

AKYAZI-CLASS PERIMETER ACTION SHIP

Entered Service 2284

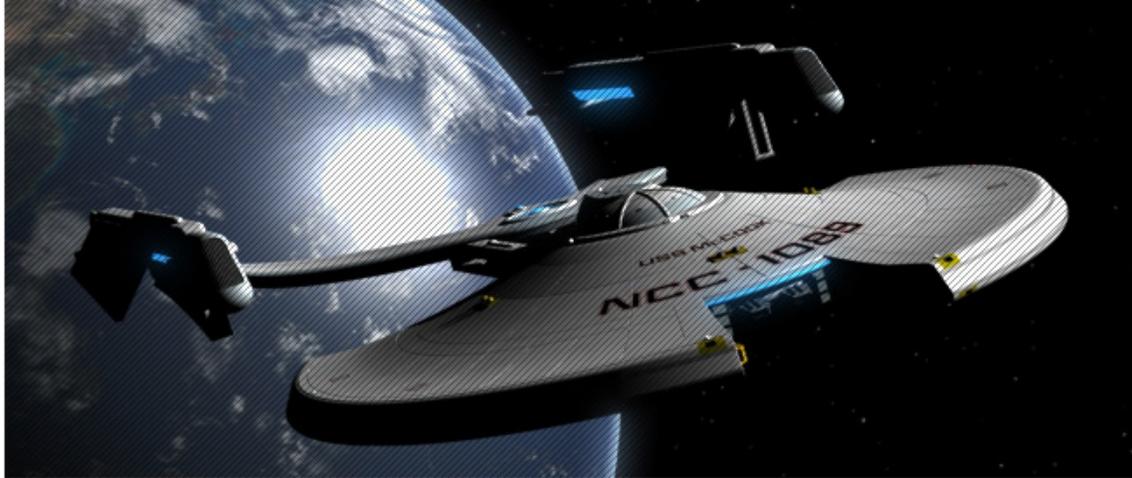


Image from the Pegasus Fleet wiki.

Overview: During the conflict with the Klingons in 2269, the Federation began developing plans to replace aging designs for its Perimeter Action Ships (PAS). Starfleet hoped to deescalate hostilities with the Klingon Empire and shelved the plans for more than a decade until the devastating Taal Tan Offensive began in 2283. The project was fast-tracked and a year later the first *Akyazi*-class starships were launched and quickly became an integral part of the Federation's border fleets. They were an untested deterrent for years until the *U.S.S. Eleusis* and *U.S.S. Acavus* clashed with Orion raiders in 2387 and soon after engaged with five Klingon ships. Both engagements were decisive victories for Starfleet and many more *Akyazi*-class spaceframes went into production the same month.

Capabilities: Perimeter Action Ships are the first line of defense for Starfleet. They are fast and deadly designs, organized around their weapon systems and propulsion. The Federation border is a wide expanse of space and it's impossible to station ships everywhere. Instead, PAS groups patrol sections of the border and quickly warp to where they're needed. Having such a combat-oriented design in Starfleet made many peaceful members of the Federation Council uncomfortable, including the Vulcans and Deltans. There's no denying that the *Akyazi* class is effective, though, and so it is likely to remain a large part of the border fleets.

Systems

Comms	8	Engines	9	Structure	9
Computers	8	Sensors	9	Weapons	7

Disciplines

CMD	+1	SEC	+1	SCI	--
CONN	+1	ENG	--	MED	--

Scale: 4

Attacks

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

Talents

Akyazi-class starships have the following Talents:

- Improved Warp Drive
- Secondary Reactors

Arbiter-class Variant

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After six months of service, Starfleet engineers already had lists of improvements to the *Akyazi* design. Many of these were implemented in scheduled retrofits but some suggestions required a complete overhaul and a variant spaceframe design. Reinforcements were added to the frame's design at the cost of some of the sensor refinements, making the *Arbirter*-class variant more of a long-term voyage vessel for the more remote parts of the border area. The ship is also fitted with damage control systems to allow it to engage easily with the enemy even when not supported by other vessels.



Image from the *U.S.S. Albion* site.

Changes: Decrease Sensors by -1, increase Structure by +1, and replace Secondary Reactors with Improved Damage Control.