

ECV (ORVILLE)

Entered Service: 2419 (Alternate Universe)

Overview: The combined fleet of the Planetary Union is comprised of over 3,000 vessels performing a number of tasks throughout the Union and known space. Among the fleet are the roughly two-hundred *Exploratory Class Vessel* (or ECV), which are a mid-sized cruiser designed for charting unexplored regions of the galaxy as well as making contact with new alien lifeforms. These vessels supplement the Union's heavy cruisers, such as the much larger *Leviathan-class*, while also replacing its older *Science Class Vessels* in the field. With thousands of ships and hundreds of ECVs, the Union often found itself understaffed, especially in terms of command officers.

Capabilities: Like all Union ships, ECV cruisers possess a dysonium-powered quantum drive that uses three spatial tensor coils to propel the ship at speeds up to 10 light years per hour (which translates into Warp 9.99974). The outer hull is made of a durable metal, while the inner walls are reportedly made of synthetic fibers that form an artificial plant system that naturally recycles the atmosphere and can sustain the ship's crew complement of 300 for several months. The class is also largely self-sustaining in terms of water which is implemented by its Matter Synthesizers. Other features of the ship include its environmental simulator, mess hall, and a shuttle bay that houses two shuttles with space for an additional visiting ship. Most ECV ships are equipped with two science labs, which are arguably better equipped for general scientific experimentation than the labs on a Science Class Cruiser's, which tend to be more focused. Primarily designed for cartographical and exploratory missions, ECV cruisers have essential armaments only and are not designed for military operations or combat missions. Like most Union craft, it is equipped with deflector screens from impacts and hostile weaponry. These deflection screens can be adjusted to counter specific form of energy, such as plasma storms, cosmic radiation, and the like. An ECV's weapon systems includes plasma cannons and torpedoes. The cannons are more precision, being able to strategically target subsystems and locations on an enemy vessel, while the more powerful plasma torpedoes are less accurate but inflict far more damage. ECV ships have six torpedo launchers: four at the bow and two aft torpedo tubes.

SYSTEMS

COMMS 09

ENGINES 11

STRUCTURE 07

COMPUTERS 08

SENSORS 08

WEAPONS 07

DEPARTMENTS

COMMAND +1

SECURITY -

SCIENCE +1

CONN +1

ENGINEERING +1

MEDICINE -

SCALE: 3

WEAPONRY:

- Plasma Cannons
- Plasma Torpedoes
- Tractor Beam (Strength 2)

TALENTS

ECV starships have the following Talents:

- Advanced Sensor Suites
- Quantum Drive (Improved Warp Drive)

PLASMA WEAPONS

- Plasma Torpedoes have long been used by the Romulans. Union Plasma Torpedoes have a base damage of 3 ⚔ Persistent 1, and the Calibration Quality.
- Plasma beams are energy weapons like Phasers or Disruptors, only releasing a steady contained stream of plasma. Plasma weapons grant the Versatile 1 Quality and have the Piercing 1 Damage Effect.

