

U.S.S. STARGAZER (2353)

CONSTELLATION-CLASS TACTICAL OPERATIONS VESSEL



The **USS Stargazer** is a 23rd century Federation *Constellation*-class starship, currently assigned to the Cardassian boarder. In 2333, Jean-Luc Picard served as a bridge officer on this vessel and took command when his commanding officer was killed in battle, and has served as its captain ever since. Picard would later describe the *Stargazer* as an "overworked, underpowered vessel, always on the verge of flying apart at the seams."

CLASS: Constellation

COMMISSIONED: 2285

MISSION PROFILE: Tactical Operations

TRAITS: Federation Starship, Long Serving, Flying Apart at the Seams

SYSTEMS

COMMS 09

ENGINES 10

STRUCTURE 09

COMPUTERS 08

SENSORS 10

WEAPONS 10

DEPARTMENTS

COMMAND 02

SECURITY 04

SCIENCE 01

CONN 03

ENGINEERING 03

MEDICINE 02

POWER: 10 **SCALE:** 4

SHIELDS: 13 **RESISTANCE:** 4

ATTACKS:

- Phaser Banks (Energy, Range Medium, 8 ▲, Versatile 2)
- Photon Torpedoes (Torpedo, Range Long, 7 ▲, High-yield)
- Tractor Beam (Strength 3)

STARSHIP TALENTS:

Improved Warp Drive: The ship's warp drive is more efficient, capitalizing on improved field dynamics, better control of antimatter flow rates, or some other advancement that allows the ship to expend less energy when travelling at

warp. Whenever the ship spends Power to go to warp, roll 1 ▲ for each Power spent; for each Effect rolled, that point of Power is not spent.

Extensive Shuttlebays: The vessel's shuttlebays are large, well-supplied, and able to support a larger number of active shuttle missions simultaneously. The ship may have twice as many small craft active at any one time as it would normally allow, and it may carry up to two Scale 2 small craft.

Fast Targeting Systems: The ship's targeting systems can lock weapons on target much faster and more accurately than other ships of its class, giving it an edge in battle. The ship does not suffer the normal difficulty increase for targeting a specific System on the enemy ship.

Advanced Sensor Suites: The vessel's sensors are amongst the most sophisticated and advanced available in the fleet. Unless the ship's Sensors have suffered one or more Breaches, whenever a character performs a Task assisted by the ship's Sensors, they may reduce the difficulty of the Task by one, to a minimum of 0.