

STEAMRUNNER-CLASS

Entered Service: 2369

Overview: During the late 2340's Starfleet became concerned with the increasing age of its fleet and launched an extensive multi-decade program of ship design and construction. Rapid expansion of the Federation and losses suffered during the Federation-Cardassian war had put a great strain on both the exploratory and defensive capacities of Starfleet. The recently launched *Nebula* and *Galaxy*-class starships were expected to perform important scientific and diplomatic roles, those large ships would continue to be rare for several years, and would be unable to adequately secure the Federation's, a task that increasingly fell to the fifty-year-old *Miranda* and *Excelsior* classes. The *Steamrunner*-class was designed specifically for patrolling the borders of the Federation. It responded to border incursions, watching for piracy or other illegal operations. The class was also occasionally used for intelligence gathering, skimming the edge of neighbouring powers to monitor fleet movements.

Capabilities: Officially a heavy frigate, the *Steamrunner*-class gained the nickname of "blockade runner" for its speed and maneuverability. Unlike the later offensive focused *Defiant*-class, the *Steamrunner* was designed to take punishment, punching through enemies lines. The look of the class was a dramatic departure from other Starfleet vessels, as its warp nacelles were directly attached to its large saucer shaped primary hull, with the Bussard collectors visible beneath reinforced coverings. The ship's deflector dish was housed in an aft substructure, connected directly to the warp nacelles by angular pylons. Ships of the class were operated by 200 crewmembers, although the singular hull left little room for crew quarters or luxuries. The *Steamrunner* was built for sublight speed and maneuverability, with advanced impulse engines. Not as fast as other ship, the class was designed to outlast other ships at high warp and capable of traveling at warp 9.6 for several hours. The ship was armed with four type-X phaser turrets capable of firing in a 720-degree arc plus forward mounted torpedo launchers. Following the development of quantum torpedoes, most *Steamrunner* ships were upgraded to accommodate the new armaments. The class was also used to field tested ablative armour, and many vessels of the class featured that hull plating before it saw widespread use. During the turbulent decades of the 2360s and 70s, *Steamrunner*-class vessels were a common fixture in Federation fleet deployments, appearing on the front lines of numerous engagements. The class saw action against the Borg, Cardassians, and Dominion. *Steamrunners* served as scouts during the Dominion War, participating in vital roles during Operation Return in 2374, the second Battle of Chin'toka, and the Battle of Cardassia in 2375.

SYSTEMS

COMMS 09 ENGINES 11 STRUCTURE 12

COMPUTERS 09 SENSORS 08 WEAPONS 10

DEPARTMENTS

COMMAND - SECURITY +1 SCIENCE -

CONN +1 ENGINEERING +1 MEDICINE -

SCALE: 4

WEAPONRY:

- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENTS

Steamrunner-class starships have the following Talents:

- Ablative Armour
- Improved Damage Control
- Improved Impulse Drive

