

EMISSARY-CLASS

Entered Service: 2395

Overview: During the Dominion War, the newest and most advanced ship in the fleet—Starfleet's "big guns"—was the *Sovereign*-class. Designed for exploration, the class was built to defend itself from threats both known and unknown. However, these ships were kept off the front—lines focused on local diplomatic crisis, tasks for which the more spartan ship was less suited. This highlighted a need for dedicated ambassadorial ships assigned to the Starfleet Diplomatic Corps. A replacement for the aging *Ambassador*-class of the 2330s. Following the war, replenishing Starfleet's defensive capabilities took priority for the better part of a decade, and it was not until the early 2380s that work on a dedicated ambassadorial cruiser began. The first diplomatic ship was a success, but proved too small to move between systems for extended periods, requiring frequent returns to starbases. As such, these first vessels were unable to really push into the frontier surrounding the Federation. Starfleet decided to take a risk and build a larger diplomatic vessel, comparable in size to the *Sovereign*. This was the *Emissary*-class.

Capabilities: Prior to the 2390s, Starfleet's larger deep space exploration vessels were focused on scientific missions. The *Emissary*-class was an experiment, to test the viability of a deep space exploration vessel focused instead on diplomacy rather than science, effectively being a *Galaxy*-class starship that replaces the research laboratories with diplomatic suites and reception halls. Many *Emissary* vessels were assigned to patrol the Federation and respond to disputes between member worlds, spending years in space moving between systems, or seeing to first contact with worlds inside the borders of the Federation just developing warp travel. Other *Emissary* vessels were sent into the fringes of the Federation, seeking new life in regions such as the Shackleton Expanse beyond Klingon space, or the newly opened Sabine Expanse on the far side of Cardassian territory. Because they were required to potentially spend years away from starbases, *Emissary* classes had ample recreation facilities, with space for the families of crew to remain onboard. Slightly larger than a *Galaxy*-class, *Emissary* ships had a crew complement of a 1,000, but could easily house twice that number. The class possessed the most advanced communication system in the fleet, which was unrivaled for several decades and allowed ship to function as a portable subspace relay for other nearby vessels. The *Emissary*-class was also a part of a larger experiment performed by the Corp of Engineers, labeled the "*Star Cruiser Initiative*". Expanding upon the innovation of saucer separation, various different classes of "Star Cruisers" were designed, all built to be the same size and with compatible fittings. This allowing these ships to swap saucers and even nacelle pylons.

SYSTEMS

COMMS 12 ENGINES 11 STRUCTURE 10

COMPUTERS 11 SENSORS 09 WEAPONS 09

DEPARTMENTS

COMMAND +2 SECURITY - SCIENCE -

CONN - ENGINEERING - MEDICINE +1

SCALE: 6

WEAPONRY:

- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 5)

TALENTS

Emissary starships have the following Talents:

- Diplomatic Suites
- Improved Power Systems
- Saucer Separation
- Secondary Reactors

