

Decker-class Destroyer (NCC 60XX)

SERVICE PERIOD: 2275 - 2375

OVERVIEW: When quick and deadly warships became a necessity for escort missions and battle maneuverability, the Decker class was born. Armed with phaser arrays and an abundance of torpedoes, the Decker often ended conflicts without firing a shot due to the intimidation it brought to the battlefield.

CAPABILITIES: Capable of Warp 9 for short distances, these ships could quickly get to an escalating tension or full on battle and help sway the confrontation towards the Federation's side.

SYSTEMS

Comms 09 Engines 09 Structure 09
Computers 08 Sensors 07 Weapons 09

DEPARTMENTS

Command +1 Security +2 Science --
Conn -- Engineering +1 Medicine --

SCALE: 04

ATTACKS

Phaser Banks

Photon Torpedoes

Tractor Beam (Strength: 03)

TALENTS

Decker-class starships have the following talents

Fast Targeting Systems The ship doesn't suffer the normal Difficulty increase for targeting a specific System on the enemy ship.

Rapid-Fire Torpedo Launcher Whenever the crew adds 3 threat to fire a torpedo salvo, they may re-roll a single d20 on the attack and any number of ▲ dice on the damage roll.

STANDARD COMPLIMENT

Officers 100
Crew 100
Passengers 10

DIMENSIONS

Deadweight Tonnage 140,603 Metric Tons
Length 288 m
Beam 120 m
Draft 52 m

Warp Speed (TOS) Cruise:10 / Max: 14
Warp Speed (TNG) Cruise 06 / Max: 09

