

CONSTITUTION

Entered Service: 2230

Overview: In the year 2155, Tholian scientists opened an interphasic rift into an adjacent parallel universe and lured a ship the rift into their reality. The rift was unstable and experienced temporal drift, resulting in the far side of the rift being opening a century into the future. The captured ship was the *U.S.S. Defiant*, a "Constitution-class" starship. Becoming aware of the vessel, the Emperor of the Terran Empire seized it for herself and used it to consolidate power. While limitations of engineering prevented all of the technology from being replicated, Terran scientists learned enough to arm their ships with weaponry a century more advanced than neighbouring powers, allowing the Empire to expand into Romulan, Klingon, and Cardassian territory. By the first decades of the 23rd Century, manufacturing technology had caught up to the designs of the *Defiant*; when designing their newest class of medium cruisers, the Terran Empire decided to replicate the outward design of the *Defiant* as closely as possible, as an homage to the vessel that led to two-centuries of prosperity. While the outer appearance of the ships were largely identically, interior systems included various advancements made over the decades. This design proved successful and well received, and several dozen *Constitution*-class ships were rapidly produced.

Capabilities: As an Imperial enforcement vessel, the *Constitution*-class needed the best targeting systems available, and employed the newly adapted duotronic computer system created under the supervision of Professor Richard Daystrom in 2229. This breakthrough in virtual intelligence allowed the computer to develop a personality able to demonstrate loyalty for its captain, refusing to comply with traitors. The computer system was able to maintain a target lock on three times many targets as the prior targeting system, giving *Constitution*-class vessels weapon accuracy unable to be matched until the late 2290s. To aid in the pacification of rebel systems, the design had a large shuttlebay with four class-F assault craft, but during invasion missions could host six. While the warp propulsion systems were not improved from the *Defiant*, they retains its rugged design and were easily repaired. This resilience allowed *Constitution*-class vessels to operate slightly above their precautionary limits. Automation of critical systems was still limited, and the *Constitution*-class required over 450 crewmembers for operation, with three-person teams crewing each of the design's eight phaser banks and five-person teams crewing its four torpedo launchers. To save on the already high number of crew on board, these teams were made up of crew from the vessel's security and MACO units that would not typically be needed during space combat operations.



SYSTEMS

COMMS 07

ENGINES 08

STRUCTURE 09

COMPUTERS 07

SENSORS 06

WEAPONS 09

DEPARTMENTS

COMMAND +1

SECURITY +2

SCIENCE -

CONN -

ENGINEERING -

MEDICINE -

SCALE: 4

WEAPONRY:

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

TALENTS

Constitution starships have the following Talents:

- Fast Targeting Systems
- Rugged Design

