PROMETHEUS-CLASS

Entered Service: 2374.

Overview: Following the initial failures of the *Defiant*-class starship in 2368, Starfleet tentatively considered alternative other countermeasures to the Borg threat, with numerous more experimental and radical designs considered. Because of the experimental nature of some of the designs, full testing was delayed until after the launch of the *Sovereign*-class. Following the Battle of Sector 001 and the looming Dominion threat, work on the *Prometheus*-class was accelerated. The *Prometheus* was designed for tactical missions and built to be fast, maneuverable, and largely self-sufficient.

Capabilities: The closest Starfleet has ever come to designing a warship, the *Prometheus*-class features both heavy armaments and defensive systems: despite being roughly 414 meters in length (slightly smaller than an *Excelsior*-class starship) it has an impressive eighteen phaser arrays and multiple torpedo launchers, making the ship almost as well armed as the much larger *Sovereign*-class. The design also features ablative armour, regenerative shields, and its unique *Multi-vector Assault Mode*. Similar to the saucer separation of earlier ships, the *Prometheus*-class was able to split into three self-sufficient modules, each with their own warp reactors, deflector shields, phaser arrays, and torpedo launchers. This enabled the ship to engage in operations against numerous smaller vessels of focus fire on a single opponent. The class' torpedo launchers were also designed to accommodate multiple sizes of projectile, allowing it to also employ quantum torpedoes if required by its mission. Noted for its sleek design, the *Prometheus* had a triangular primary hull connected to a large rectangular engineering subsection. Featuring two pairs of full sized warp nacelles, the *Prometheus* was able to generate an extremely stable warp field while alternating nacelles to maintain high warp speeds for a prolonged duration, making it the fastest ship in the fleet, capable of reaching speeds of Warp 9.98. The ship's saucer section also featured smaller warp nacelles that retracted into the hull when not in use. These smaller nacelles were typically limited to lower warp speeds, but if the ship separated at higher warp, the nacelles were capable of maintaining the existing warp bubble allowing higher than normal speed for a short time. Because three times as much space in the ship was devoted to system (such as deflectors , warp reactors, life support, and computer cores), the *Prometheus* had limited space for crew. But as has three separate computer cores and made use of the new neural gel packs systems, it features a high degree of automation. While 175 crewmembers were expected for typical operation, the ship was capable of being commanded by as few as a half-dozen officers for a short duration. Another innovation of the class was the inclusion of holoemitters throughout the ship, for such uses as holographic communication, quickly generating tools or simple equipment, and permitting the Emergency Medical Hologram access to the entire ship. Owing to the class' limited space in the class for leisure facilities, these shipwide holoemiters also enable recreational activities to take place in crew quarters or empty cargo bays. As future models of the class are designed and constructed built, other uses of the holoemiters are being considered, such as security holograms

SYSTEMS

COMMS	08	ENGINES	12	STRUCTURE	10
COMPUTERS	10	SENSORS	08	WEAPONS	12

DEPARTMENTS

COMMAND	—	SECURITY	+2	SCIENCE	—
CONN	+1	ENGINEERING	—	MEDICINE	—

SCALE: 5

WEAPONRY:
- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 4)

TALENTS

Prometheus-class starships have the following Talents:

- Ablative Armour
- Improved Warp Drive
- Multi-vector Assault Mode
- Secondary Reactors

PROMETHEUS-CLASS

Alpha Section: The upper section of the ship contains the main bridge and primary computer core. It also houses the conference chamber, the ship's lounge, as well as the quarters of the senior officers.

Beta Section: The middle section of the ship houses the main sickbay and the vessel's shuttle bay along with the quarters of the junior staff. The main holodeck and cargobays are also found in this section.

Gamma Section: The lowest section houses main engineering, which manages all three warp reactors when connected. This section also houses the primary navigational deflector. At the bottom of Gamma Section are landing gears, allowing the entire ship (or just this section) to make planetfall.

MULTI-VECTOR ASSAULT MODE

REQUIREMENT: Prometheus-class.

The ship is designed so that it can separate into multiple sections (Alpha, Beta, and Gamma), which can operate as three distinct ships. Each section has the same Systems, Departments, Talents, and weapons, but their Scale is two lower than the whole ship, and each section only one third the Power that the ship had before separation (rounded up). Furthermore, if the ship has suffered any damage, ongoing effects of that damage apply equally to all sections.

If the ships can communicate, they can coordinate their attack against a single target. The lead section makes its attack assisted by one or both of the other sections. If the attack is successful, it gains the Piercing Damage Effect with a rating equal to 1 plus the number of assisting ships.

Separating or reassembling the ship is a Control + Conn Task with a Difficulty of 2, assisted by the ship's Computer + Conn, performed from either the helm or internal systems position, or from main engineering. Separating and reconnecting cannot be done if the Structure or Computer of any ship has been Damaged or Disabled.

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