces at the Battle of DS-13 on stardate 4/7906.
<i>Commandant</i>	Destroyed by Romulan forces near starbase 12 on stardate 4/7711.
<i>Silversides</i>	One of fifteen starships destroyed near Starbase 354 by Dominion forces on stardate 4/7404.

The starship *Demeter* has the singular distinction of being the only starship to surrender to forces of the Pakled Space Service. The starship was on patrol near Pakled space on stardate 4/7308.22 when the vessel struck a quantum filament, disabling the ship's engines and tactical systems. The Pakled destroyer *Pornak* was the first to arrive on the scene and demanded that starship's immediate surrender. Although the *Demeter's* captain knew that the starship *Birmingham* was nearby and under way to help effect repairs, he was forced to stall for time until her arrival. After signaling his capitulation to the Pakled commander, the *Demeter* was boarded by ten well armed Pakled officers. After leading the Pakleds on a tour of the vessel and treating them to a lengthy luncheon in their honor, the starship *Birmingham* arrived on the scene. The *Pornak* was quickly driven off and the Pakled officers were taken to Starfleet Security for processing and eventual reparation. The *Demeter* was towed back to Starbase 351 by the *Birmingham* for repairs.

On stardate 4/6902.14, the *USS Vulcan* was several days into a two month deployment along the Ferengi border with the intention of monitoring and regulating commerce through the region. On that day, the vessel was in direct communication with Starbase 375 when the commanding officer reported a bright light off the vessel's starboard beam, the vessel lurched and the message terminated. The starship *Merrimac* was immediately sent to the scene but found no trace of the *Vulcan*. After an intense search, the vessel was later declared lost, presumed destroyed. Eight years later, the science ship *USS Aldrin* was performing a survey of the Grekka Nebula on stardate 4/7703 when it found debris consistent with the hull of a Federation starship. Following the trail, they eventually found the saucer section, connecting dorsal and the fore section of the engineering hull of the *Vulcan* floating dead in space. Clad in containment suits, the *Aldrin's* crew beamed aboard and found the hull burnt out and abandoned with the saucer shuttle bay and the life board davits empty. All attempts to retrieve the ship's log from the *Vulcan's* badly damaged computer core failed, and the hulk was later towed back to Starbase 213 for further analysis. No further clues to the *Vulcan's* final minutes were ever found and the crew remains missing to this day.

Specifications for the *Rigel*-class Battlecruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/5702

Hull Data:

Superstructure Points: 82
Size:
 Length: 526 m
 Width: 323 m
 Height: 128 m
Transporters:
 Standard Six Person- 8
 Combat 22 Person- 5
 Cargo, small- 3
 Cargo, large- 1
Crew: 110 Officers
540 Enlisted
Marines: 375
12,000 evacuation limit
Shuttlecraft: Type 6 Personnel (8)
Type 7 Personnel (12)
Type 15-A Shuttlepod (12)

Engines and Power Data:

Total Power Units Available: 160
Movement/Point Ratio: 5/1
Warp Engine Type: FIUWA-2
 Number: 2
 Power Units Available: 52
 Cruising Speed: 6
 Emergency Speed: 9.5
Impulse Engine Type: FIH-2
 Number: 1
 Power Units Available: 56
Auxiliary Power: 16
Reserve Power: 8

Weapons and Firing Data:

Beam Weapon Type: FH-10
 Number: 18
 Firing Arcs: 4 f, 4 f/p, 4 f/s, 2 p, 2 s, 2 a
 Chart: W
 Max Power: 7
 +3 (1-10)
 +2 (11-17)
 +1 (18-20)
Missile Weapon Type: FP-10
 Number: 12
 Firing Arcs: 6 f/p/s, 6 a
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

Deflector Shield Type: FSS-M
Shield Point Ratio: 1/6
Max Shield Power: 22/side

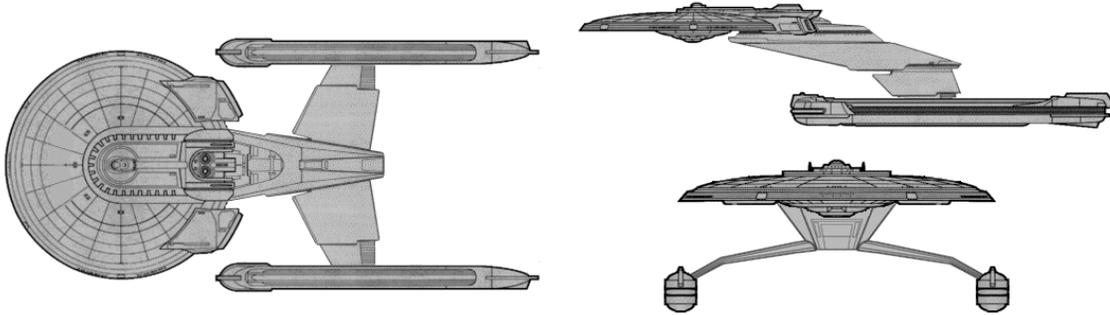
Combat Efficiency:

Point Value: 180

Cruisers

Abrams-class Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-58710	<i>Danton Abrams</i>	San Francisco Fleet Yards, Terra	4/5001	4/5401	4/5506	Reserve
NCC-54689	<i>Ambassador Hardin</i>	San Francisco Fleet Yards, Terra	4/5006	4/5406	4/5511	Reserve
NCC-52590	<i>Governor Ballantrye</i>	San Francisco Fleet Yards, Terra	4/5104	4/5502	4/5604	Destroyed
NCC-58696	<i>President Survil</i>	San Francisco Fleet Yards, Terra	4/5207	4/5509	4/5608	Reserve
NCC-58201	<i>Admiral Carnes</i>	San Francisco Fleet Yards, Terra	4/5302	4/5511	4/5609	Destroyed
NCC-52309	<i>Patricia Prince</i>	San Francisco Fleet Yards, Terra	4/5404	4/5612	4/5708	Reserve
NCC-58192	<i>Beth Bigalow</i>	San Francisco Fleet Yards, Terra	4/5405	4/5701	4/5709	Reserve
NCC-50938	<i>General A'thak</i>	Chandley Works, Caravalia, Mars	4/5502	4/5712	4/5807	Reserve
NCC-59321	<i>Ambassador Crane</i>	Chandley Works, Caravalia, Mars	4/5512	4/5802	4/5811	Lost
NCC-50852	<i>Governor Gallas</i>	Port Copernicus Fleet Yards, Luna	4/5602	4/5806	4/5901	Destroyed
NCC-58975	<i>Fiona Vincent</i>	Port Copernicus Fleet Yards, Luna	4/5604	4/5808	4/5904	Reserve
NCC-59238	<i>Garnash Trell</i>	Port Copernicus Fleet Yards, Luna	4/5610	4/5902	4/5912	Destroyed
NCC-50987	<i>Ibrahim Jones</i>	Chiokis Fleet Yards, Thelavor, Andor	4/5612	4/6001	4/6008	Reserve
NCC-59184	<i>Andolusia Sims</i>	Shar Ta'kel Central Docks, 40 Eridani	4/5801	4/6101	4/6110	Reserve
NCC-57092	<i>Koromondi Carstairs</i>	Shar Ta'kel Central Docks, 40 Eridani	4/5810	4/6104	4/6112	Reserve
NCC-52392	<i>Donald Borchert</i>	Earth Station Everest	4/5903	4/6105	4/6201	Reserve
NCC-64341	<i>Damon West II</i>	Alfras Fleet Yards, Deneb V	4/6008	4/6301	4/6306	Reserve
NCC-66357	<i>Christopher Pike II</i>	Utopia Planitia Fleet Yards, Mars	4/6101	4/6305	4/6402	Reserve
NCC-55413	<i>General M'tena</i>	Chiokis Fleet Yards, Thelavor, Andor	4/6211	4/6501	4/6508	Reserve
NCC-58761	<i>Joshawa Tyler</i>	Alfras Fleet Yards, Deneb V	4/6307	4/6604	4/6611	Destroyed
NCC-52468	<i>Admiral Hanson</i>	Utopia Planitia Fleet Yards, Mars	4/6401	4/6609	4/6703	Reserve
NCC-67742	<i>Ambassador S'agora</i>	Chiokis Fleet Yards, Thelavor, Andor	4/6508	4/6712	4/6805	Destroyed
NCC-64235	<i>William J. LePetamane</i>	Alfras Fleet Yards, Deneb V	4/6612	4/6811	4/6905	Reserve
NCC-62174	<i>President Limbaugh</i>	Utopia Planitia Fleet Yards, Mars	4/6705	4/7001	4/7007	Reserve
NCC-63565	<i>Admiral Benson</i>	Chiokis Fleet Yards, Thelavor, Andor	4/6806	4/7103	4/7110	Reserve
NCC-68843	<i>Philip F. Queeg</i>	Alfras Fleet Yards, Deneb V	4/6906	4/7109	4/7204	Reserve
NCC-63757	<i>General Dinkens</i>	Utopia Planitia Fleet Yards, Mars	4/7007	4/7207	4/7301	Reserve
NCC-67568	<i>Alfred E. Neuman</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7110	4/7311	4/7406	Reserve
NCC-67121	<i>Lawrence Bud Melman</i>	Alfras Fleet Yards, Deneb V	4/7205	4/7506	4/7511	Reserve
NCC-67535	<i>Calvert DeForest</i>	Utopia Planitia Fleet Yards, Mars	4/7303	4/7601	4/7610	Reserve



The *Abrams*-class cruisers were designed as an "off the shelf" starship with a narrow mission scope. They were intended to fill the gap between the more expensive starships and the need for a cheap, dependable cruiser. Initial studies showed that a de-emphasis on crew amenities and high technology systems in favor of a more spartan outfit with older proven systems did not necessarily mean the vessel would be without value. As a border tripwire and fast response vessel with the firepower of a starship, the *Abrams*-class could indeed be a true asset. In actuality, the *Abrams* suffers from a lack of sustainable firepower, and her only redeeming qualities are her high maneuverability, marine compliment and low cost. The *Abrams* is well suited for Federation internal security patrols or anti-pirate operations, but is hard pressed to keep up with the needs of the modern heavy task force.

Classification: The *Abrams* was recently reclassified from heavy cruiser to cruiser to denote her changing status in the fleet.

Design: The *Abrams* is a simple design and follows an easy to manufacture hull form. The saucer section is mounted directly to a small secondary hull that contains the warp core, fuel storage tanks and Marine facilities. Two nacelles trail off to the side and down from the primary hull in a manner familiar to most Federation starships.

Engineering: For faster than light propulsion, the FIWD-2 warp drive that has proven itself so well aboard the *Renaissance*-class was chosen for the *Abrams*. However, it is capable of driving the *Abrams* at only warp 9.0 for twelve hours with a cruising speed of warp 6. This more than anything has led to the vessel's exclusion from task force operations in recent years. Conversely, her single FIG-3 impulse drive provides superb handling at sublight velocities and the *Abrams* is more than a match for any vessel at those speeds.

Tactical: The weapons systems mounted aboard the *Abrams* starts with the standard FH-11 long-range phaser system that was common to most Starfleet vessels of the era. The backup FP-4 torpedo launcher is a near copy of the type used aboard the *New Orleans*-class frigate, and has proven to be a rock solid performer. The one-hundred member Marine compliment is included for boarding actions and shipboard security and was added to the class almost as an afterthought.

Crew Support/Computer Systems: The *Abrams* is a fairly spartan design with few luxuries aboard ship. While it does spend an inordinate amount of time on border patrol and internal security sweeps, the vessels of the class have good access to port facilities for their recreational needs. Onboard training facilities, quarters and equipment storage space for the *Abrams*' marine contingent are rarely in use and are often redressed by the vessel's permanent crew for expanded living space. The isolar computer system aboard the *Abrams* is the same type built into the *Miranda*-class starships and is adequate for the vessel's needs.

Development and Construction History: The *Abrams*-class is no longer in production. Of the thirty vessels built, twenty-three remain in service in the Starfleet reserve. One, the *Garnash Trell* was destroyed by the Borg at the Battle of Wolf 359.

Historical Notes:

<i>Governor Ballantrye</i>	Destroyed by Orion pirate vessels while on a cargo run to Corillia Prime on stardate 4/6204.
<i>Admiral Carnes</i>	One of ten starships destroyed by Imperial Klingon States forces at the Battle of K'tog on stardate 4/7703.
<i>Ambassador Crane</i>	Reported lost, presumed destroyed by patrolling the Romulan Neutral Zone on stardate 4/6107.
<i>Governor Gallas</i>	One of ten starships destroyed by Imperial Klingon States forces at the Battle of K'tog on stardate 4/7703.
<i>Garnash Trell</i>	One of thirty-nine vessels destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Joshawa Tyler</i>	Destroyed by an unidentified spacial anomaly near starbase 221 on stardate 4/6701.
<i>Ambassador S'agora</i>	Destroyed by an unknown alien force in the Cambridge Sector on stardate 4/8007.

The *Abrams*-class cruisers are named after persons of note in Federation history. A combination of Admirals, Generals, Ambassadors and Federation Presidents make up the list. One, the Admiral Hanson, is named in honor of Admiral J.P. Hanson, leader of the failed attack against the Borg at the Battle of Wolf 359. Unlike the *Mosby*-class starships (who's are usually referred to by last name only), the *Abrams*-class starships are normally referred to by their full namesakes.

On stardate 4/7901, the entire fleet of *Abrams*-class cruisers were reverted to the reserve status and distributed to starbases throughout the Federation. They were assigned to bases in critical systems and placed under the command of the base's senior officer. The vessels are normally crewed by a skeleton crew and kept in a state of readiness for immediate action. Although they are no longer a commissioned part of the fleet, they can be called upon at a moments notice to come to the defense of the Federation. The move was made to strengthen internal Federation lines and provide stability to otherwise critical but under patrolled areas.

On stardate 4/6204, the *USS Governor Ballantrye* was on the final leg of a supply run to the Corillia Prime when the Tronora Clan, an offshoot of the Orion Pirate Cartel, attacked the lone vessel. With their force of four old but well armed *Wanderer*-class blockade runners, the Orions quickly demanded that Captain S'esik of the *Governor Ballantrye* turn over his valuable shipment of FP-4 photon torpedo casings. When S'esik refused, the Orions attempted to disable the *Ballantrye*'s shields to perform a boarding action. After a furious firefight, the Orions managed to stop and board the *Governor Ballantrye* using transporters and several assault shuttles. The fight spread to the vessel's interior and the crew was in danger of losing control of the ship. With no other option, Captain S'esik ordered the self-destruct set and the crew to abandon ship. The resulting explosion destroyed the *Governor Ballantrye*, her valuable cargo and one of the boarding Orion vessels. Only 26 of the *Governor Ballantrye*'s 127 crewmen who made it to the lifeboats survived the encounter and subsequent slaughter as the Orions attempted to cover their tracks by destroying the escape pods. It would be three months before the survivors were picked up and their story was told leading to increased patrols in the Triangle region.

Specifications for the *Abrams*-class Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/5506

Hull Data:

Superstructure Points: 78
Size:
 Length: 350 m
 Width: 200 m
 Height: 100 m
Transporters:
 Standard Six Person- 5
 Combat 22 Person- 3
 Cargo, small- 3
 Cargo, large- 1
Crew: 75 Officers
325 Enlisted
Marines: 100
3,000 evacuation limit
Shuttlecraft: Type 6 Personnel (4)
Type 15A Shuttlepod (2)

Engines and Power Data:

Total Power Units Available: 120
Movement/Point Ratio: 4/1
Warp Engine Type: FIWD-2
Number: 2
 Power Units Available: 40
 Cruising Speed: 9
 Emergency Speed: 6
Impulse Engine Type: FIG-3
Number: 1
 Power Units Available: 40
Auxiliary Power: 12
Reserve Power: 6

Weapons and Firing Data:

Beam Weapon Type: FH-11
Number: 8
Firing Arcs: 2 f, 2 f/p, 2 f/s, 2 a
Chart: Y
Max Power:
 +3 (1-10)
 +2 (11-17)
 +1 (18-24)
Missile Weapon Type: FP-4
Number: 10
Firing Arcs: 4 f, 2 f/p, 2 f/s, 2 a
Chart: S
Power to Arm: 1
Damage: 10

Shields Data:

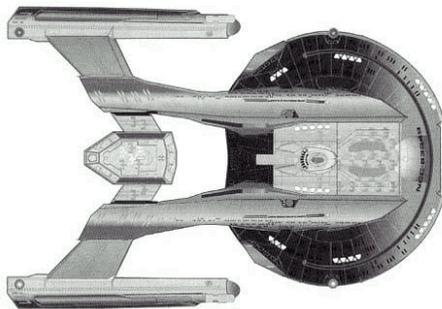
Deflector Shield Type: FSS-1
Shield Point Ratio: 1/4
Max Shield Power: 20/side

Combat Efficiency:

Point Value: 137

Akira-class Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-72144	<i>Akira</i>	Utopia Planitia Ship Yards, Mars	4/6004	4/6511	4/6703	Active
NCC-74361	<i>Sakharov</i>	Utopia Planitia Ship Yards, Mars	4/6004	4/6512	4/6704	Active
NCC-71515	<i>Newton</i>	Utopia Planitia Ship Yards, Mars	4/6101	4/6605	4/6708	Active
NCC-74977	<i>Alhazen</i>	Utopia Planitia Ship Yards, Mars	4/6103	4/6606	4/6710	Active
NCC-61245	<i>Antonius</i>	Utopia Planitia Ship Yards, Mars	4/6107	4/6608	4/6711	Destroyed
NCC-73123	<i>Zuiho</i>	San Francisco Fleet Yards, Terra	4/6302	4/6703	4/6803	Destroyed
NCC-71221	<i>Oliver Hazard Perry</i>	San Francisco Fleet Yards, Terra	4/6303	4/6703	4/6804	Destroyed
NCC-65344	<i>Sacajawea</i>	Chandley Works, Caravalia, Mars	4/6307	4/6711	4/6810	Destroyed
NCC-74366	<i>Pershing</i>	San Francisco Fleet Yards, Terra	4/6311	4/6710	4/6811	Destroyed
NCC-78354	<i>Raphael</i>	Chandley Works, Caravalia, Mars	4/6311	4/6712	4/6812	Active
NCC-63293	<i>Rabin</i>	San Francisco Fleet Yards, Terra	4/6401	4/6712	4/6812	Active
NCC-65722	<i>Specter</i>	Antares Fleet Yards	4/6502	4/6801	4/6902	Active
NCC-77742	<i>Geiger</i>	Antares Fleet Yards	4/6507	4/6803	4/6903	Active
NCC-74549	<i>Regulator</i>	San Francisco Fleet Yards, Terra	4/6505	4/6804	4/6907	Destroyed
NCC-60078	<i>Shokaku</i>	Antares Fleet Yards	4/6508	4/6810	4/6908	Destroyed
NCC-69403	<i>Fubuki</i>	Utopia Planitia Ship Yards, Mars	4/6512	4/6810	4/6911	Destroyed
NCC-72377	<i>Panama</i>	Antares Fleet Yards	4/6512	4/6901	4/6912	Scrapped
NCC-79389	<i>Lynx</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6601	4/6902	4/7005	Active
NCC-76541	<i>Victory</i>	Utopia Planitia Ship Yards, Mars	4/6603	4/6906	4/7009	Scrapped
NCC-72222	<i>Roosevelt</i>	Utopia Planitia Ship Yards, Mars	4/6605	4/6910	4/7009	Destroyed
NCC-71748	<i>Argelia</i>	Utopia Planitia Ship Yards, Mars	4/6610	4/6910	4/7010	Destroyed
NCC-74513	<i>Luzon</i>	Utopia Planitia Ship Yards, Mars	4/6611	4/6912	4/7012	Active
NCC-61987	<i>Bonaventure</i>	Antares Fleet Yards	4/6702	4/7002	4/7101	Destroyed
NCC-79684	<i>Patton</i>	Antares Fleet Yards	4/6703	4/7003	4/7103	Destroyed
NCC-78521	<i>Remora</i>	Antares Fleet Yards	4/6708	4/7005	4/7107	Active
NCC-74556	<i>Nottingham</i>	Antares Fleet Yards	4/6709	4/7010	4/7111	Active
NCC-77436	<i>Guinevere</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6712	4/7102	4/7112	Destroyed
NCC-63549	<i>Thunderchild</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6801	4/7103	4/7201	Active
NCC-70691	<i>Orleans</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6801	4/7103	4/7203	Destroyed
NCC-76433	<i>Opaka</i>	Antares Fleet Yards	4/6801	4/7106	4/7205	Active
NCC-73245	<i>Thunderchief</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6811	4/7107	4/7208	Destroyed
NCC-74254	<i>Blennerhassett</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6812	4/7112	4/7211	Active
NCC-71704	<i>Bismarck</i>	Utopia Planitia Ship Yards, Mars	4/6902	4/7203	4/7301	Destroyed
NCC-74183	<i>Monet</i>	Utopia Planitia Ship Yards, Mars	4/6903	4/7203	4/7303	Active
NCC-78922	<i>Providence</i>	Utopia Planitia Ship Yards, Mars	4/6909	4/7207	4/7309	Active
NCC-73322	<i>Spruance</i>	Utopia Planitia Ship Yards, Mars	4/6909	4/7211	4/7312	Destroyed
NCC-76548	<i>Rivoli</i>	Chandley Works, Caravalia, Mars	4/6912	4/7211	4/7312	Destroyed
NCC-76549	<i>Marcello</i>	Utopia Planitia Ship Yards, Mars	4/7003	4/7212	4/7401	Destroyed
NCC-74934	<i>Callisto</i>	Utopia Planitia Ship Yards, Mars	4/7006	4/7304	4/7402	Active
NCC-74002	<i>Halsey</i>	Utopia Planitia Ship Yards, Mars	4/7007	4/7309	4/7404	Active
NCC-71749	<i>Argone</i>	Utopia Planitia Ship Yards, Mars	4/7008	4/7312	4/7406	Active
NCC-76945	<i>Reliant</i>	Chandley Works, Caravalia, Mars	4/7010	4/7403	4/7411	Active
NCC-78797	<i>Pizarro</i>	Utopia Planitia Ship Yards, Mars	4/7103	4/7407	4/7501	Destroyed
NCC-71605	<i>Cleopatra</i>	Utopia Planitia Ship Yards, Mars	4/7104	4/7502	4/7508	Active
NCC-76481	<i>Swiftsure</i>	Utopia Planitia Ship Yards, Mars	4/7110	4/7506	4/7511	Active
NCC-71501	<i>Beagle</i>	Utopia Planitia Ship Yards, Mars	4/7203	4/7509	4/7602	Active
NCC-71962	<i>Olympic</i>	Utopia Planitia Ship Yards, Mars	4/7307	4/7612	4/7708	Active
NCC-71740	<i>Zephyr</i>	Utopia Planitia Ship Yards, Mars	4/7404	4/7702	4/7801	Active
NCC-71741	<i>Chin'Toka</i>	Utopia Planitia Ship Yards, Mars	4/7502	4/7811	4/7909	Active
NCC-78433	<i>Edison</i>	Chandley Works, Caravalia, Mars	4/7602	4/7907	4/8007	Active



With the emergence of the *Galaxy* and *Nebula*-class starships in the 2350s, Starfleet had on its hands two valuable tools of exploration. They were also two of the most powerful starships in existence, and the temptation to use them for defensive and patrol purposes was intense. However, their mission of expanding the scope of Federation science and research was their primary goal, and a call went out for a supplementary class to serve the fleet's defensive needs. A mass produced heavy cruiser was envisioned with the fastest warp drive ever produced and new tactical systems that would put any determined enemy at a costly disadvantage. Not satisfied with leaning on the technologies emerging from the *Galaxy*-class development project, this design would spur on these advancements and many others in what was to become the *Akira* and *Pegasus*-class starships.

Classification: The *Akira* is classified as a long range tactical cruiser with a secondary emphasis on exploration and research.

Design: The *Akira* is a remarkable design that draws inspiration from a number of vessels from Federation history and sports several structural innovations. Her saucer section is fairly standard with a robust structural support system and roomy internal layout. From either side of the bridge deck, the nacelle pylons stretch out and down from the main hull with a weapon/sensor pod suspended between the two in the aft section. The positioning of the pylons serve to not only strengthen the vessel's hull, but bury the bridge and shield it from incoming weapons fire from several directions.

Engineering: The *Akira*-class was the first to incorporate the FUWR-1 warp drive as her primary propulsion system. The FUWR-1 was a revolutionary step up from the drive units of the last fifty years and even puts the *Galaxy*-class' FUWA-1 to shame. Massive space/time driver coils in the nacelle struts draw power from the EPS grid saving the *Akira* an additional 10-20% from the vessel's mass at sublight velocities making her more maneuverable at those speeds. The dual FIG-2 impulse drives provide ample auxiliary power and are sufficient for the *Akira*'s needs.

Tactical: In 2361, HiBeam Energies was contracted to extend the capabilities of the venerable FH-11 phaser system, a weapon that had been in the Starfleet inventory for over 80 years. The plan called for a reduction in the systems mass by miniaturizing several older assemblies, a 25% increase in phaser accuracy at short ranges and a 50% increase in beam cohesion out to 150,000 kilometers. Coupled with the same FP-10 torpedo system mounted aboard the *Nebula*-class, the *Akira* is a formidable foe on the battlefield.

Crew Support/Computer Systems: While only marginally smaller than the *Nebula*-class, the *Akira* sports a comparable crew size and a provision for civilians. With a design emphasis is on fleet operations and border duty, the vessel can expect to be away from port for months at a time. To counter this, the *Akira* has been fit with generous shipboard recreational and educational facilities. The computer systems are the same type developed for the *Galaxy*-class with starships launched after 2375 receiving bioneural processors for some of her primary computing needs.

Development and Construction History: Of the fifty *Akira*-class starships built, twenty-eight remain in active service. Heavy losses in the Dominion war led to the cancellation of new constructs in 2376, but those casualties are mostly attributed to the *Akira*'s prominence in that conflict and not due to any design defect. Construction took place at the Utopia Planitia, Shar Ta'kel, San Francisco, Antares and Chandley Works shipyards from 2360 through 2380.

Historical Notes:

<i>Antonius</i>	One of fifteen starships destroyed near Starbase 354 by Dominion forces on stardate 4/7404.
<i>Zuiho</i>	Destroyed by the Jen'Hadar near Betazed on stardate 4/7503
<i>Oliver Hazard Perry</i>	Destroyed by the Jem'hadar near Vulcan on stardate 4/7411.
<i>Sacajawea</i>	Destroyed near Richara Prime by Cardassian forces on stardate 4/7501.
<i>Pershing</i>	Destroyed by Jem'Hadar forces at the Second Battle of Koral Madine on stardate 4/7412.
<i>Regulator</i>	Destroyed by the Borg at the Typhon on stardate 4/7305.
<i>Shokaku</i>	Destroyed by the Borg at the Typhon on stardate 4/7305.
<i>Fubuki</i>	One of 98 Seventh Fleet ships destroyed by the Jem'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.
<i>Panama</i>	Scrapped after receiving extensive damage by Jem'Hadar forces at the Second Battle of Koral Madine on stardate 4/7412.
<i>Victory</i>	Destroyed by Romulan forces near the Raven System on stardate 4/7606.
<i>Roosevelt</i>	Destroyed at the Battle of Chin'Toka on stardate 4/7412.
<i>Argelia</i>	Destroyed while surveying a rogue asteroid field near Gevlin's World on stardate 4/7102.
<i>Bonaventure</i>	One of ten starships destroyed by Imperial Klingon States forces at the Battle of K'tog on stardate 4/7703.
<i>Guinevere</i>	One of fifteen starships destroyed near Starbase 354 by Dominion forces on stardate 4/7404.
<i>Orleans</i>	Destroyed by the Borg at the Typhon on stardate 4/7305.
<i>Thunderchief</i>	Destroyed at the Battle of Chin'Toka on stardate 4/7412.
<i>Bismarck</i>	Destroyed by the Romulans near the Raven system 4/7801.
<i>Spruance</i>	Destroyed by Cardassian forces in the Badlands on stardate 4/7502.
<i>Rivoli</i>	Destroyed by Jem'Hadar forces in the Chin'Toka System on 4/7506.12.
<i>Marcello</i>	Destroyed by Jem'Hadar forces in the Chin'Toka System on 4/7506.12.
<i>Pizarro</i>	Destroyed by Jem'Hadar forces in the Chin'Toka System on 4/7506.12.

Specifications for the *Akira*-class Cruiser

Construction Data:

Model Number: MK I
Date Entered Service: 4/6703

Hull Data:

Superstructure Points: 98
Size:
 Length: 464 m
 Width: 316 m
 Height: 87 m
Transporters:
 Standard Six Person- 8
 Combat 22 Person- 6
 Cargo, small- 3
 Cargo, large- 1
Crew: 175 Officers
525 Enlisted
Passengers: 200
10,000 evacuation limit
Shuttlecraft: Type 6 Personnel (10)
Type 9 Shuttlecraft (8)
Type 16 Shuttlepod (8)

Engines and Power Data:

Total Power Units Available: 176
Movement/Point Ratio: 5/1
Warp Engine Type: FUWR-1
 Number: 2
 Power Units Available: 56
 Cruising Speed: 6
 Emergency Speed: 9.8
Impulse Engine Type: FIG-2
 Number: 2
 Power Units Available: 32
Auxiliary Power: 18
Reserve Power: 9

Weapons and Firing Data:

Beam Weapon Type: FH-16
 Number: 16
 Firing Arcs: 8 f/p/s, 4 p/s, 4 a
 Chart: Z
 Max Power: 10
 +3 (1-15)
 +2 (16-20)
 +1 (21-24)
Missile Weapon Type: FP-10
 Number: 16
 Firing Arcs: 8 f/p/s, 8 a
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

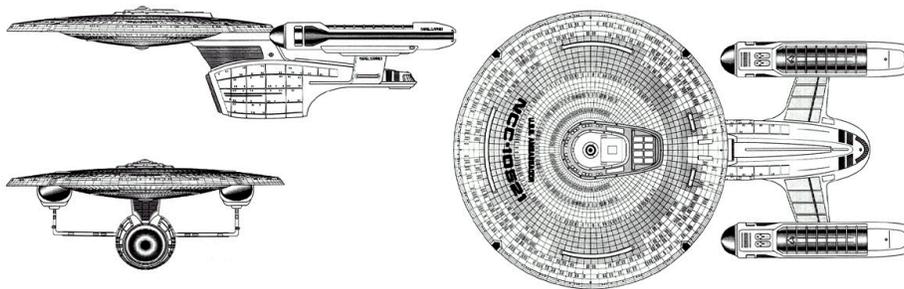
Deflector Shield Type: FSS-M
Shield Point Ratio: 1/6
Max Shield Power: 22/side

Combat Efficiency:

Point Value: 202

Ambassador-class Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-10521	<i>Ambassador</i>	San Francisco Fleet Yards, Terra	4/1904	4/2703	4/2901	Active
NCC-21735	<i>Hancock</i>	San Francisco Fleet Yards, Terra	4/1904	4/2708	4/3006	Active
NCC-26136	<i>Zhukov</i>	San Francisco Fleet Yards, Terra	4/1912	4/2807	4/3104	Active
NCC-26874	<i>Agincourt</i>	Chandley Works, Caravalia, Mars	4/2401	4/3011	4/3211	Destroyed
NCC-22051	<i>Defiant</i>	Utopia Planitia Fleet Yards, Mars	4/2507	4/3102	4/3311	Destroyed
NCC-1701-C	<i>Enterprise</i>	Earth Station McKinley, Terra	4/2607	4/3301	4/3412	Destroyed
NCC-21749	<i>Langley</i>	Star City Spaceport, Terra	4/2708	4/3407	4/3505	Active
NCC-22049	<i>Wasp</i>	San Francisco Fleet Yards, Terra	4/2807	4/3504	4/3606	Active
NCC-25885	<i>Royal Sovereign</i>	Southampton Fleet Yard, Terra	4/2905	4/3512	4/3709	Active
NCC-10376	<i>Hermes</i>	Utopia Planitia Fleet Yards, Mars	4/3008	4/3706	4/3804	Active
NCC-76550	<i>Warspite</i>	Makin County Ship Yards	4/3302	4/3804	4/3902	Active
NCC-26849	<i>Adelphi</i>	Earth Station McKinley, Terra	4/3411	4/3910	4/4011	Destroyed
NCC-14745	<i>Revenge</i>	Chiokis Fleet Yards, Thelavor, Andor	4/3508	4/4004	4/4107	Destroyed
NCC-25874	<i>Thunderer</i>	Seskon Trella, Chagala, Tellar	4/3609	4/4111	4/4209	Destroyed
NCC-26198	<i>Valdemar</i>	Port Copernicus Fleet Yards, Luna	4/3701	4/4204	4/4306	Active
NCC-47883	<i>Ryujo</i>	Earth Station Everest, Terra	4/3908	4/4312	4/4411	Destroyed
NCC-10532	<i>Horatio</i>	Avondale Group, Ferrata Docks, Rigel IV	4/4004	4/4404	4/4510	Destroyed
NCC-22447	<i>Rickover</i>	Earth Station McKinley, Terra	4/4109	4/4502	4/4602	Active
NCC-11745	<i>Dadelus</i>	Port Copernicus Fleet Yards, Luna	4/4208	4/4601	4/4711	Active
NCC-26632	<i>Gandhi</i>	Star City Spaceport, Terra	4/4312	4/4705	4/4802	Active
NCC-25407	<i>Merlin</i>	Shar Ta'kel Central Docks, 40 Eridani	4/4402	4/4807	4/4905	Destroyed
NCC-27744	<i>Sphinx</i>	Utopia Planitia Fleet Yards, Mars	4/4505	4/4908	4/5009	Destroyed
NCC-29887	<i>Decatur</i>	Avondale Group, Ferrata Docks, Rigel IV	4/4607	4/5008	4/5109	Active
NCC-26510	<i>Yamaguchi</i>	Chandley Works, Caravalia, Mars	4/4803	4/5106	4/5202	Destroyed
NCC-17115	<i>Nelson</i>	Southampton Fleet Yard, Terra	4/4909	4/5211	4/5308	Lost
NCC-29799	<i>Thalmaj</i>	Chiokis Fleet Yards, Thelavor, Andor	4/5010	4/5301	4/5408	Scrapped
NCC-26887	<i>Richtofen</i>	Port Copernicus Fleet Yards, Luna	4/5110	4/5407	4/5506	Active
NCC-20077	<i>Cassini</i>	Alfras Fleet yards, Deneb V	4/5208	4/5512	4/5609	Active
NCC-29685	<i>Sheridan</i>	Earth Station McKinley, Terra	4/5309	4/5606	4/5702	Active
NCC-21477	<i>Moscow</i>	Star City Spaceport, Terra	4/5401	4/5712	4/5809	Destroyed
NCC-26267	<i>Invincible</i>	Chandley Works, Caravalia, Mars	4/5503	4/5901	4/5908	Scrapped
NCC-29765	<i>Goliath</i>	San Francisco Fleet Yards, Terra	4/5601	4/5912	4/6011	Destroyed
NCC-21700	<i>Constitution</i>	Utopia Planitia Fleet Yards, Mars	4/5705	4/6011	4/6107	Destroyed
NCC-26517	<i>Excalibur</i>	Earth Station McKinley, Terra	4/5811	4/6208	4/6304	Active
NCC-21518	<i>Discovery</i>	Utopia Planitia Fleet Yards, Mars	4/6007	4/6412	4/6509	Destroyed
NCC-26513	<i>Exeter</i>	Utopia Planitia Fleet Yards, Mars	4/6504	4/6911	4/7005	Active
NCC-22039	<i>Essex</i>	Utopia Planitia Fleet Yards, Mars	4/6803	4/7302	4/7312	Active
NCC-21778	<i>Hornet</i>	San Francisco Fleet Yards, Terra	4/7108	4/7509	4/7605	Active



The beginning of the *Ambassador*-class project in 2315 heralded the beginning of a new design philosophy for Starfleet. It was the first attempt to turn away from large numbers of mission specific ships to fewer, larger and more capable multimission starships. With an emphasis on range, flexibility, durability and firepower, the *Ambassador* was as revolutionary as the commissioning of the *HMS Dreadnought* by the United Kingdom on Earth in the early 20th century. Intended to take over many of the exploratory and diplomatic functions of the successful *Excelsior*-class, the *Ambassador* has proven itself in every way a starship can. In the half century since they entered service, the *Ambassador* class has explored hundreds of worlds, pushed back the boundaries of Federation space, fought in countless regional conflicts and was the inspiration for two new ship designs, the *Rigel* and *Springfield*-class starships.

Classification: Although today she would certainly be commissioned as an Exploration Cruiser, the nomenclature of the time of her commissioning designated the *Ambassador* as a cruiser.

Design: With a few notable exceptions, Starfleet had designed into its previous vessels a design life measured in decades. With the *Ambassadors*, their cost and mission scope dictated a 100 year life span with major system upgrades at 20 year intervals. This expandability was built into the design with ample room for new sensors, crew facilities, lab space and advanced propulsion systems. In fact, when the *USS Ambassador* launched in 2327, only 80% of her habitable internal volume was in use. For future ship designs, this new construction philosophy would soon become the norm. The structural layout of the *Ambassador*-class is the traditional saucer/engineering hull/twin nacelle arrangement found on many starship designs of the last century. The *Ambassador* is equipped with a saucer separation capability, but reconnecting requires the facilities of a starbase or repair tender. This provision is purely an emergency procedure and has only been performed once in the life span of the design.

Engineering: The *Ambassador* utilizes an improved version of the FIWA-1 (Federation-Improved Warp drive type A/1) for its main propulsion. Capable of driving the vessel at emergency speeds of up to warp 9.3 or a cruising speed of warp 6, the vessel was quite fast for its day. The FIH-2 impulse reactor is a derivative of the unit used in the successful *Apollo*-class of the years before and is ample for the ship's needs.

Tactical: The *Ambassador*-class sports a tactical system that is impressive by even today's standards. Ten collimated FH-10 phaser arrays cover the vessel from virtually every angle along with twin fore and aft torpedo launchers. The shielding of the time was the advanced FSS-2 array, a derivative of the system used aboard the *Excelsior*-class. Minor hardware and software upgrades developed from technology spawned from the *Galaxy*-class project allowed a 50% increase in shield efficiency starting with refits in 2361. This more than anything has allowed the *Ambassador* to remain an integral part of the fleet decades after the first unit was produced.

Crew Support/Computer Systems: For a vessel whose volume approaches that of the celebrated *Galaxy*-class with only 75% of the crew requirement, the *Ambassador* is a comfortable starship. With long range exploration missions in mind, crew amenities were foremost in the designer's priorities. When refits in the late 2350s and early 60s added holodecks to the *Ambassadors* along with provisions for civilians, the added burden on the support systems was barely noticed, a testament to the forward thinking of the vessel's designers.

Development and Construction History: The *Ambassador*-class was designed at Starfleet Engineering, Terra with the initial three units building at the San Francisco Fleet Yard in Earth orbit. Construction ran until 2376 when the last vessel of the class, the *USS Hornet*, was commissioned. Construction took place at numerous facilities throughout the Federation with an emphasis on Sol System facilities. Of the 38 units constructed, twenty remain in active service. One *Ambassador*, the *Thalmaj*, served as flagship of the Andorian "Blue Fleet" until it was scrapped due to extensive damage inflicted by the Dominion at the Second Battle of Regelia. Another, the *USS Cassini* continues a Starfleet tradition by having a predominantly Vulcan crew.

Flight 1 *Ambassador*-class starships: *Ambassador-Enterprise* First six vessels completed to initial design specs. Later refit to Block II and Block III specifications at 10 and 20 year intervals respectively.

Flight 2 *Ambassador*-class starships: *Langley-Invincible* Most numerous type of the *Ambassador*-class. Improvements include the first generation penta-transducing deflector shield system, an expanded crew compliment, a more powerful impulse drive and an improved sensor suite. Also sports an additional shuttlebay on the aft fantail and a new deflector array. All vessel of this type were refit to the Block III specifications during their scheduled 20 year upgrade cycle.

Flight 3 *Ambassador*-class starships: *Goliath-Discovery* Sports advancements made during the *Galaxy*-class design project including an improved version of the FIWA-2 warp drive, the new FP-10 torpedo launcher, the FSS-M deflector shield system, and the most advanced lab and sensor facilities available.

Flight 4 *Ambassador*-class starships: *Exeter-Hornet* Last *Ambassador* type in production. Fit with the modern FUWR-1 warp drive, larger fuel tanks and an exploration capability second only to the *Galaxy*-class. Further equipped with a hybrid bioneural/isolinear computer system to take up the processing loads required from the new drive system and sensor suite.

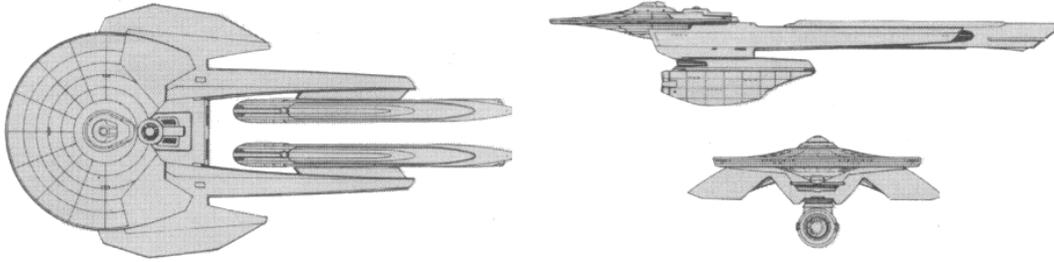
Historical Notes

<i>Agincourt</i>	One of ten starships destroyed by Imperial Klingon States forces at the Battle of K'tog on stardate 4/7703.
<i>Defiant</i>	Destroyed by forces of the Cardassian Union near the Kakora System on stardate 4/5708.
<i>Enterprise</i>	Destroyed by the Romulans at Narendra III on stardate 4/4207.
<i>Adelphi</i>	Destroyed by forces of the Romulan Empire on stardate 4/7606 in the Raven System.
<i>Revenge</i>	Destroyed by forces of the Romulan Empire on stardate 4/7609 near Galorndon Core.
<i>Thunderer</i>	Destroyed by forces of the Imperial Klingon States on stardate 4/7607 in the Triangle region.
<i>Ryujo</i>	Destroyed by forces of the Romulan Empire on stardate 4/7605 near the Raven System.
<i>Horatio</i>	Destroyed by alien forces on stardate 4/6405 in Sector 63.
<i>Merlin</i>	Destroyed by forces of the Romulan Empire on stardate 4/7803.
<i>Sphinx</i>	One of four vessels destroyed by Dominion forces on stardate 4/7403 near the Cardassian border.
<i>Yamaguchi</i>	Destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Nelson</i>	Declared lost, presumed destroyed by Starbase 211 on stardate 4/6008.
<i>Thalmaj</i>	Scrapped after action with Dominion forces on stardate 4/7404 near Starbase 354.
<i>Moscow</i>	Destroyed by Dominion forces on stardate 4/7403 near the Badlands.
<i>Invincible</i>	Scrapped after action with Dominion forces in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost in the action.
<i>Goliath</i>	Destroyed by Dominion forces at the Battle of Trager's Inferno on stardate 4/7406.
<i>Constitution</i>	One of five vessels destroyed by forces of the Romulan Empire on stardate 4/7604 in the Triangle region.
<i>Discovery</i>	Destroyed by Dominion forces at the Battle of Chikakera on stardate 4/7401.

Specifications for the *Ambassador*-class Cruiser

Construction Data:				
Model Number:	Mk I	Mk II	Mk III	Mk IV
Date Entered Service:	4/2901	4/3505	4/6011	4/7005
Hull Data:				
Superstructure Points:	80	80	82	82
Size:				
Length:	526 m	526 m	526 m	526 M
Width:	323 m	323 m	323 m	323 M
Height:	128 m	128 m	128 M	128 M
Transporters:				
Standard Six Person-	8	8	8	8
Emergency 22 Person-	4	4	4	4
Cargo, small-	3	3	3	3
Cargo, large-	1	1	1	1
Crew:	150 Officers	180 Officers	180 Officers	180 Officers
	470 Enlisted	470 Enlisted	480 Enlisted	480 Enlisted
Passengers:	280	300	300	300
	12,000 evacuation limit	12,000 evacuation limit	12,000 evacuation limit	12,000 evacuation limit
Shuttlecraft:	20	20	20	Type 6 Personnel (8) Type 7 Personnel (8) Type 16 Personnel (8)
Engines and Power Data:				
Total Power Units Available:	154	160	160	168
Movement/Point Ratio:	5/1	5/1	5/1	5/1
Warp Engine Type:	FIWA-2	FIWA-2	FIUWA-2	FUWR-1
Number:	2	2	2	2
Power Units Available:	52	52	52	56
Cruising Speed:	6	6	6	6
Emergency Speed:	9.3	9.3	9.5	9.7
Impulse Engine Type:	FIH-1	FIH-2	FIH-2	FIH-2
Number:	1	1	1	1
Power Units Available:	50	56	56	56
Auxiliary Power:	16	16	16	16
Reserve Power:	8	8	8	8
Weapons and Firing Data:				
Beam Weapon Type:	FH-10	FH-10	FH-10	FH-10
Number:	18	18	18	18
Firing Arcs:	4 f, 4 f/p, 4 f/s, 2 p, 2 s, 2 a	4 f, 4 f/p, 4 f/s, 2 p, 2 s, 2 a	4 f, 4 f/p, 4 f/s, 2 p, 2 s, 2 a	4 f, 4 f/p, 4 f/s, 2 p, 2 s, 2 a
Chart	W	W	W	W
Max Power:	7	7	7	7
+3	(1-10)	(1-10)	(1-10)	(1-10)
+2	(11-17)	(11-17)	(11-17)	(11-17)
+1	(18-20)	(18-20)	(18-20)	(18-20)
Missile Weapon Type:	FP-4	FP-4	FP-10	FP-10
Number:	12	12	12	12
Firing Arcs:	6 f/p/s, 6 a			
Chart	S	S	S	S
Power to Arm:	1	1	1	1
Damage:	10	10	10	10
Shields Data:				
Deflector Shield Type:	FSS-2	FSS-2	FSS-M	FSS-M
Shield Point Ratio:	1/4	1/5	1/6	1/6
Max Shield Power:	22/side	20/side	22/side	22/side
Combat Efficiency:				
Point Value:	165	170	180	180

Andor-class Missile Cruiser



Since their introduction in 2272, the *Andor*-class missile cruiser has captured the hearts and minds of their crews for their handling characteristics and offensive firepower. Fielded in a time when photon torpedo technology was just coming into its own, the *Andor* stood as the defender of Starfleet interests and Federation security until their retirement en-masse in the mid-2310s. When the fleet was desperate for offensive firepower at the height of the war with the Dominion, the *Andor* was the logical choice for modernization and reactivation. Further, it is no surprise that upon the cessation of hostilities in 2375 that Starfleet chose to retain part of the *Andor* fleet to make up for wartime losses.

Nomenclature: Although they were originally commissioned with proper names and registries, this publication has chosen to omit them, as their inclusion would be impractical.

Classification: The *Andor* was originally designated as a cruiser in 2272, but their redesign one hundred years later changed that classification to missile cruiser. This denotes that the vessel is primarily armed with torpedoes and utilizes her phasers only as a backup weapon.

Design: The primary consideration in the design of the *Andor* was safety and speed. Her warp nacelles are well protected by their structural support pylons and are mounted close together and center aft of the main hull. The wing like structures on the port and starboard sides of the vessel act not only as the nacelle supports but also as a crude type of armor for the primary hull. Her saucer section is the type found on most vessels of the day with a small secondary hull housing the warp drive and fuel bunkers.

Engineering: Upon their reactivation in 2373, the Starfleet Engineers in charge of the refit project set their sites on integrating the *Andor* with the new FUWE-1 warp drive. This lightweight and easily modified drive would increase the *Andor*'s top speed from a paltry warp 8 to warp 9.5 with a cruising speed of warp 7. The addition of a second impulse drive further added to the *Andor*'s maneuverability and helped push the vessel's power reserves to 100% above what the first vessels of the class could expect upon commissioning. Along with the new drive systems came a whole new structural integrity field generator scheme that helped to further increase the *Andor*'s rigidity and durability during battle.

Tactical: The capabilities of the *Andor*'s primary armament have increased significantly in the last 100 years, and the inclusion of the new FP-10 torpedo launchers into the refit vessels was never in doubt. Along with increased range, accuracy and yield came a 50% increase in her rate of fire. Coupled with her heavy FH-11 phaser systems, the *Andor* was the perfect fleet escort cruiser or siege weapon. During the Dominion war the *Andor* would most often be attached to the largest vessels of a task force with the express purpose of shooting down incoming enemy torpedoes with her own impressive counter-battery capabilities.

Crew Support/Computer Systems: One of the priorities in the *Andor*'s refit process was the reduction of the vessel's crew requirements. Manpower shortages were taking their toll on the fleet and the last thing Starfleet needed to deal with was vessels idle in spacedock merely because there was no one available to take them into battle. The answer was to automate as many of the *Andor*'s maintenance and engineering systems as possible to reduce her personnel requirements. A hundred years of computer and automation system advances allowed just that, and her crew compliment went from 240 to a mere 190. These wartime refits allowed for the inclusion of few amenities and they are mostly devoid of luxuries. Fortunately the units that were retained for service were completed to modern specifications in the years since and the crews are well accommodated. Her computer system was almost completely removed and replaced with a much smaller but vastly more powerful isolinear based core with a hybrid bioneural backup for high-speed performance.

Development and Construction History: The *Andor*'s originally entered service in 2278 with nearly 450 units eventually being commissioned. Wartime and other losses accounted for 43 of the class' numbers before a mass retirement starting in 2314 and ending in 2318. Of those vessels, all but 100 were scrapped or sold to the Corillian States as surplus. Mothballed vessels were retained at Memory Beta, the fleet's primary starship retirement and storage depot, a facility that was established in 2273. The *Andors* were then maintained and inspected biannually to ensure their long term viability for future reactivation. When the call went out to reactivate nearly 800 of the various vessels stored there for the war effort, the process was virtually effortless. The reactivations were mostly handled in house at Memory Beta, but a number of special cases were farmed out to various fleet yards throughout the Federation. The rate of reactivation was an average of five *Andors* per month with a turnaround time of three months. Even after the war the refits continued for a time in order to bolster the reserve fleet and make up for wartime losses. With the post war downsizing the bulk of the reactivated ships went back into mothballs or were sold to the Corillian States. Other ships that were too damaged or worn for salvage were sent to the breakers yard. Even years after the cessation of hostilities thirty-seven *Andor*-class missile cruisers remain in active service, thirty-four in the reserves with another twenty-five held in storage at Memory Beta.

Specifications for the *Andor*-class Missile Cruiser

Construction Data:

Model Number: Mk IV
Date Entered Service: 4/7311

Hull Data:

Superstructure Points: 44
Size:
Length: 260 m
Width: 130 m
Height: 60 m
Transporters:
Standard Six Person- 4
Combat 22 Person- 2
Cargo, small- 2
Cargo, large- 1
Crew: 25 Officers
165 Enlisted
Passengers: 40
2,000 evacuation limit
Shuttlecraft: Type 9 Personnel (4)
Type 18 Shuttlepod (2)

Engines and Power Data:

Total Power Units Available: 84
Movement/Point Ratio: 3/1
Warp Engine Type: FUWE-1
Number: 2
Power Units Available: 26
Cruising Speed: 7
Emergency Speed: 9.5
Impulse Engine Type: FIF-2
Number: 2
Power Units Available: 16
Auxiliary Power: 8
Reserve Power: 4

Weapons and Firing Data:

Beam Weapon Type: FH-11
Number: 4
Firing Arcs: 4 f/p/s
Chart Y
Max Power: 10
+3 (1-10)
+2 (11-17)
+1 (18-24)
Missile Weapon Type: FP-10
Number: 16
Firing Arcs: 6 f, 2 f/p, 2 f/s, 6 a
Chart S
Power to Arm: 1
Damage: 10

Shields Data:

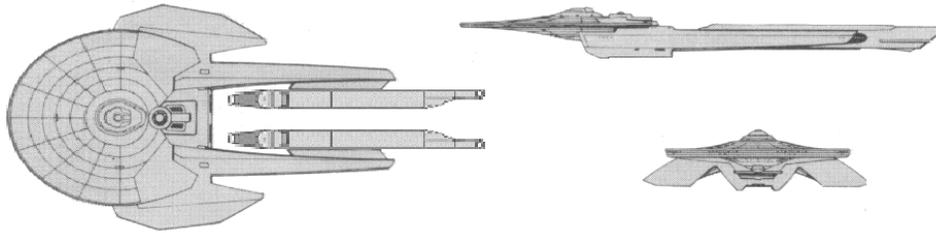
Deflector Shield Type: FSQ-1
Shield Point Ratio: 1/6
Max Shield Power: 18

Combat Efficiency:

Point Value: 115

Andor Storm-class Missile Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-82447	<i>Andor Storm</i>	Chiokis Fleet Yards, Thelavor, Andor	4/8001	4/8303	4/8406	Active
NCC-89144	<i>Thaan</i>	Chiokis Fleet Yards, Thelavor, Andor	4/8003	4/8302	4/8407	Active
NCC-89277	<i>Kumari</i>	Chiokis Fleet Yards, Thelavor, Andor	4/8202	4/8304	4/8503	Active
NCC-82554	<i>Shnev</i>	San Francisco Fleet Yards, Terra	4/8206	4/8304	4/8506	Active
NCC-86644	<i>Ambassador S'agora</i>	Utopia Planitia Fleet Yards, Mars	8/8210	4/8312	4/8507	Active
NCC-83220	<i>Chiokis</i>	Chiokis Fleet Yards, Thelavor, Andor	4/8306	4/8505	4/86??	Trials
NCC-80592	<i>Thalen</i>	Antares Fleet Yards	4/8311	4/8509	4/86??	Trials
NCC-81923	<i>Theravor</i>	Chiokis Fleet Yards, Thelavor, Andor	4/8312	4/8502	4/86??	Trials
NCC-89711	<i>Tharsis</i>	Utopia Planitia Fleet Yards, Mars	4/8403	4/8607	4/87??	Building
NCC-84722	<i>Chorvak</i>	Chiokis Fleet Yards, Thelavor, Andor	4/8403	4/8606	4/87??	Building
NCC-83452	<i>Elorex</i>	Newport News Fleet Yards, Terra	4/8407	4/8611	4/87??	Building
NCC-83548	<i>Tharval</i>	Utopia Planitia Fleet Yards, Mars	4/8503	4/87??	4/88??	Building
NCC-88224	<i>General Thal</i>	Chiokis Fleet Yards, Thelavor, Andor	4/8508	4/87??	4/88??	Building
NCC-86388	<i>Temanir</i>	Utopia Planitia Fleet Yards, Mars	4/8511	4/87??	4/88??	Building
NCC-86249		Port Copernicus Fleet Yards, Luna	4/8601	4/88??	4/89??	Planned
NCC-82877		Antares Fleet Yards	4/8602	4/88??	4/89??	Planned
NCC-85588		Chiokis Fleet Yards, Thelavor, Andor	4/8612	4/88??	4/89??	Planned



During the darkest days of the Dominion War, Starfleet was forced to reactivate hundreds of mothballed starships hulls, among them, numerous *Andor*-class cruisers that had placed in reserve over 60 years before. After an extensive upgrade program brought them up to minimal fleet specifications, Starfleet found that the old design still had a few tricks left in her, and the *Andors* were much sought after fleet support assets. Post war downsizing reduced the number of *Andors* available, though outright obsolescence wasn't far behind. Starfleet had learned a lesson, and a call went out for a new fleet support missile cruiser to replace the *Andor*. Naturally, the designers at Chiokis Fleet Yards (the original Andorian designer of the *Andor*-class) returned to their venerated elder design for inspiration. After an extensive trial period, the first two Andor Storm-class missile cruiser entered fleet service.

Classification: The *Andor Storm* is designated as a missile cruiser, denoting that she utilizes a variety of photon torpedo technologies as her tactical system.

Design: The *Andor Storm* is heavily based upon the older *Andor*-class cruiser of a century before, but in reality the two have very little in common. The elongated saucer section if of a newer type that has been found to be more efficient at warp threshold transitional acceleration and more fuel efficient than older designs. The vessel's main body still provides a high degree of cover for the warp nacelles, though the secondary hull was omitted entirely from the class.

Engineering: The FUWE-2 warp drive and twin FIF-2 impulse drives are standard for vessels of her mission profile and provide ample power generation and maneuvering ability.

Tactical: The heart of the *Andor Storm* is her tactical array, and much thought went into the design before her deployment. In answering the call for a fleet support missile cruiser, the vessel's designers chose to orient the ship's tactical array toward defense, specifically, intercepting and destroying enemy torpedoes targeted at it or a fleet command ship. The FP-12 torpedo array fit aboard the *Andor Storm* is the first new type to enter the field since the FQ-1 over a decade ago. By utilizing a new sub-space linked fire-and-remember targeting system and warhead designed to fragment and disrupt enemy torpedoes, the FP-12 is a unique defensive asset. The firing vessel's tactical officer also has the option during the weapon's pre-loader sequence to substitute a warhead that when detonated is more efficient at disrupting targeting sensors than the older types. While these options have the net effect of rendering the FP-12 less effective as an offensive weapon, its value as a fleet defender is incalculable.

Crew Support/Computer Systems: The *Andor Storm*-class vessels are popular assignments thanks to the attention paid to crew comforts and living space per crewmember. Most vessels with her mission profile have traditionally been fit with only the most basic crew support systems, but the designers at Chiokis spared no expense for their new design. The computer system built into the *Andor Storm* is a custom isolinear design specifically tailored to handle the processing demands of the FP-12 torpedo system's targeting and communications needs. As a result, the *Andor Storm* possesses a unique capacity for information transfer and can act as a fleet command or sector wide communications hub should the need arise.

Development and Construction History: Of the five *Andor Storm*-class vessels built to date, all remain in active service. Production will continue for the foreseeable future at a rate of three vessels per year. After the initial builds at Chiokis Fleet Yards above Andor, production has been diversified throughout the Federation.

Specifications for the *Andor Storm*-class Missile Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/8406

Hull Data:

Superstructure Points: 54
Size:
Length: 420 m
Width: 210 m
Height: 78 m
Transporters:
Standard Six Person- 6
Emergency 22 Person- 4
Cargo, small- 4
Cargo, large- 2
Crew: 40 Officers
325 Enlisted
Passengers: 30
Shuttlecraft: Type 9 Personnel (4)
Type 18 Shuttlepod (2)

Engines and Power Data:

Total Power Units Available: 92
Movement/Point Ratio: 3/1
Warp Engine Type: FUWE-2
Number: 2
Power Units Available: 30
Cruising Speed: 6
Emergency Speed: 9.6
Impulse Engine Type: FIF-2
Number: 2
Power Units Available: 16
Auxiliary Power: 8
Reserve Power: 4

Weapons and Firing Data:

Beam Weapon Type: FH-15
Number: 4
Firing Arcs: 2 f/p, 2 f/s
Chart: Y
Max Power: 12
+3 (1-15)
+2 (16-20)
+1 (21-24)
Missile Weapon Type: FP-12
Number: 12
Firing Arcs: 4 f, 4 f/p, 4 f/s
Chart: R
Power to Arm: 1
Damage: 6
Shootdown/Takedown: 1-4 / 1d4+1
Blinds: 2 (-2), 4 (-3)
Missile Weapon Type: FQ-1
Number: 4
Firing Arcs: 4 f
Chart: S
Power to Arm: 1
Damage: 10

Shields Data:

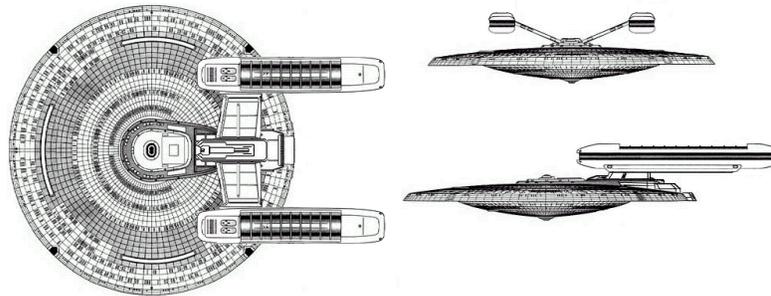
Deflector Shield Type: FSR-4
Shield Point Ratio: 1/8
Max Shield Power: 24/side

Combat Efficiency:

Point Value: 146

Andromeda-class Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-69887	<i>Andromeda</i>	Utopia Planitia Fleet Yards, Mars	4/4708	4/5302	4/5408	Destroyed
NCC-68814	<i>Prokofeiv</i>	Port Copernicus Fleet Yards, Luna	4/4903	4/5311	4/5502	Active
NCC-68751	<i>Winchester</i>	Chandley Works, Caravalia, Mars	4/5112	4/5506	4/5607	Active
NCC-64566	<i>Centauri</i>	San Francisco Fleet Yards, Terra	4/5201	4/5603	4/5701	Lost
NCC-64166	<i>Gothos</i>	Star City Spaceyard, Terra	4/5307	4/5711	4/5807	Destroyed
NCC-75788	<i>Diligent</i>	Utopia Planitia Fleet Yards, Mars	4/5401	4/5808	4/5912	Destroyed
NCC-65489	<i>Mozart</i>	Utopia Planitia Fleet Yards, Mars	4/5503	4/5903	4/6001	Active
NCC-70654	<i>Battan</i>	Utopia Planitia Fleet Yards, Mars	4/5607	4/6011	4/6112	Active
NCC-62887	<i>Joan of Arc</i>	Cape Canaveral Spaceport, Terra	4/5707	4/6103	4/6201	Destroyed
NCC-68697	<i>Hubble</i>	Port Copernicus Fleet Yards, Luna	4/5803	4/6206	4/6304	Active
NCC-71333	<i>Thaan</i>	San Francisco Fleet Yards, Terra	4/5910	4/6310	4/6408	Destroyed
NCC-60289	<i>Britannia</i>	Southampton Fleet Yard, Terra	4/6008	4/6410	4/6511	Destroyed
NCC-75026	<i>Ganges</i>	Baikonur Cosmodrome	4/6301	4/6807	4/6905	Destroyed
NCC-78994	<i>Argelia</i>	Newport News Fleet Yard, Terra	4/6503	4/7012	4/7111	Active
NCC-70956	<i>Drake</i>	Utopia Planitia Fleet Yards, Mars	4/6607	4/7103	4/7201	Active



The *Andromeda* came about in the early 2350s as a response to a need for medium range fire support cruisers for inter-Federation defense missions. The *Miranda* and *Apollo*-class cruisers that had traditionally performed these functions were no longer adequate to the task, and a replacement was needed. The *Andromeda* was a quick solution utilizing a proven hullform and powerful powerplant, but her primary asset was ease of production. In reality, the *Andromedas* proved to be complex to maintain and too short ranged for practical use in modern task force operations.

Classification: The *Andromeda* is classified as a tactical fire support cruiser.

Design: The primary hull is designed around a reengineered *Ambassador*-class saucer section with extensive modifications to her aft sections and tactical systems. Twin nacelles rise above the primary hull from a structural hardpoint that encloses the horizontal intermix chamber and fuel storage facilities. In an emergency the entire assembly can be ejected from the ship leaving the saucer to maneuver on impulse power only.

Engineering: The FIWA-2 warp drive was improved to modern standards with the Mk IIs introduction in 2359. With the new drive assembly, the *Andromeda* is capable of an impressive top speed of warp 9.65 for twelve hours with a cruising speed of warp 6. The FIG-1 impulse drives provide adequate sublight maneuverability. Unfortunately her small fuel storage tanks require frequent restocking and the *Andromeda*'s maximum cruising range is 2.5 years at warp 6, far below the fleet's norm.

Tactical: The *Andromeda*'s impressive tactical systems are crowned with a quadruple mounting of the powerful FH-15 phaser cannons that were made famous with the *Galaxy*-class. Early incarnations of the class carried a modified version of the FH-14 until refits and software upgrades made the heavier systems available. The follow up FH-11 phaser array is not quite as powerful, but it does round out the vessel's coverage in the remaining arcs. Her FP-4 and later FP-10 torpedo array is a straight off copy of the type fit aboard the *Ambassador*-class and provides an adequate rate of fire. The FSS-2a shield generators provide excellent protection against threat forces with the vessel's 25 man Marine contingent providing shipboard security or a minor landing force capability.

Crew Support/Computer Systems: For such a small vessel, the *Andromeda* is a very crowded starship. Her near seven hundred-man compliment is packed into crew quarters so spartan that even many of the officers share a cabin. Only the senior staff enjoys the luxury of a private suite, and even this is sometimes eliminated to take aboard mission specialists. The computer system is the same type developed for the *Galaxy*-class and is ample for the vessel's needs.

Development and Construction History: Of the fifteen *Andromeda*-class starships built to date, seven remain in active service. Construction concluded in 2372 at Utopia Planitia with the commissioning of the *USS Drake*, and no further vessels of the class are planned.

Flight 1 *Andromeda*-class starships: *Andromeda-Gothos* First five vessels fit to initial design specifications. Crew compliment aboard the *USS Winchester* reduced by 120 to increase the Marine compliment by twice that. All existing vessels refit to Mk II specifications at a rate of one per year starting in 2365.

Flight 2 *Andromeda*-class starships: *Diligent-Drake* Type two *Andromeda*-class vessels developed to take advantage of the technologies coming out of the *Galaxy*-class development project. Primary phaser array changed to FH-15 standards. Torpedo launchers switched to the more versatile FP-10. Shields enhanced to FSS-2a specifications through minor hardware and software revisions. Structural support system enhanced through the addition of extra generators in the engine core assembly. Crew compliment aboard the *USS Battan* reduced by 120 to increase the Marine compliment by twice that.

Historical Notes:

<i>Andromeda Centauri</i>	Destroyed by Cardassian forces in an attack on a staging depot near Rakara II on stardate 4/5907. Reported lost, presumed destroyed while patrolling the Gamma Quadrant terminus of the Bajoran wormhole on stardate 4/7307.
<i>Gothos</i>	Destroyed in a border skirmish near Bajor by Cardassian raiders on stardate 4/7401.
<i>Diligent</i>	Destroyed by the Borg at the Battle of Typhon on stardate 4/7305.
<i>Joan of Arc</i>	One of 98 Seventh Fleet ships destroyed by the Jem'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.
<i>Thaan</i>	One of 98 Seventh Fleet ships destroyed by the Jem'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.
<i>Britannia</i>	Destroyed by the Borg at the Battle of Typhon on stardate 4/7305.
<i>Ganges</i>	Destroyed by the Borg at the Battle of Typhon on stardate 4/7305.

On stardate 4/6803, the *USS Centauri* played host to peace talks between the Renari and the Pakdorn, two neighboring races who had been at war for centuries over mining rights in a nearby asteroid cluster. The negotiations were into their fifth day when Federation Ambassador and the talk's arbitrator Susan Frease announced that several compromises had been agreed to and the terms of the treaty would be announced within the day. However, factions on the Pakdorn side had other plans, and had managed to sneak aboard an operative posing as one of their sides security contingent. The agent attempted to end the negotiations by rushing into the negotiations with a thermalitic charge and detonating it in the middle of the proceedings. Fortunately, two Starfleet security officers detained him outside the talks before he could gain entry. The Pakdorn bomber then fled the scene and attempted to gain access to main engineering, presumably where he could destroy the warp core and hence, the entire vessel. However, he was stopped well short of his target by the now alerted shipboard security and he was confined to an area near the primary deflector. With no other avenue of escape, the bomber detonated his charge, which wrecked the deflector but caused little other damage thanks to several force fields that contained the blast. In the end, the talks concluded with both sides agreeing to mining tonnage restrictions and an end to hostilities. The *Centauri* would spend the next three weeks under repairs having her deflector and several other systems replaced.

On stardate 4/8001, the *USS Hubble* took part in a raid on a Borg outpost in the first ever offensive operation against the powerful foe. The small outpost had been discovered by a Romulan cruiser while surveying space near their border in Beta Quadrant. The *Hubble*, along with the *Heimdall*-class *Tiblisi* and the *Algeron*-class *RSV Haazakara* planned a two-fold attack against the Borg facility. First, the *Tiblisi* would move into orbit to get the attention of the outposts sentry vessels and draw them off. Then, the *Hubble* and *Haazakara* would move in, board the facility, take as much technology and information they could carry and set demolition charges. The plan worked flawlessly, and the Marine contingent from the *Hubble* and several security operatives from the Romulan side gathered a wealth of information before evacuating. For the Borg, nearly 12,000 drones were destroyed in the attack with no losses to the coalition force. The information gained from the operation was shared between the two powers to help develop a defense against the Borg.

Specifications for the *Andromeda*-class Cruiser

Construction Data:

Model Number: Mk II
Date Entered Service: 4/5912

Hull Data:

Superstructure Points: 82
Size:
Length: 392 m
Width: 332 m
Height: 78 m
Transporters:
Standard Six Person- 6
Emergency 22 Person- 4
Combat 25 Person- 1
Cargo, small- 2
Cargo, large- 1
Crew: 60 Officers
640 Enlisted
Marines: 25
3,900 evacuation limit
Shuttlecraft: Type 6 Personnel (4)
Type 7 Personnel (6)
Type 9 Personnel (4)
Type 16 Shuttlepod (10)

Engines and Power Data:

Total Power Units Available: 152
Movement/Point Ratio: 4/1
Warp Engine Type: FIUWA-2
Number: 2
Power Units Available: 52
Cruising Speed: 6
Emergency Speed: 9.65
Impulse Engine Type: FIG-1
Number: 2
Power Units Available: 24
Auxiliary Power: 16
Reserve Power: 8

Weapons and Firing Data:

Beam Weapon Type: FH-15
Number: 4
Firing Arcs: 4 f/a
Chart: Y
Max Power: 12
+3 (1-15)
+2 (16-20)
+1 (21-24)
Beam Weapon Type: FH-11
Number: 8
Firing Arcs: 2 f, 2 f/p, 2 f/s, 2 a
Chart: Y
Max Power: 10
+3 (1-10)
+2 (11-17)
+1 (18-24)
Missile Weapon Type: FP-10
Number: 12
Firing Arcs: 6 f/p/s, 6 a
Chart: S
Power to Arm: 1
Damage: 10

Shields Data:

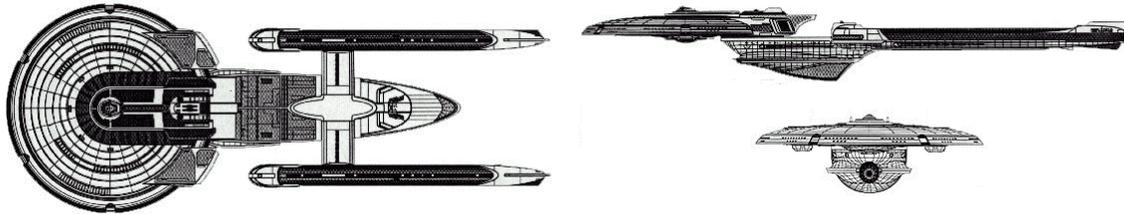
Deflector Shield Type: FSS-2a
Shield Point Ratio: 1/6
Max Shield Power: 22/side

Combat Efficiency:

Point Value: 177

Apollo-class Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-11675	<i>Apollo</i>	Shar Ta'kel Central Docks, 40 Eridani	4/0703	4/1203	4/1409	Active
NCC-12584	<i>Artemis</i>	Chiokis Fleet Yards, Thelavor, Andor	4/0811	4/1403	4/1508	Destroyed
NCC-11638	<i>Agamemnon</i>	Shar Ta'kel Central Docks, 40 Eridani	4/1004	4/1407	4/1508	Active
NCC-11574	<i>Ajax</i>	Utopia Planita Fleet Yards, Mars	4/1106	4/1509	4/1608	Active
NCC-11402	<i>Odysseus</i>	Chiokis Fleet Yards, Thelavor, Andor	4/1201	4/1607	4/1708	Destroyed
NCC-16774	<i>Zeus</i>	Shar Ta'kel Central Docks, 40 Eridani	4/1203	4/1608	4/1708	Lost
NCC-25006	<i>Erebus</i>	Seskon Trella, Chagala, Tellar	4/1301	4/1703	4/1808	Active
NCC-11672	<i>Gage</i>	Antares Fleet Yards	4/1411	4/1811	4/1909	Destroyed
NCC-14880	<i>Ulysses</i>	Shar Ta'kel Central Docks, 40 Eridani	4/1411	4/1811	4/1911	Lost
NCC-15775	<i>Agenor</i>	New Aberdeen Fleet Yards, Aldebra	4/1501	4/1908	4/2012	Destroyed
NCC-23005	<i>Cadmus</i>	Seskon Trella, Chagala, Tellar	4/1603	4/2006	4/2105	Active
NCC-19863	<i>Dionysius</i>	Shar Ta'kel Central Docks, 40 Eridani	4/1709	4/2106	4/2206	Active
NCC-12537	<i>Clement</i>	Utopia Planita Fleet Yards, Mars	4/1807	4/2207	4/2305	Active
NCC-26641	<i>Medusa</i>	Avondale Group, Ferrata Docks, Rigel IV	4/2010	4/2412	4/2511	Active
NCC-29322	<i>Acropolis</i>	Shar Ta'kel Central Docks, 40 Eridani	4/2205	4/2611	4/2708	Destroyed
NCC-24201	<i>Parthenon</i>	Avondale Group, Ferrata Docks, Rigel IV	4/2301	4/2705	4/2806	Active
NCC-28252	<i>Triton</i>	Chiokis Fleet Yards, Thelavor, Andor	4/2702	4/3107	4/3210	Destroyed
NCC-26541	<i>Donar</i>	Shar Ta'kel Central Docks, 40 Eridani	4/2811	4/3301	4/3402	Active
NCC-30587	<i>Socrates</i>	Seskon Trella, Chagala, Tellar	4/3001	4/3502	4/3604	Destroyed



The *Apollo*-class project came about in 2305 as an attempt to improve upon the already successful *Excelsior*-class battlecruiser, the first such attempt to do so. Working out of the Shar Ta'kel Central Docks above 40 Eridani, the Vulcan engineers in charge of the redesign were able to pick and choose the aspects of the *Excelsior* that would fit best into her new role and discard the dead weight. Initial plans called for a total reworking of the vessel's tactical systems and the inclusion of a radical new impulse drive to increase her power reserves. Later in the construction stage, the *Apollo* was reworked to act as a lighter counterpart to the expected *Renown*-class battlecruiser, a vessel that was then in the design phase but would later see only a limited production.

Classification: The *Apollo*-class is designated as a cruiser.

Design: Working from the hull of an incomplete type II *Excelsior*-class battlecruiser, the *Apollo*'s engineers focused on lowering the vessel's target profile and increasing her structural integrity. First, the connecting dorsal running from the secondary hull to the primary hull was removed with the lost lab space being relocated to the engineering hull or eliminated altogether. Next, the nacelle pylons were reoriented directly outboard of the primary hull to provide them with greater protection from the front and lower the vessel's sensor returns. The end result was a sleek streamlined vessel that honored the look and feel or the original *Excelsior* but clearly went a step in its own direction. The tradeoff was a marked decrease in the efficiency of the *Apollo*'s bussard collectors, but expanding the vessels fuel reserves by 15% has offset this minor defect.

Engineering: While the FIWA-1 warp drive was a straight copy from the unit fit aboard the *Excelsior*, her impulse drive arrangement was another matter. For a number of years fusion reactor design advances had stagnated with the advent of the FIG series. It wasn't until the FIH-1 that the drive barrier was broken with the drive's integration with a set of space-time driver coils in the thruster segments. Difficult to maintain at first, the drive would not be perfected until 2324 when it was redesigned for the *Ambassador*-class project. Eventually all previously fielded vessels were refit to the new specifications.

Tactical: The weapons systems fit aboard the *Apollo* are a clear departure from the type developed for the *Excelsior*-class. As a primary assault weapon, the *Apollo* incorporates the first fielding of the FH-14 collimated phaser array, a heavy hitting if not short ranged system with serious targeting problems. Her backup FH-10 array is better at close ranges with impressive reliability out to 40,000 kilometers. Her FP-4 torpedo system featured the highest rate of fire available for the time and became a mainstay aboard the *Ambassador*-class in the years to come.

Crew Support/Computer Systems: The crew compliment aboard the *Apollo* is well appointed thanks to her low manpower requirements. With a habitable internal volume comparable with an *Excelsior*-class vessel with only 75% of her population, the *Apollo* can afford to incorporate the latest in recreational and holodeck facilities. The computer core aboard ship is the same type developed for the *Excelsior* and is adequate for the vessel's needs.

Development and Construction History: Of the nineteen *Apollo*-class vessels constructed, ten remain in active service. One, the *USS Gage*, was destroyed by the Borg at the Battle of Wolf 359. Constructed ended in 2336 with the commissioning of the *USS Socrates* at the Seskon Trella fleet yards above Tellar.

Historical Notes:

<i>Artemis</i>	Destroyed by forces of the Tholian Assembly near the Gagaria Sector on stardate 4/4702.
<i>Odysseus</i>	One of 20 starships destroyed by Cardassian forces at the Battle of Boraes III on stardate 4/5708.
<i>Zeus</i>	Reported lost, presumed destroyed while patrolling the Romulan Neutral Zone on stardate 4/2608.
<i>Gage</i>	One of 39 vessels destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Ulysses</i>	Reported lost, presumed destroyed while responding to a distress call near Baker's World on stardate 4/4501.
<i>Agenor</i>	Destroyed by forces of the Romulan Empire in the Triangle region on stardate 4/7906.
<i>Acropolis</i>	One of 98 Seventh Fleet ships destroyed by the Jem'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.
<i>Triton</i>	Destroyed by the Borg at the Typhon on stardate 4/7305.
<i>Socrates</i>	One of 98 Seventh Fleet ships destroyed by the Jem'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.

On stardate 4/4501.11, the *USS Ulysses* was patrolling the Triangle region for pirate activity when she received a distress call from the merchantman *SS Thostis*, an Andorian flagged bulk freighter. The *Ulysses* set out at top speed to intercept the cargo vessel which was reporting that it was caught in a massive gravitational distortion. The *Ulysses* arrived on scene to find the *Thostis* being ripped apart by an unseen force and moved in to assist the doomed vessel. Records from a nearby passenger ship showed that the *Ulysses* approached the freighter with the intention of docking since the transporters had no hope of operating in the wildly fluctuating gravametric interference. Records further showed that the *Ulysses* tried to initiate a tractor beam to pull the two vessels together, but something went terribly wrong. A subspace rupture opened at the terminus of the *Ulysses*' tractor beam sheering the *Thostis* in half and dragged the Federation vessel inside, never to be seen again. At the same moment, the gravitational distortion ceased and the passenger ferry was able to pick up three survivors from the freighter. No sign of the *Ulysses* was ever found, and she has since been declared lost, presumed destroyed.

On stardate 4/7403.12, the *USS Bremerton* detected an unidentified vessel moving at high warp away from the Dominion front and into Federation space. Suspecting a surprise raid, the *Bremerton* and her two escorting destroyers moved to intercept the rogue vessel. However, instead of finding a Cardassian or Jem'hadar warship they found the *USS Erebus*, a vessel that had been listed as destroyed in fighting near the Kakarn system the week before. Upon refusal of hails and other attempts to stop her, the *Bremerton* used the comm code override option to bring the wayward vessel to a stop. Once aboard, the *Bremerton*'s crew found that the *Erebus* was a dead ship, he crew long since killed when their inertial dampening system was crippled in a battle against a Jem'hadar cruiser. Records further showed that the *Erebus* continued on her own under automatic pilot until her preset course took her back into Federation space. The *Erebus* was later towed back to a starbase where she was repaired and pressed back into service.

The Corillian States' struggle for freedom from their oppressive Romulan masters is a well-documented and much debated topic within the Federation. The methods utilized by the Corillians to free their enslaved brothers have been called a necessary evil by those in favor of freedom at any price and outright terrorism by more restrained factions. Support within the Federation has always favored the arming of the new Corillian homeworld to encourage self-reliance and an economic partnership to promote growth. However, there are those on Corillia Prime who feel that the Federation's stance is not enough and would seek to further draw Starfleet into the conflict. On stardate 4/7203.11, the *USS Agenor* was delivering medical supplies to the Corillian starbase in the Regaran System. While there the crew was able to enjoy the shore facilities of the modern base after a long trip from Federation space. On the second day of shore leave, a group of twelve Corillians calling themselves the Shining Path Liberators snuck aboard the *Agenor* and seized control. After forcing the skeleton crew off the ship, the freedom fighters beamed aboard a further 220 supporters from a nearby transport and fled the facility. The illegally appropriated vessel then began to indiscriminately attack Romulan shipping and outposts hoping to provoke a response by the Empire against the Federation. Instead, the Romulans and Starfleet worked together to lay a trap for the *Agenor* and captured her intact after a skirmish near the Raven system. The Corillian terrorists were turned over for trial in the Federation for their crimes after a short custody dispute that was eventually arbitrated by a neutral mediator.

Specifications for the *Apollo*-class Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/1409

Hull Data:

Superstructure Points: 82
Size:
 Length: 444 m
 Width: 186 m
 Height: 66 m
Transporters:
 Standard Six Person- 6
 Emergency 22 Person- 4
 Cargo, small- 2
 Cargo, large- 1
Crew: 60 Officers
540 Enlisted
Passengers: 30
7,000 evacuation limit
Shuttlecraft: Personnel Shuttlecraft (16)

Engines and Power Data:

Total Power Units Available: 146
Movement/Point Ratio: 6/1
Warp Engine Type: FIWA-1
 Number: 2
 Power Units Available: 48
 Cruising Speed: 6
 Emergency Speed: 9.1
Impulse Engine Type: FIH-1
 Number: 1
 Power Units Available: 50
Auxiliary Power: 14
Reserve Power: 7

Weapons and Firing Data:

Beam Weapon Type: FH-14
 Number: 4
 Firing Arcs: 4 f/p/s
 Chart: T
 Max Power: 12
 +3 (1-5)
 +2 (6-12)
 +1 (13-18)
Beam Weapon Type: FH-10
 Number: 8
 Firing Arcs: 2 f, 2 f/p, 2 f/s, 2 a
 Chart: W
 Max Power: 7
 +3 (1-10)
 +2 (11-17)
 +1 (18-20)
Missile Weapon Type: FP-4
 Number: 12
 Firing Arcs: 6 f/p/s, 6 a
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

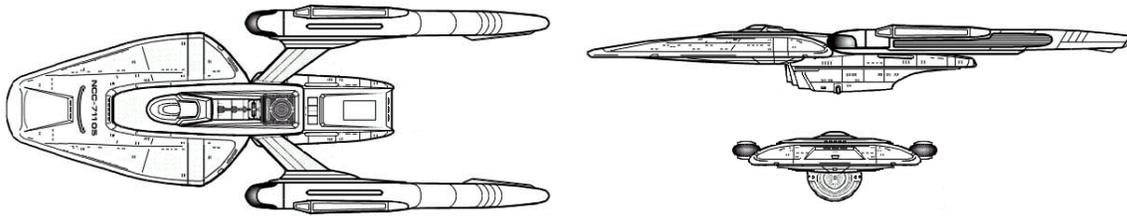
Deflector Shield Type: FSS-2a
Shield Point Ratio: 1/5
Max Shield Power: 20/side

Combat Efficiency:

Point Value: 158

Bradbury-class Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-72307	<i>Bradbury</i>	Utopia Planitia Fleet Yards, Mars	4/5902	4/6403	4/6601	Active
NCC-73465	<i>Asimov</i>	Chandley Works, Caravalia, Mars	4/6103	4/6605	4/6711	Active
NCC-73214	<i>Anthony</i>	Utopia Planitia Fleet Yards, Mars	4/6306	4/6705	4/6807	Lost
NCC-76465	<i>Niven</i>	Utopia Planitia Fleet Yards, Mars	4/6401	4/6806	4/6904	Destroyed
NCC-74450	<i>Tolkien</i>	Chandley Works, Caravalia, Mars	4/6505	4/6903	4/7003	Active
NCC-79662	<i>Bova</i>	Utopia Planitia Fleet Yards, Mars	4/6603	4/7004	4/7103	Destroyed
NCC-73058	<i>Pohl</i>	Chandley Works, Caravalia, Mars	4/6705	4/7105	4/7207	Scrapped
NCC-73486	<i>Eddings</i>	Utopia Planitia Fleet Yards, Mars	4/6810	4/7206	4/7306	Active
NCC-78740	<i>Adams</i>	Utopia Planitia Fleet Yards, Mars	4/6902	4/7401	4/7412	Active
NCC-77496	<i>Blackwell</i>	Chandley Works, Caravalia, Mars	4/7001	4/7408	4/7510	Destroyed
NCC-79832	<i>Hukara</i>	Utopia Planitia Fleet Yards, Mars	4/7105	4/7506	4/7604	Active
NCC-72435	<i>Wells</i>	Utopia Planitia Fleet Yards, Mars	4/7209	4/7612	4/7708	Active



After a forty-year building trend had flooded the fleet with large multimission starships, Starfleet Engineering began to look to smaller designs that were cost efficient and easier to build than the massive exploration cruisers. One of the first in this generation of small, fast and heavily armed vessels was the *Bradbury*, a fairly successful design that would ultimately lead to the development of the *Intrepid*, an altogether impressive vessel. While the *Bradbury* was in many respects a disappointment due to her poor maneuverability and high maintenance primary systems, she led the way in a revolution that would begin to bolster Starfleet's dwindling numbers.

Classification: The *Bradbury* is classified as a long-range tactical cruiser.

Design: The *Bradbury* sports a more angular version of the familiar Starfleet saucer section that not only provides a more streamlined look for the vessel but allows more efficient warp field layering at high speeds. The small secondary hull blends into the saucer almost seamlessly and encases the vessels engineering sections, fuel storage bunkers and shuttle bay, an arrangement common to the fleet. Her long elegant nacelles are mounted to the side and parallel with the saucer section to not only provide them an extra measure of protection but to lower the vessel's fore and flank target profiles.

Engineering: The warp drive mounted aboard the *Bradbury* is the same type developed for the *Akira*-class. Although it provides an impressive top speed of warp 9.6 the ship is incredibly heavy and slow at sublight speeds. Even the drives weight reducing space/time driver coil assembly can not help offset the vessel's poor maneuverability. The *Bradbury*'s twin FIG-2 impulse drives are simply unable to deal with the vessel's mass and have been her undoing in several engagements.

Tactical: The *Bradbury* was able to take advantage of a new phaser system being developed for the *Akira*-class. The FH-16 is an improvement over the venerable FH-11 array that had been in Starfleet service for nearly a century. Its miniaturized components and long range made it perfect for deployment aboard the *Bradbury*. The *Bradbury* also took advantage of the new high capacity FP-10 torpedo launchers that had been introduced in the *Galaxy*-class a few years before. Her FSS-M shield system is another *Galaxy*-class innovation integrated into the *Bradbury* and has proven itself to be a fine match.

Crew Support/Computer Systems: The crew of the *Bradbury* is very well appointed with personal living space aboard ship nearly 25% larger than that available aboard a *Galaxy* or *Ambassador*-class vessel. She incorporates numerous recreational facilities for the crew's enjoyment on her long exploration missions and was one of the first new vessels designed with holodeck technology in mind. The computer system aboard the *Bradbury* is a modified version of the type developed for the *Galaxy* and initially proved itself to be inadequate due to her sensor suite's requirements. However, the addition of bioneural processors in recent years has alleviated these concerns.

Development and Construction History: Of the twelve *Bradbury*-class starships constructed, seven remain in active service. Production ended in 2377 at Utopia Planitia and no further vessels of the class are planned.

Historical Notes:

<i>Anthony</i>	Declared lost, presumed destroyed while patrolling the Romulan Neutral Zone on stardate 4/7401.
<i>Niven</i>	Destroyed in attack against a Jem'hadar supply depot in the Rengara System on stardate 4/7311.
<i>Bova</i>	Destroyed by the Borg at the Typhon on stardate 4/7305.
<i>Pohl</i>	Scrapped after taking extensive damage in an attack against a Jem'hadar supply depot in the Rengara System on stardate 4/7311.
<i>Blackwell</i>	Destroyed by Romulan forces at the Battle of DS-13 on stardate 4/7906.

Specifications for the *Bradbury*-class Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/6601

Hull Data:

Superstructure Points: 88
Size:
 Length: 378 m
 Width: 153 m
 Height: 74 m
Transporters:
 Standard Six Person- 3
 Combat 22 Person- 2
 Cargo, small- 2
 Cargo, large- 1
Crew: 36 Officers
175 Enlisted
Passengers: 10
3,000 evacuation limit
Shuttlecraft: Type 6 Personnel (2)
Type 9 Personnel (4)
Type 16 Shuttlepod (2)

Engines and Power Data:

Total Power Units Available: 152
Movement/Point Ratio: 5/1
Warp Engine Type: FUWR-1
 Number: 2
 Power Units Available: 56
 Cruising Speed: 6
 Emergency Speed: 9.6
Impulse Engine Type: FIF-3
 Number: 2
 Power Units Available: 20
Auxiliary Power: 16
Reserve Power: 8

Weapons and Firing Data:

Beam Weapon Type: FH-16
 Number: 12
 Firing Arcs: 4 f/p/s, 2 p/s, 2 p/a, 2 s/a, 2 a
 Chart: Z
 Max Power: 10
 +3 (1-15)
 +2 (16-20)
 +1 (21-24)
Missile Weapon Type: FP-10
 Number: 12
 Firing Arcs: 4 f/p, 4 f/s, 4 a
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

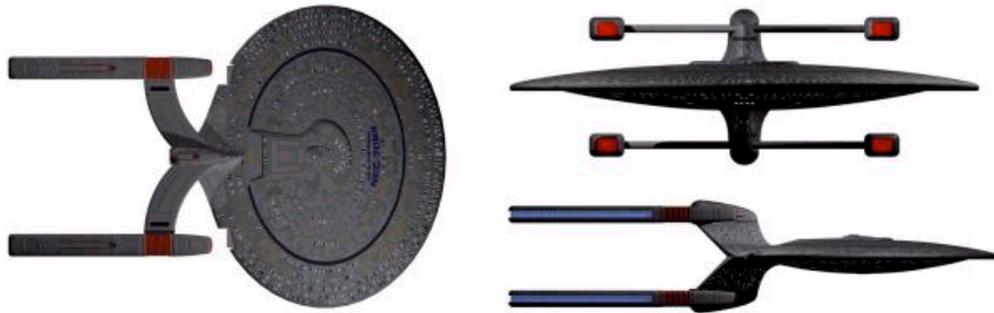
Deflector Shield Type: FSS-M
Shield Point Ratio: 1/6
Max Shield Power: 22/side

Combat Efficiency:

Point Value: 175

Cheyenne-class Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-72330	<i>Cheyenne</i>	Utopia Planitia Fleet Yards, Mars	4/5002	4/5602	4/5706	Destroyed
NCC-74006	<i>Shawnee</i>	Utopia Planitia Fleet Yards, Mars	4/5206	4/5704	4/5809	Active
NCC-74075	<i>Omaha</i>	San Francisco Fleet Yards, Terra	4/5407	4/5805	4/5910	Active
NCC-71620	<i>Ahwahnee</i>	Seskon Trella, Chagala, Tellar	4/5502	4/5901	4/6001	Active
NCC-74546	<i>Cherokee</i>	Earth Station McKinley, Terra	4/5607	4/6009	4/6108	Active
NCC-72458	<i>Iroquois</i>	Utopia Planitia Fleet Yards, Mars	4/5809	4/6109	4/6209	Active
NCC-79885	<i>Mojave</i>	Port Copernicus Fleet Yards, Luna	4/5901	4/6206	4/6304	Destroyed
NCC-70477	<i>Pueblo</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6002	4/6311	4/6411	Destroyed
NCC-75500	<i>Capitoleum</i>	Antares Fleet Yards	4/6305	4/6601	4/6707	Active
NCC-78270	<i>Sitting Bull</i>	Utopia Planitia Fleet Yards, Mars	4/6601	4/7001	4/7009	Active



The *Cheyenne*-class starship was envisioned in the early 2350s as the great new hope for Starfleet's exploration service. While it was widely felt that the *Galaxy*-class would be leading this endeavor, it would not be doing so in any great numbers for several years. Starfleet wanted a supplementary vessel to take over the duties of the aging and near obsolete *Oberth* and *Constellation*-class starships and carry the flag of the Federation farther than any had done so to date. While the *Cheyenne* has proven to be an invaluable explorer and all around well designed cruiser, her rate of production never reached the levels necessary to take over Starfleet's research efforts as had been originally intended.

Classification: The *Cheyenne* is designated as a long range tactical explorer with a secondary role of heavy scout.

Design: The *Cheyenne* utilizes a reengineered version of the saucer section designed for the *New Orleans*-class with twin superstructures rising from the dorsal and ventral sides of the vessel. From them, two sets of warp nacelles jut out and away from the hull to generate a massive and complexly layered warp field around the hull. With the complicated engine arrangement, it was felt early on in the vessel's construction that a provision for separated flight mode was called for, and was subsequently built into the class. Separated, the star drive is largely unmaneuverable except for thruster power and the saucer section becomes nothing more than a life boat, but this feature adds a measure of safety for her crew.

Engineering: Twin FUWE-2 warp cores power the four nacelles either in tandem or one at a time. With both cores at full power, the vessel can maintain warp 9.75 for twelve hours or warp 9.45 for 30 hours with a standard cruising speed of warp six. With one core running and at least one set of nacelles powered the vessel can maintain warp 8 for fifteen hours or a cruising speed of warp 5. The FIF-3 impulse drives mounted in the saucer are small but sufficient for the ship's needs.

Tactical: The *Cheyenne* mounts an impressive array of triple banked FH-15 phasers that cover the vessel quite efficiently. The FP-10 torpedo tubes also cover the vessel from the fore and aft positions and are still considered state of the art.

Crew Support/Computer Systems: The *Cheyenne* is a comfortable vessel with a low crew compliment and extensive recreational facilities. Her sensor suite is second to none and the *Cheyenne*'s are considered prime assignments for researchers and scientists. The computer core is a modified version of the type built for the *Galaxy*-class and is suitable for the vessel's mission scope.

Development and Construction History: Of the ten *Cheyenne*-class starships built, seven remain in active service. Construction concluded in 2370 at Utopia Planitia with the introduction of the *Intrepid*-class starship, a design destined to replace the difficult to build *Cheyenne*.

Historical Notes:

<i>Cheyenne</i>	Destroyed by forces of the Kekrim Imperium in Bata Quadrant on stardate 4/6708.
<i>Ahwahnee</i>	Disabled and all crew killed by the Borg at the Battle of Wolf 359 on stardate 4/6701. Later repaired and pressed back into service on stardate 4/6711.
<i>Mojave</i>	Destroyed by Jem'hadar forces in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost in the action.
<i>Pueblo</i>	Destroyed by Jem'hadar forces in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost in the action.

Specifications for the *Cheyenne*-class Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/6006

Hull Data:

Superstructure Points: 88
Size:
 Length: 370 m
 Width: 269 m
 Height: 92 m
Transporters:
 Standard Six Person- 4
 Combat 22 Person- 4
 Cargo, small- 2
 Cargo, large- 1
Crew: 125 Officers
410 Enlisted
Passengers: 100
4,000 evacuation limit
Shuttlecraft: Type 7 Personnel (8)
Type 10 Personnel (4)
Type 16 Shuttlepod (8)

Engines and Power Data:

Total Power Units Available: 160
Movement/Point Ratio: 6/1
Warp Engine Type: FUWE-2
 Number: 4
 Power Units Available: 40
 Cruising Speed: 9.75/9.45
 Emergency Speed: 6/5
Impulse Engine Type: FIF-3
 Number: 2
 Power Units Available: 20
Auxiliary Power: 16
Reserve Power: 8

Weapons and Firing Data:

Beam Weapon Type: FH-15
 Number: 12
 Firing Arcs: 6 f/p/s, 3 p/s, 3 a
 Chart: Y
 Max Power: 12
 +3 (1-15)
 +2 (16-20)
 +1 (21-24)
Missile Weapon Type: FP-10
 Number: 12
 Firing Arcs: 6 f/p/s, 6 a
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

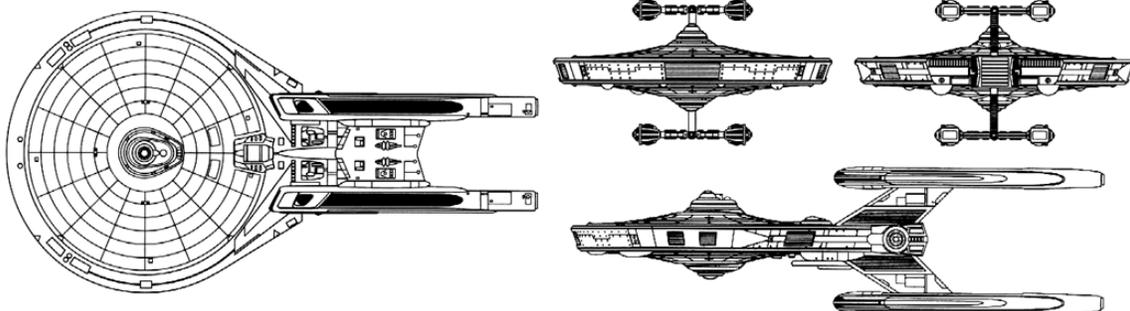
Deflector Shield Type: FSS-M
Shield Point Ratio: 1/6
Max Shield Power: 22/side

Combat Efficiency:

Point Value: 180

Constellation-class Heavy Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-1974	<i>Constellation</i>	San Francisco Fleet Yards, Terra	3/7601	3/8203	3/8402	Scrapped
NCC-8791	<i>Aurora</i>	San Francisco Fleet Yards, Terra	3/7708	3/8401	3/8504	Active
NCC-2593	<i>Hathaway</i>	San Francisco Fleet Yards, Terra	3/7905	3/8401	3/8512	Training
NCC-4871	<i>Polaris</i>	San Francisco Fleet Yards, Terra	3/8103	3/8602	3/8705	Active
NCC-3069	<i>Magellan</i>	Port Copernicus Fleet Yards, Luna	3/8303	3/8711	3/8812	Destroyed
NCC-7130	<i>Andromeda</i>	San Francisco Fleet Yards, Terra	3/8301	3/8808	3/8907	Active
NCC-6087	<i>Sagittarius</i>	Port Copernicus Fleet Yards, Luna	3/8509	3/8910	3/9009	Destroyed
NCC-7907	<i>Orion</i>	Chiokis Fleet Yards, Thelavor, Andor	3/8510	3/8910	3/9001	Active
NCC-2893	<i>Stargazer</i>	Port Copernicus Fleet Yards, Luna	3/8603	3/9002	3/9102	Museum
NCC-7687	<i>Voyager</i>	Shar Ta'kel Central Docks, 40 Eridani	3/8710	3/9108	3/9207	Scrapped
NCC-4071	<i>Nebula</i>	Port Copernicus Fleet Yards, Luna	3/8810	3/9210	3/9310	Lost
NCC-8609	<i>Halley</i>	San Francisco Fleet Yards, Terra	3/8901	3/9312	3/9402	Destroyed
NCC-14100	<i>Callisto</i>	Makin County Ship Yards	3/9007	3/9405	3/9505	Destroyed
NCC-3890	<i>Gettysberg</i>	Chiokis Fleet Yards, Thelavor, Andor	3/9102	3/9506	3/9609	Destroyed
NCC-8864	<i>Oberon</i>	Port Copernicus Fleet Yards, Luna	3/9203	3/9606	3/9703	Scrapped
NCC-10410	<i>Antares</i>	San Francisco Fleet Yards, Terra	3/9308	3/9702	3/9802	Destroyed
NCC-2554	<i>Cochrane</i>	Shar Ta'kel Central Docks, 40 Eridani	3/9402	3/9805	3/9908	Destroyed
NCC-3251	<i>Indiri</i>	New Aberdeen Fleet Yards, Aldebra	3/9512	3/9903	4/0002	Destroyed
NCC-23275	<i>Hathor</i>	Port Copernicus Fleet Yards, Luna	3/9701	4/0101	4/0204	Mothballed
NCC-2354	<i>Valhalla</i>	San Francisco Fleet Yards, Terra	3/9901	4/0401	4/0412	Destroyed
NCC-26235	<i>Deimos</i>	Makin County Ship Yards	4/0001	4/0402	4/0504	Scrapped
NCC-14002	<i>Gallant</i>	Port Copernicus Fleet Yards, Luna	4/0211	4/0607	4/0708	Destroyed
NCC-10205	<i>Titan</i>	San Francisco Fleet Yards, Terra	4/0302	4/0709	4/0812	Destroyed
NCC-14500	<i>Xerxes</i>	Newport News Fleet Yard, Terra	4/0401	4/0807	4/0903	Destroyed
NCC-9754	<i>Victory</i>	Port Copernicus Fleet Yards, Luna	4/0604	4/0903	4/1003	Lost
NCC-20441	<i>Thoth</i>	San Francisco Fleet Yards, Terra	4/0604	4/1002	4/1107	Scrapped
NCC-26330	<i>Kai-Jasik</i>	Chiokis Fleet Yards, Thelavor, Andor	4/0803	4/1201	4/1304	Mothballed
NCC-18664	<i>Astoria</i>	New Aberdeen Fleet Yards, Aldebra	4/0912	4/1306	4/1408	Scrapped
NCC-25001	<i>Rome</i>	San Francisco Fleet Yards, Terra	4/1001	4/1401	4/1503	Scrapped
NCC-16144	<i>Tycho</i>	Star City Spaceport, Terra	4/1212	4/1612	4/1711	Destroyed
NCC-20557	<i>Icarus</i>	Seskon Trella, Chagala, Tellar	4/1302	4/1806	4/1904	Lost
NCC-2590	<i>Valkyrie</i>	San Francisco Fleet Yards, Terra	4/1403	4/1901	4/1910	Destroyed
NCC-36204	<i>Stardust</i>	Shar Ta'kel Central Docks, 40 Eridani	4/1507	4/1912	4/2008	Sold
NCC-26871	<i>Diadem</i>	Chiokis Fleet Yards, Thelavor, Andor	4/1508	4/1905	4/2002	Destroyed
NCC-20441	<i>Daystrom</i>	San Francisco Fleet Yards, Terra	4/1701	4/2012	4/2202	Mothballed
NCC-35047	<i>Izar</i>	Utopia Planitia Fleet Yards, Mars	4/1707	4/2301	4/2402	Sold
NCC-25431	<i>Betelgeuse</i>	Southampton Fleet Yard, Terra	4/1803	4/2406	4/2507	Mothballed
NCC-37192	<i>Tarus</i>	San Francisco Fleet Yards, Terra	4/1808	4/2612	4/2803	Destroyed
NCC-37285	<i>Noble</i>	Shar Ta'kel Central Docks, 40 Eridani	4/1903	4/2805	4/2903	Destroyed
NCC-73251	<i>Indiri II</i>	San Francisco Fleet Yards, Terra	4/1912	4/7212	4/7403	Active
NCC-74100	<i>Callisto II</i>	San Francisco Fleet Yards, Terra	4/2002	4/7302	4/7406	Active
NCC-76087	<i>Sagittarius II</i>	San Francisco Fleet Yards, Terra	4/2002	4/7404	4/7506	Active
NCC-77192	<i>Tarus II</i>	San Francisco Fleet Yards, Terra	4/2004	4/7412	4/7512	Active



The *Constellation*-class heavy cruiser program was begun in the early 2370s as a complimentary starship class for the upcoming *Excelsior*. Starfleet was also in need of a new long-range explorer to replace the aging *Constitution*-class, a venerable design that was reaching the end of her construction run. The “Conny,” as she is widely known, was built with the express purpose of very deep space exploration and research with an average eight year span between port visits, a time period far outpacing anything previously built. Over the past century the *Constellations* have proven to be capable explorers and have more than lived up to the expectations of her designers.

Classification: The *Constellation* is classified as a heavy cruiser, a designation that is no longer in use with Starfleet.

Design: To the casual observer, the *Constellation* would appear to be no more than the salvaged saucer section of a *Constitution*-class starship with four nacelles tacked on. In fact, the saucer is a custom design to incorporate the fuel supply, consumables and shuttlecraft necessary for deep space missions. Furthermore, the primary hull was designed to incorporate mission specific sensor pallets and modular lab spaces for mission flexibility.

Engineering: The engine arrangement is a fairly novel setup designed to maximize the vessel’s survivability in a hostile deep space environment. Instead of mounting just the single traditional warp core, the *Constellation* mounts two with both synchronized to power a single set of nacelles. With both cores at full power, the vessel can maintain warp 9.2 for twelve hours or warp 8.8 for 30 hours with a standard cruising speed of warp six. With one core running and at least one set of nacelles powered the vessel can maintain warp 8 for fifteen hours or a cruising speed of warp 5. This revolutionary setup allows the vessel to suffer the loss of one warp core and still have the ability to make its way home on its own power in the event of an emergency. The *Constellation*’s impulse arrangement is not quite as impressive however, and she has been sited for decades as being too sluggish at impulse velocities. Starting with the Mk III refits in 2368, the entire engine suite has been redesigned to modern specifications, and for the first time in their histories the *Constellations* possess an acceptable top warp speed as well as ample maneuvering power.

Tactical: Early version of the *Constellation* mounted the short range FH-13 phaser array and later the more powerful FH-14. Her torpedo armament was fairly impressive for her day with tubes covering all approach angles simultaneously. For a vessel designed for deep space operations, the *Constellation* was a fairly heavily gunned starship, but she lacks the maneuverability to take advantage of her firepower.

Crew Support/Computer Systems: The crew requirements for a *Constellation* are fairly loose and the small compliment is well appointed aboard ship. The vessel’s recreational systems are still fairly advanced and the recent inclusion of holodecks and other modern amenities has greatly improved crew morale. The initial duotronic computer systems fit aboard the *Constellations* were quickly replaced with an isolinear array in the early 2300s and remains the standard for the *Constellations* to this day.

Development and Construction History: Of the forty-three *Constellation*-class heavy cruiser constructed, eight remain in active service with one, the *USS Hathaway* serving in the training command. Two of the class, the *Indiri* and the *Tarus*, were destroyed by the Borg at the Battle of Wolf 359.

Flight 1 *Constellation*-class starships

Constellation-Daystrom Initial production run fit to design specifications with few changes over the forty-six year production run. Computer systems changed over to the Type 1 isolinear array in 2293 with all previous vessels upgraded to new standards within three years.

Flight 2 *Constellation*-class starships

Izar-Noble Planned eight vessel production run reduced to four after budget cutbacks. Last four hulls mothballed at 24%-37% completion. New specifications included a heavier phaser array, improved shielding, extra torpedo coverage, a completely new sensor suite and impulse reactors. All active vessels refit to new specifications within twenty years.

Flight 3 *Constellation*-class starships

Indiri II – Tarus II Last four incomplete hulls pulled out of mothballs in 2368 for completion to new specifications. Four mothballed vessels also reactivated and refit as a response to losses to the Borg at Wolf 359. All primary systems thoroughly modernized. These are among some of the longest ranged vessels in the fleet and are expected to remain in active service for at least 80 years.

Historical Notes:

<i>Constellation</i>	Scrapped after taking extensive damage in an attack by Cardassian forced near Betazed on stardate 4/7409.
<i>Aurora</i>	Reverted to the retirement depot at Memory Beta on stardate 4/6002. Pulled from storage on stardate 4/6712 for refit to Mk III specifications. Recommissioned on stardate 4/7012.
<i>Hathaway</i>	Reverted to Starfleet Training Command on stardate 4/6002.
<i>Polaris</i>	Reverted to the retirement depot at Memory Beta on stardate 4/6006. Pulled from storage on stardate 4/6806 for refit to Mk III specifications. Recommissioned on stardate 4/7106.
<i>Magellan</i>	Destroyed in a meteor storm in unexplored space on stardate 4/7004.
<i>Andromeda</i>	Reverted to the retirement depot at Memory Beta on stardate 4/5011. Pulled from storage on stardate 4/6706 for refit to Mk III specifications. Recommissioned on stardate 4/6908.
<i>Sagittarius</i>	Destroyed by Klingon raiders near the Triangle on stardate 3/9612.
<i>Orion</i>	Reverted to the retirement depot at Memory Beta on stardate 4/6004. Pulled from storage on stardate 4/6702 for refit to Mk III specifications. Recommissioned on stardate 4/6811.
<i>Stargazer</i>	Reported destroyed after an encounter with a vessel later identified as Ferengi near the Maxia Zeta on stardate 4/5505. Later recovered by the Ferengi and presented as a gift to Starfleet on stardate 4/6308. Reverted to the retirement depot at Memory Beta on stardate 4/6309.

<i>Voyager</i>	Scrapped upon decommissioning on stardate 4/6002.
<i>Nebula</i>	Reported lost, presumed destroyed while charting a stellar nursery in unexplored space on stardate 4/4905.
<i>Halley</i>	Destroyed by the Jen'hadar in a repair depot raid near Vulcan on stardate 4/7606.
<i>Callisto</i>	Destroyed by Klingon raiders near the Triangle on stardate 3/9612.
<i>Gettysberg</i>	One of 98 Seventh Fleet ships destroyed by the Jen'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.
<i>Oberon</i>	Scrapped upon decommissioning on stardate 4/8406.
<i>Antares</i>	One of 98 Seventh Fleet ships destroyed by the Jen'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.
<i>Cochrane</i>	Destroyed by the Romulans at Camp Tomed on stardate 4/1108.
<i>Indiri</i>	One of 39 starships destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Hathor</i>	Reverted to the retirement depot at Memory Beta on stardate 4/8307.
<i>Valhalla</i>	Destroyed by Romulan forces at the Battle of DS-13 on stardate 4/7906.
<i>Deimos</i>	Scrapped upon decommissioning on stardate 4/8311.
<i>Gallant</i>	Destroyed by Cardassian forces near Bajor on stardate 4/5601.
<i>Titan</i>	Destroyed by the Borg at the Battle of Typhon on stardate 4/7305.
<i>Xerxes</i>	Destroyed by the Borg at the Battle of Typhon on stardate 4/7305.
<i>Victory</i>	Reported lost, presumed destroyed while transiting from Starbase 72 to Terra on stardate 4/7001.
<i>Thoth</i>	Scrapped upon decommissioning on stardate 4/8301.
<i>Kai-Jasik</i>	Reverted to the retirement depot at Memory Beta on stardate 4/8302.
<i>Astoria</i>	Scrapped upon decommissioning on stardate 4/8405.
<i>Rome</i>	Scrapped upon decommissioning on stardate 4/8406.
<i>Tycho</i>	One of five vessels destroyed by forces of the Romulan Empire on stardate 4/7604 in the Triangle region.
<i>Icarus</i>	Reported lost, presumed destroyed while charting the Credra Expanse on stardate 4/7906.
<i>Valkyrie</i>	Destroyed by Jen'hadar forces at the Battle of Rekkus Prime on stardate 4/7403.
<i>Stardust</i>	Sold to the Corillian States on stardate 4/8506.
<i>Diadem</i>	One of five vessels destroyed by forces of the Romulan Empire on stardate 4/7604 in the Triangle region.
<i>Daystrom</i>	Reverted to the retirement depot at Memory Beta on stardate 4/8503.
<i>Izar</i>	Disarmed and sold to private research interests on stardate 4/8506.
<i>Belergeuse</i>	Reverted to the retirement depot at Memory Beta on stardate 4/8503.
<i>Tarus</i>	One of 39 starships destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Noble</i>	Destroyed in a raid by forces of the Romulan Free States near New Corillia on stardate 4/3607.
<i>Indiri II</i>	Mothballed at 26% completion in 2322. Completed to Mk III specifications on stardate 4/7403.
<i>Callisto II</i>	Mothballed at 24% completion in 2322. Completed to Mk III specifications on stardate 4/7406.
<i>Sagittarius II</i>	Mothballed at 32% completion in 2322. Completed to Mk III specifications on stardate 4/7506.
<i>Tarus II</i>	Mothballed at 37% completion in 2322. Completed to Mk III specifications on stardate 4/7512.

In 2311, the Federation was on the verge of declaring peace with the very adversary she had fought a bloody war with only 150 years before. For the first time, the Romulans were at the negotiation table and the talks were going quite well. At the time, peace with the Klingons was if not assured, then at least in sight. An alliance with the Romulans would not only insure security for the whole of the Alpha Quadrant, but also bring peace to the entire region. After three years of talks, the Romulans were finally ready to strike a deal that would include not only an alliance, but would tear down the Neutral Zone that had separated the two parties for so long. The benefits of open trade and cultural exchange were already being seen as the next great hope for the Federation. However, there were factions within the Roulan government, specifically the Tal'shiar that violently opposed the alliance. Although their voice was a minority, there were those that saw the removal of the Neutral Zone and the freeing of Corillia a threat to their very way of life. On stardate 4/1108.02, this minority acted in the bloodiest manner they knew how. On Remus, Romulan Praetor Tszosa was assassinated by his own guards after being paid off by the Tal'shiar. At Camp Tomed near the Neutral Zone, the Federation and Romulan fleets were meeting to finalize the agreement. From out of nowhere, ten Warbirds decloaked and began firing into the Federation and Romulan Fleets. The Romulans, not realizing that they were under attack by their own people, joined the fight against the Starfleet vessels. The slaughter spread to the talks on the planet as Romulan ground troops rounded up the diplomatic delegation and executed the entire party, Romulan and Federation alike. Of the ten Starfleet vessels present at the talks, only one made it back to Federation space intact. The total loss of life for the Federation was 85 negotiators on the ground and 4227 Starfleet personnel in the ships in orbit. Among the ships lost was the *Constellation*-class *Cochrane*, the *Excelsior*-class *USS Yamato*, the dreadnought *USS West Virginia* and numerous other vessels. In the Romulan coup, nearly 10,000 citizens of the Empire lost their lives as the pro-isolationist Praetor Makara came into power for the next five decades. The incident at Tomed would be the Federation's last formal contact with the Empire until 2364.

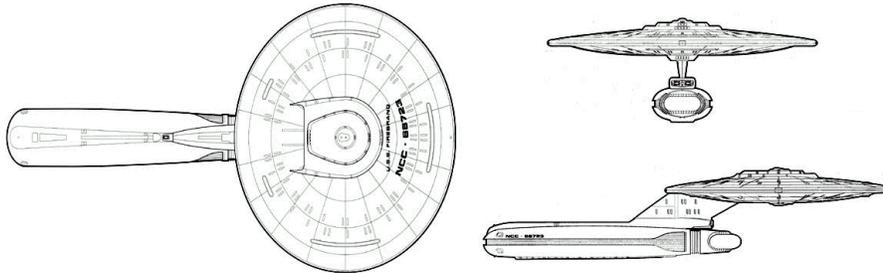
In the early 2380s, a decision was made to retire the remaining Mk II *Constellation*-class vessels over a five year period. Losses during the 2370s had finally brought home the vulnerability of the aged design, and newer vessels such as the *Frontier*, *Majestic*, *Luna* and *Nova* were finally spearheading Starfleet's exploration efforts. The recently fielded Mk III-class *Constellations* have been retained for service and are still considered to be state of the art.

Specifications for the *Constellation*-class Heavy Cruiser

Construction Data:			
Model Number:	Mk I	Mk II	Mk III
Date Entered Service:	3/8402	4/2402	4/6811
Hull Data:			
Superstructure Points:	35	65	70
Size:			
Length:	310 m	310 m	310 m
Width:	162 m	162 m	162 m
Height:	88 m	88 m	88 M
Transporters:			
Standard Six Person-	4	4	4
Emergency 22 Person-	4	3	4
Cargo, small-	2	2	2
Cargo, large-	1	1	1
Crew:	75 Officers	75 Officers	75 Officers
	275 Enlisted	275 Enlisted	275 Enlisted
Passengers:	20	20	20
	2,000 evacuation limit	2,000 evacuation limit	2,000 evacuation limit
Shuttlecraft:	8	8	8
Engines and Power Data:			
Total Power Units Available:	116	128	128
Movement/Point Ratio:	4/1	4/1	4/1
Warp Engine Type:	FIWC-2	FIWG-1	FUWE-1
Number:	4	4	4
Power Units Available:	25	26	26
Cruising Speed:	6	6	6
Emergency Speed:	9.2	9.2	9.6
Impulse Engine Type:	FIE-2	FIF-1	FIF-1
Number:	2	2	2
Power Units Available:	8	12	12
Auxiliary Power:	12	12	12
Reserve Power:	6	6	6
Weapons and Firing Data:			
Beam Weapon Type:	FH-13	FH-14	FH-15
Number:	8	8	8
Firing Arcs:	2 f, 2 f/p, 2 f/s, 2 a	2 f, 2 f/p, 2 f/s, 2 a	2 f, 2 f/p, 2 f/s, 2 a
Chart:	T	T	Y
Max Power:	8	12	12
+3:	(1-5)	(1-5)	(1-15)
+2:	(6-12)	(6-12)	(16-20)
+1:	(13-18)	(13-18)	(21-24)
Missile Weapon Type:	FP-5	FP-4	FP-10
Number:	4	8	8
Firing Arcs:	2 f/p/s, 2 a/p/s	2 f/p/s, 2 a/p/s, 2 p, 2 s	2 f/p/s, 2 a/p/s, 2 p, 2 s
Chart:	R	S	S
Power to Arm:	1	1	1
Damage:	10	10	10
Shields Data:			
Deflector Shield Type:	FSP-1	FSQ-1	FSU-1
Shield Point Ratio:	1/4	1/4	1/6
Max Shield Power:	16/side,	18/side,	18/side,
Combat Efficiency:			
Point Value:	106	130	142

Freedom-class Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-56220	<i>Freedom</i>	San Francisco Fleet Yards, Terra	4/2504	4/3107	4/3402	Destroyed
NCC-58400	<i>Liberty</i>	Shar Ta'kel Central Docks, 40 Eridani	4/2907	4/3501	4/3706	Active
NCC-55288	<i>Firebrand</i>	M'Yengh Yaras Fleet Yards, Shzerensahr, Cait	4/3403	4/3911	4/4106	Destroyed
NCC-58571	<i>Dreadnought</i>	Shar Ta'kel Central Docks, 40 Eridani	4/4007	4/4409	4/4511	Scrapped
NCC-55871	<i>Vengeance</i>	New Aberdeen Fleet Yards, Aldebra	4/4501	4/4902	4/5009	Destroyed
NCC-52180	<i>Royal Oak</i>	Avondale Group, Ferrata Docks, Rigel IV	4/4701	4/5111	4/5211	Destroyed
NCC-68711	<i>Concord</i>	San Francisco Fleet Yards, Terra	4/4904	4/5304	4/5403	Active
NCC-58445	<i>Sharnhorst</i>	Port Copernicus Fleet Yards, Luna	4/5102	4/5502	4/5602	Active
NCC-58446	<i>Gneisenau</i>	M'Yengh Yaras Fleet Yards, Shzerensahr, Cait	4/5308	4/5707	4/5806	Active
NCC-54528	<i>Reforged</i>	Shar Ta'kel Central Docks, 40 Eridani	4/5507	4/5903	4/6005	Active
NCC-57440	<i>Epervier</i>	Utopia Planitia Fleet Yards, Mars	4/5609	4/6010	4/6107	Destroyed
NCC-59858	<i>Normandy</i>	Port Copernicus Fleet Yards, Luna	4/5710	4/6111	4/6211	Active
NCC-58774	<i>Leopard</i>	Cape Canaveral Spaceport, Terra	4/5806	4/6205	4/6306	Destroyed
NCC-67016	<i>Liberator</i>	San Francisco Fleet Yards, Terra	4/5906	4/6306	4/6403	Destroyed



The *Freedom*-class starship has been called a contradiction with a warp core. Too large to be a cruiser, too undergunned to be a destroyer. Too fast to be a frigate but too slow to be a scout, she was a single nacelle starship in a time when two nacelles were the norm. Her early years are steeped in a drawn out and over budget construction with the first commissioned unit almost being the last. However, production continued and the *Freedom* soon went on to become a valued member of the fleet.

Classification: The *Freedom* is currently designated as a cruiser, although her mission profile is that of a heavy scout of light cruiser.

Design: The saucer section is a simple ellipsoid with a support pylon bracing a single warp nacelle. The pylon also serves as the housing for the vertical warp intermix chamber and torpedo launchers to save room in the primary hull.

Engineering: The FIWA-2 warp drive powers the single nacelle for an impressive top speed of warp 9.75, a revolution for her day. However, she is able to maintain these speeds for only six hours, good for a high speed sprint but not enough for most scouting missions. Her dual FIG-4 impulse drives provide superb auxiliary power generation and sublight maneuverability.

Tactical: The *Freedom*'s primary strength is in her rapid fire FH-10 phaser array. This system allows the *Freedom* to overwhelm an enemies shields with multiple volleys in a manner unmatched until the *Defiant*-class of the mid-2360s. Unfortunately, her FP-4 torpedo launchers are not nearly as powerful and suffer from a low rate of fire.

Crew Support/Computer Systems: The *Freedom*'s complicated engine arrangement makes the vessel fairly manpower intensive and these ships are unusually crowded. However, her wildly varying mission profile means that crewmembers get experience in a wide assortment of fields, and assignment to a *Freedom*-class vessel is considered a fast track to promotion. The computer system aboard ship is a unique isolinear/forced quantum matrix array and is fit only with the *Freedom*-class vessels. This more than anything led to the long development and shakedown periods of early vessels of the class. Vessels built after 2345 are equipped with a standard isolinear makeup.

Development and Construction History: Of the fourteen *Freedom*-class vessels constructed, six remain in active service with two, the *USS Firebrand* and *USS Liberator* lost to the Borg at Wolf 359.

Historical Notes:

<i>Freedom</i>	Destroyed in a border skirmish with Cardassian raiders near Starbase 375 on stardate 4/7508.
<i>Firebrand</i>	One of 39 vessels destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Dreadnought</i>	Scrapped after taking extensive damage from an unidentified subspace lifeform on stardate 4/8206.
<i>Vengeance</i>	Destroyed by the Borg at the Typhon on stardate 4/7305.
<i>Royal Oak</i>	Destroyed by Romulan forces at the Battle of DS-13 on stardate 4/7906.
<i>Epervier</i>	One of 98 Seventh Fleet ships destroyed by the Jem'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.
<i>Leopard</i>	One of 98 Seventh Fleet ships destroyed by the Jem'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.
<i>Liberator</i>	One of 39 vessels destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.

Specifications for the *Freedom*-class Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/3402

Hull Data:

Superstructure Points: 98
Size:
Length: 600 m
Width: 220 m
Height: 78 m
Transporters:
Standard Six Person- 4
Emergency 22 Person- 2
Cargo, small- 2
Cargo, large- 1
Crew: 75 Officers
435 Enlisted
Passengers: 75
3,000 evacuation limit
Shuttlecraft: Personnel Shuttles (14)

Engines and Power Data:

Total Power Units Available: 138
Movement/Point Ratio: 4/1
Warp Engine Type: FIWA-2
Number: 1
Power Units Available: 48
Cruising Speed: 6
Emergency Speed: 9.75
Impulse Engine Type: FIG-4
Number: 2
Power Units Available: 44
Auxiliary Power: 14
Reserve Power: 7

Weapons and Firing Data:

Beam Weapon Type: FH-10
Number: 16
Firing Arcs: 6 f, 4 f/p, 4 f/s, 2 a
Chart: W
Max Power: 7
+3 (1-10)
+2 (11-17)
+1 (18-20)
Missile Weapon Type: FP-4
Number: 4
Firing Arcs: 2 f/p/s, 2 a
Chart: S
Power to Arm: 1
Damage: 10

Shields Data:

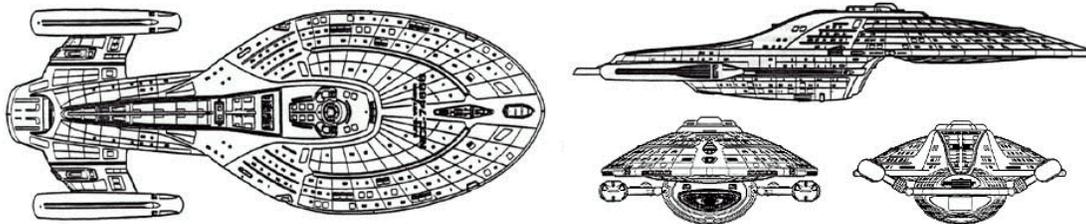
Deflector Shield Type: FSS-3
Shield Point Ratio: 1/5
Max Shield Power: 20/side

Combat Efficiency:

Point Value: 140

Intrepid-class Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-71631	<i>Intrepid</i>	Utopia Planitia Fleet Yards, Mars	4/6501	4/6812	4/7004	Active
NCC-74656	<i>Voyager</i>	Utopia Planitia Fleet Yards, Mars	4/6503	4/6911	4/7101	Museum
NCC-72421	<i>Columbus</i>	Utopia Planitia Fleet Yards, Mars	4/6602	4/7011	4/7111	Scrapped
NCC-71468	<i>Galileo</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6708	4/7108	4/7209	Active
NCC-75418	<i>Pioneer</i>	Utopia Planitia Fleet Yards, Mars	4/6903	4/7206	4/7305	Active
NCC-70942	<i>Nomad</i>	Utopia Planitia Fleet Yards, Mars	4/6905	4/7206	4/7305	Destroyed
NCC-74705	<i>Bellerophon</i>	Utopia Planitia Fleet Yards, Mars	4/7001	4/7312	4/7411	Active
NCC-70354	<i>Mariner</i>	San Francisco Fleet Yards, Terra	4/7102	4/7403	4/7506	Active
NCC-73426	<i>Viking</i>	Utopia Planitia Fleet Yards, Mars	4/7205	4/7505	4/7604	Destroyed
NCC-70684	<i>Goliath</i>	Utopia Planitia Fleet Yards, Mars	4/7302	4/7603	4/7701	Active
NCC-76476	<i>Hercules</i>	Utopia Planitia Fleet Yards, Mars	4/7405	4/7710	4/7812	Active
NCC-78708	<i>Venera</i>	Earth Station McKinley, Terra	4/7506	4/7805	4/7905	Active
NCC-73518	<i>Coronado</i>	Utopia Planitia Fleet Yards, Mars	4/7606	4/7904	4/8006	Active
NCC-75887	<i>Atocha</i>	Utopia Planitia Fleet Yards, Mars	4/7703	4/8005	4/8102	Active
NCC-79244	<i>Mercury</i>	Utopia Planitia Fleet Yards, Mars	4/7801	4/8105	4/8207	Active
NCC-74887	<i>Cressida</i>	Utopia Planitia Fleet Yards, Mars	4/7903	4/8206	4/8304	Active
NCC-77664	<i>Venus</i>	Port Copernicus Fleet Yards, Luna	4/8003	4/8305	4/8408	Active
NCC-73214	<i>Gulliver</i>	Star City Spaceport, Terra	4/8102	4/8411	4/8511	Active
NCC-73554	<i>Pizarro</i>	Utopia Planitia Fleet Yards, Mars	4/8207	4/8501	4/86??	Trials
NCC-73555		Utopia Planitia Fleet Yards, Mars	4/8301	4/86??	4/87??	Building
NCC-72346		Shar Ta'kel Central Docks, 40 Eridani	4/8406	4/87??	4/88??	Building
NCC-71955		Utopia Planitia Fleet Yards, Mars	4/8511	4/88??	4/89??	Building
NCC-75621		Utopia Planitia Fleet Yards, Mars	4/8603	4/89??	4/90??	Building



Like the *Bradbury*-class that came before her, the *Intrepid* was designed as a long range tactical cruiser to act not only in the defense of Federation interests but to help explore the most far flung reaches of known space. To this end, the *Intrepid* can be called the success story of the two vessels, a clear winner in the race to develop the fastest and most rugged vessel possible. The *Intrepid* was developed at Utopia Planitia as a part of the fleet's attempt to build a vessel specifically to counter the threat posed by the Borg, and the design clearly exhibits many of the advancement that came out of the project. In the years since her introduction the *Intrepid* has demonstrated time and again in countless situations to be one of the all around finest vessels ever developed.

Classification: The *Intrepid* is classified as a long-range tactical cruiser with a secondary emphasis on missions of exploration and research. Although she is not nearly as well staffed as some of the larger pure science vessels or exploration cruisers she performs both duties with distinction.

Design: One look at the *Intrepid* is enough to convince even the casual observer that the ship is quite different from anything developed by Starfleet in decades. Her teardrop shaped primary hull was designed to push through subspace wavefronts and disperse the force of incoming shock waves. Although her secondary hull is a fairly common design, her engine arrangement is anything but. The *Intrepid*-class is the first vessel to incorporate variable geometry nacelles as a part of a program to reduce the effects of "warp speed pollution" in the fabric of space. The nacelles also have the effect of dynamically refining the *Intrepid*'s acceleration curve from sublight to warp speeds making her one of the fastest vessels in the fleet.

Engineering: For primary propulsion the *Intrepid*-class designers chose to incorporate the new FUWR-2 warp drive. Light, efficient and easy to maintain, the drive can propel the *Intrepid* at speeds in excess of warp 9.975 for up to twelve hours with a cruising speed of warp 7. Secondary propulsion is provided by two FIG-1 impulse drives imbedded in the nacelle support pylons. By positioning the two drives far apart on the vessel's Y-axis the *Intrepid* is capable of some impressive high speed maneuvering by utilizing thrust vectoring or differential thrust output. The *Intrepid* is also one of the largest vessels ever produced with the capacity to land on and take off from planetary bodies up to 1.3Gs. The landing gear is stowed in a retracted position in the secondary hull until needed in four recessed bays. The vessel's weight distribution is such that upon landing several large anti-gravity plates in the primary hull switch on to provide stability to the vessel while on a planets surface. Due to the loads placed on the vessel's spaceframe while on a planet's surface the SIF generators must be in operation at all times to provide rigidity to the ship's hull and prevent its collapse.

Tactical: Although the *Intrepid*'s FH-10 phaser array is not quite as powerful as several of the newer designs fielded in recent years, their sheer numbers aboard the ship more than make up for any shortcomings. The phaser array covers every conceivable approach angle an attacker could use to get at the *Intrepid* making her one of the most well protected vessels in the fleet. Unfortunately, space

constraints limit the vessels rate of fire with her fore/aft torpedo launchers making it the only disappointing aspect of the vessel's tactical makeup. Her shield generator system is a direct result of the newer designs coming out of Borg Tactical and is one of the strongest type currently in use by the fleet.

Crew Support/Computer Systems: For a vessel of the *Intrepid*'s size, her crew compliment is virtually minuscule compared to other vessels of the same proportions. The crew enjoys some of the largest and most comfortable living suites in the fleet with access to the most modern recreational facilities in service. Assignment to an *Intrepid*-class vessel is considered to be a prestige posting and the waiting list for assignment to one is as long as for some of the larger explorer type vessels. The *Intrepid* was the first vessel designed around the bioneural processing system, a computer type that incorporates an organic compound for ultra-fast computer response times. This more than anything contributes to the vessel's outstanding handling and response characteristics.

Development and Construction History: Of the eighteen *Intrepid*-class vessels constructed to date, fourteen remain in active service. Construction is expected to continue for the foreseeable future at a rate of one per year with production taking place largely at the Utopia Planitia and Sol III shipyards. Ships of the class are named for early deep space surveyor probes of the late 20th to early 21st centuries.

Historical Notes:

<i>Voyager</i>	Declared lost, presumed destroyed while traveling through the Badlands near Bajor in search of Maquis terrorists on stardate 4/7106. Contact temporarily reestablished on stardate 4/7406 after it was discovered that Voyager was pulled into the Delta Quadrant by an unknown alien entity. Contact permanently reestablished on stardate 4/7605 by the Pathfinder Project at Starfleet Headquarters, San Francisco, Terra. Retired and placed on permanent display in San Francisco upon her return to the Alpha Quadrant in 2378.
<i>Columbus</i>	Scrapped after taking extensive damage in an attack against a Jem'hadar field depot near Cardassia on stardate 4/7311.
<i>Nomad</i>	Destroyed by Cardassian forces while patrolling near the Cardassian front on stardate 4/7502.
<i>Viking</i>	Destroyed near Galorndon Core in an attack against a massed Romulan fleet on stardate 4/7710.

Specifications for the *Intrepid*-class Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/6902

Hull Data:

Superstructure Points: 82
Size:
Length: 344 m
Width: 139 m
Height: 67 m
Transporters:
Standard Six Person- 3
Combat 22 Person- 2
Cargo, small- 1
Cargo, large- 1
Crew: 32 Officers
109 Enlisted
Passengers: 10
2,500 evacuation limit
Shuttlecraft: Type 6 Personnel (2)
Type 9 Personnel (4)
Type 16 Shuttlepod (2)
Aeroshuttle Runabout (1)

Engines and Power Data:

Total Power Units Available: 168
Movement/Point Ratio: 4/1
Warp Engine Type: FUWR-2
Number: 2
Power Units Available: 60
Cruising Speed: 7
Emergency Speed: 9.975
Impulse Engine Type: FIG-1
Number: 2
Power Units Available: 24
Auxiliary Power: 16
Reserve Power: 8

Weapons and Firing Data:

Beam Weapon Type: FH-10
Number: 22
Firing Arcs: 4 f/p, 4 f/s, 2 f/p/a, 2 f/s/a,
2 p/s, 2 p/a, 2 s/a, 4 a
Chart W
Max Power: 7
+3 (1-10)
+2 (11-17)
+1 (18-20)
Missile Weapon Type: FP-10
Number: 8
Firing Arcs: 4 f/p/s, 4 a
Chart S
Power to Arm: 1
Damage: 10

Shields Data:

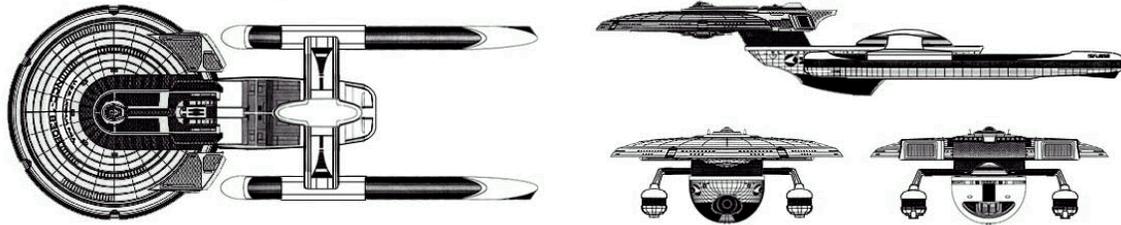
Deflector Shield Type: FSW-2
Shield Point Ratio: 1/7
Max Shield Power: 28/side

Combat Efficiency:

Point Value: 197

Istanbul-class Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-33625	<i>Istanbul</i>	Utopia Planitia Fleet Yards, Mars	4/2501	4/3011	4/3202	Active
NCC-36877	<i>Cyprus</i>	Utopia Planitia Fleet Yards, Mars	4/2602	4/3101	4/3202	Destroyed
NCC-34852	<i>Constantinople</i>	Chiokis Fleet Yards, Thelavor, Andor	4/2901	4/3304	4/3406	Active
NCC-39885	<i>Malatya</i>	Alfras Fleet Yards, Deneb V	4/3008	4/3405	4/3508	Destroyed
NCC-40700	<i>Mauvanet</i>	Utopia Planitia Fleet Yards, Mars	4/3108	4/3506	4/3603	Active
NCC-36964	<i>Havana</i>	Utopia Planitia Fleet Yards, Mars	4/3201	4/3606	4/3707	Destroyed
NCC-38529	<i>Sarajavo</i>	Earth Station McKinley, Terra	4/3307	4/3705	4/3802	Lost
NCC-38717	<i>Tasnaz</i>	Makin County Ship Yards	4/3403	4/3805	4/3903	Lost
NCC-50905	<i>Ankara</i>	Avondale Group, Ferrata Docks, Rigel IV	4/3503	4/4203	4/4402	Destroyed



Starfleet's mission of exploration as always superseded its secondary role of peacekeeper. All vessels no matter what their makeup are equipped for some sort of exploration capability, and this tradition has held true since the commissioning of the *Daedalus*-class two centuries before. However, the *Istanbul* merely pays lip service to this notion and is purely a defensive asset used for inter-Federation patrol duties and as a border tripwire. Although her sensor and electronic gathering systems are second to none, the *Istanbul* is not much of a combat vessel and relies on her extreme contact range to avoid an engagement with the enemy.

Classification: The *Istanbul* is classified as a tactical support cruiser.

Design: The clear inspiration for the *Istanbul*'s design is the *Excelsior*-class starship, a capable class in its own right. However, the *Istanbul* incorporates a massed sensor cluster system in the primary hull that extends from the ship's keel to the top deck in places. To allow the sensor arrays a clear line of site, the warp nacelles have been canted downward from their original position to the vessel's side. The structural changes needed to do this have served to strengthen the hull, a clear asset for any vessel.

Engineering: The FIWB-1 warp drive that has been included aboard the *Istanbul* is a sturdy design, but the new nacelle placement slightly degrades their performance. With the warp field dynamics slightly off balance at all times, the *Istanbul* is only capable of maintaining a top speed of warp 8.9 for twelve hours. The impulse drive arrangement is not much better with the twin FIG-1 fusion reactors providing barely acceptable maneuverability at sublight speeds.

Tactical: At a first glance it appears that the *Istanbul* is a well armed vessel. However, it is clear once one look at her that the weapons are purely defensive and very short ranged at that. Her FH-14 phaser systems have never been retrofit to the 14a standards and her FP-9 torpedo launchers are unreliable at even moderate ranges. The *Istanbul* depends on her superior sensors to identify a threat and disengage before a firefight ensues.

Crew Support/Computer Systems: Although she is comparable in size to an *Excelsior*-class vessel, the *Istanbul*'s crew requirements are roughly two thirds of that vessel making her quite roomy. Although their recreational facilities are fairly limited, the vessels of the class spend much of their time in port between missions giving the crew ample access to shore facilities. The computer systems aboard ship are a modified version of the type developed for the *Ambassador*-class and are adequate for the high processor demands placed by the sensor equipment.

Development and Construction History: Of the nine *Istanbul*-class vessels constructed only three remain in active service. Two of the class, the *Cyprus* and *Havana*, were destroyed by the Borg at the Battle of Wolf 359.

Historical Notes:

- Cyprus* One of 39 vessels destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
- Malatya* Destroyed by Cardassian forces while patrolling near enemy territory on stardate 4/5803.
- Havana* One of 39 vessels destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
- Sarajavo* Reported lost, presumed destroyed while patrolling the Gamma Quadrant terminus of the Bajoran wormhole on stardate 4/7105.
- Tasnaz* Reported lost, presumed destroyed while charting an unidentified subspace anomaly near Vulcan on stardate 4/4602.
- Ankara* Building suspended at 24% completion on stardate 4/3705 after the *Istanbul* construction project was canceled. Building resumed on stardate 4/4001 in response to growing tensions with the Tholian Assembly. Destroyed in action against Romulan forces in the Raven system on stardate 4/7610.

Specifications for the *Istanbul*-class Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/3202

Hull Data:

Superstructure Points: 92
Size:
Length: 422 m
Width: 184 m
Height: 74 m
Transporters:
Standard Six Person- 5
Emergency 22 Person- 4
Cargo, small- 2
Cargo, large- 1
Crew: 70 Officers
530 Enlisted
Passengers: 100
7,500 evacuation limit
Shuttlecraft: Type 7 Personnel (8)
Type 15-A Shuttlepod (12)

Engines and Power Data:

Total Power Units Available: 138
Movement/Point Ratio: 5/1
Warp Engine Type: FIWB-1
Number: 2
Power Units Available: 45
Cruising Speed: 6
Emergency Speed: 8.9
Impulse Engine Type: FIG-1
Number: 2
Power Units Available: 24
Auxiliary Power: 14
Reserve Power: 7

Weapons and Firing Data:

Beam Weapon Type: FH-14
Number: 10
Firing Arcs: 4 f/p, 4 f/s, 2 a
Chart: T
Max Power: 12
+3 (1-5)
+2 (6-12)
+1 (13-18)
Missile Weapon Type: FP-9
Number: 10
Firing Arcs: 4 f/p/s, 2 p, 2 s, 2 a
Chart: R
Power to Arm: 1
Damage: 10

Shields Data:

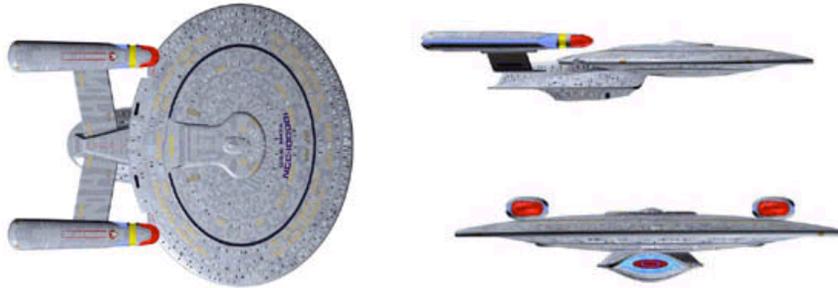
Deflector Shield Type: FSQ-1
Shield Point Ratio: 1/4
Max Shield Power: 18/side

Combat Efficiency:

Point Value: 151

Korolev-class Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-59004	<i>Korolev</i>	San Francisco Fleet Yards, Terra	4/5002	4/5402	4/5505	Active
NCC-56580	<i>Gulliver</i>	Utopia Planitia Fleet Yards, Mars	4/5002	4/5405	4/5507	Destroyed
NCC-50239	<i>Leyte</i>	San Francisco Fleet Yards, Terra	4/5101	4/5503	4/5602	Destroyed
NCC-55402	<i>London</i>	San Francisco Fleet Yards, Terra	4/5108	4/5512	4/5611	Active
NCC-58664	<i>Sun Tzu</i>	Shar Ta'kel Central Docks, 40 Eridani	4/5203	4/5608	4/5709	Destroyed
NCC-56112	<i>Phobos</i>	Chiokis Fleet Yards, Thelavor, Andor	4/5209	4/5610	4/5711	Destroyed
NCC-59621	<i>Goddard</i>	Chandley Works, Caravalia, Mars	4/5301	4/5703	4/5801	Active
NCC-68678	<i>Centurion</i>	San Francisco Fleet Yards, Terra	4/5502	4/5804	4/5901	Destroyed
NCC-56111	<i>Hong Kong</i>	Alfras Fleet Yards, Deneb V	4/5601	4/5910	4/6012	Destroyed
NCC-62180	<i>Panama</i>	San Francisco Fleet Yards, Terra	4/5704	4/6007	4/6108	Scrapped



The *Korolev*-class starship was conceived of during the builder's trials of the *USS New Orleans* at the San Francisco Fleet Yards above Terra. The contractor felt that the *New Orleans* hullform was a design with vast potential, and limiting her to a supporting role was a waste of resources. The building contractor independently drew up plans to reshape the hull into a cruiser type starship with a renewed emphasis on research facilities and a provision for civilian passengers. Starfleet Engineering enthusiastically approved the plans, and the first *Korolev*-class starship went into production in February of 2350.

Classification: The *Korolev* is classified as a cruiser.

Design: The *Korolev* closely follow the external layout of the *New Orleans*-class frigate with a few notable exceptions. With the removal of the Marine detachment, the three outrigger pods have been removed and their equipment moved inside the primary hull. The nacelle pylons have been swept forward slightly to raise the efficiency of the warp field geometry and a phaser array was added to the underside of the stardrive. The internal arrangement was reorganized accordingly to reflect these changes.

Engineering: The FIWB-1 warp drive was chosen for the *Korolev* for its sturdier construction and slightly better EPS flow distribution over the FIWD-2 mounted on the *New Orleans*. However, the FIWB-1 provides only slightly better performance over the *New Orleans* by providing a top warp speed of 9.3 for 12 hours with a cruising speed of warp 6. The FIG-1 impulse drive provides the *Korolev* with sufficient maneuvering and auxiliary power.

Tactical: The FH-11 phaser system was retained for the *Korolev* and offers slightly better protection in from multiple approach vectors. The FP-4 torpedo system was also modified to provide better cover in the forward arc with the remaining torpedoes covering the flanks and aft. The FSR-3 shield system was kept as well and is satisfactory for the vessel's needs.

Crew Support/Computer Systems: With her lowered crew requirements and exclusion of a Marine contingent, The *Korolev* is a much more spacious and comfortable vessel than the *New Orleans*. Her mission of long range exploration and research requires extended periods between starbase layovers, so recreational and entertainment facilities abound on the *Korolev*. The computer system is identical to the one mounted aboard the *New Orleans*, and this was quickly realized to be a mistake. The increased demands put on the core for research projects makes the system just barely sufficient, and the class has been upgraded numerous times over her lifespan.

Development and Construction History: Of the ten *Korolev*-class starships built, only three remain in active service. No longer in production, the *Korolevs* were built at numerous facilities throughout the Federation.

Historical Notes:

<i>Gulliver</i>	Destroyed by the Borg at the Typhon on stardate 4/7305.
<i>Leyte</i>	Destroyed by the Borg at the Typhon on stardate 4/7305.
<i>Sun Tzu</i>	One of four vessels destroyed by Dominion forces on stardate 4/7403 near the Cardassian border.
<i>Phobos</i>	Destroyed by Jem'hadar forces in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost in the action.
<i>Centurion</i>	Destroyed by the Borg at the Typhon on stardate 4/7305.
<i>Hong Kong</i>	Destroyed by Jem'hadar forces in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost in the action.
<i>Panama</i>	Scrapped after taking extensive damage from Cardassian forces near Chakora IV on stardate 4/6408.

Specifications for the *Korolev*-class Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/5505

Hull Data:

Superstructure Points: 98
Size:
 Length: 355 m
 Width: 269 m
 Height: 81 m
Transporters:
 Standard Six Person- 5
 Combat 22 Person- 3
 Cargo, small- 2
 Cargo, large- 1
Crew: 70 Officers
430 Enlisted
Passengers: 150
4,000 evacuation limit
Shuttlecraft: Type 7 Personnel (8)
Type 16 Shuttlepod (12)

Engines and Power Data:

Total Power Units Available: 138
Movement/Point Ratio: 5/1
Warp Engine Type: FIWB-1
Number: 2
 Power Units Available: 45
 Cruising Speed: 6
 Emergency Speed: 9.3
Impulse Engine Type: FIG-1
Number: 2
 Power Units Available: 24
Auxiliary Power: 14
Reserve Power: 7

Weapons and Firing Data:

Beam Weapon Type: FH-11
Number: 10
Firing Arcs: 2 f/p/s/a, 2 f/p/a, 2 f/s/a, 2 p/s, 2 a
Chart: Y
Max Power:
 +3 (1-10)
 +2 (11-17)
 +1 (18-24)
Missile Weapon Type: FP-4
Number: 12
Firing Arcs: 4 f/p/s, 2 p, 2 s, 4 a
Chart: S
Power to Arm: 1
Damage: 10

Shields Data:

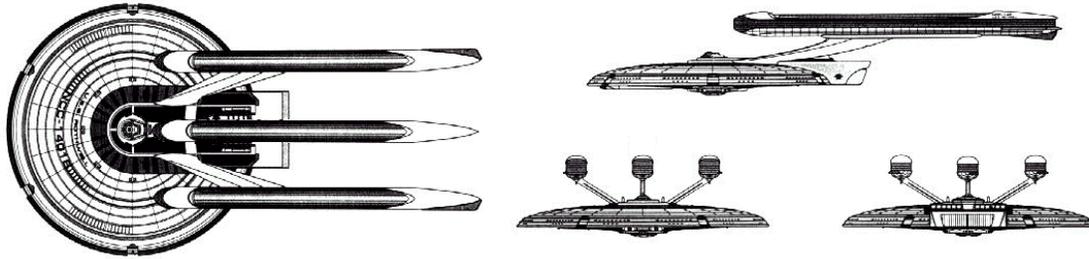
Deflector Shield Type: FSR-3
Shield Point Ratio: 1/5
Max Shield Power: 25/side

Combat Efficiency:

Point Value: 163

Mediterranean-class Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-47114	<i>Mediterranean</i>	Utopia Planitia Fleet Yards, Mars	4/3901	4/4408	4/4602	Active
NCC-47456	<i>Knox</i>	Chandley Works, Caravalia, Mars	4/4103	4/4601	4/4705	Active
NCC-45109	<i>Wyoming</i>	Chandley Works, Caravalia, Mars	4/4407	4/4703	4/4808	Active
NCC-44560	<i>Tarawa</i>	Chandley Works, Caravalia, Mars	4/4509	4/4801	4/4906	Active
NCC-43837	<i>Lalo</i>	Utopia Planitia Fleet Yards, Mars	4/4602	4/4902	4/5004	Destroyed
NCC-49111	<i>Vixen</i>	Chiokis Fleet Yards, Thelavor, Andor	4/4710	4/5005	4/5111	Scrapped
NCC-45411	<i>Syracuse</i>	Utopia Planitia Fleet Yards, Mars	4/4803	4/5109	4/5203	Active
NCC-50774	<i>Gagarin</i>	Baikonur Cosmodrome	4/4905	4/5203	4/5308	Active
NCC-50775	<i>Shepard</i>	Cape Canaveral Spaceport, Terra	4/5106	4/5403	4/5502	Active



The *Mediterranean*-class light cruiser came about in the early 2340s in response to a need for light utility vessels with decent firepower and a heavy lift capability. In reality, the *Mediterranean* is more of a heavily armed freighter than anything else and has been utilized successfully in that role for many years. Too lightly armed to be a warship and too short ranged to be an explorer, the *Mediterranean* found its niche during the Dominion war in the mid-2370s. The class was found to be perfect for running planetary blockades against besieged worlds to deliver much needed supplies and equipment to the forces on the surface. Although they are capable vessels, modern freighters are too slow and under gunned for this type of duty. At the time, the *Mediterranean* seemed to be made for the job.

Classification: The *Mediterranean* is classified as a light cruiser.

Design: For their new vessel, Starfleet Engineering clearly drew upon the *Excelsior*-class as the design basis for the *Mediterranean*. The saucer section was redesigned to incorporate three cavernous cargo holds and a shuttle compliment to maneuver the bulky equipment pallets. The engineering section and moderately sized fuel tanks were moved aft leaving the fore section to the living quarters and modest recreational facilities.

Engineering: To lighten the ship as much as possible, the *Mediterranean*'s designers incorporated an older but proven warp drive for primary propulsion. The FIWG-1 and her three nacelles are capable of a top speed of only warp 9.1, a low speed even at the time she was developed. However, she can maintain that speed for thirty-six hours, three times that of a comparably sized vessel. With a cruising speed of warp six and a very powerful impulse arrangement providing excellent maneuverability at sublight speeds the *Mediterranean* is a nimble opponent. With the capability to perform such extended high-speed sprints it is easy to see why the *Mediterranean* is a natural blockade-runner.

Tactical: The tactical array aboard the *Mediterranean* isn't quite as impressive as her powerplant but it is adequate for most operations. Her primary FH-14a array provides an impressive first strike option with backup FH-10 short-range phasers providing a follow-up punch. Her fore and aft torpedo arrangement is light but adequate and is standard for vessels of the time.

Crew Support/Computer Systems: Although the crew compliment aboard the *Mediterranean* is fairly small, all of the space taken up by storage space and other equipment makes for tight quarters. Fortunately, the vessels of the class spend a lot of time in port between missions and the crew has the opportunity to take advantage of shore facilities quite often. The computer core aboard ship is the enhanced version of the type developed for the *Fletcher*-class destroyer and is adequate for the vessel's processing loads.

Development and Construction History: Of the nine *Mediterranean*-class vessels constructed, seven remain in active service.

Historical Notes:

- Lalo* Presumed destroyed by the Borg in the Karses Sector on stardate 4/6612.
- Vixen* Scrapped after taking extensive damage by Jem'hadar forces in an attempt to run the blockade around the Primar III colony on stardate 4/7408.

Specifications for the *Mediterranean*-class Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/4602

Hull Data:

Superstructure Points: 75
Size:
 Length: 306 m
 Width: 135 m
 Height: 84 m
Transporters:
 Standard Six Person- 4
 Emergency 22 Person- 2
 Cargo, small- 4
 Cargo, large- 3
Crew: 24 Officers
242 Enlisted
Passengers: 25
4,000 evacuation limit
Shuttlecraft: Type 6 Personnel (3)
Type 9 Cargo (3)

Engines and Power Data:

Total Power Units Available: 122
Movement/Point Ratio: 4/1
Warp Engine Type: FIWG-1
Number: 3
 Power Units Available: 26
 Cruising Speed: 6
 Emergency Speed: 9.1
Impulse Engine Type: FIG-4
Number: 1
 Power Units Available: 44
Auxiliary Power: 12
Reserve Power: 6

Weapons and Firing Data:

Beam Weapon Type: FH-14a
Number: 4
Firing Arcs: 2 f/p, 2 f/s
Chart: Y
Max Power:
 +3: (1-5)
 +2: (6-12)
 +1: (13-18)
Beam Weapon Type: FH-10
Number: 6
Firing Arcs: 2 f, 2 f/p, 2 f/s
Chart: W
Max Power:
 +3: (1-10)
 +2: (11-17)
 +1: (18-24)
Missile Weapon Type: FP-4
Number: 8
Firing Arcs: 4 f/p/s, 4 a
Chart: S
Power to Arm: 1
Damage: 10

Shields Data:

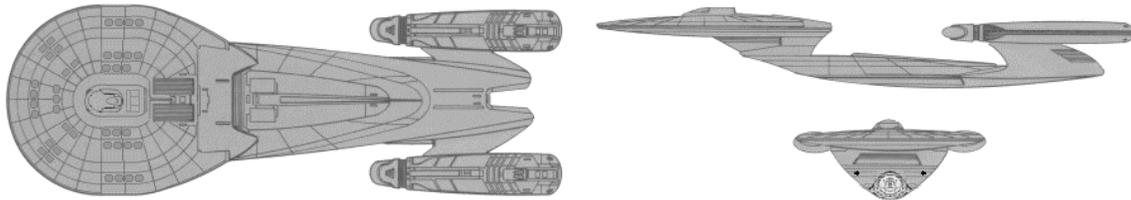
Deflector Shield Type: FSR-3
Shield Point Ratio: 1/5
Max Shield Power: 25/side

Combat Efficiency:

Point Value: 144

Merced-class Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-32559	<i>Merced</i>	Newport News Fleet Yard, Terra	4/3107	4/4004	4/4205	Active
NCC-36874	<i>Bristol</i>	San Francisco Fleet Yards, Terra	4/4202	4/4701	4/4806	Active
NCC-37124	<i>Trieste</i>	Shar Ta'kel Central Docks, 40 Eridani	4/4501	4/4907	4/5007	Active
NCC-45717	<i>Bremerton</i>	Utopia Planitia Fleet Yards, Mars	4/4603	4/5010	4/5109	Active
NCC-40358	<i>Liverpool</i>	Newport News Fleet Yard, Terra	4/5308	4/5702	4/5804	Training



The *Merced*-class starships have been one of Starfleet's quiet successes, an underrated yet immensely valuable heavy cruiser that has served the fleet without fail for over forty years. Although she was built in a time that the *Ambassador*-class ruled supreme, the *Merced*s blazed a path of exploration that serves as an example for even more capable starships to this day. Although she was never considered to be one of the most advanced or powerful vessels ever built, she has stood on the front lines in the defense of the Federation unwaveringly in over eight conflicts without a single loss, a testament to her designer's vision.

Classification: If she were commissioned today, the *Merced* would undoubtedly be classified as an Exploration Cruiser. However, the nomenclature of the time dictated that she be designated as a cruiser.

Design: The *Merced* follows the traditional twin nacelle, primary/secondary hull configuration familiar to most Federation starships and shares many design aspects with the *Alaska*-class battlecruiser. The *Alaska*-class inspired combat oriented compartmentalization and low EM emissions signature further increases the *Merced*'s value as a tactical cruiser. Although she is clearly outclassed by more modern vessels, these and other classified systems make the *Merced* a valuable asset for any force commander.

Engineering: The *Merced* mounts the FIWB-1 warp drive, a powerplant that was in-vogue for starship designers in the 2330s – 2340s for its ease of construction and hardy design. Capable of driving the vessel at speeds up to warp 9.3 for twelve hours or a cruising speed of warp 6, the drive is efficient if not slightly dated by modern standards. A triple grouping of impulse drives aboard the *Merced* became the inspiration for the arrangement used aboard the *Galaxy*-class, and is more than sufficient for the vessel's needs.

Tactical: If firepower was the only yardstick for which a vessel was measured, then the *Merced* would certainly come out on top. While the FH-10 phaser array may not be the most powerful in the fleet, the *Merced* mounts them in abundance and is a powerful offensive strike cruiser. Her FP-4 torpedo suite is not quite as impressive with its low rate of fire, but this too has proven itself adequate considering the *Merced*'s normal mission scope.

Crew Support/Computer Systems: A vessel as large as the *Merced* can expect to carry a large crew, a task that she is well suited for. When the directive was given that families would now be a part of the standard compliment of starships, the *Merced* was one of the first to be retrofitted for their inclusion. Her crew support, recreational and educational facilities are among the best in the fleet and reflect a leap forward in vessel designs intended to push out the boundaries of the Federation. Her computer core is the same type developed for the *Ambassador*-class and has proven itself to be a worthy design.

Development and Construction History: Of the five *Merced*-class cruisers constructed, four remain in active service. One, the *USS Liverpool*, was assigned to Starfleet Training Command in 2360. The *Merced*s were built at the Sol System and 40 Eridani fleet yards between 2331 and 2358. There are no plans for further vessels of the class.

Historical Notes:

On stardate 4/5103.11, the *USS Bristol* was in an unenviable position. While patrolling the border with the IKS, the lone starship detected a force of no less than thirty enemy vessels approaching Federation space. Included in the mix was at least seven T-12 assault transports, a clear sign that the renegade Klingons intended to land somewhere and stay for a while. While the bulk of the enemy fleet was antiquated destroyers and barely operable cruisers they still posed a formidable threat for a single Federation starship. With no time to spare and reinforcements days away, the *Bristol* equipped every shuttle and probe she had with sensor profile enhancements and launched them to simulate a Federation fleet formation. The *Bristol*'s commanding officer, Captain (and for the time being Admiral) Vadim Ivanov then hailed the approaching Klingon fleet and warned them off. To the Klingons their fleet was evenly matched numerically, but according to their ancient sensors it was clearly outclassed by the advanced Federation technology. The Klingon commander then turned course and returned to his own space having never even met the enemy in battle. For his actions, Captain Ivanov was promoted to Admiral, this time for real, and was awarded the Andorian Battle Star.

Specifications for the *Merced*-class Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/4205

Hull Data:

Superstructure Points: 98
Size:
 Length: 638 m
 Width: 244 m
 Height: 100 m
Transporters:
 Standard Six Person- 5
 Combat 22 Person- 3
 Cargo, small- 3
 Cargo, large- 1
Crew: 180 Officers
780 Enlisted
Passengers: 250
10,000 evacuation limit
Shuttlecraft: Type 6 Personnel (8)
Type 15-A Shuttlepod (12)

Engines and Power Data:

Total Power Units Available: 154
Movement/Point Ratio: 5/1
Warp Engine Type: FIWB-1
 Number: 2
 Power Units Available: 45
 Cruising Speed: 6
 Emergency Speed: 9.3
Impulse Engine Type: FIH-1
 Number: 1
 Power Units Available: 24
Impulse Engine Type: FIF-3
 Number: 2
 Power Units Available: 20
Auxiliary Power: 16
Reserve Power: 8

Weapons and Firing Data:

Beam Weapon Type: FH-10
 Number: 18
 Firing Arcs: 8 f, 4 f/p, 4 f/s, 2 a
 Chart: W
 Max Power: 7
 +3: (1-10)
 +2: (11-17)
 +1: (18-20)
Missile Weapon Type: FP-4
 Number: 6
 Firing Arcs: 4 f/p/s, 2 a
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

Deflector Shield Type: FSR-3
Shield Point Ratio: 1/5
Max Shield Power: 25/side

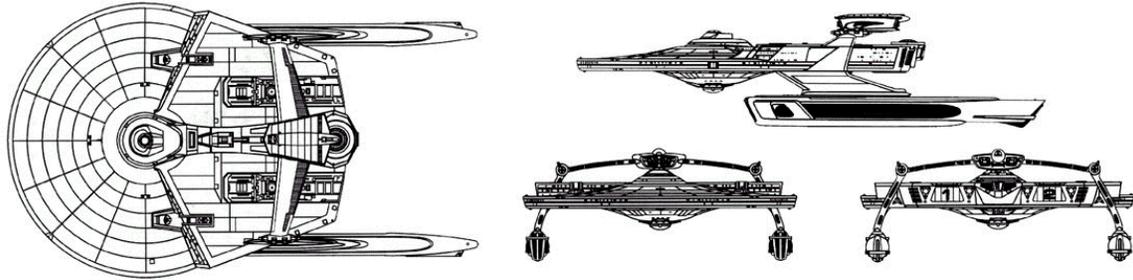
Combat Efficiency:

Point Value: 181

Miranda-class cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-1860	<i>Miranda</i>	San Francisco Fleet Yards, Terra	3/6803	3/7101	3/7204	Mothballed
NCC-1852	<i>Condor</i>	San Francisco Fleet Yards, Terra	3/6806	3/7205	3/7307	Destroyed
NCC-1235	<i>Gallant</i>	San Francisco Fleet Yards, Terra	3/6807	3/7208	3/7310	Scrapped
NCC-1937	<i>Saratoga</i>	Antares Fleet Yards	3/6904	3/7305	3/7404	Destroyed
NCC-1920	<i>Triumph</i>	Shar Ta'Kel Central Docks, 40 Eridani	3/6912	3/7307	3/7406	Destroyed
NCC-1791	<i>Ark Royal</i>	San Francisco Fleet Yards, Terra	3/7011	3/7310	3/7412	Lost
NCC-1928	<i>Redoubt</i>	San Francisco Fleet Yards, Terra	3/7102	3/7402	3/7501	Destroyed
NCC-1900	<i>Reforger</i>	New Aberdeen Fleet Yards, Aldebra	3/7109	3/7401	3/7501	Destroyed
NCC-1844	<i>Renown</i>	San Francisco Fleet Yards, Terra	3/7202	3/7411	3/7508	Destroyed
NCC-1864	<i>Reliant</i>	San Francisco Fleet Yards, Terra	3/7309	3/7407	3/7606	Destroyed
NCC-1914	<i>Daring</i>	Chiokis Fleet Yards, Thelavor, Andor	3/7301	3/7408	3/7609	Sold
NCC-1883	<i>Invincible</i>	Star City Spaceport, Terra	3/7311	3/7510	3/7611	Sold
NCC-1901	<i>Hermes</i>	San Francisco Fleet Yards, Terra	3/7312	3/7601	3/7701	Lost
NCC-1874	<i>Ardent</i>	San Francisco Fleet Yards, Terra	3/7312	3/7609	3/7705	Destroyed
NCC-1710	<i>Kongo</i>	San Francisco Fleet Yards, Terra	3/7406	3/7705	3/7807	Scrapped
NCC-1754	<i>Kitty Hawk</i>	San Francisco Fleet Yards, Terra	3/7406	3/7812	3/7811	Destroyed
NCC-1749	<i>Royal Oak</i>	Antares Fleet Yards	3/7501	3/7806	3/7905	Mothballed
NCC-1751	<i>Forrestal</i>	Shar Ta'Kel Central Docks, 40 Eridani	3/7502	3/7901	3/7912	Lost
NCC-1704	<i>Bismarck</i>	San Francisco Fleet Yards, Terra	3/7609	3/7905	3/8007	Destroyed
NCC-1734	<i>Wasp</i>	Antares Fleet Yards	3/7701	3/8010	3/8109	Destroyed
NCC-1872	<i>Atlantis</i>	Antares Fleet Yards	3/7704	3/8004	3/8104	Destroyed
NCC-1929	<i>Galice</i>	San Francisco Fleet Yards, Terra	3/7711	3/8105	3/8206	Active
NCC-1879	<i>Poseidon</i>	San Francisco Fleet Yards, Terra	3/7802	3/8206	3/8304	Mothballed
NCC-1884	<i>Ramillies</i>	Shar Ta'Kel Central Docks, 40 Eridani	3/7901	3/8311	3/8411	Scrapped
NCC-1893	<i>Sharnhorst</i>	Shar Ta'Kel Central Docks, 40 Eridani	3/8007	3/8409	3/8511	Mothballed
NCC-1931	<i>Gneisenau</i>	Shar Ta'Kel Central Docks, 40 Eridani	3/8112	3/8509	3/8612	Mothballed
NCC-1705	<i>Yamato</i>	San Francisco Fleet Yards, Terra	3/8301	3/8604	3/8705	Lost
NCC-1932	<i>Dutchess</i>	San Francisco Fleet Yards, Terra	3/8408	3/8707	3/8806	Scrapped
NCC-1935	<i>Argonaut</i>	San Francisco Fleet Yards, Terra	3/8505	3/8810	3/8907	Destroyed
NCC-2689	<i>Minerva</i>	Cape Canaveral Spaceport, Terra	3/8610	3/8909	3/9009	Destroyed
NCC-1912	<i>McAuliffe</i>	San Francisco Fleet Yards, Terra	3/8709	3/9006	3/9104	Active
NCC-1895	<i>Yucatan</i>	Shar Ta'Kel Central Docks, 40 Eridani	3/8808	3/9103	3/9202	Active
NCC-1935	<i>Proteus</i>	Port Copernicus Fleet Yards, Luna	3/8904	3/9212	3/9311	Lost
NCC-1821	<i>Dionysus</i>	San Francisco Fleet Yards, Terra	3/9007	3/9306	3/9407	Destroyed
NCC-1932	<i>Hestia</i>	Southampton Fleet Yard, Terra	3/9103	3/9410	3/9509	Destroyed
NCC-1905	<i>Asciapius</i>	Antares Fleet Yards	3/9211	3/9505	3/9606	Destroyed
NCC-1837	<i>Lantree</i>	Chandley Works, Caravalia, Mars	3/9304	3/9612	3/9711	Destroyed
NCC-1888	<i>Chikuma</i>	Electric Boat Company Dockyard, Terra	3/9411	3/9708	3/9810	Active
NCC-1887	<i>Bacchus</i>	San Francisco Fleet Yards, Terra	3/9502	3/9806	3/9911	Destroyed
NCC-1886	<i>Vulcan</i>	Shar Ta'Kel Central Docks, 40 Eridani	3/9602	3/9903	4/0002	Active
NCC-21716	<i>Selkirk</i>	San Francisco Fleet Yards, Terra	3/9706	4/0110	4/0209	Active
NCC-25656	<i>Champion</i>	San Francisco Fleet Yards, Terra	3/9804	4/0209	4/0306	Destroyed
NCC-32341	<i>Billings</i>	San Francisco Fleet Yards, Terra	3/9908	4/0306	4/0408	Active
NCC-25156	<i>Conqueror</i>	Cape Canaveral Spaceport, Terra	4/0012	4/0408	4/0508	Destroyed
NCC-31910	<i>Nautilus</i>	Newport News Fleet Yards, Terra	4/0105	4/0509	4/0606	Destroyed
NCC-10024	<i>Soryu</i>	Seskon Trella, Chagala, Tellar	4/0207	4/0605	4/0702	Active
NCC-25112	<i>Valorous</i>	San Francisco Fleet Yards, Terra	4/0406	4/0710	4/0812	Destroyed
NCC-36123	<i>Isis</i>	Antares Fleet Yards	4/0507	4/0801	4/0902	Active
NCC-10025	<i>Hiryu</i>	Chandley Works, Caravalia, Mars	4/0601	4/0912	4/1011	Active
NCC-23456	<i>Archer</i>	Chiokis Fleet Yards, Thelavor, Andor	4/0702	4/1002	4/1101	Active
NCC-25856	<i>Grenadier</i>	San Francisco Fleet Yards, Terra	4/0804	4/1106	4/1204	Destroyed
NCC-24566	<i>Fusilier</i>	New Aberdeen Fleet Yards, Aldebra	4/0906	4/1207	4/1302	Active
NCC-24958	<i>Legionaire</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/1007	4/1311	4/1412	Active
NCC-21166	<i>Brattain</i>	San Francisco Fleet Yards, Terra	4/1107	4/1501	4/1512	Active
NCC-20760	<i>Enforcer</i>	Chandley Works, Caravalia, Mars	4/1211	4/1601	4/1612	Active
NCC-21362	<i>Tian Nan Men</i>	San Francisco Fleet Yards, Terra	4/1309	4/1702	4/1712	Destroyed
NCC-25453	<i>Rigorous</i>	San Francisco Fleet Yards, Terra	4/1407	4/1711	4/1812	Active
NCC-31911	<i>Saratoga</i>	Antares Fleet Yards	4/1501	4/1806	4/1905	Destroyed
NCC-21936	<i>Kornora</i>	Earth Station McKinley, Terra	4/1603	4/1911	4/2012	Destroyed
NCC-25122	<i>Invicta</i>	San Francisco Fleet Yards, Terra	4/1708	4/2002	4/2109	Destroyed
NCC-31905	<i>ShirKahr</i>	San Francisco Fleet Yards, Terra	4/1801	4/2102	4/2201	Destroyed
NCC-23565	<i>Hispaniola</i>	San Francisco Fleet Yards, Terra	4/1912	4/2302	4/2312	Active
NCC-27210	<i>Thesis</i>	San Francisco Fleet Yards, Terra	4/2001	4/2312	4/2408	Destroyed
NCC-27210	<i>Crommalen</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/2104	4/2501	4/2511	Destroyed
NCC-22654	<i>Sitak</i>	Makin County Ship Yards	4/2206	4/2506	4/2608	Destroyed
NCC-28858	<i>Odessa</i>	Antares Fleet Yards	4/2303	4/2611	4/2711	Active

NCC-26455	<i>Hypnos</i>	San Francisco Fleet Yards, Terra	4/2408	4/2703	4/2801	Destroyed
NCC-21904	<i>Boston</i>	San Francisco Fleet Yards, Terra	4/2501	4/2802	4/2901	Active
NCC-37569	<i>Vesta</i>	San Francisco Fleet Yards, Terra	4/2603	4/2907	4/3009	Active
NCC-21894	<i>Dunkerque</i>	Port Copernicus Fleet Yards, Luna	4/2711	4/3008	4/3109	Destroyed
NCC-1921	<i>Nagato</i>	San Francisco Fleet Yards, Terra	4/2807	4/3101	4/3201	Destroyed
NCC-31005	<i>Hephaestus</i>	Chandley Works, Caravalia, Mars	4/3005	4/3309	4/3408	Active
NCC-31860	<i>Majestic</i>	Chiokis Fleet Yards, Thelavor, Andor	4/3307	4/3602	4/3701	Destroyed
NCC-25641	<i>Chronos</i>	Utopia Planitia Fleet Yards, Mars	4/3411	4/3709	4/3806	Active
NCC-24958	<i>Volgoles</i>	San Francisco Fleet Yards, Terra				4/3608



The *Miranda*-class starship has served with Starfleet over the last century as the fleet's foremost multimission cruiser and exploration vessel. A state-of-the-art wonder when first introduced, the *Miranda* has quietly been moving into fleet support roles in the last forty years as older units approach the end of their service lifetime. However, constant upgrades and the need to retain even the oldest active vessels in light of losses to the Borg and Dominion have given the *Miranda* a new lease on life.

Classification: The *Miranda* is classified as a cruiser although she normally serves in a wide variety of roles.

Design: The *Miranda* came about while plans were being drawn up to refit the entire fleet of *Constitution*-class vessels en-mass. The new technologies emerging from that project spurred the introduction of several new advanced starship designs, including the *Miranda*. The *Miranda*'s layout was completely unique for her day and features the familiar saucer section with a greatly enlarged aft section. Twin nacelles trail down and away from the hull instead of being prominently placed above the vessel. Her most innovative feature is the "roll-bar" weapons pod that moves several of the bulkier sensor clusters and the fore/torpedo launchers out of the main hull. This space-saving feature allows the *Miranda*'s crew to enjoy fairly roomy habitable spaces in what would normally be a very cramped design.

Engineering: Starting with the *USS Selkirk* in 2369, a massive effort began to thoroughly upgrade all active *Miranda*-class vessels to extend their service life into the next century. Starting with the propulsion system, the engineers virtually rebuilt her primary systems while revitalizing her tactical systems with more modern technology. The new FUWE-2 warp drive would increase the *Miranda*'s maximum speed from a disappointing warp 9 to warp 9.2 sustainable for 12 hours.

Tactical: The 2369 refit cycle also saw the rebirth of the *Miranda* as a tactical support cruiser. Improvements to the *Miranda*'s SIF grid and deflector shields increased her survivability in combat while the inclusion of the FH-15 pulse phaser array and FP-10 torpedo launcher gave new life to her offensive punch. Although she is still far from lightly armed to participate effectively in modern fleet engagements, the *Miranda* makes a formidable fleet escort and screening vessel.

Crew Support/Computer Systems: Duty aboard *Miranda*-class vessels is comfortable by most standards, and limited provisions exist for the inclusion of families. Although her days of far-reaching missions of exploration are behind them, the *Miranda*'s remain to be well equipped for long duration patrol duties. Refits in the 2330s and 40s saw the replacement of the vessel's old duotronic computer core with a more efficient isolinear type which remains in use to this day.

Development and Construction History: Construction of the *Miranda*-class starships ended in 2340 with the commissioning of the *USS Volgoles* at the San Francisco Fleet Yards. Of the 75 vessels of the class constructed, 23 remain in active service. Two, the *Atlantis* and *Saratoga* were lost to the Borg at the Battle of Wolf 359.

Specifications for the *Miranda*-class Cruiser

Construction Data:

Model Number: Mk V
Date Entered Service: 4/6906

Hull Data:

Superstructure Points: 40
Size:
Length: 277 m
Width: 173 m
Height: 65 m
Transporters:
Standard Six Person- 4
Combat 22 Person- 3
Cargo, small- 1
Cargo, large- 1
Crew: 52 Officers
300 Enlisted
Passengers: 75
1,500 evacuation limit
Shuttlecraft: Type 6 Personnel (2)
Type 7 Personnel (2)

Engines and Power Data:

Total Power Units Available: 100
Movement/Point Ratio: 4/1
Warp Engine Type: FUWE-2
Number: 2
Power Units Available: 30
Cruising Speed: 9.2
Emergency Speed: 6
Impulse Engine Type: FIG-1
Number: 2
Power Units Available: 20
Auxiliary Power: 10
Reserve Power: 5

Weapons and Firing Data:

Beam Weapon Type: FH-15
Number: 4
Firing Arcs: 4 f/a
Chart Y
Max Power: 12
+3 (1-15)
+2 (16-20)
+1 (21-24)
Beam Weapon Type: FH-11
Number: 12
Firing Arcs: 4 f, 4 f/p, 4 f/s
Chart Y
Max Power: 10
+3 (1-10)
+2 (11-17)
+1 (18-24)
Missile Weapon Type: FP-10
Number: 4
Firing Arcs: 2 f, 2 a
Chart S
Power to Arm: 1
Damage: 10

Shields Data:

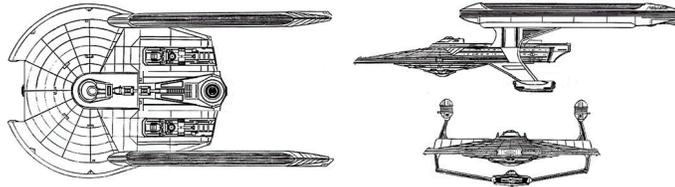
Deflector Shield Type: FSS-3
Shield Point Ratio: 1/5
Max Shield Power: 20/side

Combat Efficiency:

Point Value: 116

Niagara-class Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-28650	<i>Niagara</i>	San Francisco Fleet Yards, Terra	4/3301	4/3801	4/4003	Lost
NCC-29652	<i>Sheridan</i>	Newport News Fleet Yard, Terra	4/3407	4/3912	4/4103	Destroyed
NCC-25114	<i>Victoria</i>	Southampton Fleet Yard, Terra	4/3603	4/4105	4/4209	Destroyed
NCC-28473	<i>Wellington</i>	Southampton Fleet Yard, Terra	4/3705	4/4203	4/4303	Active
NCC-20999	<i>Rembrandt</i>	Cape Canaveral Spaceport, Terra	4/3907	4/4406	4/4407	Destroyed
NCC-26742	<i>Princeton</i>	Star City Spaceyard, Terra	4/4004	4/4405	4/4504	Destroyed
NCC-29080	<i>Canberra</i>	Electric Boat Company Dockyard, Terra	4/4203	4/4603	4/4702	Destroyed
NCC-22149	<i>Artemis</i>	San Francisco Fleet Yards, Terra	4/4512	4/4912	4/5011	Destroyed
NCC-32873	<i>Terror</i>	Earth Station McKinley, Terra	4/4607	4/5010	4/5108	Active
NCC-30591	<i>King Arthur</i>	Earth Station McKinley, Terra	4/4607	4/5012	4/5112	Active
NCC-34561	<i>Mordred</i>	Earth Station Everest	4/4711	4/5107	4/5209	Destroyed
NCC-32630	<i>Thurgon</i>	Newport News Fleet Yard, Terra	4/4802	4/5203	4/5301	Active
NCC-43299	<i>Amador</i>	Baikonur Cosmodrome	4/4901	4/5310	4/5410	Reserve



The *Niagara*-class cruiser has been called sited as the end result of engineers with too much time on their hands. Initial specs called for a new medium cruiser capable of long-range exploration and advanced lab facilities. The designers at the San Francisco Fleet Yards simply took the construction specs of the venerable *Miranda*-class, inverted the engine arrangement, replaced the weapons pod with a large deflector dish and modernized the vessel's systems. The *Niagara* was meant to fill the gap between the larger missions too complicated for the *Oberth*-class science vessels to handle and the missions too trivial to divert an *Ambassador*-class cruiser to investigate. Unfortunately, the *Niagara* suffered from a complicated building process and only a handful were ever produced.

Classification: The *Niagara* is classified as a long-range research cruiser.

Design: The *Miranda*-class cruiser was clearly the primary inspiration for the *Niagara*'s design, but system wise the two share little in common. The primary hull and aft deck layout is quite similar, but the reorientation and outright removal of several components is clearly evident. The small deflector array has been moved to the rollbar pod and slung below the vessel with the torpedo launchers being internalized in the saucer section fore area. The twin nacelles rise above and to the aft of the vessel in the exact opposite of the *Miranda*, yet provide no better speed or acceleration than her progenitor.

Engineering: The FIWA-1 warp drive was heavily modified for inclusion aboard the *Niagara* due to its superb reliability and ease of maintenance, a necessity for long-range missions of exploration. However, its initial top speed of warp 9.1 was a disappointment for the project engineers. It wasn't until the drives were fit to the FIUWA-1 standards in the late 2360s that the vessel achieved an acceptable top speed of warp 9.4. Conversely, the twin FIG-2 impulse drives provide outstanding auxiliary power generation and maneuvering at sublight speeds.

Tactical: The weapons array mounted aboard the *Niagara* is an impressive mix of heavy assault cannons and long-range defensive arrays. The fore/aft mounted FH-14a phaser system provides a massive punch up close that remained unmatched until the advent of the *Galaxy*-class. Her FH-10 array is better suited for standoff pinpoint attacks and harassing fire. The FP-4 torpedo array launches from two fore mounted and one aft mounted tube providing a backup punch comparable to the *Ambassador*-class.

Crew Support/Computer Systems: Like any long-range explorer the *Niagara* is a well appointed vessel and is popular with her crews. Her computer core is a standard isolinear makeup with recent bioneural enhancements.

Development and Construction History: Of the thirteen *Niagara*-class vessels constructed, four remain in active service with one in the reserve fleet. The *USS Princeton* was lost to the Borg at the Battle of Wolf 359. Construction ended in 2354 with the commissioning of the *USS Amador* at the Baikonur Cosmodrome at Terra, and no further units of the class are planned.

Historical Notes:

<i>Niagara</i>	Reported lost, presumed destroyed while surveying a neutron star fragment on stardate 4/6903.
<i>Sheridan</i>	Destroyed by the forces of the Tholian Assembly near Starbase 122 on stardate 4/4307.
<i>Victoria</i>	One of fifteen starships destroyed near Starbase 375 by Dominion forces on stardate 4/7404.
<i>Rembrandt</i>	Destroyed by Dominion forces at the Battle of Chikakera on stardate 4/7401.
<i>Princeton</i>	Destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Canberra</i>	Destroyed by an unidentified alien force near the Romulan Neutral Zone on stardate 4/6409.
<i>Artemis</i>	Destroyed by the Borg at the Typhon on stardate 4/7305.
<i>Mordred</i>	One of 98 Seventh Fleet ships destroyed by the Jem'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.
<i>Amador</i>	Reverted to the Starfleet Reserve Fleet on stardate 4/5504.

Specifications for the *Niagara*-class Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/4003

Hull Data:

Superstructure Points: 86
Size:
Length: 332 m
Width: 178 m
Height: 66 m
Transporters:
Standard Six Person- 4
Combat 22 Person- 4
Cargo, small- 2
Cargo, large- 1
Crew: 60 Officers
340 Enlisted
Passengers: 20
3,500 evacuation limit
Shuttlecraft: Type 8 Personnel (8)
Type 7 Personnel (2)
Type 15-A Shuttlepod (10)

Engines and Power Data:

Total Power Units Available: 160
Movement/Point Ratio: 4/1
Warp Engine Type: FIUWA-1
Number: 2
Power Units Available: 48
Cruising Speed: 6
Emergency Speed: 9.4
Impulse Engine Type: FIG-2
Number: 2
Power Units Available: 32
Auxiliary Power: 16
Reserve Power: 8

Weapons and Firing Data:

Beam Weapon Type: FH-14a
Number: 4
Firing Arcs: 4 f/a
Chart: Y
Max Power:
+3 (1-5)
+2 (6-12)
+1 (13-18)
Beam Weapon Type: FH-10
Number: 10
Firing Arcs: 4 f, 2 f/p, 2 f/s, 2 a
Chart: W
Max Power:
+3 (1-10)
+2 (11-17)
+1 (18-20)
Missile Weapon Type: FP-4
Number: 12
Firing Arcs: 6 f/p/s, 6 a
Chart: S
Power to Arm: 1
Damage: 10

Shields Data:

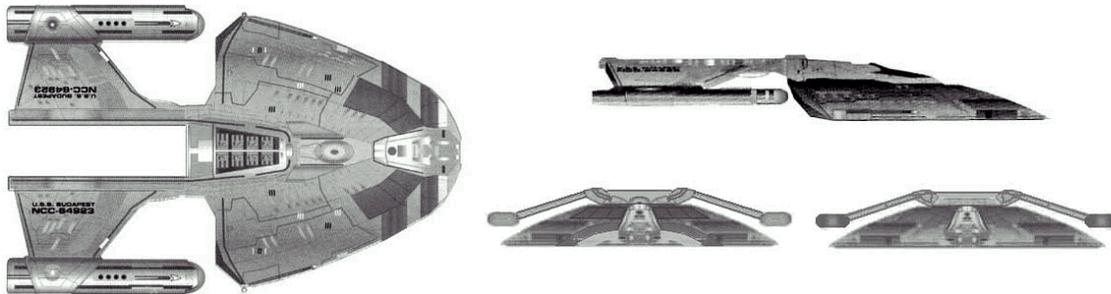
Deflector Shield Type: FSS-1a
Shield Point Ratio: 1/5
Max Shield Power: 20/side

Combat Efficiency:

Point Value: 172

Norway-class Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-74778	<i>Norway</i>	Utopia Planitia Fleet Yards, Mars	4/6002	4/6703	4/7002	Active
NCC-74178	<i>Radetsky</i>	Star City Spaceyard, Terra	4/6203	4/6805	4/7012	Destroyed
NCC-70147	<i>Trinidad</i>	Utopia Planitia Fleet Yards, Mars	4/6307	4/7005	4/7108	Active
NCC-70889	<i>Tanagra</i>	Seskon Trella, Chagala, Tellar	4/6511	4/7008	4/7111	Destroyed
NCC-76556	<i>Kiowa</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6603	4/7105	4/7205	Destroyed
NCC-64923	<i>Budapest</i>	Utopia Planitia Fleet Yards, Mars	4/6709	4/7109	4/7208	Active
NCC-77863	<i>Florida</i>	Utopia Planitia Fleet Yards, Mars	4/6802	4/7210	4/7311	Active
NCC-72336	<i>Lincoln</i>	Utopia Planitia Fleet Yards, Mars	4/6909	4/7305	4/7404	Active
NCC-73567	<i>Caesar</i>	Cape Canaveral Spaceport, Terra	4/7002	4/7406	4/7506	Scrapped
NCC-75678	<i>Arkansas</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7101	4/7504	4/7607	Destroyed
NCC-79565	<i>Pittsburgh</i>	Avondale Group, Ferrata Docks, Rigel IV	4/7203	4/7606	4/7702	Destroyed
NCC-79565	<i>Nautilus</i>	Utopia Planitia Fleet Yards, Mars	4/7311	4/7701	4/7803	Active
NCC-71628	<i>Patrick Henry</i>	San Francisco Fleet Yards, Terra	4/7311	4/7712	4/7811	Active
NCC-75057	<i>Demon</i>	Port Copernicus Fleet Yards, Luna	4/7402	4/7801	4/7907	Active
NCC-75467	<i>Xerxes</i>	Utopia Planitia Fleet Yards, Mars	4/7405	4/7805	4/7909	Active
NCC-72257	<i>Montpelier</i>	Utopia Planitia Fleet Yards, Mars	4/7403	4/7903	4/8002	Active
NCC-75675	<i>Pueblo</i>	Alfras Fleet Yards, Deneb V	4/7511	4/7909	4/8008	Active
NCC-79873	<i>Iwo Jima</i>	Utopia Planitia Fleet Yards, Mars	4/7608	4/8003	4/8101	Active
NCC-75458	<i>Lejeune</i>	Utopia Planitia Fleet Yards, Mars	4/7701	4/8005	4/8108	Active
NCC-71344	<i>Zuiho</i>	Utopia Planitia Fleet Yards, Mars	4/7709	4/8104	4/8203	Trials
NCC-74388	<i>Euphrates</i>	Utopia Planitia Fleet Yards, Mars	4/7709	4/8109	4/8208	Trials
NCC-71774	<i>Werner von Braun</i>	Antares Fleet Yards	4/7803	4/8206	4/8302	Trials
NCC-78774	<i>Ohio</i>	Newport News Fleet Yard, Terra	4/7901	4/8309	4/8412	Building
NCC-71441	<i>Thelavor</i>	Chiokis Fleet Yards, Thelavor, Andor	4/8003	4/8412	4/8508	Building
NCC-79877	<i>Thurfir</i>	Utopia Planitia Fleet Yards, Mars	4/8111	4/8505	4/86??	Building



Starfleet was at a crossroads in the early 2360s. The fleet was in the midst of an extensive modernization program that included the mass retirement of several older classes of vessels and the fielding of numerous newer types. With the *Galaxy*-class in full production but with limited availability, the exploration and defensive programs that the Federation relied on were, for the time being, unmanned. One of the first designs approved to fill this gap was the *Norway*-class cruiser, a capable if not over-engineered starship that has become an integral part of the fleet's defense force.

Classification: The *Norway* is designated as a medium range tactical heavy cruiser.

Design: The *Norway*'s design is based around a simple wedge shaped primary hull with an aft mounted support section sporting two nacelles parallel to the vessel's centerline. While early testing of the basic hullform showed the design to be highly efficient for high warp maneuvering and rapid warp field threshold transitional maneuvers, they failed to flesh out several structural flaws in the vessel's layout. The nacelle support pylons were soon found to be vulnerable to stress fracturing which could lead to a total structural failure during high speed maneuvers. The fix for the problem added several years to the development project, but the issue was eventually settled by adding several extra structural integrity field generators to key locations along the hull.

Engineering: The FUWR-2 warp drive fit aboard the *Norway* is an enhanced version of the type developed in the mid-2350s for the *Akira*-class project. Light, powerful and sometimes tricky to maintain due to the *Norway*'s complicated EPS distribution layout, the drive provides the *Norway* with an impressive top speed of warp 9.85 for twelve hours and a cruising speed of warp six. Added with her twin FIG-3 impulse drives, the *Norway* is a powerful adversary at any speed.

Tactical: The *Norway* was one of the first vessels to leave Utopia Planitia with the new FH-18 heavy phaser array, a design that improves upon the emitter segments designed for the *Galaxy*-class. Combined with a longer ranged version of the venerable FH-10 and the FP-10 torpedo launcher the *Norway* is one of the most heavily armed cruisers in the fleet.

Crew Support/Computer Systems: By modern standards, the *Norway*-class vessels are very crowded due to her labor intensive primary systems. Although she does incorporate the latest in holodeck technology and other recreational facilities, the lack of living space is a major drawback. The *Norway*'s computer system is the standard isolar type and is adequate for the vessel's needs.

Development and Construction History: Of the twenty-four *Norway*-class vessels built to date, eighteen remain in active service. Construction continues at reduced levels at several facilities throughout the Federation with current plans calling for continued production at a rate of one per year until 2386.

Historical Notes:

<i>Radetsky</i>	Destroyed by the Borg at the Typhon on stardate 4/7305.
<i>Tanagra</i>	Destroyed by the Borg at the Typhon on stardate 4/7305.
<i>Kiowa</i>	Destroyed by Dominion forces on 4/7403 near Betazed.
<i>Caesar</i>	Scrapped after taking extensive damage in an attack on a Romulan Free States terrorist training camp in the Triangle Region on stardate 4/7902.
<i>Arkansas</i>	Destroyed after falling through an uncharted wormhole near Benzeria Prime on stardate 4/8005.
<i>Pittsburgh</i>	Destroyed in an attack on a Romulan Free States terrorist training camp in the Triangle Region on stardate 4/7902.

The Romulan Free States have been a thorn in the sides for not only the Federation but the Romulan Empire for the last seventy years. Analogous to the Imperial Klingon States (IKS), the RFS came about as a government in exile after the coup that led to the Tomed Incident and subsequent realignment of the Romulan power structure. Led by Admiral Tosh T'prel and his loyal M'pera Fleet, the RFS receives only moderately disinterested support from the Romulan homeworlds. The RFS is equally uninterested in internal Romulan politics and chooses to promote its own ascension as the second coming of the true Romulan Empire. The RFS's inherent distrust of the Federation and uneasy alliance with the IKS makes them a dangerous foe. One of the primary goals of the IKS/RFS alliance is to destabilize the Triangle region and the bordering worlds of the three major powers that surround the neutral territory. Their ultimate goal is to conquer the resource rich region and establish a new jointly ruled empire for the benefit of their followers. The power struggle in the region is a web of mixed alliances, counter treaties and old loyalties gone astray. For the Federation, the Corillian States was established as the new homeworld for the Corillian race, a group that started their existence in Romulan space but had fled over the centuries when their planet was invaded and enslaved. The Romulans oppose them for their sometimes violent attempts to free their enslaved brothers and the Klingons just barely tolerate them thanks to their alliance with the Federation. The IKS has a similar history to the IKS but gained a massive boost in stature and power after the failed coup by the House of Duras in the late 2360s. The Federation is openly hostile with the IKS but stops at outright conflict with them due to the Alliance with the Klingon Empire. The Romulan Empire tolerates the IKS inasmuch as it keeps the balance of power in the Triangle in a constant state of flux. The IKS and RFS's attempts to seize control of the region have been persistent in the last ten years thanks to the Federation's ever increasing responsibilities in defending against Borg incursions and the Dominion. The vacuum created by the sporadic presence of Starfleet vessels in the region has made the IKS/RFS alliance bold in their attempts to reign terror on the border worlds. In 2378, the attacks on Federation colonies and installations reached a fever pitch and the call for action was becoming urgent. By early 2379, Starfleet Intelligence had located two terrorist training/staging facilities on Brengar Tyvis, a planetoid in the RFS sphere of influence. Led by the *USS Canterbury* and backed up by the *Norway*-class vessels *Caesar* and *Pittsburgh*, the Federation force moved on the facility with the intention of closing it permanently. Upon dropping out of warp, the force was met by no less than five *Warbirds* emerging from the target's sensor shadow. The *Canterbury* ordered her two escorts to engage the enemy while she began the bombardment of the target and sewed mines around her small spaceport. Meanwhile, the two cruisers were hard presses to counter the enemy at two-to-one odds, but managed to make a fair showing early on. The *Caesar* almost immediately crippled the *Warbird T'sega* with a withering barrage of phaser fire to her warp core. The *Pittsburgh* drew off three of the *Warbirds* and led them on a merry chase around the planetoid, sometimes coming within five kilometers of its surface. By now the *Canterbury* has finished her strike mission and has joined her escorts so they could extract themselves from the system. Unfortunately, the *Pittsburgh* was now in poor shape and reported that she was on auxiliary power only and going down. The *Canterbury* arrived just in time to see the *Caesar* take a direct hit to her engineering section and eject her warp core as the *Warbird S'kkus* come about for the kill. Fortunately, the Federation flagship was able to destroy the *S'kkus* before she could complete her task and took the wounded vessel under tow. Upon hearing nothing from the *Pittsburgh*, the *Canterbury* evacuated the scene of the attack and headed back for Federation space. Starfleet Intelligence later learned that the *Pittsburgh* was forced to crash land on the planetoid's surface during the attack and was lost with all hands. After a lengthy evaluation, Starfleet Engineering determined that the damage was too severe to the *Caesar* to warrant her repair and scrapped the vessel.

Specifications for the *Norway*-class Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/7002

Hull Data:

Superstructure Points: 92
Size:
Length: 364 m
Width: 225 m
Height: 52 m
Transporters:
Standard Six Person- 4
Emergency 22 Person- 2
Cargo, small- 2
Cargo, large- 2
Crew: 80 Officers
670 Enlisted
Passengers: 40
3,000 evacuation limit
Shuttlecraft: Type 6 Personnel (8)
Type 9 Personnel (2)
Type 16 Shuttlepod (8)

Engines and Power Data:

Total Power Units Available: 200
Movement/Point Ratio: 5/1
Warp Engine Type: FUWR-2
Number: 2
Power Units Available: 50
Cruising Speed: 6
Emergency Speed: 9.85
Impulse Engine Type: FIG-3
Number: 2
Power Units Available: 40
Auxiliary Power: 20
Reserve Power: 10

Weapons and Firing Data:

Beam Weapon Type: FH-18
Number: 4
Firing Arcs: 4 f/p/s
Chart Y
Max Power: 15
+3 (1-15)
+2 (16-20)
+1 (21-24)
Beam Weapon Type: FH-10a
Number: 12
Firing Arcs: 4 f/p/a, 4 f/s/a, 4 p/s
Chart Z
Max Power: 7
+3 (1-15)
+2 (16-20)
+1 (21-24)
Missile Weapon Type: FP-10
Number: 16
Firing Arcs: 8 f/p/s, 8 a
Chart S
Power to Arm: 1
Damage: 10

Shields Data:

Deflector Shield Type: FSR-1
Shield Point Ratio: 1/6
Max Shield Power: 24/side

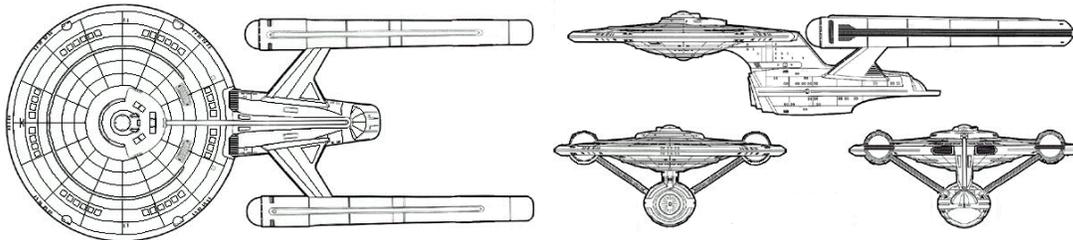
Combat Efficiency:

Point Value: 222

Patriot-class Heavy Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-66580	<i>Patriot</i>	Utopia Planitia Fleet Yard, Mars	4/6502	4/6902	4/7001	Training Cmd.
NCC-61892	<i>Cyprus</i>	Utopia Planitia Fleet Yard, Mars	4/6502	4/6906	4/7005	Destroyed
NCC-71328	<i>Olympic</i>	Utopia Planitia Fleet Yard, Mars	4/6607	4/6908	4/7011	Destroyed
NCC-61543	<i>Cannae</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6608	4/7001	4/7101	Destroyed
NCC-71234	<i>Gage</i>	New Aberdeen Fleet Yards, Aldebra	4/6612	4/7004	4/7105	Active
NCC-65283	<i>Regulus</i>	Utopia Planitia Fleet Yard, Mars	4/6707	4/7012	4/7111	Lost
NCC-63243	<i>Hellfire</i>	San Francisco Fleet Yards, Terra	4/6706	4/7102	4/7201	Active
NCC-73123	<i>Saturn</i>	Utopia Planitia Fleet Yard, Mars	4/6707	4/7106	4/7205	Destroyed
NCC-73245	<i>Kyushu</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6903	4/7201	4/7211	Active
NCC-73249	<i>Yamashiro</i>	Port Copernicus Fleet Yards, Luna	4/6909	4/7201	4/7301	Destroyed
NCC-74565	<i>Cartwright</i>	Southampton Fleet Yard, Terra	4/6911	4/7205	4/7305	Scrapped
NCC-70849	<i>Gatling</i>	Utopia Planitia Fleet Yard, Mars	4/6911	4/7212	4/7311	Destroyed
NCC-75443	<i>Crusader</i>	Utopia Planitia Fleet Yard, Mars	4/6911	4/7302	4/7401	Scrapped
NCC-74569	<i>Xavante</i>	Utopia Planitia Fleet Yard, Mars	4/7001	4/7302	4/7405	Active
NCC-73218	<i>Trojan</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7002	4/7311	4/7411	Destroyed
NCC-76573	<i>Starfire</i>	Utopia Planitia Fleet Yard, Mars	4/7001	4/7403	4/7501	Active
NCC-72145	<i>Raven</i>	M'Yengh Yaras Fleet Yards, Cait	4/7010	4/7402	4/7505	Active
NCC-72928	<i>Courageous</i>	Star City Spaceyard, Terra	4/7011	4/7411	4/7511	Destroyed
NCC-71324	<i>Randolph</i>	Seskon Trella, Chagala, Tellar	4/7104	4/7505	4/7601	Destroyed
NCC-75783	<i>Horatio</i>	Utopia Planitia Fleet Yard, Mars	4/7105	4/7504	4/7605	Active
NCC-73554	<i>Tikuma</i>	Utopia Planitia Fleet Yard, Mars	4/7105	4/7601	4/7607	Active
NCC-76516	<i>Tolstoy</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7211	4/7512	4/7611	Destroyed
NCC-77321	<i>Gorgon</i>	San Francisco Fleet Yards, Terra	4/7204	4/7512	4/7611	Active
NCC-70547	<i>Wildcat</i>	Utopia Planitia Fleet Yard, Mars	4/7212	4/7602	4/7701	Active
NCC-74223	<i>Cyclops</i>	Port Copernicus Fleet Yards, Luna	4/7304	4/7602	4/7702	Destroyed
NCC-71235	<i>Pershing</i>	Avondale Group, Ferrata Docks, Rigel IV	4/7305	4/7603	4/7704	Active
NCC-70565	<i>Hellcat</i>	Utopia Planitia Fleet Yard, Mars	4/7309	4/7606	4/7705	Destroyed
NCC-79045	<i>Tomcat</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7409	4/7609	4/7711	Destroyed
NCC-74574	<i>Aegis</i>	Utopia Planitia Fleet Yard, Mars	4/7411	4/7703	4/7802	Active
NCC-72417	<i>Tomahawk</i>	Utopia Planitia Fleet Yard, Mars	4/7411	4/7703	4/7804	Destroyed
NCC-75650	<i>Thunderer</i>	Chandley Works, Caravalia, Mars	4/7412	4/7707	4/7808	Destroyed
NCC-74554	<i>Onslaught</i>	Chandley Works, Caravalia, Mars	4/7412	4/7706	4/7810	Active
NCC-78795	<i>Defender</i>	Chandley Works, Caravalia, Mars	4/7412	4/7711	4/7812	Active
NCC-73541	<i>Hyakutake</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7503	4/7803	4/7901	Active
NCC-78504	<i>Adelphi</i>	Utopia Planitia Fleet Yard, Mars	4/7502	4/7805	4/7903	Active
NCC-78990	<i>Xenophon</i>	Utopia Planitia Fleet Yard, Mars	4/7502	4/7806	4/7905	Active
NCC-73565	<i>Jihad</i>	Utopia Planitia Fleet Yard, Mars	4/7511	4/7809	4/7909	Destroyed
NCC-73851	<i>Valley Forge</i>	Utopia Planitia Fleet Yard, Mars	4/7601	4/7812	4/7911	Active
NCC-73587	<i>Ironside</i>	Electric Boat Company Dockyard, Terra	4/7602	4/7904	4/8001	Active
NCC-73220	<i>Dallas</i>	Utopia Planitia Fleet Yard, Mars	4/7703	4/7902	4/8004	Active
NCC-79876	<i>Blenheim</i>	Utopia Planitia Fleet Yard, Mars	4/7703	4/7902	4/8005	Active
NCC-70215	<i>Serapis</i>	Makin County Shipyard	4/7703	4/7908	4/8006	Active
NCC-78299	<i>Vengeance</i>	Seskon Trella, Chagala, Tellar	4/7703	4/7909	4/8012	Active
NCC-70298	<i>Triumph</i>	Port Copernicus Fleet Yards, Luna	4/7706	4/8004	4/8105	Active
NCC-76548	<i>Victoria</i>	Utopia Planitia Fleet Yard, Mars	4/7708	4/8007	4/8106	Active
NCC-79517	<i>Glory</i>	Utopia Planitia Fleet Yard, Mars	4/7712	4/8007	4/8107	Active
NCC-74987	<i>Alviss</i>	San Francisco Fleet Yards, Terra	4/7809	4/8012	4/8109	Active
NCC-79500	<i>Godzilla</i>	San Francisco Fleet Yards, Terra	4/7802	4/8101	4/8111	Active
NCC-75840	<i>Michaelangelo</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7812	4/8104	4/8201	Active
NCC-79854	<i>Jerico</i>	Utopia Planitia Fleet Yard, Mars	4/7804	4/8103	4/8203	Active
NCC-72387	<i>Ireland</i>	Utopia Planitia Fleet Yard, Mars	4/7901	4/8108	4/8206	Active
NCC-70348	<i>Anson</i>	Southampton Fleet Yard, Terra	4/7903	4/8105	4/8208	Active
NCC-79921	<i>Shikari</i>	Antares Fleet Yards	4/7905	4/8110	4/8212	Active
NCC-75743	<i>Verdun</i>	Utopia Planitia Fleet Yard, Mars	4/7912	4/8205	4/8302	Active
NCC-73243	<i>Chekov</i>	Electric Boat Company Dockyard, Terra	4/8004	4/8205	4/8302	Active
NCC-74549	<i>Sosabowski</i>	San Francisco Fleet Yards, Terra	4/8005	4/8209	4/8306	Active
NCC-72155	<i>Nebuchadnezzar</i>	Shar Ta'kel Central Docks, 40 Eridani	4/8005	4/8210	4/8307	Active
NCC-78977	<i>Windhuk</i>	Utopia Planitia Fleet Yard, Mars	4/8011	4/8211	4/8310	Active
NCC-78972	<i>Buran</i>	Utopia Planitia Fleet Yard, Mars	4/8102	4/8301	4/8402	Active
NCC-71445	<i>Carentan</i>	Newport News Fleet Yard, Terra	4/8104	4/8304	4/8404	Active
NCC-72214	<i>Roosevelt</i>	M'Yengh Yaras Fleet Yards, Cait	4/8104	4/8309	4/8407	Active
NCC-72564	<i>Sabine</i>	Port Copernicus Fleet Yards, Luna	4/8105	4/8311	4/8410	Active
NCC-75647	<i>Wahoo</i>	Utopia Planitia Fleet Yard, Mars	4/8111	4/8312	4/8411	Active
NCC-72121	<i>Arnhem</i>	Avondale Group, Ferrata Docks, Rigel IV	4/8201	4/8401	4/8502	Active
NCC-76747	<i>Remagen</i>	Antares Fleet Yards	4/8202	4/8404	4/8503	Active
NCC-78127	<i>Anchorage</i>	Avondale Group, Ferrata Docks, Rigel IV	4/8205	4/8405	4/8507	Active

NCC-74528	<i>Sacajawea</i>	San Francisco Fleet Yards, Terra	4/8206	4/8409	4/8510	Active
NCC-76877	<i>Spruance</i>	Shar Ta'kel Central Docks, 40 Eridani	4/8211	4/8411	4/8512	Active
NCC-74541	<i>Dublin</i>	Shar Ta'kel Central Docks, 40 Eridani	4/8302	4/8503	4/86??	Trials
NCC-78967	<i>Avatar</i>	San Francisco Fleet Yards, Terra	4/8302	4/8503	4/86??	Trials
NCC-74675	<i>Izar</i>	Seskon Trella, Chagala, Tellar	4/8302	4/8504	4/86??	Trials
NCC-75367	<i>Firebrand</i>	Makin County Shipyard	4/8309	4/8512	4/86??	Trials
NCC-74345	<i>Mir</i>	Port Copernicus Fleet Yards, Luna	4/8311	4/8512	4/86??	Trials
NCC-71340		Shar Ta'kel Central Docks, 40 Eridani	4/8405	4/86??	4/87??	Building
NCC-73734		Chandley Works, Caravalia, Mars	4/8406	4/86??	4/87??	Building
NCC-79993		Seskon Trella, Chagala, Tellar	4/8408	4/86??	4/87??	Building
NCC-73721		Makin County Shipyard	4/8412	4/86??	4/87??	Building
NCC-70447		San Francisco Fleet Yards, Terra	4/8412	4/86??	4/87??	Building
NCC-77888		Shar Ta'kel Central Docks, 40 Eridani	4/8504	4/87??	4/88??	Building
NCC-78973		Utopia Planitia Fleet Yard, Mars	4/8507	4/87??	4/88??	Building
NCC-74611		Port Copernicus Fleet Yards, Luna	4/8507	4/87??	4/88??	Building
NCC-72541		M'Yengh Yaras Fleet Yards, Cait	4/8509	4/87??	4/88??	Building
NCC-76577		Utopia Planitia Fleet Yard, Mars	4/8511	4/87??	4/88??	Building



In 2364, Starfleet was at a crossroads in its starship design program. Doctrine of the day called for an emphasis on designing large multimission starships in minimal numbers, and the fleet's ability to respond in force had suffered. With the reemergence of the Romulans as a threat after a 75 year absence and the Borg a new factor to contend with, Starfleet needed new vessels in large numbers and time was of the essence. By mid-2365 several new designs had been chosen to lead the fleet in a construction program like none other in Starfleet history. One of these came to be known as the *Patriot*-class heavy cruiser.

Classification: The *Patriot*-class is mostly found on patrol and escort-type assignments, and is classified as a cruiser.

Design: The *Patriot*-class design is clearly inspired by the *Constitution*-class starships of the late twenty-third century, and follows the famous saucer/engineering hull/twin nacelle arrangement. In fact, for the basic warp field dynamics modeling and framework design, the *Patriot*-started as just that. However, it is there that the similarities stop. With the basic structural and propulsion systems scaled up nearly 35%, the *Patriot*'s size is comparable with the *Excelsior*-class and performs many of the duties of that venerable design (minus the *Excelsior*'s outstanding exploratory capability). The *Patriot* is equipped with a saucer separation capability, but reconnecting requires the facilities of a starbase or repair tender to reconnect. This provision is purely an emergency procedure and has only been performed once in the life span of the design.

Engineering: The *Patriot* was designed from the outset around the powerful (and at the time, brand new) FUWR-1 (Federation Ultra Warp type R/1) warp drive. This innovative power plant is capable of propelling the vessel at speeds of up to warp 9.85 for 12 hours, the fastest starship of her time. The FIG-2 fit on the Mk I *Patriots* was sufficient for sublight operations, but a better match was found in the FIG-4 upon release of the Mk II *Patriots* in 2378.

Tactical: The initial drive to get the *Patriots* into service necessitated the inclusion of two powerful but outdated weapons systems. The FH-11 long range phaser from HighBeam Energies has been the weapon of choice for Starfleet for decades along with the FP-4 torpedo launch system. However, these gave way with the first Mk II *Patriot* in 2378 to newer tactical systems. The FH-16 delivers the same power output as the old FH-11 but at a 25% increase in accuracy at close ranges. The FP-10 finally gives the *Patriot* a defensive capability and flexibility missing from the old torpedo launch system. With an emphasis on offensive firepower and a desire to keep the *Patriot* as light and maneuverable as possible, the vessels of the class lack aft mounted weaponry and have a relatively rudimentary structural support system. Although it is sufficient for the load bearing requirements of the warp drive and impulse system, the superstructure cannot stand much punishment. This more than anything has led to the *Patriot*'s abysmal attrition rate in recent years. Upon the release of the Mk II *Patriot*, improvements in the structural integrity field generators and frame load bearing members finally reduced the probability of structural collapse while retaining her superb handling characteristics.

Crew Support/Computer Systems: The *Patriot* is considered to be a medium range cruiser and never strays far from the facilities of a starbase. This allows the *Patriot* to focus on operational system requirements instead of recreational facilities. Although the vessels do sport a number of the amenities found on all starships, the vessel's fittings are largely utilitarian. Keeping in line with her military operations mission profile, the *Patriot*'s lab and research facilities are rudimentary, and the vessel is rarely called upon for exploration duty. However, her sensor suite is state-of-the-art and the class and boasts an impressive communications array. Despite advances in bio-neural and hybrid computer cores, the standard triple redundant isolinear computer system has been fit on all vessels of this class.

Development and Construction History: The *Patriot*-class was a joint design by Starfleet Engineering and Starfleet Tactical of San Francisco as a part of the SSDP Project (Small Starship Development Program) with advanced computer modeling and testing taking place at Utopia Planitia. The vessel's of the class are produced at nearly every major shipyard in the Federation and are constructed at

a rate of five per year. Of the 68 *Patriots* constructed, 48 remain in active service with one, the class ship *USS Patriot* serving with Starfleet Training command. Construction of the *Patriot* has been funded through the end of fiscal year 2385 with the production run contract expecting to be renewed for another 10 years. The *Patriot*-class starships are known in many circles as the "Dead Ships" class. Many of her number are named after vessels lost in the defense of the Federation. Six are named after starships lost at the Battle of Wolf 359, with others attributed to the Cardassian, Raven and Tholian conflicts.

Historical Notes:

<i>Patriot</i>	Reverted to Starfleet Training Command after suffering catastrophic damage by the Romulans on stardate 4/7705.11. Repaired by students of the Starfleet Engineering College and placed in training command.
<i>Cyprus</i>	Destroyed by forces of the Imperial Klingon States near Starbase 20 on stardate 4/7507.
<i>Olympic</i>	One of five vessels destroyed by forces of the Romulan Empire on stardate 4/7604 in the Triangle region.
<i>Cannae</i>	One of ten starships destroyed by Imperial Klingon States forces at the Battle of K'tog on stardate 4/7703.
<i>Regulus</i>	Lost, presumed destroyed while on patrol near the Orion Border on stardate 4/7403.
<i>Saturn</i>	One of five vessels destroyed by forces of the Romulan Empire on stardate 4/7604 in the Triangle region.
<i>Yamashiro</i>	One of ten starships destroyed by Imperial Klingon States forces at the Battle of K'tog on stardate 4/7703.
<i>Cartwright</i>	Scrapped after a fleet training accident on stardate 4/7402.
<i>Gatling</i>	Destroyed by forces of the Romulan Empire near the Raven System on stardate 4/7606.
<i>Crusader</i>	Scrapped after a fleet training accident on stardate 4/7403.
<i>Trogan</i>	Destroyed by Jem'hadar forces in the Purkaria Sector on stardate 4/7505.
<i>Courageous</i>	Destroyed by Imperial Klingon States forces near Starbase 20 on stardate 4/7607.
<i>Randolph</i>	Destroyed by Imperial Klingon States forces near Starbase 20 on stardate 4/7607.
<i>Tolstoy</i>	Destroyed by Romulan forces in Operation Gallant Flame near the Nelvana System on stardate 4/7803.
<i>Cyclops</i>	Destroyed by Shornack Naval forces at the Battle of Deep Space 12 on stardate 4/7812.
<i>Hellcat</i>	Destroyed by forces of the Romulan Empire near the Raven System on stardate 4/7908.
<i>Tomcat</i>	Destroyed by Romulan forces in Operation Gallant Flame near the Nelvana System on stardate 4/7803.
<i>Tomahawk</i>	Destroyed by Obsidian Alliance forces near the Kakora System on 4/8105.
<i>Thunderer</i>	Destroyed by forces of the Romulan Empire near the Triangle border on Stardate 4/8003.
<i>Jihad</i>	Destroyed by unknown alien force in the Cambridge Sector on stardate 4/8008.

On stardate 4/7403.13, Starbase 74 declared the *USS Regulus* "overdue, presumed lost" after a month long search failed to find traces of the vessel. The *Regulus* was assigned to patrol near the Orion border where recent hostilities had seen the loss of the Federation supply vessel *SS Stonewall Jackson*. The *Regulus* reported no activity in the area on 4/7402.02 and was continuing her patrol. After failing to report in two days later, the starships *Niagara* and *Polaris* were sent to find for the *Regulus*, but the efforts were called off after a month of searching. Oddly, a hull section identified as a part of the *Regulus'* tractor beam assembly was found on the other side of the Federation in deep space eight months later. No explanation was ever forthcoming why a part of the *Regulus* was found in a sector of the galaxy to which the starship had never visited.

As a part of Solar Wind 95 in 2374, the starships *Cartwright* and *Crusader* were practicing field refueling and replenishment drills alongside the tanker *SS Kalidas* when something went horribly wrong. The *Cartwright* was tractoring aboard a pallet of replacement parts to simulate a cargo transporter failure when the incident occurred. The tractor beam suddenly suffered a power sag after a failure of an impulse reaction container. The beam lost its hold on the pallet, allowing it to slam into the thin hull of the *Kalidas*. The collision ruptured the vessel's deuterium stores, which in turn vented into the cargo area which was at the time readying to transfer photon torpedoes to the *Crusader*. The resulting explosion ripped the *Kalidas* in half, and the shockwave violently tore into the unshielded *Cartwright* and *Crusader*. Both vessels were immediately forced to eject their warp cores, leaving each with only minimal power. Internal fires threatened to rupture the *Cartwright's* own fuel tanks, so Captain Morgenstern ordered the star drive abandoned and an explosive bolts separation of the saucer was implemented. Both vessels were later met by the starships *Valdemar* and *Cromwell*, with the hospital ship *Voris* providing relief for the wounded aboard the two stricken vessels. Due to her deteriorated condition, the *Cartwright* was later scuttled on the spot by a phaser volley from the *Valdemar*. The *Crusader* was towed back to Starbase 20 and scrapped the next month after she was declared a total loss. Among the lost were the entire crew of the *Kalidas*, 22 aboard the *Crusader* and 46 from the *Cartwright*. The *Cartwright's* losses included the executive officer, ships doctor, chief engineer and six civilians. The ship's XO, Lieutenant Commander Donald O'Hare, was posthumously awarded the Medal of Valor after he sacrificed his life to manually initiate the explosive bolts separation of the *Cartwright's* saucer after the main computer failed.

On stardate 4/7703.17, Task Force L, consisting of the *Galaxy*-class starship *Saratoga*, *Southampton*, *Gandhi*, and *MacArthur*, was attacked by IKS forces near the Bolivar system. The enemy, which outnumbered the Federation forces 6-4, quickly outmaneuvered and overwhelmed the Starfleet vessels. During the battle the *Saratoga* took several direct hits to engineering, leaving the flagship dead in space. The remaining Federation vessels retreated at that time under orders by Captain Young on the *Saratoga*. The *Saratoga* was soon boarded and taken under tow to IKS space. Three days later, under a cloak of secrecy, a Federation force of thirty vessels left Starbase 12 for IKS space. The force is one of the largest during the Raven war, consisting of the starships *Valiant*, *Majestic*, *Algeo*, *Bonnaventure*, *Pegasus*, *Kitty Hawk*, *Melbourne*, *Canberra*, *New Jersey*, and many others. Their primary task is to strike the IKS maintenance/construction depot at K'tog IV. If possible, they are to retake or destroy the captured starship *USS Saratoga* which was rumored to be under repairs at K'tog IV. What happened later that week can only be called the Starfleet's most humiliating defeat since the Dominion war. Although the battle started well, the attack was a tactical failure, and would deeply curtail Starfleet's ability to respond to enemy action in the Triangle region for months. It also gave the IKS a propaganda victory of enormous proportions by being able to claim the defeat of a tactically superior foe. The Federation force was able to only damage the IKS' repair and supply depot, and totally failed to retake the captured starship *Saratoga*. The final cost to the Federation is nearly 3700 dead, the total loss of ten starships, among them the *Patriot*-class *USS Cannae* and *Yamashiro*. The *Xavante* and *Hellfire* suffer varying degrees of damage. The Klingon forces suffered the loss of seven warships and the damaging of two others. The supply depot lost two of its six supply docks, several freighters, a repair facility, and several antiquated destroyers. It would be another six months until the *Saratoga* is retaken from the Klingons by Captain Carmichael of the starship *Renown*. The badly ravaged *Galaxy*-class starship would spend the better part of three months being refurbished before she is returned to service.

Specifications for the *Patriot*-class Heavy Cruiser

Construction Data:

Model Number:	Mk I	Mk II
Date Entered Service:	4/7001	4/7802

Hull Data:

Superstructure Points:	72	86
Size:		
Length:	467 m	467 m
Width:	202 m	202 m
Height:	114 m	114 m
Transporters:		
Standard Six Person-	8	8
Emergency 22 Person-	6	6
Cargo, small-	4	4
Cargo, large-	2	2
Crew:	135 Officers	135 Officers
	565 Enlisted	565 Enlisted
Passengers:	40	40
	8500 evacuation limit	8500 evacuation limit
Shuttlecraft:	Type 8 Personnel (8)	Type 8 Personnel (10)
	Type 6 Personnel (4)	Type 9 Personnel (2)
	Type 16 Shuttlepod (8)	Type 16 Shuttlepod (8)

Engines and Power Data:

Total Power Units Available:	144	156
Movement/Point Ratio:	4/1	4/1
Warp Engine Type:	FUWR-1	FUWR-1
Number:	2	2
Power Units Available:	56	56
Cruising Speed:	6	6
Emergency Speed:	9.85	9.85
Impulse Engine Type:	FIG-2	FIG-4
Number:	1	1
Power Units Available:	32	44
Auxiliary Power:	14	16
Reserve Power:	7	8

Weapons and Firing Data:

Beam Weapon Type:	FH-11	FH-16
Number:	12	12
Firing Arcs:	4 f, 4 f/p, 4 f/s	4 f, 4 f/p, 4 f/s
Chart	Y	Z
Max Power:	10	10
+3	(1-10)	(1-15)
+2	(11-17)	(16-20)
+1	(18-24)	(21-24)
Missile Weapon Type:	FP-4	FP-10
Number:	4	4
Firing Arcs:	2 f/p, 2 f/s	2f/p, 2 f/s
Chart	S	S
Power to Arm:	1	1
Damage:	10	10

Shields Data:

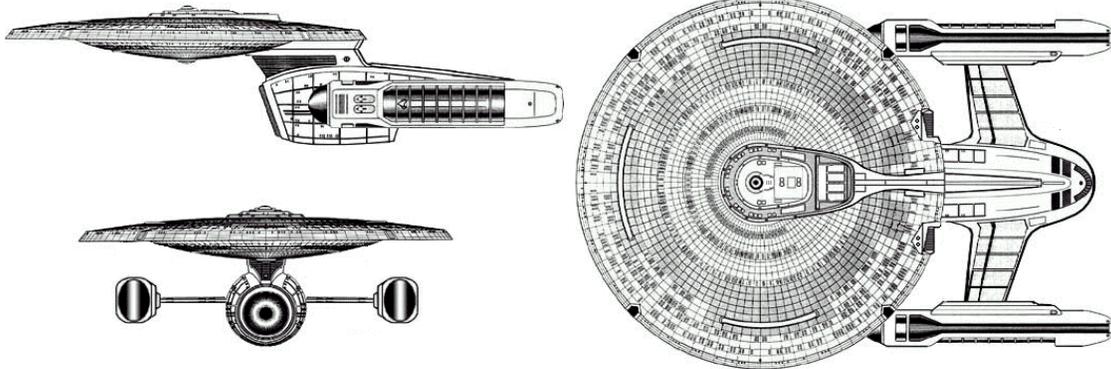
Deflector Shield Type:	FSS-M	FSS-M
Shield Point Ratio:	1/6	1/6
Max Shield Power:	22/side	22/side

Combat Efficiency:

Point Value:	165	181
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Renaissance-class Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-10500	<i>Renaissance</i>	San Francisco Fleet Yards, Terra	4/2010	4/2601	4/2703	Active
NCC-10523	<i>Hornet</i>	Antares Fleet Yards	4/2010	4/2605	4/2709	Scrapped
NCC-19755	<i>Columbus</i>	Port Copernicus Fleet Yards, Luna	4/2012	4/2605	4/2711	Destroyed
NCC-12321	<i>Audacious</i>	Port Copernicus Fleet Yards, Luna	4/2102	4/2703	4/2802	Active
NCC-14468	<i>Everest</i>	Antares Fleet Yards	4/2107	4/2704	4/2804	Training
NCC-17968	<i>Triumph</i>	San Francisco Fleet Yards, Terra	4/2108	4/2704	4/2811	Destroyed
NCC-13411	<i>Glorious</i>	Utopia Planitia Fleet Yards, Mars	4/2204	4/2804	4/2902	Destroyed
NCC-18632	<i>Lafayette</i>	Chandley Works, Caravalia, Mars	4/2206	4/2805	4/2906	Active
NCC-14357	<i>Saladin</i>	Port Copernicus Fleet Yards, Luna	4/2301	4/2806	4/2911	Active
NCC-17709	<i>Moscow</i>	Star City Spaceport, Terra	4/2307	4/2901	4/2912	Scrapped
NCC-21667	<i>Victoria</i>	Antares Fleet Yards	4/2402	4/2907	4/3005	Lost
NCC-11548	<i>Rivoli</i>	San Francisco Fleet Yards, Terra	4/2411	4/2901	4/3005	Active
NCC-13213	<i>Freidland</i>	Alfras Fleet Yards, Deneb V	4/2503	4/3001	4/3012	Destroyed
NCC-14323	<i>Kirisima</i>	Port Copernicus Fleet Yards, Luna	4/2607	4/3004	4/3102	Lost
NCC-29506	<i>Ukrania</i>	Antares Fleet Yards	4/2702	4/3006	4/3106	Destroyed
NCC-27834	<i>Radetsky</i>	Chiokis Fleet Yards, Thelavor, Andor	4/2707	4/3011	4/3110	Destroyed
NCC-29604	<i>Carondelet</i>	Antares Fleet Yards	4/2711	4/3112	4/3111	Destroyed
NCC-21432	<i>Daring</i>	Antares Fleet Yards	4/2807	4/3106	4/3204	Destroyed
NCC-22723	<i>Java</i>	Makin County Ship Yards	4/2801	4/3110	4/3209	Destroyed
NCC-28881	<i>Kent</i>	San Francisco Fleet Yards, Terra	4/2804	4/3204	4/3301	Active
NCC-30954	<i>Littorio</i>	Port Copernicus Fleet Yards, Luna	4/2902	4/3301	4/3312	Destroyed
NCC-28783	<i>Summers</i>	Antares Fleet Yards	4/2912	4/3305	4/3402	Lost
NCC-32358	<i>Longstreet</i>	Alfras Fleet Yards, Deneb V	4/3003	4/3307	4/3406	Destroyed
NCC-28977	<i>Shinano</i>	Avondale Group, Ferrata Docks, Rigel IV	4/3006	4/3402	4/3412	Destroyed
NCC-22103	<i>Holland</i>	Port Copernicus Fleet Yards, Luna	4/3105	4/3404	4/3501	Sold
NCC-45167	<i>Aries</i>	San Francisco Fleet Yards, Terra	4/3104	4/3404	4/3505	Active
NCC-45109	<i>Maryland</i>	Antares Fleet Yards	4/3209	4/3508	4/3605	Lost
NCC-36400	<i>Panay</i>	Chiokis Fleet Yards, Thelavor, Andor	4/3212	4/3603	4/3701	Destroyed
NCC-46223	<i>Endeavour</i>	Port Copernicus Fleet Yards, Luna	4/3308	4/3605	4/3702	Lost
NCC-47772	<i>Hokkaido</i>	San Francisco Fleet Yards, Terra	4/3310	4/3612	4/3711	Active



Early on in the *Ambassador*-class design phase, it became clear to mission planners that while their new design would revolutionize starship deployments, the unprecedented scope of the vehicles and their enormous cost would severely limit construction. Until an acceptable number of units could be fielded, a smaller class was needed to fill the gaps left by the *Ambassador*'s limited availability. Drawing on the new technologies coming out of that project, the *Renaissance*-class was intended to fill the temporary gap left by their larger multimission counterparts.

Classification: Although the *Renaissance*-class performs a number of duties for Starfleet, she is classified as a cruiser.

Design: While the *Renaissance* shares many of the external features and attributes of the *Ambassador*, the design is a 75% scale reproduction of the original specs. With the changing warp field dynamics and an increased emphasis on long range patrol and exploration duties, the nacelles were canted down 90° to allow the bussard collectors unrestricted access to interstellar gases to increase fuel stores.

Engineering: Although early design plans called for mounting the FIWA series warp drive in the initial production batch of *Renaissances*, the engines proved to be too heavy for the hull frame and a substitute had to be found. The FIWC-1 was developed as a stand in type for the heavier drive units and was deployed on the first 23 units. However, the drive soon began experiencing overheating problems and microcrystalline fracturing in the dilithium chamber lining and injector ports. Starting in 2334, production

was switched over to the more powerful and reliable FUWD-1 drive assembly. Existing vessels were pulled in for refit to the new drive specs as the problems cropped up, and all remaining ships were upgraded to the new standard by 2350. The tried and true FIG-1 impulse drive provides ample maneuvering power at sublight velocities with plenty of auxiliary power in reserve.

Tactical: The FH-10 phaser system used aboard the *Renaissance* is similar to the type deployed aboard the *Ambassador*, but with one exception. Instead of utilizing two power streams in the standard firing volley, an additional third stream provides a 33% increase in power throughput. If a rapid-fire mode is desired, the three beams can split off into a group of two with a follow-up up single beam punch. This versatility has made the *Renaissance* a favorite for task force operations. The FP-4 torpedo launchers are standard for their day but are quickly becoming obsolete. Upgrades are planned in the next refit cycle starting in 2385. With the engine refits taking place starting in 2334 Starfleet took the opportunity to mount the new pentatransducing shield generators coming out of the *Discovery*-class pathfinder project.

Crew Support/Computer Systems: The *Renaissance*-class starships are fairly comfortable by any standard, and this is by no accident. With a design emphasis on exploration, the crew can expect to be away from port for months or even years at a time. The amenities are a stopgap against crew fatigue on these long deployments. The computer system aboard the *Renaissance* is the same type used aboard the *Ambassador*, and is quite adequate for the vessel's needs.

Development and Construction History: Of the 30 *Renaissance*-class starships built, 8 remain in active service. One, the *USS Longstreet*, was lost to the Borg at the Battle of Wolf 359. Heavy losses in the Dominion and Raven conflicts have severely reduced the numbers of available *Renaissance*-class vessels, mostly due to their almost nonstop use during those engagements. A modernization program is planned to commence in 2384 to extend the lives of these veteran starships into the next century. The *Renaissance*-class was built at numerous facilities throughout the Federation with an emphasis on the San Francisco and Antares Fleet Yards.

Historical Notes:

<i>Hornet</i>	Scrapped after taking severe damage from Jem'hadar forces near Vulcan on stardate 4/7410.
<i>Columbus</i>	Destroyed by forces of the Tholian Assembly near Forterian's Flame on stardate 4/4602.
<i>Everest</i>	Reverted to Starfleet Training Command on stardate 4/6004.
<i>Triumph</i>	Destroyed by forces of the Romulan Empire near the Raven System on stardate 4/7702.
<i>Glorious</i>	Destroyed during Operation Gallant Flame, an offensive against Romulan forces near the Nelvana System on stardate 4/7803.
<i>Moscow</i>	Scrapped after taking severe damage at the Battle of Five Moons near Cardassia on stardate 4/5706.
<i>Victoria</i>	Declared lost, presumed destroyed by Starbase 23 after failing to report in while patrolling the Romulan Neutral Zone on stardate 4/3506. Accompanying starship <i>USS Summers</i> also declared lost.
<i>Freidland</i>	Destroyed during Operation Gallant Fire, an Offensive against IKS forces near the Pender System on stardate 4/7607.
<i>Kirisima</i>	Declared lost, presumed destroyed by Starbase 144 after failing to report in while performing research near the Eagle Nebula on stardate 4/7801.
<i>Ukrania</i>	Destroyed during Operation Gallant Fire, an Offensive against IKS forces near the Pender System on stardate 4/7607.
<i>Radetsky</i>	Destroyed by Cardassian Union forces near the Badlands on stardate 4/5603.
<i>Carondelet</i>	Destroyed by Jen'hadar forces near Bolarus on stardate 4/7401.
<i>Daring</i>	Destroyed during Operation Gallant Flame, an offensive against Romulan forces near the Nelvana System on stardate 4/7803.
<i>Java</i>	Destroyed near the Raven system by Romulan forces on stardate 4/7606.
<i>Littorio</i>	Destroyed near Starbase 12 by IKS forces on stardate 4/7606.
<i>Summers</i>	Declared lost, presumed destroyed by Starbase 23 after failing to report in while patrolling the Romulan Neutral Zone on stardate 4/3506. Accompanying starship <i>USS Victoria</i> also declared lost.
<i>Longstreet</i>	One of 39 starships destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Shinano</i>	One of fifteen starships destroyed near Starbase 354 by Dominion forces on stardate 4/7404.
<i>Holland</i>	Disarmed and sold to private research interests on stardate 4/5903.
<i>Maryland</i>	Declared lost, presumed destroyed by Starbase 359 after failing to report in while charting unexplored space in the Gamma Quadrant on stardate 4/7006.
<i>Panay</i>	One of 98 Seventh Fleet ships destroyed by the Jem'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.
<i>Endeavour</i>	Declared lost, presumed destroyed by Starbase 72 after failing to report in while performing singularity studies near a collapsing neutron star on stardate 4/5012.

Specifications for the *Renaissance*-class Cruiser

Construction Data:

Model Number:	Mk I	Mk II	Mk III
Date Entered Service:	4/2703	4/3412	4/8508

Hull Data:

Superstructure Points:	78	80	82
Size:			
Length:	394 m	394 m	394 m
Width:	242 m	242 m	242 m
Height:	96 m	96 m	96 m
Transporters:			
Standard Six Person-	4	4	4
Emergency 22 Person-	4	4	4
Cargo, small-	2	2	2
Cargo, large-	1	1	1
Crew:	120 Officers	120 Officer	120 Officers
	400 Enlisted	400 Enlisted	400 Enlisted
Passengers:	50	50	50
	6,000 evacuation limit	6,000 evacuation limit	6,000 evacuation limit
Shuttlecraft:	Type 4 Personnel (14)	Type 4 Personnel (14)	Type 6 Personnel (6) Type 9 Personnel (4) Type 16 Shuttlepod (8)

Engines and Power Data:

Total Power Units Available:	128	138	168
Movement/Point Ratio:	5/1	5/1	4/1
Warp Engine Type:	FIWC-1	FIWD-1	FUWR-2
Number:	2	2	2
Power Units Available:	40	45	60
Cruising Speed:	6	6	6
Emergency Speed:	8.9	9.2	9.65
Impulse Engine Type:	FIG-1	FIG-1	FIG-1
Number:	2	2	2
Power Units Available:	24	24	24
Auxiliary Power:	12	14	16
Reserve Power:	6	7	8

Weapons and Firing Data:

Beam Weapon Type:	FH-10	FH-10	FH-16
Number:	12	12	12
Firing Arcs:	6 f/p/s, 3 f/p/a, 3 f/s/a	6 f/p/s, 3 f/p/a, 3 f/s/a	6 f/p/s, 3 f/p/a, 3 f/s/a
Chart	W	W	Z
Max Power:	7	7	10
+3	(1-10)	(1-10)	(1-15)
+2	(11-17)	(11-17)	(16-20)
+1	(18-20)	(18-20)	(21-24)
Missile Weapon Type:	FP-4	FP-4	FP-10
Number:	8	8	12
Firing Arcs:	4 f/p/s, 4 a	4 f/p/s, 4 a	6 f/p/s, 6 a
Chart	S	S	S
Power to Arm:	1	1	1
Damage:	10	10	10

Shields Data:

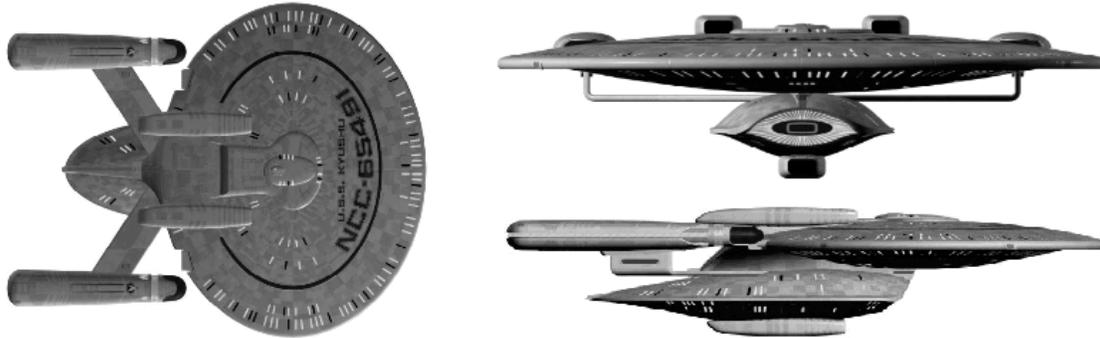
Deflector Shield Type:	FSS-1	FSR-3	FSR-2
Shield Point Ratio:	1/4	1/5	1/6
Max Shield Power:	20/side	25/arc	26/side

Combat Efficiency:

Point Value:	135	159	190
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Saint Louis-class Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-79840	<i>Saint Louis</i>	San Francisco Fleet Yards, Terra	4/7103	4/7601	4/7703	Active
NCC-79104	<i>John Adams</i>	Earth Station Everest, Terra	4/7103	4/7604	4/7704	Active
NCC-77140	<i>Moscow</i>	Port Copernicus Fleet Yards, Luna	4/7201	4/7702	4/7811	Active
NCC-75797	<i>Manassas</i>	Port Copernicus Fleet Yards, Luna	4/7304	4/7702	4/7802	Active
NCC-77829	<i>Alaska</i>	Port Copernicus Fleet Yards, Luna	4/7403	4/7801	4/7808	Active



After a thirty-eight year production run, the *New Orleans*-class starships were nearing the end of their viability as new constructs. Technological innovations had made the venerable craft if not obsolete, then at least inefficient to produce. Instead of scraping the class entirely, a plan was put forth to improve upon the old design. Unfortunately, the result was the lackluster *Saint Louis*-class.

Classification: Although she was originally designed as a frigate, her low maneuverability and high-end tactical systems classify the *Saint Louis* as a cruiser.

Design: With only moderate modifications to the outer hull design and the internal rearrangement of the secondary hull, the *Saint Louis* closely follows the design parameters set down by the *New Orleans*-class.

Engineering: The *Saint Louis* utilizes a modified version of the warp drive system mounted aboard the *Galaxy*-class with twin FIG-1 impulse drives providing maneuvering power at sublight speeds. For a vessel plagued with design bugs, the propulsion systems aboard the *Saint Louis* have been fairly reliable with only minor revisions since her commissioning in 2377. Although the mounting of the heavy FUWA-2 warp drive allows high-speed emergency sprints up to warp 9.75, they slow the vessel considerably at impulse speeds. After a design review in 2376, the tradeoff was deemed disappointing but acceptable. In 2378, a general recall of the class was issued to replace faulty EPS flow regulators on all five commissioned vessels. The problem was eventually traced back to a mistake in the class' early design stages and faulty part specifications being sent to the fabrication facility on Luna.

Tactical: While it can be said that the FH-15 phaser array and FP-10 torpedo launchers are far superior to the older systems aboard the *New Orleans*, their added weight further slows the *Saint Louis*, and the computer targeting software was initially prone to crashes. Her FSR-3 shield system is a further source of disappointment, as it was lifted virtually as-is from the old *New Orleans*-class. While reliable and adequate for most vessel's needs, the design is dated and clearly in need of replacement.

Crew Support/Computer Systems: The *Saint Louis* is a long range tactical operations and support vessel whose long periods between port visits necessitates the addition of better than average crew amenities and living quarters. Her 125 member Marine contingent is only rarely fully deployed aboard ship leaving the *Saint Louis*' roomy for their size. The computer system aboard the *Saint Louis* is an all bioneural setup with the standard redundant isolinear backup. In 2377, the *USS John Adams* had to spend a memorable three months in spacedock having an entire computer core replaced only weeks after commissioning. The problem was eventually traced to a power surge that irradiated her bioneural gel packs and burnt out the isolinear chip backups, the first such failure of that type since the new computer system was introduced eight years before.

Development and Construction History: After a production run of only five vessels, the entire project was canceled and the partially completed hulls of two ships were sold for scrap. The abysmal quality of the vessel's design eventually led to a Federation Council inquiry into the Starfleet Engineering Bureau's design authorization division. Their findings resulted in the resignation of the division head and ten subordinates with fines being imposed on three subcontractors providing various system integration services on the design project. By mid-2379, the construction flaws in the existing *Saint Louis*-class starships had been resolved, and all five are serving Starfleet in a variety of duties. However, they remain unpopular assignments for their officers and crews. Of the five *Saint Louis*-class cruisers constructed, all of them are currently in service. The vessels were built at the Luna and Sol III shipyards, and no plans exist to build more.

Specifications for the *Saint Louis*-class Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/7703

Hull Data:

Superstructure Points: 86
Size:
 Length: 355 m
 Width: 269 m
 Height: 82 m
Transporters:
 Standard Six Person- 5
 Combat 22 Person- 3
 Cargo, small- 2
 Cargo, large- 1
Crew: 85 Officers
490 Enlisted
Marines: 125
4,000 evacuation limit
Shuttlecraft: Type 8 Personnel (12)
Type 16 Shuttlepod (6)

Engines and Power Data:

Total Power Units Available: 148
Movement/Point Ratio: 5/1
Warp Engine Type: FUWA-2
Number: 2
 Power Units Available: 50
 Cruising Speed: 6
 Emergency Speed: 9.65
Impulse Engine Type: FIG-1
Number: 2
 Power Units Available: 24
Auxiliary Power: 14
Reserve Power: 7

Weapons and Firing Data:

Beam Weapon Type: FH-15
Number: 10
Firing Arcs: 4 f/p/s, 2 f/p/a, 2 f/s/a, 2 a
Chart: Y
Max Power:
 +3 (1-15)
 +2 (16-20)
 +1 (21-24)
Missile Weapon Type: FP-10
Number: 10
Firing Arcs: 4 f, 2 f/p, 2 f/s, 2 a
Chart: S
Power to Arm: 1
Damage: 10

Shields Data:

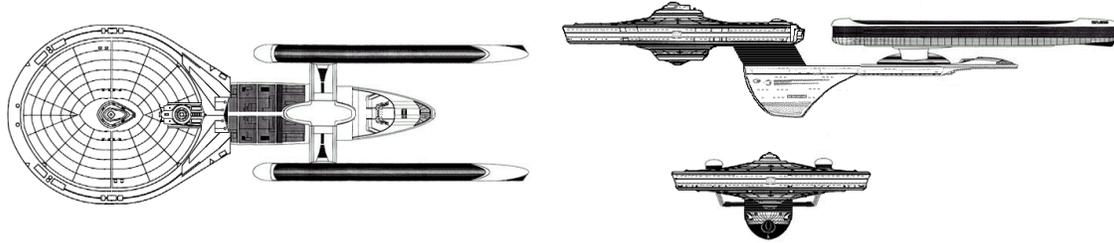
Deflector Shield Type: FSR-3
Shield Point Ratio: 1/5
Max Shield Power: 25/side

Combat Efficiency:

Point Value: 173

Surak-class Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-30550	<i>Surak</i>	Shar Ta'kel Central Docks, 40 Eridani	4/1501	4/2102	4/2208	Active
NCC-35668	<i>Atheron</i>	Shar Ta'kel Central Docks, 40 Eridani	4/1612	4/2201	4/2305	Destroyed
NCC-38714	<i>Churchill</i>	Shar Ta'kel Central Docks, 40 Eridani	4/1803	4/2403	4/2502	Active
NCC-38715	<i>McKinley</i>	Shar Ta'kel Central Docks, 40 Eridani	4/2007	4/2509	4/2607	Destroyed
NCC-33184	<i>Zapata</i>	Shar Ta'kel Central Docks, 40 Eridani	4/2103	4/2701	4/2711	Active
NCC-40770	<i>Ceres</i>	Shar Ta'kel Central Docks, 40 Eridani	4/2304	4/2901	4/2911	Destroyed
NCC-42887	<i>Philadelphia</i>	Shar Ta'kel Central Docks, 40 Eridani	4/2501	4/2908	4/3008	Active
NCC-46523	<i>Courage</i>	Shar Ta'kel Central Docks, 40 Eridani	4/2607	4/3106	4/3204	Destroyed
NCC-49653	<i>Lincoln</i>	Shar Ta'kel Central Docks, 40 Eridani	4/2801	4/3305	4/3405	Destroyed
NCC-45744	<i>Reagan</i>	Shar Ta'kel Central Docks, 40 Eridani	4/3005	4/3503	4/3601	Active
NCC-48874	<i>Nagura</i>	Shar Ta'kel Central Docks, 40 Eridani	4/3309	4/3802	4/3905	Destroyed



The *Surak*-class cruiser has served with Starfleet for the last six decades as a capable if nondescript vessel that excelled at nothing but is good at everything. Fit as a multimission exploration cruiser years before that designation even existed, the *Surak* has done more to chart the far flung backwaters of the Federation than some starships twice her size and capabilities. Although they were never produced in abundance, they remain one of the most beloved designs to come out of the 40 Eridani spacedocks in the last century.

Classification: The *Surak* is designated as a cruiser.

Design: At first glance, one is immediately struck by the *Surak*'s long sleek lines that were clearly inspired by the *Excelsior*-class of thirty years before. The saucer section is a remarkably roomy design with almost all of the lab and engineering gear stowed in the stardrive.

Engineering: The *Surak*'s FIWA-1 warp drive is the same type utilized by the *Excelsior*-class and is capable of a top speed of warp 9.1 for twelve hours with a cruising speed of warp six. While this is par for her time, her limited speed keeps her from most defensive duties today. Her small FIF-2 impulse drives have always been a matter of concern and provide only limited maneuverability at sublight speeds. However, the *Surak*'s true calling has always been as vessels of exploration, and a series of five and eight year charting missions in the late 2330s and 2340s more than proved the reliability of these powerplants. Extensive refits after these missions kept the *Surak*'s in step with modern technology and they remain some of the most well equipped older model vessels in service.

Tactical: The tactical system aboard the *Surak* are by no means meant for offensive operations. Although her combat capability is more than sufficient for most needs, the *Surak* will avoid a fight when possible. However, when she is pushed the vessel can draw upon a phaser system that provides excellent all around coverage and a torpedo launch capability equal to the *Excelsior*-class'. In the early 2360s, all *Surak*'s received upgrades to the new FSS-2a shield standards to provide more robust protection from threat forces and natural phenomena.

Crew Support/Computer Systems: Like any long range explorer, the *Surak* is equipped with the most modern crew amenities available to ease the long periods between shore leave. For scientists and researchers, assignment to a *Surak*-class vessel is a much sought after assignment and is considered a fast track to promotion. The computer systems aboard ship are an improved version of the type developed for the *Excelsior*-class with extra storage and processing capabilities.

Development and Construction History: Of the eleven *Surak*-class vessels constructed, five remain in active service with one, the *USS McKinley* lost to the Borg at the Battle of Wolf 359. Construction took place entirely at the Shar Ta'kel Central Docks above Vulcan between 2315 and 2339.

Historical Notes:

<i>Atheron</i>	Destroyed by the Borg at the Typhon on stardate 4/7305.
<i>McKinley</i>	One of 39 vessels destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Ceres</i>	Destroyed by the Borg at the Typhon on stardate 4/7305.
<i>Courage</i>	Destroyed by the Borg at the Typhon on stardate 4/7305.
<i>Lincoln</i>	Destroyed by forces of the Lyzarian Stellar League on stardate 4/5804.
<i>Nagura</i>	Destroyed in the Cambridge Sector by an unknown alien force on stardate 4/8008.

Specifications for the *Surak*-class Cruiser

Construction Data:

Model Number: Mk III
Date Entered Service: 4/4308

Hull Data:

Superstructure Points: 78
Size:
 Length: 397 m
 Width: 177 m
 Height: 83 m
Transporters:
 Standard Six Person- 6
 Emergency 22 Person- 4
 Cargo, small- 2
 Cargo, large- 1
Crew: 120 Officers
580 Enlisted
Passengers: 46
4,500 evacuation limit
Shuttlecraft: Personnel Shuttlecraft (34)

Engines and Power Data:

Total Power Units Available: 128
Movement/Point Ratio: 4/1
Warp Engine Type: FIWA-1
 Number: 2
 Power Units Available: 48
 Cruising Speed: 6
 Emergency Speed: 9.1
Impulse Engine Type: FIF-2
 Number: 2
 Power Units Available: 16
Auxiliary Power: 12
Reserve Power: 6

Weapons and Firing Data:

Beam Weapon Type: FH-10
 Number: 14
 Firing Arcs: 2 f, 2 f/p, 2 f/s, 2 p, 2 s, 2 p/s, 2 a
 Chart: W
 Max Power: 7
 +3 (1-10)
 +2 (11-17)
 +1 (18-20)
Missile Weapon Type: FP-4
 Number: 6
 Firing Arcs: 2 f/p, 2 f/s, 2 a
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

Deflector Shield Type: FSS-2a
Shield Point Ratio: 1/6
Max Shield Power: 22/side

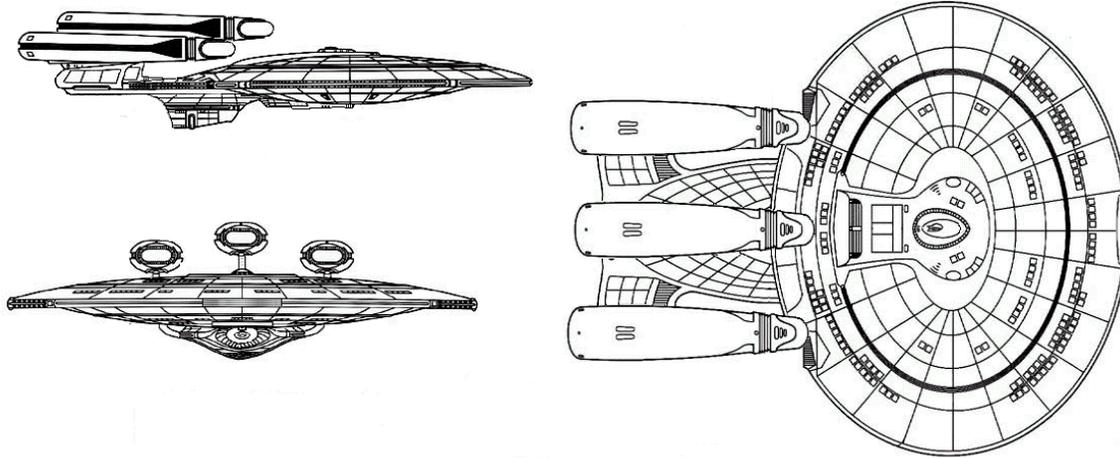
Combat Efficiency:

Point Value: 147

Explorers

Atheron-class Exploration Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-78544	<i>Atheron</i>	Utopia Planitia Fleet Yards, Mars	4/7403	4/7812	4/8002	Active



In 2379, Starfleet was ending the production run of the *Mosby*-class starship, a capable if not undergunned exploration vessel. While these starship had proven themselves time and again in pushing back the borders of Federation space, the class's combat record was less than spectacular. While the potential of the original hull form and support systems held promise, they had never been fully exploited. Starfleet Engineering was determined to make at least one of the *Mosby*'s the cruiser it should have been. On stardate 4/7412.07, hull number PCU-78544 was taken from its parking orbit above Mars' Utopia Planitia and hauled to an R&D facility. Once there, the *Mosby* Experimental Designs Team began the process of reengineering the vessel.

Classification: Like the *Mosby*, the *Atheron* is classified as an Exploration Cruiser with a secondary emphasis on tactical support missions. However, her recent mission profiles have shown that the *Atheron* is suited to duties more resembling a battlecruiser or dreadnought, and she may be refit to these specifications in the near future.

Design: The *Atheron* is a stock *Mosby*-class hull with a third nacelle mounted on the dorsal spine. The saucer section's shuttle facilities were modified to accommodate the new engine arrangement by building a new bay in the fore section of the saucer section and retrofitting the aft bay as an emergency escape pod facility and converting the rest of the space to cargo storage. Lastly the engineers removed the vessel's saucer separation ability to add rigidity to the hull. The end result is a vessel whose internal arrangement is almost completely dissimilar to the *Mosby*'s.

Engineering: The redesign of the *Atheron*'s engine arrangement allowed the inclusion of the new FUWR-1 warp drive, a system that is far more efficient than the FUWA-1 that the *Mosby* class was originally fit with. Although the third nacelle does not allow the vessel to go any faster than a conventional starship, she can maintain warp 9.6 for 24 hours, twice as long as what the *Mosby* is capable of. Her saucer mounted twin FIG-2 impulse drives add additional power reserves and provide impressive handling at sublight speeds.

Tactical: Aside from the new engine arrangement, the engineers in charge of the *Atheron*'s redesign were primarily concerned with updating the vessel's tactical systems. The FH-11 array was removed and upgraded to the longer ranged FH-16 while the FP-4 torpedo tubes were replaced with the FP-10 standard. However, the real change came from the saucer mounted FH-18 forward firing phaser cannon. This innovation increased the *Atheron*'s phaser capacity by 83% and provided her with a weapon capable of tearing any unshielded vessel in half. In fact, the recoil created from the firing of the cannon is so powerful that the emitter's targeting software is slaved to the vessel's thruster segments to provide backpressure against the blast.

Crew Support/Computer Systems: With the addition of all of the new support equipment and engineering spaces, the crew compliment increased while the habitable volume decreased, giving the vessel a cramped, utilitarian atmosphere. Although the vessel is categorized as an explorer, the fuel load and crew support systems constrain the *Atheron* to border duties or inter-Federation support missions. Despite this, the *Atheron* is a popular vessel with her crews and is a choice assignment. The *Atheron*'s computer system is a hybrid bioneural/isolinear makeup and far outperforms the vessel's needs.

Development and Construction History: The *Atheron* was constructed at the Utopia Planitia Fleet Yards and is a one of a kind vessel. No further units of this class are planned. Bulk refits of existing *Mosby*-class vessels to *Atheron* specifications were considered briefly in 2382 and discarded as being too costly.

Specifications for the *Atheron*-class Exploration Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/8002

Hull Data:

Superstructure Points: 94
Size:
 Length: 484 m
 Width: 349 m
 Height: 103 m
Transporters:
 Standard Six Person- 5
 Combat 22 Person- 2
 Cargo, small- 4
 Cargo, large- 2
Crew: 88 Officers
650 Enlisted
Passengers: 180
7,000 evacuation limit
Shuttlecraft: Type 9 Personnel (2)
Type 6 Personnel (8)
Type 16 Shuttlepod (12)

Engines and Power Data:

Total Power Units Available: 232
Movement/Point Ratio: 5/1
Warp Engine Type: FUWR-1
 Number: 3
 Power Units Available: 56
 Cruising Speed: 6
 Emergency Speed: 9.6
Impulse Engine Type: FIG-2
 Number: 2
 Power Units Available: 32
Auxiliary Power: 24
Reserve Power: 12

Weapons and Firing Data:

Beam Weapon Type: FH-18
 Number: 6
 Firing Arcs: 6 f
 Chart: Y
 Max Power:
 +3 (1-15)
 +2 (16-20)
 +1 (21-24)
Beam Weapon Type: FH-16
 Number: 14
 Firing Arcs: 4 f/p/s, 2 p/s, 2 f/p/s, 2 f/s/a, 4 a
 Chart: Z
 Max Power:
 +3 (1-15)
 +2 (16-20)
 +1 (21-24)
Missile Weapon Type: FP-10
 Number: 12
 Firing Arcs: 6 f/p/s, 6 a
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

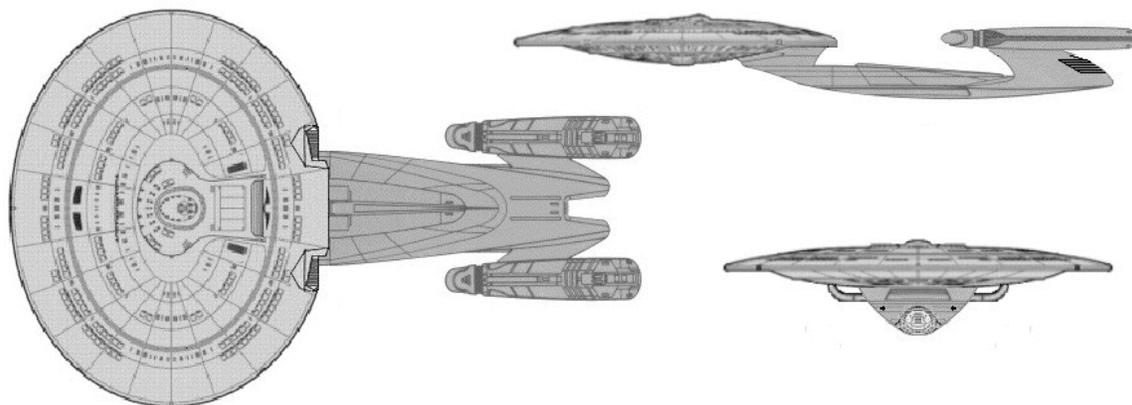
Deflector Shield Type: FSS-M
Shield Point Ratio: 1/6
Max Shield Power: 22/side

Combat Efficiency:

Point Value: 243

Challenger-class Exploration Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-65664	<i>Challenger</i>	Utopia Planitia Fleet Yards, Mars	4/5809	4/6311	4/6503	Destroyed
NCC-66088	<i>Copernicus</i>	Utopia Planitia Fleet Yards, Mars	4/5810	4/6402	4/6505	Lost
NCC-57580	<i>Buran</i>	San Francisco Fleet Yards, Terra	4/5811	4/6502	4/6601	Destroyed
NCC-57566	<i>Kearsarge</i>	Chandley Works, Caravalia, Mars	4/6003	4/6502	4/6603	Destroyed
NCC-76560	<i>Resolution</i>	San Francisco Fleet Yards, Terra	4/6104	4/6606	4/6706	Active
NCC-57537	<i>Armstrong</i>	Utopia Planitia Fleet Yards, Mars	4/6207	4/6609	4/6707	Active
NCC-60556	<i>Nelson</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6301	4/6704	4/6808	Active
NCC-75365	<i>Furious</i>	Earth Station McKinley	4/6407	4/6807	4/6906	Destroyed
NCC-76584	<i>Bearn</i>	San Francisco Fleet Yards, Terra	4/6509	4/6905	4/7006	Active
NCC-72133	<i>Aquila</i>	Avondale Group, Ferrata Docks, Rigel IV	4/6606	4/7006	4/7108	Active
NCC-75767	<i>Darius</i>	Utopia Planitia Fleet Yards, Mars	4/6710	4/7109	4/7211	Scrapped
NCC-75621	<i>Illustrious</i>	Chiokis Fleet Yards, Thelavor, Andor	4/6806	4/7206	4/7304	Active
NCC-70452	<i>Sargon</i>	Seskon Trella, Chagala, Tellar	4/6903	4/7302	4/7401	Active
NCC-75803	<i>Victorious</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7006	4/7404	4/7503	Active
NCC-75449	<i>Indomitable</i>	Utopia Planitia Fleet Yards, Mars	4/7101	4/7508	4/7610	Active
NCC-71404	<i>Invincible</i>	Antares Fleet Yards	4/7203	4/7609	4/7705	Active
NCC-79996	<i>Fontana</i>	San Francisco Fleet Yards, Terra	4/7409	4/7704	4/7804	Active
NCC-78241	<i>Formidable</i>	San Francisco Fleet Yards, Terra	4/7512	4/7812	4/7910	Active



The *Challenger* and *Iowa*-class projects find their roots in the waning days of the *Galaxy*-class design phase. Starfleet realized that the *Galaxy* would be a phenomenal success, but its cost limited the fleet to six, or at most twelve hulls. To counter this, Starfleet Engineering drew on the new technologies coming out of the *Galaxy* design and produced the *Challenger*, and later derived from it the *Iowa*. Designed as a long range exploration cruiser, the *Challenger* has only been a moderate success. Although it packs the same shields, weapons, and engine systems of the *Galaxy*, the *Challenger*'s cost is much less than her bigger brothers. The *Challenger* lacks much of the offensive punch that the *Galaxy* enjoys, but her science and sensor facilities are identical to the larger starship.

Classification: The *Challenger* is classified as a mutlimission exploration cruiser.

Design: The *Challenger* is derived from the successful *Alaska* class hullform with an enlarged saucer section and reworked secondary hull. She also sports an enlarged hangar bay and improved cruising range thanks to expanded fuel storage facilities.

Engineering: *Challenger*-class starships are equipped with an improved version of the revolutionary FUWA-2 (Federation Improved Warp type A/2) warp drive developed and first fielded by the *Galaxy*-class. The drive system is capable of propelling the vessel at speeds up to warp 9.6 with a cruising speed of warp 6. Impulse power is provided by the FIH-1 system made famous on the *Apollo*-class starships in the years before. Due to her lighter tactical systems and lessened auxiliary power needs, the *Challenger* does not suffer from the poor sublight maneuverability problems that have plagued the *Iowa*-class, and the FIH-1 drive has proven adequate.

Tactical: The *Challenger* has been criticized for years for her light phaser array. While coverage from the FH-15 collimator is not a concern, her rate of fire is a problem. Fortunately, the torpedo system is identical to the one employed by the *Nebula*-class, and provides a considerable backup punch.

Crew Support/Computer Systems: The *Challenger*-class was designed in a time when support for a civilian population aboard ship was being highly emphasized for new constructs. This and her long range exploration ability means that the *Challengers* are fit with the most advanced recreational facilities available in Starfleet. This also necessitated the addition of a shuttle bay and lifeboat outfit capable of evacuating the ship's compliment twice over. The computer if of the same type developed for the *Galaxy*-class, and is more than ample for the vessel's needs.

Development and Construction History: The *Challenger*-class is named for the Terran *Columbia*-class space shuttle lost in 1986 to a catastrophic engine failure. Of the 18 *Challengers* built, 13 remain in service. One, the *Buran*, was lost to the Borg at the Battle of Wolf 359. Construction was concluded in 2379 at the San Francisco Fleet Yards with the commissioning of the *USS Formidable*. With the cessation of hostilities with the Dominion in 2376, the last two planned vessels of the class were canceled and one incomplete hull was scrapped at 7% completion.

Historical Notes:

<i>Challenger</i>	Destroyed by a catastrophic shipboard fire while patrolling near Tholian space on stardate 4/7311.
<i>Copernicus</i>	Reported lost, resumed destroyed while in transit to Vulcan on stardate 4/8107.
<i>Buran</i>	One of thirty-nine vessels destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Kearsarge</i>	Destroyed by forces of the Romulan Free States in the Triangle region on stardate 4/7811.
<i>Furious</i>	Destroyed by the Borg at the Battle of Typhon on stardate 4/7305.
<i>Darius</i>	Scrapped after taking extensive structural damage while attempting to rescue the crew of a downed Vulcan science ship on Galorndon Core on stardate 4/7610.

The threat of fire is a constant aboard a vessel as complex as a starship and has been the result of numerous tragedies in the years since Starfleet's founding. The problem is compounded by the volatility of numerous shipboard systems and the limited amount of breathable oxygen carried by even the largest vessels. On stardate 4/7311.24, the *USS Challenger* was patrolling near the Tholian border when something went catastrophically wrong. Details are sketchy due to the nature of the explosion, but ship records showed that the primary plasma conduit in the secondary hull suffered a massive breach while engineers were realigning the flow rate after a high warp sprint destabilized several primary system. The explosion not only crippled the power distribution net but ruptured the *Challenger's* deuterium stores which touched off fires throughout the secondary hull and flooded the vessel with volatile fuel. Captain Rajara ordered the crew to fall back to the still intact saucer section so the vessel could be separated from the burning engineering section. Unfortunately, the explosions that were wracking the secondary hull had damaged the docking clamps that held the vessel together making saucer separation impossible. With fires continuing to spread out of control and the anti-matter pod ejection system off line, the Captain ordered the *Challenger* to be abandoned in place. Once the *Challenger* was evacuated, the fires continued to spread until the ship was consumed and the anti-matter pods finally tore the ship apart. The crew was rescued two days later when the *USS Sakharov* arrived on station to pick up survivors. Of the 983 people aboard the *Challenger*, 59 were lost in the fire with another 122 suffering various injuries. Among those killed was the vessel's chief engineer and senior operations officer.

On stardate 4/7610, the starship *Darius* was charting cosmic string fragments near the Romulan Neutral Zone when she received a distress signal from the independent science vessel *SS T'Par*. The Vulcan registered ship had been disabled in a meteor shower and was forced to crash land on Galorndon Core with 217 people aboard. The *Darius* rushed to the scene, and was met with distressing news. A devastating plasma storm was heading for the *T'Par's* crash site, and would kill all aboard unless an evacuation was effected. Captain S'vrel of the *Darius* ordered his vessel far into the planet's upper atmosphere so the transporters would be able to break through the electromagnetic interference. He kept the vessel there for three orbits until all of the *T'Par's* crew was beamed aboard, then ordered the *Darius* out of the planet's atmosphere. During the climb out, the port nacelle's pylon buckled, tearing it from the hull and stripping the ship's skin from part of the aft sections. Captain S'vrel then ordered the starboard nacelle ejected to even the aerodynamic loads, allowing the *Darius* crawl into orbit. During her time in the planet's atmosphere, the unshielded *Darius* suffered extensive metallurgical damage, the failure of nearly 60% of her shipboard systems, and the total loss of the warp drive. After the survivors were transferred to the starships *Pegasus* and *Eisenhower*, the *Darius* was scuttled in orbit by a single torpedo.

Specifications for the *Challenger*-class Exploration Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/6403

Hull Data:

Superstructure Points: 100
Size:
 Length: 625 m
 Width: 224 m
 Height: 100 m
Transporters:
 Standard Six Person- 6
 Combat 22 Person- 4
 Cargo, small- 3
 Cargo, large- 1
Crew: 130 Officers
720 Enlisted
Passengers: 200
11,000 evacuation limit
Shuttlecraft: Type 6 Personnel (10)
Type 7 Personnel (16)
Type 16 Shuttlepod (18)
Type 9 Cargo (2)

Engines and Power Data:

Total Power Units Available: 150
Movement/Point Ratio: 6/1
Warp Engine Type: FUWA-2
 Number: 2
 Power Units Available: 50
 Cruising Speed: 6
 Emergency Speed: 9.6
Impulse Engine Type: FIH-1
 Number: 1
 Power Units Available: 50
Auxiliary Power: 16
Reserve Power: 8

Weapons and Firing Data:

Beam Weapon Type: FH-15
 Number: 10
 Firing Arcs: 8 f/p/s, 2 a
 Chart: Y
 Max Power:
 +3 (1-15)
 +2 (16-20)
 +1 (21-24)
Missile Weapon Type: FP-10
 Number: 16
 Firing Arcs: 8 f/p/a, 8a
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

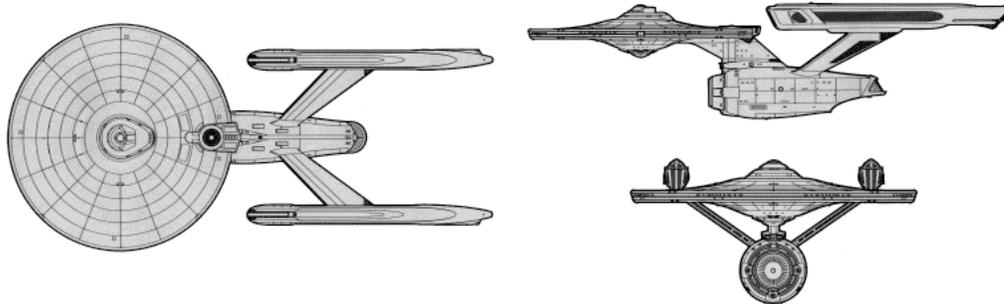
Deflector Shield Type: FSS-M
Shield Point Ratio: 1/6
Max Shield Power: 22/side

Combat Efficiency:

Point Value: 182

Constitution-class Exploration Cruiser (2368 refit)

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-1742	<i>Santissima Trinidad</i>	San Francisco Fleet Yards, Terra	3/7102	3/7505	3/7601	Active
NCC-1724	<i>El Dorado</i>	Port Copernicus Fleet Yards, Luna	3/7209	3/7601	3/7607	Active
NCC-1743	<i>Franklin</i>	San Francisco Fleet Yards, Terra	3/7407	3/7809	3/7903	Active
NCC-1782	<i>Konigsberg</i>	San Francisco Fleet Yards, Terra	3/7903	3/8309	3/8402	Destroyed



The loss of 39 starships to the Borg at the Battle of Wolf 359 was a shocking blow not only to Starfleet but to the research and exploration efforts of the Federation. Fewer field worthy starships meant less time spent in the backwaters of unexplored space pushing back the boundaries of Federation science. Shortly after the apocalyptic battle, Starfleet was scrambling to meet the needs of border commanders by reactivating as many viable mothballed starships as possible in the shortest time manageable. Most of these vessels went to the front with no more than a minor refurbishing, some updated hardware and little else. To make up for the losses the exploratory fleet had suffered, Starfleet Engineering decided to do something special. Four of the most viable *Constitution*-class starship hulls were pulled from their parking orbits over Memory Beta and taken to a refit yard at the Makin County Fleet Yards. Once there, the hulls were stripped down to their framework and rebuilt one piece at a time. At the same time, the most modern sensor suite, computer core and support systems available were integrated into their hulls making them some of the most sophisticated front line starships available. For a vessel commissioned nearly 100 years before, the refits were a new lease on life for the venerable *Constitution*-class and represented a new chance to serve with the fleet for an additional fifty years, a full 125 years beyond their originally projected design life.

Classification: The *Constitutions* refits were redesignated as Exploration Cruisers to denote their new status in the fleet.

Design: The *Constitution* class has defined the look of starships since her introduction in 2245. The classic saucer section, secondary hull and twin nacelle arrangement is the standard for the fleet and will remain so for the foreseeable future.

Engineering: The warp drive fit aboard the refit vessels is the new and compact FUWE-1 by Leeding Engines Inc. Capable of driving the vessel at speeds up to warp 9.5 for twelve hours with a cruising speed of warp 6.2, the new drive assembly has completely revitalized the class as a whole. The FIG-2 impulse drive is a holdover from the *Constitution*'s glory days, and remains to be more than sufficient for the vessel's needs.

Tactical: The FH-11 phaser array made their debut with the *Constitution*-class in 2271 and remains in service to this day. Although some of the bulkier components have been miniaturized in the decades since their introduction, they remain virtually unchanged aboard the four refit *Constitutions*. However, the twin FP-4 torpedo launchers at the base of the connecting "neck" structure have been removed and replaced with a single integrated FP-10 launcher, a marked improvement over the old system. For shielding, the ultra-light but very powerful FSQ-1 was mounted and is more than enough considering the *Constitution*-class' peaceful mission scope.

Crew Support/Computer Systems: The crew load aboard the *Constitution* has been lessened greatly thanks to the automation of several of her primary systems. What crew there is enjoys comfortable quarters and recreational facilities to blunt the trauma of being away from port for months or even years at a time for research missions. Ironically, the *Constitution* refits were some of the first vessels equipped with the bio-neural computer system for primary system processing and a standard isolinear core as a backup. Although the *Intrepid*-class was the first vessel designed with this innovation, the *Constitution* refits were the first to field it.

Development and Construction History: Of the four vessels pulled from mothballs for refit in early 2367, three remain in active service. No further reactivations are planned for the future.

Historical Notes:

<i>Santissima Trinidad</i>	Reverted to mothballs at Memory Beta on stardate 4/3605. Recommissioned on stardate 4/6807.
<i>El Dorado</i>	Reverted to mothballs at Memory Beta on stardate 4/3605. Recommissioned on stardate 4/6812.
<i>Franklin</i>	Reverted to mothballs at Memory Beta on stardate 4/2711. Recommissioned on stardate 4/6901.
<i>Konigsberg</i>	Reverted to reserve status on stardate 4/1504. Mothballed at Memory Beta on stardate 4/6002. Recommissioned on stardate 4/6902. Destroyed by the Borg at the Typhon on stardate 4/7305.

Specifications for the *Constitution*-class Exploration Cruiser (2368 refit)

Construction Data:

Model Number: Mk V
Date Entered Service: 4/6807

Hull Data:

Superstructure Points: 44
Size:
Length: 302 m
Width: 131 m
Height: 74 m
Transporters:
Standard Six Person- 6
Combat 22 Person- 4
Cargo, small- 1
Cargo, large- 1
Crew: 80 Officers
320 Enlisted
Passengers: 60
3,000 evacuation limit
Shuttlecraft: Type 9 Personnel (6)
Type 16 Shuttlepod (2)

Engines and Power Data:

Total Power Units Available: 84
Movement/Point Ratio: 4/1
Warp Engine Type: FUWE-1
Number: 2
Power Units Available: 26
Cruising Speed: 6.2
Emergency Speed: 9.5
Impulse Engine Type: FIG-2
Number: 1
Power Units Available: 32
Auxiliary Power: 8
Reserve Power: 4

Weapons and Firing Data:

Beam Weapon Type: FH-11
Number: 8
Firing Arcs: 2 f, 2 f/p, 2 f/s, 2 a
Chart Y
Max Power: 10
+3 (1-10)
+2 (11-17)
+1 (18-24)
Missile Weapon Type: FP-10
Number: 4
Firing Arcs: 4 f
Chart S
Power to Arm: 1
Damage: 10

Shields Data:

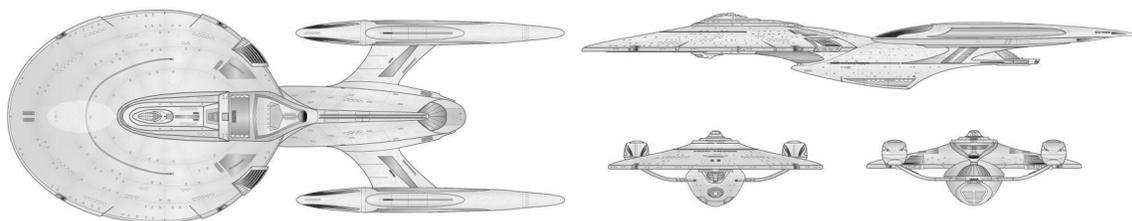
Deflector Shield Type: FSQ-1
Shield Point Ratio: 1/6
Max Shield Power: 18/side

Combat Efficiency:

Point Value: 107

Galatea-class Exploration Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-81100	<i>Galatea</i>	Utopia Planitia Fleet Yards, Mars	4/8003	4/8502	4/86??	Trials
NCC-81233	<i>Odyssey</i>	Utopia Planitia Fleet Yards, Mars	4/8107	4/86??	4/87??	Building
NCC-81834	<i>Cochrane</i>	Antares Fleet Yards	4/8211	4/87??	4/88??	Building
NCC-81836	<i>Alamo</i>	Port Copernicus Fleet Yards, Luna	4/8308	4/88??	4/89??	Building
NCC-82002	<i>Valor</i>	Seskon Trella, Chagala, Tellar	4/8401	4/89??	4/90??	Building
NCC-82233	<i>Millennia</i>	Antares Fleet Yards	4/8503	4/90??	4/91??	Building



In the 2350s and 60s, Starfleet began to experiment with allowing officers to bring their families aboard ship for extended assignments. They were confident that the stability provided by a strong family presence would improve productivity and help retain valuable crewmen who wished to balance their career goals with the desire to be near loved ones. Unfortunately, service in space is far from safe, and many vessels were lost along with their civilian passengers despite the best efforts to keep them as out of harm's way as possible. For many years after the policy of adding civilian accommodations aboard ship was either outright abandoned or designed out of new starship construction. Many felt that the benefits of having family aboard a starship were outweighed by the inherent risks.

Fortunately by the early 2380s, attitudes had changed along with the overall stability of the Alpha Quadrant, and a second attempt was made to incorporate families into the long-range explorers of the fleet. While many classes of starships would continue to enter service without civilian quarters, the *Galatea*-class exploration cruiser would not be one of them.

Classification: Due to her primary role of explorer, long range and capability for offensive operations, the *Galatea* is designated as an exploration cruiser.

Design: The *Galatea* is more of an evolution of the *Sovereign*-class design than an upgrade and takes the aesthetics and engineering principals of that class to the next level. Her warp nacelles are a revolutionary ellipsoid shape that follows the design of the other major hull segments. Her gracefully curving engine pylons and connecting dorsal maintain the traditional look of Starfleet's more prominent ships of exploration while remaining functional and true to Starfleet Engineering standards.

Engineering: The *Galatea*'s massive FIUWR-1 warp drive provides an almost obscene amount of primary power to the vessel's primary systems. Clearly the design has been over engineered for her size, but this was done on purpose to provide her civilian population with the best measure of safety possible. Her twin FIG-3 impulse drives provide an acceptable top sublight speed but provide only passable maneuverability. However, in a crisis, the *Galatea* is to rely on her superior warp threshold acceleration curve top emergency speed of warp 9.85 to avoid any overwhelming situations.

Tactical: The FH-116 phaser system installed aboard the *Galatea* was obviously chosen to give the ship's commander the option of engaging an enemy from as great a range as possible and therefore affording his passengers an extra measure of safety. Eleven full banks of these weapons cover every conceivable approach angle and give the sluggish vessel greater flexibility for engagements at speeds below warp 1. Her FP-10 torpedo system was lifted from the *Akira*-class with few modifications, and her saucer mounted FQ-1 torpedo launcher is a scaled down version of the type developed for the *Frontier* and *Majestic*-class starships. Her FSW-2 shield generators are of a type quickly becoming the standard for new vessel deployment and provide a comfortable level of protection.

Crew Support/Computer Systems: As a vessel of exploration, it is expected that the *Galatea* will spend years at a time far from Federation support facilities, and the ships of the class are as well equipped as any in the fleet. Early *Galaxy*-class vessels set the standard for civilian accommodations, and 25 years later are being improved upon for use aboard the fleet's newest explorer. The goal of 100% EMH coverage throughout the ship has finally been achieved with the *Galatea*, the first in the fleet. Her bioneural computer network is a rework of the type developed for the *Intrepid*-class and is currently the most state of the art system in the fleet.

Development and Construction History: Baring any unforeseen circumstances, the first *Galatea*-class exploration cruiser is expected to enter fleet service in early 2386. Six vessels of the class are planned, though this may be expanded upon at the discretion of Starfleet Engineering. Construction will proceed at a rate of one unit per year for the next six years.

Specifications for the *Galatea*-class Exploration Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/8603 (est.)

Hull Data:

Superstructure Points: 125
Size:
 Length: 622 m
 Width: 238 m
 Height: 86 m
Transporters:
 Standard Six Person- 10
 Emergency 22 Person- 8
 Cargo, small- 5
 Cargo, large- 3
Crew: 70 Officers
550 Enlisted
Passengers: 250
4,000 evacuation limit
Shuttlecraft: 44

Engines and Power Data:

Total Power Units Available: 260
Movement/Point Ratio: 7/1
Warp Engine Type: FIUWR-1
 Number: 2
 Power Units Available: 90
 Cruising Speed: 6.5
 Emergency Speed: 9.85
Impulse Engine Type: FIG-3
 Number: 2
 Power Units Available: 40
Auxiliary Power: 26
Reserve Power: 13

Weapons and Firing Data:

Beam Weapon Type: FH-16
 Number: 22
 Firing Arcs: 4 f/p/s, 2 p, 2 s, 2 p/s, 2 p/a, 2 s/a,
2 f/p, 2 f/s, 4 a
 Chart: Z
 Max Power: 10
 +3 (1-15)
 +2 (16-20)
 +1 (21-24)
Missile Weapon Type: FP-10
 Number: 16
 Firing Arcs: 8 f/p/s, 8 a
 Chart: S
 Power to Arm: 1
 Damage: 10
Missile Weapon Type: FQ-1
 Number: 4
 Firing Arcs: 4 f/p/s
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

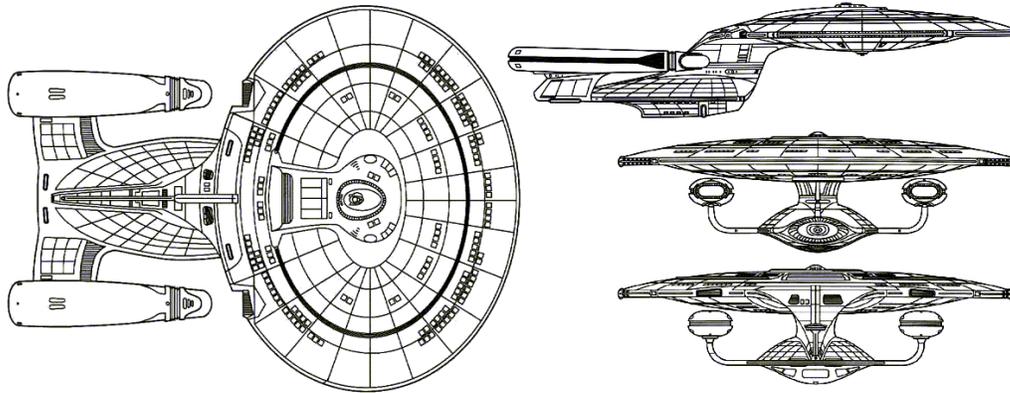
Deflector Shield Type: FSW-2
Shield Point Ratio: 1/7
Max Shield Power: 28/side

Combat Efficiency:

Point Value: 282

Galaxy-class Exploration Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-71000	<i>Galaxy</i>	Utopia Planitia Ship Yards, Mars	4/4908.12	4/5602.14	4/5711.02	Active
NCC-71705	<i>Yamato</i>	Utopia Planitia Ship Yards, Mars	4/4908.12	4/5704.14	4/6004.02	Destroyed
NCC-1701-D	<i>Enterprise</i>	Utopia Planitia Ship Yards, Mars	4/5006.03	4/5808.14	4/6310.04	Destroyed
NCC-71832	<i>Odyssey</i>	San Francisco Fleet Yards, Terra	4/5603.17	4/6311.17	4/6501.02	Destroyed
NCC-71854	<i>Venture</i>	San Francisco Fleet Yards, Terra	4/5704.29	4/6502.11	4/6612.11	Active
NCC-71328	<i>Gallant</i>	Utopia Planitia Ship Yards, Mars	4/5809.01	4/6506.11	4/6706.02	Active
NCC-71717	<i>Yorktown</i>	Chandley Works, Caravalia, Mars	4/6308.16	4/6602.07	4/6810.17	Destroyed
NCC-71867	<i>BonHomme Richard</i>	Utopia Planitia Ship Yards, Mars	4/6402.22	4/6802.14	4/6901.11	Destroyed
NCC-71754	<i>Kitty Hawk</i>	Newport News Fleet Yard, Terra	4/6503.17	4/6901.17	4/7011.02	Destroyed
NCC-71720	<i>Saratoga</i>	Alfras Fleet Yards, Deneb V	4/6602.11	4/6905.20	4/7109.17	Active
NCC-78477	<i>Magellan</i>	Utopia Planitia Fleet Yards, Mars	4/6711.17	4/7105.15	4/7207.28	Active
NCC-71744	<i>Sarek</i>	Utopia Planitia Fleet Yards, Mars	4/6803.11	4/7202.11	4/7302.02	Active
NCC-71745	<i>Algeo</i>	Utopia Planitia Fleet Yards, Mars	4/6911.24	4/7402.03	4/7412.14	Active
NCC-71099	<i>Challenger</i>	San Francisco Fleet Yards, Terra	4/7002.22	4/7402.03	4/7509.10	Active
NCC-72893	<i>Stargazer</i>	Port Copernicus Fleet Yards, Luna	4/7103.17	4/7506.11	4/7601.07	Active
NCC-71017	<i>Constellation</i>	Chandley Works, Caravalia, Mars	4/7202.05	4/7701.08	4/7712.30	Active
NCC-72331	<i>Victory</i>	Southampton Fleet Yard, Terra	4/7202.11	4/7711.14	4/7812.14	Active
NCC-71798	<i>Discovery</i>	San Francisco Fleet Yards, Terra	4/7405.14	4/7805.14	4/7911.15	Active
NCC-71605	<i>San Jacinto</i>	Antares Fleet Yards	4/7506.11	4/7903.25	4/8005.15	Active
NCC-76481	<i>Hollander</i>	Chandley Works, Caravalia, Mars	4/7608.01	4/8002.19	4/8101.03	Active
NCC-89447	<i>Thalmaj</i>	San Francisco Fleet Yards, Terra	4/7709.16	4/8103.18	4/8206.11	Active
NCC-71740	<i>King George V</i>	Utopia Planitia Ship Yards, Mars	4/7806.22	4/8211.13	4/8311.11	Active
NCC-71741	<i>Prince of Wales</i>	Utopia Planitia Ship Yards, Mars	4/7912.10	4/8307.02	4/8406.02	Active
NCC-80006	<i>Daystrom</i>	Earth Station McKinley, Terra	4/8111.02	4/8505.22	4/86??	Trials
NCC-2000-A	<i>Excelsior</i>	Makin County Ship Yards	4/8201.24	4/86??	4/87??	Building
NCC-81447	<i>Proxima</i>	Antares Fleet Yards	4/8303.30	4/87??	4/88??	Building
NCC-81466	<i>Copernicus</i>	Port Copernicus Fleet Yards, Luna	4/8402.19	4/88??	4/89??	Building
NCC-84775		Utopia Planitia Fleet Yards, Mars	4/8507.11	4/89??	4/90??	Building
NCC-81999		Chandley Works, Caravalia, Mars	4/86??	4/90??	4/91??	Planned



Starfleet has long been charged with a broad spectrum of responsibilities to the citizens of the Federation. As the volume of explored space continued to grow, and with it the Federation itself, so do Starfleet's duties.

These duties range from relatively mundane domestic and civil missions, to cultural contact and diplomacy, to defense, and to the primary mission of exploration and research. Many of these responsibilities are best carried out with relatively small, specialized ships. Yet there continues to be an ongoing need for a small number of larger, multimission vehicles that are capable of implementing the complete range of Starfleet's objectives. This need has in fact grown as the volume of relatively unexplored space within Federation influence continues to expand.

The *Galaxy*-class starship represents Starfleet's most sophisticated achievement in multimission ship systems design.

Pursuant to Starfleet Exploration directive 902.3, the following objectives were established for the *Galaxy*-class Starship Development Project:

- Provide a mobile platform for a wide range of ongoing scientific and cultural research projects.
- Replace aging *Ambassador* and *Oberth*-class starships as primary instruments of Starfleet's exploration programs.
- Provide autonomous capability for full execution of Federation policy options in outlying regions.
- Incorporate recent advancements in warp powerplant technology and science instrumentation.
- Provide the ability to defend the interests of the Federation with the most up-to-date tactical systems available.

Classification: The *Galaxy*-class is categorized as an explorer.

Design: The *Galaxy*-class hullform follows a traditional arrangement found to be highly efficient for high warp transitional acceleration and energy conservation. The general layout is the familiar saucer section connected to a secondary hull with a connecting dorsal section. Twin nacelles trail out from the engineering section in an arrangement that allows the Bussard collectors the most efficient access to interstellar gas collection and lets the warp field layers combine effectively and propel the vessel at high speeds. A primary requirement of the *Galaxy*'s design was the ability to separate the saucer section and act as two separate autonomous vessels in a crisis situation. For a vessel designed to support civilians, this was an utmost concern.

Engineering: The *Galaxy* was the first vessel to incorporate the innovative FUWA-1 (Federation Warp type A/1) warp drive. This revolutionary system can propel the vessel at a normal cruising speed of warp 6 until fuel exhaustion, a maximum cruising speed of warp 9.2, and a maximum top speed of warp 9.6 for twelve hours. For sublight propulsion the vessel relies on three sets of impulse engines, one in the stardrive and two in the saucer section. While the supplementary power and propulsive forces of the impulse deck is adequate, the *Galaxy*-class has been criticized for being sluggish at subluminal velocities.

Tactical: The main phaser array aboard the *Galaxy*-class is the powerful FH-15 by HiBeam Energies. Arranged in the now familiar collimated strip layout, the phasers can cover the vessel from any attack angle. The *Galaxy*-class also sports three photon torpedo launchers in a fore/aft arrangement with one of the launchers mounted in the saucer section for use during separated flight maneuvers only. Each tube can fire as many as ten torpedoes at a time with a typical reload sequence taking approximately 60-90 seconds. The *Galaxy*-class also has the ability to handle the new FQ-1 quantum torpedoes for use against threat forces.

Crew Support/Computer Systems: The *Galaxy*-class sports the most up to date lab and sensor facilities the fleet has to offer, and is fully equipped to carry out any number of diplomatic functions. The inclusion of civilians in the ship's design has allowed the *Galaxy* to sport the most luxurious crew appointments in the fleet. A combination of aboard ship schools, athletic facilities and holodecks make the *Galaxy* a comfortable assignment indeed. For crew and passenger safety, the vessel incorporates lifeboat and shuttle facilities to evacuate the ship's standard complement three times over. The computer systems aboard the *Galaxy*-class starships are a standard iolinear circuitry makeup in a traditional triple redundant configuration. Later vessels of the class incorporate a hybrid bio-neural/isolinear design for high speed processing. From the construction of the *Victory* and forward, vessels of the class have been completed with an all bio-neural computer system.

Development and Construction History:

Flight 1 *Galaxy*-class starships

Galaxy-Gallant First six vessels completed to initial design specs. *Venture* and *Gallant* retrofitted with an external fix to the "warp speed pollution barrier." *Galaxy* is later fit with an internal solution during refit in 2372. *Gallant* refit to her own class specifications after a near total rebuild and redesign in 2377.

Flight 2 *Galaxy*-class starships

Yorktown-Sarek Second group of spaceframes pulled from storage and completed to counter the Borg threat. This group eliminated the cetatian labs to increase fuel storage and crew facilities. Incorporates a reengineered impulse suite for better handling at subluminal velocities and a slightly improved deflector shield system. *Magellan* and *Sarek* launched with only 40% of their internal spaces fit for service in the Dominion War. Later fit out in 2378. Saucer section from the downstream vessel *Constellation* used to replace the unit lost during the *Saratoga*'s flight trials. All downstream vessels affected. Equipped with an external fix to the "warp speed pollution barrier." All surviving Flight 1 vessels were eventually refit to the new type.

Flight 3 *Galaxy*-class starships

Algeo-current Incorporates design changes and a new internal layout unique to the *Galaxy*-class. Slightly less spacious and with a larger crew, the vessel incorporates 20 years of design revisions for the class as well as a number of technological innovations developed in recent years. These include an integrated bio-neural net, EMH access to nearly 70% of the vessel's habital internal volume, an internal fix for the "warp speed pollution barrier," and the hard mounting of the saucer and star drive sections. First incarnation of the class not fit out to carry civilians or operate in Separated Flight Mode. The elimination of the saucer reconnect systems and redundant SFM equipment allows for a larger crew complement, increased fuel capacity and longer cruising range. *Algeo* launched with only 45% of her internal spaces fit for service in the Dominion War. Later completed in 2379. *Constellation* and all further downstream vessels delayed for ten months to replace the lost saucer section of the *Saratoga*. Incorporates most of the damage control and tactical innovations of the *Mythe*-class as well as new lab facilities and sensor suites. *Algeo* used as a technological testbed for the innovative Emergency Holographic Anti-incursion program, designed to counter boarding attempts and for rapid internal security response. *Victory* briefly considered for construction as the third *Mythe*-class battlecruiser and building continued on these lines for several months. The plan was dropped upon the cessation of hostilities with the Dominion and she was completed to spec within her original class design. However, she still incorporates several tactical and structural features unique to the *Mythe*-class.

Historical Notes:

<i>Yamato</i>	Destroyed by computer virus from alien probe on 4/6402.11.
<i>Enterprise</i>	Destroyed by warp core breach in orbit of Veridian III; saucer section crash landed on Veridian III on 4/7105.11. Crew recovered and saucer section scrapped in subsequent salvage operation.
<i>Odyssey</i>	Destroyed by the Jem'Hadar in Gamma Quadrant on 4/7012.23.
<i>Gallant</i>	Severely damaged in battle with Romulan naval forces on 4/7704.12. Repaired and reclassified as a <i>Gallant</i> -class starship 4/7704.12.
<i>Yorktown</i>	Destroyed by Jem'Hadar forces in the Chin'Toka System on 4/7506.12.
<i>Bonhomme Richard</i>	Destroyed by Cardassian forces in the Bajor Sector on 4/7412.11.
<i>Kitty Hawk</i>	Destroyed in the Carlsbad System by unknown alien forces on 4/8009.01.

Specifications for the *Galaxy*-class Exploration Cruiser

Construction Data:

Model Number:	Mk I	Mk II	Mk III
Date Entered Service:	4/5711	4/6704	4/7412

Hull Data:

Superstructure Points:	100	100	120
Size:			
Length:	642.5 m	642.5 m	642.5 m
Width:	467 m	467 m	467 m
Height:	137.5 m	137.5 m	137.5
Transporters:			
Standard Six Person-	10	10	10
Emergency 22 Person-	10	10	10
Cargo, small-	5	5	5
Cargo, large-	3	3	4
Crew:	220 Officers, 680 Crewmen	220 Officers, 680 crewmen	240 Officers, 790 crewmen
Passengers:	300	300	300
	15,000 evacuation limit	15,000 evacuation limit	15,500 evacuation limit
Shuttlecraft:	Type 6 Personnel (20)	Type 6 Personnel (30)	Type 8 Personnel (24)
	Type 7 Personnel (30)	Type 7 Personnel (20)	Type 10 Personnel (32)
	Type 15-A Shuttlepod (16)	Type 16 Shuttlepod (18)	Type 16-A Shuttlepod (18)
	Type 9-A Cargo (12)	Type 9-B Cargo (12)	Type 9-B Cargo (12)

Engines and Power Data:

Total Power Units Available:	216	232	252
Movement/Point Ratio:	7/1	7/1	6/1
Warp Engine Type:	FUWA-1	FUWA-1	FUWR-2
Number:	2	2	2
Power Units Available:	40	40	60
Cruising Speed:	6	6	6
Emergency Speed:	9.6	9.6	9.75
Impulse Engine Type:	FIH-2	FIH-1	FIG-4
Number:	1	1	3
Power Units Available:	56	64	44
Impulse Engine Type:	FIG-3	FIG-4	-
Number:	2	2	-
Power Units Available:	40	44	-
Auxiliary Power:	22	24	26
Reserve Power:	11	12	13

Weapons and Firing Data:

Beam Weapon Type:	FH-15	FH-15	FH-18
Number:	20	20	4
Firing Arcs:	4 f/p/s, 2 f/p/a, 2 f/s/a, 2 p/s, 2 p/s, 2 s/a, 4 a, (2 f)	4 f/p/s, 2 f/p/a, 2 f/s/a, 2 p/s, 2 p/a, 2 s/a, 4 a, (2 f)	4 f/p/s
Chart	Y	Y	Y
Max Power:	12	12	15
+3	(1-15)	(1-15)	(1-15)
+2	(16-20)	(16-20)	(16-20)
+1	(21-24)	(21-24)	(21-24)
Beam Weapon Type:			FH-15
Number:			14
Firing Arcs:			2 f/p/a, 2 f/s/a, 2 p/s, 2 p/a, 2 s/a, 4 a
Chart			Y
Max Power:			12
+3			(1-15)
+2			(16-20)
+1			(21-24)
Missile Weapon Type:	FP-10	FP-10	FP-10
Number:	20	20	20
Firing Arcs:	10 f/p/s, 10 a	10 f/p/s, 10 a	10 f/p/s, 10 a
Chart	S	S	S
Power to Arm:	1	1	1
Damage:	10	10	10

Shields Data:

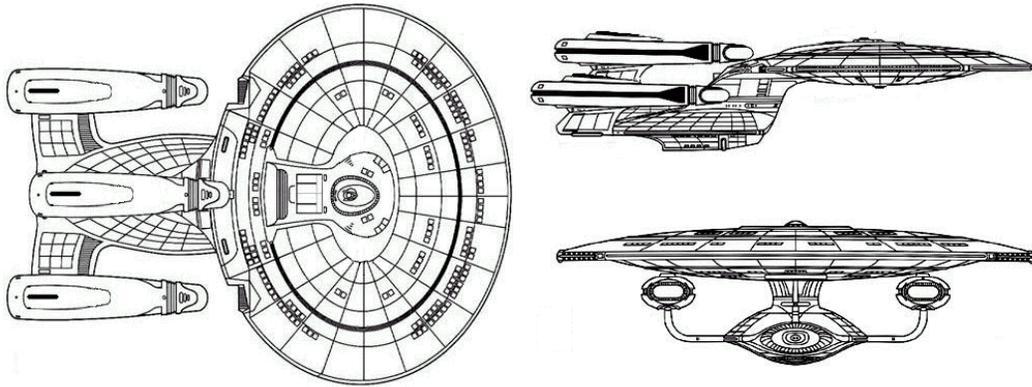
Deflector Shield Type:	FSS-M	FSR-1	FSW-1
Shield Point Ratio:	1/6	1/6	1/6
Max Shield Power:	22/side	24/side	28/side

Combat Efficiency:

Point Value:	232	243	267
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Gallant-class Exploration Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Recomissioned	Status
NCC-71328	<i>Gallant</i>	Utopia Planitia Fleet Yards, Mars	4/5809	4/6506	4/6706	4/7704	Active



The *Galaxy*-class starship represents Starfleet's most sophisticated achievement in multimission ship systems design. However, no design goes without eventual change, and the *Gallant* is a prime example of the *Galaxy*'s flexibility. Originally launched as a Mk II *Galaxy* in 2367, the *Gallant* served faithfully for ten years, mostly in the exploration service, before events placed her back in the arms of Starfleet Engineering.

On stardate 4/7604.08, the *Gallant* was jumped by two Romulan *D'deridex*-class *Warbirds* while patrolling near Starbase 20, a region well within Federation borders. During the fight, the *Gallant* was badly crippled to the extent that she is forced to eject her warp core. With the help of another starship the enemy is driven from the field, but the *Gallant* suffered grievous damage to her structural system, warp drive and tactical array. After she was towed back to SB 20 for repairs, Starfleet Engineering found themselves faced with four options. Repair the starship, refit her as a *Mythe*-class battlecruiser, scrap her, or radically redesign her. In the end, Starfleet Command refused the idea of scraping a *Galaxy*-class starship, and it was agreed that the three remaining options would take approximately the same amount of time. So, the decision is made to mold the *Gallant* into something unique.

Classification: The *Gallant* is classified as a long-range tactical explorer.

Design: The *Gallant*-class hullform follows a traditional arrangement found to be highly efficient for high warp transitional acceleration and energy conservation. The general layout is the familiar saucer section connected to a secondary hull with a connecting dorsal section. Twin nacelles trail out from the engineering section in an arrangement that allows the bussard collectors the most efficient access to interstellar gas collection, lets the warp field layers combine effectively and propel the vessel at high speeds. The third nacelle on the dorsal spine contains specialized Dynamic Warp Field Overlay Projectors (DWFOP) to allow the vessel to operate on just two or even one nacelle in an emergency situation.

Engineering: During the refit, the FUWA-1 warp drive was removed from the *Gallant* and replaced with the lighter and more efficient FUWR-2. Even with the increased weight of the third nacelle and its associated equipment, the FUWR-2 overcomes the traditional difficulties associated with tri-nacelle starships. With those problems eliminated, the advantages of three nacelles become clear as it allows the *Gallant* to maintain high warp speeds for longer periods of time. Whereas a Mk II *Galaxy*-class starship can maintain warp 9.6 for twelve hours, the *Gallant* can maintain that speed for three times as long. By dividing the propulsive forces among the three nacelles, the warp core tolerances are much greater, allowing for longer high-speed sprints. The FIG-4 impulse drives mounted in the saucer section were replaced with FIH-1s and reinforced to accommodate the new off axis thrust vectors.

Tactical: The damage taken in battle against the Romulans necessitated the almost total removal of the *Gallant*'s phaser mounts and the rebuilding of the fore/aft torpedo launchers. Instead of reintegrating the standard FH-15 phaser array, the heavier FH-18 was chosen to take advantage of the power surplus provided by the enhanced warp drive. The *Gallant* also sports the standard FP-10 torpedo launchers in a fore/aft arrangement capable of firing as many as ten torpedoes at a time with a typical reload sequence taking approximately 60-90 seconds. The third aft firing torpedo tube mounted in the saucer section for separated flight mode was removed during refit when the ability to separate was eliminated. The *Gallant* also has the ability to handle the new FQ-1 quantum torpedoes for use against threat forces.

Crew Support/Computer Systems: The *Gallant* sports the most up to date lab and sensor facilities the fleet has to offer, and is fully equipped to carry out any number of diplomatic functions. For crew and passenger safety, the vessel incorporates lifeboat and shuttle facilities to evacuate the ship's standard complement three times over. The computer systems aboard the *Gallant* is a standard ioslinear circuitry makeup in a traditional triple redundant configuration with some dedicated processing space made up of a hybrid bio-neural/isolinear design for high speed processing. This is to provide computing power for the complex warp field dynamics demanded by the *Gallant*'s unique external layout.

Development and Construction History: After her near destruction near Starbase 20, the *Gallant* was taken to Utopia Planitia and refit to her current configuration. On stardate 4/7704.12 with much fanfare, the vessel was rechristened a *Gallant*-class starship, the first and probably last of her kind.

Specifications for the *Gallant*-class Exploration Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/7704

Hull Data:

Superstructure Points: 135
Size:
Length: 642 m
Width: 467 m
Height: 137.5 m
Transporters:
Standard Six Person- 10
Emergency 22 Person- 10
Cargo, small- 5
Cargo, large- 3
Crew: 230 Officers
670 Enlisted
Passengers: 300
17,500 evacuation limit
Shuttlecraft: Type 7 Personnel (25)
Type 10 Personnel (20)
Type 16 Shuttlepod (25)
Type 9-B Cargo (2)

Engines and Power Data:

Total Power Units Available: 280
Movement/Point Ratio: 8/1
Warp Engine Type: FUWR-2
Number: 3
Power Units Available: 60
Cruising Speed: 6
Emergency Speed: 9.6
Impulse Engine Type: FIH-1
Number: 2
Power Units Available: 50
Auxiliary Power: 28
Reserve Power: 14

Weapons and Firing Data:

Beam Weapon Type: FH-18
Number: 18
Firing Arcs: 4 f/p/s, 2 f/p/a, 2 f/s/a, 2 p/s,
2 p/a, 2 s/a, 4 a
Chart Y
Max Power: 15
+3 (1-15)
+2 (16-20)
+1 (21-24)
Missile Weapon Type: FP-10
Number: 20
Firing Arcs: 10 f/p/s, 10 a
Chart S
Power to Arm: 1
Damage: 10

Shields Data:

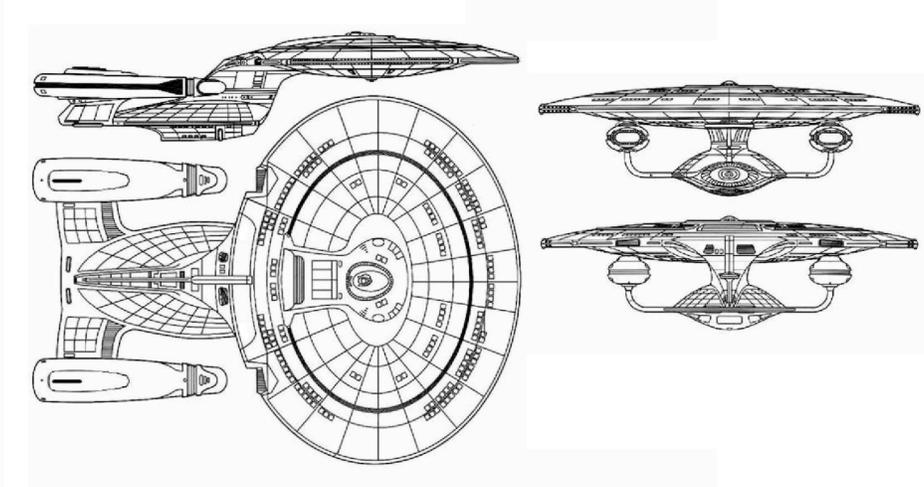
Deflector Shield Type: FSW-2
Shield Point Ratio: 1/7
Max Shield Power: 28/side

Combat Efficiency:

Point Value: 298

Frontier-class Exploration Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-70426	<i>Frontier</i>	Utopia Planitia Fleet Yards, Mars	4/6905	4/7306	4/7404	Active
NCC-71668	<i>Independence</i>	San Francisco Fleet Yards, Terra	4/7003	4/7404	4/7502	Active
NCC-71528	<i>Constitution</i>	Utopia Planitia Fleet Yards, Mars	4/7003	4/7510	4/7605	Active
NCC-71872	<i>Valiant</i>	Earth Station Everest, Terra	4/7106	4/7608	4/7702	Active
NCC-71776	<i>BonHomme Richard</i>	Earth Station McKinley, Terra	4/7207	4/7710	4/7805	Active
NCC-71373	<i>Republic</i>	Utopia Planitia Fleet Yards, Mars	4/7212	4/7811	4/7905	Active



When the *Galaxy*-class starship was designed in the late 2340s to 2350s, it was envisioned that the twelve vessels of the class would lead Starfleet's exploratory efforts well into the next century. While the *Galaxy*-class has performed this task admirably, it was felt early on that the potential of the design's hull form had not been fully exploited. With the coming of the Borg in the early 2360s and a full court push in progress to advance Starfleet's tactical capability to counter the threat, Starfleet engineering went back to the drawing board with the design. By 2368 the design for two vessels drawing on the *Galaxy*-class design specs were up for consideration and were placed into production. These came to be known as the *Frontier* and *Majestic* class.

Classification: Like her *Galaxy*-class forbearers, the *Frontier* is classified as an Explorer.

Design: The *Frontier* is basically a reengineered, new incarnation of the *Galaxy* hull form. The *Frontier*-class modification of the *Galaxy*-class spaceframe is intended to give the spaceframe greater endurance in extended missions, and the main differences are in the use of internal space. The *Frontier*-class spaceframe devotes more internal area to ship's stores, converting unused space into cargo areas and more efficiently organizing laboratory and science spaces to minimize wasted space. Some of these modifications resulted in the repositioning of certain shipboard systems and an altered weapons array. The sum total of all modifications resulted in a slight increase in displacement over the standard *Galaxy*-class vessels while keeping the *Frontier*-class lighter than the *Mythe*-class battlecruiser variant. As in older starship designs, the saucer separation capability has been removed, except with the use of explosive bolts.

Engineering: The *Frontier* was among the first vessels designed with the FIUWR-1 (Federation Improved Warp type R/1) warp drive from Shuvinaaljis Warp Technologies of Vulcan. Coupled with the proven FIG-3 impulse drive, the *Frontier* is a powerful and maneuverable foe at both warp speed and subliminal velocities.

Tactical: While she is a ship of exploration, the *Frontier* is a child of the lessons learned from the Borg and Dominion, and her design clearly reflects this. The tactical and damage control innovations found on the *Frontier*-class are among the most advanced in the fleet, and easily rival those found in the *Mythe*-class battlecruiser. One of the strengths of the *Frontier* is her ability to provide heavy sustained firepower at great distances. This ability is due in thanks to the new long range FH-10A phaser system from MinTech Armaments. The *Frontier* also sports a modified version of the venerable FP-10 torpedo launch system, which has a 20% greater launch capacity per torpedo spread. Late in the construction phase of the *USS Frontier* the decision was made to mount the new FQ-1 quantum torpedo launcher in a retracting bay in place of the captain's yacht, and all downstream vessels were altered to reflect this change. Able to track targets through a full 300° range of motion, the FQ-1 adds a sizeable kick to the *Frontier*'s power projection capability. These weapon systems, coupled with the incorporation of abalative armor into the hull, and the heavy FSW-2 deflector shield system, make the *Frontier*-class a deadly foe in combat.

Crew Support/Computer Systems: The *Frontier*-class starships sport the most sophisticated and up to date lab facilities and sensor suites of any vessels in the fleet, and are also fully equipped to carry out any number of diplomatic functions. Note that because of its extended science missions in uncharted regions, and due to the fact that the class has eliminated the saucer separation capability, the *Frontier*-class ships do not carry civilians. *Frontier*-class vessels also carry a disproportionate number of officers due to the large number of science officers on board. The exclusion of civilians in the ship's design has allowed the *Frontier* to sport much more luxurious crew quarters than on the standard *Galaxy*-class. A combination of shipboard lounges, athletic facilities and holodecks

make the *Frontier* a sought after assignment indeed. The computer systems aboard the six vessels of the class are a mixture of bi-neural/isolinear circuitry in a traditional triple redundant configuration. The *Frontier*-class ships also mount the innovative Emergency Holographic Anti-incursion program, designed to counter boarding attempts and for rapid internal security response. The EHA is also tied to the EMH for ship wide supplemental medical services. These systems have been modified to cover nearly 80% of the vessel's internal volume.

Development and Construction History: The *Frontier*-class was produced at the San Francisco and Utopia Planitia shipyards, and Earth Stations Everest and McKinley from 2369-2379 with six units in all constructed. All remain in active service.

Specifications for the *Frontier*-class Exploration Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/7302

Hull Data:

Superstructure Points: 135
Size:
 Length: 643 m
 Width: 478 m
 Height: 145 m
Transporters:
 Standard Six Person- 10
 Emergency 22 Person- 10
 Cargo, small- 6
 Cargo, large- 4
Crew: 312 Officers
728 Enlisted
Passengers: 0 Standard
15,000 Evacuation Limit
Shuttlecraft: *Targa*-class Runabout (1)
Danube-class Runabout (10)
Type 6 Personnel (15)
Type 7 Personnel (20)
Type 16 Shuttlepod (20)
Type 9-A Cargo (20)

Engines and Power Data:

Total Power Units Available: 288
Movement/Point Ratio: 6/1
Warp Engine Type: FIUWA-1
 Number: 2
 Power Units Available: 84
 Cruising Speed: Warp 7
 Emergency Speed: Warp 9.9
Impulse Engine Type: FIG-3
 Number: 3
 Power Units Available: 40
Auxiliary Power: 28
Reserve Power: 14

Weapons and Firing Data:

Beam Weapon Type: FH-10a
 Number: 32
 Firing Arcs: 16 f/p/s, 4 f/p/a, 4 f/s/a, 4 p/s, 4 a
 Chart: Z
 Max Power: 7
 +3 (1-15)
 +2 (16-20)
 +1 (21-24)
Missile Weapon Type: FP-10a
 Number: 24
 Firing Arcs: 12 f/p/s, 12 a
 Chart: S
 Power to Arm: 1
 Damage: 10
Missile Weapon Type: FQ-1
 Number: 6
 Firing Arcs: 6 f/p/s
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

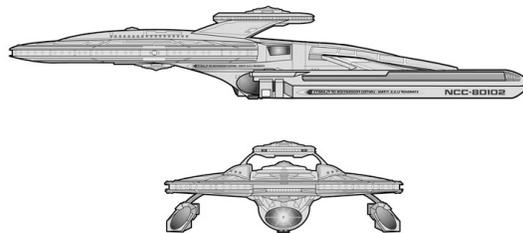
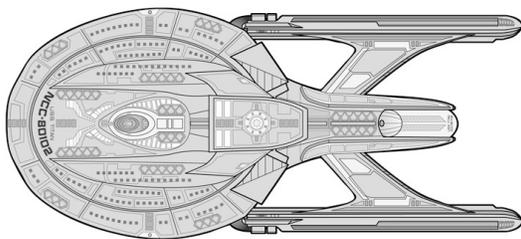
Deflector Shield Type: FSW-2
Shield Point Ratio: 1/7
Max Shield Power: 28/side

Combat Efficiency:

Point Value: 336

Luna-class Exploration Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-80055	<i>Luna</i>	Port Copernicus Fleet Yards, Luna	4/7506	4/7901	4/7911	Active
NCC-80090	<i>Europa</i>	Utopia Planitia Fleet Yards, Mars	4/7506	4/7902	4/7912	Active
NCC-80102	<i>Titan</i>	Utopia Planitia Fleet Yards, Mars	4/7506	4/7901	4/7912	Active
NCC-81255	<i>Ariel</i>	Baikonur Cosmodrome	4/7609	4/8003	4/8105	Active
NCC-81293	<i>Amalthea</i>	Alfras Fleet Yards, Deneb V	4/7703	4/8103	4/8204	Active
NCC-81342	<i>Ganymede</i>	Southampton Fleet Yard, Terra	4/7802	4/8203	4/8309	Active
NCC-81377	<i>Thyone</i>	Utopia Planitia Fleet Yards, Mars	4/7907	4/8310	4/8407	Active
NCC-81389	<i>Juliet</i>	Chandley Works, Caravalia, Mars	4/8004	4/8408	4/8508	Active
NCC-81453	<i>Romeo</i>	Makin County Ship Yards	4/8111	4/8502	4/86??	Trials
NCC-81454	<i>Miranda</i>	Utopia Planitia Fleet Yards, Mars	4/8201	4/86??	4/87??	Building
NCC-81590	<i>Gossamer</i>	Utopia Planitia Fleet Yards, Mars	4/8303	4/87??	4/88??	Building
NCC-81599	<i>Caliban</i>	San Francisco Fleet Yards, Terra	4/8401	4/88??	4/89??	Building
NCC-81678	<i>Larissa</i>	Earth Station McKinley, Terra	4/8504	4/89??	4/90??	Building
NCC-81692		Shar Ta'kel Central Docks, 40 Eridani	4/86??	4/???	4/???	Planned
NCC-81733		Cape Canaveral Spaceport, Terra	4/87??	4/???	4/???	Planned



Starfleet's plan to retire the *Oberth*-class surveyors with the introduction of the *Galaxy*-class in the early 2360s failed to take flight due to the early loss of several of those vessels soon after their commissioning. It was not until almost fifteen years later following the introduction of the *Frontier* and *Majestic* classes that Starfleet was able to revisit their plan to scrap the *Oberths*, yet losses during the Dominion War threatened to delay this plan once again. Wartime production had postponed the introduction of the *Pulsar*-class in favor of heavier, more combat capable designs, and once the war ended Starfleet was able to return to its primary mission of exploration. To kick off their new focus, the long delayed *Pulsars* were returned to the shipyard for fitting out and a completely new design lay laid down from plans drawn up before the war. In time, this new class would be christened *Luna*.

Classification: The *Luna*'s primary focus is the long range surveying of new worlds and deep space phenomena. As such, she is designated as an exploration cruiser.

Design: The *Luna* follows a design evolution that directly descends from the *Sovereign* and *Akira*-class starships. Her elongated saucer section features a buried bridge deck much like the *Akira* with nacelles and a tactical pod to match. The secondary hull is fairly uncluttered thanks to the externalization of the torpedo launchers and long-range sensors, something that any ship's engineer would be able to appreciate. The fore view is clean and presents a low target profile for any vessel wishing to challenge the *Luna*.

Engineering: The *Luna*'s multi-refracting warp core emphasizes range over speed and gives the vessel a cruising range nearly 40% greater than comparable sized vessels. Her cruising speed of warp 6.8 is a bit faster than most line starships, though her top emergency speed of warp 9.75 is a step down from other vessels with a similar mission profile. At sublight speeds the *Lunas* fairly nimble thanks to her twin thrust vectoring impulse drives.

Tactical: Like the *Oberth* before her, the *Luna* emphasizes her exploratory and research functions rather than an impressive tactical suite, but the vessels of the class carry an impressive capability for self-defense. Her FH-16 phaser array provides incredible coverage and is able to do so while keeping any aggressors at arms length. Her torpedo array is a full 50% more capable than the type carried aboard the *Intrepid*-class, one of the few shortcomings of that design. Early plans called for the inclusion of a scaled down version of the *Majestic*-class' quantum torpedo launcher, but this was eventually dropped in favor on expanding the ship's sensor suite.

Crew Support/Computer Systems: Service aboard the *Luna*-class vessels is a popular assignment thanks to her spacious crew accommodations and extensive recreational facilities. Her long periods between port visits necessitate these facilities and are greatly appreciated by her crews. The massive deck four crew lounge features a comfortable setting where officers and crewmen alike can share a drink, play billiards or enjoy a meal freshly prepared in one of Starfleet's few remaining shipboard galley's. The computer system aboard ship were lifted virtually unmodified from the *Intrepid*-class and provide exceptional processing ability for the ship's researchers and long range sensors.

Development and Construction History: Of the eight *Luna*-class vessels built to date, all remain in active service. Production is expected to continue at various yards throughout the Federation until the initial contracted batch of 15 vessels are complete. As each *Luna* come on line and assumes her duties, two *Oberth*-class vessels are pulled from service and assume their place along the final frontier.

Specifications for the *Luna*-class Exploration Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/7911

Hull Data:

Superstructure Points: 68
Size:
 Length: 450 m
 Width: 202 m
 Height: 81 m
Transporters:
 Standard Six Person- 3
 Emergency 14 Person- 2
 Cargo, small- 2
 Cargo, large- 1
Crew: 30 Officers
210 Enlisted
Passengers: 12
1,300 evacuation limit
Shuttlecraft: Type 6 Personnel (4)
Type 9 Personnel (4)
Type 16 Shuttlepod (4)

Engines and Power Data:

Total Power Units Available: 148
Movement/Point Ratio: 4/11
Warp Engine Type: FUWE-3
 Number: 2
 Power Units Available: 42
 Cruising Speed: 6.8
 Emergency Speed: 9.75
Impulse Engine Type: FIG-2
 Number: 2
 Power Units Available: 32
Auxiliary Power: 14
Reserve Power: 7

Weapons and Firing Data:

Beam Weapon Type: FH-16
 Number: 12
 Firing Arcs: 4 f/p/s/a, 4 f/p/s, 2 p/s, 2 a
 Chart: Z
 Max Power: 10
 +3 (1-15)
 +2 (16-20)
 +1 (21-24)
Missile Weapon Type: FP-10
 Number: 12
 Firing Arcs: 6 f/p/s, 6 a
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

Deflector Shield Type: FSU-1
Shield Point Ratio: 1/6
Max Shield Power: 18/side

Combat Efficiency:

Point Value: 160

Majestic-class Exploration Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-70358	<i>Majestic</i>	Utopia Planitia Fleet Yards, Mars	4/6911.11	4/7401.03	7/7412.16	Active
NCC-71481	<i>Repulse</i>	Utopia Planitia Fleet Yards, Mars	4/7003.05	4/7404.15	4/7502.02	Active
NCC-78994	<i>Concordia</i>	Chandley Works, Carvalia, Mars	4/7003.14	4/7612.18	4/7711.17	Active
NCC-71931	<i>Potemkin</i>	Star City Space Yards, Terra	4/7307.30	7/7704.08	4/7805.22	Active
NCC-77544	<i>Kearsarge</i>	Port Copernicus Fleet Yards, Luna	4/7312.02	4/7811.12	4/7912.12	Active



When the *Galaxy*-class of starships were designed in the late 2340s to 2350s, it was envisioned that the twelve vessels of the class would lead Starfleet's exploratory efforts well into the next century. While the *Galaxy*-class has performed this task admirably, it was felt early on that the potential of the design's hull form had not been fully exploited. With the coming of the Borg in the early 2360s and a full court push in progress to advance Starfleet's tactical capability to counter the threat, Starfleet engineering went back to the drawing board with the design. By 2368 the blueprints for two vessels drawing on the *Galaxy*-class design specs were up for consideration and were eventually placed into production. These came to be known as the *Majestic* and *Frontier*-class.

Classification: Like her *Galaxy*-class forbearers, the *Majestic* is classified as an Explorer.

Design: The *Majestic* is a cut down and reengineered *Galaxy* hull form. The engineering section is virtually identical to the *Galaxy* with minor changes to its internal arrangement. The connecting dorsal joining the engineering section and saucer was all but removed and the two were mated directly without a provision for separation. Additionally, the saucer was also reoriented 90° with the internal spaces and external features altered accordingly. The orientation of the saucer is not so much an aesthetic choice, but is an attempt to decrease the fore and aft target aspect. With the removal of the saucer separation connects and related equipment, the loss of the connecting dorsal is barely noticeable. In fact, internal habitable volume is only 2% less than the *Galaxy*-class.

Engineering: The *Majestic* was among the first vessels designed with the FIUWR-1 (Federation Improved Warp type R/1) warp drive from Shuvinaaljis Warp Technologies of Vulcan. Coupled with the proven FIG-4 impulse drive, the *Majestic* is a powerful foe at both warp speed and subluminal velocities.

Tactical: One of the strengths of the *Majestic* is her ability to provide sustained firepower at great distances. This ability is due in thanks to the new long range FH-16 phaser system from HiBeam Energies. Coupled with the proven FP-10 torpedo launch system in a fore/aft arrangement, the *Majestic* is a formidable adversary. During the construction phase of the *Majestic* and *Repulse* in 2372, the new FQ-1 quantum torpedo launcher was added in a retracting bay in place of the captain's yacht. Able to track targets through a full 300° range of motion, the FQ-1 adds a sizeable kick to the *Majestic*'s power projection capability. *Potemkin* and *Kearsarge* were modified during their construction to take advantage of several tactical and damage control innovations brought about by the *Mythe*-class battlecruiser. While normally employed as a ship of exploration, the *Majestic* is a child of the lessons learned from the Borg and Dominion, and her design clearly reflects this. Along with the *Frontier*-class, the *Majestic* is the first explorer fit with a CIC (Command and Control) suite. While normally not in use, the CIC can be quickly staffed and coordinate the movements of an entire sector if need be.

Crew Support/Computer Systems: The *Majestic*-class sports the most up to date lab and sensor facilities the fleet has to offer, and is fully equipped to carry out any number of diplomatic functions. The inclusion of civilians aboard the *Majestic* was eliminated early in the design phase when the ability to separate the saucer section was discarded. The computer systems aboard the five vessels of the class are a mixture of bio-neural/isolinear circuitry in a traditional triple redundant configuration. The EMH system has been further modified to cover nearly 70% of the vessel's internal volume with backups located in the emergency triage and evacuation stations.

Development and Construction History: The *Majestic*-class was produced at Terran and Sol IV shipyards from 2369-2379 with five units constructed in all. All remain in active service.

Historical Notes: The starship *Concordia* participated in the largest mass evacuation of a planet in Federation history in 2380. Scientists on Dakara II had been performing seismic tests on the core of their planet to study the collapse of massive magnetic fields. When one of their supposedly harmless tests got out of control, the molten core of the planet began to solidify which in turn triggered a planet wide environmental disaster. With the planet coming apart around them, six Starfleet vessels, led by the *Concordia*, evacuated the entire colony in a three week period. At times, the population of the *Concordia* reached the 20,000 mark for the two day trip to the refugee station on Starbase 265. The *Concordia* made nine such trips and in the end the entire population of Dakara, over 500,000 individuals, were saved from their dying world. Afterwards, the *Concordia* went in for a two month overhaul for maintenance on her overtaxed systems. The independent scientists responsible for the calamity were eventually brought up on charges of gross negligence and barred from any work within the Federation.

Specifications for the *Majestic*-class Exploration Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/7412

Hull Data:

Superstructure Points: 135
Size:
Length: 696 m
Width: 409 m
Height: 102 m
Transporters:
Standard Six Person- 10
Emergency 22 Person- 10
Cargo, small- 6
Cargo, large- 4
Crew: 250 Officers
650 Enlisted
Passengers: 250
15,000 evacuation limit
Shuttlecraft: Danube-class runabout (3)
Type 6 Personnel (20)
Type 10 Personnel (24)
Type 18 Personnel (12)
Type 16-A Shuttlepod (16)
Type 9-B Cargo (6)

Engines and Power Data:

Total Power Units Available: 256
Movement/Point Ratio: 6/1
Warp Engine Type: FIUWR-1
Number: 2
Power Units Available: 84
Cruising Speed: 9
Emergency Speed: 9.975
Impulse Engine Type: FIG-4
Number: 2
Power Units Available: 44
Auxiliary Power: 26
Reserve Power: 13

Weapons and Firing Data:

Beam Weapon Type: FH-16
Number: 22
Firing Arcs: 6 f/p/s, 4 f/p/a, 4 f/s/a, 4 p/s, 4 a
Chart Z
Max Power: 10
+3 (1-15)
+2 (16-20)
+1 (21-24)
Missile Weapon Type: FP-10
Number: 20
Firing Arcs: 10 f/p/s, 10 a
Chart S
Power to Arm: 1
Damage: 10
Missile Weapon Type: FQ-1
Number: 6
Firing Arcs: 6 f/p/s
Chart S
Power to Arm: 1
Damage: 10

Shields Data:

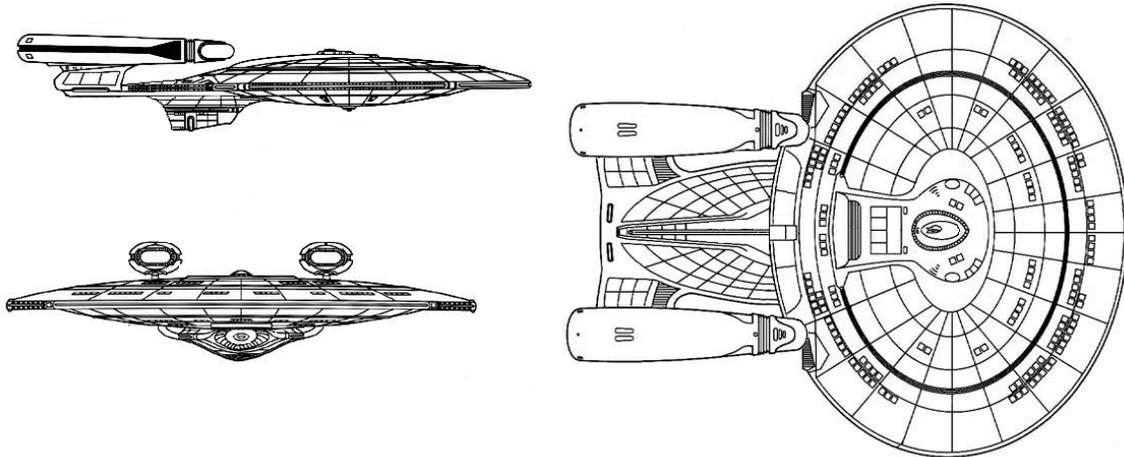
Deflector Shield Type: FSW-2
Shield Point Ratio: 1/7
Max Shield Power: 28/side

Combat Efficiency:

Point Value: 307

Mosby-class Exploration Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-64520	<i>Mosby</i>	Utopia Planitia Fleet Yard, Mars	4/5908	4/6411	4/6603	Active
NCC-68997	<i>Arleigh Burke</i>	Utopia Planitia Fleet Yard, Mars	4/6108	4/6610	4/6711	Active
NCC-64673	<i>Eisenhower</i>	Earth Station McKinley, Terra	4/6207	4/6702	4/6805	Active
NCC-60523	<i>Chester Nimitz</i>	Chandley Works, Caravalia, Mars	4/6301	4/6804	4/6907	Active
NCC-65856	<i>Nathan Hale</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6408	4/6909	4/7006	Active
NCC-68714	<i>Prinz Eugen</i>	Port Copernicus Fleet Yards, Luna	4/6501	4/7012	4/7107	Active
NCC-66546	<i>Kelvar Garth</i>	Utopia Planitia Fleet Yard, Mars	4/6608	4/7104	4/7205	Active
NCC-65475	<i>Robert April</i>	San Francisco Fleet Yards, Terra	4/6702	4/7209	4/7306	Active
NCC-70564	<i>William G. Larson</i>	Antares Fleet Yards	4/6806	4/7306	4/7402	Active
NCC-67876	<i>James Doolittle</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6907	4/7402	4/7501	Active
NCC-76544	<i>H. Norman Schwarzkopf</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7007	4/7411	4/7603	Active
NCC-74845	<i>Marc Mitscher</i>	Utopia Planitia Fleet Yard, Mars	4/7108	4/7608	4/7706	Active
NCC-71834	<i>James Sandecker</i>	Utopia Planitia Fleet Yard, Mars	4/7204	4/7707	4/7805	Active
NCC-74832	<i>Charles Lockwood</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7308	4/7804	4/7907	Active



With the coming of the age of the *Galaxy*-class starship, Starfleet realized that they had produced an incredible strategic and exploration asset. However, the cost and size of the vessel made the construction of no more than a handful of units economical. So, instead of pushing forward with a relatively small number of expensive hulls, Starfleet experimented with other designs. Drawing from the technical innovations made during the *Galaxy*-class Starship Development Project, Starfleet introduced the *Challenger*, *Iowa*, *Nebula* and *Mosby*-class starships.

The *Mosby* was initially envisioned as a 3/4 *Galaxy*, a rule which was to be incorporated in nearly all her systems. Although she incorporates the same warp drive, sensor suites and lab facilities as the *Galaxy*, the *Mosby*'s tactical system is mostly older off the shelf equipment. While the *Mosby* may not be suited for front line combat duty, she has proven herself time and again in the last fifteen years as one of the most capable explorers in Starfleet history.

Classification: The *Mosby* is classified as an explorer with a secondary emphasis on tactical support missions.

Design: The saucer section is a slightly scaled down version of the type used aboard the *Galaxy*-class. The secondary hull contains the engines, fuel tanks and support systems needed to keep the vessel operating. The saucer separation/reconnect capability was retained for this class as the inclusion of civilians was an integral part of the vessel's design.

Engineering: The *Mosby* directly benefited from the impressive warp drive innovations coming out of the *Galaxy* project. The FUWA-1 m/am reactor is capable of driving the *Mosby* at speeds approaching warp 9.6 for 12 hours or a cruising speed of warp 6. Three small but powerful FIF-3 impulse drives provide adequate maneuvering and auxiliary power for a vessel of the *Mosby*'s size. Plans for the next few years call for replacing these drives with a more powerful version with extra power reserves.

Tactical: The weapons system is a near copy of the type used aboard the *Excelsior* and is adequate considering the *Mosby*'s mission scope. The FH-11 phaser system is a tried and true array that has been in use for nearly a century. The FP-4 torpedo launcher was chosen over the more modern FP-10 at a time when production shortages of the newer type were foreseen. The FSS-3 shield system was borrowed from the *Ambassador*, but it is beginning to show its age. Updates for all tactical systems are planned for each constructed vessel's 20 year refit cycle.

Crew Support/Computer Systems: The *Mosby* was designed from the outset with civilians in mind and is a well appointed vessel. Assignment to these starships is a popular duty for researchers and those following a career track toward command. The computer system is of the type pioneered aboard the *Galaxy* and is ample for the vessel's needs.

Development and Construction History: Of the 14 *Mosby*-class starships built, all remain in service. The *Mosby* was produced at a rate of one a year at several facilities throughout the Federation with primary consideration for 40 Eridani and Utopia Planitia. One vessel, the *USS James Doolittle*, maintains a Starfleet tradition of having an almost all Vulcan crew. The planned fifteenth *Mosby*-class starship was redesigned and commissioned as the *USS Atheron* in 2380 as a one of a kind technology demonstrator.

Historical Notes:

The *Mosby*-class starships are named for historical military leaders or other notable figures. The *Mosby* herself is named for the Confederate States of America cavalry officer John Singleton Mosby, General Robert E. Lee's most praised officer. Other notable names from Starfleet history include the starships *Robert April*, *William G. Larson*, *James Sandecker* and *Robert Wesley*. Except where applicable, the vessels are referred to by the namesake's last name only.

In 2378, the starship *Arleigh Burke* was awarded to the winner of the Sagan Award for an eighteen month deployment in unexplored space. The winners, a research team of 33 astrophysics students at the Massachusetts Institute of Technology, were given the starship to help complete their studies. The event marked the first time a full-fledged starship had been assigned as the prestigious Sagan Award prize.

On stardate 4/7906.30, the *USS Nathan Hale* was part of a surveying effort to create a detailed map and resource guide to the Pargelis Cluster in Beta quadrant. Unknown to them, the Romulan *Warbird Haladon* was in the region not only surveying the cluster, but building a listening outpost to eavesdrop on Klingon space. With tensions already strained by the ongoing conflict over the Raven system, the *Haladon* immediately pounced on the *Nathan Hale* to cover up her actions. The science vessel was hard pressed to counter the attack and took massive damage in the exchange. In particular, her saucer section was nearly gutted by multiple torpedo strikes that left the vessel structurally unable to go into warp. With no other choice, Captain Thesses Haaro ordered the crew to evacuate to the stardrive and separated the saucer section. Shed of the dead weight of the burning saucer section, the stardrive evacuated the scene with the entire ship's compliment and made for the safety of friendly space. The *Nathan Hale* would be out of commission for over a year and a half while a new saucer was constructed.

Specifications for the *Mosby*-class Exploration Cruiser

Construction Data:

Model Number:	Mk I	Mk II
Date Entered Service:	4/6603	4/8703

Hull Data:

Superstructure Points:	80	84
Size:		
Length:	480 m	480 m
Width:	349 m	349 m
Height:	102 m	102 m
Transporters:		
Standard Six Person-	5	5
Emergency 22 Person-	2	2
Cargo, small-	4	4
Cargo, large-	2	2
Crew:	80 Officers	75 Officers
	595 Enlisted	550 Enlisted
Passengers:	200	200
	10,000 evacuation limit	10,000 evacuation limit
Shuttlecraft:	Type 7 Personnel (8)	Type 9 Personnel (8)
	Type 16 Shuttlepod (12)	Type 16 Shuttlepod 1(2)

Engines and Power Data:

Total Power Units Available:	140	160
Movement/Point Ratio:	5/1	5/1
Warp Engine Type:	FUWA-1	FUWA-1
Number:	2	2
Power Units Available:	40	40
Cruising Speed:	6	6
Emergency Speed:	9.6	9.6
Impulse Engine Type:	FIF-3	FIG-3
Number:	3	1
Power Units Available:	20	40
Impulse Engine Type:		FIF-3
Number:		2
Power Units Available:		20
Auxiliary Power:	14	16
Reserve Power:	7	8

Weapons and Firing Data:

Beam Weapon Type:	FH-11	FH-11
Number:	12	12
Firing Arcs:	4 f/p/s, 2 p/s, 2 f/s/a, 2 f/p/a, 4 a	4 f/p/s, 2 p/s, 2 f/s/a, 2 f/p/a, 4 a
Chart	Y	Y
Max Power:	10	10
+3	(1-10)	(1-10)
+2	(11-17)	(11-17)
+1	(18-24)	(18-24)
Missile Weapon Type:	FP-4	FP-10
Number:	12	12
Firing Arcs:	6 f/p/s, 6 a	6 f/p/s, 6 a
Chart	S	S
Power to Arm:	1	1
Damage:	10	10

Shields Data:

Deflector Shield Type:	FSS-3	FSR-2
Shield Point Ratio:	1/5	1/6
Max Shield Power:	20/side	26/side

Combat Efficiency:

Point Value:	158	184
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Nebula-class Exploration Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-64825	<i>Nebula</i>	Utopia Planitia Fleet Yards, Mars	4/4903	4/5706	4/6002	Active
NCC-68171	<i>Pulsar</i>	Utopia Planitia Fleet Yards, Mars	4/4911	4/5803	4/6012	Destroyed
NCC-65416	<i>Chicago</i>	San Francisco Fleet Yards, Terra	4/4911	4/5805	4/6106	Active
NCC-61826	<i>Monitor</i>	Port Copernicus Fleet Yards, Luna	4/5012	4/5911	4/6112	Active
NCC-61827	<i>Merrimac</i>	Newport News Fleet Yard, Terra	4/5101	4/5911	4/6201	Active
NCC-62006	<i>Hera</i>	Shar Ta'kel Central Docks, 40 Eridani	4/5403	4/6101	4/6207	Lost
NCC-66347	<i>Helios</i>	New Aberdeen Fleet Yards, Aldebra	4/5403	4/6201	4/6301	Active
NCC-65420	<i>Phoenix</i>	Chandley Works, Caravalia, Mars	4/5403	4/6202	4/6307	Active
NCC-73219	<i>T'Kumbra</i>	Shar Ta'kel Central Docks, 40 Eridani	4/5607	4/6301	4/6312	Active
NCC-65583	<i>Bellerophon</i>	Southampton Fleet Yard, Terra	4/5704	4/6304	4/6405	Destroyed
NCC-63902	<i>Poseidon</i>	Chiokis Fleet Yards, Thelavor, Andor	4/5708	4/6307	4/6408	Destroyed
NCC-74773	<i>Galatea</i>	Seskon Trella, Chagala, Tellar	4/5811	4/6312	4/6409	Active
NCC-70352	<i>Leeds</i>	Electric Boat Company Dockyard, Terra	4/5811	4/6308	4/6411	Destroyed
NCC-71954	<i>Stalingrad</i>	Utopia Planitia Fleet Yards, Mars	4/5904	4/6312	4/6502	Destroyed
NCC-71647	<i>Farragut</i>	Utopia Planitia Fleet Yards, Mars	4/6007	4/6409	4/6506	Destroyed
NCC-71805	<i>Endeavour</i>	San Francisco Fleet Yards, Terra	4/6008	4/6502	4/6608	Active
NCC-71201	<i>Prometheus</i>	Utopia Planitia Fleet Yards, Mars	4/6111	4/6502	4/6610	Destroyed
NCC-72015	<i>Sutherland</i>	Utopia Planitia Fleet Yards, Mars	4/6206	4/6611	4/6710	Active
NCC-72980	<i>Austin</i>	Seskon Trella, Chagala, Tellar	4/6206	4/6701	4/6712	Active
NCC-75000	<i>Holland</i>	Utopia Planitia Fleet Yards, Mars	4/6206	4/6701	4/6806	Active
NCC-72031	<i>Trenton</i>	Star City Spaceport, Terra	4/6208	4/6701	4/6812	Training Command
NCC-63558	<i>Havana</i>	Utopia Planitia Fleet Yards, Mars	4/6401	4/6803	4/6901	Active
NCC-66808	<i>Ulysses</i>	Port Copernicus Fleet Yards, Luna	4/6404	4/6811	4/6905	Active
NCC-71738	<i>Eagle</i>	Chiokis Fleet Yards, Thelavor, Andor	4/6505	4/6908	4/7012	Active
NCC-65431	<i>Proxima</i>	Chiokis Fleet Yards, Thelavor, Andor	4/6509	4/7003	4/7101	Lost
NCC-79050	<i>Melbourne</i>	Makin County Ship Yards	4/6604	4/7009	4/7106	Active
NCC-60205	<i>Honshu</i>	Shor To'kel Central Docks, 40 Eridani	4/6606	4/7103	4/7203	Destroyed
NCC-79886	<i>Sajma</i>	Utopia Planitia Fleet Yards, Mars	4/6702	4/7111	4/7212	Active
NCC-64998	<i>Southampton</i>	Utopia Planitia Fleet Yards, Mars	4/6702	4/7208	4/7303	Destroyed
NCC-65587	<i>Dallas</i>	Avondale Group, Ferrata Docks, Rigel IV	4/6702	4/7208	4/7308	Destroyed
NCC-79060	<i>Canberra</i>	Utopia Planitia Fleet Yards, Mars	4/6702	4/7309	4/7404	Active
NCC-77574	<i>Atlantis</i>	Alfras Fleet yards, Deneb V	4/6809	4/7308	4/7411	Active
NCC-72990	<i>Houston</i>	Utopia Planitia Fleet Yards, Mars	4/6911	4/7404	4/7503	Active
NCC-79593	<i>Forseti</i>	Port Copernicus Fleet Yards, Luna	4/7001	4/7409	4/7509	Destroyed
NCC-65882	<i>Baton Rouge</i>	Utopia Planitia Fleet Yards, Mars	4/7105	4/7503	4/7603	Destroyed
NCC-79870	<i>Ramillies</i>	San Francisco Fleet Yards, Terra	4/7106	4/7510	4/7608	Destroyed
NCC-74545	<i>Jupiter</i>	Antares Fleet Yards	4/7208	4/7604	4/7702	Active
NCC-77628	<i>Drayman</i>	Star City Spaceport, Terra	4/7208	4/7609	4/7710	Active
NCC-73455	<i>Princeton</i>	Alfras Fleet yards, Deneb V	4/7303	4/7707	4/7803	Active
NCC-72897	<i>Vincennes</i>	Port Copernicus Fleet Yards, Luna	4/7304	4/7711	4/7812	Active
NCC-75489	<i>Northampton</i>	San Francisco Fleet Yards, Terra	4/7407	4/7805	4/7904	Active
NCC-72389	<i>Broadsword</i>	Utopia Planitia Fleet Yards, Mars	4/7405	4/7807	4/7906	Active
NCC-79323	<i>Glorious</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7501	4/7906	4/8005	Active
NCC-76969	<i>Triton</i>	Utopia Planitia Fleet Yards, Mars	4/7511	4/7909	4/8006	Active
NCC-75411	<i>Ramses</i>	Utopia Planitia Fleet Yards, Mars	4/7611	4/8001	4/8104	Active
NCC-79233	<i>Britannia</i>	Southampton Fleet Yard, Terra	4/7602	4/8101	4/8112	Active
NCC-79241	<i>Duke of York</i>	Southampton Fleet Yard, Terra	4/7702	4/8103	4/8204	Active
NCC-79221	<i>Tsiolkovsky</i>	Utopia Planitia Fleet Yards, Mars	4/7701	4/8111	4/8209	Active
NCC-75177	<i>Sh'Ran</i>	Utopia Planitia Fleet Yards, Mars	4/8007	4/8204	4/8303	Active
NCC-79894	<i>Horizon</i>	Port Copernicus Fleet Yards, Luna	4/8008	4/8209	4/8304	Active
NCC-76777	<i>Saigon</i>	Avondale Group, Ferrata Docks, Rigel IV	4/8102	4/8301	4/8407	Active
NCC-71447	<i>Joan of Arc</i>	Antares Fleet Yards	4/8103	4/8302	4/8412	Active
NCC-78877	<i>New York</i>	Star City Spaceport, Terra	4/8203	4/8404	4/8501	Active
NCC-71445	<i>Hong Kong</i>	Cape Canaveral Spaceport, Terra	4/8208	4/8409	4/8511	Active
NCC-79544	<i>Alexander</i>	Utopia Planitia Fleet Yards, Mars	4/8302	4/8504	4/86??	Trials
NCC-78277	<i>El Alamein</i>	Utopia Planitia Fleet Yards, Mars	4/8302	4/8504	4/86??	Trials
NCC-78447		Alfras Fleet yards, Deneb V	4/8408	4/86??		Building
NCC-76954		Chandley Works, Caravalia, Mars	4/8409	4/86??		Building
NCC-71445		Earth Station Mckinley	4/8506	4/87??		Building
NCC-76540		Newport News Fleet Yard, Terra	4/8507	4/87??		Building

The *Nebula*-class project finds its roots in the waning days of the *Galaxy*-class design phase in 2347. Starfleet realized that the *Galaxy* would be a phenomenal success, but its cost limited the fleet to six, or at most twelve hulls. To counter this, Starfleet Engineering drew on the new technologies coming out of the *Galaxy* design to build a slightly smaller yet cost effective supplement to the new multimission behemoths. With an emphasis on speed and flexibility, the *Nebula*-class has proven itself as one of the most versatile in the fleet.

Classification: The *Nebula*-class is categorized as a multimission exploration cruiser.

Design: The *Nebula*'s saucer section is a virtual copy of the one produced for the *Galaxy*-class with nominal changes to the aft sections and the removal of the impulse drives. The engineering hull is attached to the primary hull with twin nacelles trailing out and down from the vessel in a manner similar to the venerable *Miranda*-class starships. Although the secondary hull is laid out in a manner similar to the *Galaxy*-class, it is unusually cramped with more room taken up by fuel tanks and storage. The lost space is made up for by the massive pod mounted above the saucer section on a column that rises along the aft portion of the ship. Mission specific sensor pallets, the primary photon torpedo arrays, experiment packages and emergency stores are arranged here in easy to modify prefabricated modular units. The initial plan was to have a dozen different swappable pod types that could be changed by any starbase for specific mission, but this was deemed to be too costly for immediate implementation. It would be another twenty years until the *Trafalgar*-class starships (a design based on the *Nebula*) would make this idea a reality.

Engineering: The warp drive system aboard the *Nebula* is a hybrid of technologies from the *Galaxy* design phase and an older design from the proven *Ambassador*-class. The FIUWA-2 (Federation-Improved Warp type A/2) drive system is capable of driving the *Nebula* at warp 9.5 with a warp 6 cruising speed. Impulse power is provided by twin FIG-2 fusion reactors mounted in the fantail at the base of the pod support column.

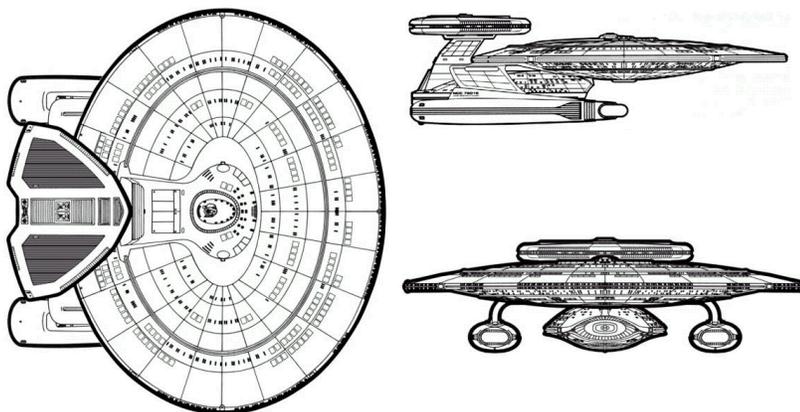
Tactical: The FH-15 collimated phaser array and FP-10 torpedo launchers aboard the *Nebula* are identical to the system found on the *Galaxy*. While the *Nebula*'s rate of fire and coverage is slightly less than the *Galaxy*'s, the two are a near match in the tactical arena.

Crew Support/Computer Systems: For an explorer, the *Nebula*-class is a well-appointed vessel. With a volume similar to the *Galaxy*, the crew compliment is nearly 180 crewmen less making her crew quarters very comfortable. Designed around the inclusion of families and civilians, the shipboard education, recreational and support systems are second to none. For a vessel designed for deep space exploration and long-range patrol duty, these amenities are a necessity in regions far from a starbase or friendly territory. While the Block 1 *Nebula*-class sports the standard isolinear computer system, the Block 2s, starting with the *USS Canberra* have an all bioneural makeup with an isolinear backup.

Development and Construction History: *Nebula*-class starships are still in production and are built at a rate of two per year at numerous facilities throughout the Federation. Current plans call for a total of 60 of these starships with an option for fifteen more. Of the 54 *Nebulas* constructed, 38 remain in active service with one, the *USS Trenton* serving with Starfleet Training command.

Historical Notes:

<i>Pulsar</i>	One of 98 Seventh Fleet ships destroyed by the Jem'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.
<i>Hera</i>	Declared lost, presumed destroyed while exploring space near the Dyveris Expanse on stardate 4/7002.
<i>Bellerophon</i>	One of 39 vessels destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Poseidon</i>	Destroyed by the Borg at the Typhon on stardate 4/7305.
<i>Leeds</i>	Destroyed by the Breen at the Battle of Cardassia on stardate 4/7511.
<i>Stalingrad</i>	Destroyed by forces of the Romulan Empire on 4/7908.
<i>Farragut</i>	Destroyed by forces of the Klingon Empire near the Lembata Cluster on stardate 4/7302.
<i>Prometheus</i>	Destroyed by forces of the Klingon Empire on 4/7301.
<i>Trenton</i>	Assigned to Starfleet Training Command on 4/7206.
<i>Proxima</i>	Declared lost, presumed destroyed in the Gamma Quadrant on stardate 4/7212.
<i>Honshu</i>	Destroyed by the Jem'hadar on 4/7405 in the Bajor Sector.
<i>Sajma</i>	Destroyed by forces of the Imperial Klingon States in Operation Gallant Flame near Riseria IV on 4/7607.
<i>Southampton</i>	Destroyed by Imperial Klingon States forces near the Bolivar System on stardate 4/7703.
<i>Dallas</i>	Destroyed by Romulan forces in Operation Gallant Hammer near the Neutral Zone on stardate 4/7610.
<i>Forseti</i>	Destroyed by Romulan forces in the Triangle on stardate 4/7711.
<i>Baton Rouge</i>	Destroyed by Imperial Klingon States forces near Starbase 20 on stardate 4/7607.
<i>Ramillies</i>	Destroyed by Romulan forces in Operation Gallant Flame near the Nelvana System on stardate 4/7803.



Specifications for the *Nebula*-class Exploration Cruiser

Construction Data:

Model Number:	Mk I	Mk II
Date Entered Service:	4/6002	4/7404

Hull Data:

Superstructure Points:	98	98
Size:		
Length:	442 m	442 m
Width:	318 m	318 m
Height:	130 m	130 m
Transporters:		
Standard Six Person-	10	10
Emergency 22 Person-	4	4
Cargo, small-	3	3
Cargo, large-	1	1
Crew:	180 Officers	180 Officers
	540 Enlisted	540 Enlisted
Passengers:	260	260
	12,0000 evacuation limit	12,0000 evacuation limit
Shuttlecraft:	Type 6 Personnel (10)	Type 6 Personnel (10)
	Type 7 Personnel (8)	Type 10 Personnel (8)
	Type 15-A Shuttlepod (15)	Type 16 Shuttlepod (16)
	Type 9-B Cargo (2)	Type 9-B Cargo (2)

Engines and Power Data:

Total Power Units Available:	168	176
Movement/Point Ratio:	5/1	5/1
Warp Engine Type:	FIUWA-1	FUWR-1
Number:	2	2
Power Units Available:	52	56
Cruising Speed:	9.5	9.75
Emergency Speed:	6	6
Impulse Engine Type:	FIG-2	FIG-2
Number:	2	2
Power Units Available:	32	32
Auxiliary Power:	16	18
Reserve Power:	8	9

Weapons and Firing Data:

Beam Weapon Type:	FH-15	FH-15
Number:	12	12
Firing Arcs:	4 f/p/s, 2 f/p/a, 2 f/s/a, 2 p/s, 2 a	4 f/p/s, 2 f/p/a, 2 f/s/a, 2 p/s, 2 a
Chart	Y	Y
Max Power:	12	12
+3	(1-15)	(1-15)
+2	(16-20)	(16-20)
+1	(21-24)	(21-24)
Missile Weapon Type:	FP-10	FP-10
Number:	16	16
Firing Arcs:	8 f/p/s, 8 a	8 f/p/s, 8 a
Chart	S	S
Power to Arm:	1	1
Damage:	10	10

Shields Data:

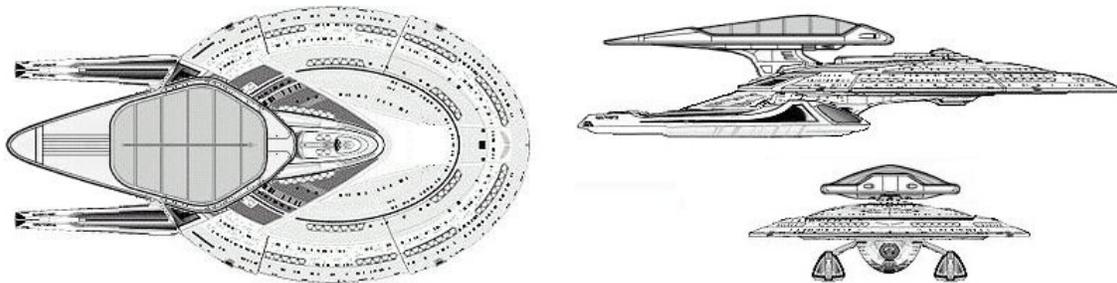
Deflector Shield Type:	FSS-M	FSR-1
Shield Point Ratio:	1/6	1/6
Max Shield Power:	22/aide	24/side

Combat Efficiency:

Point Value:	194	203
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Pulsar-class Exploration Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-79884	<i>Pulsar</i>	Utopia Planitia Fleet Yards, Terra	4/7202	4/7808	4/8001	Active
NCC-70786	<i>Konigsberg</i>	New Aberdeen Fleet Yards, Aldebra	4/7307	4/7902	4/8006	Active
NCC-72589	<i>Juneau</i>	Seskon Trella, Chagala, Tellar	4/7506	4/8005	4/8105	Active
NCC-74322	<i>Bounty</i>	Makin County Ship Yards	4/7506	4/8006	4/8111	Active
NCC-75232	<i>Citadel</i>	Alfras Fleet Yards, Deneb V	4/7703	4/8103	4/8202	Active
NCC-71654	<i>Diligent</i>	Utopia Planitia Fleet Yards, Terra	4/7703	4/8111	4/8208	Active
NCC-72123	<i>Courage</i>	Antares Fleet Yards	4/7807	4/8211	4/8307	Active
NCC-74561	<i>Centurion</i>	Southampton Fleet Yard, Terra	4/7810	4/8209	4/8309	Active
NCC-76577	<i>Emperador</i>	Utopia Planitia Fleet Yards, Terra	4/7904	4/8305	4/8407	Active
NCC-73462	<i>Sajma</i>	Alfras Fleet Yards, Deneb V	4/7905	4/8307	4/8407	Active
NCC-78336	<i>Suurok</i>	Utopia Planitia Fleet Yards, Terra	4/8009	4/8403	4/8506	Active
NCC-73893	<i>Demologos</i>	San Francisco Fleet Yards, Terra	4/8012	4/8410	4/8512	Active
NCC-70448	<i>Hera</i>	Utopia Planitia Fleet Yards, Terra	4/8102	4/8502	4/86??	Trials
NCC-72002	<i>Marathon</i>	Chandley Works, Caravalia, Mars	4/8106	4/8511	4/86??	Trials
NCC-75774	<i>Saturn</i>	Chandley Works, Caravalia, Mars	4/8112	4/86??	4/87??	Building



The *Pulsar*-class project was an attempt in the mid-2370s to improve upon the technologies emerging from the *Sovereign*-class. While the *Sovereigns* have proven themselves to be capable explorers and defensive assets, they are some of the most costly starships in existence. The *Pulsar*'s design is akin to the *Galaxy/Nebula* relationship, a complimentary design to fill in for the larger ship's lack of numbers. In the years since its introduction, the *Pulsar* has proven itself to be a valuable asset to Starfleet.

Classification: The *Pulsar* is classified as an explorer with a secondary tactical support role.

Design: The design of the *Pulsar* draws heavily from the *Sovereign* and *Nebula*-class vessels. The saucer section is a reengineered version of the type used for the *Sovereign*. A greatly truncated secondary hull contains the warp core, navigational deflector, fuel storage and main shuttlebay. Employing an external pod configuration similar to the type found aboard the *Nebula*-class makes up the lost space. This massive structure contains the sensors, storage space and torpedo launchers necessary to support the ship.

Engineering: The proven FUWR-2 warp drive powers twin nacelles at the vessel's sides for speeds up to warp 9.75 for 12 hours or a cruising speed of warp 6. The twin FIH-1 fusion reactors provide ample maneuvering and auxiliary power.

Tactical: The *Pulsar* sports a phaser array that is as all encompassing and deadly as the system mounted aboard the *Galaxy*-class. The FP-10 torpedo tubes mounted in the pod provide a devastating backup punch and are capable of utilizing both standard and quantum torpedoes. Although the pod system is not the swappable version used in the *Trafalgar*-class, the sensor suite can be switched out for any number of configurations at any reasonably equipped starbase within hours. This ability allows the *Pulsar* to employ intelligence gathering and tactical support sensors for any number of fleet support missions.

Crew Support/Computer Systems: With a design emphasis on automated support systems and cruising range, the *Pulsar*'s crew compliment is small for such a large vessel. This allows for crew comforts and amenities that far outclass many vessels of the same size. Assignment to a *Pulsar*-class vessel is a popular duty and is considered a fast track to promotion. The computer system employed by the *Pulsar* is an all bioneural makeup with an isolinear backup.

Development and Construction History: The *Pulsar* was designed at Starfleet Engineering on Terra with initial construction taking place at Utopia Planitia. Further construction has been distributed to numerous facilities throughout the Federation. An initial order for fifteen units has been approved with an open option for 10 more. Of the twelve *Pulsars* constructed to date, all remain in active service.

Specifications for the *Pulsar*-class Exploration Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/8001

Hull Data:

Superstructure Points: 98
Size:
 Length: 430 m
 Width: 242 m
 Height: 96 m
Transporters:
 Standard Six Person- 4
 Emergency 22 Person- 2
 Cargo, small- 3
 Cargo, large- 1
Crew: 85 Officers
255 Enlisted
Passengers: 30
6,000 evacuation limit
Shuttlecraft: Type 7 Personnel (8)
Type 9 Personnel (10)
Type 16-A Shuttlepod (12)

Engines and Power Data:

Total Power Units Available: 220
Movement/Point Ratio: 5/1
Warp Engine Type: FUWR-2
 Number: 2
 Power Units Available: 60
 Cruising Speed: 6
 Emergency Speed: 9.75
Impulse Engine Type: FIH-1
 Number: 2
 Power Units Available: 50
Auxiliary Power: 22
Reserve Power: 11

Weapons and Firing Data:

Beam Weapon Type: FH-15
 Number: 16
 Firing Arcs: 4 f/p/s, 2 f/p/a, 2 f/s/a, 2 p/s, 2 p/a, 2 s/a, 2 a
 Chart: Y
 Max Power: 12
 +3 (1-15)
 +2 (16-20)
 +1 (21-24)
Missile Weapon Type: FP-10
 Number: 16
 Firing Arcs: 8 f/p/s, 8 a
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

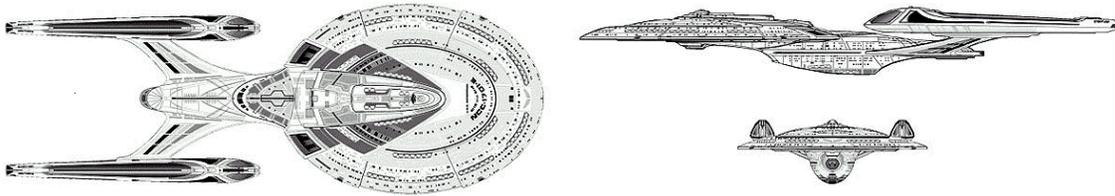
Deflector Shield Type: FSR-1
Shield Point Ratio: 1/6
Max Shield Power: 24/side

Combat Efficiency:

Point Value: 230

Sovereign-class Exploration Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-78554	<i>Sovereign</i>	Utopia Planitia Fleet Yards, Mars	4/6401	4/6908	4/7104	Active
NCC-1701-E	<i>Enterprise</i>	Utopia Planitia Fleet Yards, Mars	4/6503	4/7107	4/7210	Active
NCC-79727	<i>Monarch</i>	San Francisco Fleet Yards, Terra	4/6702	4/7209	4/7310	Active
NCC-75547	<i>Dauntless</i>	Chandley Works, Caravalia, Mars	4/6802	4/7312	4/7410	Active
NCC-75378	<i>Courageous</i>	Utopia Planitia Fleet Yards, Mars	4/7006	4/7411	4/7610	Active
NCC-79576	<i>Bonaventure</i>	Utopia Planitia Fleet Yards, Mars	4/7203	4/7711	4/7810	Active



By the mid-2360s Starfleet was facing a crisis. Recent fleet downsizing had reduced the number of available vessels just as the Romulans were beginning to reassert themselves into the Alpha Quadrant political scene and the Borg were making themselves known as the next great threat. At that time Starfleet Engineering began work on a number of new vessel classes to counter these threats and bolster the fleet's numbers. One of the first vessels to go into production was the *Sovereign*-class starship, a vessel that would become even more powerful (though less flexible) than the much vaunted *Galaxy*-class.

Classification: Although she is classified as an exploration cruiser, the *Sovereign* is more akin to a battlecruiser less the CIC and marine contingent. Although she has a respectable capability for research and exploration she is rarely utilized in this manner.

Design: The *Sovereign* incorporates a distinctive look that is both familiar and at the same time revolutionary. Her blended hull design greatly reduces the ship's target profile while adding strength to her structural integrity. Although she carries no civilians, the *Sovereign* is capable of separated flight mode, an outdated if not handy feature in an emergency situation. The remainder of the vessel's layout is the familiar saucer section, secondary hull and twin nacelle arrangement.

Engineering: The *Sovereign*-class designers took the revolutionary FUWR-1 warp drive a step further and heavily modified it for their vessel's massive spaceframe. The end result was a propulsion system with an output 33% better than the original with a top emergency speed of warp 9.9 for twelve hours or a cruising speed of warp six. Her dual FIG-4 impulse drives are equally efficient and propel the *Sovereign* impressively at sublight speeds despite her massive bulk.

Tactical: The tactical systems were constantly in flux during the entire design project and were not finalized until the last year of the building process. The original plans called for the inclusion of the new FH-18 heavy phaser array as the vessel's primary directed energy weapon. However, development problems in the integration stage called for the triple mounting of the proven FH-15 and fore/aft torpedo launchers with a capability 20% greater than the model mounted on the *Galaxy*. Late in the construction phase of the *USS Sovereign* the new quantum torpedo launcher was added as an answer to the Borg's virtual invulnerability to conventional photon torpedoes.

Crew Support/Computer Systems: The *Sovereign* sports the most up to date lab and sensor facilities the fleet has to offer, and is fully equipped to carry out any number of diplomatic functions. The exclusion of civilians in the ship's design has allowed the *Sovereign* to sport some of the most luxurious crew quarters in the fleet. A combination of aboard shipboard lounges, athletic facilities and holodecks make the *Sovereign* a comfortable assignment indeed. For crew and passenger safety, the vessel incorporates lifeboat and shuttle facilities to evacuate the ship's standard complement twice over. The computer systems aboard the *Sovereign*-class starships are a standard ioslinear circuitry makeup in a traditional triple redundant configuration. Later vessels of the class incorporate a hybrid bio-neural/isolinear design for high speed processing.

Development and Construction History: The *Sovereign* enjoyed a short but successful production run of six vessels constructed with all in active service to this day. An initial total of eighteen ships of the class were planned, but favor soon was turned to the *Frontier* and *Majestic* classes, vessels who were slightly more costly but in the end are capable of a wider variety of duties.

Specifications for the *Sovereign*-class Exploration Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/7104

Hull Data:

Superstructure Points: 135
Size:
 Length: 685 m
 Width: 242 m
 Height: 82 m
Transporters:
 Standard Six Person- 6
 Emergency 22 Person- 6
 Cargo, small- 5
 Cargo, large- 3
Crew: 120 Officers
735 Enlisted
Passengers: 50
9,000 evacuation limit
Shuttlecraft: Type 6 Personnel (12)
Type 9 Personnel (16)
Type 11 Personnel (4)
Type 16 Shuttlepod (12)

Engines and Power Data:

Total Power Units Available: 256
Movement/Point Ratio: 6/1
Warp Engine Type: FIUWR-1
 Number: 2
 Power Units Available: 84
 Cruising Speed: 6
 Emergency Speed: 9.9
Impulse Engine Type: FIG-4
 Number: 2
 Power Units Available: 44
Auxiliary Power: 26
Reserve Power: 13

Weapons and Firing Data:

Beam Weapon Type: FH-15
 Number: 18
 Firing Arcs: 6 f/p/s, 3 p/s, 3 p/a, 3 s/a, 3 a
 Chart: Y
 Max Power: 12
 +3 (1-15)
 +2 (16-20)
 +1 (21-24)
Missile Weapon Type: FP-10
 Number: 24
 Firing Arcs: 12 f/p/s, 12 a
 Chart: S
 Power to Arm: 1
 Damage: 10
Missile Weapon Type: FQ-1
 Number: 6
 Firing Arcs: 6 f
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

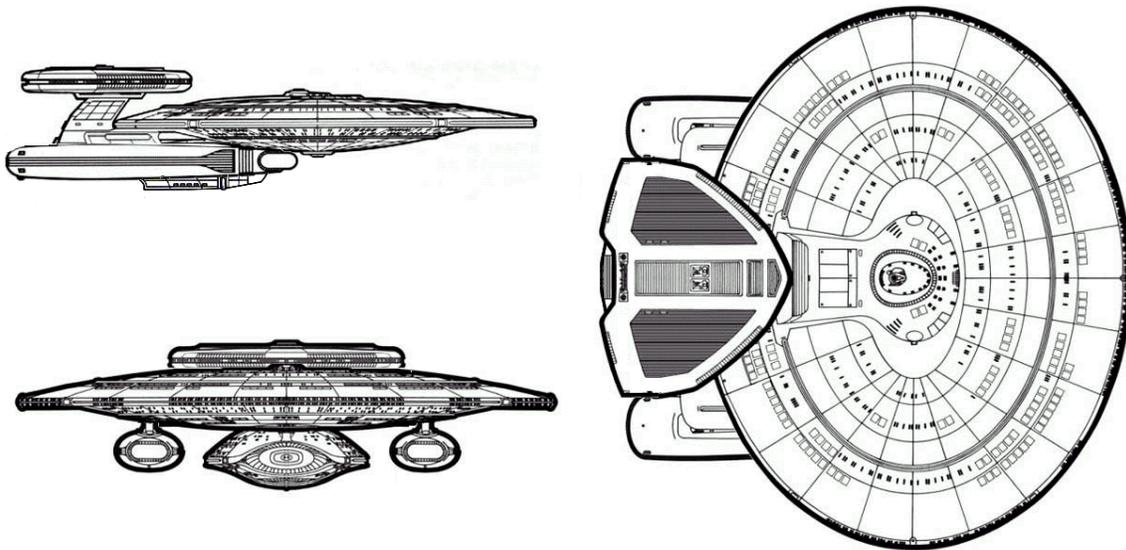
Deflector Shield Type: FSW-2
Shield Point Ratio: 1/7
Max Shield Power: 28/side

Combat Efficiency:

Point Value: 293

Trafalgar-class Exploration Cruiser

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-78550	<i>Trafalgar</i>	Utopia Planitia Fleet Yards, Mars	4/7307	4/7704	4/7902	Active
NCC-75887	<i>Jutland</i>	Utopia Planitia Fleet Yards, Mars	4/7307	4/7711	4/7905	Active
NCC-71458	<i>Tsushima</i>	San Francisco Fleet Yards, Terra	4/7501	4/7901	4/8004	Active
NCC-75325	<i>Agincourt</i>	Port Copernicus Fleet Yards, Luna	4/7501	4/7905	4/8010	Active
NCC-70552	<i>Ticonderoga</i>	Utopia Planitia Fleet Yards, Mars	4/7603	4/8004	4/8101	Active
NCC-72131	<i>Stalingrad</i>	Star City Spaceport, Terra	4/7608	4/8004	4/8109	Active
NCC-71333	<i>Windsor</i>	Chandley Works, Caravalia, Mars	4/7611	4/8012	4/8204	Active
NCC-79547	<i>Leyte Gulf</i>	Utopia Planitia Fleet Yards, Mars	4/7705	4/8112	4/8211	Active
NCC-78962	<i>Waterloo</i>	Earth Station McKinley, Terra	4/7809	4/8206	4/8302	Active
NCC-75480	<i>Cannae</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7904	4/8302	4/8405	Active
NCC-78999	<i>Dunkerque</i>	Utopia Planitia Fleet Yards, Mars	4/8005	4/8408	4/8507	Active
NCC-71237	<i>Inchon</i>	Utopia Planitia Fleet Yards, Mars	4/8108	4/85??	4/86??	Trials
NCC-72311	<i>Cairo</i>	San Francisco Fleet Yards, Terra	4/8203	4/86??	4/87??	Building
NCC-83128		Seskon Trella, Chagala, Tellar	4/8311	4/87??	4/88??	Building
NCC-82322		Utopia Planitia Fleet Yards, Mars	4/8408	4/88??	4/89??	Building
NCC-85447		Alfras Fleet Yards, Deneb V	4/8509	4/89??	4/90??	Building



In 2373, Starfleet was facing a crisis. Two Borg invasions and a coming conflict with the Dominion was threatening to leave the fleet unable to cope with the needs of the Federation. The engineering corps had long fought for a modular starship design that would be flexible to meet any need the fleet may have. The plan was disregarded as logistically impractical and too expensive to mass produce. However, times were changing and new ideas needed to be tried. The fleet's first attempt to construct a modular, front line starship came to be known as the extraordinary *Trafalgar*-class.

Classification: Although she performs a wide variety of duties, the *Trafalgar* has been classified as an Explorer.

Design: The *Trafalgar* is a hybrid of starship components and incorporates the best the fleet has to offer. The class vessel started life as a *Nebula*-class starship that was 25% of the way into construction. To take into account varying mission pod configurations with differing warp field geometry needs, the nacelles were moved outboard and parallel to the primary hull. The external pod connect pylon was widened and reinforced with umbilical, consumable and crew access lines to accommodate the pod's varying mission profiles. Construction continued along these lines as Starfleet R&D worked on designing various mission pods.

Engineering: The *Trafalgar* receives primary propulsion from its FUWR-1 (Federation Warp Drive type R/1) warp drive capable of a cruising speed of warp 6 or emergency speeds of warp 9.75. Impulse power is provided by twin FIG-2 fusion reactors mounted in the saucer section's trailing edges. It was deemed necessary to move the impulse drives to the saucer section due to the increased load bearing requirements of the pod supports.

Tactical: The weapons and tactical systems aboard the *Trafalgar* are state-of-the-art and reflect many of the design innovations of the past 10 years. The primary phaser array is two saucer mounted FH-18 collimators covering a 300° arc around of the ship. Backup firepower is provided by longer range but less powerful FH-16 phasers capable of tracking targets from any approach angle. The primary hull is not equipped with a traditional photon torpedo launcher as a space saving measure. Instead, launch capabilities are built into the swappable mission pods mounted above the saucer section. The rate of fire and coverage of these launchers varies from pod type to pod type and depends on the vessel's specific mission profile.

Crew Support/Computer Systems: For an explorer, the *Trafalgar*-class is a well appointed vessel. Her internal volume is similar to the *Galaxy*-class, though the crew compliment is nearly 200 less making her quarters quite plush. Designed around the inclusion of families and civilians, the *Trafalgar*'s educational, recreational and support systems are second to none. For a vessel designed for deep space exploration and long-range patrol duty, these amenities are a necessity in regions far from a starbase or friendly territory. All *Trafalgar*-class starships are fit with the latest bioneural circuitry with a triple redundant isolinear backup system.

Development and Construction History: The *Trafalgar*-class was developed at Utopia Planitia on Mars. Of the eleven vessels of the class constructed, all remain in active service. Distribution facilities for the *Trafalgar*'s mission pods are spread throughout the Federation with maintenance and building of additional modules taking place at nearly two dozen locations. A list of available service modules and their capabilities/functions are as follows:

Balanced Operations Pod

Includes a standard sensor suite with fore/aft torpedo launchers. This unit is a copy of the one used aboard the *Nebula*-class starships and is the most common type in service.

Research Pod

Mounts an enhanced sensor suite for exploration missions that can be reconfigured with specific sensor pallets. Includes crew quarters, facilities and lab space for 50 mission specialists. Mounts a fore mounted torpedo launcher with a magazine and launch capacity 50% that of the Balanced Operations Pod.

Combat Operations Pod

Fit with combat oriented tracking sensor for enhanced tactical operations, fore/aft torpedo launchers (standard configuration and magazine), and two collimated phaser strips with auxiliary fusion generators for additional power.

Intelligence Platform

Fit with enhanced long range passive sensors for intelligence gathering purposes. Includes crew quarters for 50 mission specialists and their equipment. Also mounts sensor jamming equipment and other low observability technologies. Includes rudimentary fore/aft torpedo/probe launchers.

Marine Transport

Includes quarters for 500 marines, their equipment, training facilities and 8 "Hopper" combat shuttles. Also mounts rudimentary fore/aft torpedo/probe launchers. Mounts ten combat transporters with their associated computer facilities, buffer tanks and support technicians.

Emergency Evacuation Pod

Capable of carrying up to 30 additional shuttles with temporary housing for 10,000 evacuees. Also includes ten emergency transporters with their associated computer facilities, buffer tanks and support technicians.

Rescue/Hospital Ship

Features emergency triage and surgical suites for 500 individuals with an EMH backup. Includes shuttle facilities for up to ten additional transports, 6 personnel transporters, and an independent power supply and lift support.

Colony Transport

Capable of carrying 1500 colonists and their equipment. Once at their new home, the pod can separate from the vessel and land on a planetary body to act as the colony's initial base of operations. Once in place, the pod is incapable of further flight operations.

Shuttle Carrier

Capable of deploying as many as 80 shuttles and up to 8 runabout sized vessels. Includes crew quarters for 150 mission specialists.

SWACS (Spaceborne Warning and Control System)

Utilizes sensors with triple the normal active sensor range, doubles passive sensor range, and carries jammers other low observability technologies. Includes full CIC facilities with crew quarters for 50 mission specialists and rudimentary fore/aft torpedo/probe launchers.

Cargo Transport

Sports a shuttle bay for 6 dedicated cargo tugs, 8 low quantum resolution cargo transporters, their associated computer systems and buffer tanks. Also includes a bio-hazard cutoff option to isolate hazardous cargo from the rest of the ship.

Mine Layer/Sweeper

Capable of dispensing up to 2000 mines. Also equipped with specialized mine detection/sweeping equipment.

Borg Defense Pod

Incorporates the pulse phaser system found aboard the *Defiant*-class along with auxiliary fusion power generators, a gravimetric pulse cannon, and fore/aft torpedo launchers capable of firing both quantum and photon torpedoes.

Specifications for the *Trafalgar*-class Exploration Cruiser

Construction Data:

Model Number: Mk I
Date Entered Service: 4/7902

Hull Data:

Superstructure Points: 96
Size:
 Length: 494 m
 Width: 498 m
 Height: 138 m
Transporters:
 Standard Six Person- 8
 Emergency 22 Person- 8
 Cargo, small- 4
 Cargo, large- 2
Crew: 210 Officers
540 Enlisted
Passengers: 220
11,000 evacuation limit
Shuttlecraft: Type 6 Personnel (10)
Type 10 Personnel (8)
Type 16 Shuttlepod (10)
Type 9-B Cargo (4)

Engines and Power Data:

Total Power Units Available: 176
Movement/Point Ratio: 5/1
Warp Engine Type: FUWR-1
 Number: 2
 Power Units Available: 56
 Cruising Speed: 9.75
 Emergency Speed: 6
Impulse Engine Type: FIG-2
 Number: 2
 Power Units Available: 32
Auxiliary Power: 18
Reserve Power: 9

Weapons and Firing Data:

Beam Weapon Type: FH-18
 Number: 4
 Firing Arcs: 4 f/p/s
 Chart: Y
 Max Power: 15
 +3 (1-15)
 +2 (16-20)
 +1 (21-24)
Beam Weapon Type: FH-16
 Number: 8
 Firing Arcs: 2 f/p/a, 2 f/s/a, 2 p/s, 2 a
 Chart: Z
 Max Power: 10
 +3 (1-15)
 +2 (16-20)
 +1 (21-24)
Missile Weapon Type: FP-10
 Number: 16
 Firing Arcs: 8 f/p/s, 8 a
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

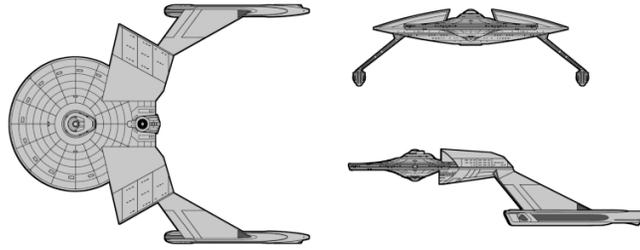
Deflector Shield Type: FSS-M
Shield Point Ratio: 1/6
Max Shield Power: 22/side

Combat Efficiency:

Point Value: 199

Destroyers and Frigates

Chandley-class Frigate



In the opening days of the Dominion War, it became apparent that the conflict would be a long, protracted affair that would eat up men and material at a devastating rate. From the outset, Starfleet was short of a number of fleet support assets, namely escorts and hospital ships. The existing stock of active service vessels were simply incapable of performing the task before them, and the fleet turned to the reserve of deactivated vessels at Memory Beta for a solution. Along with the Andor class, the *Chandley* class frigates were among the first vessels pulled from their parking orbits for refit

Nomenclature: Although they were originally commissioned with proper names and registries, this publication has chosen to omit them, as their inclusion would be impractical.

Classification: When they first entered service in the late 2280s, the *Chandley* was designated as a frigate. However, wartime refits diversified the vessel's functions to include medical support services and assault ship.

Design: The *Chandley*'s famous "wing" assemblies proved to be a boon for engineers looking for ways to diversify the vessel's capabilities. For some ships, the vessel was simply refurbished and deployed as-is while others had this space refit as hospital and combat triage facilities. Massive barracks and weapon storage spaces gave way to surgical suites and isolation wards capable of treating up to 200 patients at a time.

Engineering: Upon their reactivation in 2373, the Starfleet Engineers in charge of the refit project set their sites on integrating the *Chandley* with the new FUWE-2 warp drive. This lightweight and easily modified drive would increase the *Chandley*'s top speed from a paltry warp 8 to warp 9.4 with a cruising speed of warp 6. The addition of a second impulse drive further added to the *Chandley*'s maneuverability and helped push the vessel's power reserves to 100% above what the first vessels of the class could expect upon commissioning. Along with the new drive systems came a whole new structural integrity field generator scheme that helped to further increase the *Chandley*'s rigidity and durability during battle.

Tactical: Although they are considered bulky and maintenance intensive by modern standards, the *Chandley*'s early model FH-11 phasers were retained on all version of the class as her primary defensive weapon. The primary torpedo launchers were refit to accommodate the newer FP-10 type and helped to increase her rate of fire in all respects. The hospital ship version of the *Chandley* chose to omit the torpedo launchers altogether in favor of expanding the vessel's cargo capacity. Her reworked FSS-2a shield generators are a bit underpowered considering the vessel's mission scope, but engineers had difficulty with the existing power distribution systems during refit and chose a faster refit time over additional protection.

Crew Support/Computer Systems: : One of the priorities in the *Chandley*'s refit process was the reduction of the vessel's crew requirements. Manpower shortages were taking their toll on the fleet and the last thing Starfleet needed to deal with was vessels idle in spacedock merely because there was no one available to take them into battle. The answer was to automate as many of the *Chandley*'s maintenance and engineering systems as possible to reduce her personnel requirements. A hundred years of computer and automation system advances allowed just that, and her crew compliment went from 240 to a mere 190. These wartime refits allowed for the inclusion of few amenities and they are mostly devoid of luxuries. Fortunately the units that were retained for service were completed to modern specifications in the years since and the crews are well accommodated. Her computer system was almost completely removed and replaced with a much smaller but vastly more powerful isolinear based core with a hybrid bioneural backup for high-speed performance.

Development and Construction History: The *Chandley* originally entered service in 2277 with nearly 250 units eventually being commissioned. Wartime and other losses accounted for 44 of the class' numbers before a mass retirement starting in 2314 and ending in 2318. Of those vessels, all but 120 were scrapped or sold to the Corillian States as surplus. Mothballed vessels were retained at Memory Beta, the fleet's primary starship retirement and storage depot, a facility that was established in 2273. The *Chandleys* were then maintained and inspected biannually to ensure their long term viability for future reactivation. When the call went out to reactivate nearly 800 of the various vessels stored there for the war effort, the process was virtually effortless. The reactivations were mostly handled in house at Memory Beta, but a number of special cases were farmed out to various fleet yards throughout the Federation. The rate of reactivation was an average of six *Chandleys* per month with a turnaround time of three months until the existing stockpile of mothballed vessels were exhausted. With the post war downsizing the bulk of the reactivated ships went back into mothballs or were sold to the Corillian States. Other ships that were too damaged or worn for salvage were sent to the breakers yard. Even years after the cessation of hostilities 14 *Chandley*-class vessels remain in active service, 18 in the reserves with another 25 held in storage at Memory Beta. They are a mix of the frigate refits and medical support ship modifications. 20 medical ships versions of the *Chandley* were sent to the Romulans in a lend-lease arrangement during the Dominion War, and they eventually returned 12 of the vessels, six having been destroyed and two defecting to the Romulan Free States.

Specifications for the *Chandley*-class Frigate

Construction Data:

Model Number:	Mk IX	Mk X (Medical Mod.)
Date Entered Service:	4/7308	4/7309

Hull Data:

Superstructure Points:	52	42
Size:		
Length:	320 m	320 m
Width:	264 m	264 m
Height:	92 m	92 m
Transporters:		
Standard Six Person-	8	8
Combat 22 Person-	8	
Emergency 18 Person-		10
Cargo, small-	3	4
Cargo, large-	2	2
Crew:	18 Officers	20 Officers
	185 Enlisted	170 Enlisted
Marines (typical):	350	
Patients (hospital ship):		200
	2,500 evacuation limit	2,500 evacuation limit
Shuttlecraft:	Type 6 Personnel (2)	Type 6 Personnel (2)
	Type 7 Personnel (4)	Type 7 Personnel (4)
	Type 15a Shuttlepod (6)	Type 15a Shuttlepod (6)

Engines and Power Data:

Total Power Units Available:	108	108
Movement/Point Ratio:	3/1	3/1
Warp Engine Type:	FUWE-2	FUWE-2
Number:	2	2
Power Units Available:	30	30
Cruising Speed:	6	6
Emergency Speed:	9.4	9.4
Impulse Engine Type:	FIG-1	FIG-1
Number:	2	2
Power Units Available:	24	24
Auxiliary Power:	10	10
Reserve Power:	5	5

Weapons and Firing Data:

Beam Weapon Type:	FH-11	FH-11
Number:	6	6
Firing Arcs:	2 f, 2 f/p, 2 f/s	2 f, 2 f/p, 2 f/s
Chart	Y	Y
Max Power:	10	10
+3	(1-10)	(1-10)
+2	(11-17)	(11-17)
+1	(18-24)	(18-24)
Missile Weapon Type:	FP-10	
Number:	8	
Firing Arcs:	4 f, 4 a	
Chart	S	
Power to Arm:	1	
Damage:	10	

Shields Data:

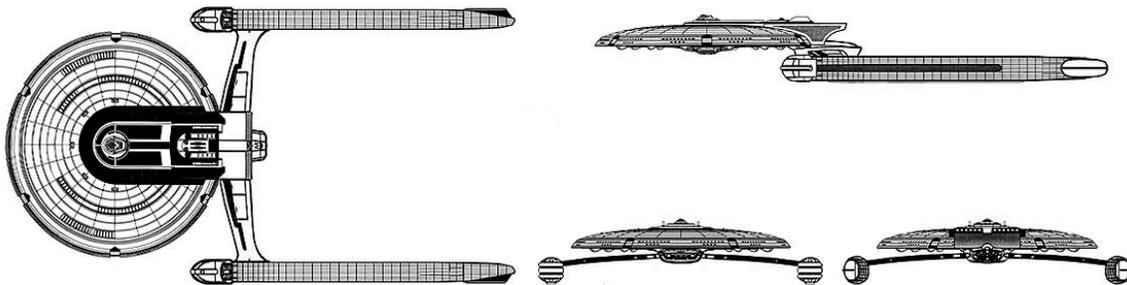
Deflector Shield Type:	FSS-2a	FSS-2a
Shield Point Ratio:	1/5	1/5
Max Shield Power:	20/side	20/side

Combat Efficiency:

Point Value:	118	104
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Chimera-class Destroyer

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-57988	<i>Chimera</i>	Antares Fleet Yards	4/4502	4/4901	4/5008	Active
NCC-58774	<i>Centaur</i>	New Aberdeen Fleet Yards, Aldebra	4/4502	4/4903	4/5009	Active
NCC-57418	<i>Portland</i>	Port Copernicus Fleet Yards, Luna	4/4605	4/4906	4/5012	Active
NCC-54117	<i>Kharkov</i>	Antares Fleet Yards	4/4605	4/5003	4/5102	Destroyed
NCC-52620	<i>South Carolina</i>	Shar Ta'kel Central Docks, 40 Eridani	4/4608	4/5010	4/5111	Active
NCC-58121	<i>Camden</i>	New Aberdeen Fleet Yards, Aldebra	4/4701	4/5101	4/5112	Lost
NCC-55622	<i>Lewis and Clark</i>	Antares Fleet Yards	4/4801	4/5101	4/5201	Active
NCC-57443	<i>Circe</i>	Shar Ta'kel Central Docks, 40 Eridani	4/4806	4/5106	4/5205	Active
NCC-50339	<i>Redan</i>	Avondale Group, Ferrata Docks, Rigel IV	4/4811	4/5110	4/5209	Active
NCC-56188	<i>Invicta</i>	Antares Fleet Yards	4/4903	4/5204	4/5302	Active
NCC-55356	<i>Zuiho</i>	Seskon Trella, Chagala, Tellar	4/4907	4/5207	4/5306	Destroyed
NCC-53432	<i>Anzio</i>	Antares Fleet Yards	4/4907	4/5209	4/5306	Active
NCC-58678	<i>Cortez</i>	Port Copernicus Fleet Yards, Luna	4/5002	4/5303	4/5404	Destroyed
NCC-58738	<i>Tenochtitlan</i>	Antares Fleet Yards	4/5008	4/5310	4/5409	Active
NCC-55846	<i>Cabot</i>	Antares Fleet Yards	4/5012	4/5402	4/5411	Active
NCC-55190	<i>Chevalier</i>	Antares Fleet Yards	4/5102	4/5403	4/5501	Destroyed
NCC-55264	<i>Corregidor</i>	Chiokis Fleet Yards, Thelavor, Andor	4/5102	4/5405	4/5503	Active
NCC-55104	<i>Atago</i>	Shar Ta'kel Central Docks, 40 Eridani	4/5111	4/5412	4/5510	Active
NCC-52441	<i>Saginaw</i>	New Aberdeen Fleet Yards, Aldebra	4/5201	4/5503	4/5602	Destroyed
NCC-59777	<i>Aurora</i>	Antares Fleet Yards	4/5206	4/5503	4/5603	Active
NCC-54289	<i>Cherbourg</i>	Seskon Trella, Chagala, Tellar	4/5212	4/5510	4/5609	Lost
NCC-53645	<i>Hammurabi</i>	New Aberdeen Fleet Yards, Aldebra	4/5304	4/5607	4/5701	Active
NCC-55611	<i>Griffin</i>	New Aberdeen Fleet Yards, Aldebra	4/5403	4/5608	4/5703	Active
NCC-50005	<i>Tereshkova</i>	Shar Ta'kel Central Docks, 40 Eridani	4/5401	4/5611	4/5706	Active
NCC-57297	<i>Santiago</i>	Port Copernicus Fleet Yards, Luna	4/5503	4/5710	4/5802	Scrapped
NCC-50760	<i>Gemini</i>	Antares Fleet Yards	4/5508	4/5802	4/5809	Active
NCC-56234	<i>Lovell</i>	Antares Fleet Yards	4/5511	4/5805	4/5811	Active
NCC-56305	<i>Napoleon</i>	Shar Ta'kel Central Docks, 40 Eridani	4/5603	4/5809	4/5902	Active
NCC-54562	<i>Marietta</i>	New Aberdeen Fleet Yards, Aldebra	4/5607	4/5803	4/5908	Active
NCC-52221	<i>Soyuz</i>	Avondale Group, Ferrata Docks, Rigel IV	4/5612	4/5905	4/5911	Active



Although she is by no means one of the most glamorous vessels in Starfleet service, the *Chimera*-class destroyer has stood on the front lines of Federation defense unwaveringly for thirty years. Born out of necessity from the lessons learned in the conflict with the Tholians in the 2340s, the *Chimera* is a utilitarian design with few amenities and nothing but a rugged construction to fall back on. The *Chimera* is one of the most successful designs to come out of the design facilities at Antares Fleet Yards and her versatility is a testament to her designer's foresight.

Classification: The *Chimera* is classified as a destroyer with an emphasis on fleet support operations and long duration border interdiction.

Design: The design for the *Chimera* began, oddly enough, with a broken model. One of the yard engineers at Antares Fleet Yards had been the chief construction foreman on three previous *Excelsior*-class starships over his career and had a model of that vessel on his desk. A janitor cleaning his desk accidentally broke the fragile model one night and the remains were set to be recycled. However, the engineer, upon seeing his prize model in pieces, began experimenting with various nacelle arrangements and hull configurations with the model that was now in several manageable sections. Within the next week he had completed the warp dynamics modeling of one of his inspired configurations and had permission to proceed with full-scale development within the month. From toy to prototype, the whole process took less than a year.

Engineering: To accommodate the new hull form, the FIWA-1 warp drive was discarded in favor of the lighter FIWD-1 from the *Renaissance*-class with a resulting top speed of warp 9.6 for 12 hours. To save space, the *Chimera* utilizes a horizontal warp intermix chamber, the first fit aboard a Federation starship in fifty years due to its fickle maintenance needs. However, the advancements of the last half-century made this a moot point for the *Chimera* and the design is no more difficult to maintain than any other vessel in the fleet. Impulse power is provided by the very reliable FIG-2 impulse drive for superb performance at sublight speeds.

Tactical: The *Chimera*'s weapons array is the envy of any other destroyer class in the fleet, even the modern *Hurricane* and *Spitfire* classes of the last ten years. Her seven saucer mounted FH-10 phaser banks provide a massive directed energy punch in the forward arc with her FP-4 torpedo launchers providing a rapid fire backup punch. The only drawback is the lack of aft mounted weaponry, and the class relies on a single phaser array to cover that arc. However, the *Chimera* is designed to fight on the offensive and this has rarely been a drawback for ship captains in the past.

Crew Support/Computer Systems: The *Chimera* is a fairly crowded vessel and free space is tight aboard ship. However, the crew's recreational needs are overseen by some of the first ship-mounted holodecks in the fleet along with ample lounge and common areas. While the *Chimera*'s are only rarely sent on survey or research missions, they are often called upon for extensive border patrols with long periods between port visits. The computer core fit aboard ship is the same type developed for the *Fletcher*-class destroyer and is adequate for the *Chimera*'s needs.

Development and Construction History: Of the thirty *Chimeras* built between 2350 and 2359, twenty-two are in active service. No further vessels of the class are planned, and they are expected to remain a part of the active fleet for another forty years.

Historical Notes:

<i>Kharkov</i>	One of four vessels destroyed by Dominion forces on stardate 4/7403 near the Cardassian border.
<i>Camden</i>	Declared lost, presumed destroyed while surveying an unstable wormhole in the Klonkara Sector on stardate 4/6409.
<i>Zuiho</i>	Destroyed by Cardassian forces on stardate 4/6008 near the Badlands.
<i>Cortez</i>	Destroyed by Dominion forces while patrolling near Bajor on stardate 4/7406
<i>Chevalier</i>	Destroyed by Cardassian forces near Starbase 223 on stardate 4/5812.
<i>Saginaw</i>	One of 98 Seventh Fleet ships destroyed by the Jem'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.
<i>Cherbourg</i>	Declared lost, presumed destroyed while patrolling near Cardassian space on stardate 4/6208.
<i>Santiago</i>	Scrapped after striking a Dominion War era gravitic mine near Starbase 375 on stardate 4/7809.

One of the legacies of the Federations three-year war with the Dominion was a proliferation of minefields meant to protect vast regions from unwanted intrusions. Dominion mines are powerful and difficult to sweep, but in the years following the war it was a task that had to be accomplished. To this end, numerous destroyers and smaller combatant vessels were fit with dedicated minesweeping equipment to locate and neutralize the mines one at a time. The *USS Santiago* was one such vessel, and had been operating in this capacity for more than a year without incident. While sweeping near Starbase 375, the *Santiago* was in the process of dismantling a particularly heavy concentration of mines when the disaster occurred. The vessel had laid up along side a grouping of mines and was disabling them with a tetrium beam when one of the mines fired its station-keeping thrusters and slammed into its neighbor. That mines fuel reserve ruptured and showered the area with a heavy graviton burst from its damaged warhead. The cascade continued when a nearby mine misinterpreted the accident as a passing vessel, fired its interceptor engine and dove on the *Santiago*. Soon the *Santigao* was being swarmed by dozens of mines that were bent on her destruction. However, the vessel was carrying mine detection gear that provided a small measure of safety and allowed her to get under way and leave the field. Unfortunately, the gear wasn't foolproof and the *Santiago* took numerous direct hits after a five-minute flight for safety. With her hull breached in no less than nine places and both warp nacelles gone, Captain Leslie Cordean ordered the *Santiago* abandoned before the vessel was completely destroyed. Only 78 of the vessel's compliment survived the disaster and Starfleet Engineering would eventually fund a project that would allow the fields to be disabled using unmanned ships to reduce the risk to the minesweepers crews.

Specifications for the *Chimera*-class Destroyer

Construction Data:

Model Number: Mk I
Date Entered Service: 4/5008

Hull Data:

Superstructure Points: 78
Size:
Length: 420 m
Width: 228 m
Height: 54 m
Transporters:
Standard Six Person- 4
Combat 22 Person- 2
Cargo, small- 2
Cargo, large- 1
Crew: 60 Officers
340 Enlisted
Marines: 25
Shuttlecraft: 1,200 evacuation limit
Type 8 Personnel (4)
Type 16 Shuttlepod (4)

Engines and Power Data:

Total Power Units Available: 144
Movement/Point Ratio: 4/1
Warp Engine Type: FIWD-2
Number: 2
Power Units Available: 40
Cruising Speed: 6
Emergency Speed: 9.6
Impulse Engine Type: FIG-2
Number: 2
Power Units Available: 32
Auxiliary Power: 14
Reserve Power: 7

Weapons and Firing Data:

Beam Weapon Type: FH-10
Number: 14
Firing Arcs: 4 f, 4 f/p, 4 f/s, 2 a
Chart W
Max Power: 7
+3 (1-10)
+2 (11-17)
+1 (18-20)
Missile Weapon Type: FP-4
Number: 8
Firing Arcs: 4 f/p, 4 f/s
Chart S
Power to Arm: 1
Damage: 10

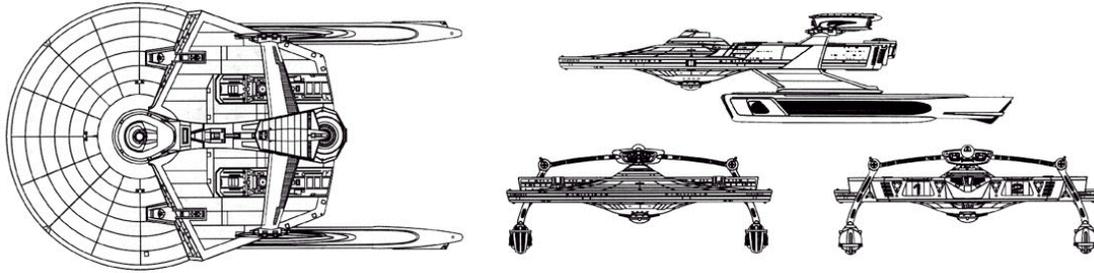
Shields Data:

Deflector Shield Type: FSR-3
Shield Point Ratio: 1/5
Max Shield Power: 25/side

Combat Efficiency:

Point Value: 169

Fletcher-class Destroyer



The *Fletcher*-class destroyer was the right ship for the right time. Born at the outset of the Tholian conflict of the 2340s, the *Fletcher* has proven itself as an invaluable part of the modern Starfleet task force. Easy to mass-produce and field, these vessels have served in every major conflict fought by the Federation in the past 30 years.

Based on the hull of the old *Miranda*-class cruiser, the *Fletcher* is a vessel devoid of amenities. Constantly in service, the ships get pushed from Starbase to Starbase like chess pieces to protect convoys, act as couriers and partake in any thousands of odd jobs that an Admiral can dream up. With a crew of only eighty-nine, the compliment can suddenly swell up tenfold in war time for the *Fletcher's* secondary roll of troop carrier.

Classification: The *Fletcher's* role as fleet support and screening vessel classifies her as a destroyer.

Design: The *Fletcher's* design is a reengineered *Miranda*-class hull with most of the differences between the class being internalized.

Engineering: The engine arrangement and layout is based off the long since retired Mk IV *Miranda*-class starships that were in service from the 2320s to 60s. Her FIWG-1 warp drive is a rapidly ageing design with serious endurance issues, but is reliable and relatively easy to maintain in the field. Her dual FIG-1 impulse drives provide the *Fletcher* with impressive handling capabilities at sublight speeds.

Tactical: Early designs for the *Fletcher* called for the ability for the hull to separate from the warp nacelles and weapons pylon. The vessel then could descend to a planets surface to land and dismount her troops and their vehicles. The ship could then take off and rejoin the drive section. This ability was built into the first two *Fletcher*-class ships with mixed results. During pre-commissioning trials it was decided that there was no benefit to landing the troops as opposed to a traditional beamdown. Although they have had little need to perform the separation maneuver over the years, the starships *Fletcher* and *Radford* have retained this ability.

The *Fletcher* is purely a wartime asset and has little use in times of peace. Her sensor suite is almost rudimentary and is enough for fighting and navigation, but is of little value otherwise. She is a true vessel of the heavy task force, depending on the flagship for instructions and long-range tactical information.

On the offensive, the *Fletcher* has an impressive set of FH-14a pulse phaser banks that until recently were useful only at relatively short ranges. Fortunately, software and targeting upgrades in the mid-2360s increased their accuracy and range by almost 25% across the board. Her backup FH-3 phaser system is still as reliable and accurate as it was over a century ago, though it is a bit under powered by modern standards. The *Fletcher's* dual fore/aft FP-4 torpedo launcher in the familiar roll-bar configuration is equally reliable, although her rate of fire is far below modern vessels with similar mission profiles.

Crew Support/Computer Systems: The vessels of the *Fletcher*-class are spartan to say the least and are unpopular assignments. Lieutenant Commanders are usually in command with a small compliment of junior officers at his disposal with the rest of the crew made up of regular crewmen.

Development and Construction History: Of the 175 *Fletcher*-class destroyers constructed, 103 remain in active service. Production halted in 2376 following the Dominion War, and no others are planned for the immediate future.

Historical Notes:

<i>Jenkins</i>	Reverted to reserve status on stardate 4/6308.
<i>La Vallette</i>	Abandoned and reported lost after a fire on stardate 4/5802. Recovered and scrapped on stardate 4/6401.
<i>Nicholas</i>	Reverted to reserve status on stardate 4/6308.
<i>O'Bannon</i>	Reverted to Starfleet Training Command on stardate 4/6308.
<i>Chevalier</i>	Destroyed in action against Tholian forces on stardate 4/4805.
<i>Saufley</i>	Destroyed in action against Tholian forces on stardate 4/4907.
<i>Waller</i>	Lost while conducting trials of an experimental warp core neat Sol IV on stardate 4/6109.
<i>Strong</i>	Destroyed by Jem'Hadar forces in the Chin'Toka System on 4/7506.12.
<i>Taylor</i>	Destroyed in action against Tholian forces on stardate 4/4612.
<i>De Haven</i>	Reverted to reserve status on stardate 4/6308.
<i>Bache</i>	Reverted to reserve status on stardate 4/6308.
<i>Beale</i>	Reverted to reserve status on stardate 4/6308.
<i>Soroth</i>	Destroyed by Klingon raiders on stardate 4/7309 near the Triangle.
<i>Fullam</i>	Destroyed while attacking a Tholian staging area on stardate 4/4907.

<i>Ringgold</i>	Destroyed while escorting a civilian tanker near Cardassian space on stardate 4/5608.
<i>Schroeder</i>	Destroyed during a classified mission for Starfleet Intelligence on stardate 4/5405.
<i>Cony</i>	Scrapped after taking extensive damage in an attack by RFS forces in the Triangle on stardate 4/5912.
<i>Converse</i>	Destroyed while defending a civilian convoy near Cardassian space on stardate 4/5608.
<i>Eaton</i>	Reported lost, presumed destroyed while patrolling the Tholian border on stardate 4/6807.
<i>Anthony</i>	Destroyed by an alien probe on stardate 4/8302 near Cait.
<i>Wadworth</i>	One of 20 starships destroyed by Cardassian forces at the Battle of Boraes III on stardate 4/5708.
<i>Brownson</i>	Reported lost, presumed destroyed while observing Cardassian fleet movements near the Badlands on stardate 4/5307. Hull segments recovered on stardate 4/8304 by Ferengi salvage operators.
<i>Kimberly</i>	Destroyed in a raid against a Dominion supply convoy on stardate 4/7403.
<i>Ammen</i>	Destroyed by Jem'Hadar forces in the Chin'Toka System on 4/7506.12.
<i>Mullany</i>	Reported lost, presumed destroyed while traveling near Klingon space on stardate 4/7207.
<i>Heermann</i>	Destroyed by Orion Pirates in an asteroid belt near the Triangle on stardate 4/5408.
<i>McCord</i>	Scrapped after an assault by Tzenkethi forces on a Starfleet communication array on stardate 4/5704.
<i>Miller</i>	Destroyed while evacuating civilians from a damaged orbital habitat above Sol III on stardate 4/5908.
<i>Potter</i>	Destroyed in a raid against a Dominion supply convoy on stardate 4/7403.
<i>Tingey</i>	Reported lost, presumed destroyed on 4/7208 while patrolling with the <i>USS Ausburne</i> near Gorn space.
<i>Twining</i>	Destroyed in a raid against a Dominion supply convoy on stardate 4/7403.
<i>Bradford</i>	Destroyed in an attack by a Cardassian task force on stardate 4/5807.
<i>Brown</i>	Destroyed by the Dominion while evacuating colonists from Darpa Colony on stardate 4/7405.
<i>Capps</i>	Destroyed while attacking a Tholian scout vessel on stardate 4/5608.
<i>Preston</i>	Destroyed by Grundarian terrorists on stardate 4/5708.
<i>Henley</i>	Scrapped for parts on stardate 4/8402.
<i>Hailey</i>	Destroyed while attempting an emergency landing maneuver on Sol II on stardate 4/6003.
<i>Johnston</i>	Scrapped due to extensive damage in an attack by a Cardassian task force on stardate 4/5807.
<i>Ross</i>	Destroyed by the Borg at the Battle of Typhon on stardate 4/7305.
<i>Smalley</i>	Destroyed by an unknown alien vessel in the Triangle on stardate 4/8010.
<i>Watts</i>	Destroyed by RFS forces in the Triangle on stardate 4/5912.
<i>Ausburne</i>	Reported lost, presumed destroyed on 4/7208 while patrolling with the <i>USS Tingey</i> near Gorn space.
<i>Claxton</i>	Destroyed by Klingon raiders on stardate 4/7309 near the Triangle.
<i>Harrison</i>	Destroyed by RFS forces in the Triangle on stardate 4/5912.
<i>McKee</i>	Scrapped after taking extensive damage by Jem'hadar forces in an attempt to run the blockade around the Primar III colony on stardate 4/7408.
<i>Sproston</i>	Destroyed by the Breen during a cross border navigational error on stardate 4/6612.
<i>Charrette</i>	Scrapped following a collision with a civilian tanker on stardate 4/7006.
<i>Newcomb</i>	Destroyed by Jem'hadar ground based defenses while landing troops on Charm'ar II on stardate 4/7505.
<i>Bell</i>	Destroyed by forces of the Romulan Empire on stardate 4/7609 near Galorndon Core.
<i>Killen</i>	One of three vessels destroyed by Cardassian infiltrators while under repairs at the 40 Eridani Fleet Yards on stardate 4/7408.
<i>Hart</i>	Destroyed by Dominion forces on 4/7409 while on patrol near Bajor.
<i>Shields</i>	Destroyed by Jem'hadar forces in an attack on the Primar III colony on stardate 4/7408.
<i>Abbot</i>	Scrapped following extensive damage from a warp core breach of a civilian transport during rescue operations on stardate 4/6908.
<i>Braine</i>	Sold as surplus to the Corillian States on stardate 4/8003.
<i>Hale</i>	Sold as surplus to the Corillian States on stardate 4/8003.
<i>Stembel</i>	Destroyed by forces of the Romulan Empire on stardate 4/7609 near Galorndon Core.
<i>Caperton</i>	Sold as surplus to the Corillian States on stardate 4/8003.
<i>Bearss</i>	Destroyed by the Dominion while evacuating colonists from Darpa Colony on stardate 4/7405.
<i>Badger</i>	Destroyed by a Borg scout ship near the Amagar Cluster on stardate 4/7311.
<i>Colahan</i>	Destroyed by an uncharted subspace anomaly along the Tholian border on stardate 4/8001.
<i>Rowan</i>	One of 98 Seventh Fleet ships destroyed by the Jem'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.
<i>Chauncey</i>	Destroyed by an uncharted Dominion mine field near Vulcan on stardate 4/7405.
<i>Dortch</i>	Destroyed by Dominion forces at the Battle of Chikakera on stardate 4/7401.
<i>Gatling</i>	Destroyed by Jem'Hadar forces in the Chin'Toka System on 4/7506.12.
<i>Hickox</i>	Destroyed at the First Battle of Koral Madine on stardate 4/7403.
<i>McDermut</i>	Destroyed on stardate 4/7312 in an attack by Romulan forces near Starbase 112.
<i>McNair</i>	Destroyed in a raid against a Dominion supply convoy on stardate 4/7403.
<i>Melvin</i>	Destroyed by Jem'Hadar forces in the Chin'Toka System on 4/7506.12.
<i>Wedderburn</i>	Destroyed by the Jem'hadar near Vulcan on stardate 4/7411.
<i>Uhlmann</i>	Destroyed by an unknown alien force near the Talos system on stardate 4/7808.
<i>Mertz</i>	One of 98 Seventh Fleet ships destroyed by the Jem'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.
<i>Callaghan</i>	Destroyed by Dominion forces at the Battle of Chikakera on stardate 4/7401.
<i>Cushing</i>	Destroyed by Dominion forces at the Battle of Chikakera on stardate 4/7401.
<i>Colhoun</i>	Destroyed by Dominion forces at the Battle of Chikakera on stardate 4/7401.
<i>Little</i>	Destroyed in a raid against a Dominion supply convoy on stardate 4/7403.

Specifications for the *Fletcher*-class Destroyer

Construction Data:

Model Number: Mk I
Date Entered Service: 4/4502

Hull Data:

Superstructure Points: 40
Size:
 Length: 233 m
 Width: 140 m
 Height: 64 m
Transporters:
 Standard Six Person- 4
 Combat 22 Person- 5
 Cargo, small- 3
 Cargo, large- 2
Crew: 12 Officers
77 Enlisted
Marines: 500-2000
4,000 evacuation limit
Shuttlecraft: Type 6 Personnel (6)
Type 7 Personnel (2)
Type 16 Shuttlepod (4)

Engines and Power Data:

Total Power Units Available: 100
Movement/Point Ratio: 4/1
Warp Engine Type: FIWG-1
 Number: 2
 Power Units Available: 26
 Cruising Speed: 6
 Emergency Speed: 9.4
Impulse Engine Type: FIG-1
 Number: 2
 Power Units Available: 24
Auxiliary Power: 10
Reserve Power: 5

Weapons and Firing Data:

Beam Weapon Type: FH-14a
 Number: 4
 Firing Arcs: 4 f/a
 Chart: Y
 Max Power:
 +3 (1-5)
 +2 (6-12)
 +1 (13-18)
Beam Weapon Type: FH-3
 Number: 12
 Firing Arcs: 4 f, 4 f/p, 4 f/s
 Chart: W
 Max Power:
 +3 (1-10)
 +2 (11-17)
 +1 (18-20)
Missile Weapon Type: FP-4
 Number: 4
 Firing Arcs: 2 f, 2 a
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

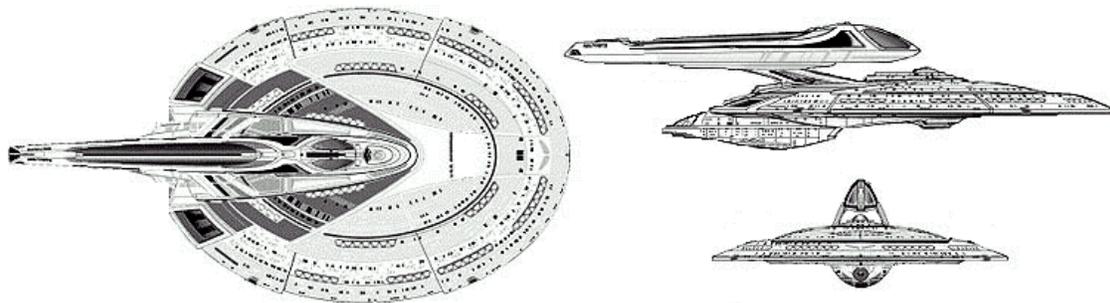
Deflector Shield Type: FSS-3
Shield Point Ratio: 1/5
Max Shield Power: 20/side

Combat Efficiency:

Point Value: 116

Hurricane-class Destroyer

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-69714	<i>Hurricane</i>	Utopia Planitia Fleet Yards, Mars	4/6908	4/7102	4/7201	Active
NCC-63988	<i>Brimstone</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6908	4/7102	4/7208	Destroyed
NCC-66050	<i>Sentinel</i>	Utopia Planitia Fleet Yards, Mars	4/6911	4/7109	4/7211	Active
NCC-64465	<i>Protector</i>	Utopia Planitia Fleet Yards, Mars	4/7003	4/7202	4/7304	Scrapped
NCC-64798	<i>Daniel Boone</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7004	4/7206	4/7305	Active
NCC-63895	<i>Oakley</i>	Avondale Group, Ferrata Docks, Rigel IV	4/7011	4/7211	4/7309	Destroyed
NCC-65035	<i>Nixon</i>	Port Copernicus Fleet Yards, Luna	4/7101	4/7304	4/7404	Active
NCC-63265	<i>Bowie</i>	Makin County Ship Yards	4/7104	4/7306	4/7411	Destroyed
NCC-66355	<i>Arkham</i>	Utopia Planitia Fleet Yards, Mars	4/7205	4/7404	4/7503	Active
NCC-64588	<i>Ballard</i>	Makin County Ship Yards	4/7209	4/7411	4/7510	Active
NCC-64589	<i>Calliope</i>	Makin County Ship Yards	4/7301	4/7505	4/7603	Active
NCC-64590	<i>Moratania</i>	Port Copernicus Fleet Yards, Luna	4/7311	4/7509	4/7608	Destroyed
NCC-66265	<i>Stillwater</i>	Star City Spaceport, Terra	4/7401	4/7605	4/7703	Active
NCC-66888	<i>Artemis</i>	Utopia Planitia Fleet Yards, Mars	4/7407	4/7612	4/7710	Active
NCC-65870	<i>Ceres</i>	Utopia Planitia Fleet Yards, Mars	4/7502	4/7706	4/7806	Active
NCC-66768	<i>Sojourner</i>	Chandley Works, Caravalia, Mars	4/7508	4/7802	4/7812	Active
NCC-66858	<i>Karano</i>	Makin County Ship Yards	4/7601	4/7804	4/7904	Active
NCC-66768	<i>Clermont</i>	Port Copernicus Fleet Yards, Luna	4/7607	4/7811	4/7912	Active
NCC-66455	<i>Diana</i>	Makin County Ship Yards	4/7703	4/7901	4/8005	Active
NCC-66302	<i>Argo</i>	Makin County Ship Yards	4/7704	4/7907	4/8006	Active
NCC-62198	<i>Lucifer</i>	Utopia Planitia Fleet Yards, Mars	4/7801	4/8003	4/8102	Active
NCC-61562	<i>Armenia</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7803	4/8004	4/8112	Active
NCC-73242	<i>Musgrave</i>	Avondale Group, Ferrata Docks, Rigel IV	4/7907	4/8107	4/8204	Active
NCC-73241	<i>Khafi</i>	Utopia Planitia Fleet Yards, Mars	4/7907	4/8110	4/8211	Active
NCC-72375	<i>Rosalind</i>	Shar Ta'kel Central Docks, 40 Eridani	4/8001	4/8102	4/8305	Active
NCC-73432	<i>Jernigan</i>	Makin County Ship Yards	4/8003	4/8105	4/8305	Active
NCC-77723	<i>Barnburner</i>	Newport News Fleet Yard, Terra	4/8102	4/8104	4/8407	Active
NCC-72431	<i>Messian</i>	Earth Station McKinley	4/8107	4/8107	4/8412	Active
NCC-74474	<i>Aragon</i>	Port Copernicus Fleet Yards, Luna	4/8204	4/8409	4/8509	Active
NCC-76577	<i>Strasbourg</i>	Avondale Group, Ferrata Docks, Rigel IV	4/8205	4/8412	4/8512	Active
NCC-78347	<i>Sevastopol</i>	Star City Spaceport, Terra	4/8305	4/8507	4/86??	Trials
NCC-75522	<i>Yekaterina</i>	Star City Spaceport, Terra	4/8307	4/85??	4/86??	Trials
NCC-78722		Utopia Planitia Fleet Yards, Mars	4/8402	4/86??	4/87??	Building
NCC-78550		Makin County Ship Yards	4/8409	4/86??	4/87??	Building
NCC-70544		Utopia Planitia Fleet Yards, Mars	4/8505	4/87??	4/88??	Building
NCC-76665		Utopia Planitia Fleet Yards, Mars	4/8512	4/87??	4/88??	Building



After the Borg invasion of 2367, Starfleet searched frantically for ways to shore up their depleted fleet. With the trend of the last 50 years leaning toward larger vessels emphasizing multimission support, the rate of vessel construction had ground to a crawl. With a new enemy breathing down her neck and new adversaries seemingly at every turn, the fleet decided to return to the past, at least in part. The SSDP Project (Small Starship Development Program) began in the later half of 2367 at the Utopia Planitia and 40 Eridani Fleet Yards. The initial studies drew upon lessons learned from the *Defiant/Pathfinder* project and the recent Borg encounters. From this project would eventually come the *Intrepid*, *Patriot*, *Saint Louis* and *Heimdall*-classes. There would also soon follow the very successful *Hurricane* and *Spitfire*-class destroyers, the epitome of small vessel design.

Classification: The *Hurricane*-class is designated as a short-range tactical support vessel.

Design: The *Hurricane*'s design drew from the scaled down hull framing and Warp Field Dynamics testing of the *Sovereign*-class which was at the time under development. The starship's single nacelle is suspended over the saucer section with a truncated secondary hull containing the engineering systems, fuel tanks, navigational deflector and shuttle bay.

Engineering: The ultra efficient FUWR-2 warp drive system mounted on the *Hurricane* allows for very high warp speeds, an impressive warp 9.85 for 12 hours with a cruising speed of warp 6.5. The twin FIG-3 impulse drives allow for above average handling at subluminal velocities and suit the *Hurricane's* mission profile of close in fleet defense and screening duties. The lighter units aboard the *Spitfire* provide less power but make it suitable for high speed flanking attacks on enemy formations.

Tactical: The *Hurricane* draws heavily on the *Sovereign's* tactical systems with a scaled down quantum torpedo launcher and military operations sensor arrays. Cosmetically identical, the *Hurricane* and *Spitfire* diverge greatly in their engine configuration and phaser load. While the *Spitfire* boasts a longer-range phaser array and sensor suite, the *Hurricane's* punch is much heavier up close. They were also fit with an impressive photon torpedo launch capability of a scale that is normally found on much larger starships.

Crew Support/Computer Systems Like most vessels designed with short-range support missions in mind, the *Spitfire* is devoid of most luxuries. Its 192-man crew and 25 member Marine compliment are well accommodated, but most crew support facilities are assumed to be available during the large amount of time the *Hurricane* spends at port. The standard isolinear computer system is sufficient for the ship's needs, and no enhancements are planned for the future.

Development and Construction History: The *Hurricane* was designed at Starfleet Engineering in San Francisco as a part of the SSDP Project (Small Starship Development Program). Initial construction and fabrication was performed at the Utopia Planitia and 40 Eridani Fleet Yards.

<i>Brimstone</i>	Destroyed by Dominion forces near Bajor on stardate 4/7312.
<i>Protector</i>	Scrapped after a dockyard accident at Utopia Planitia, Mars on stardate 4/7709.
<i>Oakley</i>	Destroyed by Dominion forces near Chin'toka on stardate 4/7405.
<i>Bowie</i>	Destroyed by Dominion forces near Chin'toka on stardate 4/7405.
<i>Morantania</i>	Destroyed by unknown alien forces in the Beta Orthon System on stardate 4/7907.

The *USS Protector* enjoyed a short but distinguished career in her three years with the fleet before it was tragically cut short on stardate 4/7709. The vessel was in drydock at Utopia Planitia for routine maintenance when a catastrophic series of events led to the starship's undoing. As a part of her checkup, the ship's entire impulse drive and RSC maneuvering system was being swapped out to incorporate some new safety features. Ironically, it was the lack of propulsion that brought about the *Protector's* demise. She was being towed from her berth to a parking orbit to await parts when her tug suddenly lost power. Without maneuvering control, the *Protector's* transfer orbit soon turned into a collision course as the vessel was approaching some of the heaviest traffic above Mars. With no other tugs available and the nearest operable starship on the other side of the planet, the *Protector* was on her own. With her warp core powered down and cold the vessel was without primary power. The impulse drive was of course awaiting installation in a crate on a freighter bound for Mars and her auxiliary power generators were off line. That left only the reserve battery, which was at the time busy keeping the environmental systems going. In a moment of desperation, the *Protector's* chief refit engineer ordered his crew beamed off by ground installations while he remained aboard in an environmental suit. Now on a direct collision course with a drydock containing an unfinished *Nebula*-class starship, he transferred the last of his power to the tractor beam and calmly waited for the right time. At the last moment he engaged the tractor beam and used it to push against and away from the drydock. His plan almost worked, and instead of a catastrophic head on collision only the secondary hull of the *Protector* struck the dock. With no way to contain the damage by himself and fires breaking out throughout the ship he ordered himself beamed off while the *Protector* continued on alone into a higher and for the time being safer orbit. When repair crews arrived on the vessel they found the ship was a burnt out hulk and unsalvageable. She was sent to the breakers yards the following month. Ironically, the engineer who so ingeniously averted disaster was later assigned as Chief Engineer to the very *Nebula*-class starship that he helped save, a reward for his fast thinking and ingenuity.

Specifications for the *Hurricane*-class Destroyer

Construction Data:

Model Number: Mk I
Date Entered Service: 4/7201

Hull Data:

Superstructure Points: 82
Size:
 Length: 332 m
 Width: 160 m
 Height: 75 m
Transporters:
 Standard Six Person- 4
 Emergency 22 Person- 2
 Cargo, small- 2
 Cargo, large- 1
Crew: 37 Officers
155 Enlisted
Marines: 25
3,000 evacuation limit
Shuttlecraft: Type 9 Personnel (4)
Type 7 Personnel (2)
Type 16 Shuttlepod (2)

Engines and Power Data:

Total Power Units Available: 140
Movement/Point Ratio: 4/1
Warp Engine Type: FUWR-2
 Number: 1
 Power Units Available: 60
 Cruising Speed: 6.5
 Emergency Speed: 9.85
Impulse Engine Type: FIG-3
 Number: 2
 Power Units Available: 40
Auxiliary Power: 14
Reserve Power: 7

Weapons and Firing Data:

Beam Weapon Type: FH-15
 Number: 12
 Firing Arcs: 4 f/p, 4 f/s, 4 a
 Chart: Y
 Max Power: 12
 +3 (1-15)
 +2 (16-20)
 +1 (21-24)
Missile Weapon Type: FP-10
 Number: 8
 Firing Arcs: 4 f/p, 4 f/s
 Chart: S
 Power to Arm: 1
 Damage: 10
Missile Weapon Type: FQ-1
 Number: 2
 Firing Arcs: 2 f
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

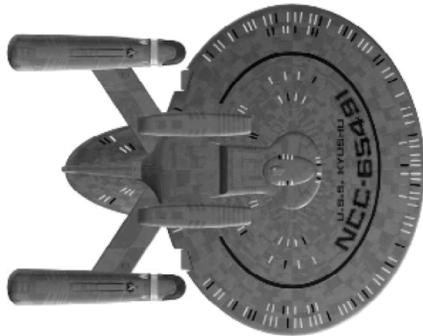
Deflector Shield Type: FSS-M
Shield Point Ratio: 1/6
Max Shield Power: 22/side

Combat Efficiency:

Point Value: 175

New Orleans-class Frigate

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-55780	<i>New Orleans</i>	San Francisco Fleet Yards, Terra	4/4307	4/4804	4/5001	Active
NCC-57295	<i>Rutledge</i>	Utopia Planita Fleet Yards, Mars	4/4501	4/4902	4/5009	Active
NCC-52789	<i>Stockholm</i>	Chandley Works, Caravalia, Mars	4/4810	4/5004	4/5103	Active
NCC-65491	<i>Kyushu</i>	Chandley Works, Caravalia, Mars	4/4801	4/5002	4/5108	Destroyed
NCC-63102	<i>Renegade</i>	Chandley Works, Caravalia, Mars	4/4903	4/5105	4/5201	Active
NCC-65530	<i>Thomas Paine</i>	Port Copernicus Fleet Yards, Luna	4/4905	4/5109	4/5209	Active
NCC-64585	<i>Antietam</i>	Baikonur Cosmodrome	4/5001	4/5207	4/5305	Destroyed
NCC-65773	<i>Carolina</i>	Utopia Planita Fleet Yards, Mars	4/5008	4/5210	4/5309	Active
NCC-60381	<i>Perry</i>	Antares Fleet Yards	4/5008	4/5303	4/5401	Destroyed
NCC-64474	<i>Paris</i>	Antares Fleet Yards	4/5111	4/5309	4/5406	Active
NCC-68774	<i>Revere</i>	Port Copernicus Fleet Yards, Luna	4/5204	4/5306	4/5502	Active
NCC-68454	<i>Hawkins</i>	Antares Fleet Yards	4/5206	4/5407	4/5508	Lost
NCC-62985	<i>Tone</i>	Alfras Fleet Yards, Deneb V	4/5301	4/5503	4/5602	Active
NCC-62987	<i>Shiloh</i>	Southampton Fleet Yard, Terra	4/5307	4/5512	4/5610	Scrapped
NCC-60647	<i>Shropshire</i>	Utopia Planita Fleet Yards, Mars	4/5402	4/5612	4/5711	Active
NCC-64558	<i>Emden</i>	Antares Fleet Yards	4/5407	4/5608	4/5702	Active
NCC-63668	<i>Nashville</i>	Utopia Planita Fleet Yards, Mars	4/5509	4/5701	4/5803	Destroyed
NCC-66754	<i>Horizon</i>	Chiokis Fleet Yards, Thelavor, Andor	4/5510	4/5707	4/5807	Destroyed
NCC-68796	<i>Carpathia</i>	Chandley Works, Caravalia, Mars	4/5602	4/5804	4/5902	Active
NCC-62364	<i>Sumter</i>	Chandley Works, Caravalia, Mars	4/5603	4/5807	4/5906	Destroyed
NCC-64358	<i>Orleans</i>	Chandley Works, Caravalia, Mars	4/5708	4/5912	4/6012	Destroyed
NCC-66455	<i>Demetrius</i>	Seskon Trella, Chagala, Tellar	4/5702	4/5912	4/6006	Training
NCC-62700	<i>Aurens</i>	Antares Fleet Yards	4/5802	4/6002	4/6104	Active
NCC-64565	<i>Nakihuma</i>	Antares Fleet Yards	4/5804	4/6009	4/6105	Destroyed
NCC-68995	<i>Summers</i>	Port Copernicus Fleet Yards, Luna	4/5901	4/6107	4/6208	Active
NCC-62234	<i>Yonada</i>	Chiokis Fleet Yards, Thelavor, Andor	4/5908	4/6107	4/6212	Destroyed
NCC-62854	<i>Graf Spee</i>	Alfras Fleet Yards, Deneb V	4/6004	4/6201	4/6306	Active
NCC-69612	<i>Luna</i>	Antares Fleet Yards	4/6005	4/6205	4/6309	Destroyed
NCC-69620	<i>Sullivan</i>	Cape Canaveral Spaceport, Terra	4/6101	4/6305	4/6402	Destroyed
NCC-63565	<i>Fermat</i>	Utopia Planita Fleet Yards, Mars	4/6207	4/6405	4/6404	Destroyed
NCC-63625	<i>Wilkinson</i>	Chandley Works, Caravalia, Mars	4/6202	4/6403	4/6505	Destroyed
NCC-61214	<i>Nightwatch</i>	Chandley Works, Caravalia, Mars	4/6304	4/6412	4/6511	Destroyed
NCC-74521	<i>Taiho</i>	Chandley Works, Caravalia, Mars	4/6401	4/6512	4/6608	Active
NCC-74722	<i>Hindenburg</i>	Port Copernicus Fleet Yards, Luna	4/6501	4/6605	4/6702	Active
NCC-60585	<i>Aegis</i>	Star City Spaceport, Terra	4/6608	4/6712	4/6811	Destroyed
NCC-64968	<i>Moriarty</i>	Port Copernicus Fleet Yards, Luna	4/6701	4/6805	4/6902	Active
NCC-71080	<i>Bounty</i>	Antares Fleet Yards	4/6803	4/6806	4/7005	Destroyed
NCC-65458	<i>Rommel</i>	Antares Fleet Yards	4/6905	4/6906	4/7103	Active
NCC-72065	<i>Longstreet</i>	Chandley Works, Caravalia, Mars	4/7004	4/7112	4/7207	Destroyed
NCC-70987	<i>Mushashi</i>	Chandley Works, Caravalia, Mars	4/7104	4/7209	4/7306	Active
NCC-73409	<i>Nagato</i>	Chandley Works, Caravalia, Mars	4/7205	4/7312	4/7407	Active
NCC-77230	<i>Nautilus</i>	Antares Fleet Yards	4/7305	4/7407	4/7503	Destroyed
NCC-78695	<i>Argonaut</i>	Antares Fleet Yards	4/7401	4/7512	4/7611	Active
NCC-63258	<i>Carson</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7503	4/7612	4/7709	Active
NCC-74352	<i>Yubari</i>	Utopia Planita Fleet Yards, Mars	4/7604	4/7709	4/7802	Active



The designation “frigate” has for centuries been attributed to vessels whose role was primarily a supporting one. The *New Orleans*-class is no exception to this rule, and has been a valued part of fleet operations for the past 30 years. Designed from the outset as a heavy patrol craft and fleet support vessel, the *New Orleans* has also helped push back the borders of Federation space with an admirable capability for exploration and research.

Classification: The *New Orleans* is classified as a frigate with a primary emphasis on fleet support operations.

Design: Several design elements of the *New Orleans* were precursors to the now famous *Galaxy*-class starships. The saucer section is clearly the inspiration for that larger vessels design, albeit greatly enlarged. The secondary hull with its traditional twin nacelle arrangement contains the engineering spaces and fuel tanks, a design familiar to most Federation starship classes

Engineering: The FIWD-1 warp drive fit aboard the *New Orleans* is the same type developed for the *Renaissance*-class when they began experiencing overheating problems and microcrystalline fracturing in the dilithium chamber lining and injector ports with the older FIWC series warp cores. This same drive unit, in a heavily modified and enlarged form, would later be the inspiration for the FUWA-1 that was added to the *Galaxy*-class. Capable of propelling the vessel at warp 9.2 for 12 hours with a cruising speed of warp 6, the FIWD-1 has proven itself a reliable design. The real strength for the *New Orleans* is its twin FIG-2 impulse drives which provide superb handling at sublight velocities. This ability was designed into the class to allow her to keep up with and even outpace the fleet groups she was assigned to protect.

Tactical: While the *New Orleans* may not mount phaser arrays in great numbers, the FH-11s she does carry provide exceptional coverage from virtually any approach angle. When the decision was made to add facilities for 100 marines, there was a mad scramble among the project engineers to find space for the already overcrowded spaceframe. The eventual solution was to move the torpedo launchers, consumables storage and mission specific sensor pallets into three outrigger pods, two on the saucer and one on the stardrive. The space saved by the redesign more than made up for the space lost to the Marine detachment and allowed for additional recreational and lab facilities.

Crew Support/Computer Systems: The *New Orleans* is a long duration patrol and tactical operations vessel which necessitates the addition of better than average crew amenities and living quarters. Designed in a time when the inclusion of families was being emphasized for newly constructed starships, the *New Orleans*’ mission scope precludes their addition. The 100 member Marine contingent rarely passes the 25 member mark except for specific missions or when on combat patrol. The computer systems aboard these vessels are a standard isolinear type and are adequate for the vessel’s needs.

Development and Construction History: Of the 45 *New Orleans*-class vessels constructed between 2350 and 2378, 24 remain in active service. Four of them, the *Kyushu*, *Perry*, *Sumter* and *Orleans* were lost to the Borg at the Battle of Wolf 359. Construction took place at numerous facilities throughout the Federation with the bulk of the contracts going to Chandley Works on Mars and the Antares Fleet Yards.

Historical Notes:

<i>Kyushu</i>	One of 39 starships destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Antietam</i>	One of 20 starships destroyed by Cardassian forces at the Battle of Boraes III on stardate 4/5708.
<i>Perry</i>	One of 39 starships destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Hawkins</i>	Declared lost, presumed destroyed by stardate 4/7204. Last seen transiting from Cait to Starbase 12.
<i>Shiloh</i>	Scrapped after a dockyard refueling accident at Starbase 141 incinerated the vessel’s interior on stardate 4/6203.
<i>Nashville</i>	Destroyed by Romulan forces neat the Raven system on stardate 4/7709.
<i>Horizon</i>	Destroyed by the Borg at the Battle of Typhon on stardate 4/7305.
<i>Sumter</i>	One of 39 starships destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Orleans</i>	One of 39 starships destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
<i>Demetrius</i>	Reverted to Starfleet Training Command on stardate 4/7109.
<i>Nakihuma</i>	Destroyed by Jem’hadar forces in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost in the action.
<i>Yonada</i>	Destroyed by Jem’hadar forces in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost in the action.
<i>Luna</i>	Destroyed by Jem’hadar forces in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost in the action.
<i>Sullivans</i>	Destroyed by IKS forces near the K’Tarkh System on stardate 4/7606.
<i>Fermat</i>	Scrapped after action with Jem’hadar forces in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost in the action.
<i>Wilkerson</i>	Destroyed by forces of the Romulan Empire in Operation Gallant Flame on stardate 4/7803.
<i>Nightwatch</i>	Destroyed by Dominion forces on stardate 4/7403 near the Badlands.
<i>Aegis</i>	One of ten starships destroyed by Imperial Klingon States forces at the Battle of K’tog on stardate 4/7703.
<i>Bounty</i>	Destroyed by the Borg at the Battle of Typhon on stardate 4/7305.
<i>Longstreet</i>	Destroyed by forces of the Romulan Empire in Operation Gallant Flame on stardate 4/7803.
<i>Nautilus</i>	Destroyed by Romulan forces neat the Raven system on stardate 4/7709.

Specifications for the *New Orleans*-class Frigate

Construction Data:

Model Number: Mk I
Date Entered Service: 4/5001

Hull Data:

Superstructure Points: 78
Size:
 Length: 355 m
 Width: 269 m
 Height: 82 m
Transporters:
 Standard Six Person- 5
 Emergency 22 Person- 3
 Cargo, small- 2
 Cargo, large- 1
Crew: 90 Officers
510 Enlisted
Marines 100
4,000 evacuation limit
Shuttlecraft: Type 7 Personnel (8)
Type 15-A Shuttlepod (10)

Engines and Power Data:

Total Power Units Available: 144
Movement/Point Ratio: 4/1
Warp Engine Type: FIWD-1
Number: 2
 Power Units Available: 40
 Cruising Speed: 6
 Emergency Speed: 9.2
Impulse Engine Type: FIG-2
Number: 2
 Power Units Available: 32
Auxiliary Power: 14
Reserve Power: 7

Weapons and Firing Data:

Beam Weapon Type: FH-11
Number: 10
Firing Arcs: 4 f/p/s, 2 f/p/a, 2 f/s/a, 2 a
Chart Y
Max Power: 10
 +3 (1-10)
 +2 (11-17)
 +1 (18-24)
Missile Weapon Type: FP-4
Number: 10
Firing Arcs: 4 f, 2 f/p, 2 f/s, 2 a
Chart S
Power to Arm: 1
Damage: 10

Shields Data:

Deflector Shield Type: FSR-3
Shield Point Ratio: 1/5
Max Shield Power: 25/side

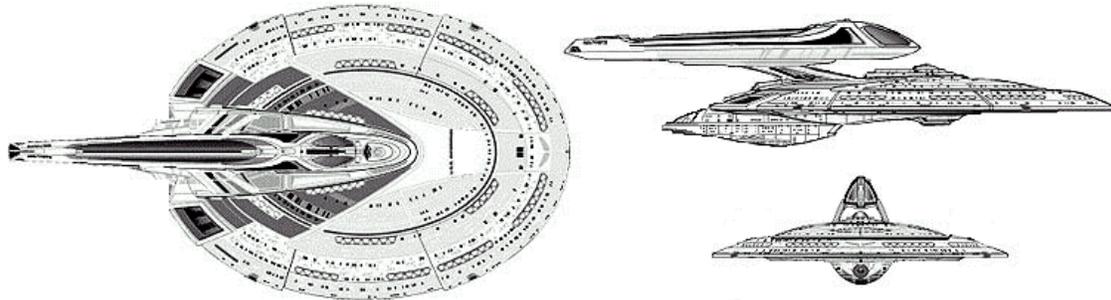
Combat Efficiency:

Point Value: 166

Spitfire-class Destroyer

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-68745	<i>Spitfire</i>	Utopia Planitia Fleet Yards, Mars	4/6804	4/6902	4/7101	Active
NCC-62105	<i>Python</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6804	/6904	4/7105	Active
NCC-63517	<i>Falcon</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6804	4/6908	4/7107	Active
NCC-63661	<i>Talon</i>	Utopia Planitia Fleet Yards, Mars	4/6804	4/6910	4/7111	Destroyed
NCC-67468	<i>Mustang</i>	Utopia Planitia Fleet Yards, Mars	4/6804	4/6912	4/7111	Active
NCC-65120	<i>Cardinal</i>	Avondale Group, Ferrata Docks, Rigel IV	4/6902	4/7102	4/7201	Destroyed
NCC-60117	<i>Stinger</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6903	4/7103	4/7202	Destroyed
NCC-64917	<i>Cheetah</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6905	4/7108	4/7204	Destroyed
NCC-64920	<i>Lightning</i>	Utopia Planitia Fleet Yards, Mars	4/6911	4/7109	4/7205	Active
NCC-68558	<i>Mystere</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6912	4/7112	4/7211	Destroyed
NCC-67603	<i>Mirage</i>	Utopia Planitia Fleet Yards, Mars	4/7002	4/7205	4/7302	Active
NCC-65065	<i>Neptune</i>	Newport News Fleet Yard, Terra	4/7003	4/7208	4/7304	Destroyed
NCC-64968	<i>Tiger</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7006	4/7209	4/7308	Lost
NCC-64547	<i>Gulliver</i>	Electric Boat Company Dockyard, Terra	4/7010	4/7211	4/7310	Destroyed
NCC-67458	<i>Corsair</i>	Utopia Planitia Fleet Yards, Mars	4/7011	4/7211	4/7312	Active
NCC-69861	<i>Buccaneer</i>	Utopia Planitia Fleet Yards, Mars	4/7101	4/7302	4/7401	Active
NCC-68378	<i>Warhammer</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7101	4/7305	4/7403	Active
NCC-63205	<i>Vampire</i>	Makin County Ship Yards	4/7105	4/7304	4/7405	Active
NCC-64724	<i>Dragonfly</i>	Chandley Works, Caravalia, Mars	4/7106	4/7308	4/7409	Active
NCC-64517	<i>Draken</i>	Utopia Planitia Fleet Yards, Mars	4/7109	4/7311	4/7411	Lost
NCC-63266	<i>Blackjack</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7202	4/7405	4/7501	Destroyed
NCC-60754	<i>Cobra</i>	Utopia Planitia Fleet Yards, Mars	4/7204	4/7403	4/7504	Destroyed
NCC-64477	<i>Voodoo</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7206	4/7405	4/7505	Active
NCC-68798	<i>Exodus</i>	Utopia Planitia Fleet Yards, Mars	4/7209	4/7411	4/7506	Destroyed
NCC-65865	<i>Viper</i>	Port Copernicus Fleet Yards, Luna	4/7210	4/7412	4/7512	Active
NCC-61571	<i>Cyclone</i>	Utopia Planitia Fleet Yards, Mars	4/7301	4/7501	4/7602	Active
NCC-69997	<i>Eclipse</i>	New Aberdeen Fleet Yards, Aldebra	4/7302	4/7505	4/7604	Destroyed
NCC-68768	<i>Shockwave</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7306	4/7509	4/7606	Active
NCC-67700	<i>Firestorm</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7307	4/7510	4/7609	Active
NCC-68596	<i>Starhawk</i>	Avondale Group, Ferrata Docks, Rigel IV	4/7311	4/7512	4/7611	Active
NCC-67714	<i>Sparrow</i>	Seskon Trella, Chagala, Tella	4/7402	4/7603	4/7702	Active
NCC-66762	<i>Hustler</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7404	4/7604	4/7702	Active
NCC-60017	<i>Wrath</i>	Utopia Planitia Fleet Yards, Mars	4/7409	4/7602	4/7708	Active
NCC-67197	<i>Avatar</i>	Antares Fleet Yards	4/7410	4/7609	4/7710	Scrapped
NCC-61765	<i>Nighthawk</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7411	4/7611	4/7711	Active
NCC-61815	<i>Albatross</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7502	4/7704	4/7801	Active
NCC-67216	<i>Harpoon</i>	Port Copernicus Fleet Yards, Luna	4/7503	4/7702	4/7802	Active
NCC-63920	<i>Sidewinder</i>	Utopia Planitia Fleet Yards, Mars	4/7503	4/7706	4/7807	Training
NCC-67817	<i>Blackhawk</i>	Utopia Planitia Fleet Yards, Mars	4/7509	4/7709	4/7809	Active
NCC-68876	<i>Blackwidow</i>	Utopia Planitia Fleet Yards, Mars	4/7511	4/7712	4/7811	Active
NCC-60770	<i>Meteor</i>	Chandley Works, Caravalia, Mars	4/7604	4/7801	4/7902	Active
NCC-66859	<i>Comet</i>	Star City Spaceport, Terra	4/7604	4/7802	4/7904	Active
NCC-64771	<i>Firebar</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7606	4/7806	4/7908	Active
NCC-62676	<i>Osprey</i>	San Francisco Fleet Yards, Terra	4/7611	4/7809	4/7909	Active
NCC-67001	<i>Thunderflash</i>	Utopia Planitia Fleet Yards, Mars	4/7612	4/7810	4/7912	Active
NCC-67719	<i>Starlight</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7702	4/7902	4/8001	Active
NCC-65176	<i>Skyraider</i>	Utopia Planitia Fleet Yards, Mars	4/7703	4/7903	4/8002	Active
NCC-65181	<i>Skywarrior</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7705	4/7907	4/8004	Active
NCC-66721	<i>Tornado</i>	Utopia Planitia Fleet Yards, Mars	4/7707	4/7908	4/8009	Active
NCC-60392	<i>Scorpion</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7712	4/7910	4/8011	Active
NCC-68433	<i>Minuteman</i>	Chandley Works, Caravalia, Mars	4/7802	4/8004	4/8102	Active
NCC-63821	<i>Matador</i>	Utopia Planitia Fleet Yards, Mars	4/7803	4/8002	4/8106	Active
NCC-62356	<i>Starchaser</i>	Port Copernicus Fleet Yards, Luna	4/7805	4/8009	4/8108	Active
NCC-65552	<i>Roughneck</i>	Chandley Works, Caravalia, Mars+	4/7809	4/8010	4/8110	Active
NCC-63269	<i>Catalina</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7811	4/8011	4/8111	Active
NCC-68797	<i>Spirit</i>	Utopia Planitia Fleet Yards, Mars	4/7902	4/8103	4/8205	Active
NCC-61221	<i>Lancer</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7903	4/8105	4/8205	Active
NCC-68902	<i>Bolo</i>	San Francisco Fleet yards, Terra	4/7907	4/8106	4/8212	Active
NCC-65463	<i>Sandpiper</i>	Port Copernicus Fleet Yards, Luna	4/7906	4/8203	4/8307	Active
NCC-63875	<i>Mosquito</i>	Utopia Planitia Fleet Yards, Mars	4/7911	4/8205	4/8311	Active
NCC-69888	<i>Panther</i>	Utopia Planitia Fleet Yards, Mars	4/8003	4/8205	4/8311	Active
NCC-67148	<i>Dagger</i>	Shar Ta'kel Central Docks, 40 Eridani	4/8004	4/8305	4/8406	Active
NCC-60347	<i>Morningstar</i>	Newport News Fleet Yard, Terra	4/8006	4/8311	4/8409	Active
NCC-66689	<i>Advocate</i>	Utopia Planitia Fleet Yards, Mars	4/8109	4/8312	4/8411	Active
NCC-65883	<i>Superior</i>	Star City Spaceport, Terra	4/8111	4/8407	4/8505	Active
NCC-69811	<i>White Knight</i>	Utopia Planitia Fleet Yards, Mars	4/8112	4/8408	4/8506	Active

NCC-65477	<i>Lionheart</i>	Port Copernicus Fleet Yards, Luna	4/8208	4/8409	4/8507	Active
NCC-63484	<i>Legend</i>	Utopia Planitia Fleet Yards, Mars	4/8208	4/8511	4/86??	Trials
NCC-62319	<i>Dragoon</i>	Newport News Fleet Yard, Terra	4/8209	4/8502	4/86??	Trials
NCC-60577	<i>Hypnos</i>	Antares Fleet Yards	4/8305	4/8509	4/86??	Trials
NCC-60457		Utopia Planitia Fleet Yards, Mars	4/8306	4/86??	4/87??	Building
NCC-68953		Chandley Works, Caravalia, Mars	4/8311	4/86??	4/87??	Building
NCC-67114		Utopia Planitia Fleet Yards, Mars	4/8402	4/86??	4/88??	Building
NCC-62348		Utopia Planitia Fleet Yards, Mars	4/8407	4/87??	4/88??	Building
NCC-68277		Utopia Planitia Fleet Yards, Mars	4/8411	4/87??	4/88??	Building
NCC-62121		Shar Ta'kel Central Docks, 40 Eridani	4/8503	4/87??	4/89??	Building
NCC-68720		Electric Boat Company Dockyard, Terra	4/8508	4/87??	4/89??	Building
NCC-68742		Electric Boat Company Dockyard, Terra	4/8508	4/87??	4/89??	Building



After the Borg invasion of 2367, Starfleet searched frantically for ways to shore up their depleted fleet. With the trend of the last 50 years leaning toward larger vessels with multimission support, the rate of starship construction had ground to a crawl. With a new enemy breathing down her neck and new adversaries seemingly at every turn, the fleet decided to return to the past, at least in part. The SSDP Project (Small Starship Development Program) began in the later half of 2367 at the Utopia Planitia and 40 Eridani Fleet Yards. The initial studies drew upon lessons learned from the *Defiant/Pathfinder* project and the recent Borg encounters. From this project would eventually come the *Intrepid*, *Patriot*, *Saint Louis* and *Heimdall*-classes. There would also soon follow the very successful *Spitfire* and *Hurricane*-class destroyers, the epitome of small vessel design.

Classification: The *Spitfire*-class is designated as a short-range tactical support vessel.

Design: The *Spitfire*'s design drew from the scaled down hull framing and Warp Field Dynamics testing of the *Sovereign*-class which was at the time under development. The starship's single nacelle is suspended over the saucer section with a truncated secondary hull containing the engineering systems, fuel tanks, navigational deflector and shuttle bay.

Engineering: The ultra efficient FUWR-1 warp drive system mounted on the *Spitfire* allows for very high warp speeds, an impressive warp 9.8 for 12 hours with a cruising speed of warp 7. The twin FIG-2 impulse drive allows for impressive handling at subluminal velocities and makes it suitable for high speed flanking attacks on enemy formations. The more robust drive systems aboard the *Hurricane* make that vessel more suited to close-in fleet defense and screening duties.

Tactical: The *Spitfire* draws heavily on the *Sovereign*'s tactical systems with a scaled down quantum torpedo launcher and military operations sensor arrays. Cosmetically identical, the *Hurricane* and *Spitfire* diverge greatly in their engine configuration and phaser load. While the *Spitfire* boasts a longer-range phaser array and sensor suite, the *Hurricane*'s punch is much heavier up close. They were also fit with an impressive backup photon torpedo launch capability and rugged shielding.

Crew Support/Computer Systems: Like most vessels designed with short-range support missions in mind, the *Spitfire* is devoid of most luxuries. Its 190-man crew and 25 member Marine compliment are well accommodated, but most crew support facilities are assumed to be available during the large amount of time the *Spitfire* spends at port. The standard isolinear computer system is sufficient for the ship's needs, and no enhancements are planned for the foreseeable future.

Development and Construction History: The *Spitfire* was designed at Starfleet Engineering in San Francisco as a part of the SSDP Project (Small Starship Development Program). Initial construction and fabrication was performed at the Utopia Planitia and 40 Eridani Fleet Yards. Of the 67 units produced, 52 remain in active service. Two *Spitfires*, the *Cheetah* and *Mystere* were destroyed by the Borg at the Battle of Typhon. One, the *USS Sidewinder*, is serving with the Starfleet Training Command.

<i>Talon</i>	One of 98 Seventh Fleet ships destroyed by the Jem'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.
<i>Cardinal</i>	Destroyed by Obsidian Alliance forced near Kakora Prime on stardate 4/8105.
<i>Stinger</i>	One of fifteen starships destroyed near Starbase 354 by Dominion forces on stardate 4/7404.
<i>Cheetah</i>	Destroyed by the Borg at the Battle of Typhon on 4/7305.
<i>Mystere</i>	Destroyed by the Borg at the Battle of Typhon on 4/7305
<i>Neptune</i>	One of 98 Seventh Fleet ships destroyed by the Jem'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.

<i>Tiger</i>	Reported lost, presumed destroyed near the Tholioan border on stardate 4/7804.
<i>Gulliver</i>	Destroyed in an ion storm near Rigel IV on stardate 4/8008.
<i>Draken</i>	Reported lost, presumed destroyed in the Kyfarea Sector on stardate 4/7509.
<i>Blackjack</i>	Destroyed by Orion pirates near the Triangle region on stardate 4/7708.
<i>Cobra</i>	One of three vessels destroyed by Cardassian infiltrators while under repairs at the 40 Eridani Fleet Yards on stardate 4/7408.
<i>Exodus</i>	Destroyed by forces of the Shornack Empire near T'kamarak Prime on stardate 4/7901
<i>Eclipse</i>	Destroyed by Orion pirates near the Triangle region on stardate 4/7709.
<i>Avatar</i>	Scrapped after a battle with forces of the Shornack Empire near T'kamarak Prime on stardate 4/7901
<i>Sidewinder</i>	Reverted to Starfleet Training Command on stardate 4/7808.

Specifications for the *Spitfire*-class Destroyer

Construction Data:

Model Number: Mk I
Date Entered Service: 4/7101

Hull Data:

Superstructure Points: 78
Size:
 Length: 332 m
 Width: 160 m
 Height: 75 m
Transporters:
 Standard Six Person- 4
 Emergency 22 Person- 2
 Cargo, small- 2
 Cargo, large- 1
Crew: 35 Officers
155 Enlisted
Marines: 25
3,000 evacuation limit
Shuttlecraft: Type 9 Personnel (4)
Type 7 Personnel (2)
Type 16 Shuttlepod (2)

Engines and Power Data:

Total Power Units Available: 120
Movement/Point Ratio: 3/1
Warp Engine Type: FUWR-1
 Number: 1
 Power Units Available: 56
 Cruising Speed: 7
 Emergency Speed: 9.8
Impulse Engine Type: FIG-2
 Number: 2
 Power Units Available: 32
Auxiliary Power: 12
Reserve Power: 6

Weapons and Firing Data:

Beam Weapon Type: FH-16
 Number: 12
 Firing Arcs: 4 f/p, 4 f/s, 4 a
 Chart: Z
 Max Power: 10
 +3 (1-15)
 +2 (16-20)
 +1 (21-24)
Missile Weapon Type: FP-10
 Number: 8
 Firing Arcs: 4 f/p, 4 f/s
 Chart: S
 Power to Arm: 1
 Damage: 10
Missile Weapon Type: FQ-1
 Number: 2
 Firing Arcs: 2 f
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

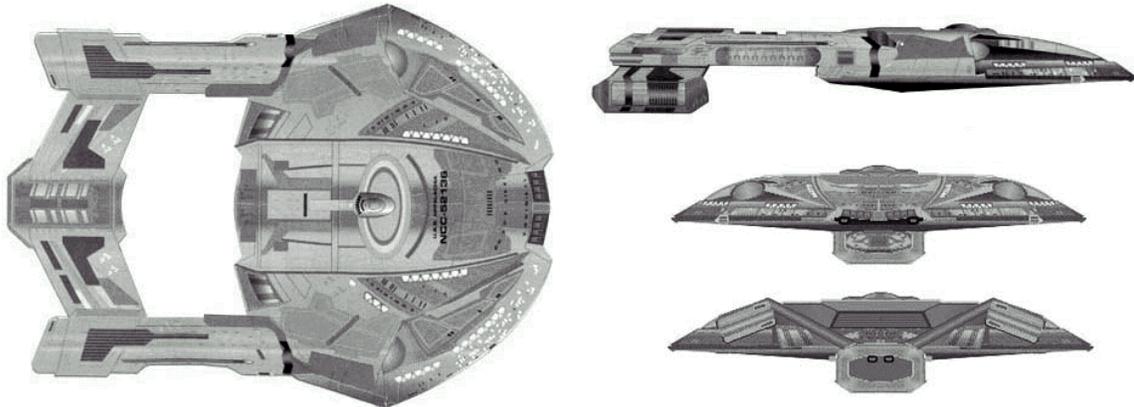
Deflector Shield Type: FSS-M
Shield Point Ratio: 1/6
Max Shield Power: 22/side

Combat Efficiency:

Point Value: 161

Steamrunner-class Destroyer

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-74887	<i>Steamrunner</i>	Utopia Planitia Fleet Yards, Mars	4/6204	4/6703	4/6811	Active
NCC-78712	<i>Sirius</i>	Utopia Planitia Fleet Yards, Mars	4/6204	4/6705	4/6811	Destroyed
NCC-78447	<i>Hiroshima</i>	San Francisco Fleet Yards, Terra	4/6307	4/6802	4/6906	Active
NCC-74198	<i>Appalacia</i>	San Francisco Fleet Yards, Terra	4/6401	4/6809	4/6911	Active
NCC-75401	<i>Demologos</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6503	4/6903	4/7002	Destroyed
NCC-74877	<i>Opkapi</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6507	4/6903	4/7003	Destroyed
NCC-70125	<i>Nightingale</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6510	4/6910	4/7012	Destroyed
NCC-79090	<i>Annapolis</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6510	4/6910	4/7012	Destroyed
NCC-70205	<i>Zavala</i>	Utopia Planitia Fleet Yards, Mars	4/6610	4/7005	4/7110	Active
NCC-72344	<i>Galena</i>	Utopia Planitia Fleet Yards, Mars	4/6603	4/7011	4/7111	Destroyed
NCC-72113	<i>Madrid</i>	Utopia Planitia Fleet Yards, Mars	4/6605	4/7011	4/7112	Destroyed
NCC-74500	<i>Gladiator</i>	Port Copernicus Fleet Yards, Luna	4/6701	4/7103	4/7201	Destroyed
NCC-72334	<i>Tiberius</i>	Port Copernicus Fleet Yards, Luna	4/6702	4/7106	4/7203	Scrapped
NCC-70044	<i>Rajendra</i>	Port Copernicus Fleet Yards, Luna	4/6704	4/7109	4/7208	Destroyed
NCC-79004	<i>Sagamon</i>	San Francisco Fleet Yards, Terra	4/6804	4/7202	4/7309	Destroyed
NCC-71211	<i>Crommelin</i>	San Francisco Fleet Yards, Terra	4/6807	4/7209	4/7311	Destroyed
NCC-70372	<i>Blackout</i>	San Francisco Fleet Yards, Terra	4/6810	4/7204	4/7312	Destroyed
NCC-74777	<i>Cumberland</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6904	4/7301	4/7406	Active
NCC-77221	<i>Haruna</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7012	4/7305	4/7411	Scrapped
NCC-75636	<i>Carondelet</i>	Utopia Planitia Fleet Yards, Mars	4/7006	4/7407	4/7504	Active
NCC-71222	<i>Ranseur</i>	Utopia Planitia Fleet Yards, Mars	4/7006	4/7407	4/7506	Destroyed
NCC-75678	<i>Huntley</i>	Southampton Fleet Yard, Terra	4/7101	4/7501	4/7609	Active
NCC-72321	<i>Earhart</i>	Newport News Fleet Yard, Terra	4/7202	4/7510	4/7606	Lost
NCC-79233	<i>Leopoldville</i>	Avondale Group, Ferrata Docks, Rigel IV	4/7204	4/7609	4/7711	Destroyed
NCC-75345	<i>Sultana</i>	Avondale Group, Ferrata Docks, Rigel IV	4/7212	4/7610	4/7712	Active
NCC-75654	<i>Fredericksburg</i>	Utopia Planitia Fleet Yards, Mars	4/7303	4/7705	4/7802	Active
NCC-73154	<i>Ivanhoe</i>	Utopia Planitia Fleet Yards, Mars	4/7403	4/7703	4/7802	Active
NCC-74254	<i>Pathfinder</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7407	4/7803	4/7905	Active
NCC-71000	<i>America</i>	Seskon Trella, Chagala, Tellar	4/7409	4/7801	4/7908	Active
NCC-79032	<i>Los Angeles</i>	Antares Fleet Yards	4/7501	4/7905	4/8004	Active
NCC-79258	<i>Viking</i>	Chandley Works, Caravalia, Mars	4/7612	4/7906	4/8005	Active
NCC-70942	<i>Clemenceau</i>	San Francisco Fleet Yards, Terra	4/7703	4/8003	4/8102	Active
NCC-74567	<i>Graf Zeppelin</i>	San Francisco Fleet Yards, Terra	4/7712	4/8008	4/8111	Active
NCC-72021	<i>Azrael</i>	Utopia Planitia Fleet Yards, Mars	4/7804	4/8105	4/8204	Active
NCC-78222	<i>Heracles</i>	Utopia Planitia Fleet Yards, Mars	4/7801	4/8110	4/8212	Active



In 2360, Starfleet undertook a massive fleet-wide retirement of older ship classes to cut costs and streamline operational efficiency. At the same time, the vessels that had for so long served as the military backbones of the fleet were gone and the larger multimission starships were called upon in their place. Instead of partaking in research or exploration missions, these valuable vessels would more often than not be found patrolling the Romulan Neutral Zone or escorting a convoy near Orion space, and the Federation's scientific programs were suffering for it. To help stem the tide of vessels being moved to defensive missions, the *Akira* and *Steamrunner*-class starships were drawn up as a stopgap, designs capable of scientific and military missions that were deemed to trivial for the larger "prestige" vessels to be bothered with. Without question, the project has been a phenomenal success and both designs figured in prominently in the defense of the Federation during the Dominion War of the 2370s.

Classification: Upon commissioning, the *Steamrunner* was designated a destroyer. However, her mission profiles of the last two decades would more closely those of a light cruiser.

Design: At a glance, the *Steamrunner* was clearly designed as a vessel that one would not wish to trifle with. To protect her vital systems, the nacelles are enclosed in housing in the primary hull with the field coils trailing to the aft of the ship. Like the *Akira*, the *Steamrunner*'s bridge deck is buried in a structural well that protects it from incoming fire unlike most other Federation designs. Descending from the nacelles are twin pylons supporting the external deflector array, a design that not only optimizes its effectiveness but frees up a massive amount of room in the primary hull.

Engineering: The *Steamrunner* incorporates the FUWR-1 warp drive that was so successfully introduced by the *Akira*-class just a few years before. The drive coil assembly is a boon to the *Steamrunner*'s design as the placement of the two impulse drives dramatically increases the vessel's maneuverability. With the mass saving features of the FUWR-1, the *Steamrunner* is as surprisingly nimble vessel for a starship of her size. Her top speed of warp 9.75 for twelve hours makes her ideal for task force operations and she was a favorite of fleet commanders in the Dominion War.

Tactical: The inspiration for the tactical system aboard the *Steamrunner* came from the venerable *Renaissance*-class cruiser, a starship that has proven itself time and again in engagements over the last forty years. Like the *Renaissance*, the *Steamrunner*'s phaser array utilizes two power streams in the standard firing volley, a standard banked pair and with an additional third stream providing a 33% increase in power throughput. If a rapid-fire mode is desired, the three beams can split off into a group of two with a follow-up up single beam punch. This versatility has made the *Steamrunner* a favorite for task force operations. Although her FP-10 torpedo compliment is limited by a low rate of fire, her flexibility on the battlefield is unmatched.

Crew Support/Computer Systems: Because of her complicated primary system requirements, the *Steamrunner* is a manpower intensive vessel making her fairly crowded by modern standards. However, the *Steamrunners* are popular with their crews and duty aboard one is considered a prime assignment. The computer systems are a scaled down version of the type developed for the *Galaxy*-class with starships launched after 2375 receiving bioneural processors for some of her primary computing needs

Development and Construction History: Of the thirty-five *Steamrunner*-class cruisers constructed, eighteen remain in active service. Most of her operational losses are attributed to almost nonstop deployment during the Dominion War, and should not reflect any defect in her overall design. New vessel production was suspended in 2378 with the last two hulls entering service in 2382.

Historical Notes:

<i>Sirius</i>	Destroyed by Jem'Hadar forces in the Chin'Toka System on 4/7506.
<i>Demologos</i>	Destroyed by Jem'Hadar forces in the Chin'Toka System on 4/7506.
<i>Opkapi</i>	Destroyed by the Borg at the Typhon on stardate 4/7305.
<i>Nightingale</i>	Destroyed by Dominion forces at the Battle of Chikakera on stardate 4/7401.
<i>Annapolis</i>	Destroyed by Jem'Hadar forces at the Second Battle of Koral Madine on stardate 4/7412.
<i>Galena</i>	One of 98 Seventh Fleet ships destroyed by the Jem'hadar in an attack against a Dominion communications array in the Argolis Cluster on 4/7402.
<i>Madrid</i>	Destroyed by Jem'hadar raiders in an attack against the Utopia Planitia Fleet Yards on Mars on stardate 4/7507.
<i>Gladiator</i>	Destroyed by the Borg at the Typhon on stardate 4/7305.
<i>Tiberius</i>	Scrapped after an attack by Jem'hadar forces near Vulcan on stardate 4/7411.
<i>Rajendra</i>	Destroyed by Dominion forces near Bajor on stardate 4/7312.
<i>Sagamon</i>	Destroyed in an attack on a Dominion shipyard near the Gakare Nebula on stardate 4/7408.
<i>Crommelin</i>	Destroyed by Dominion forces near starbase 375 on stardate 4/7401.
<i>Blackout</i>	Destroyed by Dominion forces at the Battle of Trager's Inferno on stardate 4/7406.
<i>Haruna</i>	Scrapped after an attack by Cardassian infiltraters at the Starbase 42 repair yards on stardate 4/7504.
<i>Ranseur</i>	Destroyed in a border skirmish with a Jem'hadar patrol on stardate 4/7510.
<i>Earhart</i>	Declared lost, presumed destroyed while patrolling the Cardassian Occupation Zone on stardate 4/7702.
<i>Leopoldville</i>	Destroyed in an attack with Orion Syndicate privateers on stardate 4/7809.

Specifications for the *Steamrunner*-class Destroyer

Construction Data:

Model Number: Mk I
Date Entered Service: 4/6811

Hull Data:

Superstructure Points: 82
Size:
Length: 365 m
Width: 267 m
Height: 62 m
Transporters:
Standard Six Person- 4
Emergency 22 Person- 4
Cargo, small- 2
Cargo, large- 1
Crew: 70 Officers
571 Enlisted
Passengers: 22
3,000 evacuation limit
Shuttlecraft: Type 6 Personnel (4)
Type 9 Personnel (2)
Type 16 Shuttlepod (6)

Engines and Power Data:

Total Power Units Available: 160
Movement/Point Ratio: 5/1
Warp Engine Type: FUWR-1
Number: 2
Power Units Available: 56
Cruising Speed: 6
Emergency Speed: 9.75
Impulse Engine Type: FIG-1
Number: 2
Power Units Available: 24
Auxiliary Power: 16
Reserve Power: 8

Weapons and Firing Data:

Beam Weapon Type: FH-10
Number: 15
Firing Arcs: 6 f/p/s, 3 f/p/a, 3 f/s/a, 3 p/s
Chart: W
Max Power:
+3 (1-10)
+2 (11-17)
+1 (18-20)
Missile Weapon Type: FP-10
Number: 8
Firing Arcs: 4 f/p/s, 4 a
Chart: S
Power to Arm: 1
Damage: 10

Shields Data:

Deflector Shield Type: FP-10
Shield Point Ratio: 1/6
Max Shield Power: 22/side

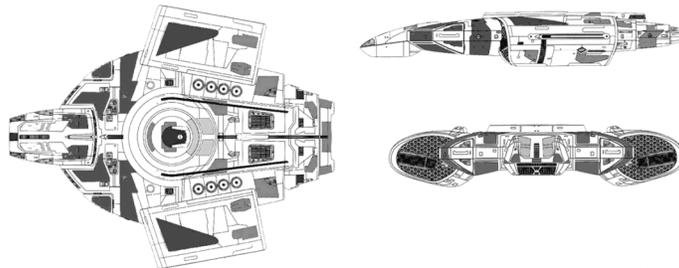
Combat Efficiency:

Point Value: 177

Destroyer Escorts and Escorts

Defiant-class Escort

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-74205	<i>Defiant</i>	Antares Fleet Yards	4/6702	4/6811	4/6903	Destroyed
NCC-71718	<i>Valiant</i>	Antares Fleet Yards	4/6703	4/6903	4/7112	Destroyed
NCC-75448	<i>Leviathan</i>	Antares Fleet Yards	4/6801	4/7105	4/7203	Active
NCC-74777	<i>Styx</i>	Antares Fleet Yards	4/7005	4/7201	4/7204	Active
NCC-70131	<i>Atropos</i>	Antares Fleet Yards	4/7005	4/7201	4/7205	Active
NCC-74721	<i>Stalwart</i>	Antares Fleet Yards	4/7102	4/7211	4/7301	Active
NCC-75120	<i>Phalanx</i>	Antares Fleet Yards	4/7103	4/7211	4/7302	Active
NCC-78771	<i>Gladiator</i>	Antares Fleet Yards	4/7104	4/7212	4/7303	Destroyed
NCC-78356	<i>Blackheart</i>	Antares Fleet Yards	4/7104	4/7303	4/7305	Active
NCC-75796	<i>Battleaxe</i>	New Aberdeen Fleet Yards, Aldebra	4/7104	4/7304	4/7306	Active
NCC-77545	<i>Trinity</i>	San Francisco Fleet yards, Terra	4/7106	4/7306	4/7307	Active
NCC-72897	<i>Valcour</i>	Antares Fleet Yards	4/7205	4/7307	4/7308	Active
NCC-71258	<i>Mjolnir</i>	Antares Fleet Yards	4/7209	4/7308	4/7309	Active
NCC-78774	<i>Redoubt</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7210	4/7310	4/7312	Active
NCC-79109	<i>Poseidon</i>	Antares Fleet Yards	4/7302	4/7312	4/7401	Active
NCC-73489	<i>Palamino</i>	Makin County Ship Yards	4/7302	4/7312	4/7402	Scrapped
NCC-77029	<i>Colossus</i>	Antares Fleet Yards	4/7304	4/7403	4/7405	Active
NCC-73287	<i>Tempest</i>	Newport News Fleet Yard, Terra	4/7307	4/7405	4/7406	Active
NCC-70190	<i>Fortress</i>	Port Copernicus Fleet Yards, Luna	4/7307	4/7407	4/7409	Active
NCC-79672	<i>Thunderbolt</i>	Antares Fleet Yards	4/7311	4/7409	4/7411	Active
NCC-70897	<i>Pandora</i>	Utopia Planitia Fleet Yards, Mars	4/7312	4/7412	4/7412	Active
NCC-70205	<i>Iron Duke</i>	Antares Fleet Yards	4/7312	4/7411	4/7412	Active
NCC-77689	<i>Hyperion</i>	Antares Fleet Yards	4/7402	4/7412	4/7501	Destroyed
NCC-71261	<i>Twilight</i>	Seskon Trella, Chagala, Tella	4/7402	4/7501	4/7502	Active
NCC-79390	<i>Olympia</i>	Antares Fleet Yards	4/7402	4/7502	4/7502	Active
NCC-75633	<i>Defiant</i>	Electric Boat Company Dockyard, Terra	4/7408	4/7506	4/7507	Active
NCC-79884	<i>Opkapi</i>	Utopia Planitia Fleet Yards, Mars	4/7409	4/7506	4/7507	Active
NCC-70128	<i>Sphinx</i>	Chandley Works, Caravalia, Mars	4/7501	4/7512	4/7602	Active
NCC-79128	<i>Acropolis</i>	Utopia Planitia Fleet Yards, Mars	4/7501	4/7512	4/7604	Active
NCC-76675	<i>Cortez</i>	Utopia Planitia Fleet Yards, Mars	4/7602	4/7702	4/7703	Active
NCC-72592	<i>Leopard</i>	Antares Fleet Yards	4/7605	4/7708	4/7709	Active
NCC-71859	<i>Phantom</i>	Antares Fleet Yards	4/7610	4/7711	4/7801	Active
NCC-78810	<i>Sirius</i>	Makin County Ship Yards	4/7702	4/7804	4/7807	Active
NCC-73747	<i>Icarus</i>	Antares Fleet Yards	4/7801	4/7908	4/7910	Active



By this time, the origins of the Defiant-class escorts are no secret. The design came about during the terrifying twilight between Starfleet's first contact with the Borg at system J-25 and their apocalyptic assault at Wolf 395. Starfleet command was desperate for a vessel that could be quick fabricated and fielded before these seeming unstoppable juggernauts could strike again. In the end though, the class would find its greatest success against the Dominion during their alliance with the Cardassians and several other Alpha Quadrant powers during the mid-2370s.

Classification: From the outset, the Defiant was designated as an escort, though her firepower and offensive nature put her in a class unlike any other starship in Starfleet history.

Design: The Defiant possesses a unique blended hull design that serves to pull in all of the vulnerable equipment like the warp nacelles and sensors array into a more compact and harder to damage arrangement. Her small size and narrow target cross-section make her a particularly difficult target to lock onto and is perfectly suited for the sort of close in maneuvering needed when engaging a comparatively immobile enemy capital ship.

Engineering: For such a small ship, the Defiant can draw upon a surprising wealth of engine power for her primary systems. The FUWE-1 warp drive set the standard for small vessel design in the mid-2360s and is capable of propelling the diminutive escort at an impressive emergency speed of warp 9.9. Her twin FIG-2 impulse drives are nearly too large for the Defiant's diminutive layout and literally hurl the ship about the battlefield at speeds that few vessels can match. Early engine tests of the class vessel nearly tore the ship apart due to insufficient provisions for structural integrity field strength during the design phase. Eventually this problem was overcome and later vessels benefited from the lessons learned during those risky early field trials.

Tactical: Nearly two decades after her initial introduction into the fleet, several of the Defiant's more exotic weapons systems remain closely guarded secrets. However, her pulse phaser array is largely regarded as the most potent directed energy weapon every deployed aboard a Starfleet vessel. This forward mounted array of four emitters are capable of laying down a field of fire that literally slices through enemy shields and pulverizes their hull. They are frequency agile for more effective use against the Borg's inherent adaptability and are much easier to maintain in the field than traditional phaser mounts, a useful trait due to the Defiant's small crew compliment. Her fore mounted "weapon of last resort," a pod containing enough explosives to lay waste to all but the largest Borg cube, has never been utilized in battle. Despite this, the feature has been retained should the Borg ever make another move against the Federation.

Crew Support/Computer Systems: Defiant-class vessels have reputations for being fierce combatants with dedicated and hardworking crews. Unfortunately, the design of this vessel leaves little in the way of crew comforts, and in every way it is a workingman's ship. Long duration patrols are avoided wherever possible, for the lack of even the most rudimentary recreational facilities aboard ship contributes heavily to crew fatigue. Sector commanders usually try to keep these vessel's close to the vest to allow their crews access to port facilities. Unfortunately this is not always possible, and most Defiant's suffer from a high rate of turnover among her crews, particularly in the enlisted ranks.

Development and Construction History: Of the 34 Defiant-class escorts produced between 2369 and 2379, 29 remain in active service. Production ended with the commissioning of the USS Icarus and three incomplete hulls were mothballed at varying states of completion. No further examples of the class are planned, though the three remaining hulls may be eventually fit out to replace any further operational losses.

<i>Defiant</i>	Destroyed by Jem'Hadar forces in the Chin'Toka System on 4/7506.12.
<i>Valiant</i>	Destroyed by Jem'hadar forces while performing long range tactical reconnaissance on stardate 4/7406.
<i>Gladiator</i>	Destroyed in a raid against a Dominion supply convoy on stardate 4/7403.
<i>Palamino</i>	Scrapped after taking extensive damage from Dominion forces on 4/7403 near Betazed.
<i>Hyperion</i>	Destroyed by Jem'hadar forces in the Purkaria Sector on stardate 4/7505.

Specifications for the *Defiant*-class Escort

Construction Data:

Model Number: Mk II
Date Entered Service: 4/6903

Hull Data:

Superstructure Points: 54
Damage Chart: B
Size:
 Length: 170 m
 Width: 134 m
 Height: 30 m
Transporters:
 Standard Six Person- 1
 Emergency 12 Person- 1
 Cargo, small- 1
 Cargo, large- 0
Crew: 10 Officers
37 Enlisted
Passengers: none
120 evacuation limit
Shuttlecraft: 3

Engines and Power Data:

Total Power Units Available: 116
Movement/Point Ratio: 2/1
Warp Engine Type: FUWE-1
 Number: 2
 Power Units Available: 26
 Cruising Speed: 6
 Emergency Speed: 9.9
Impulse Engine Type: FIG-2
 Number: 2
 Power Units Available: 32
Auxiliary Power: 12
Reserve Power: 6

Weapons and Firing Data:

Beam Weapon Type: Pulse Phasers
 Number: 4
 Firing Arcs: 4 f
 Chart: U
 Max Power: 15 / x2
 x3 (1-5)
 x2 (6-10)
 x1 (11-20)
Missile Weapon Type: FQ-1
 Number: 8
 Firing Arcs: 4 f, 4 a
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

Deflector Shield Type: FSS-M
Shield Point Ratio: 1/6
Max Shield Power: 22/side

Combat Efficiency:

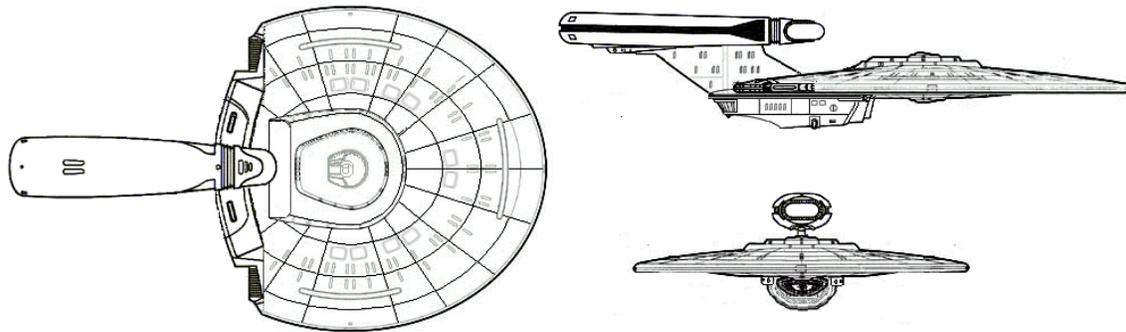
Point Value: 158

Bay-class Destroyer Escort

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-23000	<i>Throw Away Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6606	4/6704	4/6801	Active
NCC-23001	<i>Key Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6610	4/6705	4/6802	Active
NCC-23002	<i>Hemmingway Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6701	4/6708	4/6803	Active
NCC-23003	<i>Nekoosa Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6702	4/6710	4/6804	Scrapped
NCC-23004	<i>Fritzburg Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6704	4/6711	4/6805	Active
NCC-23005	<i>Opal Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6706	4/6712	4/6806	Destroyed
NCC-23006	<i>Sparkling Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6707	4/6801	4/6807	Destroyed
NCC-23007	<i>Coral Bottom Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6708	4/6802	4/6808	Active
NCC-23008	<i>Gold Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6709	4/6803	4/6809	Active
NCC-23009	<i>Jagged Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6710	4/6804	4/6810	Active
NCC-23010	<i>Shallow Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6711	4/6805	4/6811	Active
NCC-23011	<i>Easter Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6712	4/6806	4/6812	Active
NCC-23012	<i>Sun Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6801	4/6807	4/6901	Scrapped
NCC-23013	<i>Gloster Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6802	4/6808	4/6902	Active
NCC-23014	<i>Sparkling Bay II</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6803	4/6809	4/6903	Active
NCC-23015	<i>Meriam Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6804	4/6810	4/6904	Active
NCC-23016	<i>Horace Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6805	4/6811	4/6905	Active
NCC-23017	<i>Vech Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6806	4/6812	4/6906	Active
NCC-23018	<i>Marco Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6807	4/6901	4/6907	Destroyed
NCC-23019	<i>Duff Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6808	4/6902	4/6908	Active
NCC-23020	<i>Parlay Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6809	4/6903	4/6909	Active
NCC-23021	<i>Horse Hoover Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6810	4/6904	4/6910	Active
NCC-23022	<i>Garland Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6811	4/6905	4/6911	Active
NCC-23023	<i>Damorak Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/6812	4/6906	4/6912	Active
NCC-23024	<i>Troler Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6901	4/6907	4/7001	Active
NCC-23025	<i>Leary Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6902	4/6908	4/7002	Destroyed
NCC-23026	<i>Eastern Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6903	4/6909	4/7003	Active
NCC-23027	<i>Cobb Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6904	4/6910	4/7004	Active
NCC-23028	<i>Willape Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6905	4/6911	4/7005	Active
NCC-23029	<i>Nekoosa Bay II</i>	Utopia Planitia Fleet Yard, Mars	4/6906	4/6912	4/7006	Destroyed
NCC-23030	<i>Howse Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6907	4/7001	4/7007	Destroyed
NCC-23031	<i>Oyster Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6908	4/7002	4/7008	Active
NCC-23032	<i>Mexico Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6909	4/7003	4/7009	Destroyed
NCC-23033	<i>Cyan Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6910	4/7004	4/7010	Active
NCC-23034	<i>Purple Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6911	4/7005	4/7011	Destroyed
NCC-23035	<i>Viking Bay</i>	Utopia Planitia Fleet Yard, Mars	4/6912	4/7006	4/7012	Active
NCC-23036	<i>Docker Bay</i>	Makin County Ship Yards	4/7001	4/7007	4/7101	Scrapped
NCC-23037	<i>Lobster Bay</i>	Makin County Ship Yards	4/7002	4/7008	4/7102	Active
NCC-23038	<i>Karol Bay</i>	Makin County Ship Yards	4/7003	4/7009	4/7103	Active
NCC-23039	<i>Opal Bay II</i>	Makin County Ship Yards	4/7004	4/7010	4/7104	Active
NCC-23040	<i>Pal Bay</i>	Makin County Ship Yards	4/7005	4/7011	4/7105	Destroyed
NCC-23041	<i>June Bay</i>	Makin County Ship Yards	4/7006	4/7012	4/7106	Active
NCC-23042	<i>Partha Bay</i>	Makin County Ship Yards	4/7007	4/7101	4/7107	Active
NCC-23043	<i>Murky Bay</i>	Makin County Ship Yards	4/7008	4/7102	4/7108	Destroyed
NCC-23044	<i>Black Bay</i>	Makin County Ship Yards	4/7009	4/7103	4/7109	Active
NCC-23045	<i>Fat Bay</i>	Makin County Ship Yards	4/7010	4/7104	4/7110	Active
NCC-23046	<i>Nylon Bay</i>	Makin County Ship Yards	4/7011	4/7105	4/7111	Destroyed
NCC-23047	<i>Clear Bay</i>	Makin County Ship Yards	4/7012	4/7106	4/7112	Active
NCC-23048	<i>Fast Bay</i>	Utopia Planitia Fleet Yard, Mars	4/7101	4/7107	4/7201	Active
NCC-23049	<i>Cool Bay</i>	Utopia Planitia Fleet Yard, Mars	4/7102	4/7108	4/7202	Active
NCC-23050	<i>Stagnant Bay</i>	Utopia Planitia Fleet Yard, Mars	4/7103	4/7109	4/7203	Active
NCC-23051	<i>Inspiration Bay</i>	Utopia Planitia Fleet Yard, Mars	4/7104	4/7110	4/7204	Active
NCC-23052	<i>Nekoosa Bay III</i>	Utopia Planitia Fleet Yard, Mars	4/7105	4/7111	4/7205	Destroyed
NCC-23053	<i>Miera Bay</i>	Utopia Planitia Fleet Yard, Mars	4/7106	4/7112	4/7206	Destroyed
NCC-23054	<i>Cover Bay</i>	Utopia Planitia Fleet Yard, Mars	4/7107	4/7201	4/7207	Active
NCC-23055	<i>Lemman Bay</i>	Utopia Planitia Fleet Yard, Mars	4/7108	4/7202	4/7208	Active
NCC-23056	<i>Algae Bay</i>	Utopia Planitia Fleet Yard, Mars	4/7109	4/7203	4/7209	Active
NCC-23057	<i>Radio Bay</i>	Utopia Planitia Fleet Yard, Mars	4/7110	4/7204	4/7210	Active
NCC-23058	<i>China Bay</i>	Utopia Planitia Fleet Yard, Mars	4/7111	4/7205	4/7211	Destroyed
NCC-23059	<i>Bell Bottom Bay</i>	Utopia Planitia Fleet Yard, Mars	4/7112	4/7206	4/7212	Active
NCC-23060	<i>Leaper Bay</i>	Antares Fleet Yards	4/7201	4/7207	4/7301	Active
NCC-23061	<i>Over Bay</i>	Antares Fleet Yards	4/7202	4/7208	4/7302	Active
NCC-23062	<i>Shallow Bay</i>	Antares Fleet Yards	4/7203	4/7209	4/7303	Active
NCC-23063	<i>Bay Harbor</i>	Antares Fleet Yards	4/7204	4/7210	4/7304	Active
NCC-23064	<i>Norland Bay</i>	Antares Fleet Yards	4/7205	4/7211	4/7305	Active
NCC-23065	<i>Puget Sound</i>	Antares Fleet Yards	4/7206	4/7212	4/7306	Active

NCC-23066	<i>Dogleg Bay</i>	Antares Fleet Yards	4/7207	4/7301	4/7307	Active
NCC-23067	<i>Quaker Bay</i>	Antares Fleet Yards	4/7208	4/7302	4/7308	Active
NCC-23068	<i>Deep Bay</i>	Antares Fleet Yards	4/7209	4/7303	4/7309	Sold
NCC-23069	<i>Blue Bay</i>	Antares Fleet Yards	4/7210	4/7304	4/7310	Active
NCC-23070	<i>Wreath Bay</i>	Antares Fleet Yards	4/7211	4/7305	4/7311	Active
NCC-23071	<i>Pepper Bay</i>	Antares Fleet Yards	4/7212	4/7306	4/7312	Active
NCC-23072	<i>Lodge Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7301	4/7307	4/7401	Active
NCC-23073	<i>Concord Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7302	4/7308	4/7402	Destroyed
NCC-23074	<i>Quincy Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7303	4/7309	4/7403	Active
NCC-23075	<i>Paige Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7304	4/7310	4/7404	Active
NCC-23076	<i>Fox Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7305	4/7311	4/7405	Active
NCC-23077	<i>Ipswich Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7306	4/7312	4/7406	Active
NCC-23078	<i>Buzzard's Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7307	4/7401	4/7407	Active
NCC-23079	<i>Jordan Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7308	4/7402	4/7408	Active
NCC-23080	<i>Sandusky Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7309	4/7403	4/7409	Active
NCC-23081	<i>Nahant Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7310	4/7404	4/7410	Active
NCC-23082	<i>Grand Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7311	4/7405	4/7411	Active
NCC-23083	<i>Jupiter Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7312	4/7406	4/7412	Active
NCC-23084	<i>Quantum Bay</i>	Chandley Works, Caravalia, Mars	4/7401	4/7407	4/7501	Active
NCC-23085	<i>Zodiac Bay</i>	Chandley Works, Caravalia, Mars	4/7402	4/7408	4/7502	Active
NCC-23086	<i>Latin Bay</i>	Chandley Works, Caravalia, Mars	4/7403	4/7409	4/7503	Active
NCC-23087	<i>Cherry Bay</i>	Chandley Works, Caravalia, Mars	4/7404	4/7410	4/7504	Active
NCC-23088	<i>Imaginary Bay</i>	Chandley Works, Caravalia, Mars	4/7405	4/7411	4/7505	Active
NCC-23089	<i>Nordic Bay</i>	Chandley Works, Caravalia, Mars	4/7406	4/7412	4/7506	Active
NCC-23090	<i>Up Bay</i>	Chandley Works, Caravalia, Mars	4/7407	4/7501	4/7507	Active
NCC-23091	<i>Kooth Bay</i>	Chandley Works, Caravalia, Mars	4/7408	4/7502	4/7508	Active
NCC-23092	<i>Nekoosa Bay IV</i>	Chandley Works, Caravalia, Mars	4/7409	4/7503	4/7509	Scrapped
NCC-23093	<i>Nile Bay</i>	Chandley Works, Caravalia, Mars	4/7410	4/7504	4/7510	Active
NCC-23094	<i>Lebanon Bay</i>	Chandley Works, Caravalia, Mars	4/7411	4/7505	4/7511	Active
NCC-23095	<i>Skull Bay</i>	Chandley Works, Caravalia, Mars	4/7412	4/7506	4/7512	Active
NCC-23096	<i>Nekoosa Bay V</i>	Southampton Fleet Yard, Terra	4/7501	4/7507	4/7601	Destroyed
NCC-23097	<i>Long Bay</i>	Newport News Fleet Yard, Terra	4/7502	4/7508	4/7602	Active
NCC-23098	<i>Straight Bay</i>	Southampton Fleet Yard, Terra	4/7503	4/7509	4/7603	Active
NCC-23099	<i>Bay of Infinity</i>	Newport News Fleet Yard, Terra	4/7504	4/7510	4/7604	Active
NCC-23100	<i>Floral Bay</i>	Southampton Fleet Yard, Terra	4/7505	4/7511	4/7605	Active
NCC-23101	<i>Smith Bay</i>	Newport News Fleet Yard, Terra	4/7506	4/7512	4/7606	Active
NCC-23102	<i>Harrison Bay</i>	Southampton Fleet Yard, Terra	4/7507	4/7601	4/7607	Active
NCC-23103	<i>Prudhoe Bay</i>	Newport News Fleet Yard, Terra	4/7508	4/7602	4/7608	Active
NCC-23104	<i>Camden Bay</i>	Southampton Fleet Yard, Terra	4/7509	4/7603	4/7609	Active
NCC-23105	<i>Mackenzie Bay</i>	Newport News Fleet Yard, Terra	4/7510	4/7604	4/7610	Active
NCC-23106	<i>Liverpool Bay</i>	Southampton Fleet Yard, Terra	4/7511	4/7605	4/7611	Active
NCC-23107	<i>Norton Bay</i>	Newport News Fleet Yard, Terra	4/7512	4/7606	4/7612	Active
NCC-23108	<i>Scammon Bay</i>	Seskon Trella, Chagala, Tellar	4/7601	4/7607	4/7701	Destroyed
NCC-23109	<i>Kuskokwim Bay</i>	Seskon Trella, Chagala, Tellar	4/7602	4/7608	4/7702	Active
NCC-23110	<i>Bristol Bay</i>	Seskon Trella, Chagala, Tellar	4/7603	4/7609	4/7703	Active
NCC-23111	<i>Kvichak Bay</i>	Seskon Trella, Chagala, Tellar	4/7604	4/7610	4/7704	Active
NCC-23112	<i>Yakutat Bay</i>	Seskon Trella, Chagala, Tellar	4/7605	4/7611	4/7705	Active
NCC-23113	<i>Dry Bay</i>	Seskon Trella, Chagala, Tellar	4/7606	4/7612	4/7706	Active
NCC-23114	<i>Pokai Bay</i>	Seskon Trella, Chagala, Tellar	4/7607	4/7701	4/7707	Active
NCC-23115	<i>Waialua Bay</i>	Seskon Trella, Chagala, Tellar	4/7608	4/7702	4/7708	Active
NCC-23116	<i>Kahana Bay</i>	Seskon Trella, Chagala, Tellar	4/7609	4/7703	4/7709	Active
NCC-23117	<i>Mamala Bay</i>	Seskon Trella, Chagala, Tellar	4/7610	4/7704	4/7710	Active
NCC-23118	<i>Kiholo Bay</i>	Seskon Trella, Chagala, Tellar	4/7611	4/7705	4/7711	Active
NCC-23119	<i>Honolulu Harbor</i>	Seskon Trella, Chagala, Tellar	4/7612	4/7706	4/7712	Active
NCC-23120	<i>White Bay</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7701	4/7707	4/7801	Active
NCC-23121	<i>Half Moon Bay</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7702	4/7708	4/7802	Active
NCC-23122	<i>Sab Pablo Bay</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7703	4/7709	4/7803	Active
NCC-23123	<i>San Francisco Bay</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7704	4/7710	4/7804	Active
NCC-23124	<i>Manhasset Bay</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7705	4/7711	4/7805	Scrapped
NCC-23125	<i>Huntington Bay</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7706	4/7712	4/7806	Active
NCC-23126	<i>Ninatic Bay</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7707	4/7801	4/7807	Active
NCC-23127	<i>Narragansett Bay</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7708	4/7802	4/7808	Active
NCC-23128	<i>Greenwich Bay</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7709	4/7803	4/7809	Active
NCC-23129	<i>Mount Hope Bay</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7710	4/7804	4/7810	Active
NCC-23130	<i>Gardiners Bay</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7711	4/7805	4/7811	Active
NCC-23131	<i>Apalache Bay</i>	Chiokis Fleet Yards, Thelavor, Andor	4/7712	4/7806	4/7812	Active
NCC-23132	<i>Misty Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7801	4/7807	4/7901	Active
NCC-23133	<i>Dagger Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7802	4/7808	4/7902	Active
NCC-23134	<i>Crystal Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7803	4/7809	4/7903	Active
NCC-23135	<i>ShongMar Bay</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7804	4/7810	4/7904	Active

NCC-23136	Tampa Bay	Shar Ta'kel Central Docks, 40 Eridani	4/7805	4/7811	4/7905	Active
NCC-23137	Green Bay	Shar Ta'kel Central Docks, 40 Eridani	4/7806	4/7812	4/7906	Active
NCC-23138	Pine Island Sound	Shar Ta'kel Central Docks, 40 Eridani	4/7807	4/7901	4/7907	Active
NCC-23139	Ruters Bay	Shar Ta'kel Central Docks, 40 Eridani	4/7808	4/7902	4/7908	Active
NCC-23140	Ponce de Leon Bay	Shar Ta'kel Central Docks, 40 Eridani	4/7809	4/7903	4/7909	Active
NCC-23141	Florida Bay	Shar Ta'kel Central Docks, 40 Eridani	4/7810	4/7904	4/7910	Active
NCC-23142	Biscayne Bay	Shar Ta'kel Central Docks, 40 Eridani	4/7811	4/7905	4/7911	Active
NCC-23143	Nassau Sound	Shar Ta'kel Central Docks, 40 Eridani	4/7812	4/7906	4/7912	Active
NCC-23144	St. George's Bay	Utopia Planitia Fleet Yard, Mars	4/7901	4/7907	4/8001	Active
NCC-23146	Conception Bay	Utopia Planitia Fleet Yard, Mars	4/7902	4/7908	4/8002	Active
NCC-23147	Groswater Bay	Utopia Planitia Fleet Yard, Mars	4/7903	4/7909	4/8003	Active
NCC-23148	Ungava Bay	Utopia Planitia Fleet Yard, Mars	4/7904	4/7910	4/8004	Destroyed
NCC-23149	Cumberland Sound	Utopia Planitia Fleet Yard, Mars	4/7905	4/7911	4/8005	Active
NCC-23150	Glacier Bay	Utopia Planitia Fleet Yard, Mars	4/7906	4/7912	4/8006	Active
NCC-23151	Bay of Fundy	Utopia Planitia Fleet Yard, Mars	4/7907	4/8001	4/8007	Active
NCC-23152	Chatham Strait	Utopia Planitia Fleet Yard, Mars	4/7908	4/8002	4/8008	Active
NCC-23153	Leary Bay II	Utopia Planitia Fleet Yard, Mars	4/7909	4/8003	4/8009	Active
NCC-23154	James Bay	Utopia Planitia Fleet Yard, Mars	4/7910	4/8004	4/8010	Active
NCC-23155	Hudson Bay	Utopia Planitia Fleet Yard, Mars	4/7911	4/8005	4/8011	Active
NCC-23156	Brooks Bay	Utopia Planitia Fleet Yard, Mars	4/7912	4/8006	4/8012	Active
NCC-23157	Barkley Sound	Alfras Fleet Yards, Deneb V	4/8001	4/8007	4/8101	Active
NCC-23158	T'sena Sound	Alfras Fleet Yards, Deneb V	4/8002	4/8008	4/8102	Active
NCC-23159	Portage Bay	Alfras Fleet Yards, Deneb V	4/8003	4/8009	4/8103	Active
NCC-23160	Thunder Bay	Alfras Fleet Yards, Deneb V	4/8004	4/8010	4/8104	Active
NCC-23161	Miramichi Bay	Alfras Fleet Yards, Deneb V	4/8005	4/8011	4/8105	Scrapped
NCC-23162	Thaasal Bay	Alfras Fleet Yards, Deneb V	4/8006	4/8012	4/8106	Active
NCC-23163	Egmont Bay	Alfras Fleet Yards, Deneb V	4/8007	4/8101	4/8107	Active
NCC-23164	Bonavista Bay	Alfras Fleet Yards, Deneb V	4/8008	4/8102	4/8108	Active
NCC-23165	Fortune Bay	Alfras Fleet Yards, Deneb V	4/8009	4/8103	4/8109	Active
NCC-23166	Lingava Bay	Alfras Fleet Yards, Deneb V	4/8010	4/8104	4/8110	Active
NCC-23167	Torryburn Cove	Alfras Fleet Yards, Deneb V	4/8011	4/8105	4/8111	Active
NCC-23168	Bay of Campeche	Alfras Fleet Yards, Deneb V	4/8012	4/8106	4/8112	Active
NCC-23169	Baffin Bay	Shar Ta'kel Central Docks, 40 Eridani	4/8101	4/8107	4/8201	Active
NCC-23170	Chesapeake Bay	Shar Ta'kel Central Docks, 40 Eridani	4/8102	4/8108	4/8202	Active
NCC-23171	Alazan Bay	Shar Ta'kel Central Docks, 40 Eridani	4/8103	4/8109	4/8203	Active
NCC-23172	Copano Bay	Shar Ta'kel Central Docks, 40 Eridani	4/8104	4/8110	4/8204	Active
NCC-23173	Smithtown Bay	Shar Ta'kel Central Docks, 40 Eridani	4/8105	4/8111	4/8205	Active
NCC-23174	Lower Bay	Shar Ta'kel Central Docks, 40 Eridani	4/8106	4/8112	4/8206	Active
NCC-23175	Upper Bay	Shar Ta'kel Central Docks, 40 Eridani	4/8107	4/8201	4/8207	Active
NCC-23176	Jamaica Bay	Shar Ta'kel Central Docks, 40 Eridani	4/8108	4/8202	4/8208	Active
NCC-23177	Noyak Bay	Shar Ta'kel Central Docks, 40 Eridani	4/8109	4/8203	4/8209	Active
NCC-23178	Gardiners Bay	Shar Ta'kel Central Docks, 40 Eridani	4/8110	4/8204	4/8210	Active
NCC-23179	Block Island Sound	Shar Ta'kel Central Docks, 40 Eridani	4/8111	4/8205	4/8211	Active
NCC-23180	Flingham Bay	Shar Ta'kel Central Docks, 40 Eridani	4/8112	4/8206	4/8212	Active
NCC-23181	Carolina Bay	Utopia Planitia Fleet Yard, Mars	4/8201	4/8207	4/8301	Active
NCC-23182	Inland Bay	Utopia Planitia Fleet Yard, Mars	4/8203	4/8207	4/8301	Active
NCC-23183	Hampton Bay	Utopia Planitia Fleet Yard, Mars	4/8205	4/8211	4/8305	Active
NCC-23184	Nekoosa Bay VI	Utopia Planitia Fleet Yard, Mars	4/8207	4/8301	4/8307	Active
NCC-23185	Randall Bay	Utopia Planitia Fleet Yard, Mars	4/8209	4/8303	4/8309	Active
NCC-23186	Bantry Bay	Utopia Planitia Fleet Yard, Mars	4/8211	4/8305	4/8311	Active
NCC-23187	Bodega Bay	Chandley Works, Caravalia, Mars	4/8302	4/8308	4/8402	Active
NCC-23188	Monterey Bay	Chandley Works, Caravalia, Mars	4/8304	4/8310	4/8404	Active
NCC-23189	Kogel Bay	Chandley Works, Caravalia, Mars	4/8306	4/8312	4/8406	Active
NCC-23190	Coos Bay	Chandley Works, Caravalia, Mars	4/8308	4/8402	4/8408	Active
NCC-23191	Georgian Bay	Chandley Works, Caravalia, Mars	4/8310	4/8404	4/8410	Active
NCC-23192	Emu Bay	Chandley Works, Caravalia, Mars	4/8312	4/8406	4/8412	Active
NCC-23193	Nelson Bay	Makin County Ship Yards	4/8401	4/8407	4/8501	Active
NCC-23194	Baird Bay	Makin County Ship Yards	4/8403	4/8409	4/8503	Active
NCC-23195	Yaquina Bay	Makin County Ship Yards	4/8405	4/8411	4/8505	Active
NCC-23196	Alert Bay	Makin County Ship Yards	4/8407	4/8501	4/8507	Active
NCC-23197	Mesquite Bay	Makin County Ship Yards	4/8409	4/8503	4/8509	Active
NCC-23198	White Sands Bay	Makin County Ship Yards	4/8411	4/8505	4/8511	Active
NCC-23199	Gordons Bay	Shar Ta'kel Central Docks, 40 Eridani	4/8502	4/8508	4/86??	Trials
NCC-23200	Matapouri Bay	Shar Ta'kel Central Docks, 40 Eridani	4/8504	4/8510	4/86??	Trials
NCC-23201	Morro Bay	Shar Ta'kel Central Docks, 40 Eridani	4/8506	4/8512	4/86??	Trials
NCC-23202	Faraway Bay	Shar Ta'kel Central Docks, 40 Eridani	4/8508	4/86??	4/86??	Trials
NCC-23203	False Bay	Shar Ta'kel Central Docks, 40 Eridani	4/8510	4/86??	4/86??	Trials
NCC-23204	Drake Bay	Shar Ta'kel Central Docks, 40 Eridani	4/8512	4/86??	4/86??	Trials



The *Bay*-class destroyer escort was designed in the early 2360's as a low cost, disposable light warship that was easy to build and field in large numbers. The plan called for the major components of the vessel to be pre-assembled at ground based construction facilities and completed in the ship fitter's yard. With a life span projected at only 25 years, the vessels had to be cost effective, and the pre-fabrication option optimized the project's resources. While the "Throw Away Bay" is not the most powerful vessel in the fleet, she is unquestionably one of the most prolific and has certainly met the need of a fleet desperately in need of multipurpose small vessel support.

Classification: The *Bay* is classified as a destroyer escort.

Design: In order to facilitate the modular, prefabricated construction process into the *Bay*, the vessel is constructed of a small secondary hull and enlarged saucer section. The saucer sports numerous access ports on the underside that can be pulled away to swap out damaged components or install upgrades. The secondary hull features a "plug-in" warp core, a deflector array that can be pulled out as a single component, and fuel storage bunkers that can be swapped out for storage containers for short-range cargo duty. While the *Bay* carries no civilians, it does possess the capability to separate and reconnect its saucer section from the star drive for independent operations. This is provided purely as a safety measure as the primary hull is unable to support itself in combat without the maneuvering capabilities of the saucer's impulse engines. This design feature has saved the lives of more than one *Bay* crew whose battle damaged vessel was facing a warp core breach or other such catastrophe where evacuating in escape pods would have proven pointless.

Engineering: The FUWE-1 warp core used aboard the *Bay* is a heavily modified version of the type developed for newly emerging small vessel designs. Although it provides power similarly to her contemporaries, the *Bay*'s warp drive can propel the vessel at only warp 9.4 for twelve hours. Her dual FIF-2 impulse drives are adequate for fleet operations at sublight speeds, but are criticized for their disappointing auxiliary power generation capabilities.

Tactical: The primary role of the *Bay* is to provide fire support for the vessels she is escorting or to engage the enemy en-masse. Her saucer mounted FH-10 phasers provide superb firepower from long ranges while her fore and aft FP-8 torpedo launchers do the dirty work up close. Any *Bay* by itself is a weak warship and is barely capable of self-defense. However, the *Bay*'s are operated in groups of six with a force commander coordinating the actions of all ships in a group. To this end, every sixth *Bay* that is built is equipped with a CIC suite and provisions for an eight member battle staff.

Crew Support/Computer Systems: The *Bay*'s are small and crowded and service aboard them is unpopular. The primary outlet for the crew's recreational needs is a massive lounge area on deck 7 and two smaller lounges on deck 2 that feature floor to ceiling observation windows that provide a superb view of the space outside the ship. These multipurpose lounges also serve as the ship's galley, triage center, temporary cargo bay, gymnasiums, and any other purpose the crew can dream up. The computer systems aboard the *Bay* are a standard isolinear makeup.

Development and Construction History: Of the 204 *Bay*-class DDEs constructed, 179 remain in active service. Contracts are spread out six at a time to various shipyards to maximize the transport of construction components from the master ground facilities on Rigel IV and Terra. Construction has been approved at current rates for the foreseeable future as long as need dictates their production. With the 20-year birth date of many of the class approaching, plans are being drawn up to either extend their service lives another ten years through refurbishing operations or the sale of older models to the Corillian States.

Historical Notes:

<i>Nekoosa Bay</i>	Scrapped after colliding with the cargo transport <i>SS T'songria</i> at Starbase 12 on stardate 4/6912.
<i>Opal Bay</i>	Destroyed after an attack by Elasi pirates in the j'Gorgash 4/7004 system on stardate.
<i>Sparkling Bay</i>	Accidentally destroyed during joint training maneuvers with the Klingon Empire after colliding with the <i>K'inga</i> -class <i>IKV Kokucha</i> on stardate 4/6808.
<i>Sun Bay</i>	Scrapped on stardate 4/8403 following inspections revealing metallurgical framework fatigue.
<i>Marco Bay</i>	One of three <i>Bay</i> -class DDEs destroyed in an attack by Orion pirates near Orion space while escorting a convoy on stardate 4/7207.
<i>Leary Bay</i>	One of three <i>Bay</i> -class DDEs destroyed in an attack by Orion pirates near Orion space while escorting a convoy on stardate 4/7207.

<i>Nekoosa Bay II</i>	One of three Bay-class DDEs destroyed in an attack by Orion pirates near Orion space while escorting a convoy on stardate 4/7207.
<i>Howse Bay</i>	Destroyed by Cardassian forces in a raid on a Dominion storage depot in the Kakora Sector on stardate 4/7509.
<i>Mexico Bay</i>	Destroyed by the Breen near Bajor on stardate 4/7610.
<i>Purple Bay</i>	Destroyed in an attack on an IKS terrorist camp on stardate 4/7107.
<i>Docker Bay</i>	Scrapped after taking extensive damage from Jem'hadar forces in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost in the action
<i>Pal Bay</i>	Destroyed by a warp core failure near Sol II on stardate 4/7202.
<i>Murky Bay</i>	Destroyed by Jen'hadar forces on stardate 4/7508 near Bolarus.
<i>Nylon Bay</i>	Destroyed by Jem'hadar forces in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost in the action
<i>Nekoosa Bay III</i>	Destroyed by Jem'hadar forces in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost in the action
<i>Miera Bay</i>	Destroyed by Jem'hadar forces in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost in the action
<i>China Bay</i>	Destroyed by Jem'hadar forces in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost in the action
<i>Deep Bay</i>	Stripped down and sold to the Corillian States as a production template for their own starship construction program on stardate 4/7209.
<i>Concord Bay</i>	Destroyed on stardate 4/8503 by an unknown alien species near Tholian space.
<i>Scammon Bay</i>	Destroyed on stardate 4/8212 while defending Starbase 12 from an IKS raiding force.
<i>Manhasset Bay</i>	Scrapped on stardate 4/8004 after an under way refueling accident near Vulcan.
<i>Nekoosa Bay IV</i>	Scrapped after an attack on the Gor'la system on stardate 4/7512.
<i>Nekoosa Bay V</i>	Destroyed on stardate 4/7604 after striking an uncharted Dominion War era minefield near Bolarus Prime.
<i>Ungava Bay</i>	Destroyed on stardate 4/8212 while defending Starbase 12 from an IKS raiding force.
<i>Miramichi Bay</i>	Scrapped on stardate 4/8204 after stress tested to destruction by Starfleet Engineering Research and Development.

Specifications for the *Bay*-class Destroyed Escort

Construction Data:

Model Number: Mk I
Date Entered Service: 4/6801

Hull Data:

Superstructure Points: 36
Size:
Length: 188 m
Width: 66 m
Height: 41 m
Transporters:
Standard Six Person- 2
Emergency 22 Person- 2
Cargo, small- 2
Cargo, large- 1
Crew: 20 Officers
95 Enlisted
Passengers: 4
600 evacuation limit
Shuttlecraft: Type 6 Personnel (2)

Engines and Power Data:

Total Power Units Available: 58
Movement/Point Ratio: 3/1
Warp Engine Type: FUWE-1
Number: 1
Power Units Available: 26
Cruising Speed: 6
Emergency Speed: 9.4
Impulse Engine Type: FIF-2
Number: 2
Power Units Available: 16
Auxiliary Power: 6
Reserve Power: 3

Weapons and Firing Data:

Beam Weapon Type: FH-10
Number: 4
Firing Arcs: 2 f/p, 2 f/s
Chart: W
Max Power: 7
+3 (1-10)
+2 (11-17)
+1 (18-20)
Missile Weapon Type: FP-8
Number: 4
Firing Arcs: 2 f/p/s, 2 a/p/s
Chart: Q
Power to Arm: 1
Damage: 10

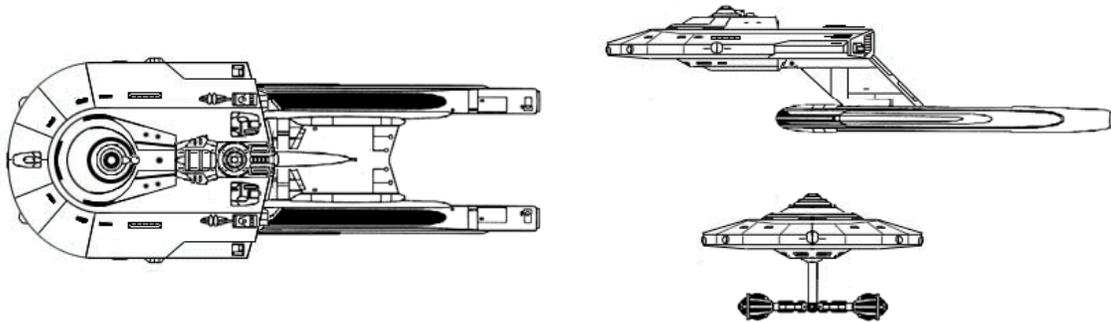
Shields Data:

Deflector Shield Type: FSP-1
Shield Point Ratio: 1/4
Max Shield Power: 16/side

Combat Efficiency:

Point Value: 72

Corvette-class Cutter



The *Corvette*-class cutter was introduced to Starfleet service in 2367 as a low cost high speed interdiction vessel and convoy escort craft. Smaller than a destroyer but far more capable than most inter-system monitors, the *Corvettes* are more than a match for any of the major pirate clans plying the space lanes today. As an escort, the *Corvette's* primary role is to absorb shots that might otherwise be hitting the real ships, a grim but accurate description of their mission scope. Her secondary functions include light utility work, rescue operations and commerce patrols, jobs that she is well suited for. In short, the *Corvette's* are capable vessels and have served the fleet well for fifteen years and will continue to do so for the foreseeable future.

Nomenclature: *Corvette*-class vessels are rarely given proper names upon commissioning. However, they are often given nicknames along with a ship's emblem that is emblazoned on the warp nacelle pylon as a unique identifier. This system is analogous to the artwork and names assigned to bomber and fighter units on Terra during the conflicts of the mid-late twentieth century. The vessels of the class are entered into the fleet registry by their NCC number only and have been omitted here for clarity's sake.

Classification: The *Corvette* is classified as a cutter, a designation that identifies the vessel as a short-range patrol combatant and interdiction vessel. Traditionally, they have been used for convoy work and pirate interdiction, although they sometimes operate in task forces or as border patrol vessels.

Design: The design for the *Corvette* is a simple, modular affair that was meant to be cheap, easy to produce and effortless to maintain. The crew support systems and engineering spaces are enclosed in a small primary hull with twin nacelles trailing out and down from the vessel. The craft is designed to break away from the pylons and eject the engineering spaces as a single unit in the event of a core failure or other catastrophic event. Shed of the bulk of the engines the saucer section becomes little more than highly maneuverable lifeboat.

Engineering: The FUWE-2 warp drive that was developed for the *Cheyenne*-class was found to be a perfect match for the *Corvette*. The high output, low mass drive is capable of driving the *Corvette* at an impressive emergency top speed of warp 9.8, but it can only sustain these speeds for 6 hours. This is due to the limited output of the *Corvette's* small deflector array and her finite structural support system, both of which are incapable of high power outputs for extended periods.

Tactical: The *Corvette's* main asset is her fairly strong offensive weapons array. Her five FH-10 phasers cover the vessel from all approach angles with her FP-10 torpedoes providing an impressive backup punch. Although a single *Corvette* operating alone is an easy target, *Corvette's* usually operate in groups of four or eight to maximize their firepower. The FSQ shield system mounted aboard ship is the most powerful small hull design fielded to date and is able to withstand a massive barrage of enemy fire.

Crew Support/Computer Systems: The *Corvette's* small thirty-two man crew is fairly comfortable for such a small vessel. In fact, the *Corvette* is the smallest vessel built with a holodeck, a valuable asset for a ship with such long patrol missions. The computer system is a reengineered version of the type developed for the *Bay*-class DDE and is sufficient for the vessel's needs.

Development and Construction History: Of the 270 *Corvette*-class cutters built to date, 222 remain in active service with 16 new units built per year. Two are operating with Starfleet Training Command, one with Starfleet Intelligence, eight with the reserve fleet and one has been sold to the Corillians as a building template for their own starship design program. The construction contract is open ended, and production will cease as Starfleet sees fit.

Specifications for the *Corvette*-class Cutter

Construction Data:

Model Number: Mk I
Date Entered Service: 4/6712

Hull Data:

Superstructure Points: 36
Size:
 Length: 204 m
 Width: 81 m
 Height: 50 m
Transporters:
 Standard Six Person- 1
 Emergency 22 Person- 1
 Cargo, small- 1
 Cargo, large- -
Crew: 6 Officers
26 Enlisted
Passengers: 4
400 evacuation limit
Shuttlecraft: Type 10 Personnel (1)
Type 18 Shuttlepod (2)

Engines and Power Data:

Total Power Units Available: 84
Movement/Point Ratio: 3/1
Warp Engine Type: FUWE-2
Number: 2
 Power Units Available: 30
 Cruising Speed: 6
 Emergency Speed: 9.8
Impulse Engine Type: FIF-1
Number: 2
 Power Units Available: 12
Auxiliary Power: 8
Reserve Power: 4

Weapons and Firing Data:

Beam Weapon Type: FH-10
Number: 10
Firing Arcs: 2 f, 2 f/p, 2 f/s, 2 p/s, 2 a
Chart: W
Max Power:
 +3 (1-10)
 +2 (11-17)
 +1 (18-20)
Missile Weapon Type: FP-10
Number: 4
Firing Arcs: 2 f/p/s, 2 a
Chart: S
Power to Arm: 1
Damage: 10

Shields Data:

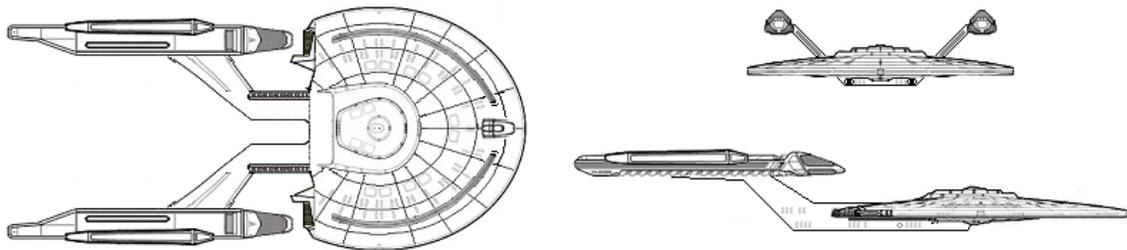
Deflector Shield Type: FSQ-1
Shield Point Ratio: 1/6
Max Shield Power: 18/side

Combat Efficiency:

Point Value: 77

County-class Destroyer Escort

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-75530	<i>Washington County</i>	Utopia Planitia Fleet Yards, Mars	4/8001	4/8203	4/8209	Active
NCC-75531	<i>Wood County</i>	Utopia Planitia Fleet Yards, Mars	4/8001	4/8204	4/8209	Active
NCC-77884	<i>Orange County</i>	Utopia Planitia Fleet Yards, Mars	4/8305	4/8501	4/8506	Active
NCC-72237	<i>Lake County</i>	Utopia Planitia Fleet Yards, Mars	4/8305	4/8501	4/8507	Active
NCC-73772	<i>Marion County</i>	Utopia Planitia Fleet Yards, Mars	4/8305	4/8502	4/8507	Active
NCC-79244	<i>Rankin County</i>	Utopia Planitia Fleet Yards, Mars	4/8305	4/8501	4/8507	Active
NCC-72612	<i>Lawrence County</i>	Utopia Planitia Fleet Yards, Mars	4/8305	4/8505	4/8512	Active
NCC-79722	<i>Santa Cruz County</i>	Utopia Planitia Fleet Yards, Mars	4/8305	4/8506	4/8512	Active
NCC-80044	<i>Cumberland County</i>	Utopia Planitia Fleet Yards, Mars	4/8403	4/86??	4/86??	Active
NCC-82994	<i>Platte County</i>	Utopia Planitia Fleet Yards, Mars	4/8403	4/86??	4/86??	Active
NCC-80387	<i>Bennington County</i>	Utopia Planitia Fleet Yards, Mars	4/8407	4/86??	4/86??	Active
NCC-88562	<i>Stafford County</i>	Utopia Planitia Fleet Yards, Mars	4/8407	4/86??	4/86??	Active
NCC-89834	<i>Boone County</i>	Utopia Planitia Fleet Yards, Mars	4/8411	4/86??	4/86??	Active
NCC-80234	<i>Bowie County</i>	Utopia Planitia Fleet Yards, Mars	4/8411	4/86??	4/86??	Active
NCC-82511	<i>Franklin County</i>	Utopia Planitia Fleet Yards, Mars	4/8502	4/87??	4/87??	Active
NCC-81254	<i>Maricopa County</i>	Utopia Planitia Fleet Yards, Mars	4/8502	4/87??	4/87??	Active
NCC-86027	<i>Watford County</i>	Utopia Planitia Fleet Yards, Mars	4/8508	4/87??	4/87??	Active
NCC-84898	<i>Lane County</i>	Utopia Planitia Fleet Yards, Mars	4/8508	4/87??	4/87??	Active
NCC-86257	<i>Oklahoma County</i>	Utopia Planitia Fleet Yards, Mars	4/8509	4/87??	4/87??	Active
NCC-84022	<i>Montgomery County</i>	Utopia Planitia Fleet Yards, Mars	4/8509	4/87??	4/87??	Active
NCC-80100	<i>Victoria County</i>	Utopia Planitia Fleet Yards, Mars	4/86??	4/88??	4/88??	Active
NCC-83472	<i>Spalding County</i>	Utopia Planitia Fleet Yards, Mars	4/86??	4/88??	4/88??	Active
NCC-82442	<i>Essex County</i>	Utopia Planitia Fleet Yards, Mars	4/86??	4/88??	4/88??	Active
NCC-82377	<i>Atlantic County</i>	Utopia Planitia Fleet Yards, Mars	4/86??	4/88??	4/88??	Active
NCC-87432	<i>Monongalia County</i>	Utopia Planitia Fleet Yards, Mars	4/86??	4/88??	4/88??	Active
NCC-88532	<i>Eureka County</i>	Utopia Planitia Fleet Yards, Mars	4/86??	4/88??	4/88??	Active



In the handful of years since they entered their evaluation period with Starfleet operations, the diminutive *County*-class destroyer escort has earned a reputation as a fierce and competent combatant. That she will enter full-scale fleet deployment is now a foregone conclusion, but the question of whether the *County*-class will completely replace the *Bay*-class DDE or simply supplement her is anyone's guess. By any standard the *County* is a far superior escort than the venerable *Bay*, but her greater cost and support requirements may eventually be her undoing.

Classification: The *County*-class is geared toward escort and interdiction roles and has been designated as a destroyer escort.

Design: For any student of Starfleet history, it comes as no surprise that the design of the *County*-class is inspired by the long since retired *Locknar*-class frigates. The spaceframe has been obviously updated however, and her saucer section has more in common with the *Bay*-class than anything else. Otherwise, as one engineer put it, the resemblance to the *Locknar* is "a spooky though happy coincidence."

Engineering: Like the *Bay*-class that she is intended to replace, the *County* is made up of a number of swappable hull sections that can be substituted with mission specific modules or for ease of repair. She also retains the *Bay*'s ability to separate from the nacelles and warp core thanks to a series of hull separators along the ventral superstructure. Her FUWE-1 warp drive has been in service in other classes for a number of years and is a perfect lightweight, high output choice for vessel's of the *County*'s size. Her twin FIF-2 impulse drive nearly doubles the output from the *Bay*-class and provides phenomenal maneuverability.

Tactical: The *County* was designed around the inclusion of a quartet of FQ-1 quantum torpedo launchers. The fore aft arrangement of this devastating weapon allows the *County* to aggressively close with the enemy, pound their hull with a flurry of torpedo fire and zoom past to repeat the attack with the aft tubes. The FH-10 phaser array is a bit light when compared with other vessels of her size, but they are mounted in a manner that allows for excellent coverage and a relatively high rate of fire.

Crew Support/Computer Systems: At nearly twice the size of the *Bay* but with only 75% of the crew requirements, the *County* is a roomy vessel. Though she spends much of her time on short-range support missions or escort duties, the class sports holodecks and

recreational facilities that would normally be considered outside her requirements. Both of these aspects of life aboard the *County* have made them popular assignments. The *County* possesses a unique isolinear dual computer core arrangement, something usually reserved for much larger vessels. In the event of catastrophic system failure or battle damage, the second core can be removed from protected mode and brought on-line in a matter of minutes. In the rare event that the *County* is called upon to perform stellar observations or tactical surveillance, the second core can also be brought on-line for parallel processing and information storage.

Development and Construction History: The *County* was developed by Starfleet Tactical of San Francisco and was recently approved for full-scale production at a rate of six vessels per year after a three-year evaluation period. Of the eight ships of the class to enter service, all remain in active deployment.

Specifications for the *County*-class Destroyer Escort

Construction Data:

Model Number: Mk I
Date Entered Service: 4/8209

Hull Data:

Superstructure Points: 46
Size:
 Length: 305 m
 Width: 141 m
 Height: 44 m
Transporters:
 Standard Six Person- 1
 Emergency 22 Person- 1
 Cargo, small- 1
Crew: 8 Officers
75 Enlisted
Passengers: 4
250 evacuation limit
Shuttlecraft: Type 9 Personnel (2)
Type 16 Shuttlepod (1)

Engines and Power Data:

Total Power Units Available: 76
Movement/Point Ratio: 2/1
Warp Engine Type: FUWE-1
 Number: 2
 Power Units Available: 26
 Cruising Speed: 6
 Emergency Speed: 9.6
Impulse Engine Type: FIF-1
 Number: 2
 Power Units Available: 12
Auxiliary Power: 8
Reserve Power: 4

Weapons and Firing Data:

Beam Weapon Type: FH-10
 Number: 7
 Firing Arcs: 3 f/p, 3 f/s, 1 a
 Chart: W
 Max Power: 7
 +3 (1-10)
 +2 (11-17)
 +1 (18-20)
Missile Weapon Type: FQ-1
 Number: 8
 Firing Arcs: 4 f, 4 a
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

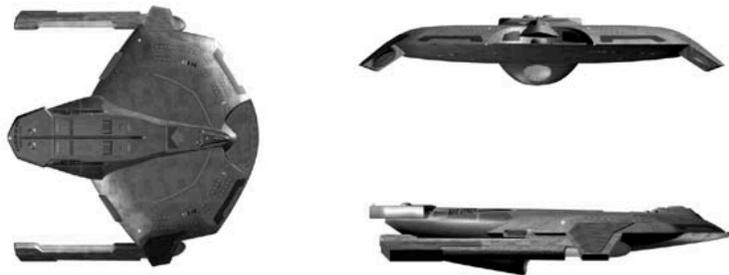
Deflector Shield Type: FST-M
Shield Point Ratio: 1/7
Max Shield Power: 14/side

Combat Efficiency:

Point Value: 89

Saber-class Escort

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-65408	<i>Saber</i>	Utopia Planita Fleet Yards, Mars	4/6503	4/6702	4/6801	Active
NCC-61800	<i>Scimitar</i>	Antares Fleet Yards	4/6701	4/6803	4/6902	Active
NCC-62165	<i>Voodoo</i>	Antares Fleet Yards	4/6803	4/6902	4/7005	Destroyed
NCC-73135	<i>Laconia</i>	Makin County Ship Yards	4/6805	4/6907	4/7006	Active
NCC-67323	<i>Broadsword</i>	Antares Fleet Yards	4/6904	4/7011	4/7110	Destroyed
NCC-65767	<i>Mitchell</i>	Antares Fleet Yards	4/6904	4/7006	4/7101	Active
NCC-73575	<i>Dragonfly</i>	Utopia Planita Fleet Yards, Mars	4/7002	4/7104	4/7203	Destroyed
NCC-61947	<i>Yeager</i>	Utopia Planita Fleet Yards, Mars	4/7009	4/7202	4/7212	Active
NCC-73677	<i>Basilisk</i>	Antares Fleet Yards	4/7103	4/7209	4/7307	Active
NCC-78090	<i>Vesuvius</i>	Makin County Ship Yards	4/7108	4/7212	4/7311	Active
NCC-74365	<i>Hawkeye</i>	Antares Fleet Yards	4/7204	4/7305	4/7403	Active
NCC-77678	<i>Waraxe</i>	Antares Fleet Yards	4/7204	4/7312	4/7405	Active
NCC-77334	<i>Bataan</i>	Antares Fleet Yards	4/7305	4/7412	4/7507	Active
NCC-74685	<i>Rapier</i>	Antares Fleet Yards	4/7312	4/7505	4/7511	Active
NCC-74201	<i>Lancer</i>	Antares Fleet Yards	4/7403	4/7506	4/7601	Active
NCC-74875	<i>Liberator</i>	Utopia Planita Fleet Yards, Mars	4/7404	4/7507	4/7603	Active
NCC-76500	<i>Trident</i>	Utopia Planita Fleet Yards, Mars	4/7507	4/7603	4/7705	Active
NCC-71466	<i>Longsword</i>	Utopia Planita Fleet Yards, Mars	4/7509	4/7609	4/7707	Active
NCC-78567	<i>Champion</i>	Antares Fleet Yards	4/7603	4/7706	4/7801	Active
NCC-72234	<i>Claymore</i>	Antares Fleet Yards	4/7606	4/7709	4/7805	Active
NCC-71345	<i>Cobra</i>	Makin County Ship Yards	4/7706	4/7806	4/7907	Active
NCC-78053	<i>Tiger</i>	Antares Fleet Yards	4/7710	4/7903	4/7911	Active
NCC-72120	<i>Vindicator</i>	Antares Fleet Yards	4/7801	4/7905	4/8002	Active
NCC-72321	<i>Skyhawk</i>	Makin County Ship Yards	4/7803	4/7909	4/8007	Active



In the early part of the 24th century, small escort vessels were replaced by larger multimission cruisers that were more capable than their smaller counterparts but more difficult to construct. By the late 2350s Starfleet was seriously in need of new escorts to take up where the heavier vessels left off. One of the first designs to come out of the development project was the *Saber*-class escort, a small, swift, over-gunned vessel and light scout ship. While similar vessels like the *Defiant*-class or *Sequoia* are more oriented toward offensive missions, the *Saber* has proven herself time and again as a capable defensive asset and intelligence gathering platform.

Classification: Although she is designated as an escort, the *Saber* performs numerous other duties for the fleet.

Design: Considering her mission scope, the *Saber* is a fairly simplistic design with a small saucer section and twin nacelles trailing out from the side of the vessel. The aft engineering bay houses the drive units and small deflector array while the cramped primary hull houses the crew and weapons systems.

Engineering: Primary propulsion for the *Saber* is provided by a reengineered version of the FUWA-2 warp drive with a top speed of 9.89 for up to twelve hours. The FIG-2 impulse drives provide impressive maneuvering and auxiliary power for such a small vessel and is widely touted as one of the *Saber*'s best design features. Although she is slightly larger than the *Defiant* and carries the same crew complement, the *Saber* uses the extra space to incorporate larger fuel bunkers and storage lockers to facilitate long range scouting missions, something her contemporaries are only moderately suited for.

Tactical: The weapons aboard the *Saber* are slightly less devastating than the type mounted aboard the much touted *Defiant*-class but have a slightly better range of coverage. Her FH-15 phaser banks are able to fire a devastating volley into the forward arcs and flanks of the vessel before recharging. The fore/aft mounted FP-10 torpedo launchers provide a close in backup strike with a duel capacity for photon and quantum type torpedoes. Furthermore, her FSR-1 shield generator provides slightly better protection than the first generation FSS-M series mounted aboard the *Defiant*. The *Saber* also incorporates several other tactical systems that remain classified due to their sensitive nature.

Crew Support/Computer Systems: Like most vessels of her classification, the *Saber* is a crowded ship with most internal space either taken up by machinery or storage. Due to her occasional long range patrol missions, Starfleet Engineering was able to shoehorn in a few recreational facilities and a small holodeck, but life aboard ship is less than luxurious. The computer system aboard ship is the same type developed for the *Defiant*-class and has been criticized for its limited storage capacity during the *Saber*'s intelligence gathering mission.

Development and Construction History: Of the twenty-four *Saber*-class escorts built to date, twenty-one remain in active service. Construction recently ended at the Makin County Ship Yards with the commissioning of the *USS Skyhawk*. It is expected that sometime in the next five years that the licensing and plans for the *Saber* will be transferred to the Corillian States for use in their own construction program.

Historical Notes:

- Voodoo* Destroyed by the Borg at the Battle of Typhon on stardate 4/7305.
- Broadsword* Destroyed by forces of the Romulan Empire near the Neutral Zone on stardate 4/7406.
- Dragonfly* Destroyed by the Borg at the Battle of Typhon on stardate 4/7305.

While her crew was enjoying shore leave on Risa on stardate 4/7610.11, the *USS Waraxe* was docked at the small Starfleet facility above the resort planet. It was there that a team of anti-Starfleet Risian peace activists boarded the vessel posing as a repair team and went about sabotaging her primary systems as a form of protest. With most of the ship's crew on the planet and the shipboard security systems disabled the Risians ran amuck aboard the *Waraxe* for more than an hour and managed to vandalize over 70% of her key systems. Order was restored only after a boarding team was beamed aboard the *Waraxe* from the *USS Christopher Pike II*, another Starfleet vessel that had just arrived in orbit. The five demonstrators were taken into custody with no casualties and the *Waraxe* was towed to a repair dock at Utopia Planitia for an extensive refit.

On stardate 4/7503.14, the *USS Laconia* was patrolling the Cardassian border when she was jumped by three Jem'hadar fighters. Badly outmatched, the *Laconia* ran for a nearby asteroid field and attempted to use the debris to obviate the enemy's sensors. While negotiating a particularly thick patch of asteroids, the vessel's helmsman brushed the side of the *Laconia* against an asteroid which ripped her port nacelle, shuttle bay and part of the aft superstructure from the vessel's hull. Although badly damaged, the *Laconia* continued deeper into the field. Operating with only partial sensors the Jem'hadar only saw an explosion and debris where the *Laconia* was which suggested the Federation vessel's demise. In reality the Starfleet vessel was in bad shape but a long way from dead in space. With her warp drive destroyed and communications limited to intership, the *Laconia's* captain resigned the vessel to hiding in the field until help could arrive. Meanwhile, the Dominion propaganda began spreading word of the *Laconia's* demise confirming Starfleet's fears that the vessel had been destroyed. The fact that she had failed to report in for over two weeks only strengthened the Dominion's claims. When the war ended nearly a year later, Starfleet began an effort of salvaging destroyed vessels and retrieve bodies for burial, and the lost *Laconia* was near the top of their list. Instead of a burnt out hulk they found the vessel on minimal power still hiding in the asteroid field with her crew alive and well. The badly damaged vessel was taken back to starbase for repair and her crew were all awarded commendations in light of their ordeal.

Specifications for the *Saber*-class Escort

Construction Data:

Model Number: Mk I
Date Entered Service: 4/6801

Hull Data:

Superstructure Points: 52
Size:
Length: 129 m
Width: 131 m
Height: 32 m
Transporters:
Standard Six Person- 1
Emergency 16 Person- 1
Cargo, small- 1
Crew: 10 Officers
32 Enlisted
Passengers: 15
200 evacuation limit
Shuttlecraft: Type 10 Personnel (2)

Engines and Power Data:

Total Power Units Available: 140
Movement/Point Ratio: 4/1
Warp Engine Type: FUWA-2
Number: 2
Power Units Available: 50
Cruising Speed: 6
Emergency Speed: 9.7
Impulse Engine Type: FIF-1
Number: 2
Power Units Available: 20
Auxiliary Power: 14
Reserve Power: 7

Weapons and Firing Data:

Beam Weapon Type: FH-15
Number: 8
Firing Arcs: 4 f/p, 4 f/s
Chart Y
Max Power: 12
+3 (1-15)
+2 (16-20)
+1 (21-24)
Missile Weapon Type: FP-10
Number: 8
Firing Arcs: 4 f/p/s, 4 a
Chart S
Power to Arm: 1
Damage: 10

Shields Data:

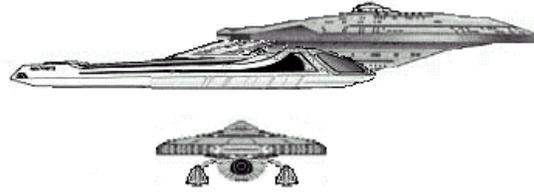
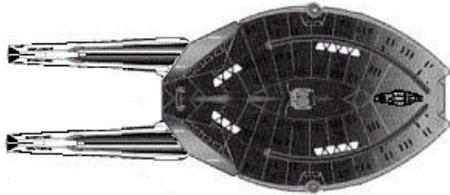
Deflector Shield Type: FSR-1
Shield Point Ratio: 1/6
Max Shield Power: 18/side

Combat Efficiency:

Point Value: 147

Sequoia-class Escort

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-70844	<i>Sequoia</i>	Utopia Planitia Fleet Yards, Mars	4/6601	4/6802	4/6902	Active
NCC-70073	<i>Yellowstone</i>	Utopia Planitia Fleet Yards, Mars	4/6705	4/6904	4/7001	Active
NCC-70699	<i>El Capitan</i>	Utopia Planitia Fleet Yards, Mars	4/6802	4/7012	4/7108	Active
NCC-71588	<i>Yosemite</i>	Antares Fleet Yards	4/6911	4/7112	4/7209	Active
NCC-77744	<i>Mckinley</i>	Antares Fleet Yards	4/7009	4/7206	4/7302	Active



The *Sequoia*-class escort project began as a parallel design project with the emerging *Defiant/Pathfinder* project in 2366 as a response to the Borg threat. The philosophy behind both designs was a small and easy to produce warships integrated with the most firepower the designers could squeeze into their hulls. It is one of the great ironies of history that the *Defiant*-class was canceled after problems with the prototype cropped up and Starfleet went with the *Sequoia* as their production design. Reports of the time sited her as easier to produce and more cost effective than the more battle oriented *Defiant*. In just a few years Starfleet Engineering was no longer producing the *Sequoia*-class and the *Defiant* as the backbone of the fleet during its conflict with the Dominion between 2373 and 2376. Although she looks phenomenal on paper, the *Sequoia* just proved to be too complex, too short ranged and not versatile enough to meet the fleet's needs.

Classification: The *Sequoia* is classified as a short-range escort.

Design: The *Sequoia* is designed around an ellipsoid shaped saucer section for a narrower target profile and a small secondary hull that houses the vessel's engineering spaces and fuel tanks. Twin nacelles are hung close to the secondary hull to give them maximum protection from incoming weapons fire. Unfortunately, her designers chose to build a traditional bridge module instead of the recessed type that proved to be so invaluable aboard the *Defiant*-class.

Engineering: One of the *Sequoia*'s strengths lies in her advanced propulsion system. The FUWE-3 warp drive is barely small enough for inclusion on the *Sequoia* and provides an impressive top speed of warp 9.85 for 12 hours or a cruising speed of warp 6.5. Her twin FIG-1 impulse reactors with gimbaled exhaust ports literally hurl the *Sequoia* about the battlefield at sublight speeds making her a difficult target to hit.

Tactical: The FH-16 phaser array found aboard the *Sequoia* is the same type pioneered by the *Akira*-class and provides the ship with the equivalent firepower greater than some light cruisers. Her torpedo array is a purely offensive affair with twin FP-10 launchers mounted forward and a fixed quantum launcher providing a devastating follow up punch. Although her FSS-M shield system was standard for the time, it has proven itself unsuitable of late and upgrades are planned for the class' 20 year refit cycle.

Crew Support/Computer Systems: Life aboard a *Sequoia*-class escort is a lean one with only the barest of support systems in place. The only officers aboard ship with their own staterooms are the Captain and XO with the rest of the officer corps and crewmen living two or four to a berth. The medical facilities are rudimentary at best with provisions for a single doctor, no nursing staff and only an EMH for backup. Recreational facilities are equally nonexistent leaving the crew little to do between shifts. Fortunately, the *Sequoia*'s cruising range is very limited and the vessel spends most of her time in port. While this does not eliminate the boredom, it does provide relief between the infrequent long patrol mission. Her computer system is the same isolar type developed for the *Defiant* and is able for the vessel's needs.

Development and Construction History: Construction of the class ended in 2373 after full construction contracts for the *Defiant*-class were approved in early 2370. The planned 40 vessels of the *Sequoia*-class wound up as five completed vessels and one hull scrapped at 20% into construction. Of the five vessels commissioned, all remain in active service.

Specifications for the *Sequoia*-class Escort

Construction Data:

Model Number: Mk I
Date Entered Service: 4/6902

Hull Data:

Superstructure Points: 60
Size:
 Length: 100 m
 Width: 65 m
 Height: 31 m
Transporters:
 Standard Six Person- 1
 Emergency 12 Person- 2
 Cargo, small- 1
 Cargo, large- 0
Crew: 10 Officers
28 Enlisted
Passengers: 2
120 evacuation limit
Shuttlecraft: Type 10 Personnel (2)

Engines and Power Data:

Total Power Units Available: 132
Movement/Point Ratio: 3/1
Warp Engine Type: FUWE-3
 Number: 2
 Power Units Available: 42
 Cruising Speed: 6.5
 Emergency Speed: 9.85
Impulse Engine Type: FIG-1
 Number: 2
 Power Units Available: 24
Auxiliary Power: 14
Reserve Power: 7

Weapons and Firing Data:

Beam Weapon Type: FH-16
 Number: 10
 Firing Arcs: 3 f/p, 3 f/s, 3 p/s
 Chart: Z
 Max Power: 10
 +3 (1-10)
 +2 (11-17)
 +1 (18-24)
Missile Weapon Type: FP-10
 Number: 4
 Firing Arcs: 2 f/p, 2 f/s
 Chart: S
 Power to Arm: 1
 Damage: 10
Missile Weapon Type: FQ-1
 Number: 2
 Firing Arcs: 2 f
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

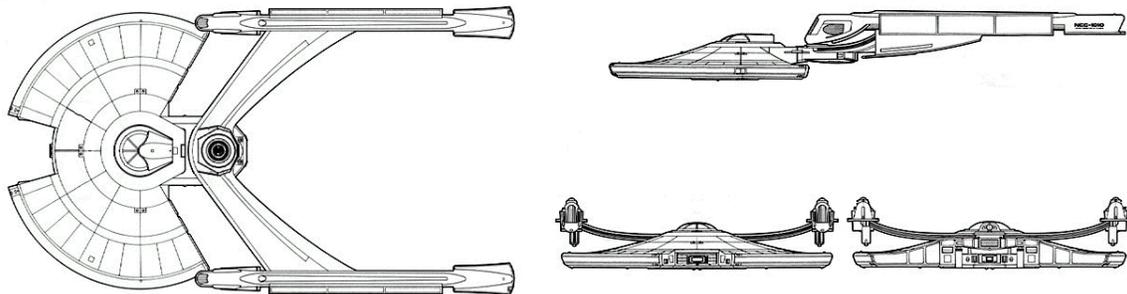
Deflector Shield Type: FSS-M
Shield Point Ratio: 1/6
Max Shield Power: 22/side

Combat Efficiency:

Point Value: 157

Shepard-class Escort

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-45672	<i>Shepard</i>	San Francisco Fleet Yards, Terra	4/2901	4/3112	4/3207	Destroyed
NCC-43890	<i>Grissom</i>	Earth Station Everest	4/2901	4/3201	4/3210	Destroyed
NCC-47759	<i>Glenn</i>	Chandley Works, Caravalia, Mars	4/3011	4/3207	4/3303	Scrapped
NCC-48298	<i>Carpenter</i>	Antares Fleet Yards	4/3011	4/3212	4/3308	Active
NCC-45756	<i>Shirra</i>	Port Copernicus Fleet Yards, Luna	4/3101	4/3307	4/3406	Active
NCC-40119	<i>Cooper</i>	Chandley Works, Caravalia, Mars	4/3102	4/3401	4/3407	Destroyed
NCC-40487	<i>Young</i>	Seskon Trella, Chagala, Tellar	4/3207	4/3411	4/3507	Destroyed
NCC-40321	<i>Slayton</i>	Earth Station McKinley, Terra	4/3211	4/3505	4/3512	Training
NCC-43478	<i>Conrad</i>	San Francisco Fleet Yards, Terra	4/3302	4/3509	4/3602	Active
NCC-41042	<i>Stafford</i>	Antares Fleet Yards	4/3304	4/3509	4/3611	Active
NCC-43987	<i>Borman</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/3402	4/3612	4/3706	Active
NCC-43144	<i>Lovell</i>	Earth Station McKinley, Terra	4/3407	4/3707	4/3712	Destroyed
NCC-43978	<i>Armstrong</i>	Antares Fleet Yards	4/3501	4/3707	4/3801	Destroyed
NCC-48356	<i>Scott</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/3506	4/3712	4/3806	Destroyed
NCC-42083	<i>Stafford</i>	San Francisco Fleet Yards, Terra	4/3603	4/3902	4/3910	Active
NCC-44020	<i>Cernan</i>	Port Copernicus Fleet Yards, Luna	4/3607	4/3904	4/3911	Active
NCC-49831	<i>Collins</i>	Antares Fleet Yards	4/3701	4/3910	4/4004	Active
NCC-46878	<i>Gordon</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/3712	4/4002	4/4010	Active
NCC-40023	<i>Aldrin</i>	Earth Station McKinley, Terra	4/3802	4/4006	4/4103	Scrapped
NCC-48767	<i>White</i>	San Francisco Fleet Yards, Terra	4/3805	4/4102	4/4109	Destroyed
NCC-40892	<i>Chaffee</i>	San Francisco Fleet Yards, Terra	4/3904	4/4111	4/4204	Active
NCC-40092	<i>Cunningham</i>	Port Copernicus Fleet Yards, Luna	4/3906	4/4201	4/4207	Active
NCC-47365	<i>Eisele</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/4002	4/4309	4/4302	Active
NCC-47001	<i>Anders</i>	Antares Fleet Yards	4/4003	4/4304	4/4311	Active
NCC-49047	<i>McDivitt</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/4103	4/4401	4/4406	Active
NCC-44520	<i>Schweickart</i>	Seskon Trella, Chagala, Tellar	4/4104	4/4405	4/4412	Active
NCC-48971	<i>Bean</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/4203	4/4409	4/4501	Active
NCC-48623	<i>Swigert</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/4205	4/4412	4/4506	Destroyed
NCC-40957	<i>Haise</i>	Port Copernicus Fleet Yards, Luna	4/4302	4/4604	4/4610	Active
NCC-48928	<i>Mitchell</i>	Antares Fleet Yards	4/4311	4/4605	4/4611	Destroyed
NCC-49601	<i>Roosa</i>	Antares Fleet Yards	4/4401	4/4611	4/4704	Active
NCC-48475	<i>Worden</i>	San Francisco Fleet Yards, Terra	4/4507	4/4712	4/4810	Active
NCC-44967	<i>Irwin</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/4602	4/4809	4/4903	Destroyed
NCC-48287	<i>Mattingly</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/4707	4/5001	4/5006	Active
NCC-45056	<i>Duke</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/4808	4/5102	4/5107	Active
NCC-47583	<i>Evans</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/5010	4/5305	4/5312	Scrapped
NCC-48089	<i>Schmitt</i>	Utopia Planitia Fleet Yards, Mars	4/5201	4/5305	4/5508	Active



By the late 2320's, Starfleet had been turning itself almost completely away from its military role to focus on diplomatic and exploration issues. Larger multimission starships were the wave of the future, meaning that one vessel could be expected to do the work that five vessels performed just thirty years before. As a result, the fleet's ability to respond in force in a military situation was limited and to do so stripped valuable vessels from other assignments. While the newer large vessels were capable starships, they were entering conflicts at a substantial numerical disadvantage. The solution for the time was the *Shepard*-class escort.

Classification: The *Shepard*-class is designated as an escort.

Design: Whereas past escort type vessels had been built for short range convoy duty and local area support, the *Shepard* was designed to be an integral part of task force operations. An escort's traditional roll was to be a highly maneuverable fire support platform clearing a path for larger vessels. To fit into it's new role, the small hull design would need to emphasize cruising range, which meant less habitable internal volume in favor of fuel and weapons storage. The *Shepard* sports a light yet structurally sound saucer section with a small stardrive directly aft. The twin nacelles sweep gracefully above the hull and are reinforced with armored baffles to deflect incoming weapons fire. The design is small, utilitarian, and one of the most aesthetically pleasing in Starfleet history.

Engineering: The twin nacelles on the topside of the saucer section contain a fairly unique engine arrangement. Instead of one nacelle containing one set of driver coils, they contain two, a system that allows the vessel to travel at high speeds for long periods of time. Although she has a top speed of only warp 9.3, the *Shepard* is able to sustain that speed for over 36 hours, three times longer than most other front line starships. Her small FIF-1 impulse reactors provide sufficient speeds at sublight velocities, but manage only adequate auxiliary power.

Tactical: The *Shepard* mounts a fairly powerful punch for such a small ship and is perfectly suited for fire support missions. The triple FH-14a phaser cannon is nearly identical to the type used aboard the *Renown*-class and is backed up by four longer ranged FH-10 arrays. The FP-4 torpedo launcher mounted in the fore section was devastating during the *Shepard*'s heyday but is quickly becoming outdated. The same can be said for the FSS-3 shield system. The *Shepard* was one of the first classes to be fit with the penta-transducing shield generator making the vessel's specifications a closely held secret for several years. Upon commissioning, the units fit on the *Shepard* and *Grissom* were prototypes and the only two in existence aside from the evaluation system aboard the test ship *Discovery*. The heavier shield system meant that the small vessel could withstand incoming fire much longer than any previous starship. This would allow the ships under her protection an extra measure of support that previous escorts could not provide.

Crew Support/Computer Systems: To fit into it's new role of task force support vessel and long range tactical escort, the small hull design would need to emphasize cruising range which meant less habitable internal volume in favor of fuel and weapons storage. This necessitated the development of several innovations to automate the ship's primary functions, allowing for lower crew requirements and support systems. The computer system used aboard ship is a standard isolinear type that is adequate for the vessel's needs.

Development and Construction History: Along with the *Fletcher*-class destroyers, the *Shepards* formed the backbone of the fleet screening forces during the Tholian and Cardassian conflicts. Although the design is somewhat dated by modern standards, the *Shepard* is an integral part of Starfleet to this day, and upgrades are planned for the near future. Of the 37 *Shepard*-class escorts constructed, 22 remain in service. Most of these were built at Sol System and 40 Eridani shipyards. The vessels of this class are named in honor of the Terran astronauts of the Mercury, Gemini and Apollo programs of the latter twentieth century.

Historical Notes:

<i>Shepard</i>	Destroyed by Cardassian forces near Cardassia on stardate 4/5409.
<i>Grissom</i>	Destroyed by an unknown alien force in the Vulcan system on stardate 4/3502.
<i>Glenn</i>	Scrapped after taking massive damage in an ion storm near Starbase 57 on stardate 4/3807.
<i>Cooper</i>	Destroyed by Dominion forces near Bajor on stardate 4/7403.
<i>Young</i>	Destroyed by forces of the Tholian Assembly near their border on stardate 4/4801.
<i>Slayton</i>	Reverted to Starfleet Training Command on stardate 4/6008.
<i>Lovell</i>	Destroyed by forces of the Imperial Klingon States near Kyvorka on stardate 4/5801.
<i>Armstrong</i>	Destroyed after falling into an unstable wormhole near Andor on stardate 4/6002.
<i>Scott</i>	Destroyed by forces of the Imperial Klingon States near the K'Tog system on stardate 4/6912.
<i>Aldrin</i>	Scrapped after taking extensive damage in a conflict with forces of the Imperial Klingon States near the K'Tog system on stardate 4/6912.
<i>White</i>	Destroyed by Dominion forces at the Battle of Chikakera on stardate 4/7401.
<i>Swigert</i>	Destroyed by Breen forces near the Chorgova System on stardate 4/7505.
<i>Mitchell</i>	Destroyed by Cardassian forces near Cardassia on stardate 4/5410.
<i>Irwin</i>	Destroyed by forces of the Kalakra Republic near Elsiri Prime on stardate 4/6410.
<i>Evans</i>	Scrapped after taking extensive damage in a hostage rescue attempt near Quo'nos on stardate 4/7012.

Specifications for the *Shepard*-class Escort

Construction Data:

Model Number: Mk I
Date Entered Service: 4/3207

Hull Data:

Superstructure Points: 64
Size:
 Length: 193 m
 Width: 153 m
 Height: 38 m
Transporters:
 Standard Six Person- 2
 Emergency 12 Person- 1
 Cargo, small- 1
 Cargo, large- 1
Crew: 12 Officers
61 Enlisted
Passengers: 20
750 evacuation limit
Shuttlecraft: Personnel Shuttles (3)

Engines and Power Data:

Total Power Units Available: 128
Movement/Point Ratio: 3/1
Warp Engine Type: FIWG-1
 Number: 4
 Power Units Available: 26
 Cruising Speed: 9.3
 Emergency Speed: 6
Impulse Engine Type: FIF-1
 Number: 2
 Power Units Available: 12
Auxiliary Power: 12
Reserve Power: 6

Weapons and Firing Data:

Beam Weapon Type: FH-14a
 Number: 3
 Firing Arcs: 3 f
 Chart: Y
 Max Power: 12
 +3 (1-5)
 +2 (6-12)
 +1 (13-18)
Beam Weapon Type: FH-10
 Number: 8
 Firing Arcs: 4 f/p, 4 f/s
 Chart: W
 Max Power: 7
 +3 (1-10)
 +2 (11-17)
 +1 (18-20)
Missile Weapon Type: FP-4
 Number: 4
 Firing Arcs: 4 f
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

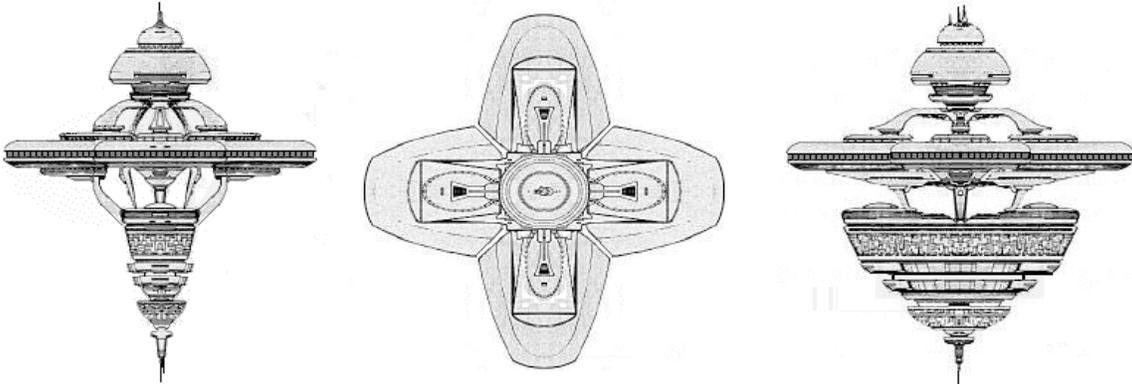
Deflector Shield Type: FSS-3
Shield Point Ratio: 1/5
Max Shield Power: 20/side

Combat Efficiency:

Point Value: 143

Miscellaneous

Alamo-class Defense Outpost



The *Alamo*-class defense outpost entered service in 2262 as a way for the fleet to provide fixed defensive assets for high value or vulnerable systems near enemy lines. Since then, these space borne fortresses have served as a first line of contact against those who would wish to cause harm to Federation interests. Constant upgrades made possible by the *Alamo*'s flexible design have kept them state of the art tactical platforms and a source of pride for the crews that serve aboard them.

Classification: The *Alamo* is classified as a defense outpost, a designation that notes her static nature and role as a defensive asset.

Design: The *Alamo* has changed little over the last fifty years and is a familiar sight for anyone who has traveled to the border regions of the Federation. The upper command complex contains the crew support facilities, labs, offices, computer core, communications array and sensor suite. The next cluster of structures contain the crew and visitors quarters, promenade, commercial space recreational areas of the ship. Space for these sections here gradually doubled by adding two new promenade hubs in the 2320s and 2330s. Below that is the engineering section, which houses the generators, fuel tanks, workshops, shuttlebays and the bulk of the facility's defensive weaponry and shield generators.

Engineering: Power generation for the *Alamo* has been constantly improved over the years to provide for the ever-increasing demands of the outpost's defensive systems. The addition of a pair of auxiliary impulse generators along with the habitation level refits did little to help increase the facilities maneuverability, but did serve to increase power reserves markedly.

Tactical: The very reason for the *Alamo*'s existence is to provide local control of the surrounding space and protect nearby Federation assets. The outposts are usually positioned singly or with a pair of *Gatekeeper* defensive platforms that are remotely operated by teams from the *Alamo*. After for itself, the *Alamo* can call upon a bewildering array of weaponry to force back any determined enemy assault, and recent upgrades over the last twenty years have kept them at the cutting edge of Starfleet tactical technology. Her primary offensive weapon is a collimated strip of FH-15 phasers taken directly from the *Galaxy*-class starship. This is in addition to her banked FH-11 array which by themselves provides the comparable firepower of a large cruiser along all three approach vectors. To top it all off are three FP-10 torpedo launchers with the ability to lay down a volley of twelve warheads simultaneously. Her FSX-4 shield generators are made possible only by the endless reserves of power provided by the facility's massive anti-matter generator and backup fusion reactors. Taken all together, the *Alamo* possesses an equivalent of firepower and protection far greater than any active line warship in any fleet.

Crew Support: In addition to serving as defensive assets and mini-starbases, the *Alamos* also attract a wide variety of commercial and civilian traffic and are natural transportation hubs. The promenade decks are open to anyone wishing to use the facility and available space in the engineering section's cargo areas can be leased by anyone with a need for the accommodations. The crews enjoy spacious quarters alongside the station's civilian population and commingle with their counterparts freely. The types of recreational facilities aboard the station vary widely from *Alamo* to *Alamo* and depend on the entrepreneurial spirit of those who have chosen to set up businesses there.

Development and Construction History: Of the 405 *Alamo*-class defense outposts constructed to date, 376 remain in active service. Production continues on an as needed basis, though of late this has averaged at a rate of one or two units per year.

Specifications for the *Alamo*-class Defense Outpost

Construction Data:

Model Number: Mk XVI
Date Entered Service: 4/6301

Hull Data:

Superstructure Points: 260
Size:
 Length: 560 m
 Width: 560 m
 Height: 524 m
Transporters:
 Standard Six Person- 8
 Combat 22 Person- 4
 Cargo, small- 4
 Cargo, large- 2
Crew: 175 Officers
560 Enlisted
Passengers: 550
Shuttlecraft: Type 6 Personnel (16)
Type 7 Shuttlepod (8)
Type 16 Shuttlepod (12)
Type 9-B Cargo (6)
Danube-class Runabout (4)

Engines and Power Data:

Total Power Units Available: 347
Movement/Point Ratio: 10/1
M/AM Generator Type: FMAGJ-2
 Number: 1
 Power Units Available: 275
Impulse Engine Type: FIPG-2
 Number: 3
 Power Units Available: 24
Auxiliary Power: 34
Reserve Power: 17

Weapons and Firing Data:

Beam Weapon Type: FH-15
 Number: 8
 Firing Arcs: 1/2/3
 Chart: Y
 Max Power: 12
 +3 (1-15)
 +2 (16-20)
 +1 (21-24)
Beam Weapon Type: FH-11
 Number: 36
 Firing Arcs: 12/arc
 Chart: Y
 Max Power: 10
 +3 (1-10)
 +2 (11-17)
 +1 (18-24)
Missile Weapon Type: FP-10
 Number: 36
 Firing Arcs: 12/arc
 Chart: S
 Power to Arm: 1
 Damage: 10

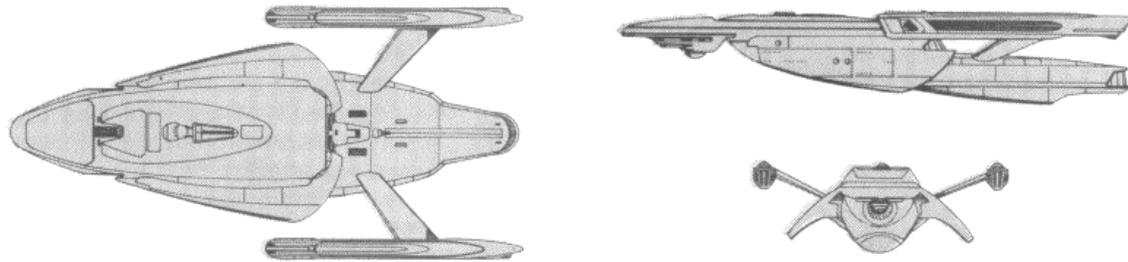
Shields Data:

Deflector Shield Type: FSX-4
Shield Point Ratio: 1/5
Max Shield Power: 125/arc

Combat Efficiency:

Point Value: 390

I-Continent-class Assault Ship



It has been said on more than one occasion that the *I-Continent*-class assault ship is an ugly vessel with an ugly mission. She is designed to slog her way through enemy lines and land Marines in hostile environments, nothing more, nothing else. To this end, the *I-Continent* is perfectly suited for the task, and has served for decades with Starfleet's Military Operations Command.

Fortunately, the class' mission scope is so narrow that they are rarely needed for their designed purpose, and between conflicts they spend most of their time at the starship storage depot at Memory Beta. While there, the vessels are defueled, fluid lines are drained, and non-critical areas are vented to space. Specially trained civilian contractors maintain the ships on a monthly basis and keep these behemoths in such a state of readiness that from the time the order is given, most of the *I-Continents* can be back in full service within 28 days. In addition to the mothballed fleet of *I-Continents*, the Starfleet Reserve keeps six of the ships on active status in order to respond quickly in a crisis situation.

Classification: The *I-Continent* is classified as an assault ship, denoting her role as a troop carrier and landing support vessel.

Design: The *I-Continent* is an improved version of the older *Continent*-class of the last 22nd century. The new version follows the same general arrangement of the original class, though it has been scaled up approximately 30% across the board. The outboard "wing" sections of the hull provide an even greater measure of protection for the engineering section's vital areas and feature a new internal "blast baffle" design to direct and minimize incoming weapon strikes.

Engineering: This version of the *Continent* is powered by the capable FIWG-1 warp drive, a type that has been in service for decades with the fleet. As deployed aboard the *I-Continent*, this drive features several maintenance aids that allow it to be kept in a dormant state for months or years at a time and be brought back on line with little user intervention. This was done to decrease the amount of time needed to get these ships back on the line and reduce the maintenance workload of the civilian contractors assigned to her upkeep. In the field, the FIWG-1 provides a standard cruising speed of warp 6 with an emergency threshold of warp 9 for up to 12 hours. Her twin FIF-1 impulse drives provide decent maneuverability at sub-light speeds for an auxiliary vessel.

Tactical: Like most auxiliary vessels, the *I-Continent* carries little in the way of armament and relies on escorting vessels to provide the firepower needed to reach her target. The FH-10 arrays that the ship does carry are purely defensive, though they are sometimes called upon for light fire support work for ground forces. Her FSQ-1 shield system is almost completely obsolete by modern standards, and if the class is ever pulled back to Utopia Planitia for upgrades this system will be at the top of the project manager's list. Otherwise, the vessel's 4200 man Marine contingent is well equipped to perform the planetary assault mission the *I-Continent* was designed for. Her massive storage bays contain the assault tanks, artillery, munitions, combat transporters and drop ships necessary to get an entire brigade on the ground and fighting in less than an hour.

Crew Support/Computer Systems: The mission scope and deployment cycle of the *I-Continent* does not necessitate the inclusion of many crew amenities. While under way, the crew is housed in barracks style units on decks two and three while the marines are berthed in barracks spread throughout the rest of the primary hull. In general, while the vessel is in a deployment zone, the troops are to be kept in ground based bivouac areas and will embark aboard the vessel when absolutely necessary. The *I-Continent* simply lacks the facilities necessary to maintain troops aboard ship for extended periods of time.

In keeping with the rudimentary nature of the *I-Continent*, the computer system aboard the vessel is a stripped down isolar type developed initially for the *Shepard*-class escorts. With little need for long-range sensors or mass data storage, the model in use is ample for the vessel's engineering and navigational needs.

Development and Construction History: Of the 50 *I-Continent*-class vessels built between 2334 and 2350, 38 remain in ready reserve status at Memory Beta and six are in active reserve with Starfleet Military Operations Command.

Historical Notes:

<i>Pendragon</i>	Scrapped after taking massive damage while landing troops on Gorka's III during the Tholian Campaign on stardate 4/3911.
<i>Trogan</i>	Destroyed by Cardassian raiders during a landing attempt on stardate 4/5703.
<i>Arnhem</i>	Destroyed while landing troops on Cardassia Prime on stardate 4/7512.
<i>Pershing</i>	Scrapped following a shipboard fire while in storage at Memory Beta on stardate 4/6903.
<i>Guadalcanal</i>	Destroyed by Cardassian raiders during a landing attempt on stardate 4/5703.
<i>Lucifer</i>	Destroyed by Dominion forces at the Battle of Chikakera on stardate 4/7401.

Specifications for the I-Continent-class Assault Ship

Construction Data:

Model Number: Mk I
Date Entered Service: 4/3401

Hull Data:

Superstructure Points: 35
Size:
 Length: 366 m
 Width: 231 m
 Height: 61 m
Transporters:
 Standard Six Person- 6
 Combat 22 Person- 20
 Emergency 18 Person- 4
 Cargo, small- 6
 Cargo, large- 10
Crew: 24 Officers
96 Enlisted
Marines: 4200
9,000 evacuation limit
Shuttlecraft: Type 6 Personnel (8)
Type 16 Shuttlepod (4)
"Hopper" LACs (8)

Engines and Power Data:

Total Power Units Available: 76
Movement/Point Ratio: 4/1
Warp Engine Type: FIWG-1
 Number: 2
 Power Units Available: 26
 Cruising Speed: 6
 Emergency Speed: 9
Impulse Engine Type: FIF-1
 Number: 2
 Power Units Available: 12
Auxiliary Power: 8
Reserve Power: 4

Weapons and Firing Data:

Beam Weapon Type: FH-10
 Number: 6
 Firing Arcs: 2 f, 1 p, 1 s, 2 a
 Chart: W
 Max Power: 7
 +3 (1-10)
 +2 (11-17)
 +1 (18-20)

Shields Data:

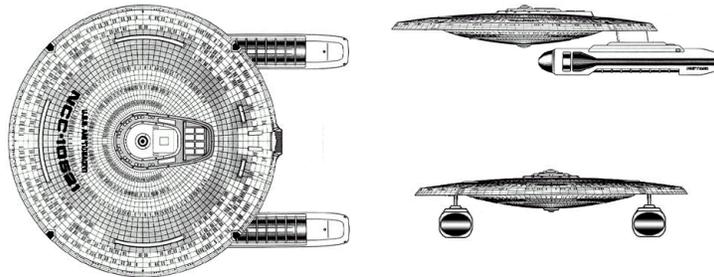
Deflector Shield Type: FSQ-1
Shield Point Ratio: 1/4
Max Shield Power: 18/side

Combat Efficiency:

Point Value: 74

Cygnus-class Command Courier

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-37445	<i>Cygnus</i>	Utopia Planitia Fleet Yards, Mars	4/4205	4/4701	4/4803	Active
NCC-36290	<i>Northampton</i>	Earth Station McKinley, Terra	4/4403	4/4803	4/4903	Destroyed
NCC-47441	<i>Blue Ridge</i>	Makin County Ship Yards	4/4606	4/4903	4/5003	Active
NCC-48993	<i>Quincy</i>	Utopia Planitia Fleet Yards, Mars	4/4908	4/5102	4/5303	Active
NCC-49471	<i>Mount Whitney</i>	Port Copernicus Fleet Yards, Luna	4/5207	4/5505	4/5603	Active



Lessons learned in the Tholian conflict and other armed encounters convinced Starfleet planners that a single purpose command and control vessel was needed to organize the movements of the fleet. This vessel would incorporate the communications and command facilities of a starbase but have the benefit of a mobile platform to work from. This would allow mission planners to view the situation on site whereas in the past they relied on reports from their field commanders for accurate and sometimes outdated information. In early 2341 a call went out to produce a limited of these vessels under the name Project Cygnus, the beginning of the *Cygnus*-class command courier.

Classification: Although she mounts the armament of a medium cruiser, the *Cygnus* is classified as a command courier, a designation that denotes the vessel as a mobile field command center.

Design: For simplicity sake, the *Cygnus* is designed around the saucer section and power distribution system of the proven *Ambassador*-class starship. The nacelles are merely attached to the underside of the primary hull with most of the vessel's engineering spaces and equipment taking up the aft section of the saucer sensor housings.

Engineering: The FIWA-1 warp drive that was built into the *Cygnus* is a proven and easy to maintain design capable of driving the vessel up to warp 9.2. Modifications in the early 2370 increased that speed to a more impressive 9.5 for twelve hours or a cruising speed of warp 6.2. Her impulse drive arrangement is a single FIG-3 that provides sufficient maneuvering power at sublight speeds.

Tactical: On a first glance the *Cygnus* is a well armed vessel. However, her weapons array is meant to be used purely for defense and she is unable to stand up well in a fight. However, a series of refits in the early 2370s improved her topredo launchers to the FP-10 standards for increased counterbattery protection. In a fight the *Cygnus* is expected to withdraw to a safe position with escorts or leave the scene completely. Vessel commanders are under orders to not engage the enemy directly as the *Cygnus*' are too valuable as front line command posts to be risked in direct conflict.

Crew Support/Computer Systems: The normal crew compliment aboard these ships are fairly small allowing for fairly comfortable crew quarters and recreational facilities. When in use as a mobile command base the *Cygnus*' can expect to take on an additional 75-150 passengers to round out her command/administrative facilities. These ships will also usually act as the center of a field base, so the *Cygnus* is further fit with extensive machine shops and shore facilities for visiting crewmen on stand down. Her computer systems are of the same type developed for the *Ambassador*-class with a second unit acting as the secure communication and intelligence distribution hub for vessels in the vicinity.

Development and Construction History: Of the five *Cygnus*-class vessels built, four remain in active service. When not actively on field maneuvers the vessels of the class can usually be found permanently fixed to various starbases until needed.

Historical Notes:

Northampton Destroyed by Cardassian infiltrators while on maneuvers near Starbase 375 on stardate 4/5601.

On stardate 4/5601.17, the *USS Northampton* was performing fleet level training exercises near the Cardassian border as a show of force against their aggressive neighbor. The Cardassians wished to send a clear message that any actions would be met by the most violent means possible and set out to prove it. Using a fast but hard to detect raider, the Cardassian infiltrators used their vessel to sneak past the fleet's picket ships and match course with the *Northampton*. Upon beaming aboard the ship the saboteurs were easily located, but surprise was on their side and they had ample time to plant demolition charges on the vessel's anti-matter supply. Their raid soon changed into a suicide attack when *Northampton*'s crew disabled the Cardassian's transporter system. Fortunately, the Cardassian's raider vessel was only slightly damaged in the explosion, and Starfleet Intelligence was able to develop a counter to the vessels low observeability technology within the year.

Specifications for the *Cygnus*-class Command Courier

Construction Data:

Model Number: Mk II
Date Entered Service: 4/7001

Hull Data:

Superstructure Points: 74
Size:
 Length: 511 m
 Width: 278 m
 Height: 88 m
Transporters:
 Standard Six Person- 5
 Combat 22 Person- 3
 Cargo, small- 5
 Cargo, large- 3
Crew: 85 Officers
405 Enlisted
Passengers: 150
4,000 evacuation limit
Shuttlecraft: Type 6 Personnel (8)
Type 8 Personnel (4)
Type 15a Shuttlepod (10)
Type 9 Cargo (2)

Engines and Power Data:

Total Power Units Available: 136
Movement/Point Ratio: 4/1
Warp Engine Type: FIUWA-1
 Number: 2
 Power Units Available: 48
 Cruising Speed: 6.2
 Emergency Speed: 9.2
Impulse Engine Type: FIG-3
 Number: 1
 Power Units Available: 40
Auxiliary Power: 14
Reserve Power: 7

Weapons and Firing Data:

Beam Weapon Type: FH-11
 Number: 10
 Firing Arcs: 4 f, 2 f/p, 2 f/s, 2 a
 Chart: Y
 Max Power:
 +3 (1-10)
 +2 (11-17)
 +1 (18-24)
Missile Weapon Type: FP-10
 Number: 8
 Firing Arcs: 4 f/p/s, 4 a
 Chart: S
 Power to Arm: 1
 Damage: 10

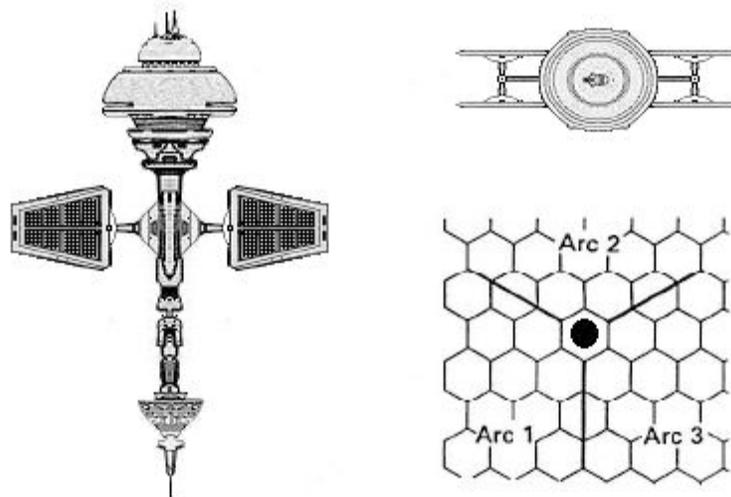
Shields Data:

Deflector Shield Type: FSR-3
Shield Point Ratio: 1/5
Max Shield Power: 25/side

Combat Efficiency:

Point Value: 152

Gatekeeper-class Defense Platform



The conflict with the Cardassian Union in the 2350s had taught Starfleet a number of costly lessons in defending static targets, namely vulnerable colonies, deep space supply depots or fixed staging areas. Several enemy raids had completely overwhelmed what defenses these targets had and let to their loss with the enemy go virtually unopposed. There were too many potential targets to assign a starship to the protection of each site, and *Alamo*-class defense outposts constituted an enormous outlay of manpower, material, and logistical support. What's more, the *Alamos* inhabited fixed orbits with predictable patterns of coverage and were nearly impossible to reposition in an emergency. In the end, Starfleet came up with a compromise, and by the early 2360s were deploying the first *Gatekeeper*-class defense platforms.

Classification: The *Gatekeeper*'s primary role is fixed asset protection and local battlefield interdiction and is classified as a defense platform. It differs from the traditional defense outpost as it carries no crew and is controlled from a ground base or other facility.

Design: The upper structural segments of the *Gatekeeper* and the communications sail are a redesign version of the *Alamo*-class' with numerous changes to the layout and power distribution system. The slender secondary hull contains a massive matter/anti-matter power generator tipped with a conical deuterium tank and long-range tactical sensor array. To the sides of the *Gatekeeper* are sets of secondary solar generators that provide power during minimal load periods, but these assemblies serve a secondary purpose. Once the anti-matter core is brought on-line these panels can be drawn in and arrayed about the central core to provide a layer of "armor" to these vital systems.

Engineering: The FMAGJ-1 matter/anti-matter power generator is a militarized version of a type developed for civilian use over a decade before. The addition of a set of Starfleet spec safety interlocks and ruggedized anti-shock mounts were all that was needed to bring his dependable unit up to code. The *Gatekeeper* also employs a trio of custom-built FIPF-2 impulse drives that allow the platform a measure of maneuverability, limited though it may be. The omission of an onboard crew allows the *Gatekeeper* to operate beyond normal flight tolerances, a feature that her remote crews have used to their advantage on more than one occasion.

Tactical: The heart of the *Gatekeeper* is an impressive collimated array of FH-11 phaser banks with no less than three supporting FP-10 torpedo launchers. These systems put together equal and in some cases exceed the output of some cruisers and provides their charges with a degree of security that was impossible to achieve beforehand. Her shield systems are able to draw on a nearly bottomless reserve of power and provide outstanding protection to the *Gatekeeper*.

Crew Support/Computer Systems: The *Gatekeeper* was designed from the outset to be self-sustaining and makes no provisions for an on site crew. Instead, the central computer core is tasked with the automation of several of her primary systems, while a crew of as few as three can command the platform from a remote location. Usually this will be a hardened ground command post with a dedicated and redundant comm uplink. Theoretically, and with the correct access codes, one could command the *Gatekeeper* with a PADD while walking down the corridor of a starship two sectors away, an amazing feat of engineering and technical prowess. Aboard the platform though, a small provision has been made for crew accommodations for use during the occasional on site maintenance cycles. For crew safety, an older shuttlecraft, usually a type 4 or 5, is kept in a small garage on level 8 for emergency use. The computer processing power of the *Gatekeepers* is surprisingly robust and it needs to be considering the demands placed on the system. In addition to running the targeting sensors, maintenance protocols and uplink command translators, the computers usually handle a large amount of sector subspace communications traffic for civilian or military use.

Development and Construction History: Of the 1680 *Gatekeeper*-class defense platforms built to date, 1488 remain in active service. Production is usually handled on site by the Starfleet Corps of Engineers, though the major assemblies are fabricated at a number of facilities throughout the Federation and towed to their final destination by a fleet of dedicated tugs.

Specifications for the *Gatekeeper*-class Defense Platform

Construction Data:

Model Number: Mk I
Date Entered Service: 4/6301

Hull Data:

Superstructure Points: 90
Size:
 Length: 260 m
 Width: 487 m
 Height: 942.5 m
Transporters:
 Standard Six Person- 1
 Combat 22 Person- 0
 Cargo, small- 0
 Cargo, large- 1
Crew: 0 Officers
 0 Enlisted
Passengers: 0
 0 evacuation limit
Shuttlecraft: 1

Engines and Power Data:

Total Power Units Available: 208
Movement/Point Ratio: 8/1 R – 16/1 M
M/AM Generator Type: FMAGJ-1
 Number: 1
 Power Units Available: 160
Impulse Engine Type: FIPF-2
 Number: 3
 Power Units Available: 16
Auxiliary Power: 20
Reserve Power: 10

Weapons and Firing Data:

Beam Weapon Type: FH-11
 Number: 12
 Firing Arcs: 1/2/3
 Chart: Y
 Max Power: 10
 +3 (1-10)
 +2 (11-17)
 +1 (18-24)
Missile Weapon Type: FP-10
 Number: 18
 Firing Arcs: 6/arc
 Chart: S
 Power to Arm: 1
 Damage: 10

Shields Data:

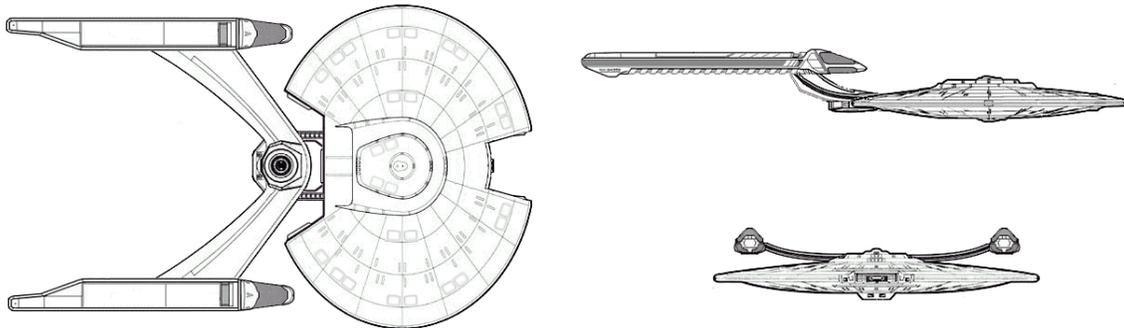
Deflector Shield Type: FSX-4
Shield Point Ratio: 1/5
Max Shield Power: 75/arc

Combat Efficiency:

Point Value: 222

Heimdall-class Scout

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-73256	<i>Heimdall</i>	Utopia Planitia Fleet Yards, Mars	4/6702	4/6903	4/7001	Active
NCC-74653	<i>Putnam</i>	Utopia Planitia Fleet Yards, Mars	4/6704	4/6907	4/7003	Active
NCC-73687	<i>St. Petersburg</i>	Utopia Planitia Fleet Yards, Mars	4/6709	4/6907	4/7005	Destroyed
NCC-71265	<i>Moskova</i>	Chiokis Fleet Yards, Thelavor, Andor	4/6802	4/7003	4/7107	Active
NCC-74522	<i>Onami</i>	Chiokis Fleet Yards, Thelavor, Andor	4/6810	4/7009	4/7109	Destroyed
NCC-72375	<i>Thresher</i>	Chiokis Fleet Yards, Thelavor, Andor	4/6812	4/7010	4/7111	Destroyed
NCC-76555	<i>Vicksburg</i>	Port Copernicus Fleet Yards, Luna	4/6902	4/7104	4/7203	Active
NCC-76487	<i>Yale</i>	Port Copernicus Fleet Yards, Luna	4/6906	4/7109	4/7205	Lost
NCC-70872	<i>Leningrad</i>	Port Copernicus Fleet Yards, Luna	4/6911	4/7110	4/7207	Active
NCC-72132	<i>Kiev</i>	Utopia Planitia Fleet Yards, Mars	4/7002	4/7211	4/7309	Active
NCC-75667	<i>Musket</i>	Utopia Planitia Fleet Yards, Mars	4/7002	4/7211	4/7311	Destroyed
NCC-79846	<i>Ulysses S. Grant</i>	Utopia Planitia Fleet Yards, Mars	4/7012	4/7302	4/7312	Active
NCC-75032	<i>Robert E. Lee</i>	Electric Boat Company Dockyard, Terra	4/7101	4/7306	4/7403	Active
NCC-70002	<i>Wahoo</i>	Star City Spaceport, Terra	4/7103	4/7311	4/7409	Sold
NCC-76513	<i>Confederacy</i>	San Francisco Fleet Yards, Terra	4/7107	4/7312	4/7411	Active
NCC-72365	<i>Tbilisi</i>	Antares Fleet Yards	4/7204	4/7408	4/7503	Active
NCC-71875	<i>Indianapolis</i>	Antares Fleet Yards	4/7211	4/7410	4/7510	Active
NCC-74865	<i>Kirov</i>	Antares Fleet Yards	4/7211	4/7412	4/7512	Destroyed
NCC-72948	<i>Knoxville</i>	Utopia Planitia Fleet Yards, Mars	4/7304	4/7504	4/7603	Active
NCC-76980	<i>Memphis</i>	Utopia Planitia Fleet Yards, Mars	4/7306	4/7507	4/7605	Active
NCC-71223	<i>Bull Run</i>	Utopia Planitia Fleet Yards, Mars	4/7311	4/7512	4/7607	Active
NCC-75581	<i>Chitose</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/7405	4/7612	4/7709	Active
NCC-74365	<i>Chiyoda</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/7406	4/7611	4/7711	Destroyed
NCC-72566	<i>Appomattox</i>	Shar Ta'Kel Central Docks, 40 Eridani	4/7411	4/7611	4/7711	Active
NCC-75876	<i>Oakland</i>	Antares Fleet Yards	4/7504	4/7707	4/7803	Active
NCC-75509	<i>Booth</i>	Antares Fleet Yards	4/7506	4/7709	4/7805	Active
NCC-73264	<i>Jintsu</i>	Antares Fleet Yards	4/7511	4/7712	4/7807	Active
NCC-74789	<i>Shinano</i>	Utopia Planitia Fleet Yards, Mars	4/7602	4/7803	4/7901	Active
NCC-73365	<i>Monument</i>	Utopia Planitia Fleet Yards, Mars	4/7607	4/7811	4/7905	Active
NCC-73423	<i>Monolith</i>	Utopia Planitia Fleet Yards, Mars	4/7610	4/7811	4/7907	Active



After the conflict with the Cardassian in the 2350s, Starfleet was facing a serious shortage of available light scout craft. The protracted conflict had kept the aging fleet of *Argus*-class scouts in almost constant operation observing not only the volatile war zone but also the always-unstable Romulan Neutral Zone. Repairs and upgrades went ignored and the *Argus*' suffered greatly. After the Borg invasion of 2367, Starfleet needed their venerable scouts more than ever, but the reality was that the starships were at the end of their service life. In early 2367, the design for the *Heimdall*-class scout was approved as the successor to the *Argus*.

Classification: The *Heimdall* was designed from the keel up as not only a military early warning craft, but as a vessel of exploration, and has earned the designation of scout.

Design: The *Heimdall* follows the traditional twin nacelle, secondary/primary hull arrangement familiar to most Federation starships. The hull is studded with sensor clusters and easily swappable pallet sections that can be mounted in the notched fore and aft sections. The vessel was created around the warp field dynamics modeling and general layout of the successful *Shepard*-class escorts while retaining the best internal features of the venerable *Argus*-class.

Engineering: The FUWE-1 warp drive fit aboard the *Heimdall* was chosen for its superb acceleration curve and lightweight construction. When used aboard the *Heimdall*, it allows the vessel to achieve high warp speeds much quicker than other starships making a fast getaway possible. Her top speed of warp 9.75 for eighteen hours or a cruising speed of warp 6.5 makes the *Heimdall* one of the fastest vessels in the Federation fleet and a valuable part of the modern heavy task force.

Tactical: In a combat situation, the role of a scout is to make contact with the enemy, determine their strength and intentions and then disengage before shots can be exchanged. To perform this mission, the *Heimdall*'s weapons array is purely defensive, and is not built for extended brawls with capital ships. When operating with a task force, the *Heimdall* is usually the first to engage the enemy and the first to withdraw, leaving the more powerful vessels to the attack. The *Heimdall* is too valuable to risk in direct conflict with enemy forces, and will fall back to an observation point to protect her task force's flanks.

Crew Support/Computer Systems: The *Heimdall*'s mission scope necessitates the inclusion of numerous mission specialists and technicians making the vessels of the class fairly crowded. However, since the vessel can expect to be away from port for months at a time on research missions or border patrols, she is provisioned with the most modern recreational facilities the fleet has to offer. The computer system is the all bio-neural makeup pioneered for the *Intrepid*-class and is well suited for the *Heimdall*'s role.

Development and Construction History: The *Heimdall*-class scout was produced at a rate of three per year at numerous sites throughout the Federation. Of the 30 vessels of the class built, 22 remain in active service. Seven were lost in the line of duty and one was sold to a private research interest. Construction concluded in 2379 at the Utopia Planitia Fleet Yards on Mars with the commissioning of the *USS Monolith*.

Historical Notes:

<i>St. Petersburg</i>	Destroyed while attempting to chart upper atmospheric plasma storms of a gas giant in the Lykerian Cluster on stardate 4/7209.
<i>Onami</i>	One of three vessels destroyed by Cardassian infiltrators while under repairs at the 40 Eridani Fleet Yards on stardate 4/7408.
<i>Thresher</i>	Destroyed by Romulan forces at the Battle of DS-13 on stardate 4/7906.
<i>Yale</i>	Declared lost, presumed destroyed while charting unexplored space near a double binary system in the Sakara Sector on stardate 4/7307.
<i>Musket</i>	Destroyed by Jem'hadar forces near Cardassia on stardate 4/7503.
<i>Wahoo</i>	Sold to a private research interest on stardate 4/7908.
<i>Kirov</i>	Destroyed by Romulan forces at the Battle of DS-13 on stardate 4/7906.
<i>Chiyoda</i>	Destroyed by Romulan forces at the Battle of DS-13 on stardate 4/7906.

The Dominion made numerous forays into Federation space during the war between 2374 and 2376, but several of their attacks have been hushed up or conveniently forgotten for security reasons. Details of such attack have recently begun to surface, such as a Jem'hadar attack against the Shar Ta'Kel shipyards above Vulcan on stardate 4/7408.13. The yard was in full production for the war effort and was home for over thirty ships in varying states of construction or repairs. One of these was the *USS Onami*, a *Heimdall*-class scout that had taken moderate damage to her warp drive in an attack by Cardassian forces. While laid up in drydock, she along with the *Fletcher*-class *USS Killen* and *Spitfire*-class *USS Cobra*, were boarded by Jem'hadar troops that had come into the facility on a disguised civilian freighter. Moving under cloak, the Jem'hadar troops managed to set charges aboard the three vessels then moved to the repair facility to take advantage of the mayhem to come. When the *Onami* and the other vessels were blown from their moors and disintegrated in a ball of flame, the Jem'hadar troops began to fire into the confused crowds on onlookers. It was two hours before the last infiltrator was brought down by Starfleet Security and order returned to the facility. The total losses in the raid were the three vessels, their associated drydocks and refit bays with over 433 Starfleet and civilian workers killed. After the incident, security was increased threefold at all spaceyards throughout the Federation. This had the effect of drawing off assets from the front lines, an action that was probably what the Jem'hadar wanted in the first place.

The Battle of DS-13 on stardate 4/7906 signaled the Federations reentry into its third major conflict in three years. Alerted to the Romulan presence along the Neutral Zone, Starfleet is able to muster only a handful of defenders against the Romulan's 14 Warbirds. The station defenders consisted of only the starships *Hercules*, *Blackwell*, *Kirov*, *Royal Oak*, *Fuso* and three *Gatekeeper* defense platforms. The initial Romulan barrage destroys the *Gatekeepers*, leaving only the starships and the stations defenses. The *Warbirds* then began to attack the starships, and in most cases a hopeless 2:1 dogfight was the result. The Romulans were merciless, and while no less than eight Romulan vessels pounded on the station itself, the remaining *Warbirds* tracked down and slaughtered the crippled Starfleet vessels. Only the scout ship *Thresher* was able to evade the Romulan forces, but was picked off hours later by the warship *Devoras*. With the station shields collapsed and Romulans beginning to board, the station commander ordered a self destruct, bringing an abrupt end to the Battle of DS-13. When the smoke had settled, the Federation had lost six starships and a fully functional observation post. The Romulans lost only a *Hathos*-class cruiser and suffered minor damage to three *Warbirds*. Before the day is out, two more Starfleet vessels in the Triangle will be lost, the *USS Valhalla* and the *Heimdall*-class *Chiyoda*.

Specifications for the *Heimdall*-class Scout

Construction Data:

Model Number: Mk I
Date Entered Service: 4/7001

Hull Data:

Superstructure Points: 45
Size:
Length: 260 m
Width: 161 m
Height: 37 m
Transporters:
Standard Six Person- 3
Emergency 22 Person- 2
Cargo, small- 2
Cargo, large- 1
Crew: 28 Officers
122 Enlisted
Passengers: 30
1,300 evacuation limit
Shuttlecraft: Type 9 Personnel (4)
Type 6 Personnel (2)
Type 16 Shuttlepod (2)

Engines and Power Data:

Total Power Units Available: 76
Movement/Point Ratio: 4/1
Warp Engine Type: FUWE-1
Number: 2
Power Units Available: 26
Cruising Speed: 6.5
Emergency Speed: 9.75
Impulse Engine Type: FIG-1
Number: 1
Power Units Available: 24
Auxiliary Power: 8
Reserve Power: 4

Weapons and Firing Data:

Beam Weapon Type: FH-11
Number: 6
Firing Arcs: 2 f, 2 f./p, 2 f./s
Chart: Y
Max Power:
+3 (1-10)
+2 (11-17)
+1 (18-24)
Missile Weapon Type: FP-4
Number: 4
Firing Arcs: 2 f, 2 a
Chart: S
Power to Arm: 1
Damage: 10

Shields Data:

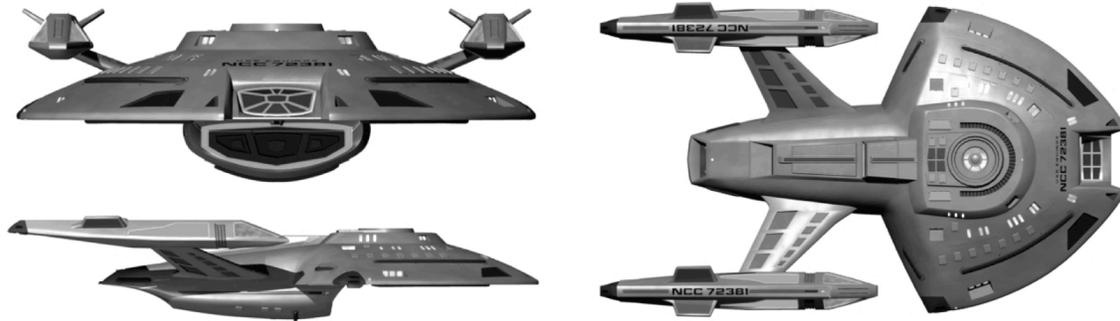
Deflector Shield Type: FSS-1
Shield Point Ratio: 1/4
Max Shield Power: 20/side

Combat Efficiency:

Point Value: 90

Nova-class Research Cruiser/Scout

Number	Name	Builder	Laid Down	Launched	Commissioned	Status
NCC-79030	<i>Nova</i>	Utopia Planitia Fleet Yards, Mars	4/6702	4/6807	4/6901	Destroyed
NCC-72381	<i>Equinox</i>	Antares Fleet Yards	4/6705	4/6901	4/6907	Lost
NCC-78456	<i>Paradox</i>	Antares Fleet Yards	4/6803	4/6912	4/7005	Active
NCC-79769	<i>Noble</i>	Antares Fleet Yards	4/6812	4/7004	4/7011	Destroyed
NCC-75462	<i>Myrmidom</i>	Utopia Planitia Fleet Yards, Mars	4/6903	4/7008	4/7101	Active
NCC-74532	<i>Taurus</i>	Makin County Shipyard	4/6906	4/7101	4/7105	Lost
NCC-73977	<i>Mizar</i>	Makin County Shipyard	4/7002	4/7203	4/7209	Active
NCC-72345	<i>Pisces</i>	Antares Fleet Yards	4/7011	4/7206	4/7211	Active
NCC-78679	<i>Aldrin</i>	Chandley Works, Caravalia, Mars	4/7102	4/7207	4/7301	Active
NCC-78871	<i>Virgo</i>	Antares Fleet Yards	4/7103	4/7301	4/7305	Active
NCC-74577	<i>Aquarius</i>	Avondale Group, Ferrata Docks, Rigel IV	4/7202	4/7309	4/7402	Active
NCC-72551	<i>Portia</i>	Antares Fleet Yards	4/7208	4/7305	4/7411	Scrapped
NCC-70289	<i>Aludra</i>	Utopia Planitia Fleet Yards, Mars	4/7306	4/7402	4/7507	Active
NCC-70289	<i>Socrates</i>	Antares Fleet Yards	4/7304	4/7506	4/7510	Active
NCC-75463	<i>Capricorn</i>	Makin County Shipyard	4/7401	4/7511	4/7604	Active
NCC-72247	<i>Mir</i>	Star City Space Yards, Terra	4/7409	4/7602	4/7608	Lost
NCC-75323	<i>Jernigan</i>	Avondale Group, Ferrata Docks, Rigel IV	4/7506	4/7609	4/7702	Active
NCC-76777	<i>Pizarro</i>	Makin County Shipyard	4/7506	4/7610	4/7703	Active
NCC-79722	<i>Shar Ta'kel</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7506	4/7801	4/7809	Active
NCC-75446	<i>Antos</i>	Makin County Shipyard	4/7506	4/7804	4/7811	Active
NCC-78903	<i>Antares</i>	Antares Fleet Yards	4/7702	4/7902	4/7908	Active
NCC-76373	<i>Draco</i>	Antares Fleet Yards	4/7803	4/8003	4/8009	Active
NCC-78878	<i>Cordelia</i>	Shar Ta'kel Central Docks, 40 Eridani	4/7902	4/8103	4/8111	Active
NCC-72701	<i>Rhode Island</i>	Utopia Planitia Fleet Yards, Mars	4/8301	4/8412	4/8505	Active
NCC-75772	<i>Tethys</i>	Utopia Planitia Fleet Yards, Mars	4/8305	4/8503	4/8509	Active
NCC-72211	<i>Bengal</i>	Antares Fleet Yards	4/8409	4/8511	4/86??	Trials
NCC-85226	<i>Leander</i>	Utopia Planitia Fleet Yards, Mars	4/8409	4/8511	4/86??	Trials
NCC-87347	<i>Penelope</i>	Makin County Shipyard	4/8503	4/8607	4/87??	Building
NCC-84666	<i>Brimstone</i>	Antares Fleet Yards	4/8507	4/8611	4/87??	Building
NCC-79911		Shar Ta'kel Central Docks, 40 Eridani	4/86??	4/87??	4/88??	Building
NCC-74187		Shar Ta'kel Central Docks, 40 Eridani	4/86??	4/87??	4/88??	Building



The *Galaxy*-class starship was first introduced in the late 2350s as a replacement for the venerable *Oberth*-class research cruiser as the primary instrument of Starfleet exploration. However, by the mid-2360s it was becoming increasingly obvious that the *Galaxy* was needed more for the defense of the Federation and her primary mission of exploration was progressively more of a sideline activity. Several losses of operational *Galaxy*-class vessels early in their careers greatly reduced the fleet's ability to field these behemoths and replacement units were slow in coming. In 2365, initial design work was already under way for the Pathfinder Development Project, an effort to introduce a new escort-class vessel with the firepower and durability to counter the Borg. Several promising computer models were studied and the project would eventually lead to the *Defiant*-class, an altogether excellent vessel that has served the Federation well over the last decade. Of the designs developed by the project, number NXP-2365WP/T was culled to act as the basis for Starfleet's newest fleet surveyor, a medium range vessel to serve in Starfleet's research efforts for the next eighty years.

Classification: The *Nova* is classified as a research cruiser or surveyor. This indicates that the *Nova* can operate, map and inspect a region of space for later follow up by more capable explorer type vessels should anything of interest be discovered. The *Nova* also has a limited scouting and surveillance capability for use along sensitive border regions. The Mk II *Nova* introduced in 2385 is more oriented toward the scouting role with better speed and range.

Design: The *Nova*'s overall design closely follows the original Pathfinder template with minor revisions to her forward long-range sensor array and the addition of a backup navigational deflector in place of two forward torpedo launchers. The blended hull design is

similar to the *Intrepid*-class and serves to increase structural integrity and durability. Twin nacelles trail out along the top of the vessel in a manner familiar to most Federation starships.

Engineering: The propulsion suite aboard the *Nova* was built for durability instead of speed, and the hardy FUWA-1 warp drive was chosen for the class. Easy to maintain in the field and one of the most fuel-efficient units in the fleet, the type was an logical choice for the *Nova*'s builders. Her twin FIF-3 impulse drives are equally durable and provide impressive maneuverability at sublight speeds. The Mk II redesign of the class introduced the employment of the FIUWA-1 warp drive, a marked improvement over the old system that gives her a top work speed of warp 9.7. For the first time in her deployment history, the *Nova* is able to perform the scouting missions she was designed for without the fear of being overrun by faster enemy vessels.

Tactical: When a vessel is designed as a surveyor, the armament is usually a secondary consideration. However, several holdovers from the Pathfinder design phase allowed the inclusion of an impressive weapons suite for such a small vessel. The newly fielded FH-16 phaser array allows the *Nova* to engage threat vessels at range where she will be a more difficult target for return fire. Her three FP-10 torpedo launchers were left over from the Pathfinder's original eight and provide an ample secondary strike along with the directed energy weapons. The *Nova*'s FSS-M shield array is of a type normally found on larger vessels and is essential considering her sometimes perilous survey missions and occasional exposure to threat forces sometimes twice her strength. The Mk II *Nova* employs the more powerful FQ-1 quantum torpedo, a weapon that has the ability to make any aggressor take the diminutive scout seriously as a threat.

Crew Support/Computer Systems: As she was designed for long-range survey missions, the crew enjoys roomy quarters and excellent recreational facilities. Most vessels of the class have been retrofit over the years with one or two small holodecks, an obvious oversight during her initial fielding. The computer suite aboard ship is impressive and consists of a hybrid bio-neural/isolinear makeup.

Development and Construction History: Of the eighteen *Nova*-class vessels constructed, thirteen remain in active service. Although construction was suspended in 2381, building resumed in 2383 after a design review and upgrade of the class to new specifications. Refits are not planned for the existing class vessels and they will continue to act in the exploratory role. The Mk II will supplement the *Heimdall*-class scouts which have seen the end of their production run.

Historical Notes:

<i>Nova</i>	Destroyed after being forced to crash land on Ceti Draconi II during a plasma storm on stardate 4/6907.
<i>Equinox</i>	Reported lost, presumed destroyed while on a survey mission near Bajor Sector on stardate 4/7002. Found in the Delta Quadrant on stardate 4/7506 by <i>USS Voyager</i> and destroyed shortly thereafter in a conflict with an unknown alien species.
<i>Noble</i>	Destroyed while scouting a Cardassian staging position near Bajor on stardate 4/7408.
<i>Tarus</i>	Reported lost, presumed destroyed while scouting enemy positions in the Carlsbad System on stardate 4/8011. Debris later found on stardate 4/8109 confirming the vessels destruction.
<i>Portia</i>	Scrapped after taking extensive damage from RFS forces while delivering supplies to an emergency aid station near Corillia Prime on stardate 4/7807.
<i>Mir</i>	Reported lost, presumed destroyed while en-route to Starbase 94 on stardate 4/8203.

Specifications for the *Nova*-class Research Cruiser/Scout

Construction Data:

Model Number:	Mk I	Mk II
Date Entered Service:	4/6906	4/8505

Hull Data:

Superstructure Points:	52	56
Size:		
Length:	172 m	172 m
Width:	105 m	105 m
Height:	36 m	36 m
Transporters:		
Standard Six Person-	2	2
Emergency 22 Person-	1	1
Cargo, small-	1	1
Cargo, large-	1	1
Crew:	10 Officers	12 Officers
	52 Enlisted	62 Enlisted
Passengers:	8	6
	800 evacuation limit	800 evacuation limit
Shuttlecraft:	Type 16 Shuttlepod (2)	Type 16 Shuttlepod (2)

Engines and Power Data:

Total Power Units Available:	120	136
Movement/Point Ratio:	4/1	4/1
Warp Engine Type:	FUWA-1	FIUWA-1
Number:	2	2
Power Units Available:	40	48
Cruising Speed:	6	6
Emergency Speed:	8	9.7
Impulse Engine Type:	FIF-3	FIF-3
Number:	2	2
Power Units Available:	20	20
Auxiliary Power:	12	14
Reserve Power:	6	7

Weapons and Firing Data:

Beam Weapon Type:	FH-16	FH-16
Number:	10	10
Firing Arcs:	2 f/p/s, 2 f/p, 2 f./s, 2 p/s, 2 a	2 f/p/s, 2 f/p, 2 f./s, 2 p/s, 2 a
Chart:	Z	Z
Max Power:	10	10
+3:	(1-15)	(1-15)
+2:	(16-20)	(16-20)
+1:	(21-24)	(21-24)
Missile Weapon Type:	FP-10	FQ-1
Number:	6	6
Firing Arcs:	2 f/p, 2 f/s, 2 a	2 f/p, 2 f/s, 2 a
Chart:	S	S
Power to Arm:	1	1
Damage:	10	10

Shields Data:

Deflector Shield Type:	FSS-M	FSS-M
Shield Point Ratio:	1/6	1/6
Max Shield Power:	22/side	22/side

Combat Efficiency:

Point Value:	124	149
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United Federation of Planets

Bismarck Mk I (BB) - 336	Spitfire Mk I (DD) - 161
Alaska Mk II (BC) - 170	Steamrunner (DD) - 177
Excelsior Mk VI (BC) - 172	Federation (DN) - 153
Excelsior Mk VII (BC) - 183	Normandy Mk III (DN) - 140
Excelsior Mk VIII (BC) - 172	Springfield Mk I (DN) - 218
Excelsior Mk IX (BC) - 232	Atheron Mk I (EC) - 243
Iowa Mk I (BC) - 182	Challenger Mk I (EC) - 182
Iowa Mk II (BC) - 200	Constitution Mk IX (EC) - 107
Kitty Hawk Mk I (BC) - 307	Luna Mk I (EC) - 160
Mythe Mk I (BC) - 298	Galatea Mk I (EC) - 282
Onslaught Mk I (BC) - 141	Galaxy Mk II (EC) - 243
Pegasus Mk I (BC) - 202	Galaxy Mk III (EC) - 267
Renown Mk III (BC) - 257	Gallant Mk I (EC) - 298
Rigel Mk I (BC) - 180	Frontier Mk I (EC) - 336
Abrams Mk I (CR) - 137	Majestic Mk I (EC) - 307
Akira Mk II (CR) - 202	Mosby Mk I (EC) - 158
Ambassador Mk II & III (CR) - 180	Mosby Mk II (EC) - 184
Andromeda Mk II (CR) - 177	Nebula Mk I (EC) - 194
Apollo Mk I (CR) - 158	Nebula Mk II (EC) - 203
Bradbury Mk I (CR) - 175	Pulsar Mk I (EC) - 230
Cheyenne Mk I (CR) - 180	Sovereign MK I (EC) - 293
Constellation Mk III (CR) - 142	Trafalgar Mk I (EC) - 199
Freedom Mk I (CR) - 140	Defiant Mk I (ES) - 158
Intrepid Mk I (CR) - 197	Saber Mk I (ES) - 147
Istanbul Mk I (CR) - 151	Sequoia Mk I (ES) - 157
Korolev Mk I (CR) - 163	Shepard Mk I (ES) - 143
Mediterranean Mk I (CR) - 144	New Orleans Mk I (FG) - 166
Merced Mk I (CR) - 181	Chandley (FG) - 118
Miranda Mk IV (CR) - 116	Corvette (CT) - 77
Niagra Mk I (CR) - 172	Bay Mk I (DDE) - 72
Norway Mk I (CR) - 222	County Mk I (DDE) - 89
Patriot Mk I (CR) - 165	Andor (MCR) - 115
Patriot Mk II (CR) - 181	Andor Storm (MCR) - 146
Renaissance Mk II (CR) - 159	Heimdall (SC) - 90
Renaissance Mk II (CR) - 190	Nova Mk I (RC) - 120
Saint Louis Mk I (CR) - 173	Nova Mk II (RC) - 149
Surak Mk III (CR) - 147	Alamo Mk XVI (DO) - 390
Chimera Mk I (DD) - 169	Gatekeeper Mk II (AP) - 222
Fletcher Mk I (DD) - 116	Cygnus MK II (CC) - 152
Hurricane Mk I (DD) - 175	Continent Mk I (AS) - 74

Chart Z

Range	To-Hit
1	1-10
2	1-10
3	1-10
4	1-10
5	1-9
6	1-9
7	1-9
8	1-8
9	1-8
10	1-8
11	1-7
12	1-7
13	1-7
14	1-6
15	1-6
16	1-5
17	1-5
18	1-4
19	1-4
20	1-3
21	1-3
22	1-2
23	1-2
24	1

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