

ARCHER-CLASS

Entered Service: 2258

Overview: Following the Federation-Klingon War of 2255, Starfleet was primarily focused on recovery efforts, including repairing damaged starbases and outposts, and replacing lost subspace relays. While replenishing the fleet was a priority, but the associated costs in time and resources need to produce new *Constitution*, *Crossfield*, *Pioneer*, and *Ranger*-class vessels made this was a slow process. Meanwhile, Starfleet was committed to its mandate of exploration, prioritizing ships for scientific missions unless a humanitarian crisis occurred. This meant starbases, deep space stations, and outposts were left to fend for themselves, desperately needing additional support. The *Archer*-class was the solution: quick to produce, the Starfleet Corp of Engineers was able to produce over a dozen in a single year without impacting the production of larger vessels, and the ships were small enough to be constructed in a starbase's drydock. The ship was hastily designed, and the hull based on the *Paris*-class light cruisers from the 2190s, but updated with the newest engines, deflectors, and reactor.

Capabilities: Named for the 22nd century explorer and the fourth President of the United Federation of Planets, Jonathan Archer, the *Archer*-class was small and fast. Officially a "scout vessel", the ship was designed to be fast and easily maintained with a low profile. It was often joked the class could go "to the edge of nowhere and peek behind the curtains." While primarily scouting vessels, they were also used as couriers, escorts, officer transports, and limited border patrol vessels. Starbases often had one or two *Archer* ships for ferrying crew between nearby systems as well as missions in local space, while border stations typically had one for reconnaissance missions. Because of their smaller mass and recent improvements in engine designs, an *Archer* ship was faster than a *Constitution*-class starships and able to outmaneuver most cruisers. It's flat profile made its warp field particularly stable, allowing it to push speeds of up to Warp 9. The ship had limited armaments, with only a single, multipurpose torpedo/probe tube and twin dorsal phaser banks. An *Archer* class had a standard crew complement of 12 to 14. Of these, only the captain and first officer had private quarters while the rest shared bunks. As the ship only had a single full deck, it used ladders in place of turbolifts.

SYSTEMS

COMMS 08

ENGINES 09

STRUCTURE 07

COMPUTERS 07

SENSORS 09

WEAPONS 07

DEPARTMENTS

COMMAND -

SECURITY -

SCIENCE +1

CONN +2

ENGINEERING -

MEDICINE -

SCALE: 2

WEAPONRY:

- Phaser Banks
- Photon Torpedoes

