

Paine-class Frigate (NCC-90XX)

SERVICE PERIOD: 2290-2382

OVERVIEW: As the Federation began to expand its borders, the outskirts of its territory was challenging to protect at first. In many cases, when borders were extended as new civilizations became members, Starfleet's fleet was spread too thin and proper support often took time to relocate. Sadly, this opened the doors to seedy groups looking to capitalize on the lack of protection.

The *Paine* class ships were built as an answer to the growing problem of piracy. A quick build of four per year allowed for these ships to rapidly support new borders and trade routes.

CAPABILITIES: With powerful shields and top of the line communications, the *Paine* class ships were able to maintain contact with an enemy craft while rapidly relaying data to the rest of the fleet. Combine that with a warp 6 cruising speed and a full arsenal of phasers and torpedoes, and the *Paine* class ships were a vital tool in the days of expansion.

SYSTEMS

Comms	11	Engines	07	Structure	07
Computers	10	Sensors	10	Weapons	10

DEPARTMENTS

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

SCALE: 04

ATTACKS

Phase Cannons

Photon Torpedoes

Tractor Beam (Strength: 03)

TALENTS

Paine-class starships have the following talents

Advanced Shields: The ship's maximum Shields are increased by 5.

Electronic Warfare Systems: Whenever a character succeeds on the ship succeeds at the Intercept or Signal Jamming Tasks, they may spend 2 Momentum to select one additional ship to be affected as well.

STANDARD COMPLIMENT

Crew	85
Passengers	15

DIMENSIONS

Deadweight Tonnage	139,805 Metric Tons
Length	250 m
Beam	120 m
Draft	80 m

Warp Speed (TOS)	Cruise: 12 / Max: 14
Warp Speed (TNG)	Cruise 06 / Max: 09

