

# SHIKARIS

Entered Service: 2225

**Overview:** Located in a distant part of the Alpha Quadrant from much of the rest of the Federation, the Caitians had the misfortune to be located in a sparsely inhabited part of the galaxy, which limited their initial attempts at exploration. A large asteroid belt was also located in the same system as Cait, which provided an ample source of ore and dilithium, reducing the need of the Caitians to build large mining vessels. Late in the 22nd Century, the Caitians encountered the Tholians, and lost several ships to this unexpected conflict. Reluctant warriors at the best of times, the Caitians built the *Shikaris* escort ships to patrol their borders and defend their outposts. Unlike traditional patrol craft, *Shikaris* were built for stealth, running silently and emitting few signals, which allowed the Caitians to guard their space without revealing their exact borders or numbers.

**Capabilities:** Caitians are descended from ambush predators, and their ships are designed to work in packs and rely on surprise attacks. The advanced communication systems in the *Shikaris* allow rapid sharing of information, permitting attack wings of a half-dozen ships to coordinate fire in real-time. Standard Caitian tactics were for one or two ships to aid a lead ship, concentrating their fire on the same system. The ship has a narrow wedge-shaped primary hull atop the ship, which houses the bridge and main engineering. Directly beneath this hull are the engines, hybrid impulse-warp nacelles, which are protected by a heavy armoured cowling that covers much of the ventral half of the ship. Curving around the primary hull is a crescent secondary hull, which houses the crew quarters as well as any mission-specific equipment in the modular spaces. By surrounding the nacelles and engineering section with the crew quarters, *Shikaris* ships had a small energy signature, making them difficult to detect with passive sensor sweeps.

## SYSTEMS

COMMS 08

ENGINES 08

STRUCTURE 06

COMPUTERS 06

SENSORS 06

WEAPONS 07

## DEPARTMENTS

COMMAND +1

SECURITY +1

SCIENCE -

CONN +1

ENGINEERING -

MEDICINE -

SCALE: 3

### WEAPONRY:

Disruptor Cannons

### TALENTS

*Shikaris* starships have the following Talents:

Improved Power Systems

