

# FEDERATION-CLASS

**Entered Service:** 2253. *Federation-class* starships were retired from service after 2301.

**Overview:** The Federation has always been reluctant to build warships, but even the most ardent proponents of peaceful exploration acknowledge that hostile Klingon and Romulan dreadnoughts would be difficult to combat, even for a heavy cruiser such as the *Constitution-class*. In the mid-23rd Century the admiralty reluctantly agreed it made sense to design and test a "battleship" while enemy forces were not advancing. It was decided that a Federation dreadnought be constructed. The original design was to be bulkier and hardier variant of the *Constitution-class*, but with only minimal increased firepower so its construction would not be seen as a preparatory act for invasion. Originally the class was tellingly named the "*Dreadnought-class*" but this was seen as needlessly aggressive, and eventually the design was patriotically renamed the "*Federation-class*".

**Capabilities:** Mimicking the functional design of *Constitution-class* starships, the *Federation-class* retains the two-hull design with a saucer-shaped primary hull connected by a slender neck to a cylindrical secondary hull that houses main engineering, the shuttle bay, and the class' twin deflector dishes. Unlike the *Constitution-class*, *Federations* placed their shuttle bay at the fore of the secondary hull, just beneath the saucer section. The intent of moving the shuttle bay was to allow the ship to function as a carrier, potentially launching small fighters into combat. The most notable difference of the class was the third nacelle, added with the intent of increasing its speed and the strength of its warp field. However, field testing proved the uneven number of nacelles was not as efficient, unbalancing the warp field during prolonged use, which informed the later four-nacelle design of both the *Gemini* heavy cruiser and *Constellation-class*. Unfortunately, removing the third nacelle from the design was deemed cost-ineffective, as it would require redesigning the entire electro-plasma system, especially after the onset of the Klingon war in 2255. However, the *Federation* saw limited use in that war: by design, it was inferior to the dreadnoughts and battleships of other neighbouring powers, and only the *U.S.S Federation* had been constructed by the start of the war. Following the war, despite the class' difficulty maintaining high warp velocity, it was still the largest and most-powerful vessels in Starfleet until the refitted *Constitution-class* starships of the 2270s. *Federation* vessels were seldom used during peacetime: because of their limited use, high operational costs, and the heavy crew requirements of the vessels—over 500 they were typically kept dry-docked. When they were used, *Federation* ships were often commanded by an admiral and served as the flagship of a fleet. By the 2280s, the *Federation-class* vessels had been modified into a refit version based on similar changes made to *Constitution-class* vessels, which corrected many of the power issues and warp imbalance problems that plagued the line. However, only a small percentage ended up being refit, as Starfleet instead decided to move forward with the much larger *Excelsior-class* for the next generation of admiralty ships.

## SYSTEMS

COMMS 07

ENGINES 09

STRUCTURE 09

COMPUTERS 07

SENSORS 07

WEAPONS 08

## DEPARTMENTS

COMMAND +2

SECURITY +1

SCIENCE —

CONN —

ENGINEERING —

MEDICINE —

SCALE: 4

### TALENTS

#### WEAPONRY:

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

*Federation-class* starships have the following Talents:

- Command Ship
- Improved Hull Integrity
- Redundant Systems

