



**Federation
Ship Recognition Manual
2386 Edition**

Credits

**Federation Ship Recognition Manual
2386 Edition**

**Star Trek Starship Combat Simulator Phase II
Rules and Klingon Ship Statistics compiled by:
Travis J. Offenberger
Kenneth G.R. Minick**

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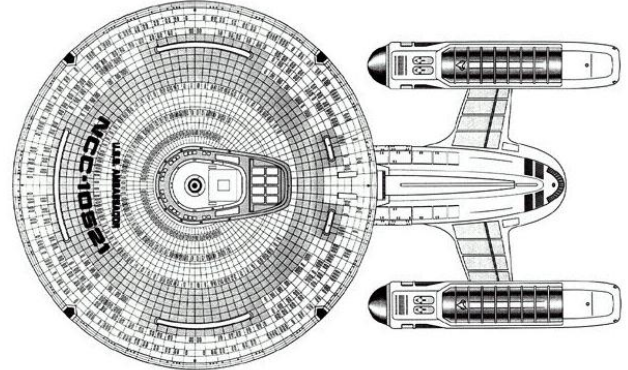
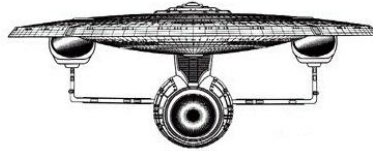
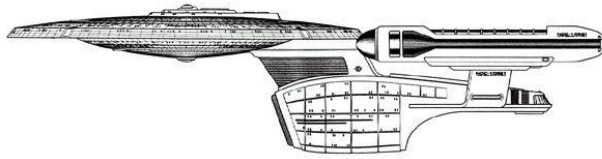
Star Trek Starship Tactical Combat Simulator Phase II revisions
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EXPLORERS

Ambassador Class Explorer



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 |
| Damage Chart: | C | C | C | C |

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:

| | | | | |
|------------------|--------|--------|--------|--------|
| Evacuation Limit | 280 | 300 | 300 | 300 |
| Shuttlecraft: | 12,000 | 12,000 | 12,000 | 12,000 |
| | 20 | 20 | 20 | 24 |

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 | 3 | 3 |
| 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 t/p, 4 f/s | 4 f, 4 t/p, 4 f/s | 4 f, 4 t/p, 4 f/s | 4 f, 4 t/p, 4 f/s |
| | 2 p, 2 s, 2 a | 2 p, 2 s, 2 a | 2 p, 2 s, 2 a | 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 | (18-24) | (18-24) | (18-24) | (18-24) |
| Missile Weapon Type: | FP-4 | FP-4 | FP-10 | FP-10 |
| Number: | 16 | 16 | 16 | 16 |
| Firing Arcs: | 6 f/p/s, 6 a | 6 f/p/s, 6 a | 6 f/p/s, 6 a | 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-3 | 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 |
|--------------|-----|-----|-----|-----|



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.

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 *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.

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.

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.

Of the 38 *Ambassador*-class starships built between 2329 and 2376, 17 Mk IIIs and 3 Mk IVs remain in service. One Mk I, and four Mk IIs and ten Mk IIIs have been destroyed in the line of duty. One Mk II was declared lost, presumed destroyed, and one Mk II and one Mk III were scrapped due to extensive damage. Production ended in 2376 with the commissioning of the *USS Hornet* at the San Francisco Fleet Yards at Terra.

Development and Construction History:

- 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.

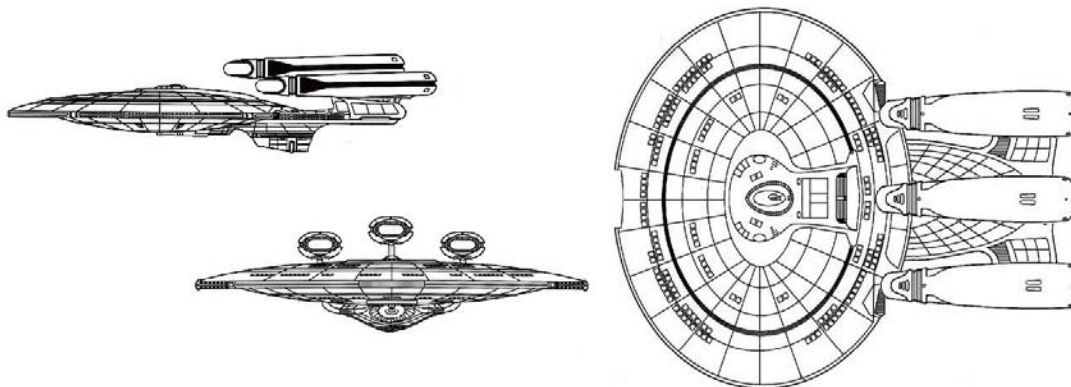
Disposition:

The following list of *Ambassador*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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-26531 | <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 |

| | |
|---------------------|---|
| <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. |

Atheron Class Explorer



Construction Data:

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

Hull Data:

Superstructure Points: 94
Damage Chart: C

Size:

Length: 484 m
Width: 349 m
Height: 103 m

Transporters:

Standard Six Person- 5
Emergency 22 Person- 2
Cargo, small- 4
Cargo, large- 2
Crew: 88 Officers
650 Enlisted

Passengers:

Evacuation Limit: 180
Shuttlecraft: 7,000
22

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

Impulse Engine Type:

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: 15
+3 (1-15)
+2 (16-20)
+1 (21-24)

Beam Weapon Type:

Number: 14
Firing Arcs: 4 t/p/s, 2 p/s, 2 t/p/a,
2 t/s/a, 4 a

Chart: Z
Max Power: 10

+3 (1-15)
+2 (16-20)
+1 (21-24)

Missile Weapon Type:

Number: 12
Firing Arcs: 6 t/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



By the mid-2370s, 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.

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. Much of the remaining room was converted into 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.

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.

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.

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 crew and is a choice assignment.

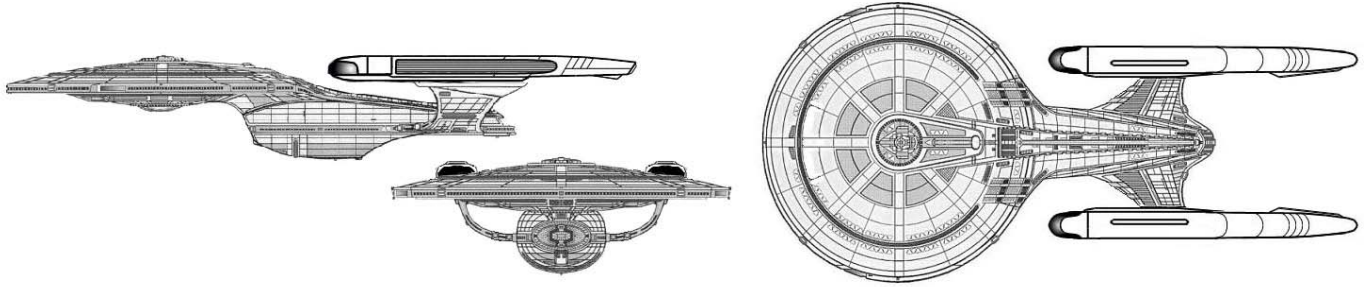
The *Atheron* was constructed at the Utopia Planitia Fleet Yards and is a one of a kind vessel. No further units of this class are planned. Bulk refits of existing *Mosby*-class vessels to *Atheron* specifications were considered briefly in 2382 and discarded as being too costly.

Disposition:

The following list of *Atheron*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

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

Challenger Class Explorer



Construction Data:

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

Hull Data:

Superstructure Points: 100
Damage Chart: C

Size:

Length: m
Width: m
Height: m

Transporters:

Standard Six Person- 6
Emergency 22 Person- 4
Cargo, small- 3
Cargo, large- 1
Crew: 130 Officers
720 Enlisted

Passengers:

Evacuation Limit: 200
Shuttlecraft: 11,000
46

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:

Reserve Power: 16
8

Weapons and Firing Data:

Beam Weapon Type: FH-15
Number: 10
Firing Arcs: 8 t/p/s, 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 t/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: 182



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.

The *Challenger* is derived from a radically modified *Ambassador*-class hullform with a modernized saucer section and reworked secondary hull. She also sports an enlarged hangar bay and improved cruising range thanks to expanded fuel storage facilities.

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.

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.

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 complement twice over.

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, 11 remain in service. Five have been destroyed, one is listed as lost, presumed destroyed and one was scrapped. 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.



Disposition:

The following list of *Challenger*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 | Destroyed |
| 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 |

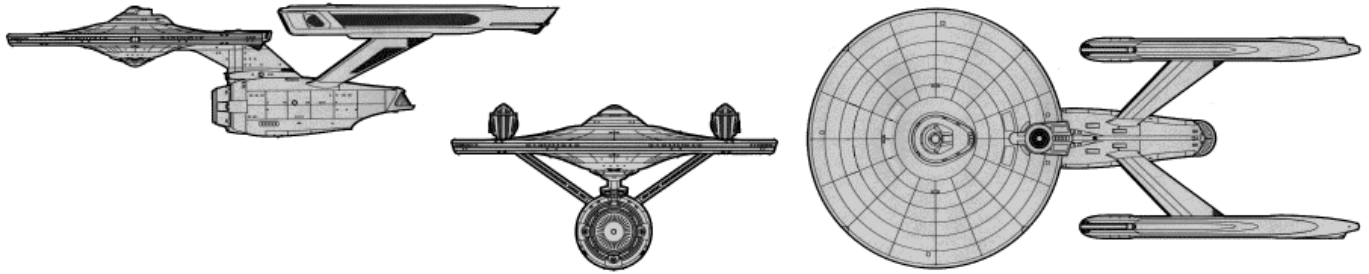
Historical Notes:

| | |
|-------------------|---|
| <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. |
| <i>Invincible</i> | Destroyed by an unknown alien force on stardate 4/8501 |

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 striping 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.

Constitution Class Explorer



Construction Data:

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

Hull Data:

Superstructure Points: 44
Damage Chart: C
Size:
Length: 302 m
Width: 131 m
Height: 74 m

Transporters:

Standard Six Person- 6
Emergency 22 Person- 4
Cargo, small- 1
Cargo, large- 1
Crew: 64 Officers
280 Enlisted

Passengers:

Evacuation Limit: 3,000
Shuttlecraft: 8

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, l/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

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.

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 provides good maneuvering power at sublight speeds.

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.

The crew load aboard the *Constitution* has been lessened greatly thanks to the automation of several key 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.

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.

Disposition:

The following list of *Constitution*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 |

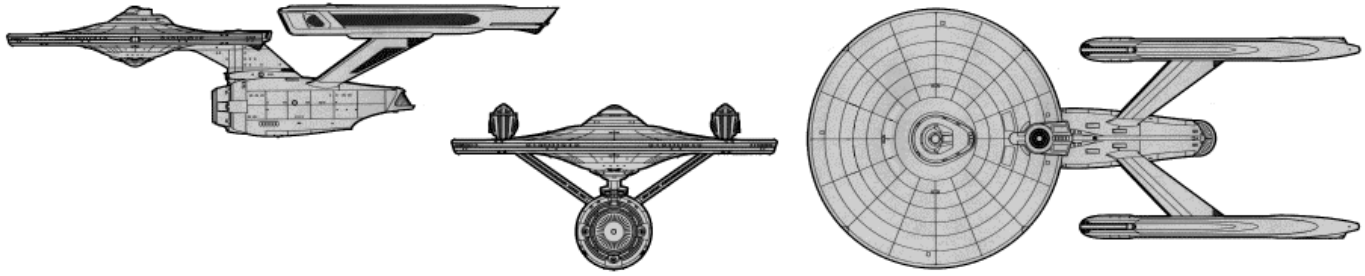
Historical Notes:

Santissima Trinidad
El Dorado
Franklin
Konigsberg

Reverted to mothballs at Memory Beta on stardate 4/3605. Recommissioned on stardate 4/6907.
Reverted to mothballs at Memory Beta on stardate 4/3605. Recommissioned on stardate 4/6812.
Reverted to mothballs at Memory Beta on stardate 4/2711. Recommissioned on stardate 4/6901.
Reverted to reserve status on stardate 4/1504. Mothballed at Memory Beta on stardate 4/6002.
Recommissioned on stardate 4/6807. Destroyed by the Borg at the Typhon on stardate 4/7305.



Discovery Class Explorer



Construction Data:

Model Number: Mk I
Date Entered Service: 4/3803
Classified
Classified

Hull Data:

Superstructure Points: 52
Damage Chart: C
Size:
Length: 302 m
Width: 131 m
Height: 74 m

Transporters:

Standard Six Person- 6
Emergency 22 Person- 4
Cargo, small- 1
Cargo, large- 1
Crew: 72 Officers
304 Enlisted
72 Officers
304 Officers

Passengers: 50
Evacuation Limit: 3,100
Shuttlecraft: 4

Engines and Power Data:

Total Power Units Available: 116
Movement/Point Ratio: 4/1
Warp Engine Type: FIWD-X

Number: 2
Power Units Available: 42
Cruising Speed: 6.5
Emergency Speed: 9.5
Impulse Engine Type: FIG-2

Number: 1
Power Units Available: 32
Auxiliary Power: 12
Reserve Power: 6

Weapons and Firing Data:

Beam Weapon Type: FH-X/4
Number: 14
Firing Arcs: 4 f, 4 t/p,
4 t/s, 2 a
Chart: Z
Max Power: 5
+3 (1-5)
+2 (6-17)
+1 (18-24)

Beam Weapon Type: FH-16
Number: 4
Firing Arcs: 2 f, 2 t/p,
2 t/s
Chart: Z
Max Power: 10
+3 (1-15)
+2 (16-20)
+1 (21-24)

Missile Weapon Type: FP-4
Number: 4
Firing Arcs: 4 f
Chart: S
Power to Arm: 1
Damage: 10
Shootdown: 1-4 / 1d4+1
Takedown: 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-3
Shield Point Ratio: 1/5
Max Shield Power: 25/side

Combat Efficiency

Point Value: 136

The *USS Discovery* is a one of a kind revision of the *Constitution*-class starships that entered service more than 140 years ago. After a distinguished term of service as a technology demonstrator and then as a commissioned part of the fleet as an explorer, the *Discovery* was again retired to the Port Copernicus Fleet Yards where she remains to this day. However, the importance of this sub-class and her contributions to the fleet warrant a closer look into the history of this classic design.

The *Discovery*-class is virtually indistinguishable from the *Constitution*-class refits of the mid-2270s. Despite numerous internal changes, the only exterior difference is a minor revision in the forward photon torpedo launch port.

The warp drive fit aboard the *Discovery*-class was a highly experimental version of the FIWD family of engines. The drive unit incorporated numerous technologies that are still classified that helped lighten the unit while delivering exemplary power generation. It is widely believed that the FIWD-X paved the way for many of the technologies that went into the smaller but no less impressive FUWE type that entered service in the 2360s and 70s. The FIG-2 impulse drive is the same as was fit aboard the *Constitution*-class during her heyday, but incorporates a number of innovations that served to lighten the unit, simplify maintenance needs and improve fuel efficiency.

FH-X/4 phaser system made its debut aboard the *Discovery*-class as the most accurate directed energy weapon fielded by Starfleet up to that time. By utilizing a number of computer software targeting enhancements that were tied directly into a dedicated computer core subprocessor assembly, the *Discovery* was able to deliver shots on target reliably even at extreme ranges. Although the power output was only half that of the standard FH-11 array in service at that time, the FH-X/4 featured a greater power cycle response time that offset any initial deficiencies. Lessons learned from the FH-X/4 were later incorporated into the FH-16 phaser system in the 2360s. The FP-4 torpedo launcher aboard the *Discovery* was fit with an experimental autoloader that increased output by a full 100% over the *Constitution*-class but came at the cost of much higher maintenance requirements. Finally, the *Discovery* was fielded with a prototype FSR-3 shield generator, the first penta-transducing type to see service. After the initial testing period, it later saw service aboard the *Merced*-class and other vessels in subsequent years.

The crew requirements of the *Discovery*-class have been lessened slightly thanks to the automation of several of her primary systems. The crew enjoys comfortable quarters and recreational facilities to help blunt the trauma of being away from port for months or even years at a time for research missions. The computer core aboard the *Discovery* was a prototype of a scaled down system developed for the *Renown*-class for inclusion in other down stream vessels. The memory storage array was a mixture of the standard isolinear type of the day and another system whose specifications remain classified.

Only the class vessel *USS Discovery* saw service and was pulled from active operations in 2351 after an extended deployment. She is permanently berthed at the Port Copernicus Fleet Yards above Luna where engineers still test aboard her the latest and greatest technologies being considered for fleet wide deployment. The statistics contained here reflect the *Discovery*'s disposition upon commissioning in 2338 and in no way reflect her current status which is, by necessity, classified.

Disposition:

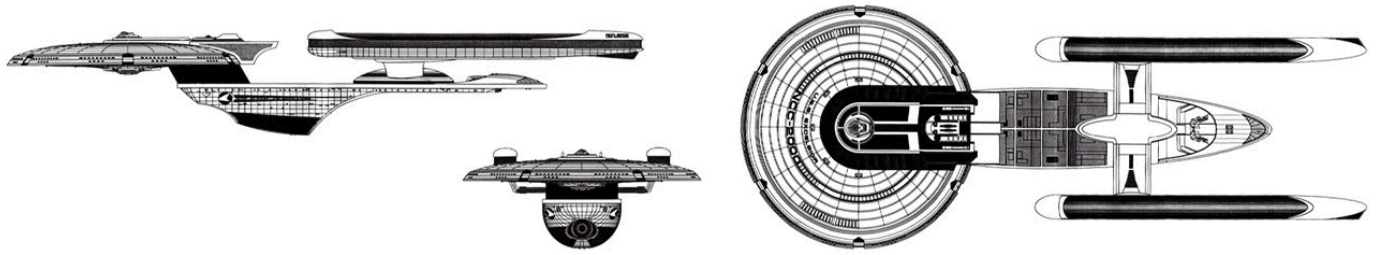
The following list of *Discovery*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| Number | Name | Builder | Laid Down | Launched | Commissioned | Status |
|-----------|------------------|----------------------------------|-----------|----------|--------------|----------|
| NCC-21798 | <i>Discovery</i> | San Francisco Fleet Yards, Terra | 3/8502 | 4/3603 | 4/3803 | Inactive |

Historical Notes:

Discovery (ex-*USS Ranger*) Mothballed at 23% complete. Fit as a technology demonstrator and placed in service in 2336. Commissioned as *USS Discovery* in 2338 at the conclusion of the testing program. Rendered inactive in 2351 at the Port Copernicus Fleet Yards, Luna and used since as a test bed for emerging technologies.

Excelsior Class Explorer



| | | | | | |
|---------------------------------|-------------------------------|----------------------------------|----------------------------------|----------------------------------|---------------|
| Construction Data: | | | | | |
| Model Number: | Mk I | Mk III | Mk V | Mk VI | Mk VIII |
| Date Entered Service: | 3/8710 | 3/9901 | 4/2606 | 4/6508 | 4/7410 |
| Hull Data: | | | | | |
| Superstructure Points: | 50 | 65 | 80 | 80 | 88 |
| Damage Chart: | C | C | C | C | |
| Size: | | | | | |
| Length: | 467 m | 467 m | 467 m | 467 m | 467 m |
| Width: | 186 m | 186 m | 186 m | 186 m | 186 m |
| Height: | 78 m | 78 m | 78 m | 78 m | 78 m |
| Transporters: | | | | | |
| Standard Six Person- | 6 | 6 | 6 | 6 | 6 |
| Emergency 22 Person- | 6 | 6 | 6 | 6 | 6 |
| Cargo, small- | 2 | 2 | 2 | 2 | 2 |
| Cargo, large- | 1 | 1 | 1 | 1 | 1 |
| Crew: | 125 Officers | 125 Officers | 125 Officers | 125 Officers | 125 Officers |
| | 685 Enlisted | 685 Enlisted | 685 Enlisted | 685 Enlisted | 685 Enlisted |
| Passengers: | 40 | 40 | 40 | 40 | 40 |
| Evacuation Limit | 8,000 | 8,000 | 8,000 | 8,000 | 8,000 |
| Shuttlecraft: | 20 | 20 | 20 | 20 | 20 |
| Engines and Power Data: | | | | | |
| Total Power Units Available: | 128 | 128 | 136 | 184 | 152 |
| Movement/Point Ratio: | 6/1 | 6/1 | 6/1 | 5/1 | 5/1 |
| Warp Engine Type: | FIWA-1 | FIWA-1 | FIWA-1 | FIUWA-1 | FUWR-1 |
| Number: | 2 | 2 | 2 | 2 | 2 |
| Power Units Available: | 48 | 48 | 48 | 48 | 56 |
| Cruising Speed: | 6 | 6 | 6 | 6 | |
| Emergency Speed: | 9.1 | 9.1 | 9.1 | 9.5 | 9.65 |
| Impulse Engine Type: | FIG-2 | FIG-2 | FIG-3 | FIG-4 | FIG-3 |
| Number: | 1 | 1 | 1 | 1 | 1 |
| Power Units Available: | 32 | 32 | 40 | 44 | 40 |
| Auxiliary Power: | 12 | 12 | 14 | 18 | 16 |
| Reserve Power: | 6 | 6 | 7 | 9 | 8 |
| Weapons and Firing Data: | | | | | |
| Beam Weapon Type: | FH-11 | FH-11 | FH-11 | FH-11 | FH-11 |
| Number: | 8 | 16 | 16 | 16 | 12 |
| Firing Arcs: | 2 f, 2 t/p, 2 f/s, 2 t/s, 2 a | 2 f, 2 t/p, 2 f/s, 4 p, 4 s, 2 a | 2 f, 2 t/p, 2 f/s, 4 p, 4 s, 2 a | 2 f, 2 t/p, 2 f/s, 4 p, 4 s, 2 a | 10 t/p/s, 2 a |
| Chart | Y | Y | Y | Y | Y |
| Max Power: | 10 | 10 | 10 | 10 | 10 |
| +3 | (1-10) | (1-10) | (1-10) | (1-10) | (1-10) |
| +2 | (11-17) | (11-17) | (11-17) | (11-17) | (11-17) |
| +1 | (18-24) | (18-24) | (18-24) | (18-24) | (18-24) |
| Beam Weapon Type: | FH-8 | | | | |
| Number: | 8 | | | | |
| Firing Arcs: | 4 p, 4 s | | | | |
| Chart | T | | | | |
| Max Power: | 5 | | | | |
| +2 | (1-10) | | | | |
| +1 | (11-18) | | | | |
| Missile Weapon Type: | FP-4 | FP-4 | FP-4 | FP-4 | FP-4 |
| Number: | 6 | 6 | 6 | 6 | 8 |
| Firing Arcs: | 2 t/p, 2 t/s, 2 a | 2 t/p, 2 t/s, 2 a | 2 t/p, 2 t/s, 2 a | 2 t/p, 2 t/s, 2 a | 4 t/p/s, 4 a |
| Chart | S | S | S | S | S |
| Power to Arm: | 1 | 1 | 1 | 1 | 1 |
| Damage: | 10 | 10 | 10 | 10 | 10 |
| Shields Data: | | | | | |
| Deflector Shield Type: | FSS-1 | FSS-1 | FSS-1 | FSS-3 | FSS-M |
| Shield Point Ratio: | 1/4 | 1/4 | 1/4 | 1/5 | 1/6 |
| Max Shield Power: | 22/side | 22/side | 22/side | 20/side | 22/side |
| Combat Efficiency | | | | | |
| Point Value: | 126 | 130 | 141 | 172 | 172 |



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.

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 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.

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.



The weapon system mounted aboard the early *Excelsiors* was not particularly revolutionary for its 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 system 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.

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.

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, 8 Mk VIs and 40 Mk VIIIs remain in active service. Five Mk IIIs, 22 Mk Vs, 1 Mk VI and 3 Mk VIIIs have been destroyed. Two Mk Vs are listed as lost, presumed destroyed, one was scrapped due to extensive damage, one is in the service of Starfleet Training command, three have been mothballed and one was captured by the Romulan Empire during the Raven conflict in 2377.

Development and Construction History:

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. All in service vessels refit to Mk V standards between 2330 and 2359.

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 untra modern version of the *Excelsior*-class. Begain 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.

Disposition:

The following list of *Excelsior*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 Yard | 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 |

| Number | Name | Builder | Laid Down | Launched | Commissioned | Status |
|---------------|------------------------|--------------------------------------|------------------|-----------------|---------------------|---------------|
| 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> | Newport News Fleet Yards, 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>Perseus</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 |

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 IKS 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 IKS forces near the Triangle on stardate 4/7003. |
| <i>Farragut</i> | Removed from service and placed on a 35 year lease to the Corillian States Naval Service on stardate 4/3602. Recommissioned as the <i>CSS Aldain</i> . Returned to Starfleet in 2371 and placed in reserve at Starbase 266. Refit and recommissioned into the fleet on stardate 4/7312. |
| <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>Kongo</i> | Reverted to Starfleet Training Command on stardate 4/7101. Reactivated on 4/7410 as a part of the Mk VIII refit pilot program. |
| <i>Missouri</i> | Decommissioned and placed on public display at Spacedock Terra on stardate 4/6111. Reactivated on stardate 4/7410 as a part of the Mk VIII refit pilot program. |
| <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</i> | Destroyed by forces of the Romulan Empire in Operation Gallant Flame on stardate 4/7803. |
| <i>Exeter</i> | Mothballed after receiving extensive damage from IKS 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 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. |

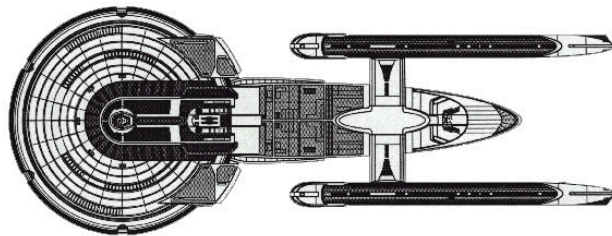
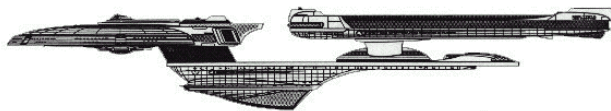
On stardate 4/1303, Hyverian separatists seeking independence from their government performed a hit and run raid against the Starfleet repair facility at Starbase 13. It was there that fifteen Hyverian agents masquerading as Starfleet officers boarded the *USS Defiant*, the *Chandley*-class *USS Glencoe* 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 4/7003.05 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 as they find themselves 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 in decades. 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 returned home. The *Potemkin* herself is kept as a war prize and remains on display in orbit above Romulus.

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.

Excelsior II Class Explorer



Construction Data:

| | | | | |
|-----------------------|--------|--------|--------|--------|
| Model Number: | Mk II | Mk IV | Mk VII | Mk IX |
| Date Entered Service: | 3/9602 | 4/1308 | 4/7106 | 4/8402 |

Hull Data:

| | | | | |
|------------------------|----|----|----|-----|
| Superstructure Points: | 60 | 90 | 90 | 115 |
| Damage Chart: | C | C | C | C |

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 | 1 |
| Crew: | 125 Officers | 125 Officers | 125 Officers | 110 Officers |
| | 685 Enlisted | 685 Enlisted | 685 Enlisted | 635 Enlisted |

Passengers:

| | | | | |
|------------------|-------|-------|-------|-------|
| Evacuation Limit | 8,000 | 8,000 | 8,000 | 8,000 |
| Shuttlecraft: | 20 | 20 | 20 | 20 |

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: | 6 | 6 | 6 | 6.5 |
| Emergency Speed: | 9 | 9 | 9.5 | 9.6 |

| | | | | |
|------------------------|-------|-------|-------|-------|
| Impulse Engine Type: | FIG-1 | FIG-2 | FIG-2 | FIG-4 |
| 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 | (18-24) | (18-24) | (18-24) | (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: | 22/side | 22/side | 25/side | 24/side |

| | | | | |
|-------------------|-----|-----|-----|-----|
| Combat Efficiency | | | | |
| Point Value: | 144 | 160 | 183 | 232 |



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 *Excelsiors* 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.

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.

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 and prevents detection at long ranges. The additional impulse drives provide not only extra auxiliary power, but also superb handling by utilizing differential thrust vectoring.

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.

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. Holodeck technology was a welcome addition to the *Excelsior's* in the early 2360s and has gone far into once again making them popular assignments.

Of the 15 *Excelsior II*-class vessels built to date, 8 Mk VIIIs and 3 Mk IXs remain in active service. One Mk I and 2 Mk IVs have been destroyed and one Mk IV has been mothballed. 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.

Development and Construction History:

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 decommissioning. *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. The Mk IX is 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.

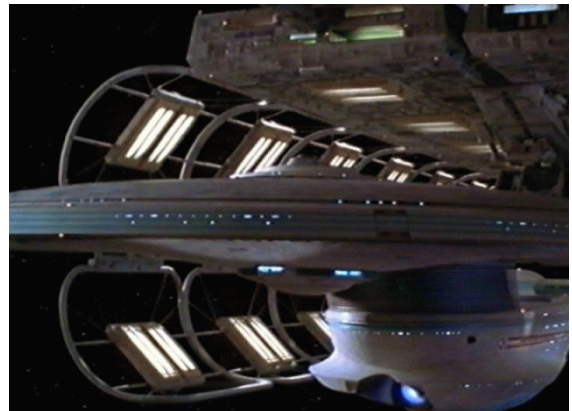
Disposition:

The following list of *Excelsior*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

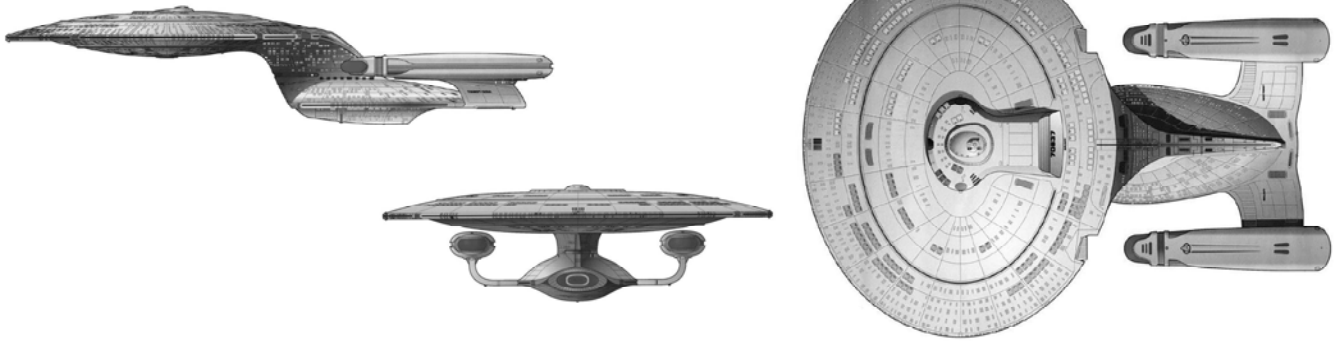
| Number | Name | Builder | Laid Down | Launched | Commissioned | Status |
|------------|-------------------------|---------------------------------------|-----------|----------|--------------|------------|
| NCC-1701-B | <i>Enterprise</i> | San Francisco Fleet Yards, Terra | 3/8903 | 3/9407 | 3/9602 | Destroyed |
| NCC-11709 | <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 | 4/8603 | Active |
| NCC-77474 | <i>Daring</i> | Utopia Planitia Fleet Yards, Mars | 4/8107 | 4/8603 | 4/87?? | Trials |

Historical Notes:

| | |
|-------------------|---|
| <i>Enterprise</i> | Destroyed near Klingon space on stardate 4/3006. |
| <i>Lexington</i> | Mothballed after taking massive damage in a battle against Romulan forces near Dorma II on stardate 4/6709. Placed in ready reserve status. |
| <i>Goliath</i> | Destroyed by forces of the Cardassian Union near Borvora Prime on stardate 4/5708. |
| <i>Heisenberg</i> | Destroyed by Jen'hadar forces at the Battle of Rekkus Prime on stardate 4/7403. |



Frontier Class Explorer



Construction Data:

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

Hull Data:

Superstructure Points: 135
Damage Chart: C

Size:
Length: 642 m
Width: 467 m
Height: 137 m

Transporters:

Standard Six Person- 10
Emergency 22 Person- 10
Cargo, small- 6
Cargo, large- 4
Crew: 312 Officers
728 Enlisted

Passengers:

Evacuation Limit: 15,000
Shuttlecraft: 76

Engines and Power Data:

Total Power Units Available: 288
Movement/Point Ratio: 6/1
Warp Engine Type: FIUWA-1

Warp Engine:
Number: 2
Power Units Available: 84
Cruising Speed: 7
Emergency Speed: 9.9
Impulse Engine Type: FIH-2

Impulse Engine:
Number: 1
Power Units Available: 56
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 t/p/s, 4 t/p/a,
4 t/s/a, 4 p/s, 4 a

Chart
Max Power: 7
+3 (1-15)
+2 (16-20)
+1 (21-24)

Missile Weapon Type: FP-10a
Number: 20
Firing Arcs: 12 t/p/s, 12 a
Chart
Power to Arm: 1
Damage: 10

Missile Weapon Type: FQ-1
Number: 6
Firing Arcs: 6 t/p/s
Chart
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

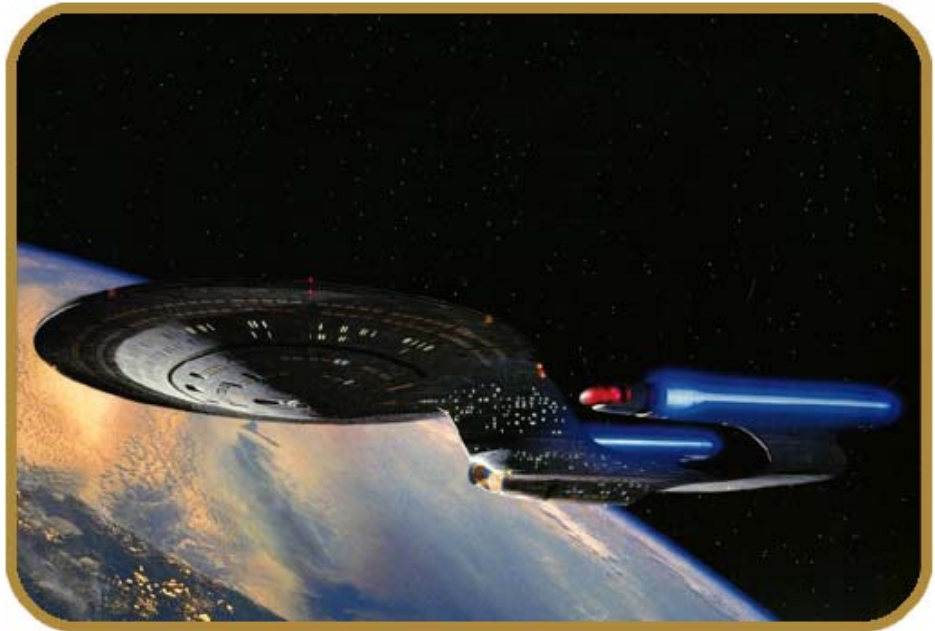


When the *Galaxy*-class starship was designed in the late 2340s to 2350s, it was envisioned that the twelve vessels of the class would lead Starfleet's exploratory efforts well into the next century. While the *Galaxy*-class has performed this task admirably, it was felt early on that the potential of 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.

The *Frontier* is basically a reengineered, new incarnation of the *Galaxy* hull form. The *Frontier*-class modification of the *Galaxy*-class design is intended to give the spaceframe greater endurance during extended missions and the main differences are in the use of internal space. The *Frontier*-class devotes more internal area to ship's stores by 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.

The *Frontier* was among the first vessels designed with the FIUWA-1 (Federation Improved Warp type R/1) warp drive from Shuvinaaljis Warp Technologies of Vulcan. Coupled with a bixed bag of FIG-3 and FIH-2 impulse drives, the *Frontier* is a powerful and maneuverable foe at both warp speed and subliminal velocities.

While she is primarily 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* sports a modified version of the venerable FP-10 torpedo 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 makes the *Frontier*-class a deadly foe in combat.

Four ships of the class, the *Bismarck*, *Ramillies*, *Texas* and *Yamato* were fit specifically for task force operations with an enhanced communications suite, high resolution tactical sensors and several damage control features originally developed for the *Mythe*-class. They still retain their exploration capabilities but are more valuable as border command vessels and are generally deployed as such. The computer systems aboard these four vessels are a mixture of bio-neural/isolinear circuitry in a traditional triple redundant EM hardened configuration. They also mount the innovative Emergency Holographic Anti-incursion program, a system 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.

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. Because of its extended science missions in uncharted regions and due to the removal of capacity for separated flight mode, the *Frontier*-class ships do not carry civilians. 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. *Frontier*-class vessels also tend to carry a disproportionate number of officers due to the large scientific contingent on board.

The *Frontier*-class was produced at several Sol based shipyards from 2369-2383 with ten units in all constructed. All remain in active service.

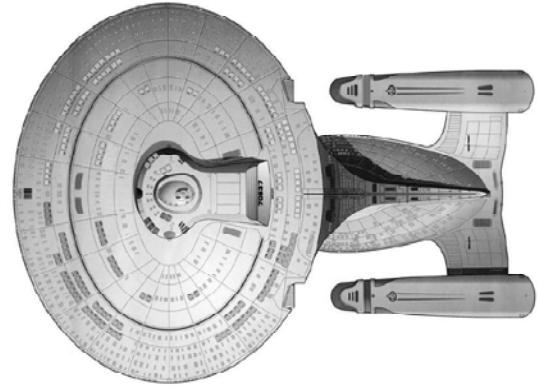
Disposition:

The following list of *Frontier*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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-78698 | <i>Yamato</i> | Utopia Planitia Fleet Yards, Mars | 4/7102 | 4/7509 | 4/7606 | Active |
| NCC-78666 | <i>Texas</i> | Utopia Planitia Fleet Yards, Mars | 4/7202 | 4/7612 | 4/7712 | Active |
| NCC-71528 | <i>Constitution</i> | Utopia Planitia Fleet Yards, Mars | 4/7303 | 4/7710 | 4/7805 | Active |
| NCC-71872 | <i>Valiant</i> | Earth Station Everest, Terra | 4/7406 | 4/7808 | 4/7902 | Active |
| NCC-78341 | <i>Bismarck</i> | Utopia Planitia Fleet Yards, Mars | 4/7502 | 4/7910 | 4/8006 | Active |
| NCC-78665 | <i>Ramillies</i> | Utopia Planitia Fleet Yards, Mars | 4/7602 | 4/8011 | 4/8109 | Active |
| NCC-71776 | <i>BonHomme Richard</i> | Earth Station McKinley, Terra | 4/7707 | 4/8110 | 4/8205 | Active |
| NCC-71373 | <i>Republic</i> | Utopia Planitia Fleet Yards, Mars | 4/7812 | 4/8209 | 4/8305 | Active |



Galaxy Class Explorer



Construction Data:

| | | | | |
|-----------------------|--------|--------|--------|--------|
| Model Number: | Mk I | Mk II | Mk III | Mk IV |
| Date Entered Service: | 4/5711 | 4/6704 | 4/7412 | 4/8710 |

Hull Data:

| | | | | |
|------------------------|-------|-------|-------|-------|
| Superstructure Points: | 100 | 100 | 120 | 135 |
| Damage Chart: | C | C | C | C |
| Size: | | | | |
| Length: | 642 m | 642 m | 642 m | 642 m |
| Width: | 467 m | 467 m | 467 m | 467 m |
| Height: | 137 m | 137 m | 137 m | 137 m |

Transporters:

| | | | | |
|----------------------|--------------|--------------|--------------|--------------|
| Standard Six Person- | 10 | 10 | 10 | 10 |
| Emergency 22 Person- | 10 | 10 | 10 | 10 |
| Cargo, small- | 5 | 5 | 5 | 5 |
| Cargo, large- | 3 | 3 | 4 | 4 |
| Crew: | 220 Officers | 220 Officers | 220 Officers | 220 Officers |
| | 680 Enlisted | 680 Enlisted | 790 Enlisted | 790 Enlisted |

Passengers:

| | | | | |
|------------------|--------|--------|--------|--------|
| Evacuation Limit | 15,000 | 15,000 | 15,000 | 15,000 |
| Shuttlecraft: | 78 | 78 | 86 | 86 |

Engines and Power Data:

| | | | | |
|------------------------------|--------|--------|--------|--------|
| Total Power Units Available: | 216 | 232 | 252 | 280 |
| Movement/Point Ratio: | 7/1 | 7/1 | 6/1 | 6/1 |
| Warp Engine Type: | FUWA-1 | FUWA-1 | FUWR-2 | FUWR-2 |
| Number: | 2 | 2 | 2 | 2 |
| Power Units Available: | 40 | 40 | 60 | 60 |
| Cruising Speed: | 6 | 6 | 6 | 6 |
| Emergency Speed: | 9.6 | 9.6 | 9.75 | 9.92 |
| Impulse Engine Type: | FIH-2 | FII-1 | FIG-4 | FIH-2 |
| Number: | 1 | 1 | 3 | 3 |
| Power Units Available: | 56 | 64 | 44 | 56 |
| Impulse Engine Type: | FIG-3 | FIG-2 | | |
| Number: | 2 | 2 | | |
| Power Units Available: | 40 | 44 | | |
| Auxiliary Power: | 22 | 24 | 26 | 28 |
| Reserve Power: | 11 | 12 | 13 | 14 |

Weapons and Firing Data:

| | | | | |
|-------------------|---|---|---------|---|
| Beam Weapon Type: | FH-15 | FH-15 | FH-18 | FH-18 |
| Number: | 18 | 18 | 4 | 18 |
| Firing Arcs: | 4 t/p/s, 2 f/p/a, 2 t/s/a, 2 p/s, 2 p/a, 2 s/a, 4 a | 4 t/p/s, 2 f/p/a, 2 t/s/a, 2 p/s, 2 p/a, 2 s/a, 4 a | 4 t/p/s | 4 t/p/s, 2 f/p/a, 2 t/s/a, 2 p/s, 2 p/a, 2 s/a, 4 a |
| Chart | Y | Y | Y | Y |
| Max Power: | 12 | 12 | 15 | 15 |
| +3 | (1-15) | (1-15) | (1-15) | (1-15) |
| +2 | (16-20) | (16-20) | (16-20) | (16-20) |
| +1 | (21-24) | (21-24) | (21-24) | (21-24) |

Beam Weapon Type:

| | |
|--------------|--|
| Number: | 14 |
| Firing Arcs: | 2 t/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:

| | | | | |
|---------------|----------------|----------------|----------------|----------------|
| Number: | 20 | 20 | 20 | 20 |
| Firing Arcs: | 10 t/p/s, 10 a | 10 t/p/s, 10 a | 10 t/p/s, 10 a | 10 t/p/s, 10 a |
| Chart | S | S | S | S |
| Power to Arm: | 1 | 1 | 1 | 1 |
| Damage: | 10 | 10 | 10 | 10 |

Shields Data:

| | | | | |
|------------------------|---------|---------|---------|---------|
| Deflector Shield Type: | FSS-M | FSR-1 | FSW-1 | FSW-2 |
| Shield Point Ratio: | 1/6 | 1/6 | 1/6 | 1/7 |
| Max Shield Power: | 22/side | 24/side | 28/side | 28/side |

Combat Efficiency

| | | | | |
|--------------|-----|-----|-----|-----|
| Point Value: | 232 | 243 | 267 | 298 |
|--------------|-----|-----|-----|-----|

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 program.
- 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.

From the initial design and review phase in the early 2340s through the building of the first line vessels in the 2350s, the *Galaxy* has evolved to meet the needs of Starfleet. The initially slow rate of production coupled with the loss of several vessels early in their deployment led many to doubt the wisdom of large multimission starships such as the *Galaxy*, but time has proven the concept to be a sound one. The *Galaxy* has led the way in the deployment of new technologies since her inception and they remain some of the most advanced vessels in known space. In fact, 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.

Of the 24 *Galaxy*-class starships built to date, 5 Mk IIs and 12 Mk IIIs remain in service. Two Mk Is and four Mk IIs have been destroyed in the line of duty, while one Mk II, the *USS Gallant*, was refit to its own class specifications. The first Mk IV *Galaxy*-class starship, the *USS Excelsior* (NCC-2000-A) is expected to see service in late 2387.

Development and Construction History:

Flight 1 *Galaxy*-class starships

Galaxy-Gallant First six vessels completed to initial design specs. *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 *Sarek* used to replace the unit lost during the *Saratoga*'s flight trials. All downstream vessels affected. All surviving Flight 1 vessels were eventually refit to the new type.

Flight 3 *Galaxy*-class starships

Algeo-Daystrom 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 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 compliment, 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. 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. Existing Flight II *Galaxy*-class starships will be refit to these specifications starting in 2386 coinciding with each vessel's scheduled 20 year maintenance cycle. However, they will retain their capacity for separated flight mode and several other features unique to earlier vessel's of the class. Each refit is scheduled to take between 18 and 24 months.

Flight 4 *Galaxy*-class starships

Excelsior-Current The first major revision of the *Galaxy*-class in over a decade, the Mk IV *Galaxy* incorporates the improvements of the Mk III and the tactical suite of the *Mythe*-class battlecruiser. Features a new integrated hull coating and Subspace Distortion Projectors (SPD) that decreases the vessel's sensor return by over 40%. Incorporates enlarged fuel bunkers and a more efficient warp field layering scheme that increases the vessel's range by a full 20% over previous *Galaxy*-class starships. Due to the complexity and cost involved, there are no plans to refit existing *Galaxy*-class starships to Flight 4 standards.

Disposition:

The following list of *Galaxy*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| Number | Name | Builder | Laid Down | Launched | Commissioned | Status |
|------------|-------------------------|-----------------------------------|-----------|----------|--------------|--------------|
| NCC-70637 | <i>Galaxy</i> | Utopia Planitia Ship Yards, Mars | 4/4908 | 4/5602 | 4/5711 | Active |
| NCC-71705 | <i>Yamato</i> | Utopia Planitia Ship Yards, Mars | 4/4908 | 4/5704 | 4/6004 | Destroyed |
| NCC-1701-D | <i>Enterprise</i> | Utopia Planitia Ship Yards, Mars | 4/5006 | 4/5808 | 4/6310 | Destroyed |
| NCC-71832 | <i>Odyssey</i> | Utopia Planitia Ship Yards, Mars | 4/5603 | 4/6311 | 4/6501 | Destroyed |
| NCC-71854 | <i>Venture</i> | San Francisco Fleet Yards, Terra | 4/5704 | 4/6502 | 4/6612 | Active |
| NCC-71328 | <i>Gallant</i> | Utopia Planitia Ship Yards, Mars | 4/5809 | 4/6506 | 4/6706 | Reclassified |
| NCC-71717 | <i>Yorktown</i> | Chandley Works, Caravalia, Mars | 4/6308 | 4/6602 | 4/6810 | Destroyed |
| NCC-71867 | <i>BonHomme Richard</i> | Utopia Planitia Ship Yards, Mars | 4/6402 | 4/6802 | 4/6901 | Destroyed |
| NCC-71754 | <i>Kitty Hawk</i> | Newport News Fleet Yard, Terra | 4/6503 | 4/6901 | 4/7011 | Destroyed |
| NCC-71720 | <i>Saratoga</i> | Alfras Fleet Yards, Deneb V | 4/6602 | 4/6905 | 4/7109 | Active |
| NCC-78477 | <i>Magellan</i> | Utopia Planita Fleet Yards, Mars | 4/6711 | 4/7105 | 4/7207 | Active |
| NCC-71744 | <i>Sarek</i> | Utopia Planitia Fleet Yards, Mars | 4/6803 | 4/7302 | 4/7311 | Active |
| NCC-71745 | <i>Algeo</i> | Utopia Planita Fleet Yards, Mars | 4/6911 | 4/7402 | 4/7412 | Active |
| NCC-71099 | <i>Challenger</i> | San Francisco Fleet Yards, Terra | 4/7002 | 4/7402 | 4/7509 | Active |
| NCC-72893 | <i>Stargazer</i> | Port Copernicus Fleet Yards, Luna | 4/7103 | 4/7506 | 4/7601 | Active |
| NCC-71017 | <i>Constellation</i> | Chandley Works, Caravalia, Mars | 4/7202 | 4/7701 | 4/7712 | Active |
| NCC-72331 | <i>Victory</i> | Southampton Fleet Yard, Terra | 4/7202 | 4/7711 | 4/7812 | Active |
| NCC-71798 | <i>Discovery</i> | San Francisco Fleet Yards, Terra | 4/7405 | 4/7805 | 4/7911 | Active |
| NCC-71605 | <i>San Jacinto</i> | Antares Fleet Yards | 4/7506 | 4/7903 | 4/8005 | Active |
| NCC-76481 | <i>Hollander</i> | Chandley Works, Caravalia, Mars | 4/7608 | 4/8002 | 4/8101 | Active |
| NCC-89447 | <i>Thalmaj</i> | San Francisco Fleet Yards, Terra | 4/7709 | 4/8103 | 4/8206 | Active |
| NCC-71740 | <i>King George V</i> | Utopia Planitia Ship Yards, Mars | 4/7806 | 4/8211 | 4/8311 | Active |
| NCC-71741 | <i>Prince of Wales</i> | Utopia Planitia Ship Yards, Mars | 4/7912 | 4/8307 | 4/8406 | Active |
| NCC-80006 | <i>Daystrom</i> | Earth Station McKinley, Terra | 4/8111 | 4/8505 | 4/8607 | Active |
| NCC-2000-A | <i>Excelsior</i> | Utopia Planitia Ship Yards, Mars | 4/8201 | 4/8612 | 4/87?? | Trials |
| NCC-81709 | <i>Lexington</i> | Utopia Planitia Ship Yards, Mars | 4/8303 | 4/87?? | 4/88?? | Building |
| NCC-81466 | <i>Copernicus</i> | Port Copernicus Fleet Yards, Luna | 4/8402 | 4/88?? | 4/89?? | Building |
| NCC-84775 | <i>Valley Forge</i> | Antares Fleet Yards | 4/8507 | 4/89?? | 4/90?? | Building |
| NCC-81999 | <i>Invincible</i> | Chandley Works, Caravalia, Mars | 4/8603 | 4/90?? | 4/91?? | Building |
| NCC-89782 | <i>Cochrane</i> | Utopia Planitia Ship Yards, Mars | 4/8608 | 4/90?? | 4/91?? | Building |
| NCC-89001 | <i>Andromeda</i> | Southampton Fleet Yard, Terra | 4/87?? | 4/91?? | 4/92?? | Planned |
| NCC-81447 | <i>Proxima</i> | Utopia Planitia Ship Yards, Mars | 4/87?? | 4/91?? | 4/92?? | Planned |

Historical Notes:

| | |
|-------------------------|---|
| <i>Yamato</i> | Destroyed by a 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 the 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. |

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. The end result was a vessel so radically removed from the original specifications that she was as the rechristened the lead vessel of her own unique class.

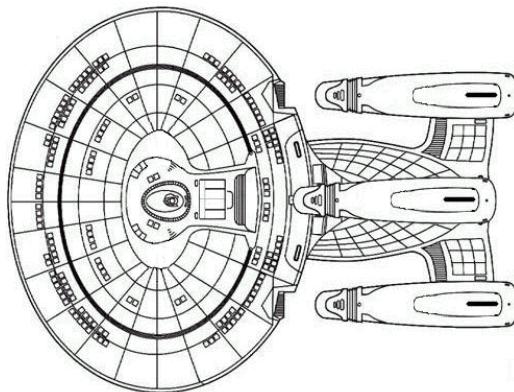
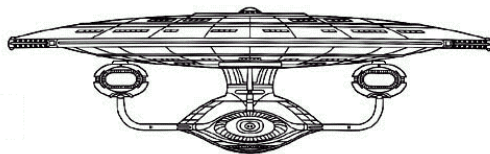
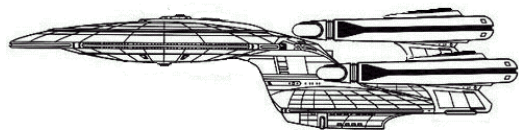
In late August of 2380, Starfleet was in the midst of what could only be described as a minor brush war with an unknown alien species who were attempting to make territorial claims in the Carlsbad System. After several minor engagements had left several vessels damaged and numerous Starfleet crewmen dead or wounded, the *USS Kitty Hawk* was dispatched along with the newly formed Task Force N under the command of Captain Edward Blackburn. It didn't take long to draw out the enemy and the two forces met in orbit of Carlsbad IV, a marginally class M world with some curious ruins near the southern pole. The engagement was a short one, and in the end the *Kitty Hawk* was left a burning wreck while the five remaining vessels of Task Force L scattered with varying degrees of damage. Long range sensors showed that the enemy beamed something from the surface of the planet and immediately withdrew and they have not been heard from again in the years since. Two days after the battle, a small flotilla of shuttlecraft bearing survivors from the *Kitty Hawk* made their way back to the remnants of the task force, among them a badly wounded Captain Blackburn.

On stardate 4/7004.03 the *USS Saratoga* departed spacedock to begin her Alpha series warp engine trials. All went well until the vessel passed the warp threshold at the edge of the Sol IX test range. Sensor logs showed the saucer section lift up from the star drive and separate, the *Saratoga* having suffered a complete metallurgical failure of the docking mechanism and its related safety subsystems. The saucer then flipped end over end several times before it entered a worn hole caused by the warp field imbalance. To date, the *Saratoga*'s saucer has remained missing and all hands are presumed lost. A new saucer was built for the *Saratoga*, a ship that has since gained the reputation as an engineering and maintenance nightmare.

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. 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.



Gallant Class Explorer



Construction Data:

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

Hull Data:

Superstructure Points: 135
Damage Chart: C

Size:

Length: 642 m
Width: 467 m
Height: 137 m

Transporters:

Standard Six Person- 10
Emergency 22 Person- 10
Cargo, small- 5
Cargo, large- 3
Crew: 230 Officers
670 Enlisted

Passengers:

Evacuation Limit: 17,500
Shuttlecraft: 72

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 t/p/s, 2 f/p/a, 2 t/s/a,
2 p/s, 2 p/a, 2 s/a, 4 a
Y

Chart
Max Power: 15

+3 (1-15)
+2 (16-20)
+1 (21-24)

Missile Weapon Type:

FP-10
Number: 20
Firing Arcs: 10 t/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



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 I *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 was forced to eject her warp core. With the help of another starship the enemy is driven from the area, 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.

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 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 (though at significantly decreased field output or efficiency.) The FIG-3 impulse drives mounted in the saucer section were replaced with FIH-1s and reinforced to accommodate the new off axis thrust controllers.

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.

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 isolinear 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.

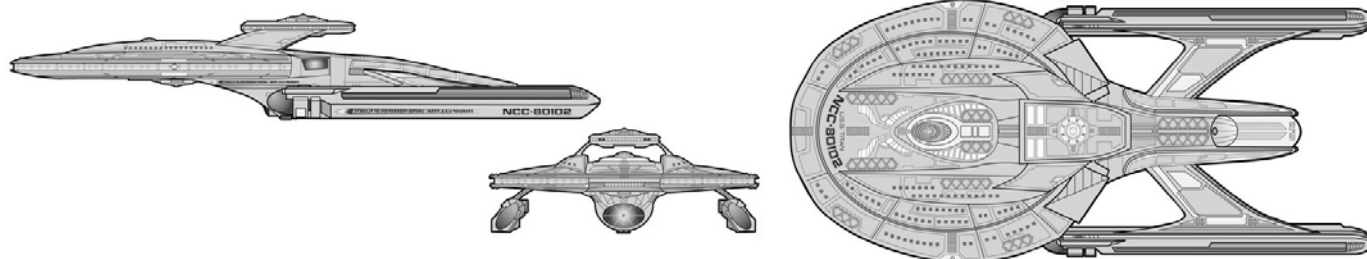
After her near destruction near Starbase 20, the *Gallant* was taken to Utopia Planitia and refit to her current configuration. On stardate 4/7704.12 with much fanfare, the vessel was rechristened a *Gallant*-class starship, the first and probably last of her kind.

Disposition:

The following list of *Gallant*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

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

Luna Class Explorer



Construction Data:

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

Hull Data:

Superstructure Points: 68
Damage Chart: C

Size:

Length: 450 m
Width: 202 m
Height: 81 m

Transporters:

Standard Six Person- 3
Emergency 22 Person- 2
Cargo, small- 2
Cargo, large- 1
Crew: 30 Officers
210 Enlisted

Passengers:

Evacuation Limit: 1,300
Shuttlecraft: 12

Engines and Power Data:

Total Power Units Available: 148
Movement/Point Ratio: 4/1
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:

Reserve Power: 7

Weapons and Firing Data:

Beam Weapon Type: FH-16
Number: 12
Firing Arcs: 4 t/p/s/a, 4 t/p/s,
2 p/s, 2 a

Chart
Max Power: 10

+3 (1-15)
+2 (16-20)
+1 (21-24)

Missile Weapon Type:

FP-10
Number: 12
Firing Arcs: 6 t/p/s, 6 a
Chart
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



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 was laid down from plans drawn up before the war. In time, this new class would be christened *Luna*.

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*.

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.

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.

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.

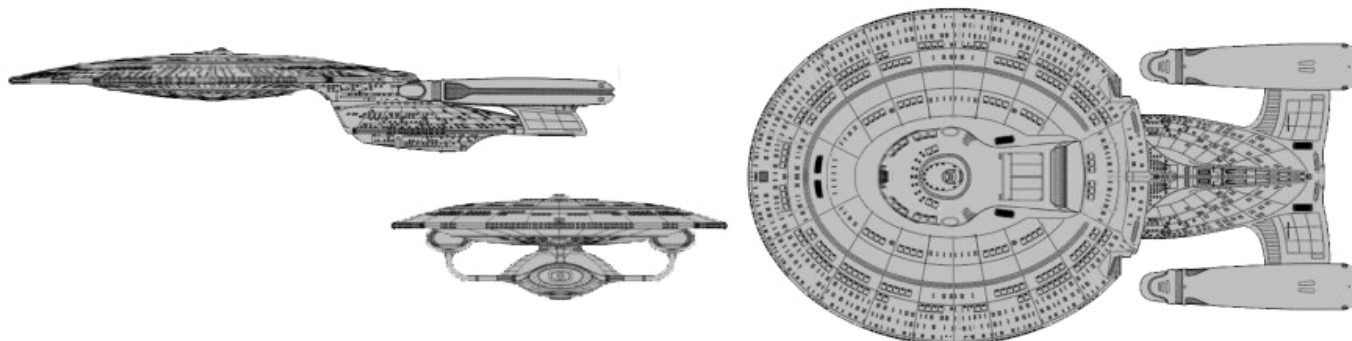
Of the nine *Luna*-class vessels built to date, all remain in active service. Production is expected to continue at various yards throughout the Federation until the initial contracted batch of 15 vessels is complete. As each *Luna* come on line and assumes her duties, two *Oberth*-class vessels are pulled from service, a sure indication of the faith that Starfleet has placed in the *Luna*-class.

Disposition:

The following list of *Luna*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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> | Baikunur 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 | 4/8608 | Active |
| NCC-81454 | <i>Miranda</i> | Utopia Planitia Fleet Yards, Mars | 4/8201 | 4/8611 | 4/87?? | Trials |
| 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 | <i>Nereid</i> | Shar Ta'kel Central Docks, 40 Eridani | 4/8611 | 4/???? | 4/???? | Building |
| NCC-81733 | | Cape Canaveral Spaceport, Terra | 4/87?? | 4/???? | 4/???? | Planned |
| NCC-81942 | | Chandley Works, Caravalia, Mars | 4/88?? | 4/???? | 4/???? | Planned |

Majestic Class Explorer



Construction Data:

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

Hull Data:

Superstructure Points: 135
Damage Chart: C

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:

Evacuation Limit: 15,000
Shuttlecraft: 82

Engines and Power Data:

Total Power Units Available: 288
Movement/Point Ratio: 6/1
Warp Engine Type: FIUWR-1

Warp Engine:

Number: 2
Power Units Available: 84
Cruising Speed: 6
Emergency Speed: 9.975

Impulse Engine Type:

FIH-3
Number: 2
Power Units Available: 60
Auxiliary Power: 28
Reserve Power: 14

Weapons and Firing Data:

Beam Weapon Type: FH-16
Number: 24
Firing Arcs: 8 f/p/s, 4 f/p/a,
4 f/s/a, 4 p/s, 4 a

Chart

Max Power: 10
+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: 331



When the *Galaxy*-class starships were designed in the late 2340s 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.

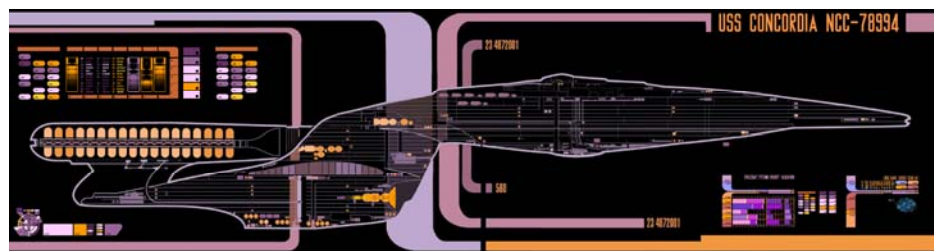
The *Majestic* is a cut down and reengineered *Galaxy* hull form. The engineering section is virtually identical to the *Galaxy* with minor changes to its internal arrangement. The connecting dorsal joining the engineering section and saucer was all but removed and the two were mated directly without a provision for separation. Additionally, the saucer was 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.

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. 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.

Five ships of the class, the *Concordia*, *Midway*, *Coral Sea*, *Ranger* and *Kitty Hawk*, were fit specifically for task force operations with an enhanced communications suite, high resolution tactical sensors and several damage control features originally developed for the *Mythe*-class. They still retain their exploration capabilities, but are more valuable as border command vessels and are generally deployed as such. The computer systems aboard these five vessels are a mixture of bio-neural/isolinear circuitry in a traditional triple redundant EM hardened configuration. They also mount the innovative Emergency Holographic Anti-incursion program, a system 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.

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 *Majestic*-class was produced at Terran and Sol IV shipyards from 2369-2383 with ten units constructed in all. All remain in active service.



Disposition:

The following list of *Majestic*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| Number | Name | Builder | Laid Down | Launched | Commissioned | Status |
|-----------|-------------------|-----------------------------------|-----------|----------|--------------|--------|
| NCC-70358 | <i>Majestic</i> | Utopia Planitia Fleet Yards, Mars | 4/6911 | 4/7401 | 7/7412 | Active |
| NCC-71481 | <i>Repulse</i> | Utopia Planitia Fleet Yards, Mars | 4/7003 | 4/7404 | 4/7502 | Active |
| NCC-78994 | <i>Concordia</i> | Chandley Works, Carvalia, Mars | 4/7103 | 4/7512 | 4/7611 | Active |
| NCC-78340 | <i>Yorktown</i> | Utopia Planitia Fleet Yards, Mars | 4/7202 | 4/7609 | 4/7712 | Active |
| NCC-78347 | <i>Midway</i> | Utopia Planitia Fleet Yards, Mars | 4/7302 | 4/7709 | 4/7811 | Active |
| NCC-78358 | <i>Coral Sea</i> | Utopia Planitia Fleet Yards, Mars | 4/7402 | 4/7808 | 4/7904 | Active |
| NCC-71931 | <i>Potemkin</i> | Star City Space Yards, Terra | 4/7507 | 7/7904 | 4/8005 | Active |
| NCC-77544 | <i>Kearsarge</i> | Port Copernicus Fleet Yards, Luna | 4/7612 | 4/8011 | 4/8112 | Active |
| NCC-78662 | <i>Ranger</i> | Utopia Planitia Fleet Yards, Mars | 4/7702 | 4/8111 | 4/8206 | Active |
| NCC-78338 | <i>Kitty Hawk</i> | Utopia Planitia Fleet Yards, Mars | 4/7802 | 4/8203 | 4/8306 | Active |

Historical Notes:

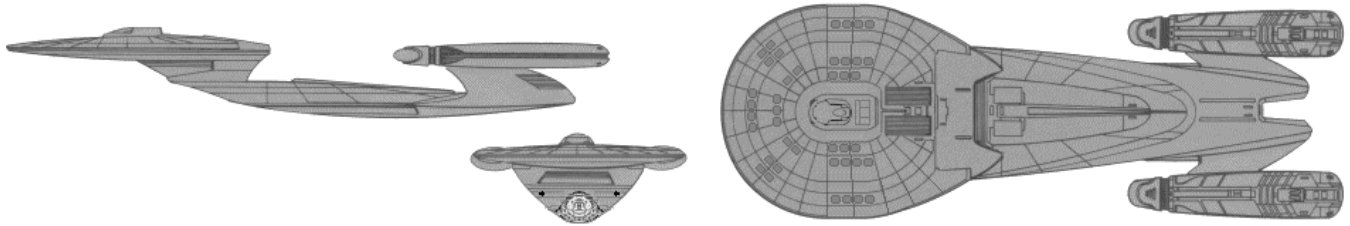
The starship *Concordia* participated in the largest mass evacuation of a planet in Federation history in 2380. Scientists on Dakara II had been performing seismic tests on the core of their planet to study the collapse of massive magnetic fields. When one of their supposedly harmless tests got out of 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.

On stardate 4/8601.12, the starship *Repulse* was performing a goodwill port visit to the Corillian States in the Triangle region. While the Federation vessel was in transit to a stop at the fleet anchorage at Corala II, the Romulan Free States staged a surprise attack against a number of Corillian vessels and bases within their space. With nearly 20% of the fleet destroyed or otherwise incapacitated, the Corillians appealed to Starfleet for immediate assistance. The *Repulse* became the flagship for the remainder of the Corillian fleet and organized her forces into three wings of 12 vessels each. By utilizing her superior communications facilities to coordinate fleet movements and modern sensors to defeat the antiquated RFS cloaking devices, the *Repulse* was able to hold off enemy movements against Corillian assets until relief could arrive several weeks later. It was only through these efforts that the vital Corillian shipping lanes remained open in the face of enemy aggression.

Each vessel of the *Majestic*-class was named in honor of a starship lost in the line of duty. While this is not unusual in the history of Starfleet, the builders of the class made sure that not only the name but the spirit of each vessel lived on. Where possible, each ship was built utilizing a small amount of salvaged material from the wreckage of the previous vessel. The *Majestic* was built with a hull spar in her saucer section taken from the *Miranda*-class cruiser lost during the Dominion conflict. The *Repulse* sports a support frame in her 10-forward lounge made from recast metal from the *Excelsior*-class starship lost to the Borg at Wolf 359. The *Concordia* was fit with the transparent aluminum bridge dome from the *Onslaught*-class battlecruiser lost at the Battle of Boraes III on stardate 4/5708. The bridge of the *Yorktown* has been fit with the salvaged wooden tactical "horseshoe" from her *Galaxy*-class counterpart. A model of the *Normandy*-class *Midway* cast from bronze fittings removed from that mothballed vessel graces the wardroom of her namesake. The *Coral Sea* and *Ranger*'s saucer framework is made up of nearly 75% salvaged metal from their *Normandy*-class forebearers. The *Potemkin* features several bow plates that were recast from the *Constitution*-class cruiser destroyed by the Klingons near Starbase 12 on stardate 3/8509. The entirety of transporter room 4 was lifted from the hulk of the *Challenger*-class *Kearsarge*, refurbished to working order and fit aboard her namesake following a salvage operation in 2379. Lastly, the oak bar from the 10-forward lounge of the *Galaxy*-class *Kitty Hawk* was removed and placed aboard the newest vessel to bear that proud name.



Merced Class Explorer



Construction Data:

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

Hull Data:

Superstructure Points: 98
Damage Chart: C

Size:

Length: 638 m
Width: 244 m
Height: 100 m

Transporters:

Standard Six Person- 5
Emergency 22 Person- 3
Cargo, small- 3
Cargo, large- 1
Crew: 180 Officers
780 Enlisted

Passengers:

Evacuation Limit: 10,000
Shuttlecraft: 20

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:

FIG-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



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.

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.

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.

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.

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 retrofit 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.

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.

Disposition:

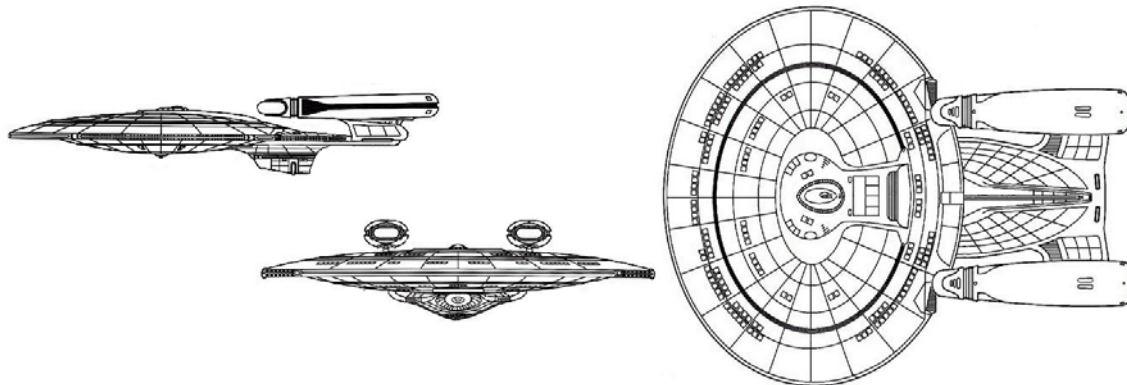
The following list of *Merced*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 |

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.

Mosby Class Explorer



Construction Data:

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

Hull Data:

| | | |
|------------------------|-------|-------|
| Superstructure Points: | 80 | 84 |
| Damage Chart: | C | C |
| 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 | 80 Officers |
| | 595 Enlisted | 595 Enlisted |

Passengers:

| | | |
|------------------|--------|--------|
| Evacuation Limit | 200 | 200 |
| Shuttlecraft: | 10,000 | 10,000 |
| | 20 | 20 |

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 | FIF-3 |
| Number: | 3 | 2 |
| Power Units Available: | 20 | 20 |
| Auxiliary Power: | 14 | 16 |
| Reserve Power: | 7 | 8 |

Weapons and Firing Data:

| | | |
|----------------------|--|--|
| Beam Weapon Type: | FH-11 | FH-11 |
| Number: | 14 | 14 |
| Firing Arcs: | 4 t/p/s, 2 t/p/a, 2 t/s/a, 2 p/s, 4 a | 4 t/p/s, 2 t/p/a, 2 t/s/a, 2 p/s, 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 t/p/s, 6 a | 6 t/p/s, 6 a |
| Chart | S | S |
| Power to Arm: | 1 | 1 |
| Damage: | 10 | 10 |

Shields Data:

| | | |
|------------------------|--------|---------|
| Deflector Shield Type: | FSS-3 | SR-2 |
| Shield Point Ratio: | 1/5 | /6 |
| Max Shield Power: | 25side | 26/side |

Combat Efficiency

| | | |
|--------------|-----|-----|
| Point Value: | 158 | 184 |
|--------------|-----|-----|



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, capable explorers and defenders of the interests of the Federation in their own right.

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.

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.

The *Mosby*-class 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. In addition, three small but powerful FIF-3 impulse drives provide adequate maneuvering and auxiliary power generation 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.

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.

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 demanding research and navigational needs.

Starting in 2387, each vessel of the class will receive a complete modernization of their tactical suites and an overhaul of their sensor systems. These upgrades will take place during each vessel's scheduled 20 year refit cycle and will take between 8 and 12 months to complete. The end result will be a class of ships more than capable to continue at the forefront of Starfleet's exploration programs for many years to come.

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 cavalry 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.

Of the 15 *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 sixteenth *Mosby*-class starship was redesigned and commissioned as the *USS Atheron* in 2380 as a one of a kind technology demonstrator.

Disposition:

The following list of *Mosby*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 |
| NCC-72020 | <i>Joshua Chamberlain</i> | Chandley Works, Caravalia, Mars | 4/7402 | 4/7906 | 4/8008 | Active |

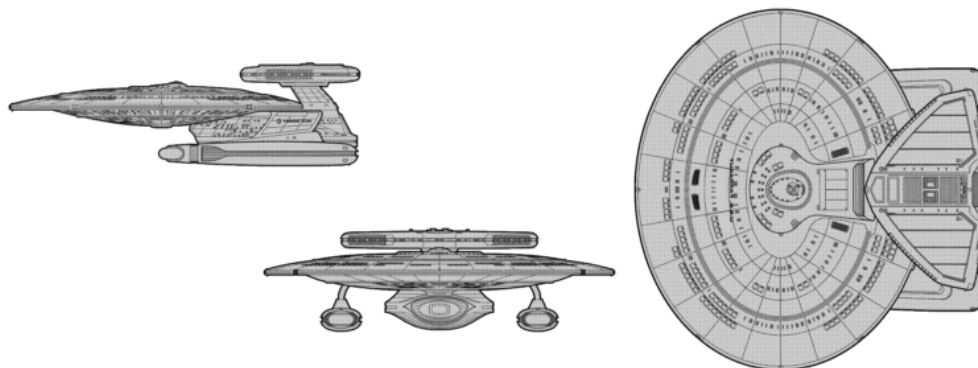
Historical Notes:

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 the 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.



Nebula Class Explorer



Construction Data:

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

Hull Data:

| | | |
|------------------------|-------|-------|
| Superstructure Points: | 98 | 98 |
| Damage Chart: | C | C |
| 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:

| | | |
|------------------|--------|--------|
| Evacuation Limit | 12,000 | 12,000 |
| Shuttlecraft: | 35 | 38 |

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: | 6 | 6 |
| Emergency Speed: | 9.5 | 9.75 |
| 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 t/p/s, 2 f/p/a, 2 t/s/a, 2 p/s, 2 a | 4 t/p/s, 2 f/p/a, 2 t/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/side | 24/side |

Combat Efficiency

| | | |
|--------------|-----|-----|
| Point Value: | 194 | 203 |
|--------------|-----|-----|



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.

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.

Although the idea of mission specific external equipment pods has been around for decades and was briefly considered for deployment aboard the *Nebula*, it wasn't until the commissioning of the *Trafalgar*-class that the concept took flight. However, the *Nebula* does employ this configuration to a point and the class comes in two distinct configurations. The most numerous type is the typical *Nebula* detailed here. Three vessels of the class, the *Phoenix*, *Holland* and *Houston* sport a massive external sensor array that triples the normal active sensor range, doubles their passive sensor range, and carries jammers and other low observability technologies. There are other notable differences in the vessel's impulse drive arrangements and the general structure of the aft portions of the ship. Otherwise, they are identical to their sister vessels, albeit somewhat more crowded due to the extra space hogging support systems.

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.

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.

For an explorer, the *Nebula*-class is a well-appointed vessel. With an internal habitable 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.

Nebula-class starships are still in production and are built at a rate of two per year at numerous facilities throughout the Federation. Of the 58 *Nebulas* constructed, 17 Mk Is and 23 Mk IIs remain in active service. Ten Mk Is have been destroyed, 2 are listed as lost, presumed destroyed, 2 have been scrapped and one, the *USS Trenton* serving with Starfleet Training command. Three Mk IIs have been destroyed. Current plans call for a total of 60 of these starships with an option for more.

Disposition:

The following list of *Nebula*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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> | Shar Ta'kel Central Docks, 40 Eridani | 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-70352 | <i>Leeds</i> | Seskon Trella, Chagala, Tellar | 4/5811 | 4/6312 | 4/6409 | Active |
| NCC-74773 | <i>Galatea</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> | San Francisco Fleet Yards, Terra | 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-61832 | <i>Lexington</i> | Utopia Planitia Fleet Yards, Mars | 4/6206 | 4/6702 | 4/6809 | Scrapped |
| NCC-72031 | <i>Trenton</i> | Star City Spaceport, Terra | 4/6208 | 4/6701 | 4/6812 | Training Cmd. |
| 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-70915 | <i>Bonchune</i> | Utopia Planitia Fleet Yards, Mars | 4/6505 | 4/6904 | 4/7008 | Scrapped |
| 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 | 4/8608 | Active |
| NCC-78277 | <i>El Alamein</i> | Utopia Planitia Fleet Yards, Mars | 4/8302 | 4/8504 | 4/8609 | Active |
| NCC-78447 | <i>Socrates</i> | Alfras Fleet yards, Deneb V | 4/8408 | 4/8610 | 4/87?? | Trials |
| NCC-76954 | <i>Columbus</i> | Chandley Works, Caravalia, Mars | 4/8409 | 4/8612 | 4/87?? | Trials |
| NCC-71445 | <i>Shi'Khar</i> | Shar Ta'kel Central Docks, 40 Eridani | 4/8506 | 4/87?? | 4/88?? | Building |
| NCC-76540 | <i>Ardent</i> | Newport News Fleet Yard, Terra | 4/8507 | 4/87?? | 4/88?? | Building |
| NCC-80223 | <i>Lantree</i> | Port Copernicus Fleet Yards, Luna | 4/8609 | 4/88?? | 4/89?? | Building |
| NCC-78634 | <i>Dionysus</i> | Utopia Planitia Fleet Yards, Mars | 4/8609 | 4/88?? | 4/89?? | Building |
| NCC-78233 | <i>Oriskany</i> | Newport News Fleet Yard, Terra | 4/87?? | 4/89?? | 4/90?? | Planned |
| NCC-72322 | <i>Encounter</i> | Chandley Works, Caravalia, Mars | 4/87?? | 4/89?? | 4/90?? | Planned |
| NCC-82341 | | Avondale Group, Ferrata Docks, Rigel IV | 4/88?? | 4/90?? | 4/91?? | Proposed |
| NCC-89104 | | Utopia Planitia Fleet Yards, Mars | 4/88?? | 4/90?? | 4/91?? | Proposed |
| NCC-81288 | | Makin County Ship Yards | 4/89?? | 4/91?? | 4/92?? | Proposed |
| NCC-88088 | | Utopia Planitia Fleet Yards, Mars | 4/89?? | 4/91?? | 4/92?? | Proposed |

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>Galatea</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>Lexington</i> | Scrapped on stardate 4/8603 after taking extreme damage in an encounter with an intelligent creature and drug into the upper atmosphere of Jorus Omega III, a gas giant in the Jorus Sector. |
| <i>Trenton</i> | Assigned to Starfleet Training Command on 4/7206. |
| <i>Bonchune</i> | Scrapped after taking extensive damage from a Borg scout vessel in unexplored space on stardate 4/8407. |
| <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. |

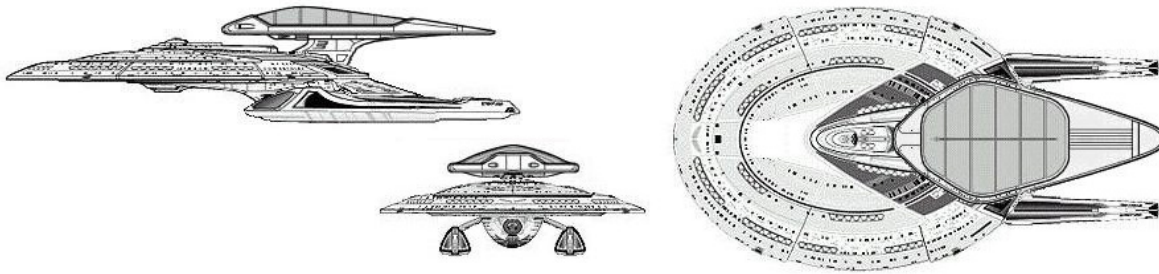
The starships *T'Kumbra* and the soon to be commissioned *USS Shi'khar* maintain the tradition of vessels serving with all or predominantly Vulcan crews along with the *Galaxy-class USS Sarek* (the *USS Hera* was also primarily crewed by Vulcans before she was declared lost in 2370). The *USS Sh'Ran* is one of the newest additions to the Andorian "Blue Fleet" along with the *Galaxy-class Thalmaj*.

Since her commissioning in 2368, the *USS Lexington* had been considered one of the most prestigious assignments in the fleet for officers wishing to make their name as pioneering explorers and researchers. On stardate 4/8602.11, the *Lexington* had been assigned to look into some unusual subspace transmissions coming from a gas giant in the Jorus Omega system that had a signature suggesting they were of a natural yet intelligent nature. When the *Lexington* arrived at the third planet in the system, a gas giant, the vessel found that the upper atmosphere was literally swarming with intelligent bioelectric gas creatures, some of them ten to twenty miles in diameter. As the Starfleet vessel moved in closer to investigate, several of the creatures approached and eventually enveloped the *Lexington*. Fearful of harming the creatures yet ever conscious of the safety of his crew, Captain Gates began to look into ways of harmlessly drawing off the gas creatures. Even as his science staff looked at the problem from every possible angle, the *Lexington* was being drawn ever farther into the upper atmosphere of Jorus Omega III and the damage was beginning to take its toll in the form of hull breeches and deep metallurgical damage to the spaceframe. With only minutes to spare, the crew was able to determine that the creatures were drawn to the *Lexington's* subspace warp field emissions like a moth to a flame. Captain Gates ordered the warp core shut down, the nacelles purged and the comm array taken off line while every available shuttle was set to autopilot off the ship while broadcasting across the entire subspace spectrum. The ruse worked and the gas creatures left the *Lexington* to struggle back into orbit on impulse power. When relief vessels arrived later that month, the *Lexington* was towed back to Starbase 287 where she was eventually scrapped, her tortured systems too far gone to justify repairs.

Contact with the Borg has been mercifully infrequent for nearly a decade, yet occasional clashes are sure to occur as Starfleet continues to push out into the farthest reaches of space. One such encounter took place on Stardate 4/8407 at the edge of Federation space in sector H-322, an unexplored trinary system. The *USS Bonchune* had been dispatched there to observe the destruction of H-322/C as tidal gravity forces from the other two suns were preparing to finally pull it apart. As the *Bonchune* settled into her observation routine in anticipation of the eventual stellar light show, the vessel failed to note the passing of a Borg scout vessel at the Lagrange Point between H-322/B and /C. As the *Bonchune* continued her mission, the Borg vessel moved behind some stellar debris and rode out toward the Starfleet vessel's position unobserved. By doing this, the Borg vessel was able to achieve surprise during their initial attack against the tactically superior vessel. Although the fight was a brief one, the *Bonchune* took grievous damage as the scout vessel purposefully rammed the starship's saucer section in an apparent attempt to get drones aboard in order to facilitate her assimilation. That coupled with the damage suffered during the attempt to repel boarders left the *Bonchune* a virtual wreck, and the decision was made to scrap her three month later once she was able to make port at Starbase 223.



Pulsar Class Explorer



Construction Data:

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

Hull Data:

Superstructure Points: 98
Damage Chart: C

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:

Evacuation Limit: 6,000
Shuttlecraft: 30

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: 5/1
Emergency Speed: 9.75

Impulse Engine Type:

FIH-1
Number: 2
Power Units Available: 50

Auxiliary Power:

Reserve Power: 22

Weapons and Firing Data:

Beam Weapon Type: FH-15
Number: 16
Firing Arcs: 4 f/p/s, 2 p/a, 2 s/a,
2 p/s, 2 f/p/a,
2 f/s/a, 2 a

Chart

Max Power: 12
(1-15)
+3
(16-20)
+2
(21-24)
+1

Missile Weapon Type:

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



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.

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.

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.

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.

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.

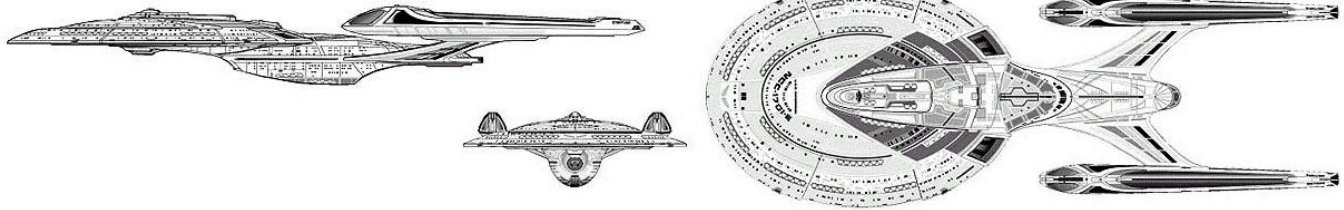
The *Pulsar* was designed at Starfleet Engineering on Terra with initial construction taking place at Utopia Planitia. Further construction has been distributed to numerous facilities throughout the Federation. An initial order for fifteen units has been approved with an open option for 10 more. Of the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

Disposition:

The following list of *Pulsar*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 | 4/8604 | Active |
| NCC-72002 | <i>Marathon</i> | Chandley Works, Caravalia, Mars | 4/8106 | 4/8511 | 4/8609 | Active |
| NCC-75774 | <i>Saturn</i> | Chandley Works, Caravalia, Mars | 4/8112 | 4/8610 | 4/87?? | Trials |
| NCC-81238 | <i>Grissom</i> | Alfras Fleet Yards, Deneb V | 4/8211 | 4/87?? | 4/88?? | Building |
| NCC-82131 | <i>Ardana</i> | Utopia Planitia Fleet Yards, Terra | 4/8310 | 4/88?? | 4/89?? | Building |
| NCC-82891 | <i>Montana</i> | New Aberdeen Fleet Yards, Aldebra | 4/8402 | 4/89?? | 4/90?? | Building |
| NCC-89022 | <i>Deimos</i> | Alfras Fleet Yards, Deneb V | 4/8508 | 4/90?? | 4/91?? | Building |
| NCC-83414 | <i>Thames</i> | Makin County Shipyard | 4/8604 | 4/91?? | 4/92?? | Building |
| NCC-86732 | | Utopia Planitia Fleet Yards, Terra | 4/87?? | 4/92?? | 4/93?? | Planned |
| NCC-80284 | | M'Yengh Yaras Fleet Yards, Cait | 4/88?? | 4/93?? | 4/94?? | Planned |
| NCC-81477 | | Port Copernicus Fleet Yards, Luna | 4/89?? | 4/94?? | 4/95?? | Planned |
| NCC-80028 | | Utopia Planitia Fleet Yards, Terra | 4/90?? | 4/95?? | 4/96?? | Planned |

Sovereign Class Explorer



Construction Data:

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

Hull Data:

Superstructure Points: 135
Damage Chart: C

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:

Evacuation Limit: 9,000
Shuttlecraft: 44

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:

Reserve Power: 26

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:

Number: 24
Firing Arcs: 12 f/p/s, 12 a
Chart S

Power to Arm: 1
Damage: 10

Missile Weapon Type:

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



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.

The *Sovereign* incorporates a distinctive look that is both familiar and at the same time revolutionary. Her blended hull design greatly reduces her 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. The remainder of the ship's layout is the familiar saucer section, secondary hull and twin nacelle arrangement.

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.

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.

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 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 compliment twice over. The computer systems aboard the *Sovereign*-class starships are a standard isolinear circuitry makeup in a traditional triple redundant configuration. Later vessels of the class incorporate a hybrid bio-neural/isolinear design for high speed processing.

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.

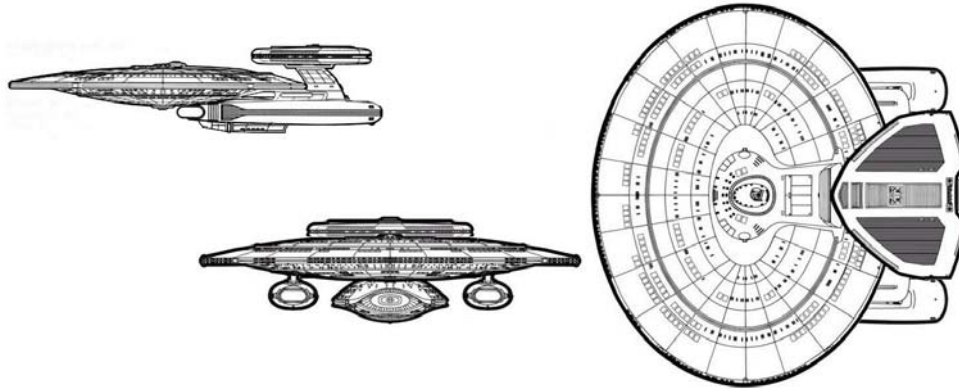
Disposition:

The following list of *Sovereign*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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> | San Francisco Fleet Yards, Terra | 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 |



Trafalgar Class Explorer



Construction Data:

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

Hull Data:

Superstructure Points: 96
Damage Chart: C

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:

Evacuation Limit: 11,000
Shuttlecraft: 32

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: 5/1
Emergency Speed: 9.75
Impulse Engine Type: FIG-2

Number: 2
Power Units Available: 32

Auxiliary Power:

Reserve Power: 18

Weapons and Firing Data:

Beam Weapon Type: FH-18
Number: 4

Firing Arcs: 4 t/p/s
Chart: Y
Max Power: 15

+3 (1-15)
+2 (16-20)
+1 (21-24)

Beam Weapon Type:

Number: 8
Firing Arcs: 2 t/p/a, 2 t/s/a,
2 p/s, 2 a

Chart:

Max Power: 10
+3 (1-15)
+2 (16-20)
+1 (21-24)

Missile Weapon Type:

Number: 16
Firing Arcs: 8 t/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



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.

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.

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.

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.

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 generous. 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.

The *Trafalgar*-class was developed at Utopia Planitia on Mars. Of the twelve 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 mission 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.

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 and 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.

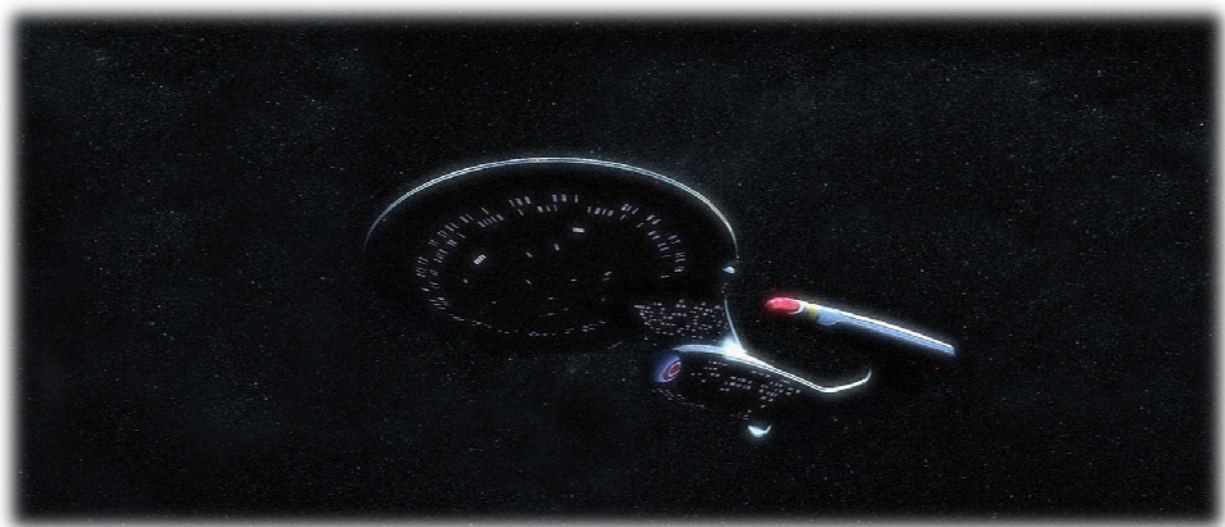
Borg Defense Pod

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

Disposition:

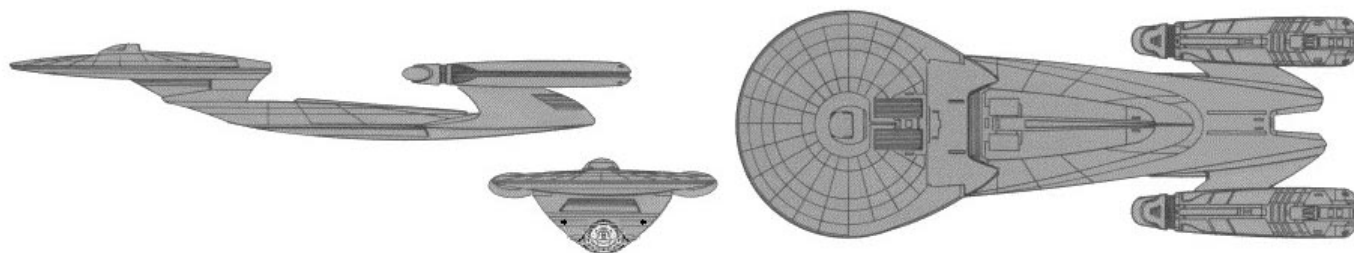
The following list of *Trafalgar*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 | 4/8508 | 4/8609 | Active |
| NCC-72311 | <i>Cairo</i> | San Francisco Fleet Yards, Terra | 4/8203 | 4/8607 | 4/87?? | Trials |
| NCC-83128 | <i>Ayacucho</i> | Seskon Trella, Chagala, Tellar | 4/8311 | 4/87?? | 4/88?? | Building |
| NCC-82322 | <i>Chosin</i> | Utopia Planitia Fleet Yards, Mars | 4/8408 | 4/88?? | 4/89?? | Building |
| NCC-85447 | <i>Thermopylae</i> | Alfras Fleet Yards, Deneb V | 4/8509 | 4/89?? | 4/90?? | Building |
| NCC-80121 | | San Francisco Fleet Yards, Terra | 4/8604 | 4/90?? | 4/91?? | Building |



BATTLECRUISERS and DREADNOUGHTS

Alaska Class Battlecruiser



Construction Data:

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

Hull Data:

| | | |
|------------------------|-------|-------|
| Superstructure Points: | 80 | 86 |
| Damage Chart: | | |
| 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:

| | | |
|------------------|--------|--------|
| Evacuation Limit | 150 | 150 |
| Shuttlecraft: | 12,000 | 12,000 |
| | 20 | 20 |

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 | 4 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/side | 25/side |

Combat Efficiency

| | | |
|--------------|-----|-----|
| Point Value: | 143 | 170 |
|--------------|-----|-----|



Conceived as a heavy battlecruiser to supplement the *Excelsior*-class, the *Alaskas* have faithfully served Starfleet for over fifty years. The *Alaska*'s 150 man complement 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 dual 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.

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.

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.

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.

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 *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.

The *Alaska*-class is no longer in production. Of the sixteen vessels built, 5 have been destroyed and one is listed as lost, presumed destroyed. 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.

Disposition:

The following list of *Alaska*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 |

Historical Notes:

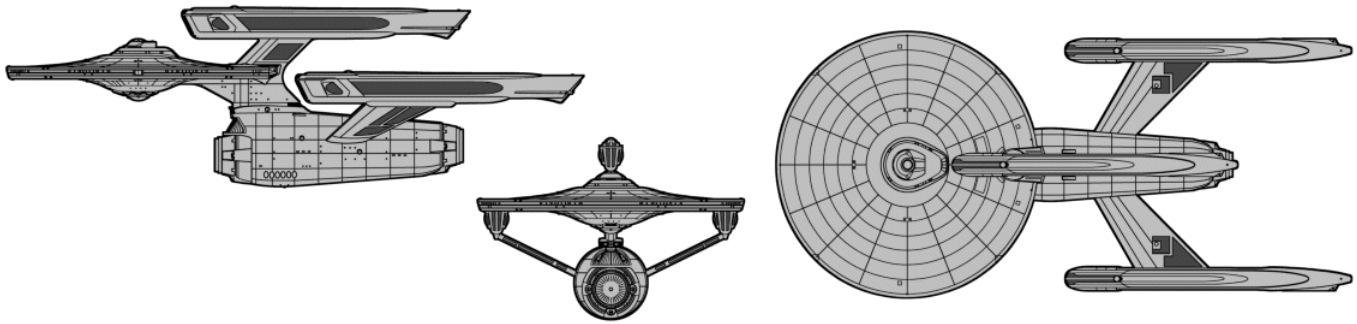
| | |
|------------------|--|
| <i>Alaska</i> | Destroyed by forces of the Imperial Klingon States near the K'tog system on stardate 4/3505. |
| <i>Franklin</i> | Destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701. |
| <i>El Dorado</i> | One of 20 starships destroyed by Cardassian forces 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> | One of ten starships destroyed by Imperial Klingon States forces at the Battle of K'tog 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.

Federation Class Dreadnought



Construction Data:

Model Number: Mk IV
Date Entered Service: 4/7109

Hull Data:

Superstructure Points: 98
Damage Chart: C
Size:
Length: 302 m
Width: 131 m
Height: 84 m

Transporters:

Standard Six Person- 6
Emergency 22 Person- 4
Cargo, small- 2
Cargo, large- 1
Crew: 65 Officers
645 Enlisted

Passengers:

Evacuation Limit: 3,500
Shuttlecraft: 14

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:

Reserve Power: 12
6

Weapons and Firing Data:

Beam Weapon Type: FH-11
Number: 10
Firing Arcs: 4 f, 2 f/p,
2 f/s, 2 a
Y

Chart
Max Power: 10

+3 (1-10)
+2 (11-17)
+1 (18-24)
FP-10

Missile Weapon Type:

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



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 these 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.

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.

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 again 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.

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-10 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 saucer's lower 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.

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.

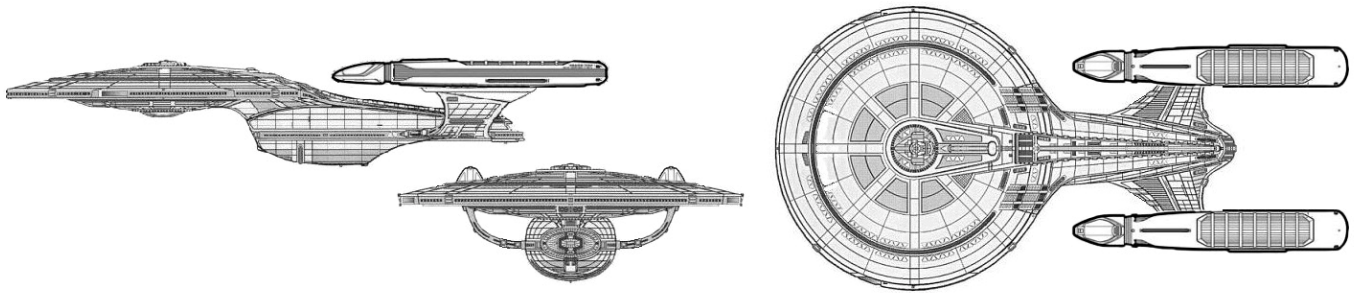
Of the five *Federation*-class vessels pulled from mothballs or public display in 2367, all remain in active service. Amazingly, although some of these vessels will soon celebrate the 140th anniversary of their commissioning there are no plans to remove them from service in the near future.

Disposition:

The following list of *Federation*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 |

Iowa Class Battlecruiser



Construction Data:

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

Hull Data:

| | | |
|------------------------|-------|-------|
| Superstructure Points: | 98 | 98 |
| Damage Chart: | C | C |
| Size: | | |
| Length: | 615 m | 615 m |
| Width: | 224 m | 224 m |
| Height: | 100 m | 100 n |

Transporters:

| | | |
|----------------------|--------------|--------------|
| Standard Six Person- | 6 | 6 |
| Emergency 22 Person- | 4 | 4 |
| Cargo, small- | 3 | 3 |
| Cargo, large- | 1 | 1 |
| Crew: | 130 Officers | 130 Officers |
| | 720 Enlisted | 720 Enlisted |

Marines:

| | | |
|------------------|--------|--------|
| Evacuation Limit | 150 | 150 |
| Shuttlecraft: | 11,000 | 11,000 |
| | 54 | 54 |

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, 2 f/p, |
| | 2 f/s, 2 a | 2 f/s, 2 a |

| | | |
|------------|---------|---------|
| Chart | Y | Z |
| Max Power: | 10 | 16 |
| +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 |

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.

The *Iowa* is derived from a radically modified *Ambassador*-class hullform with a modernized saucer section and reworked secondary hull. She also sports an enlarged hangar bay and improved cruising range thanks to expanded fuel storage facilities.

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.

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.

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.

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, 9 have been destroyed and 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 commissioned 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.

Disposition:

The following list of *Iowa*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

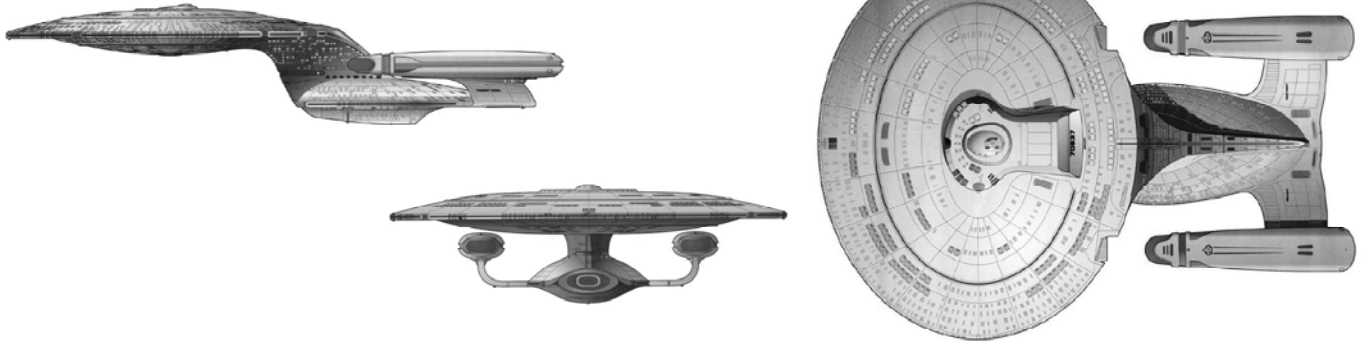
| Number | Name | Builder | Laid Down | Launched | Commissioned | Status |
|-----------|----------------------|---|-----------|----------|--------------|------------------|
| NCC-67420 | <i>Iowa</i> | Utopia Planitia Fleet Yards, Mars | 4/5508 | 4/6401 | 4/6606 | Active |
| NCC-63572 | <i>California</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 |

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."

Mythe Class Battlecruiser



Construction Data:

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

Hull Data:

Superstructure Points: 135
Damage Chart: C

Size:

Length: 642 m
Width: 467 m
Height: 137 m

Transporters:

Standard Six Person- 10
Emergency 22 Person- 10
Cargo, small- 5
Cargo, large- 3
Crew: 180 Officers
730 Enlisted

Marines:

Evacuation Limit: 12,500
Shuttlecraft: 82

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: FIH-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

Max Power: 15
+3 (1-15)
+2 (16-20)
+1 (21-24)

Missile Weapon Type:

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



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's tactical capabilities. However, the original *Galaxy* design fails to take full advantage of these capabilities due to "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 configurations. 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. On February 2, 2375, the *USS Mythe*, the first *Mythe*-class battlecruiser, was commissioned.

The tactical system aboard the *Mythe* is one of the deadliest 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. When the fourth incarnation of the *Galaxy*-class was in the design review stage, the *Mythe* was used as a template in finalizing that new design.

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 call 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.

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

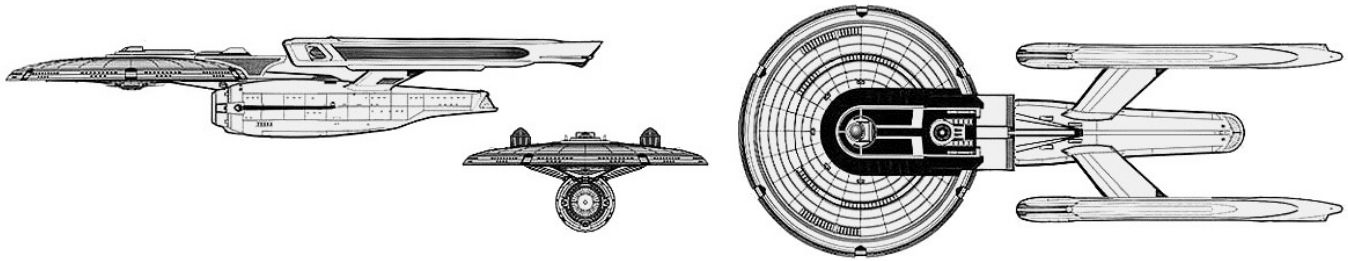
Disposition:

The following list of *Mythe*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| Number | Name | Builder | Laid Down | Launched | Commissioned | Status |
|-----------|--------------------|-----------------------------------|-----------|----------|--------------|--------|
| NCC-74119 | <i>Mythe</i> | Utopia Planitia Fleet Yards, Mars | 4/4908 | 4/5602 | 4/5711 | 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 |



Normandy Class Dreadnought



Construction Data:

Model Number: Mk III
Date Entered Service: 4/6901

Hull Data:

Superstructure Points: 72
Damage Chart: C
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:

Evacuation Limit: 15,000
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



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 deployment and their usefulness as a Military Operations heavy support ships 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, unfortunately, no amount of effort could hold back the inevitable and final decision to retire them permanently.

Although 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.

When 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.

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

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.

Weapon 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 an 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, the remainder of their lab space and much of their already limited recreational facilities, but their utility as assault landing vessels proved invaluable on numerous occasions. Of the three vessels that underwent these modifications and survived the Dominion War all are kept in a heightened state of readiness at Memory Beta for possible future use with the *Lejeune* placed in reserve at Starbase 72.

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. "Black Box" upgrades following the post-Wolf 359 reactivations kept the *Normandy's* in pace with modern vessels such as the *Iowa* and *Springfield*-classes when acting in an intelligence gathering or border tripwire role.

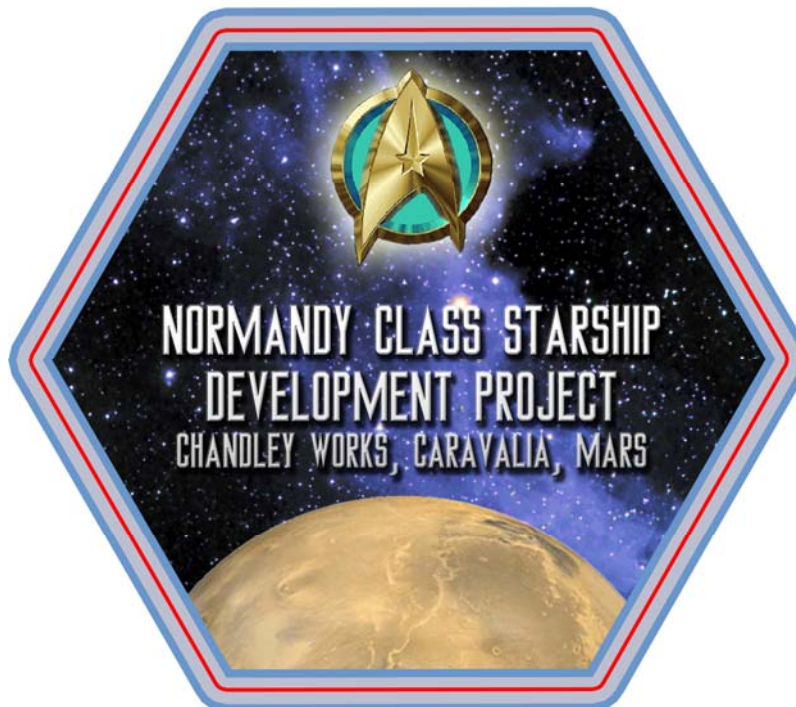
Crew accommodations are fairly basic and throughout her deployment the *Normandy* was considered to be a crowded and manpower intensive vessel. This is one of the primary factors that led to her deactivation in both 2360 and immediately following the Dominion War.

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.

Disposition:

The following list of *Normandy*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

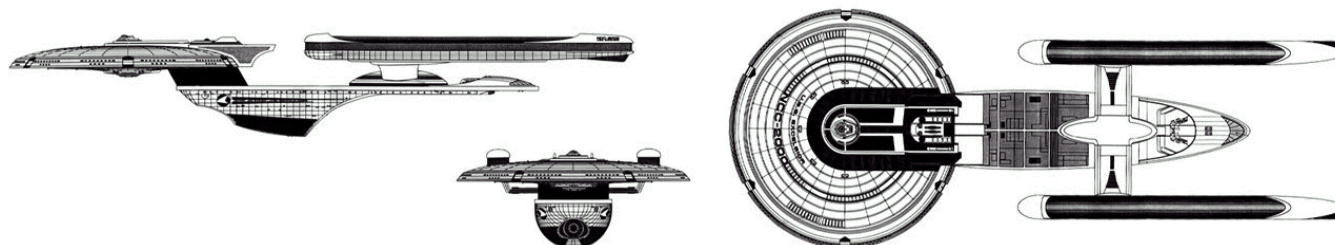
| Number | Name | Builder | Laid Down | Launched | Commissioned | Status |
|---------------|------------------------|-----------------------------------|------------------|-----------------|---------------------|---------------|
| NCC-1480 | <i>Normandy</i> | Chandley Works, Caravalia, Mars | 3/9005 | 3/9505 | 3/9702 | Mothballed |
| NCC-1883 | <i>Acropolis</i> | Chandley Works, Caravalia, Mars | 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 |



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 Dominion 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> | Damaged beyond repair in an ion storm near Tellar on stardate 4/3106. Mothballed on stardate 4/3210 and used for parts storage at Memory Beta. |
| <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 Dominion 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 on stardate 4/3310 near the Eagle Nebula. Debris found by <i>USS Xenophon</i> on stardate 4/6904. No individual remains found. Cause of destruction unknown. Location of crew is unknown. |
| <i>Wahoo</i> | Scrapped on stardate 4/4404. Tested to destruction by Starfleet Engineering and Starfleet Tactical. |
| <i>Trinity</i> | Mothballed on stardate 4/6001. |
| <i>Spruance</i> | Mothballed on stardate 4/4608. Sold to a private freight line on stardate 4/7302. |
| <i>Noma Ra Den</i> | 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. |
| <i>Twilight Base</i> | Mothballed on stardate 4/6001. |
| <i>Maximilian</i> | Scrapped on stardate 4/4401. Tested to destruction by Starfleet Engineering and Starfleet Tactical. |
| <i>Ranger</i> | Reported lost, presumed destroyed on stardate 4/3310 near the Eagle Nebula. Debris found by <i>USS Xenophon</i> on stardate 4/6904. No crew remains found. Cause of destruction unknown. Location of crew is unknown. |
| <i>Frontier</i> | Mothballed on stardate 4/6001. |
| <i>Gladiator</i> | Mothballed on stardate 4/6001. |
| <i>Tasmanian Devil</i> | 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. |

Onslaught Class Battlecruiser



Construction Data:

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

Hull Data:

Superstructure Points: 80
Damage Chart: C

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:

Evacuation Limit: 1,000
Shuttlecraft: 20

Engines and Power Data:

Total Power Units Available: 136
Movement/Point Ratio: 6/1
Warp Engine Type: FIWA-1

Number:

Power Units Available: 2
Cruising Speed: 48
Emergency Speed: 6

Impulse Engine Type:

FIG-3
Number: 1
Power Units Available: 40

Auxiliary Power:

Reserve Power: 14

Weapons and Firing Data:

Beam Weapon Type: FH-11

Number: 16
Firing Arcs: 2 f, 2 t/p, 2 f/s, 4 p, 4 s, 2 a

Chart

Max Power: 10
+3 (1-10)
+2 (11-17)
+1 (18-24)

Missile Weapon Type:

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



Without question, the *Excelsior*-class starship remains one of the most successful designs in Federation history. Hence, it is no 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.

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 shipboard security. 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.

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.

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.

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.

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. Twenty-five have been destroyed, four were scrapped and one is listed as lost, presumed destroyed. Construction ended in 2367 with the commissioning of the *USS Dendrasi* at the Utopia Planitia Fleet Yard on Mars.



Disposition:

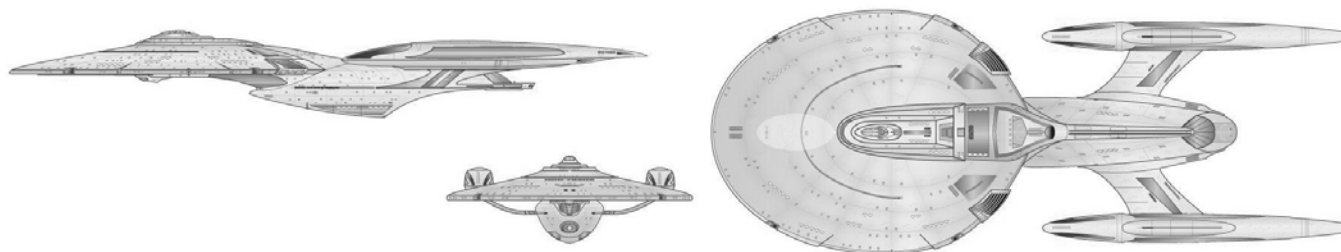
The following list of *Onslaught*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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>Thelenth</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 |

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 in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost. |
| <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 in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost. |
| <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 Tholian forces near Starbase 42 on stardate 4/4202. |
| <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 in an attack against a Dominion communications array in the Argolis Cluster on 4/7402. One of 98 Seventh Fleet ships lost. |
| <i>Thelenth</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. |

Pegasus Class Battlecruiser



Construction Data:

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

Hull Data:

Superstructure Points: 100
Damage Chart: C

Size:

Length: 590 m
Width: m
Height: m

Transporters:

Standard Six Person- 8
Emergency 22 Person- 6
Combat 22 Person- 2
Cargo, small- 3
Cargo, large- 2
Crew: 110 Officers
470 Enlisted

Marines:

Evacuation Limit: 7,500
Shuttlecraft: 38

Engines and Power Data:

Total Power Units Available: 208
Movement/Point Ratio: 6/1

Warp Engine Type:

Number: 2
Power Units Available: 60
Cruising Speed: 6
Emergency Speed: 9.9977

Impulse Engine Type:

Number: 2
Power Units Available: 44
Auxiliary Power: 20
Reserve Power: 10

Weapons and Firing Data:

Beam Weapon Type: FH-16
Number: 18
Firing Arcs: 4 t/p/s, 2 f/p/a,
2 t/s/a, 2 p/s,
2 p/a, 2 s/a, 4 a
Z

Chart

Max Power: 10
+3 (1-15)
+2 (16-20)
+1 (21-24)

Missile Weapon Type:

Number: 12
Firing Arcs: 4 t/p, 4 f/s, 4 a
Chart S

Power to Arm:

1

Damage:

10

Missile Weapon Type:

Number: 4
Firing Arcs: 2 f, 2 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



Starfleet's primary mission of exploration has always gone hand in hand with its secondary role as protector of the Federation. Production of purely defensive assets is always undertaken with a sense of obligation to the greater good, and what results are starships primed and ready to take the battle to the enemy whenever they are called upon. The 2360s saw the emersion of threats both old and new to the Federation and as a result a number of new starship classes was entering the field in 2370. Among these was the *Pegasus*-class battlecruiser, a vessel designed to supplant and in many cases exceed the capabilities of the more prolific *Iowa* and *Rigel*-classes.

The *Pegasus* was built around the FUWR-2 warp drive, a derivative of the type first fielded by the *Akira*-class just a few years before. This light weight/high output drive set speed and sustainability records aboard the *Pegasus*-class in mid-2370 when it shows a maximum speed of warp 9.9977 for 14 hours, a performance marginally better than that shown by the *USS Intrepid* just the summer before. Her FIG-4 impulse drives are actually reengineered versions of that older type, updated and simplified for modern deployment.

The tactical array that was chosen for the *Pegasus* was a mixture of emerging technologies and proven systems. The FH-16 phaser array is mounted in a manner similar to the coverage offered by the *Galaxy*-class starships. Although this arrangement's power output is nearly 20% less than the type aboard the *Galaxy*, the FH-16 offers far greater accuracy at mid to long ranges. The FP-10 torpedo launcher is standard for the time, but the twin mounting of FQ-1 quantum torpedo launchers in a fore/aft arrangement provides the ship with a considerable punch.

Like all vessels that are designed as battlecruisers, the *Pegasus* has considerable utility as a mobile command post and fleet flagship. Her communication and information processing capabilities are a full 75% more robust than that of a *Galaxy* or *Ambassador*-class starships and they make excellent intelligence gathering platforms. These capabilities are born from the inclusion of a dedicated computer core with specialized signal processors and communications routing antennas. When the *Mythe*-class battlecruiser and Mk III *Renown*-class refits were being considered it was the *Pegasus* that the engineers looked to for inspiration and many of her systems were copied over as-is.

For officers wishing to make a name for themselves as field commanders or intelligence analysts, there is no better assignment in the fleet than a *Pegasus*-class starship. While the vessels of the class are officially listed as having a 100 man Marine contingent, this is more often than not replaced with dedicated special operations teams or mission specialists who serve at the behest of Starfleet Intelligence. *Pegasus*-class starships are known fleet wide as "black ops" vessels who spend months or even years away from port and the crews are well taken care of. Each vessel is fit with nearly double the holodeck facilities of similarly sized vessels and space for personal quarters is generous.

Of the 10 *Pegasus*-class starships constructed, seven remain in active service with three having been destroyed. Although they performed admirably, the construction program was canceled at the conclusion of the Dominion war to make way for newly emerging designs. One incomplete vessel was scrapped and one other was mothballed at 45% complete.

Disposition:

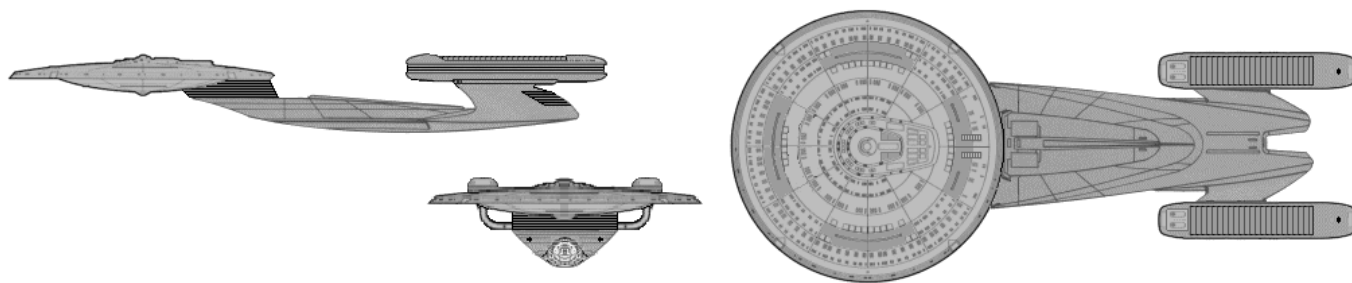
The following list of *Pegasus*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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, Mrs | 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 |

Historical Notes:

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

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 | 100 |
| Damage Chart: | C | C | C |
| 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 715 Enlisted | 175 Officers 715 Enlisted | 175 Officers 725 Enlisted |
| Passengers: | 60 | 60 | 60 |
| Marines: | 350 | 350 | 350 |
| Evacuation Limit | 14,500 | 14,500 | 14,500 |
| Shuttlecraft: | 72 | 72 | 72 |
| Engines and Power Data: | | | |
| Total Power Units Available: | 204 | 204 | 232 |
| Movement/Point Ratio: | 7/1 | 7/1 | 6/1 |
| Warp Engine Type: | FIWA-2 | FIUWA-2 | FURW-2 |
| Number: | 2 | 2 | 2 |
| Power Units Available: | 52 | 52 | 56 |
| Cruising Speed: | 6 | 6 | 6 |
| Emergency Speed: | 9.2 | 9.6 | 9.75 |
| Impulse Engine Type: | FIH-1 | FIH-1 | FIH-2 |
| Number: | 2 | 2 | 2 |
| Power Units Available: | 50 | 50 | 56 |
| Auxiliary Power: | 20 | 20 | 24 |
| Reserve Power: | 10 | 10 | 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 | 2 f/p, 2 f/s, 4 p, 4 s, 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-4 | FP-4 |
| Number: | 12 | 12 | 12 |
| Firing Arcs: | 4 f, 2 f/p, 2 f/s, 4 a | 4 f, 2 f/p, 2 f/s, 4 a | 4 f, 2 f/p, 2 f/s, 4 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: | 192 | 208 | 257 |



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.

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.

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.

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 a fleet or an entire sector if need be.

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.

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.

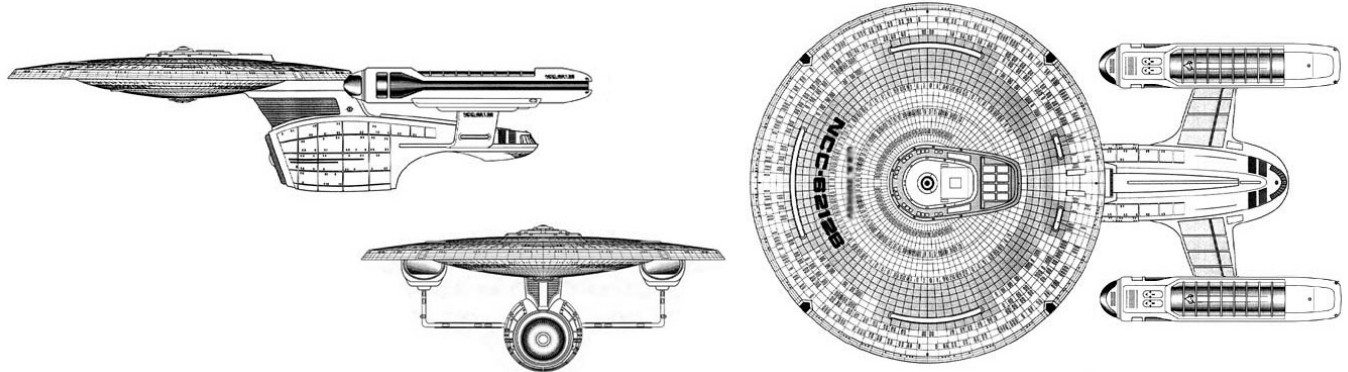
Disposition:

The following list of *Renown*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 |



Rigel Class Battlecruiser



Construction Data:

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

Hull Data:

Superstructure Points: 82
Damage Chart: C
Size:
Length: 526 m
Width: 323 m
Height: 128 m

Transporters:

Standard Six Person- 8
Emergency 22 Person- 5
Cargo, small- 3
Cargo, large- 1
Crew: 110 Officers
540 Enlisted

Marines:

Evacuation Limit: 12,000
Shuttlecraft: 32

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:

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

Max Power: 7
+3 (1-10)
+2 (11-17)
+1 (18-20)

Missile Weapon Type:

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



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.

The *Rigel* is virtually 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. Part of 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 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.

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 versatile 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 complement 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 deemphasized in *Rigels* constructed after 2368.

With her large Marine detachment taking up all of decks 6 -10, the *Rigels* are crowded vessels. However, even with such a large crew complement 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.

Of the 22 *Rigel*-class starships constructed, fourteen remain in active service. Seven have been destroyed and one is listed as lost, presumed destroyed. 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.



Disposition:

The following list of *Rigel*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 |

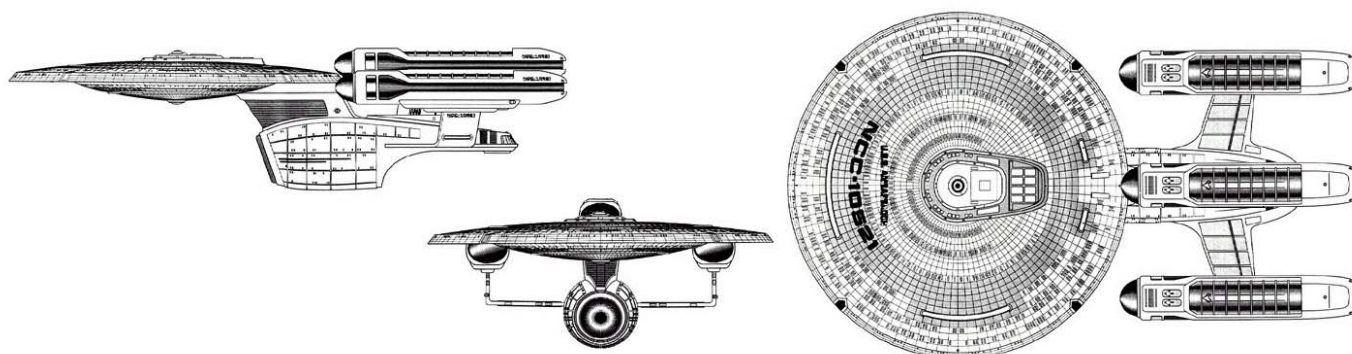
Historical Notes:

| | |
|--------------------|---|
| <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.

Springfield Class Dreadnought



Construction Data:

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

Hull Data:

Superstructure Points: 90
Damage Chart: C

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:

Evacuation Limit: 500
Shuttlecraft: 8,000
34

Engines and Power Data:

Total Power Units Available: 212
Movement/Point Ratio: 6/1
Warp Engine Type: FIUWA-2

Number: 2
Power Units Available: 52
Cruising Speed: 6/1
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

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



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 an 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 design. The end result was the *Springfield*-class dreadnought, a designation that denotes an emphasis on tactical support missions, fleet command facilities, and power projection capabilities. Her tactical support systems and sustainable high warp velocities insure that the *Springfield*-class can show the flag of the Federation at a moments notice just like the dreadnoughts of old.

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.

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 reactor to provide adequate maneuverability at sublight speeds.

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.

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. They are commonly used for border patrols and task force operation workups while their exploration capability is rudimentary at best due to a decreased cruising range and combat oriented sensor suite. An enhanced isolinear triple redundant computer system is standard for the *Springfield* class with extra processor resources allocated to engineering functions due to the complex warp field dynamics created by the third nacelle.

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. Seven have been destroyed and one is listed as lost, presumed destroyed.



Disposition:

The following list of *Springfield*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 |

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 near Vulcan 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.

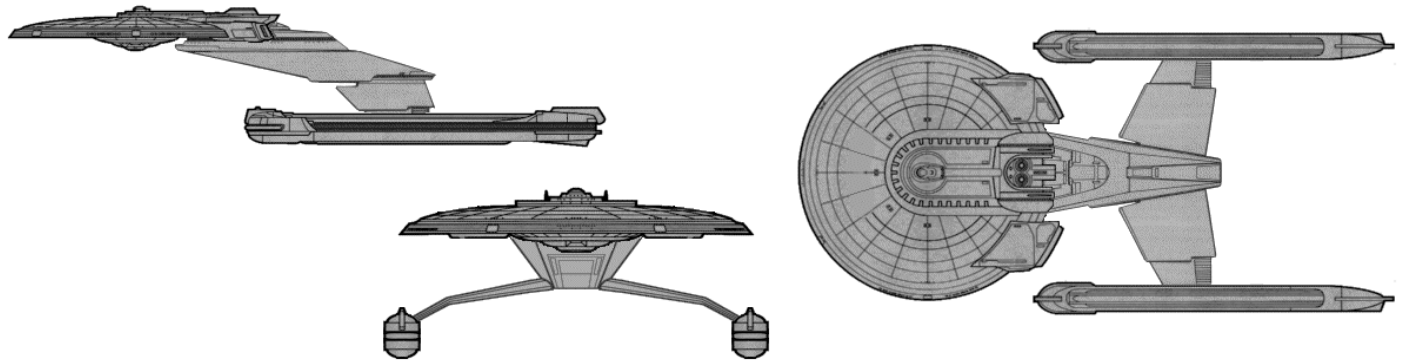
On stardate 4/8008.17 the *USS Brisbane* continued its string of bad luck while patrolling near Rigel IV along with the starships *Gulliver* and *Invicta*. While performing a standard commerce sweep, the group was caught in a catastrophic ion storm. Initially, the *Gulliver* became caught in the storm's 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.



CRUISERS

Abrams Class Cruiser



Construction Data:

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

Hull Data:

Superstructure Points:
Damage Chart:

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:

Evacuation Limit: 100
Shuttlecraft: 6

Engines and Power Data:

Total Power Units Available: 120
Movement/Point Ratio: 4/1
Warp Engine Type: FIWD-1

Number: 2
Power Units Available: 40
Cruising Speed: 6
Emergency Speed: 9
Impulse Engine Type: FIG-3

Number: 1
Power Units Available: 40

Auxiliary Power:

Reserve Power: 12
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: 10

+3 (11-10)
+2 (11-17)
+1 (18-24)

Missile Weapon Type:

Number: FP-4
Firing Arcs: 10
Chart: 4 f, 2 f/p, 2 f/s, 2 a
Power to Arm: S
Damage: 1
10

Shields Data:

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

Combat Efficiency

Point Value: 137



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, dependable design 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.

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.

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. The facilities for the Marine contingent are rudimentary at best and are poorly suited for long term deployments. When in the field shipboard security is normally seen to by Starfleet personnel.

The sensor suite chosen for the *Abrams* at the time of her commissioning is above par for a vessel of her type and mission scope. They were built with operations against older IKS and RSF warships in mind and are particularly well suited in ferreting out vessels depending on older cloaking device technology. This capability served as the basis for the mounting of broad band tachyon emitters and inertial differential sensors aboard several vessels of the class for use along the Romulan border in the late 2360s and early 2370s. The project was a mixed success and their inclusion aboard other classes of vessels was eventually discarded at the outbreak of the Dominion War.

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 *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.

Of the 30 *Abrams*-class cruisers constructed, six have been destroyed and one is listed as lost, presumed destroyed. 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 station's senior officer. The vessels are normally manned 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.

Disposition:

The following list of *Abrams*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

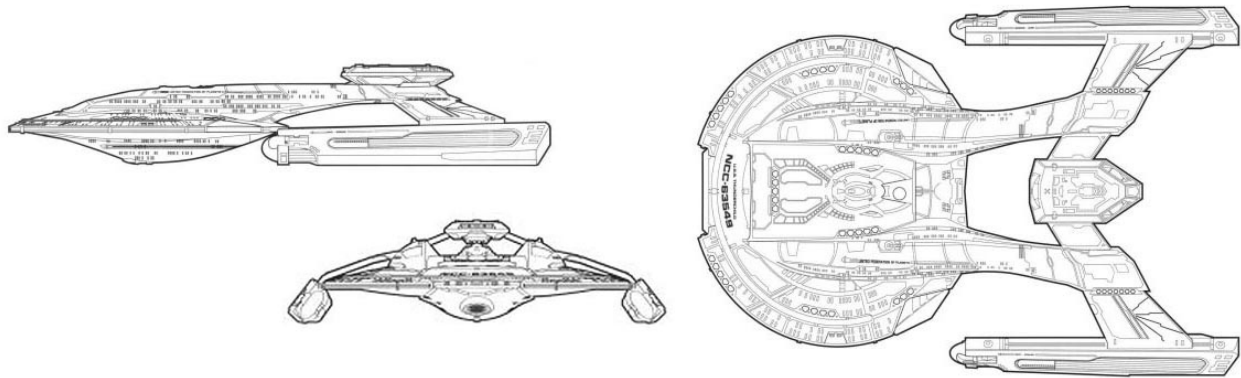
| Number | Name | Builder | Laid Down | Launched | Commissioned | Status |
|-----------|------------------------------|---------------------------------------|-----------|----------|--------------|-----------|
| NCC-58710 | <i>Danton Abrams</i> | San Francisco Fleet Yards, Terra | 4/5001 | 4/5401 | 4/5506 | 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 |

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. |

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.

Akira Class Heavy Cruiser



Construction Data:

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

Hull Data:

Superstructure Points: 87
Damage Chart: C

Size:

Length: 464 m
Width: 316 m
Height: 87 m

Transporters:

Standard Six Person- 8
Emergency 22 Person- 6
Cargo, small- 3
Cargo, large- 1
Crew: 175 Officers
525 Enlisted

Passengers:

Evacuation Limit: 200
Shuttlecraft: 10,500
26

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: 7
Emergency Speed: 9.8

Impulse Engine Type:

FIG-2
Number: 2
Power Units Available: 32

Auxiliary Power:

Reserve Power: 18
9

Weapons and Firing Data:

Beam Weapon Type: FH-16
Number: 16
Firing Arcs: 8 t/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 t/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



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 project, this design would spur on these advancements and many others in what was to become the *Akira* and *Pegasus*-class starships.

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.

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 duel FIG-2 impulse drives provide ample auxiliary power and maneuvering power for a vessel of the *Akira*'s mission scope.

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.

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.

Of the fifty *Akira*-class starships built, twenty-eight remain in active service. Twenty have been destroyed and two have been scrapped. Heavy losses in the Dominion war led to the cancellation of new construction 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.



Disposition:

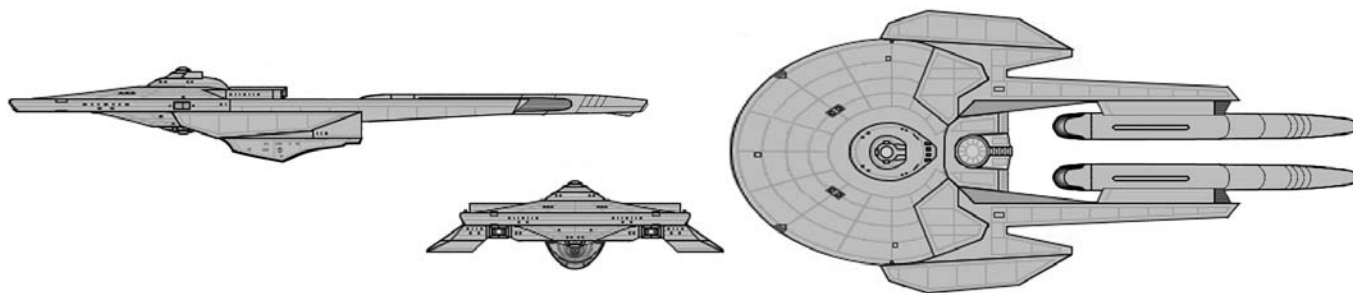
The following list of *Akira*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 |

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. |

Andor Storm Class Missile Cruiser



Construction Data:

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

Hull Data:

Superstructure Points: 54
Damage Chart: C
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:

Evacuation Limit: 1,900
Shuttlecraft: 6

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:

Reserve Power: 5

Weapons and Firing Data:

Beam Weapon Type: FH-15
Number: 4
Firing Arcs: 2 f/p, 2 t/s
Chart: Y
Max Power: 12
+3 (1-15)
+2 (16-20)
+1 (21-24)

Missile Weapon Type:

Number: 12
Firing Arcs: 4 f, 4 f/p, 4 t/s
Chart: R
Power to Arm: 1
Damage: 6
Shootdown/Takedown: 1-4 / 1d4+1
Blinds: 2 (-2), 4 (-3)

Missile Weapon Type:

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



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 it 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.

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 downsized greatly.

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 combining a new sub-space linked fire-and-remember targeting system with a 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.

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'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.

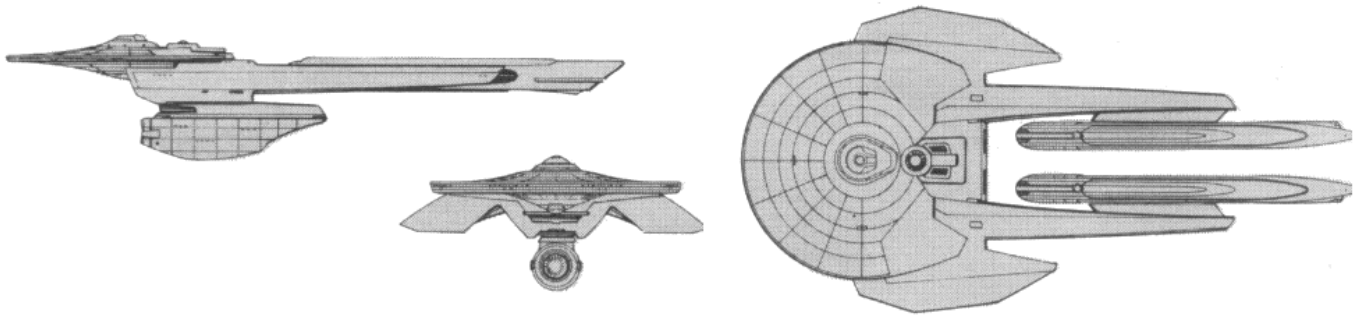
Of the eight *Andor Storm*-class vessels built to date, all remain in active service. Production will continue for the foreseeable future at a rate of three vessels per year. After the initial builds at Chiokis Fleet Yards above Andor, production has been diversified throughout the Federation.

Disposition:

The following list of *Andor Storm*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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>S'agora</i> | Utopia Planitia Fleet Yards, Mars | 4/8210 | 4/8312 | 4/8507 | Active |
| NCC-83220 | <i>Chiokis</i> | Chiokis Fleet Yards, Thelavor, Andor | 4/8306 | 4/8505 | 4/8604 | Active |
| NCC-80592 | <i>Thalen</i> | Antares Fleet Yards | 4/8311 | 4/8509 | 4/8607 | Active |
| NCC-81923 | <i>Theravor</i> | Chiokis Fleet Yards, Thelavor, Andor | 4/8312 | 4/8512 | 4/8609 | Active |
| NCC-89711 | <i>Tharsis</i> | Utopia Planitia Fleet Yards, Mars | 4/8403 | 4/8607 | 4/87?? | Trials |
| NCC-84722 | <i>Chorvak</i> | Chiokis Fleet Yards, Thelavor, Andor | 4/8403 | 4/8606 | 4/87?? | Trials |
| NCC-83452 | <i>Elorex</i> | Newport News Fleet Yards, Terra | 4/8407 | 4/8611 | 4/87?? | Trials |
| 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 | <i>Kamalari</i> | Port Copernicus Fleet Yards, Luna | 4/8601 | 4/88?? | 4/89?? | Building |
| NCC-82877 | <i>General S'hrell</i> | Antares Fleet Yards | 4/8602 | 4/88?? | 4/89?? | Building |
| NCC-85588 | <i>Thomba</i> | Chiokis Fleet Yards, Thelavor, Andor | 4/8612 | 4/88?? | 4/89?? | Building |

Andor Class Missile Cruiser



Construction Data:

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

Hull Data:

Superstructure Points: 44
Damage Chart: C
Size:
Length: 260 m
Width: 120 m
Height: 60 m

Transporters:

Standard Six Person- 4
Emergency 22 Person- 2
Cargo, small- 2
Cargo, large- 1
Crew: 25 Officers
165 Enlisted
40

Passengers:

Evacuation Limit: 2,000

Shuttlecraft:

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:

Power Units Available: 16

Auxiliary Power: 14

Reserve Power: 7

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/side

Combat Efficiency

Point Value: 115



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.

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

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.

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 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.

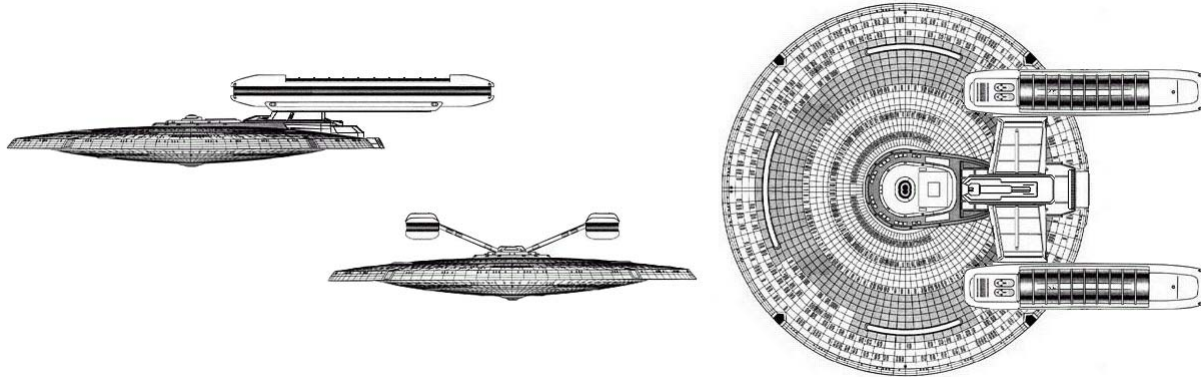
Upon their reactivation in 2373, the Starfleet Engineers in charge of the refit project set their sights on integrating the *Andor* with the new FUWE-1 warp drive. This lightweight and easily modified drive would increase the *Andor's* top speed from a paltry warp 8 to warp 9.5 with a cruising speed 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 increases the *Andor's* rigidity and durability during battle.

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.

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.

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.

Andromeda Class Cruiser



Construction Data:

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

Hull Data:

Superstructure Points: 82
Damage Chart: C

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:

Evacuation Limit: 3,900
Shuttlecraft: 24

Engines and Power Data:

Total Power Units Available: 152
Movement/Point Ratio: 4/1

Warp Engine Type:

Number: 2
Power Units Available: 52
Cruising Speed: 6
Emergency Speed: 9.65

Impulse Engine Type:

Number: 2
Power Units Available: 24

Auxiliary Power:

Reserve Power: 16

Weapons and Firing Data:

Beam Weapon Type:

Number: 4
Firing Arcs: 4 f/a
Chart: Y
Max Power: 12
+3 (1-15)
+2 (16-20)
+1 (21-24)

Beam Weapon Type:

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:

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



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.

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.

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.

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.

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.

Of the fifteen *Andromeda*-class starships built, seven remain in active service. Seven have been destroyed and one is listed as lost, presumed destroyed.

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.

Disposition:

The following list of *Andromeda*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 |

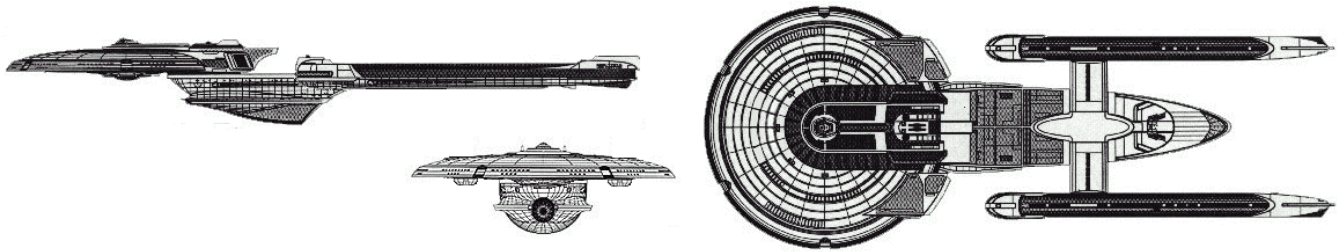
Historical Notes:

| | |
|--------------------|---|
| <i>Andromeda</i> | Destroyed by Cardassian forces in an attack on a staging depot near Rakara II on stardate 4/5907. |
| <i>Centauri</i> | Reported lost, presumed destroyed by Starbase 12 while patrolling near Vulcan 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.

Apollo Class Cruiser



Construction Data:

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

Hull Data:

Superstructure Points: 82
Damage Chart: C
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:

Evacuation Limit: 30
Shuttlecraft: 7,000
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:

Reserve Power: 14
7

Weapons and Firing Data:

Beam Weapon Type: FH-14a
Number: 4
Firing Arcs: 4 f/p/s
Chart: Y
Max Power: 12

+3 (1-5)
+2 (6-12)
+1 (13-20)

Beam Weapon Type:

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:

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



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 modified to act as a lighter counterpart to the expected *Renown*-class battlecruiser, a vessel that was then in its early design phase but would later see only limited production.

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 of 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.

While the FIWA-1 warp drive was a straight copy of 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 this 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.

The weapon 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 nearsighted 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's loader assembly featured the highest rate of fire available for the time and became a mainstay aboard the *Ambassador*-class in the years to come.

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.

Of the nineteen *Apollo*-class vessels constructed, ten remain in active service. Seven have been destroyed and two are listed as lost, presumed destroyed. 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.

The future of the *Apollo*-class is, at present, uncertain. Some of the older units have recently surpassed their seventieth year of service and hard fighting during recent conflicts have taken its toll on these valuable cruisers. A call for refit by Starfleet Engineering was recently discarded in committee as too costly, and operating these vessels is becoming increasingly expensive. Critics claim that the newer *Patriot*-class is filling the roll once taken by the *Apollo* and is doing so in a manner that puts the *Apollo* to shame. It is expected that the next three years will see the mass retirement of the *Apollo*'s from service and their placement in mothballs at Memory Beta.

Disposition:

The following list of *Apollo*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 |

Historical Notes:

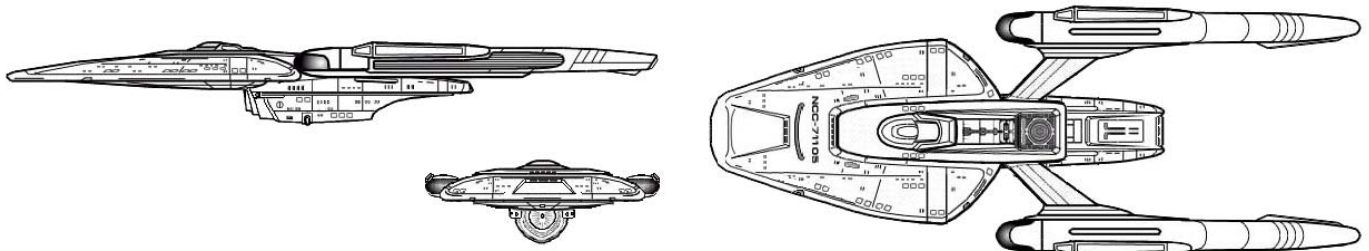
| | |
|------------------|---|
| <i>Artemis</i> | Destroyed by forces of the Tholian Assembly near the Gagara Sector on stardate 4/4702. |
| <i>Odysseus</i> | One of 20 starships destroyed by Cardassian forces at the Battle of Boraes III on stardate 4/5708. |
| <i>Zeus</i> | Reported lost, presumed destroyed 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 conn 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.

Bradbury Class Cruiser



Construction Data:

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

Hull Data:

Superstructure Points: 88
Damage Chart: C
Size:
Length: 378 m
Width: 153 m
Height: 74 m

Transporters:

Standard Six Person- 3
Emergency 22 Person- 2
Cargo, small- 2
Cargo, large- 1
Crew: 36 Officers
175 Enlisted

Passengers:

Evacuation Limit: 3,000
Shuttlecraft: 8

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:

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
Z

Chart

Max Power: 10
+3 (1-15)
+2 (16-20)
+1 (21-24)

Missile Weapon Type:

Number: 12
Firing Arcs: 4 f/p, 4 f/s, 4 a
Chart
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



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.

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.

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.

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 FP-10 torpedo launchers that had been introduced in the *Galaxy*-class. Her FSS-M shield system is another *Galaxy*-class innovation integrated into the *Bradbury* and has proven itself to be a fine match.

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 processor subassemblies in recent years has alleviated these concerns.

Of the twelve *Bradbury*-class starships constructed, seven remain in active service. Three have been destroyed, one is listed as lost, presumed destroyed, and one was scrapped.

Disposition:

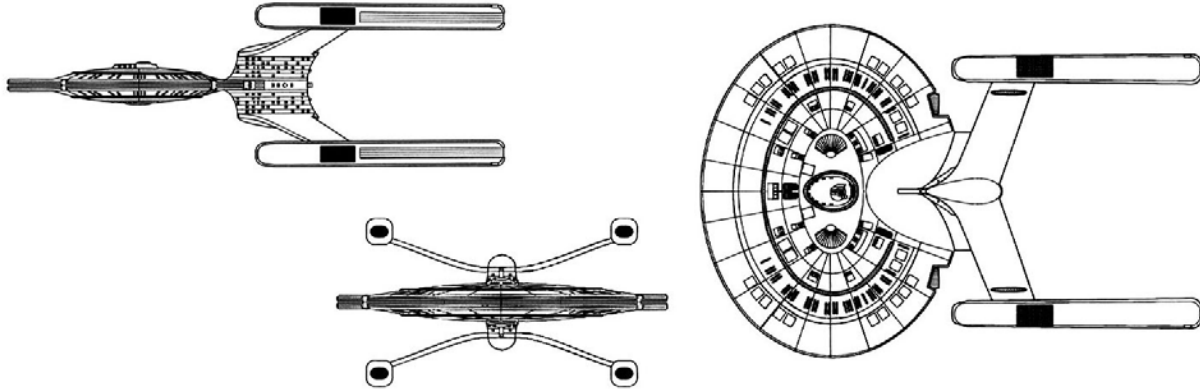
The following list of *Bradbury*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 | 4/7612 | Active |
| NCC-72435 | <i>Wells</i> | Utopia Planitia Fleet Yards, Mars | 4/7209 | 4/7612 | 4/7708 | Active |

Historical Notes:

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

Cheyenne Class Cruiser



Construction Data:

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

Hull Data:

Superstructure Points: 88
Damage Chart: C

Size:

Length: 370 m
Width: 269 m
Height: 92 mm

Transporters:

Standard Six Person- 4
Emergency 22 Person- 4
Cargo, small- 2
Cargo, large- 1
Crew: 125 Officers
410 Enlisted

Passengers:

Evacuation Limit: 100
Shuttlecraft: 4,000
20

Engines and Power Data:

Total Power Units Available: 160
Movement/Point Ratio: 6/1
Warp Engine Type: FUWE-2
Number: 4
Power Units Available: 30
Cruising Speed: 6 / 5
Emergency Speed: 9.75 / 9.45
Impulse Engine Type: FIF-3
Number: 2
Power Units Available: 20

Auxiliary Power:

Reserve Power: 16
8

Weapons and Firing Data:

Beam Weapon Type: FH-15
Number: 12
Firing Arcs: 6 t/p/s, 3 p/s, 3 a
Chart: Y
Max Power: 12
+3 (1-15)
+2 (16-20)
+1 (21-24)

Missile Weapon Type:

Number: 12
Firing Arcs: 6 t/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



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.

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.

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 *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.

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.

Of the ten *Cheyenne*-class starships built, seven remain in active service with three of them having been destroyed. 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*.

Disposition:

The following list of *Cheyenne*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 |

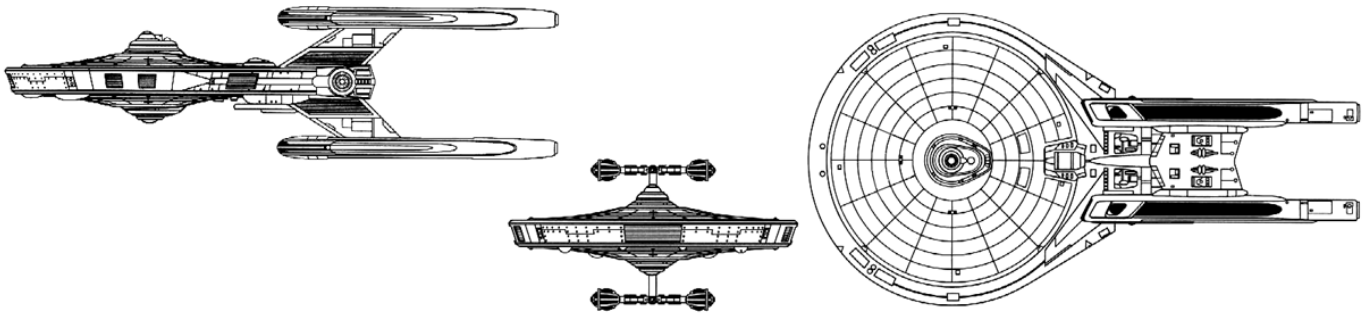
Historical Notes:

Cheyenne
Ahwahnee Destroyed by forces of the Kekrim Imperium in Bata Quadrant on stardate 4/6708.
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.

Mojave 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.

Pueblo 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.

Constellation Class Cruiser



Construction Data:

| | | | |
|------------------------|--------|--------|--------|
| Model Number: | Mk I | Mk II | Mk III |
| Date Entered Service: | 3/8402 | 4/2402 | 4/6811 |
| Hull Data: | | | |
| Superstructure Points: | 44 | 65 | 70 |
| Damage Chart: | | | |
| 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 | 4 | 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 |
| Evacuation Limit | 2,000 | 2,000 | 2,000 |
| Shuttlecraft: | 14 | 14 | 14 |

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 t/s, 2 a | 2 f, 2 f/p, 2 t/s, 2 a | 2 f, 2 f/p, 2 t/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 p, 2 s, 2 a/p/s | 2 f/p/s, 2 p, 2 s, 2 a/p/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 |
|--------------|-----|-----|-----|



The *Constellation*-class cruiser program was began 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.

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.

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.

Early version of the *Constellation* mounted the short range FH-13 phaser array and later the equally near sighted but 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 heavily gunned starship, but she lacks the maneuverability to take advantage of her firepower.

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 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.

Of the forty-three *Constellation*-class cruisers constructed, seven Mk IIIs remain in active service with one Mk II, the *USS Hathaway* serving in the training command. Three Mk Is, 14 Mk IIs and one Mk III have been destroyed. Three Mk IIs have been listed as lost, presumed destroyed, 7 have been scrapped, four have been mothballed, 1 is used as a museum ship and two have been sold to the private sector or the Corillian States. 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.

Disposition:

The following list of *Constellation*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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> | Port Copernicus Fleet Yards, Luna | 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 | Destroyed |
| 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 |

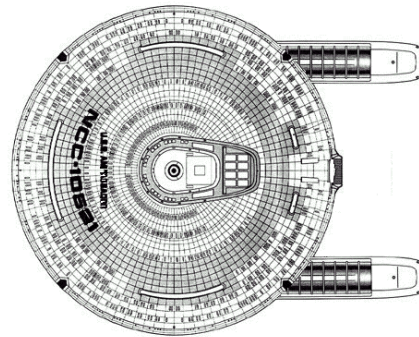
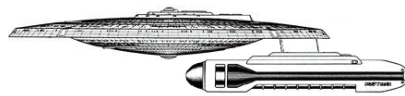


Historical Notes:

| | |
|-----------------------|---|
| <i>Constellation</i> | Scrapped after taking extensive damage in an attack by Cardassian forces 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. Destroyed while charting a black hole cluster near the Orion Nebula on stardate 4/8504. |
| <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 Jem'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 Jem'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 Romulan 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 *Normandy*-class *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.

Cygnus Class Command Courier



Construction Data:

Model Number: Mk II
Date Entered Service: 4/700

Hull Data:

Superstructure Points: 74
Damage Chart: C

Size:
Length: 511 m
Width: 278 m
Height: 88 m

Transporters:

Standard Six Person- 5
Emergency 22 Person- 3
Cargo, small- 5
Cargo, large- 3
Crew: 85 Officers
405 Enlisted

Passengers:

Evacuation Limit: 150
Shuttlecraft: 4,000
24

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: 9.5
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
Y

Chart
Max Power: 10
+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
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



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 product a limited number of these vessels under the name Project Cygnus, the beginning of the *Cygnus*-class command courier.

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 section housings.

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.

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 torpedo 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.

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.

Of the five *Cygnus*-class vessels built, four remain in active service. When not actively in the field the vessels of the class can usually be found permanently fixed to various starbases until needed.

Disposition:

The following list of *Cygnus*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

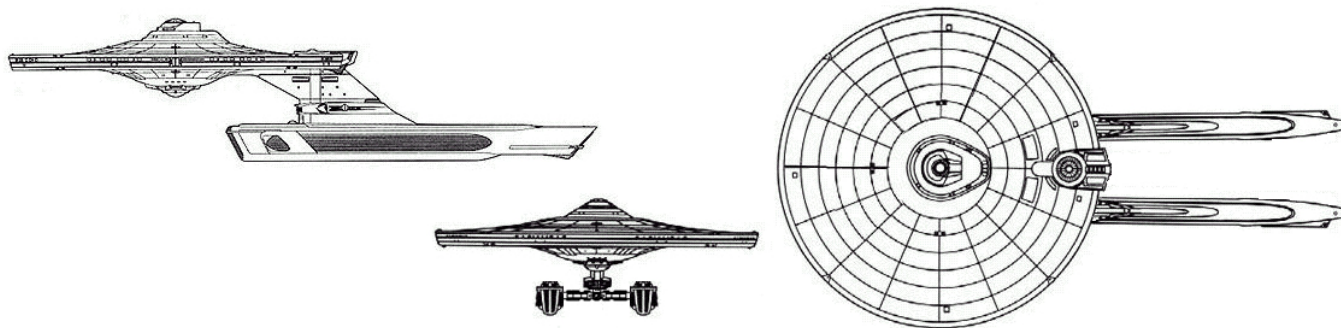
| Number | Name | Builder | Laid Down | Launched | Commissioned | Status |
|-----------|----------------------|-----------------------------------|-----------|----------|--------------|-----------|
| NCC-37445 | <i>Cygnus</i> | Utopia Planitia Fleet Yards, Mars | 4/4205 | 4/4701 | 4/4803 | Active |
| 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 |

Historical Notes:

Northampton Destroyed by Cardassian infiltrators 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 observability technology within the year.

Durrett Class Light Cruiser



Construction Data:

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

Hull Data:

Superstructure Points: 42
Damage Chart: C

Size:

Length: 364 m
Width: 155 m
Height: 93 m

Transporters:

Standard Six Person- 3
Emergency 22 Person- 1
Cargo, small- 1
Cargo, large- 1
Crew: 18 Officers
97 Enlisted

Passengers:

Evacuation Limit: 20
Shuttlecraft: 3

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: 9.3

Impulse Engine Type:

Number: 2
Power Units Available: 16

Auxiliary Power:

Reserve Power: 10
5

Weapons and Firing Data:

Beam Weapon Type: FH-3
Number: 16
Firing Arcs: 4 f, 4 f/p,
4 f/s, 4 a

Chart

Max Power: 5
+3 (1-10)
+2 (11-17)
+1 (18-20)

Missile Weapon Type:

Number: 8
Firing Arcs: 4 f, 4 a
Chart: S
Power to Arm: 1
Damage: 10

Shields Data:

Deflector Shield Type: FSP-2
Shield Point Ratio: 1/5
Max Shield Power: 16/side

Combat Efficiency

Point Value: 110



Early in the war with the Dominion in 2373, Starfleet realized that it was seriously short of light patrol and support combat vessels to defend the Federation's inter perimeter and escort much needed supplies to the front. Newly constructed vessels were slow in coming and Memory Beta couldn't reactivate her mothballed reserve vessels fast enough. What the fleet did have in abundance was hundreds of old hulls and engine components that had been used for decades as parts ships or short haul transport vessels. They were comprised of hundreds of *Wilkerson*, *Brenton*, *Baker*, *Lenthal*, *Thurfir* and *Babcock*-class starships that were in varying states of repair. The initial plan was to take these hulls and refit them not to a class specification, but to a specified level of capability. All would possess the same weapons systems, defense grids and engine arrays as the others in the project, but the end shape of the vessel would be left up to the yard engineers in charge of the project. The effort was soon named Project Durrett in honor of Commander Chaka Durrett, the fleet engineer who conceived of the construction scheme.

While vessels of the *Durrett*-class were given unofficial names upon commissioning, they were rarely recorded in the fleet's register. Instead, they are most often referred to by their NCC number and are omitted from this publication to avoid confusion.

The basic specifications for the *Durrett*s are fairly loose and depend on what parts any given construction yard or starbase had on hand at any given time. Generally, the *Durrett*s are comprised of a salvaged saucer section or primary hull from any number of older starship types. The yard would then construct a connecting dorsal from the underside of the saucer to a T-junction to support two engine nacelles. The interior of the vessel is heavily modified to incorporate the warp core, fuel tanks and weapons systems for the new ship. The wildly varying types of parts and construction methods used insure that no two *Durrett*s look completely identical.

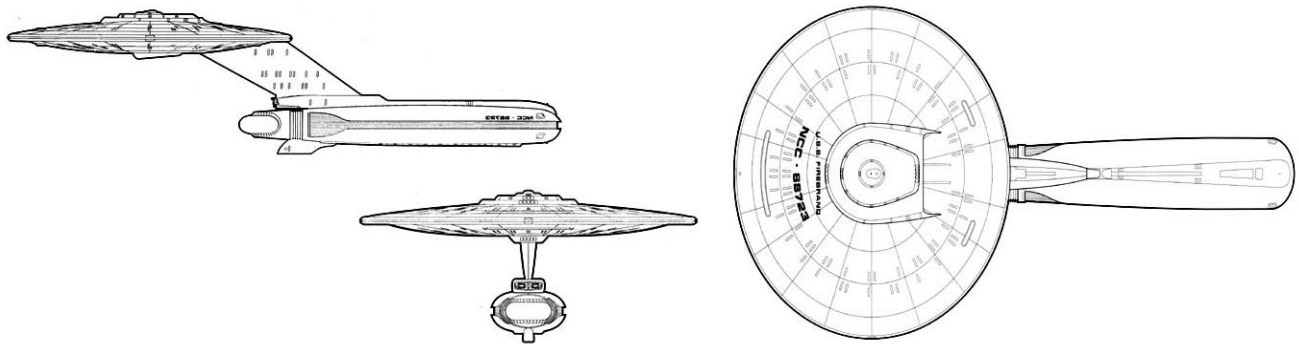
Early examples of the *Durrett* tried to retain the host vessel's original warp drive system with wildly varying results. Luckily, Starfleet was able to procure a large number of FUWE-1 warp drives for the construction effort and the units have proven themselves a fine match for the class. Although the *Durrett*s divergent hull forms prevent the development of a standard warp field dynamics adaptive software set, most vessels are able to attain an emergency warp speed of 8.9-9.3, sufficient considering her mission profile.

The weapons that were chosen for the *Durrett*s are a mix of old and new technology. While her FH-3 phaser array is only a third as powerful as the most modern system, the *Durrett* mounts them in sufficient enough numbers to be a credible threat. Her FP-10 fore/aft torpedo launcher is the best the fleet has to offer and has been called the *Durrett*s most valuable asset. A heavily modified version of the FSP shield system is incorporated into each ship of the class and is well suited for short engagements with the enemy. Longer contact is impractical considering the vessel's weak power reserves.

By their very nature the *Durrett*-class starships are not comfortable vessels and possess just the bare minimum of recreational resources and living space. Fortunately, the remaining vessels of the class spend most of their time in port or on short supply runs, so the crews have ample access to shore facilities. The computer system built into the vessels is a heavily modified version of the core type developed for the *Fletcher*-class destroyer and is adequate for the class if not slightly underpowered.

Of the 173 *Durrett*-class vessels constructed during the Dominion war, 64 remain in ready reserve status at various bases throughout the Federation. There were 57 operational losses of *Durrett*-class vessels to the Dominion during the war with the remainder of the vessels being scrapped after the conflict, sold to the Corillian States or sold to private interests. One remains in service with Starfleet Training Command. There was no centralized construction base for the *Durrett*s, and production took place at virtually every major starbase and shipyard in the Federation.

Freedom Class Cruiser



Construction Data:

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

Hull Data:

Superstructure Points: 98
Damage Chart: C
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:

Evacuation Limit: 3,000
Shuttlecraft: 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:

Reserve Power: 14

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:

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



The *Freedom*-class starship has been called a contradiction with a warp core. Too large to be a cruiser, too over gunned 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.

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.

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.

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.

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.

Of the fourteen *Freedom*-class vessels constructed, six remain in active service. Seven have been destroyed and one was scrapped.

Disposition:

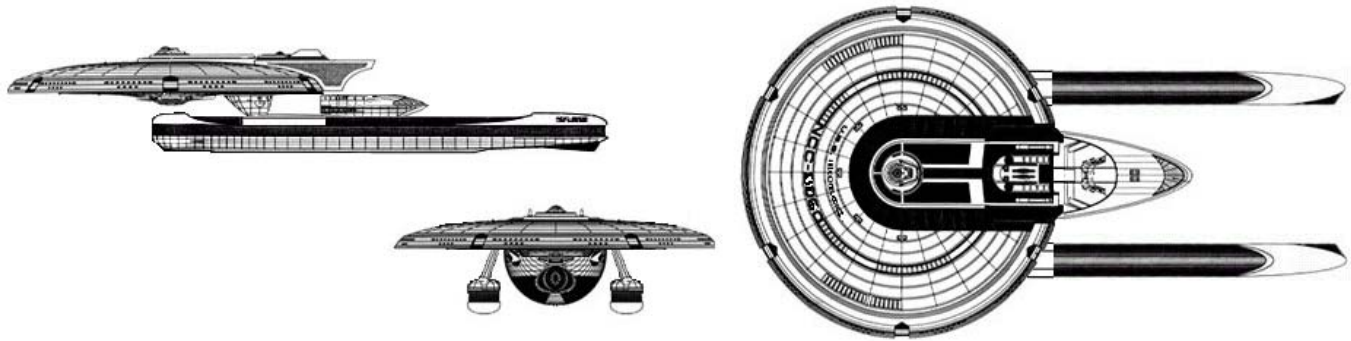
The following list of *Freedom*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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> | New Aberdeen Fleet Yards, Aldebra | 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> | Seskon Trella, Chagala, Tellar | 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> | Port Copernicus Fleet Yards, Luna | 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 |

Historical Notes:

Freedom Destroyed in a border skirmish with Cardassian raiders near Starbase 375 on stardate 4/7508.
Firebrand One of 39 vessels destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
Dreadnought Scrapped after taking extensive damage from an unidentified subspace lifeform on stardate 4/8206.
Vengeance Destroyed by the Borg at the Typhon on stardate 4/7305.
Royal Oak Destroyed by Romulan forces at the Battle of DS-13 on stardate 4/7906.
Epervier 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.
Leopard 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.
Liberator One of 39 vessels destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.

Illustrious Class Cruiser



Construction Data:

Model Number: Mk II
Date Entered Service: 4/2308

Hull Data:

Superstructure Points: 60
Damage Chart: C
Size:
Length: 420 m
Width: 210 m
Height: 65 m

Transporters:

Standard Six Person- 4
Emergency 22 Person- 3
Cargo, small- 1
Cargo, large- 1
Crew: 70 Officers
510 Enlisted

Passengers:

Evacuation Limit: 40
Shuttlecraft: 5,000
18

Engines and Power Data:

Total Power Units Available: 116
Movement/Point Ratio: 5/1
Warp Engine Type: FIWG-1
Number: 2
Power Units Available: 26
Cruising Speed: 6
Emergency Speed: 9
Impulse Engine Type: FIG-1
Number: 1
Power Units Available: 24
Impulse Engine Type: FIF-3
Number: 2
Power Units Available: 20
Auxiliary Power: 12
Reserve Power: 6

Weapons and Firing Data:

Beam Weapon Type: FH-11
Number: 3
Firing Arcs: 3 f
Chart: Y
Max Power: 10
+3 (1-10)
+2 (11-17)
+1 (18-24)
Beam Weapon Type: FH-3
Number: 10
Firing Arcs: 2 t/p, 2 t/s, 2 p, 2 s, 2 a
Chart: W
Max Power: 5
+3 (1-10)
+2 (11-17)
+1 (18-20)
Missile Weapon Type: FP-4
Number: 8
Firing Arcs: 4 f, 4 a
Chart: S
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: 121



The dawn of the *Excelsior*-class starship as the primary instrument of Federation policy and exploration spelled the beginning of the end of the *Constitution*-class, the previous standard bearer for Starfleet. Newer ships based off of the lessons learned from the *Excelsior*'s design process were coming on line in the late 2390s, among these the *Illustrious*-class cruiser.

The *Illustrious* utilizes a reengineered *Excelsior*-class saucer section and heavily modified engineering hull. She is more geared toward long range exploration than most cruisers of her size and performed these duties with distinction right up to the time of her mass decommissioning in the early 2360s. Upgrades over the years kept her lab and sensor suites state of the art in light of more advanced starship designs. Her eventual removal from service was more of a political move than a practical one and has been heavily debated in the years since.

As a defensive asset, the *Illustrious* was a capable fire support platform with numerous weapons covering virtually all avenues of approach. At the time of her commissioning, her torpedo launch capability was considered to be quite impressive and she was able to lay down a withering barrage in both the fore and aft target aspects. The triple bank of forward mounted FH-11 phasers further made the *Illustrious* a deadly foe against all but the largest threat vessels.

From the time of their commissioning until the introduction of the *Ambassador*-class in 2329, service aboard an *Illustrious*-class cruiser was considered a prime, career enhancing assignment. They were always comfortable postings with excellent shipboard recreational facilities, although they were always a bit crowded. Starting in 2323, enhancements to their automation centers in the Mk II refits helped ease this considerably.

Of the 13 *Illustrious*-class starships built, none remain in active service. Five have been destroyed, 3 have been mothballed, 2 are listed as lost, presumed destroyed, 2 have been scrapped and one was sold to the Corillian States. The three mothballed units were recently pulled from Memory Beta and sent to Utopia Planitia where they will undergo upgrades that will automate their primary systems and reduce her crew requirements by a full 1/3. Once that is done, the three vessels will be dispersed to high value starbases throughout the Federation and placed in ready reserve status. This comes at the heels of an attempt to strengthen the Federation's internal lines and shorten the response time needed to react to natural disasters or other calamities.

Disposition:

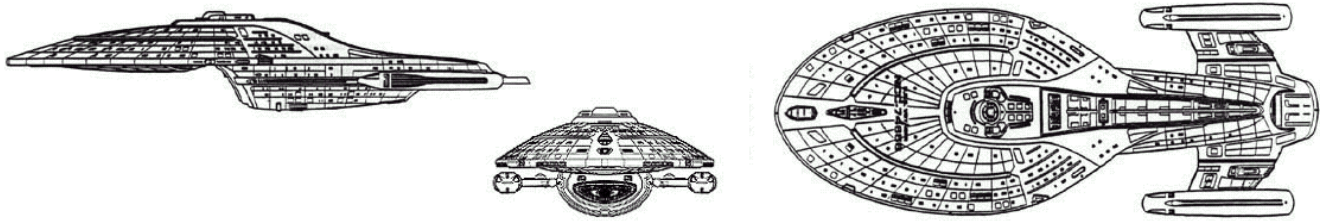
The following list of *Illustrious*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| Number | Name | Builder | Laid Down | Launched | Commissioned | Status |
|-----------|-----------------------|-----------------------------------|-----------|----------|--------------|------------|
| NCC-9963 | <i>Illustrious</i> | San Francisco Fleet Yards, Terra | 3/8904 | 3/9509 | 3/9704 | Destroyed |
| NCC-9623 | <i>Immortal</i> | San Francisco Fleet Yards, Terra | 3/8908 | 3/9601 | 3/9708 | Mothballed |
| NCC-9387 | <i>Furious</i> | Port Copernicus Fleet Yards, Luna | 3/9007 | 3/9706 | 3/9806 | Destroyed |
| NCC-9701 | <i>Gladiator</i> | San Francisco Fleet Yards, Terra | 3/9007 | 3/9708 | 3/9807 | Destroyed |
| NCC-9128 | <i>Diligent</i> | Makin County Ship Yards | 3/9102 | 3/9712 | 3/9902 | Scrapped |
| NCC-9504 | <i>Indestructible</i> | Seskon Trella, Chagala, Tellar | 3/9103 | 3/9804 | 3/9912 | Lost |
| NCC-9651 | <i>Vigilant</i> | Makin County Ship Yards | 3/9208 | 3/9909 | 4/0007 | Mothballed |
| NCC-9126 | <i>Leviathan</i> | San Francisco Fleet Yards, Terra | 3/9301 | 3/9912 | 4/0008 | Sold |
| NCC-9121 | <i>Triumphant</i> | Newport News Fleet Yard, Terra | 3/9418 | 4/0002 | 4/0107 | Mothballed |
| NCC-9234 | <i>Indomitable</i> | Port Copernicus Fleet Yards, Luna | 3/9502 | 4/0008 | 4/0208 | Destroyed |
| NCC-9874 | <i>Victorious</i> | San Francisco Fleet Yards, Terra | 3/9701 | 4/0212 | 4/0309 | Destroyed |
| NCC-10979 | <i>Stalwart</i> | New Aberdeen Fleet Yards, Aldebra | 3/9901 | 4/0303 | 4/0401 | Lost |
| NCC-10447 | <i>Colossus</i> | Makin County Ship Yards | 4/0006 | 4/0411 | 4/0509 | Scrapped |

Historical Notes:

Illustrious Destroyed in an attack against a Cardassian mobile repair depot near the Badlands on stardate 4/5809.
Immortal Mothballed at Memory Beta on stardate 4/6208.
Furious Destroyed by Orion Pirates while escorting a convoy near the Triangle on stardate 4/5708.
Gladiator Destroyed by a group of Klingon Empire separatists near the Neutral Zone on stardate 4/1806.
Diligent Tested to destruction by Starfleet Engineering and scrapped on stardate 4/5408.
Indestructible Reported lost, presumed destroyed while charting a pulsar cluster in the Rebald-Omacron sector on 4/3009.
Vigilant Mothballed at Memory Beta on stardate 4/6309.
Leviathan Mothballed at Memory Beta on stardate 4/6207. Sold to the Corillian States on stardate 4/7702.
Triumphant Mothballed at Memory Beta on stardate 4/6109.
Indomitable Destroyed by IKS forces near Starbase 12 on stardate 4/2406.
Victorious Destroyed by Cardassian forces near the Lemar Colony on stardate 4/6109.
Stalwart Reported lost, presumed destroyed while on patrol near Tholian space on stardate 4/1609.
Colossus Assigned to Starfleet Training Command on stardate 4/5507. Scrapped after a live fire exercise on 4/6407.

Intrepid Class Cruiser



Construction Data:

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

Hull Data:

Superstructure Points: 82
Damage Chart: C
Size:
Length: 344 m
Width: 139 m
Height: 67 m

Transporters:

Standard Six Person- 3
Emergency 22 Person- 2
Cargo, small- 1
Cargo, large- 1
Crew: 32 Officers
109 Enlisted

Passengers:

Evacuation Limit: 2,500
Shuttlecraft: 9

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: 9.9975
Impulse Engine Type: FI-2
Number: 1
Power Units Available: 68
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 t/p/a, 2 f/s/a,
2 p/s, 2 p/a, 2 s/a, 4 a

Chart

Max Power:

+3 (1-10)
+2 (11-17)
+1 (18-20)

Missile Weapon Type:

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



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.

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 traditional design, her engine arrangement is anything but. The *Intrepid* 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 high warp speeds making her one of the fastest vessels in the fleet.

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 planet's 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.

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 service. 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 types in use today.

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. It also cuts down on the maintenance needs of the vessel and allows for a level of automation that has reduced her crew requirements dramatically.

Of the nineteen *Intrepid*-class vessels constructed to date, fifteen remain in active service. Two have been destroyed, one has been scrapped and one has been fit as a museum ship at Starfleet Headquarters in San Francisco. 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 21st centuries.

Disposition:

The following list of *Intrepid*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

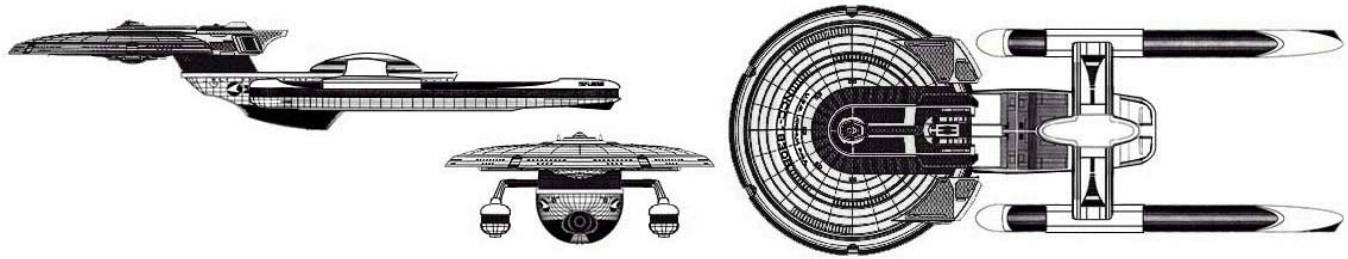
| Number | Name | Builder | Laid Down | Launched | Commissioned | Status |
|-----------|--------------------|---------------------------------------|-----------|----------|--------------|-----------|
| NCC-71631 | <i>Intrepid</i> | Utopia Planitia Fleet Yards, Mars | 4/6501 | 4/6812 | 4/7004 | Active |
| 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 | 4/8607 | Active |
| NCC-73555 | <i>Giotto</i> | Utopia Planitia Fleet Yards, Mars | 4/8301 | 4/86?? | 4/87?? | Trials |
| 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 |
| NCC-76882 | | Utopia Planitia Fleet Yards, Mars | 4/87?? | 4/90?? | 4/91?? | Planned |

Historical Notes:

- Voyager* 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.
- Columbus* Scrapped after taking extensive damage in an attack against a Jem'hadar field depot near Cardassia on stardate 4/7311.
- Nomad* Destroyed by Cardassian forces while patrolling near the Cardassian front on stardate 4/7502.
- Viking* Destroyed near Galorndon Core in an attack against a massed Romulan fleet on stardate 4/7710.



Istanbul Class Cruiser



Construction Data:

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

Hull Data:

Superstructure Points: 92
Damage Chart: C
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
520 Enlisted

Passengers:

Evacuation Limit: 100
Shuttlecraft: 20

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:

Reserve Power: 14
7

Weapons and Firing Data:

Beam Weapon Type: FH-14
Number: 10
Firing Arcs: 4 t/p, 4 t/s, 2 a
Chart: T
Max Power: 12
+3 (1-5)
+2 (6-12)
+1 (13-18)

Missile Weapon Type:

Number: FP-9
Firing Arcs: 4 t/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



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.

The clear starting point 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.

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.

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.

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.

Of the nine *Istanbul*-class vessels constructed only three remain in active service. Four have been destroyed and two are listed as lost, presumed destroyed.

Disposition:

The following list of *Istanbul*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

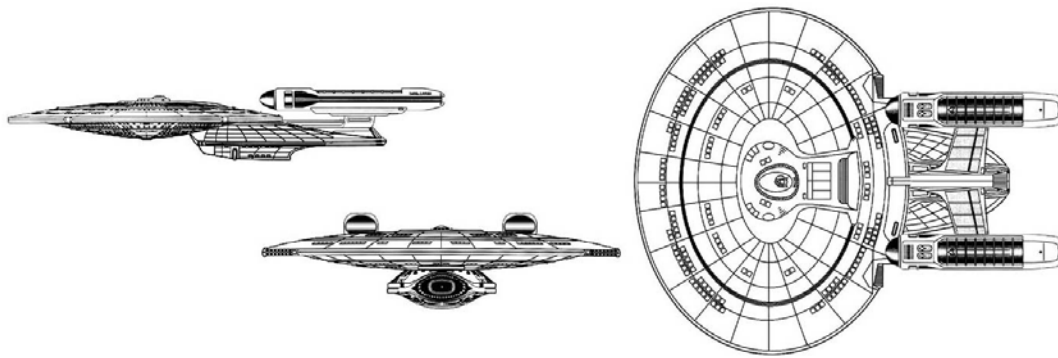
| Number | Name | Builder | Laid Down | Launched | Commissioned | Status |
|-----------|-----------------------|-----------------------------------|-----------|----------|--------------|-----------|
| NCC-33625 | <i>Istanbul</i> | Utopia Planitia Fleet Yards, Mars | 4/2501 | 4/3011 | 4/3202 | Active |
| NCC-36877 | <i>Cyprus</i> | Utopia Planitia Fleet Yards, Mars | 4/2602 | 4/3101 | 4/3202 | Destroyed |
| NCC-34852 | <i>Constantinople</i> | Utopia Planitia Fleet Yards, Mars | 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> | Alfras Fleet Yards, Deneb V | 4/3503 | 4/4203 | 4/4402 | Destroyed |

Historical Notes:

Cyprus
Malatya
Havana
Sarajavo

One of 39 vessels destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
Destroyed by Cardassian forces while patrolling near enemy territory on stardate 4/5803.
One of 39 vessels destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
Reported lost, presumed destroyed while patrolling the Gamma Quadrant terminus of the Bajoran wormhole on stardate 4/7105.
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.

Korolev Class Cruiser



Construction Data:

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

Hull Data:

Superstructure Points: 98
Damage Chart: C
Size:
Length: 355 m
Width: 269 m
Height: 81 m

Transporters:

Standard Six Person- 5
Emergency 22 Person- 3
Cargo, small- 2
Cargo, large- 1
Crew: 70 Officers
430 Enlisted

Passengers:

Evacuation Limit: 150
Shuttlecraft: 4,300
20

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:

Reserve Power: 14

Weapons and Firing Data:

Beam Weapon Type: FH-11
Number: 10
Firing Arcs: 2 t/p/s/a, 2 f/p/a,
2 t/s/a, 2 p/s, 2 a

Chart

Max Power: 10
+3 (1-10)
+2 (11-17)
+1 (18-24)

Missile Weapon Type:

Number: 12
Firing Arcs: 4 t/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



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.

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.

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.

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.

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.

Of the ten *Korolev*-class starships built, only three remain in active service. Six have been destroyed and one was scrapped. No longer in production, the *Korolevs* were built at numerous facilities throughout the Federation.

Disposition:

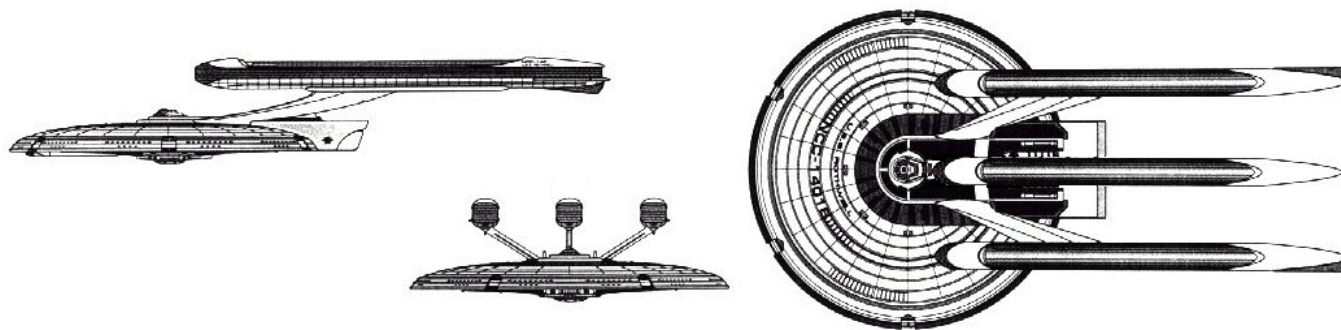
The following list of *Korolev*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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> | Alfras Fleet Yards, Deneb V | 4/5203 | 4/5608 | 4/5709 | Destroyed |
| NCC-56112 | <i>Phobos</i> | Chickis 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 |

Historical Notes:

Gulliver Destroyed by the Borg at the Typhon on stardate 4/7305.
Leyte Destroyed by the Borg at the Typhon on stardate 4/7305.
Sun Tzu One of four vessels destroyed by Dominion forces on stardate 4/7403 near the Cardassian border.
Phobos 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.
Centurion Destroyed by the Borg at the Typhon on stardate 4/7305.
Hong Kong 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.
Panama Scrapped after taking extensive damage from Cardassian forces near Chakora IV on stardate 4/6408.

Mediterranean Class Light Cruiser



Construction Data:

Model Number: Mk I
Date Entered Service: 4/4606

Hull Data:

Superstructure Points: 75
Damage Chart: C
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:

Evacuation Limit: 4,000
Shuttlecraft: 6

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:

FIWG-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 t/s
Chart: Y

Max Power:

12
+3 (1-5)
+2 (6-12)
+1 (13-24)

Beam Weapon Type:

FH-10
Number: 6
Firing Arcs: 2 f, 2 f/p, 2 t/s
Chart: W
Max Power: 7

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



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.

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.

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.

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.

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.

Of the nine *Mediterranean*-class vessels constructed, seven remain in active service. One was destroyed and one was scrapped.

Disposition:

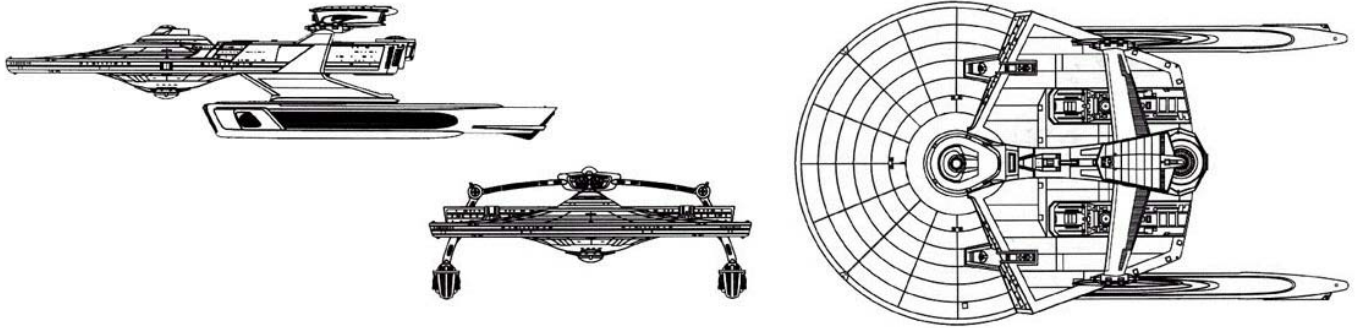
The following list of *Mediterranean*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 |

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.

Miranda Class Cruiser



Construction Data:

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

Hull Data:

Superstructure Points: 40
Damage Chart: C

Size:

Length: 277 m
Width: 173 m
Height: 65 m

Transporters:

Standard Six Person- 4
Emergency 22 Person- 3
Cargo, small- 1
Cargo, large- 1
Crew: 52 Officers
300 Enlisted

Passengers:

Evacuation Limit: 1,500
Shuttlecraft: 4

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: 6
Emergency Speed: 9.2

Impulse Engine Type:

FIG-1
Number: 2
Power Units Available: 20

Auxiliary Power:

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-S
Shield Point Ratio: 1/5

Max Shield Power: 20/side

Combat Efficiency

Point Value: 116



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.

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.

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.

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 too lightly armed to participate effectively in modern fleet engagements, the *Miranda* makes a formidable fleet escort and screening vessel.

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 her, the *Miranda*'s remain to be well equipped for long duration patrol duties.

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. Thirty-six have been destroyed, five have been mothballed, five are listed as lost, presumed destroyed, four have been scrapped and two have been sold to the Corillian States.

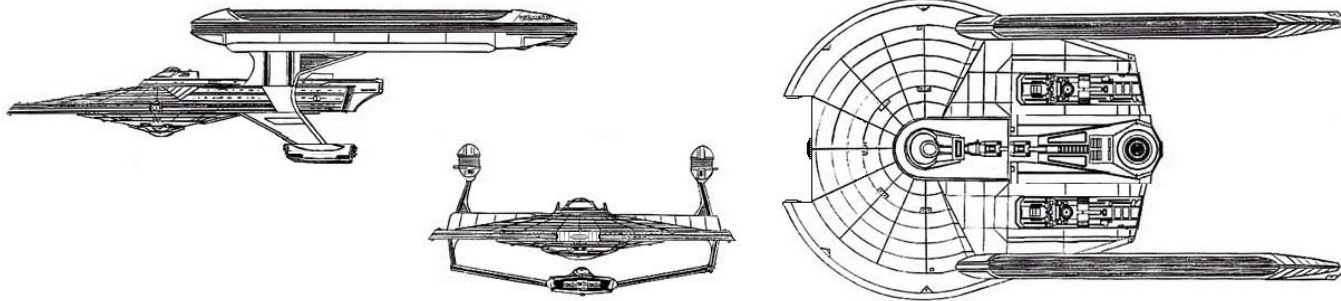


Disposition:

The following list of *Miranda*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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>Reforged</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>Asclepius</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 | 4/4002 | 4/4012 | Active |

Niagara Class Cruiser



Construction Data:

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

Hull Data:

Superstructure Points: 86
Damage Chart: C
Size:
Length: 332 m
Width: 178 m
Height: 66 m

Transporters:

Standard Six Person- 4
Emergency 22 Person- 4
Cargo, small- 2
Cargo, large- 1
Crew: 60 Officers
340 Enlisted
20

Passengers:

Evacuation Limit: 3,500
Shuttlecraft: 20

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: 12
+3 (1-5)
+2 (6-12)
+1 (13-18)
+1 (18-24)

Beam Weapon Type:

Number: 10
Firing Arcs: 4 f, 2 f/p,
2 f/s, 2 a
Chart: W

Max Power: 7
+3 (1-10)
+2 (11-17)
+1 (18-24)

Missile Weapon Type:

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



The *Niagara*-class cruiser has been 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.

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.

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.

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.

Of the thirteen *Niagara*-class vessels constructed, four remain in active service with one in the reserve fleet. Seven have been destroyed and one is listed as lost, presumed destroyed. 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.

Disposition:

The following list of *Niagara*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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>Thurston</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 |

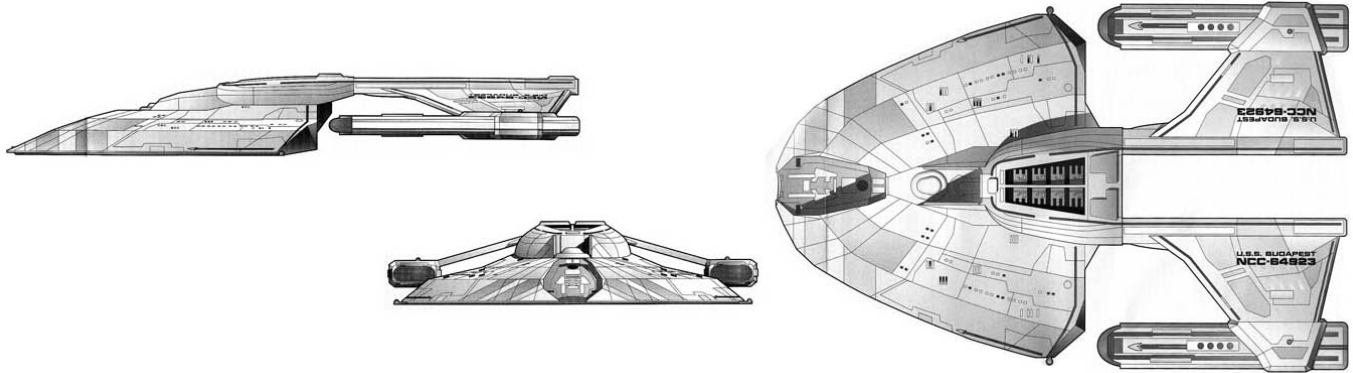
Historical Notes:

Niagara Reported lost, presumed destroyed while surveying a neutron star fragment on stardate 4/6903.
Sheridan Destroyed by the forces of the Tholian Assembly near Starbase 122 on stardate 4/4307.
Victoria One of fifteen starships destroyed near Starbase 375 by Dominion forces on stardate 4/7404.
Rembrandt Destroyed by Dominion forces at the Battle of Chikakera on stardate 4/7401.
Princeton Destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
Canberra Destroyed by an unidentified alien force near the Romulan Neutral Zone on stardate 4/6409.
Artemis Destroyed by the Borg at the Typhon on stardate 4/7305.
Mordred 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.
Amador Reverted to the Starfleet Reserve Fleet on stardate 4/5504.

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 Dominion 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> | Damaged beyond repair in an ion storm near Tellar on stardate 4/3106. Mothballed on stardate 4/3210 and used for parts storage at Memory Beta. |
| <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 Dominion 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 on stardate 4/3310 near the Eagle Nebula. Debris found by <i>USS Xenophon</i> on stardate 4/6904. No individual remains found. Cause of destruction unknown. Location of crew is unknown. |
| <i>Wahoo</i> | Scrapped on stardate 4/4404. Tested to destruction by Starfleet Engineering and Starfleet Tactical. |
| <i>Trinity</i> | Mothballed on stardate 4/6001. |
| <i>Spruance</i> | Mothballed on stardate 4/4608. Sold to a private freight line on stardate 4/7302. |
| <i>Noma Ra Den</i> | 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. |
| <i>Twilight Base</i> | Mothballed on stardate 4/6001. |
| <i>Maximilian</i> | Scrapped on stardate 4/4401. Tested to destruction by Starfleet Engineering and Starfleet Tactical. |
| <i>Ranger</i> | Reported lost, presumed destroyed on stardate 4/3310 near the Eagle Nebula. Debris found by <i>USS Xenophon</i> on stardate 4/6904. No crew remains found. Cause of destruction unknown. Location of crew is unknown. |
| <i>Frontier</i> | Mothballed on stardate 4/6001. |
| <i>Gladiator</i> | Mothballed on stardate 4/6001. |
| <i>Tasmanian Devil</i> | 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. |

Norway Class Heavy Cruiser



Construction Data:

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

Hull Data:

Superstructure Points: 92
Damage Chart: C
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:

Evacuation Limit: 3,000
Shuttlecraft: 18

Engines and Power Data:

Total Power Units Available: 200
Movement/Point Ratio: 5/1
Warp Engine Type: FUWR-2

Number: 2
Power Units Available: 60
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 t/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 t/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 t/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



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, undermanned. 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.

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.

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.

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.

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. In the end, the much more prolific *Patriot*-class cruiser is much better suited to long range patrols and have completely supplanted the *Norway* in this capacity.

Of the twenty-five *Norway*-class vessels built to date, nineteen remain in active service. Five have been destroyed and one was scrapped. Construction ended in 2386 with the commissioning of the *USS Thurfir*.



Disposition:

The following list of *Norway*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 | Active |
| NCC-74388 | <i>Euphrates</i> | Utopia Planitia Fleet Yards, Mars | 4/7709 | 4/8109 | 4/8208 | Active |
| NCC-71774 | <i>Werner von Braun</i> | Antares Fleet Yards | 4/7803 | 4/8206 | 4/8302 | Active |
| NCC-78774 | <i>Ohio</i> | Newport News Fleet Yard, Terra | 4/7901 | 4/8309 | 4/8412 | Active |
| NCC-71441 | <i>Thelavor</i> | Chiokis Fleet Yards, Thelavor, Andor | 4/8003 | 4/8412 | 4/8508 | Active |
| NCC-79877 | <i>Thurfir</i> | Utopia Planitia Fleet Yards, Mars | 4/8111 | 4/8505 | 4/8605 | Active |

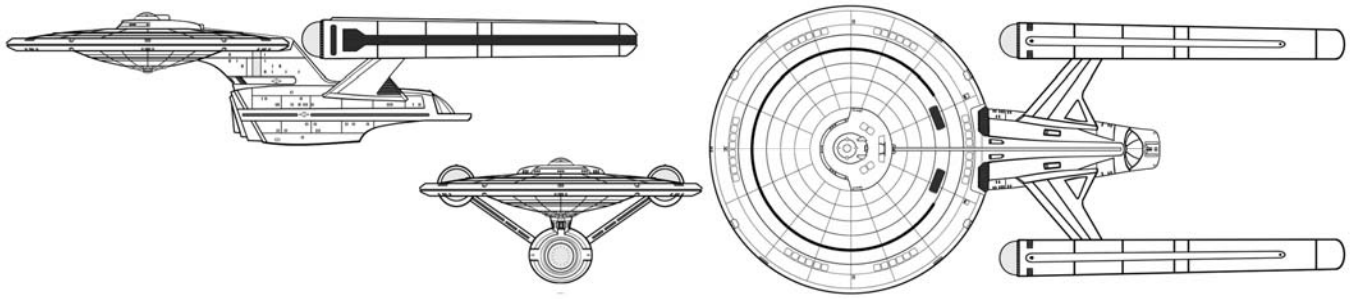
Historical Notes:

| | |
|-------------------|---|
| <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 Tprel 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 RFS 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 Federations 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 the 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.

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 |
| Damage Chart: | C | C |
| 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:

| | | |
|------------------|------|------|
| Evacuation Limit | 8500 | 8500 |
| Shuttlecraft: | 20 | 20 |

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:

| | | |
|----------------|----|----|
| Reserve Power: | 14 | 16 |
|----------------|----|----|

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 (11-10) | (11-15) |
| | +2 (11-17) | (16-20) |
| | +1 (18-24) | (21-24) |

Missile Weapon Type:

| | | |
|---------------|--------------|--------------|
| Number: | 4 | 20 |
| Firing Arcs: | 2 f/p, 2 f/s | 2 f/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 |
|--------------|-----|-----|



In 2364, Starfleet was at a crossroads in its starship design program. Doctrine of the day called for an emphasis on 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.

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* 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 speeds, but a better match was found in the FIG-4 upon release of the Mk II *Patriots* in 2378.

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.

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.

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 74 *Patriots* constructed, 11 Mk Is and 42 Mk IIs remain in active service with one Mk I, the class ship *USS Patriot* serving with Starfleet Training command. Thirteen Mk Is and three Mk IIs have been destroyed in the line of duty. Two Mk Is have been scrapped and one was declared lost, presumed destroyed. Construction of the *Patriot* has been funded through the end of fiscal year 2387 with the production run contract expecting to be renewed on a year by year basis for the foreseeable future. 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.

Disposition:

The following list of *Patriot*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 Command |
| 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>Commandant</i> | Utopia Planitia Fleet Yard, Mars | 4/7601 | 4/7812 | 4/7911 | Active |
| NCC-73587 | <i>Ironsides</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 | 4/8601 | Active |
| NCC-78967 | <i>Avatar</i> | San Francisco Fleet Yards, Terra | 4/8302 | 4/8503 | 4/8601 | Active |
| NCC-74675 | <i>Izar</i> | Seskon Trella, Chagala, Tellar | 4/8302 | 4/8504 | 4/8608 | Active |
| NCC-75367 | <i>Firebrand</i> | Makin County Shipyard | 4/8309 | 4/8512 | 4/8609 | Active |
| NCC-74345 | <i>Mir</i> | Port Copernicus Fleet Yards, Luna | 4/8311 | 4/8512 | 4/8612 | Active |
| NCC-71340 | <i>Rome</i> | Shar Ta'kel Central Docks, 40 Eridani | 4/8405 | 4/8602 | 4/87?? | Trials |
| NCC-73734 | <i>Silversides</i> | Chandley Works, Caravalia, Mars | 4/8406 | 4/8607 | 4/87?? | Trials |
| NCC-79993 | <i>Stardust</i> | Seskon Trella, Chagala, Tellar | 4/8408 | 4/8611 | 4/87?? | Trials |
| NCC-73721 | <i>Legionnaire</i> | Makin County Shipyard | 4/8412 | 4/8611 | 4/87?? | Trials |
| NCC-70447 | <i>Daredevil</i> | San Francisco Fleet Yards, Terra | 4/8412 | 4/8612 | 4/87?? | Trials |
| NCC-77888 | <i>Noma Ra Den</i> | Shar Ta'kel Central Docks, 40 Eridani | 4/8504 | 4/87?? | 4/88?? | Building |
| NCC-78973 | <i>Chiyoda</i> | Utopia Planitia Fleet Yard, Mars | 4/8507 | 4/87?? | 4/88?? | Building |
| NCC-74611 | <i>Kai-Jasic</i> | Port Copernicus Fleet Yards, Luna | 4/8507 | 4/87?? | 4/88?? | Building |
| NCC-72541 | <i>Baton Rouge</i> | M'Yengh Yaras Fleet Yards, Cait | 4/8509 | 4/87?? | 4/88?? | Building |
| NCC-76577 | <i>Champion</i> | Utopia Planitia Fleet Yard, Mars | 4/8511 | 4/87?? | 4/88?? | Building |
| NCC-74211 | | Utopia Planitia Fleet Yard, Mars | 4/8603 | 4/88?? | 4/89?? | Building |
| NCC-76221 | | Port Copernicus Fleet Yards, Luna | 4/8604 | 4/88?? | 4/89?? | Building |
| NCC-76225 | | Utopia Planitia Fleet Yard, Mars | 4/8607 | 4/88?? | 4/89?? | Building |
| NCC-73431 | | Utopia Planitia Fleet Yard, Mars | 4/8611 | 4/88?? | 4/89?? | Building |
| NCC-77434 | | Makin County Shipyard | 4/8612 | 4/88?? | 4/89?? | Building |
| NCC-77123 | | Shar Ta'kel Central Docks, 40 Eridani | 4/87?? | 4/89?? | 4/90?? | Planned |
| NCC-73242 | | Utopia Planitia Fleet Yard, Mars | 4/87?? | 4/89?? | 4/90?? | Planned |
| NCC-71341 | | Chandley Works, Caravalia, Mars | 4/87?? | 4/89?? | 4/90?? | Planned |
| NCC-74234 | | Utopia Planitia Fleet Yard, Mars | 4/87?? | 4/89?? | 4/90?? | Planned |
| NCC-77643 | | Utopia Planitia Fleet Yard, Mars | 4/87?? | 4/89?? | 4/90?? | Planned |

Historical Notes:

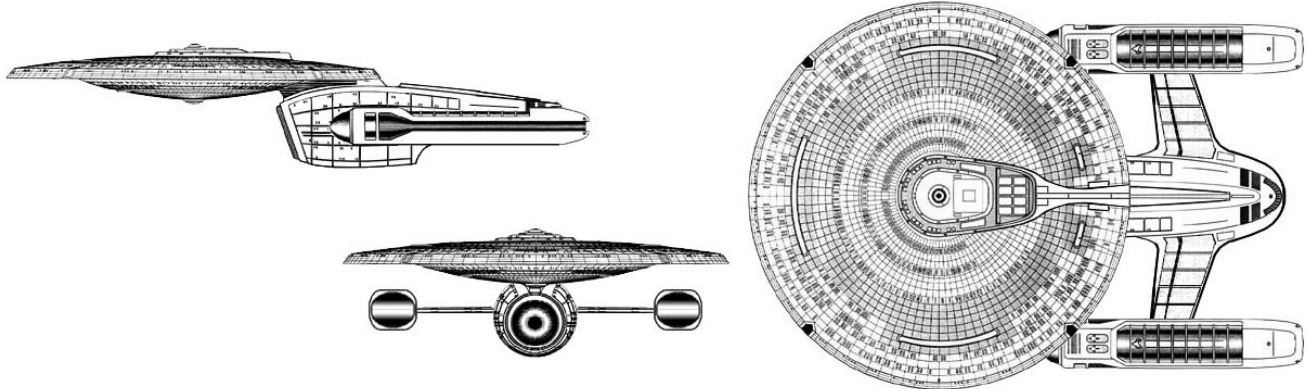
| | |
|-------------------|---|
| <i>Patriot</i> | Reverted to Starfleet Training Command after suffering catastrophic damage by the Romulans on stardate 4/7705.11. Repaired by students of the Starfleet Engineering College and placed in training command. |
| <i>Cyprus</i> | Destroyed by forces of the 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>Trojan</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 ships 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.



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 |
| Damage Chart: | C | C | C |
| 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 400 Enlisted | 120 Officers 400 Enlisted | 120 Officers 400 Enlisted |
| Passengers: | 50 | 50 | 50 |
| Evacuation Limit: | 6,000 | 6,000 | 6,000 |
| Shuttlecraft: | 14 | 14 | 18 |
| 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: | 32 | 32 | 32 |
| 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 t/p/s, 3 t/p/a, 3 t/s/a | 6 t/p/s, 3 t/p/a, 3 t/s/a | 6 t/p/s, 3 t/p/a, 3 t/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) | (18-24) | (21-24) |
| Missile Weapon Type: | FP-4 | FP-4 | FP-10 |
| Number: | 8 | 8 | 12 |
| Firing Arcs: | 4 t/p/s, 4 a | 4 t/p/s, 4 a | 6 t/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/side | 26/side |
| Combat Efficiency | | | |
| Point Value: | 135 | 159 | 190 |



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.

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.

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.

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.

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.

Of the 30 *Renaissance*-class starships built, 8 remain in active service. Thirteen have been destroyed, 2 have been scrapped, one is serving with Starfleet Training Command, 5 are listed as lost, presumed destroyed and one was sold to a private research interest. 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.

Disposition:

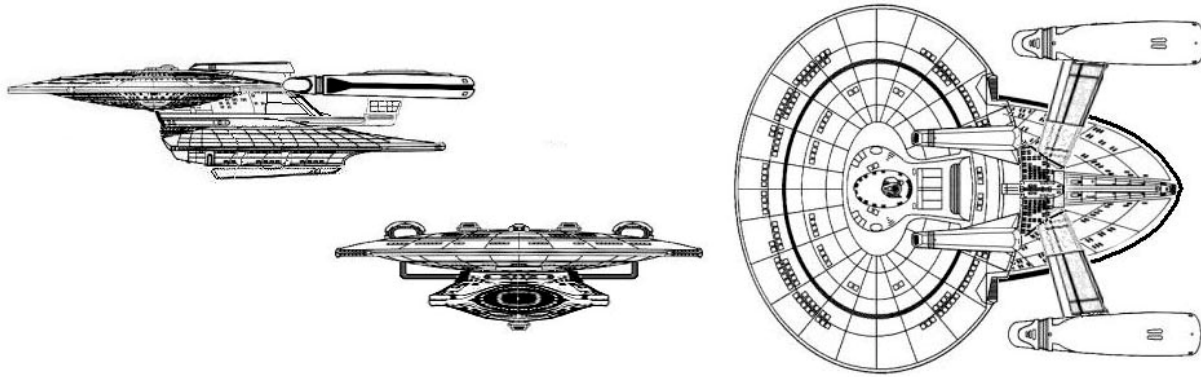
The following list of *Renaissance*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 |

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. |

Saint Louis Class Cruiser



Construction Data:

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

Hull Data:

Superstructure Points: 86
Damage Chart: C
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: 85 Officers
490 Enlisted
40

Passengers:

Evacuation Limit: 4,000
Shuttlecraft: 18

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: 9.75
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/s, 2 a
Y

Chart

Max Power: 12
+3 (1-15)
+2 (16-20)
+1 (21-24)

Missile Weapon Type:

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



After a successful 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.

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 frigate.

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 parts fabrication facility on Luna.

While it can be rightly 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 another 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.

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. 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.

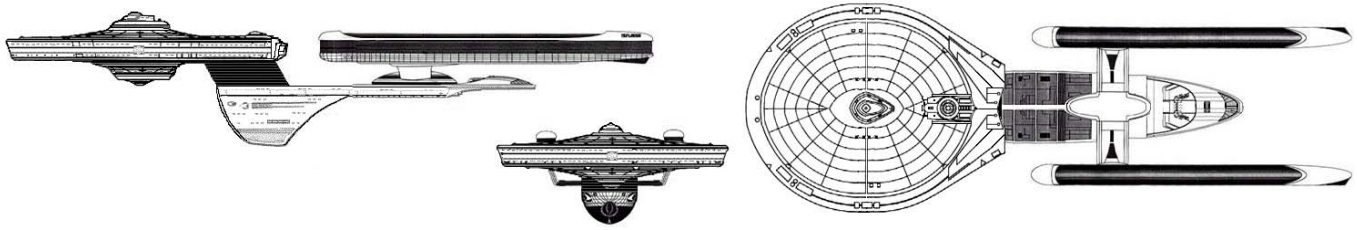
After a production run of only five vessels, the entire *Saint Louis*-class project was canceled and the partially completed hulls of two ships were sold for scrap. The abysmal quality of the vessel's design eventually led to a Federation Council inquiry into the Starfleet Engineering Bureau's design 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.

Disposition:

The following list of *Saint Louis*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 |

Surak Class Cruiser



Construction Data:

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

Hull Data:

Superstructure Points: 78
Damage Chart: C
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:

Evacuation Limit: 4,500
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:

Reserve Power: 12

Weapons and Firing Data:

Beam Weapon Type: FH-10
Number: 14
Firing Arcs: 2 f, 2 f/p, 2 f/s, 2 a
2 p, 2 s, 2 p/s, 2 a

Chart

Max Power: 7
+3 (1-10)
+2 (11-17)
+1 (18-20)

Missile Weapon Type:

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



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.

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.

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.

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.

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.

Of the eleven *Surak*-class vessels constructed, five remain in active service. Six have been destroyed. Construction took place entirely at the Shar Ta'kel Central Docks above Vulcan between 2315 and 2339.

Disposition:

The following list of *Surak*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 |

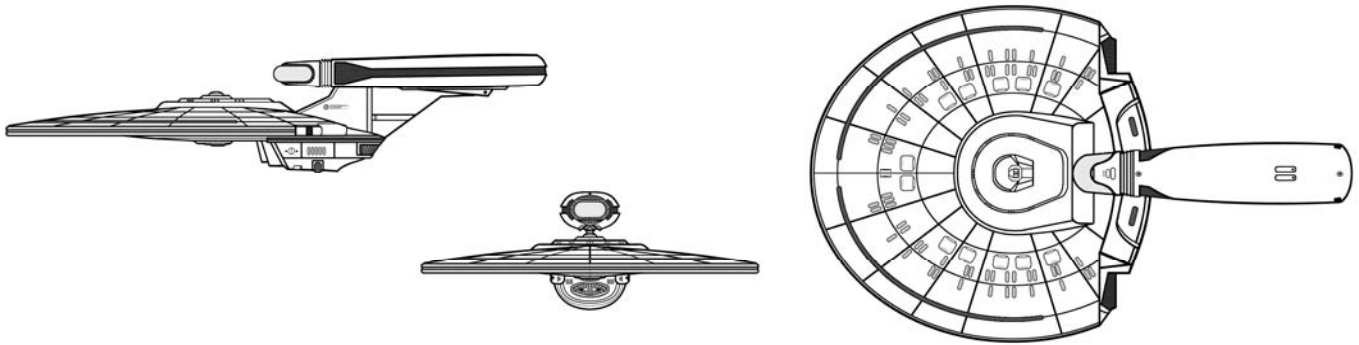
Historical Notes:

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



DESTROYERS, FRIGATES and ESCORTS

Bay Class Destroyer Escort



Construction Data:

Model Number: Mk I
Date Entered Service: 4/6801

Hull Data:

Superstructure Points: 36
Damage Chart: C

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:

Evacuation Limit: 600
Shuttlecraft: 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

Impulse Engine Type:

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 t/s
Chart: W
Max Power: 7

+3 (1-10)
+2 (11-17)
+1 (18-20)

Missile Weapon Type:

Number: 4
Firing Arcs: 2 t/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



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.

In order to facilitate the modular, prefabricated manufacturing 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 secondary 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 futile.

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.

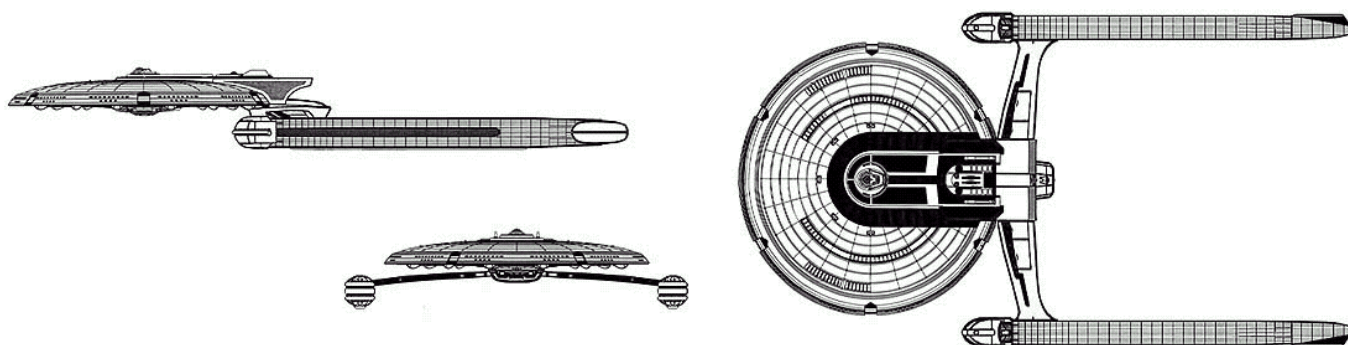
The primary role of the *Bay* is to provide fire support for the vessels she is escorting or to engage the enemy en-masse. Her saucer mounted FH-10 phasers provide superb firepower from long ranges while her fore and aft FP-8 torpedo launchers do the dirty work up close. Any *Bay* by itself is a weak 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 the group. To this end, every sixth *Bay* is equipped with a CIC suite and provisions for an eight member battle staff.

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.

Of the 204 *Bay*-class DDEs constructed, 179 remain in active service. Eighteen have been destroyed, 6 have been scrapped and one was sold to the Corillian States. 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.



Chimera Class Destroyer



Construction Data:

Model Number: Mk I
Date Entered Service: 4/5008

Hull Data:

Superstructure Points: 78
Damage Chart: C
Size:
Length: 420 m
Width: 228 m
Height: 54 m

Transporters:

Standard Six Person- 4
Emergency 22 Person- 2
Cargo, small- 2
Cargo, large- 1
Crew: 60 Officers
340 Enlisted

Marines:

Evacuation Limit: 1,200
Shuttlecraft: 8

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:

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 t/p, 4 f/s, 2 a
Chart: W
Max Power: 7
+3 (11-10)
+2 (11-17)
+1 (18-24)

Missile Weapon Type:

Number: 8
Firing Arcs: 4 f/p, 4 t/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



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.

Obviously, the design of the *Chimera* begins with a modified version of the saucer section of the *Excelsior*-class. In fact, the class vessel began life as the *Onslaught*-class starship *USS Jupiter*, a vessel that had been scrapped following an attack by Tholian forces near Starbase 42 on stardate 4/4402. The vessel had been towed to the Antares Fleet Yards to be broken down for parts when a decision was made to try to salvage at least part of the vessel. After months of reworking the saucer section's interior spaces, retrofitting it with the necessary support systems and power distribution network and rearming with ship with a lighter primary armament, the one time derelict was recommissioned as the *USS Chimera*. A year after her deployment and an appropriate evaluation period followed by a successful first official patrol along the Romulan Neutral Zone, a full production order was placed for the new *Chimera*-class.

The *Chimera* utilizes the light weight FIWD-1 warp drive 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.

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.

When compared to other current destroyer classes, one finds that the *Chimera* comes out ahead in sustainable firepower and minimal maintenance requirements. However, these days she finds herself suffering from outdated sensor systems that leave her at a decided disadvantage while operating independent of other larger vessels. Like the *Fletcher* class, *Chimera*'s are being used more to strengthen internal Federation lines while newer *Spitfire* and *Hurricane*-class destroyers take their place along border regions. They still remain a favorite of task force commanders however, many of whom cut their teeth as young Ensigns and Lieutenants aboard these long serving vessels.

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.

Of the thirty *Chimeras* built between 2350 and 2359, twenty-two are in active service. Five have been destroyed, two are listed as lost, presumed destroyed and one has been scrapped. No further vessels of the class are planned, but they are expected to remain a part of the active fleet for another forty years.

Disposition:

The following list of *Chimera*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

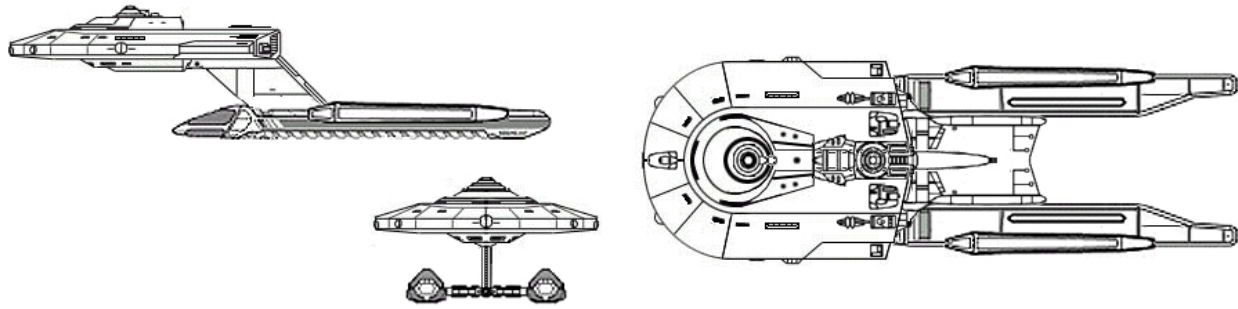
| Number | Name | Builder | Laid Down | Launched | Commissioned | Status |
|-----------|------------------------|---|-----------|----------|--------------|-----------|
| NCC-57988 | <i>Chimera</i> | Antares Fleet Yards | 4/4204 | 4/4401 | 4/4408 | Active |
| NCC-58774 | <i>Centaur</i> | New Aberdeen Fleet Yards, Aldebra | 4/4511 | 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>Savo Island</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 |

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 tetrion 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 *Santiago* 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.

Corvette Class Cutter



Construction Data:

Model Number: Mk I
Date Entered Service: 4/6712

Hull Data:

Superstructure Points: 36
Damage Chart: C
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:

Evacuation Limit: 400
Shuttlecraft: 3

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: 7
+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: 100



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 years and will continue to do so for the foreseeable future.

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.

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.

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.

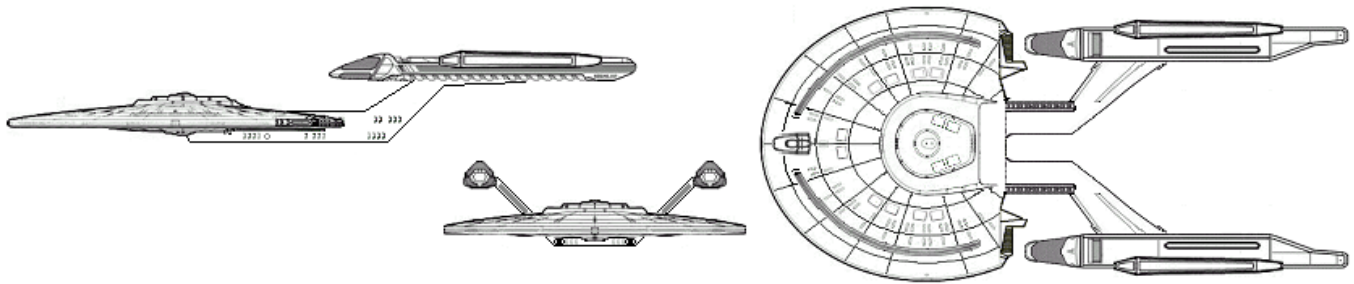
The FUWE-2 warp drive that was developed for the *Cheyenne*-class was found to be a perfect match for the *Corvette*. The high output, low mass drive is capable of driving the *Corvette* at an impressive emergency top speed of warp 9.8, but it can only sustain these speeds for 4 hours. This is due to 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.

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.

The *Corvette's* 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. They are also one of the few vessels that provide private staterooms to all members of the crew, both officers and enlisted. This is a rare treat especially for the enlisted ranks who almost never rate such a luxury while in the field. This more than anything make service aboard the *Corvette's* a popular assignment despite their limited mission scope.

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. Twenty-one *Corvette's* have been destroyed, 13 have been scrapped and two are listed as lost, presumed destroyed. The construction contract is open ended, and production will continue as Starfleet sees fit.

County Class Destroyer Escort



Construction Data:

Model Number: Mk I
Date Entered Service: 4/8209

Hull Data:

Superstructure Points: 46
Damage Chart: C
Size:
Length: 305 m
Width: 141 m
Height: 44 m

Transporters:

Standard Six Person- 1
Emergency 22 Person- 1
Cargo, small- 1
Cargo, large- -
Crew: 8 Officers
75 Enlisted

Passengers:

Evacuation Limit: 250
Shuttlecraft: 3

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:

Reserve Power: 4

Weapons and Firing Data:

Beam Weapon Type: FH-10
Number: 7
Firing Arcs: 3 f/p, 3 t/s, 1 a
Chart: W
Max Power: 7

+3 (1-10)
+2 (11-17)
+1 (18-20)

Missile Weapon Type:

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



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.

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."

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.

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.

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.

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 fourteen ships of the class to enter service, all remain in active deployment.

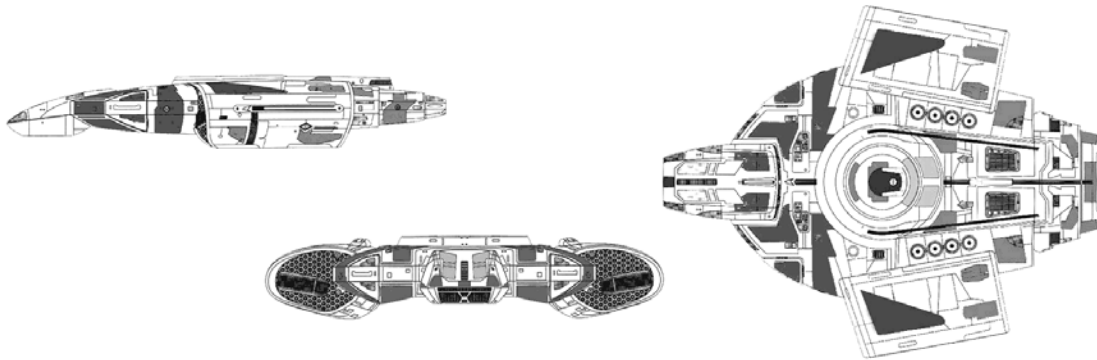
Disposition:

The following list of *County*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 | 4/8410 | 4/8506 | Active |
| NCC-72237 | <i>Lake County</i> | Utopia Planitia Fleet Yards, Mars | 4/8305 | 4/8411 | 4/8507 | Active |
| NCC-73772 | <i>Marion County</i> | Utopia Planitia Fleet Yards, Mars | 4/8305 | 4/8412 | 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 | 4/8504 | 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 | 4/8510 | 4/8604 | Active |
| NCC-82994 | <i>Platte County</i> | Utopia Planitia Fleet Yards, Mars | 4/8403 | 4/8512 | 4/8605 | Active |
| NCC-80387 | <i>Bennington County</i> | Utopia Planitia Fleet Yards, Mars | 4/8407 | 4/8601 | 4/8609 | Active |
| NCC-88562 | <i>Stafford County</i> | Utopia Planitia Fleet Yards, Mars | 4/8407 | 4/8603 | 4/8611 | Active |
| NCC-89834 | <i>Boone County</i> | Utopia Planitia Fleet Yards, Mars | 4/8411 | 4/8604 | 4/8612 | Active |
| NCC-80234 | <i>Bowie County</i> | Utopia Planitia Fleet Yards, Mars | 4/8411 | 4/8606 | 4/8612 | Active |
| NCC-82511 | <i>Franklin County</i> | Utopia Planitia Fleet Yards, Mars | 4/8502 | 4/8609 | 4/87?? | Trials |
| NCC-81254 | <i>Maricopa County</i> | Utopia Planitia Fleet Yards, Mars | 4/8502 | 4/8611 | 4/87?? | Trials |
| NCC-86027 | <i>Watford County</i> | Utopia Planitia Fleet Yards, Mars | 4/8508 | 4/87?? | 4/87?? | Building |
| NCC-84898 | <i>Lane County</i> | Utopia Planitia Fleet Yards, Mars | 4/8508 | 4/87?? | 4/87?? | Building |
| NCC-86257 | <i>Oklahoma County</i> | Utopia Planitia Fleet Yards, Mars | 4/8509 | 4/87?? | 4/87?? | Building |
| NCC-84022 | <i>Montgomery County</i> | Utopia Planitia Fleet Yards, Mars | 4/8509 | 4/87?? | 4/87?? | Building |
| NCC-80100 | <i>Victoria County</i> | Utopia Planitia Fleet Yards, Mars | 4/8603 | 4/88?? | 4/88?? | Building |
| NCC-83472 | <i>Spalding County</i> | Utopia Planitia Fleet Yards, Mars | 4/8603 | 4/88?? | 4/88?? | Building |
| NCC-82442 | <i>Essex County</i> | Utopia Planitia Fleet Yards, Mars | 4/8607 | 4/88?? | 4/88?? | Building |
| NCC-82377 | <i>Atlantic County</i> | Utopia Planitia Fleet Yards, Mars | 4/8608 | 4/88?? | 4/88?? | Building |
| NCC-87432 | <i>Monongalia County</i> | Utopia Planitia Fleet Yards, Mars | 4/8611 | 4/88?? | 4/88?? | Building |
| NCC-88532 | <i>Eureka County</i> | Utopia Planitia Fleet Yards, Mars | 4/8612 | 4/88?? | 4/88?? | Building |
| NCC-84563 | | Utopia Planitia Fleet Yards, Mars | 4/87?? | 4/89?? | 4/89?? | Planned |
| NCC-89633 | | Utopia Planitia Fleet Yards, Mars | 4/87?? | 4/89?? | 4/89?? | Planned |
| NCC-86357 | | Utopia Planitia Fleet Yards, Mars | 4/87?? | 4/89?? | 4/89?? | Planned |
| NCC-88336 | | Utopia Planitia Fleet Yards, Mars | 4/87?? | 4/89?? | 4/89?? | Planned |
| NCC-83666 | | Utopia Planitia Fleet Yards, Mars | 4/87?? | 4/89?? | 4/89?? | Planned |
| NCC-88833 | | Utopia Planitia Fleet Yards, Mars | 4/87?? | 4/89?? | 4/89?? | Planned |



Defiant Class Escort



Construction Data:

Model Number: Mk I
Date Entered Service: 4/6903

Hull Data:

Superstructure Points: 54
Damage Chart: C
Size:
Length: 170 m
Width: 134 m
Height: 30 m

Transporters:

Standard Six Person- 1
Emergency 22 Person- 1
Cargo, small- 1
Cargo, large- -
Crew: 10 Officers
37 Enlisted

Passengers:

Evacuation Limit: 4
Shuttlecraft: 120

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: FH-P/1 (pulse)

Number: 4
Firing Arcs: 4 f
Chart: U
Max Power: 15 / x2
+3 (1-5)
+2 (6-10)
+1 (11-20)

Missile Weapon Type:

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



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.

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.

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 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.

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.

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.

Of the 34 Defiant-class escorts produced between 2369 and 2379, 29 remain in active service. Four have been destroyed and one was scrapped. Production ended with the commissioning of the *USS Icarus* and six incomplete hulls were mothballed at varying states of completion. No further examples of the class are planned, though the mothballed hulls may be eventually fit out to replace any further operational losses.



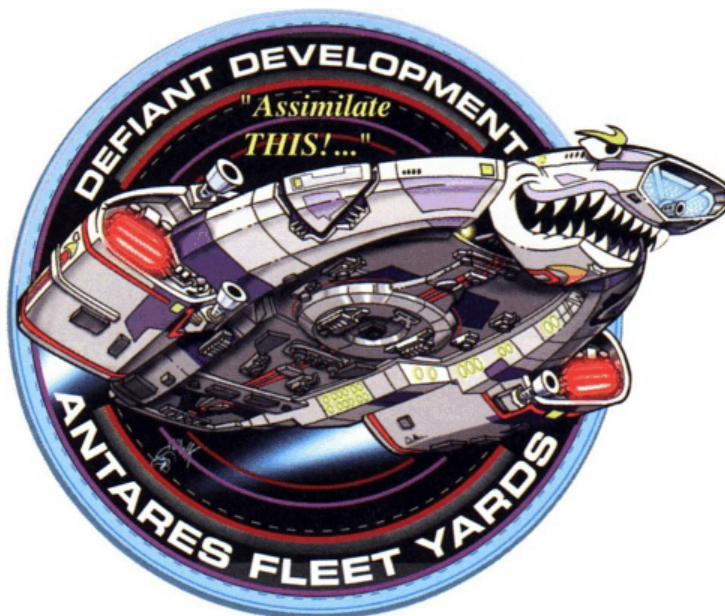
Disposition:

The following list of *Defiant*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

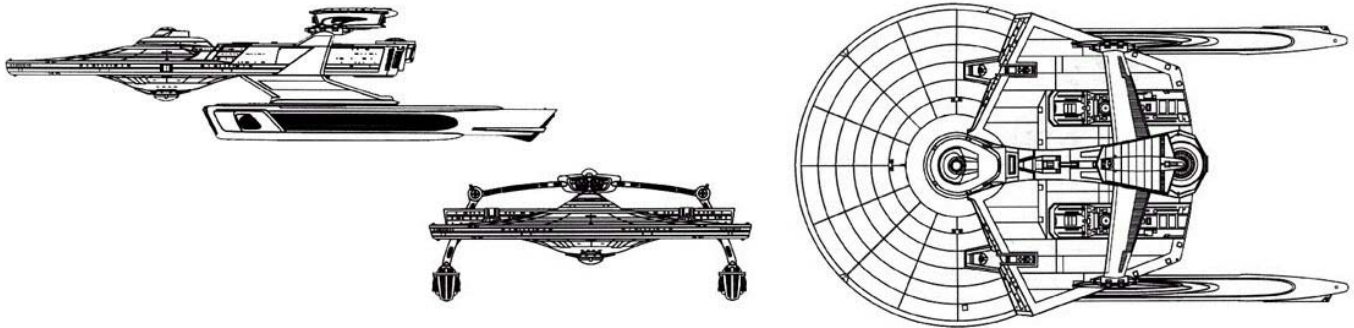
| Number | Name | Builder | Laid Down | Launched | Commissioned | Status |
|-----------|--------------------|---------------------------------------|-----------|----------|--------------|-----------|
| NCC-74205 | <i>Defiant</i> | Antares Fleet Yards | 4/6702 | 4/6811 | 4/6903 | Destroyed |
| NCC-71718 | <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-73897 | <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 |

Historical Notes:

| | |
|------------------|---|
| <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. |



Fletcher Class Destroyer



Construction Data:

Model Number: Mk I
Date Entered Service: 4/4502

Hull Data:

Superstructure Points: 40
Damage Chart: C
Size:
Length: 233 m
Width: 140 m
Height: 64 m

Transporters:

Standard Six Person- 4
Emergency 22 Person- 5
Cargo, small- 3
Cargo, large- 2
Crew: 12 Officers
77 Enlisted

Marines:

Evacuation Limit: 500-2,000
Shuttlecraft: 12

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: 12

+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: 5

+3 (1-10)
+2 (11-17)
+1 (18-20)

Missile Weapon Type:

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



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.

The engine arrangement 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.

Early designs for the *Fletcher* called for the ability for the hull to separate from the warp nacelles and weapons pylon. The vessel could then descend to a planet's 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.

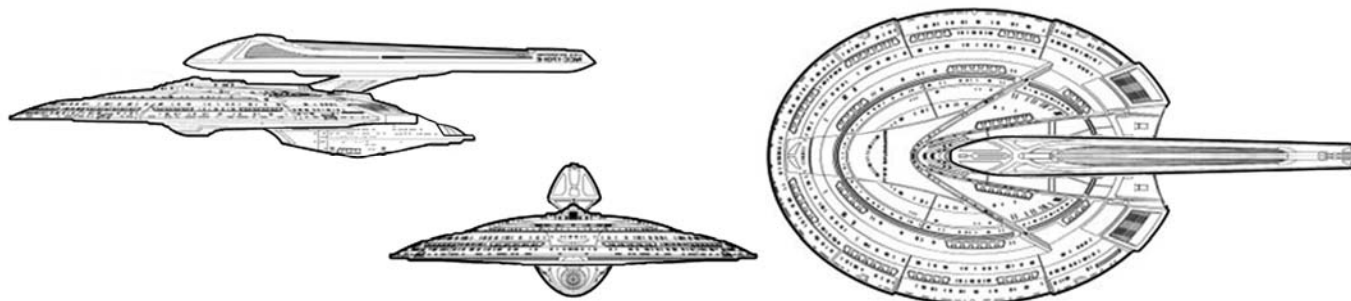
On the offensive, the *Fletcher* has an impressive set of FH-14a pulse phaser banks that until recently were useful only at relatively short ranges. Fortunately, software and targeting upgrades in the mid-2360s increased their accuracy and range by almost 25% across the board. Her backup FH-3 phaser 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.

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.

Of the 175 *Fletcher*-class destroyers constructed, 103 remain in active service. Fifty have been destroyed, 8 have been scrapped, 5 are listed as lost, presumed destroyed, five have been reverted to reserve status, 3 have been sold as surplus to the Corillian States and one is serving with Starfleet Training Command. Production halted in 2376 following the Dominion War, and no others are planned for the immediate future.



Hurricane Class Destroyer



Construction Data:

Model Number: Mk I
Date Entered Service: 4/7/201

Hull Data:

Superstructure Points: 82
Damage Chart: C
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:

Evacuation Limit: 3,000
Shuttlecraft: 8

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 t/p, 4 t/s, 4 a
Chart: Y
Max Power: 12
+3 (1-15)
+2 (16-20)
+1 (21-24)

Missile Weapon Type:

Number: 8
Firing Arcs: 4 t/p, 4 t/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



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.

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.

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.

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.

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 *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.



Disposition:

The following list of *Hurricane*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

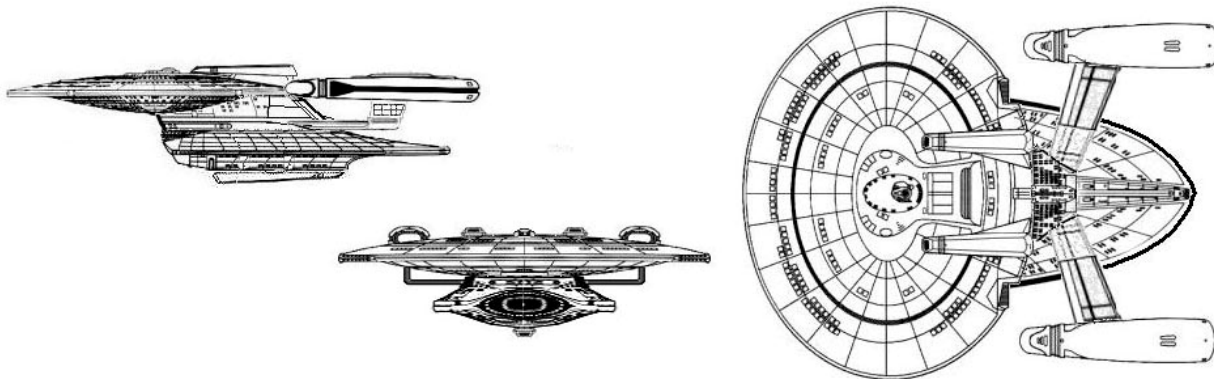
| Number | Name | Builder | Laid Down | Launched | Commissioned | Status |
|-----------|---------------------|---|-----------|----------|--------------|-----------|
| NCC-69714 | <i>Hurricane</i> | Utopia Planitia Fleet Yards, Mars | 4/6908 | 4/7102 | 4/7201 | Active |
| NCC-63988 | <i>Brimstone</i> | 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>Khafji</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 | 4/8603 | Active |
| NCC-75522 | <i>Yekaterina</i> | Star City Spaceport, Terra | 4/8307 | 4/8512 | 4/8611 | Active |
| NCC-78722 | <i>Thunderbrird</i> | Utopia Planitia Fleet Yards, Mars | 4/8402 | 4/8602 | 4/87?? | Trials |
| NCC-78550 | <i>Astoria</i> | Makin County Ship Yards | 4/8409 | 4/8604 | 4/87?? | Trials |
| 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 |
| NCC-73916 | | Port Copernicus Fleet Yards, Luna | 4/8602 | 4/88?? | 4/89?? | Building |
| NCC-73917 | | Makin County Ship Yards | 4/8604 | 4/88?? | 4/89?? | Building |

Historical Notes:

| | |
|------------------|---|
| <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>Moratania</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.

New Orleans Class Frigate



Construction Data:

Model Number: Mk I
Date Entered Service: 4/5001

Hull Data:

Superstructure Points: 78
Damage Chart: C

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:

Evacuation Limit: 100
Shuttlecraft: 4,000
18

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-3

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

Max Power: 10
+3 (1-10)
+2 (11-17)
+1 (18-24)

Missile Weapon Type:

Number: FP-4
Firing Arcs: 10
Chart: 4 f, 2 f/p, 2 f/s, 2 a
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



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.

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.

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.

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.

The *New Orleans* is a long duration patrol and tactical operations vessel that 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.

Of the 45 *New Orleans*-class vessels constructed between 2350 and 2378, 24 remain in active service. Eighteen have been destroyed, one is listed as lost, presumed destroyed, one was scrapped and one is serving with Starfleet Training Command. Four *New Orleans*-class vessels, 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.



Disposition:

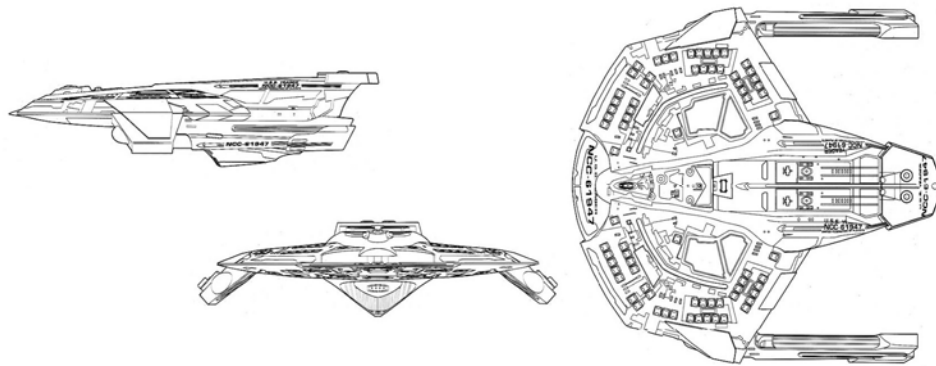
The following list of *New Orleans*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 Planitia 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 Planitia 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 Planitia 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 Planitia 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>Sullivans</i> | Cape Canaveral Spaceport, Terra | 4/6101 | 4/6305 | 4/6402 | Destroyed |
| NCC-63565 | <i>Fermat</i> | Utopia Planitia Fleet Yards, Mars | 4/6207 | 4/6405 | 4/6404 | Destroyed |
| NCC-63625 | <i>Wilkerson</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 Planitia Fleet Yards, Mars | 4/7604 | 4/7709 | 4/7802 | Active |

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 near 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 near the Raven system on stardate 4/7709. |

Saber Class Escort



Construction Data:

Model Number: Mk I
Date Entered Service: 4/6801

Hull Data:

Superstructure Points: 52
Damage Chart: B
Size:
Length: 129 m
Width: 131 m
Height: 32 m

Transporters:

Standard Six Person- 1
Emergency 22 Person- 1
Cargo, small- 1
Cargo, large- -
Crew: 10 Officers
32 Enlisted

Passengers:

Evacuation Limit: 200
Shuttlecraft: 2

Engines and Power Data:

Total Power Units Available: 140
Movement/Point Ratio: 4/1
Warp Engine Type: FUWE-2

Number: 2
Power Units Available: 30
Cruising Speed: 6
Emergency Speed: 9.7
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: 8
Firing Arcs: 4 t/p, 4 t/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 t/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



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.

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.

Primary propulsion for the *Saber* is provided by a ruggedized version of the FUWE-2 warp drive with a top speed of 9.89 for up to twelve hours. The FIG-3 impulse drives provide impressive maneuvering and auxiliary power for such a small vessel and are widely touted as one of the *Saber's* best design features. Although she is slightly larger than the *Defiant* and carries the same crew compliment, 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.

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 only slightly less 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.

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.

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.



Disposition:

The following list of *Saber*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

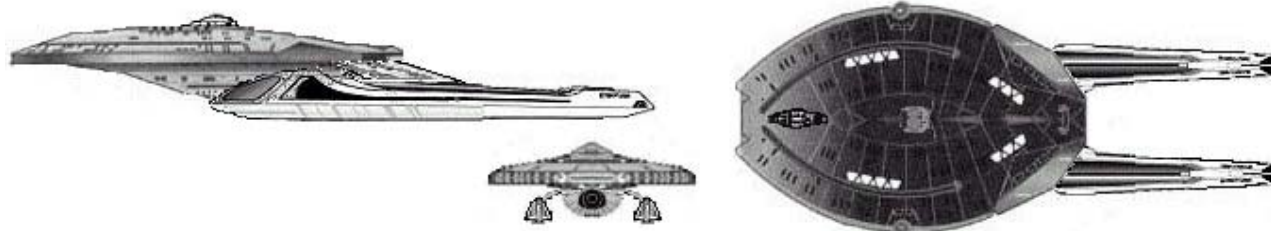
| Number | Name | Builder | Laid Down | Launched | Commissioned | Status |
|-----------|-------------------|-----------------------------------|-----------|----------|--------------|-----------|
| NCC-65408 | <i>Saber</i> | Utopia Planitia Fleet Yards, Mars | 4/6503 | 4/6702 | 4/6801 | Active |
| NCC-61800 | <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 Planitia Fleet Yards, Mars | 4/7002 | 4/7104 | 4/7203 | Destroyed |
| NCC-61947 | <i>Yeager</i> | Utopia Planitia 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 Planitia Fleet Yards, Mars | 4/7404 | 4/7507 | 4/7603 | Active |
| NCC-76500 | <i>Trident</i> | Utopia Planitia Fleet Yards, Mars | 4/7507 | 4/7603 | 4/7705 | Active |
| NCC-71466 | <i>Longsword</i> | Utopia Planitia 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 |

Historical Notes:

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 325 for repair and her crew were all awarded commendations in light of their ordeal.

Sequoia Class Escort



Construction Data:

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

Hull Data:

Superstructure Points: 60
Damage Chart: C

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:

Evacuation Limit: 120
Shuttlecraft: 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:

Reserve Power: 14
7

Weapons and Firing Data:

Beam Weapon Type: FH-16
Number: 9
Firing Arcs: 3 f/p, 3 t/s, 3 a
Chart: Z
Max Power: 10

+3 (1-15)
+2 (16-20)
+1 (21-24)

Missile Weapon Type:

FP-10
Number: 4
Firing Arcs: 2 f/p, 2 t/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



The *Sequoia*-class escort began as a parallel design effort 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 warship 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 at 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* was an indispensable part 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.

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.

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.

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.

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.

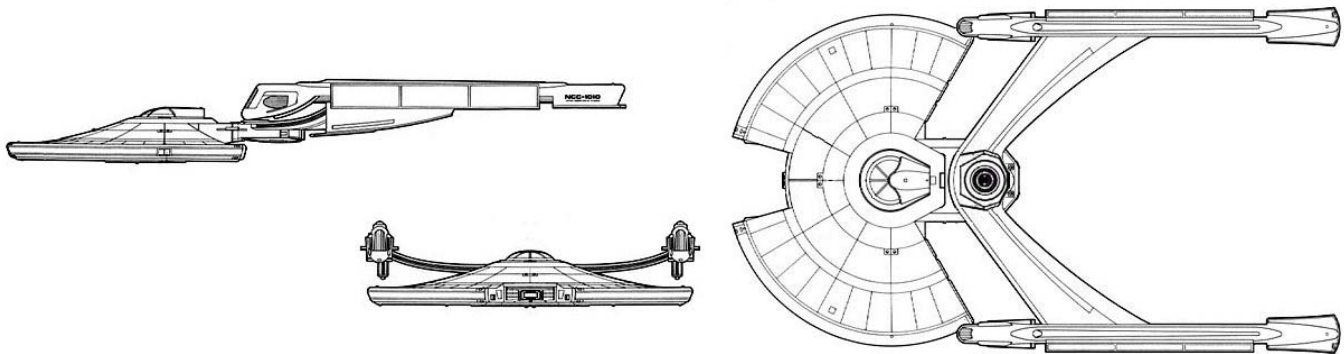
Construction of the class ended in 2373 after full construction contracts for the *Defiant*-class were approved in early 2370. The planned 40 vessels of the *Sequoia*-class wound up as five completed vessels and one hull scrapped at 20% into construction. Of the five vessels commissioned, all remain in active service.

Disposition:

The following list of *Sequoia*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 |

Shepard Class Escort



Construction Data:

Model Number: Mk I
Date Entered Service: 4/3207

Hull Data:

Superstructure Points: 64
Damage Chart: C
Size:
Length: 193 m
Width: 153 m
Height: 38 m

Transporters:

Standard Six Person- 2
Emergency 22 Person- 1
Cargo, small- 1
Cargo, large- 1
Crew: 12 Officers
61 Enlisted
20

Passengers:

Evacuation Limit: 750

Shuttlecraft:

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: 6
Emergency Speed: 9.3
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:

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:

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



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.

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 its 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.

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.

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.

To fit into its 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.

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. Eleven have been destroyed, three have been scrapped and one is serving with Starfleet Training Command. 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.



Disposition:

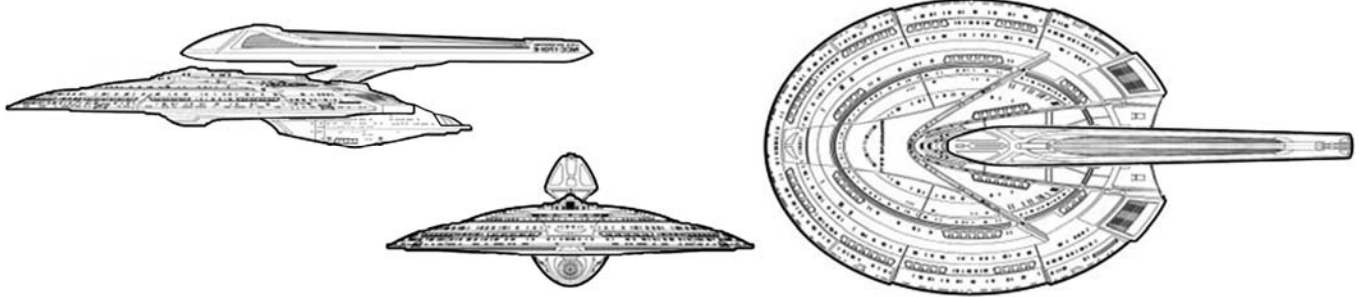
The following list of *Shepard*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 |

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. |

Spitfire Class Destroyer



Construction Data:

Model Number: Mk I
Date Entered Service: 4/7101

Hull Data:

Superstructure Points: 48
Damage Chart: C
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

Marnies:

Evacuation Limit: 3,000
Shuttlecraft: 8

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 t/p, 4 t/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 t/p, 4 t/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



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.

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.

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.

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.

Like most vessels designed with short-range 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 *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 70 units produced, 55 remain in active service. Eleven have been destroyed, two are listed as lost, presumed destroyed, and one has been scrapped. One, the *USS Sidewinder*, is serving with the Starfleet Training Command.



Disposition:

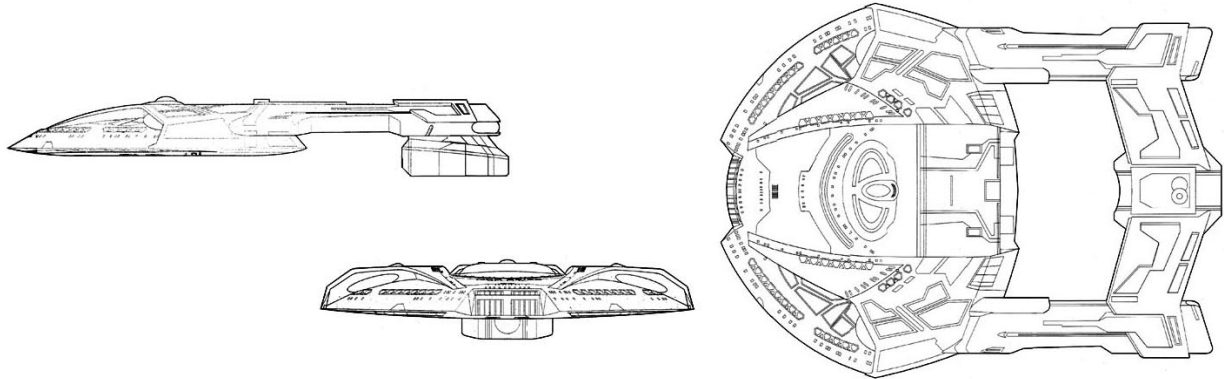
The following list of *Spitfire*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 | 4/6904 | 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> | Chiohis 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 | 4/8601 | Active |
| NCC-62319 | <i>Dragoon</i> | Newport News Fleet Yard, Terra | 4/8209 | 4/8502 | 4/8602 | Active |
| NCC-60577 | <i>Hypnos</i> | Antares Fleet Yards | 4/8305 | 4/8509 | 4/8609 | Active |
| NCC-60457 | <i>Oberon</i> | Utopia Planitia Fleet Yards, Mars | 4/8306 | 4/8603 | 4/87?? | Trials |
| NCC-68953 | <i>Kreel</i> | Chandley Works, Caravalia, Mars | 4/8311 | 4/8611 | 4/87?? | Trials |
| NCC-67114 | <i>Vixen</i> | Utopia Planitia Fleet Yards, Mars | 4/8402 | 4/8612 | 4/88?? | Trials |
| NCC-62348 | | Utopia Planitia Fleet Yards, Mars | 4/8407 | 4/87?? | 4/88?? | Building |
| NCC-68277 | | Utopia Planitia Fleet Yards, Mars | 4/8502 | 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 | 4/8606 | 4/88?? | 4/89?? | Planned |

Historical Notes:

| | |
|-------------------|---|
| <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 forces 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 Tholian 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 Jem'hadar 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. |

Steamrunner Class Destroyer



Construction Data:

Model Number: Mk I
Date Entered Service: 4/6811

Hull Data:

Superstructure Points: 82
Damage Chart: C
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:

Evacuation Limit: 3,000
Shuttlecraft: 12

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
Max Power: 7
+3 (1-10)
+2 (11-17)
+1 (18-20)

Missile Weapon Type:

Number: 8
Firing Arcs: 4 f/p/s, 4 a
Chart
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: 177



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.

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.

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 considerable amount of room in the primary hull.

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.

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.

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.

Of the thirty-five *Steamrunner*-class cruisers constructed, eighteen remain in active service. Fourteen have been destroyed, two have been scrapped and one is listed as lost, presumed destroyed. 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.



Disposition:

The following list of *Steamrunner*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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> | Chiohis 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 |

Historical Notes:

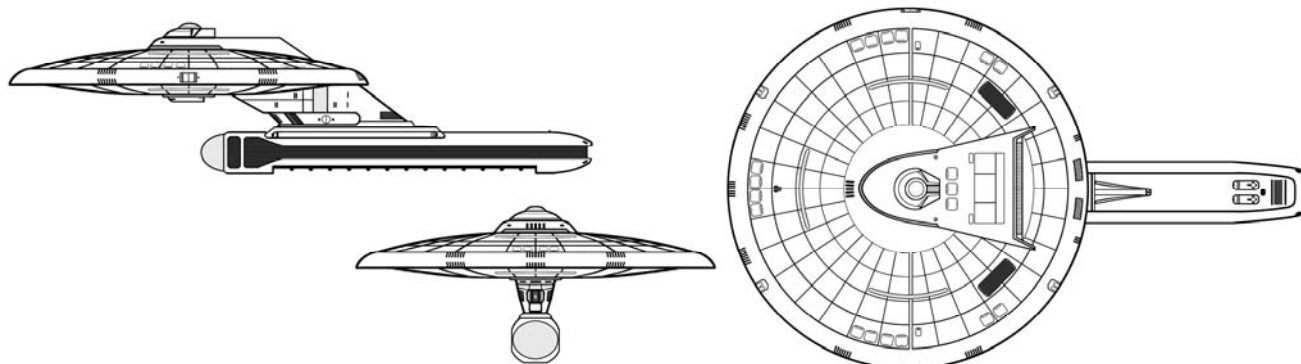
| | |
|---------------------|---|
| <i>Sirius</i> | Destroyed by Jem'Hadar forces in the Chin'Toka System on 4/7506. |
| <i>Demologos</i> | Destroyed by Jem'Hadar forces in the Chin'Toka System on 4/7506. |
| <i>Opkapi</i> | Destroyed by the Borg at the Typhon on stardate 4/7305. |
| <i>Nightingale</i> | 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 infiltrators 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. |





SCOUTS

Argus Class Scout



Construction Data:

Model Number: Mk I
Date Entered Service: 3/9302

Hull Data:

Superstructure Points: 20
Damage Chart: C

Size:

Length: 290 m
Width: 140 m
Height: 67 m

Transporters:

Standard Six Person- 3
Emergency 22 Person- 2
Cargo, small- 1
Cargo, large- 0
Crew: 16 Officers
84 Enlisted

Passengers:

10

Evacuation Limit

750

Shuttlecraft:

4

Engines and Power Data:

Total Power Units Available: 50
Movement/Point Ratio: 3/1

Warp Engine Type:

FIWG-1

Number:

1

Power Units Available:

26

Cruising Speed:

6

Emergency Speed:

9

Impulse Engine Type:

FIF-1

Number:

2

Power Units Available:

12

Auxiliary Power:

6

Reserve Power:

3

Weapons and Firing Data:

Beam Weapon Type: FH-3

Number:

4

Firing Arcs:

2 f/p/s, 2 a/p/s

Chart

W

Max Power:

5

+3

(1-10)

+2

(11-17)

+1

(18-20)

Missile Weapon Type:

FP-4

Number:

3

Firing Arcs:

2 f/p/s, 1 a

Chart

S

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: 64



Although the *Argus*-class scouts were mothballed at the conclusion of the Dominion War, they are included here in honor of their long years of service to the Federation. While many thought that their removal from service in 2370 was their swan song, upgrades and their near constant deployment during that great conflict sealed the *Argus*' legendary status in the annals of Starfleet history. Although they no longer serve, they stand ready to once again rejoin the active fleet should the need arise.

Disposition:

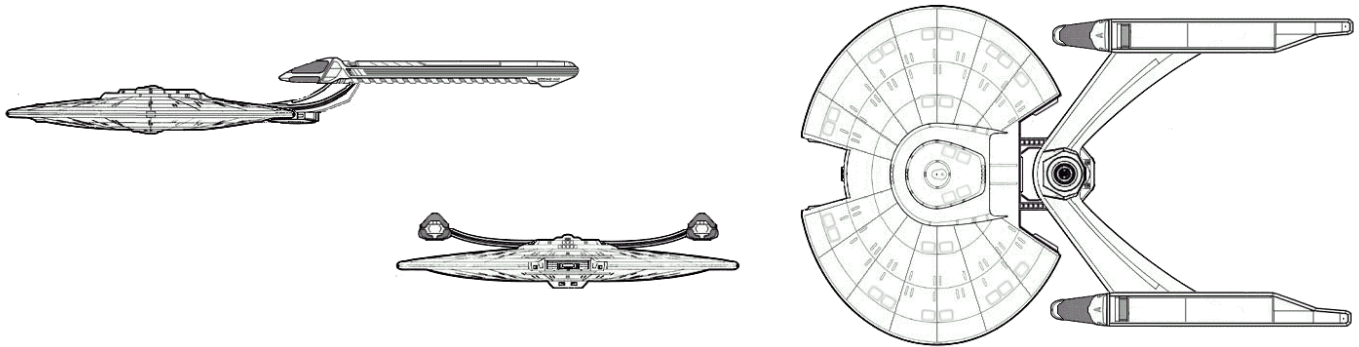
The following list of *Argus*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| Number | Name | Builder | Laid Down | Launched | Commissioned | Status |
|-----------|--------------------|---------------------------------------|-----------|----------|--------------|------------|
| NCC-10014 | <i>Argus</i> | Antares Fleet Yard | 3/9302 | 3/9701 | 3/9802 | Lost |
| NCC-10220 | <i>Tikuma</i> | Antares Fleet Yard | 3/9302 | 3/9708 | 3/9805 | Destroyed |
| NCC-11145 | <i>Heimdall</i> | Chandley Works, Caravalia, Mars | 3/9307 | 3/9708 | 3/9811 | Destroyed |
| NCC-11875 | <i>Merlin</i> | San Francisco Fleet Yards, Terra | 3/9407 | 3/9802 | 3/9901 | Destroyed |
| NCC-14350 | <i>Naricissus</i> | San Francisco Fleet Yards, Terra | 3/9407 | 3/9808 | 3/9905 | Sold |
| NCC-12652 | <i>Tiblisi</i> | Antares Fleet Yard | 3/9409 | 3/9811 | 3/9909 | Destroyed |
| NCC-11521 | <i>Savannah</i> | Port Copernicus Fleet Yards, Luna | 3/9502 | 4/0002 | 4/0101 | Scrapped |
| NCC-12511 | <i>Lockwood</i> | San Francisco Fleet Yards, Terra | 3/9503 | 4/0008 | 4/0103 | Lost |
| NCC-10877 | <i>Yamashiro</i> | Makin County Ship Yards | 3/9511 | 4/0007 | 4/0105 | Scrapped |
| NCC-10477 | <i>Cyclops</i> | Chandley Works, Caravalia, Mars | 3/9601 | 4/0107 | 4/0207 | Destroyed |
| NCC-14551 | <i>Alvarado</i> | Shar Ta'Kel Central Docks, 40 Eridani | 3/9609 | 4/0112 | 4/0209 | Sold |
| NCC-12185 | <i>Vicksburg</i> | Makin County Ship Yards | 3/9611 | 4/0201 | 4/0211 | Destroyed |
| NCC-14222 | <i>Serapis</i> | Makin County Ship Yards | 3/9703 | 4/0207 | 4/0303 | Mothballed |
| NCC-18902 | <i>Morningstar</i> | Shar Ta'Kel Central Docks, 40 Eridani | 3/9704 | 4/0207 | 4/0305 | Mothballed |
| NCC-10574 | <i>Concord</i> | Chandley Works, Caravalia, Mars | 3/9705 | 4/0212 | 4/0307 | Destroyed |
| NCC-18878 | <i>Ironsides</i> | Chandley Works, Caravalia, Mars | 3/9710 | 4/0312 | 4/0409 | Mothballed |
| NCC-10871 | <i>Mizuho</i> | Makin County Ship Yards | 3/9802 | 4/0403 | 4/0411 | Reserve |
| NCC-15211 | <i>Epervier</i> | Port Copernicus Fleet Yards, Luna | 3/9902 | 4/0407 | 4/0502 | Scrapped |
| NCC-19741 | <i>Panther</i> | San Francisco Fleet Yards, Terra | 4/0012 | 4/0405 | 4/0503 | Mothballed |
| NCC-16232 | <i>Yubari</i> | Newport News Fleet Yard, Terra | 4/0106 | 4/0601 | 4/0609 | Mothballed |
| NCC-11531 | <i>Phoebe</i> | San Francisco Fleet Yards, Terra | 4/0211 | 4/0603 | 4/0611 | Destroyed |
| NCC-16556 | <i>Mushashi</i> | Makin County Ship Yards | 4/0302 | 4/0605 | 4/0703 | Mothballed |
| NCC-11474 | <i>Xavante</i> | Port Copernicus Fleet Yards, Luna | 4/0310 | 4/0704 | 4/0710 | Destroyed |
| NCC-17431 | <i>Chamberland</i> | Makin County Ship Yards | 4/0409 | 4/0803 | 4/0812 | Mothballed |
| NCC-10677 | <i>Drayman</i> | Makin County Ship Yards | 4/0511 | 4/0803 | 4/0903 | Mothballed |
| NCC-18817 | <i>Venera</i> | Port Copernicus Fleet Yards, Luna | 4/0601 | 4/0911 | 4/1006 | Lost |
| NCC-11456 | <i>Hukara</i> | Newport News Fleet Yard, Terra | 4/0602 | 4/1010 | 4/1105 | Mothballed |
| NCC-21743 | <i>Chitose</i> | Chandley Works, Caravalia, Mars | 4/0705 | 4/1204 | 4/1211 | Destroyed |
| NCC-25973 | <i>Chiyoda</i> | Makin County Ship Yards | 4/0803 | 4/1205 | 4/1301 | Lost |
| NCC-21034 | <i>Hyakutake</i> | Makin County Ship Yards | 4/0902 | 4/1309 | 4/1404 | Museum |

Historical Notes:

Argus: Declared lost, presumed destroyed while patrolling the Tholian border on stardate 4/4205.
Tikuma: Destroyed on 4/5411 while scouting IKS fleet deployments in the Triangle.
Heimdall: Destroyed on 4/4306 while defending a civilian convoy against Elasi Pirates near Deveva.
Merlin: Destroyed on 4/3705 while surveying an asteroid field for a private mining concern.
Naricissus: Sold as surplus to the Corillian States on stardate 4/6007.
Tiblisi: Destroyed by the Romulans at Camp Tormed on stardate 4/1108.
Savannah: Decommissioned and scrapped after serving as a target ship in a live fire exercise on 4/6008.
Lockwood: Declared lost, presumed destroyed while on patrol near the Cardassian Border on stardate 4/5907.
Yamashiro: Scrapped after taking extensive damage in an engagement against Orion Pirates on 4/3008.
Cyclops: Destroyed on stardate 4/5911 while sweeping a mine field near the Cardassian Border.
Alvarado: Sold as surplus to the Corillian States on stardate 4/6001.
Vicksburg: Destroyed on 4/2704 after being engaged by an unknown alien vessel in unexplored space.
Serapis: Mothballed on 4/7003. Reactivated for use in the Dominion War on 4/7410. Mothballed on 4/7611.
Concord: Mothballed on 4/7101. Reactivated for use in the Dominion War on 4/7409. Mothballed on 4/7611.
Chamberland: Destroyed on 4/5308 while scouting a Gorn listening post near Dramas-Gavera II.
Mizuho: Mothballed on 4/7005. Reactivated for use in the Dominion War on 4/7405. Mothballed on 4/7611.
Epervier: Placed in reserve at Starbase 77 on 4/6004. Reactivated for use in the Dominion War on 4/7412. Mothballed on 4/7611.
Panther: Scrapped on 4/3704 after a dockyard fire at the Port Copernicus Fleet Yards.
Phoebe: Mothballed on 4/7003. Reactivated for use in the Dominion War on 4/7402. Mothballed on 4/7611.
Mushashi: Mothballed on 4/7009. Reactivated for use in the Dominion War on 4/7403. Mothballed on 4/7611.
Xavante: Destroyed by the Borg at the Battle of Wolf 359 on stardate 4/6701.
Chitose: Destroyed on 4/6811 in an operation against IKS forces.
Chiyoda: Destroyed at the Battle of Five Moons near Cardassia on stardate 4/5706.
Hyakutake: Scrapped after taking damage on 4/6811 in an operation against IKS forces.
Drayman: Mothballed on 4/7011. Reactivated for use in the Dominion War on 4/7412. Mothballed on 4/7611.
Venera: Reported lost, presumed destroyed on 4/1605 while investigating a distress call near the Romulan Neutral Zone.
Hukara: Mothballed on 4/7002. Reactivated for use in the Dominion War on 4/7407. Mothballed on 4/7611.
Chitose: One of 20 starships destroyed by Cardassian forces at the Battle of Boares III on stardate 4/5708.
Chiyoda: Reported lost, presumed destroyed while charting the Edison Expanse on 4/1407.
Hyakutake: Mothballed on 4/7003. Reactivated for use in the Dominion War on 4/7402. Placed on public display on 4/7611.

Heimdall Class Scout



Construction Data:

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

Hull Data:

Superstructure Points: 45
Damage Chart: C
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:

Evacuation Limit: 30
Shuttlecraft: 1,300

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:

Reserve Power: 8

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

Combat Efficiency

Point Value: 90



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*.

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.

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.

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.

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 *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*.



Disposition:

The following list of *Heimdall*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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 |

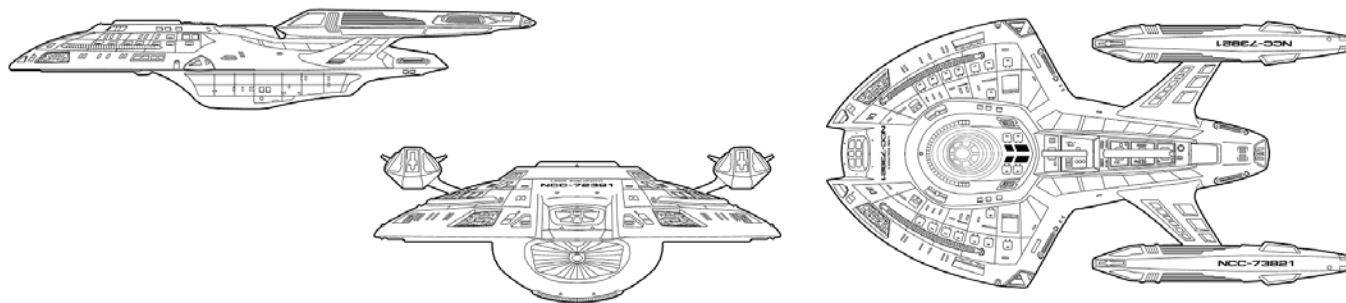
Historical Notes:

| | |
|-----------------------|--|
| <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 Jem'hadar 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> | Reported lost, presumed destroyed by Starbase 12 while patrolling near Vulcan 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 repair. 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 and 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 *Heracles*, *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*.

Nova Class Surveyor/Scout



Construction Data:

| | | |
|-----------------------|--------|--------|
| Model Number: | Mk I | Mk II |
| Date Entered Service: | 4/6906 | 4/8505 |

Hull Data:

| | | |
|------------------------|-------|-------|
| Superstructure Points: | 52 | 56 |
| Damage Chart: | C | C |
| 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- | - | - |
| Crew: | 10 Officers | 12 Officers |
| | 52 Enlisted | 62 Enlisted |

Passengers:

| | | |
|------------------|-----|-----|
| Evacuation Limit | 800 | 800 |
| Shuttlecraft: | 2 | 3 |

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:

| | | |
|----------------|----|----|
| Reserve Power: | 14 | 14 |
| | 7 | 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:

| | | |
|---------------|-------------------|-------------------|
| 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 |
|--------------|-----|-----|



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 chosen 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.

The *Nova* is classified as a 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 Mk I *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.

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.

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 a 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.

When a starship 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.

As she was designed for long duration 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. Service aboard *Nova*-class starships is considered to be a popular, career advancing assignment.

Of the twenty-seven *Nova*-class vessels constructed, twenty-one remain in active service. Two have been destroyed, three are listed as lost, presumed destroyed and one was scrapped. 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.

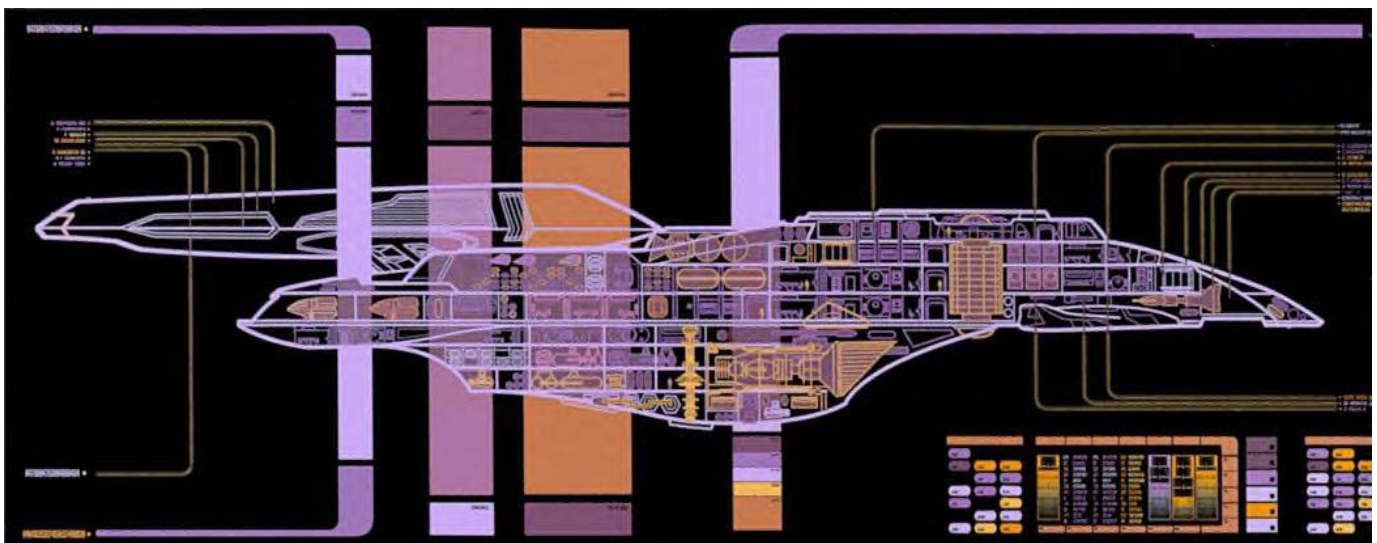
Disposition:

The following list of *Nova*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| 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> | Utopia Planitia Fleet Yards, Mars | 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 | 4/8608 | Active |
| NCC-85226 | <i>Leander</i> | Utopia Planitia Fleet Yards, Mars | 4/8409 | 4/8511 | 4/8611 | Active |
| NCC-87347 | <i>Penelope</i> | Makin County Shipyard | 4/8503 | 4/8607 | 4/87?? | Trials |
| NCC-84666 | <i>Brimstone</i> | Antares Fleet Yards | 4/8507 | 4/8611 | 4/87?? | Trials |
| NCC-79911 | <i>Hathor</i> | Shar Ta'kel Central Docks, 40 Eridani | 4/8609 | 4/87?? | 4/88?? | Building |
| NCC-74187 | <i>Nomad</i> | Shar Ta'kel Central Docks, 40 Eridani | 4/8610 | 4/87?? | 4/88?? | Building |
| NCC-76222 | | Antares Fleet Yards | 4/87?? | 4/88?? | 4/89?? | Planned |
| NCC-78731 | | Shar Ta'kel Central Docks, 40 Eridani | 4/87?? | 4/88?? | 4/89?? | Planned |

Historical Notes:

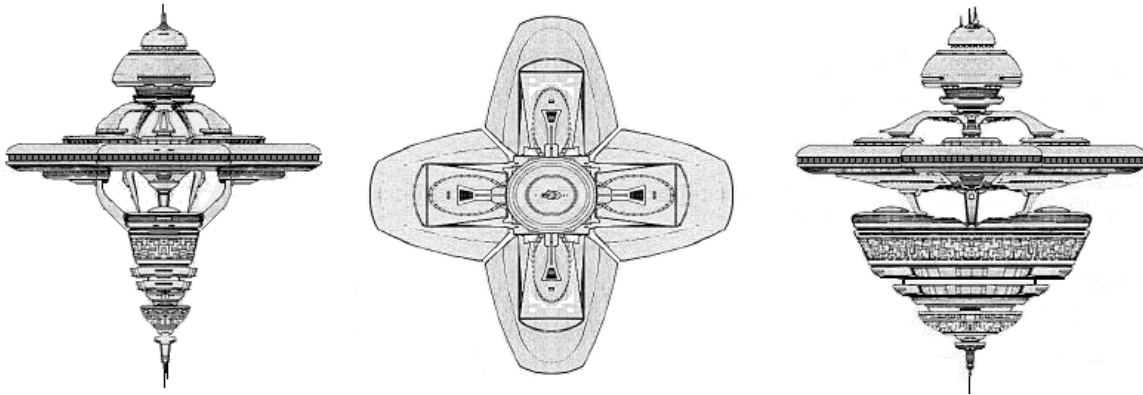
| | |
|----------------|--|
| <i>Nova</i> | Destroyed after being forced to crash land on Ceti Draconi II during a plasma storm on stardate 4/6907. |
| <i>Equinox</i> | Reported lost, presumed destroyed while on a survey mission near Bajor Sector on stardate 4/7002. Found in the Delta Quadrant on stardate 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 Corellia Prime on stardate 4/7807. |
| <i>Mir</i> | Reported lost, presumed destroyed while en-route to Starbase 94 on stardate 4/8203. |





UTILITY and SUPPORT

Alamo Class Defense Outpost



Construction Data:

Model Number: Mk XVI
Date Entered Service: 4/6301

Hull Data:

Superstructure Points: 260
Damage Chart: -

Size:

Length: 560 m
Width: 560 m
Height: 524 m

Transporters:

Standard Six Person- 8
Emergency 22 Person- 4
Cargo, small- 4
Cargo, large- 2
Crew: 175 Officers
560 Enlisted

Passengers:

Shuttlecraft: 550

Engines and Power Data:

Total Power Units Available: 347
Movement/Point Ratio: 10/1
Warp Engine 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:

Number: 36
Firing Arcs: 12/arc
Chart: Y
Max Power: 10
+3 (1-10)
+2 (11-17)
+1 (18-24)

Missile Weapon Type:

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/side

Combat Efficiency

Point Value: 390



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.

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 contains the crew and visitors quarters, promenade, commercial space and recreational areas of the station. Space for these sections was 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.

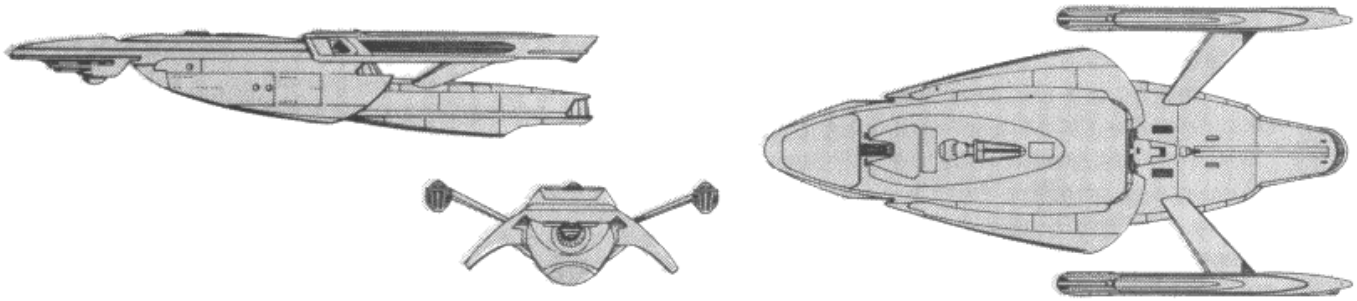
Power generation for the *Alamo* has been constantly improved over the years to provide for the ever-increasing demands of the outpost's defensive systems. The addition of a pair of auxiliary impulse generators along with the habitation level refits did little to help increase the facilities maneuverability, but did serve to increase power reserves markedly.

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*. As for itself, the *Alamo* can call upon a bewildering array or weaponry to force back any determined enemy assault and 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.

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.

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.

I-Continent Class Assault Ship



Construction Data:

Model Number: Mk I
Date Entered Service: 4/3407

Hull Data:

Superstructure Points: 35
Damage Chart: C
Size:
Length: 366 m
Width: 231 m
Height: 61 m

Transporters:

Standard Six Person- 6
Combat 22 Person- 20
Cargo, small- 4
Cargo, large- 6
Crew: 24 Officers
96 Enlisted

Marines:

Evacuation Limit: 4,200
Shuttlecraft: 9,000
20

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:

Reserve Power: 8
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



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 them 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.

The I-Continent is an improved version of the older Continent-class of the late 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 sections vital areas and feature a new internal "blast baffle" design to direct and minimize incoming weapon strikes.

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 time needed to get these ships back on the line as quickly as possible 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.

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.

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.

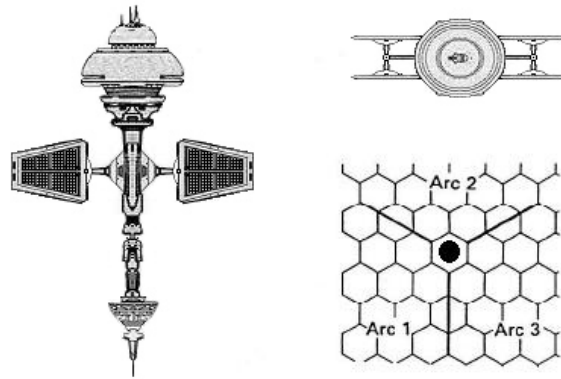
In keeping with the rudimentary nature of the I-Continent, the computer system aboard the vessel is a stripped down isolinear type developed for the Shepard-class escorts. With little need for long range sensors or mass data storage, the model in use is ample for the vessel's engineering and navigational needs.

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. Four have been destroyed and two have been scrapped.

Historical Notes:

| | |
|--------------------|--|
| <i>Pendragon</i> | Scrapped after taking massive damage while landing troops on Gorka'has III during the Tholian Campaign on stardate 4/3911. |
| <i>Trojan</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. |

Gatekeeper Class Defense Platform



Construction Data:

Model Number: Mk I
Date Entered Service: 4/6301

Hull Data:

Superstructure Points: 90
Damage Chart: C
Size:
Length: 260 m
Width: 487 m
Height: 942.5 m

Transporters:

Standard Six Person- 1
Emergency 22 Person- 0
Cargo, small- 0
Cargo, large- 0
Crew: 0 Officers
0 Enlisted

Passengers:

Evacuation Limit: 0

Shuttlecraft:

1

Engines and Power Data:

Total Power Units Available: 208
Movement/Point Ratio: 8/1 R - 16/1 M
Warp Engine 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/side

Combat Efficiency

Point Value: 222



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 led to their loss with the enemy going 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.

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.

The upper structural segments of the *Gatekeeper* and the communications sail are a redesigned 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.

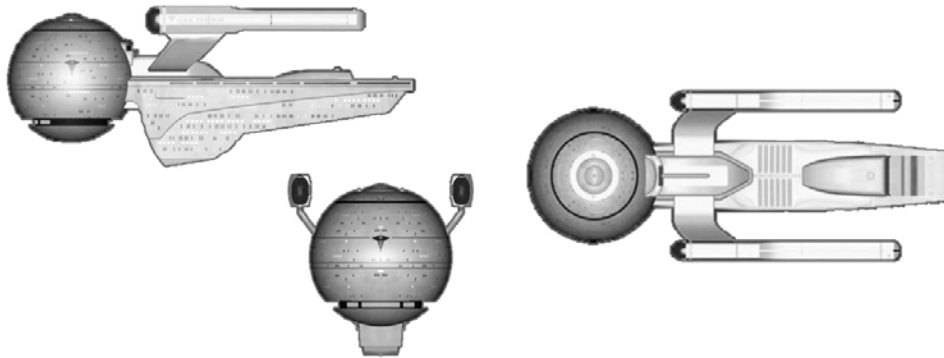
The FMAGJ-1 matter/anti-matter power generator is a militarized version of a type developed for civilian use over a decade before. The addition of a set of Starfleet spec safety interlocks and ruggedized anti-shock mounts were all that was needed to bring his dependable unit up to code. The *Gatekeeper* 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.

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*.

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.

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.

Olympic Class Rescue/Hospital Ship



Construction Data:

Model Number: Mk I
Date Entered Service: 4/6004
Hull Data:
Superstructure Points: 50
Damage Chart: C
Size:
Length: 227 m
Width: 102 m
Height: 68 m
Transporters:
Standard Six Person- 6
Emergency 22 Person- 6
Cargo, small- 2
Cargo, large- 1
Crew: 80 Officers
150 Enlisted
Patients:
Evacuation Limit: 200
Shuttlecraft: 4,300
10

Engines and Power Data:

Total Power Units Available: 72
Movement/Point Ratio: 4/1
Warp Engine Type: FIUWG-1
Number:
Power Units Available: 26
Cruising Speed: 6
Emergency Speed: 8
Impulse Engine Type: FIF-2
Number:
Power Units Available: 20
Auxiliary Power: 8
Reserve Power: 4

Weapons and Firing Data:

Beam Weapon Type: FH-10
Number:
Firing Arcs: 2 f, 2 f/p, 2 f/s
Chart: W
Max Power: 7
+3 (1-10)
+2 (11-17)
+1 (18-20)

Shields Data:

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

Combat Efficiency

Point Value: 86



The *Olympic*-class rescue/hospital ship is Starfleet's only currently operational vessel of that type. Although the need for massive numbers of hospital ships during the Dominion War led to the bulk reactivation and refit of dozens of *Chandley*-class vessels, their eventual retirement following that conflict has once again left the fleet with only the *Olympic*.

As a quick response and tactical support asset, the *Olympic* is a valuable part of the fleet. Her capability to see to the needs of up to 200 patients at a time along with her top speed of warp 8 for 36 hours clearly sets the *Olympic* apart. When working with task forces, the *Olympic* is normally found with the fleet command group working triage. They are also capable transport vessels and are often found on medical relief runs to planets throughout the Federation. *Olympics* can also take on hundreds of relief workers for short periods of time when responding to natural disasters or other calamities. Their cargo holds are packed with ground transports, specialized Search and Rescue gear and other material needed in the course of a typical rescue operation.

Of the 40 *Olympic*-class vessels constructed, 35 remain in active service. Two have been sold, one is listed as lost, presumed destroyed, one was scrapped and one is serving with Starfleet Training Command. Production ended immediately following the Dominion War.

Disposition:

The following list of *Olympic*-class starships shows their hull numbers, name, where they were constructed, the dates they were laid down, launched and entered service.

| Number | Name | Builder | Laid Down | Launched | Commissioned | Status |
|-----------|--------------------|---------------------------------------|-----------|----------|--------------|----------|
| NCC-56098 | <i>Olympic</i> | Antares Fleet Yard | 4/5005 | 4/5803 | 4/6004 | Scrapped |
| NCC-52145 | <i>Hope</i> | Utopia Planitia Fleet Yards, Mars | 4/5103 | 4/5807 | 4/6007 | Active |
| NCC-53635 | <i>Crick</i> | Utopia Planitia Fleet Yards, Mars | 4/5308 | 4/6002 | 4/6105 | Active |
| NCC-50331 | <i>Biko</i> | Makin County Ship Yards | 4/5308 | 4/6003 | 4/6108 | Active |
| NCC-53543 | <i>Salk</i> | Antares Fleet Yard | 4/5404 | 4/6102 | 4/6204 | Active |
| NCC-56464 | <i>Noris</i> | Utopia Planitia Fleet Yards, Mars | 4/5502 | 4/6105 | 4/6206 | Active |
| NCC-55012 | <i>Nobel</i> | Utopia Planitia Fleet Yards, Mars | 4/5608 | 4/6209 | 4/6308 | Active |
| NCC-55737 | <i>Dignity</i> | Antares Fleet Yard | 4/5702 | 4/6211 | 4/6310 | Active |
| NCC-54763 | <i>Van Gelder</i> | San Francisco Fleet Yards, Terra | 4/5807 | 4/6303 | 4/6410 | Active |
| NCC-57361 | <i>Steuben</i> | Makin County Ship Yards | 4/5808 | 4/6402 | 4/6412 | Lost |
| NCC-54897 | <i>Devotion</i> | Alfrass Fleet Yards, Deneb V | 4/5904 | 4/6404 | 4/6502 | Active |
| NCC-58342 | <i>Reliance</i> | Utopia Planitia Fleet Yards, Mars | 4/5912 | 4/6503 | 4/6512 | Training |
| NCC-50781 | <i>TKlynn</i> | Utopia Planitia Fleet Yards, Mars | 4/6002 | 4/6503 | 4/6601 | Active |
| NCC-53460 | <i>Grace</i> | Utopia Planitia Fleet Yards, Mars | 4/6106 | 4/6508 | 4/6605 | Active |
| NCC-57986 | <i>Loyalist</i> | Chiohis Fleet Yards, Thelavor, Andor | 4/6206 | 4/6608 | 4/6705 | Active |
| NCC-54634 | <i>Hopewell</i> | Antares Fleet Yard | 4/6208 | 4/6611 | 4/6712 | Active |
| NCC-53879 | <i>Mervy</i> | Chandley Works, Caravalia, Mars | 4/6301 | 4/6704 | 4/6801 | Active |
| NCC-54397 | <i>Elegance</i> | Utopia Planitia Fleet Yards, Mars | 4/6311 | 4/6708 | 4/6806 | Active |
| NCC-51346 | <i>Benevolence</i> | Port Copernicus Fleet Yards, Luna | 4/6404 | 4/6805 | 4/6901 | Active |
| NCC-51074 | <i>Sharpe</i> | Shar Ta'kel Central Docks, 40 Eridani | 4/6405 | 4/6903 | 4/6912 | Active |
| NCC-55687 | <i>Crenshaw</i> | Baikunur Cosmodrome | 4/6507 | 4/6907 | 4/7003 | Sold |
| NCC-54436 | <i>Comfort</i> | Antares Fleet Yard | 4/6510 | 4/6910 | 4/7008 | Active |
| NCC-51064 | <i>Confidence</i> | Makin County Ship Yards | 4/6602 | 4/7005 | 4/7104 | Active |
| NCC-59710 | <i>TSyn</i> | Utopia Planitia Fleet Yards, Mars | 4/6603 | 4/7103 | 4/7112 | Active |
| NCC-56467 | <i>Nicholas</i> | Chiohis Fleet Yards, Thelavor, Andor | 4/6703 | 4/7106 | 4/7203 | Active |
| NCC-55621 | <i>Shenvala</i> | Southampton Fleet Yard, Terra | 4/6703 | 4/7112 | 4/7209 | Active |
| NCC-58964 | <i>Fidelity</i> | Antares Fleet Yard | 4/6806 | 4/7208 | 4/7303 | Active |
| NCC-58795 | <i>MBenga</i> | Antares Fleet Yard | 4/6809 | 4/7208 | 4/7308 | Active |
| NCC-59718 | <i>Penn</i> | Shar Ta'kel Central Docks, 40 Eridani | 4/6907 | 4/7304 | 4/7402 | Active |
| NCC-57089 | <i>Liberality</i> | Baikunur Cosmodrome | 4/6912 | 4/7401 | 4/7410 | Sold |
| NCC-53607 | <i>McCoy</i> | Star City Spaceport, Terra | 4/7005 | 4/7405 | 4/7502 | Active |
| NCC-54166 | <i>Barnard</i> | Utopia Planitia Fleet Yards, Mars | 4/7006 | 4/7503 | 4/7512 | Active |
| NCC-58610 | <i>Eager</i> | Utopia Planitia Fleet Yards, Mars | 4/7112 | 4/7507 | 4/7604 | Active |
| NCC-55308 | <i>Compassion</i> | Chiohis Fleet Yards, Thelavor, Andor | 4/7205 | 4/7511 | 4/7606 | Active |
| NCC-58743 | <i>Allegiance</i> | Star City Spaceport, Terra | 4/7208 | 4/7607 | 4/7703 | Active |
| NCC-53571 | <i>Watson</i> | Utopia Planitia Fleet Yards, Mars | 4/7311 | 4/7606 | 4/7706 | Active |
| NCC-54312 | <i>Honor</i> | Port Copernicus Fleet Yards, Luna | 4/7312 | 4/7707 | 4/7804 | Active |
| NCC-58928 | <i>Pasteur</i> | Utopia Planitia Fleet Yards, Mars | 4/7404 | 4/7712 | 4/7812 | Active |
| NCC-58676 | <i>Consolation</i> | Antares Fleet Yard | 4/7502 | 4/7808 | 4/7903 | Active |
| NCC-55311 | <i>Hallow</i> | Makin County Ship Yards | 4/7503 | 4/7811 | 4/7905 | Active |

Historical Notes:

Olympic Scrapped on 4/6508 after the vessel was contaminated while transporting a classified biological agent.
Steuben Reported lost, presumed destroyed on 4/6809 on the outskirts of the Talos system.
Reliance Reverted to Starfleet Training command on 4/6512.
Crenshaw Sold to the Corillian States on 4/7103.
Liberality Sold to a private shipping company on 4/7702.

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