ODYSSEY-CLASS

Entered Service: 2409

Overview: By the early years of the 25th Century, Starfleet's exploratory and diplomatic ships had begun to show their age: the *Galaxy*-class was nearing its fiftieth year of service while the *Sovereign*-class was thirty years old. With the start of a new century, the Starfleet Corp of Engineers set to work designing the next generation of starships, fully incorporating new technologies such as Quantum Slipstream Drive, intraship transporter networks, and ship-wide holo-emmiters. The *Odyssey*-class was the largest ship ever constructed by Starfleet; designed as an explorer and a dreadnought, these massive vessels were built to function for years in deep space and engage in prolonged exploratory missions in distant reaches of the galaxy. Launched into service in 2409, the class immediately proved its combat prowess when tensions briefly flared up between the Dominion and Federation. Chief among *Odyssey*-class starships is the newly launched flagship of the Federation: the *U.S.S. Enterprise-F*.

Capabilities: At 1062-meters long, the massive *Odyssey*-class was almost 400 meters longer than the *Sovereign*, 125 meters wider, and 60 meters taller. Its cavernous bridge resembled the operations center of a space station, with numerous mission specific and scientific stations. At the rear of the bridge was a transporter pad, which was tied into the ship's transporter network and possessed an independent power supply; *Odyssey* ships retained a turbo lift system, but as the ship was over a kilometer long, travel times between sections could be problematic in emergencies. As a long-range exploration vessel, the internal systems of the class were designed to be modular and easy adapted for a wide variety of missions, and ample space was provided for recreation, with numerous holodecks, multiple lounges, and several fitness centers. Continuing the trend set by the *Prometheus*-class, *Odyssey* ships came equipped with holo-emiters on all decks. While limitations of computer memory restricted the number of interactive virtually intelligent holograms that could be generated at once, the crew could freely generate holograms of landscapes and scenery. Photonic crew members could be generated as needed, with emergency security holograms and engineers supporting biological crew and minimizing loss of life. In order to prevent accidental sentience, these photonic crew had deliberate memory blocks to limit growth. Like the *Galaxy* and *Sovereign* classes, the "chevron" hull of the *Odyssey* was able to separate from the secondary star drive hull. Like the *Sovereign*, a triangular section remained behind, housing the battle bridge. *Odyssey* ships also possessed a secondary patrol craft docked to the aft section of the engineering hull, an *Aquarius*-class light escort, which was often a large Captain's Yacht but could be equipped to serve as a destroyer or landing craft. The *Odyssey*-class retained the classical design of Starfleet cruisers, with an ovoid primary hull and second engineering subsection attached to the warp nacelles by slender pylons. The primary hull of the *Odyssey* was connected to the secondary hull with two curved necks that arced along the secondary hull. With 45 decks, the ship spaciously held its 2,500 crew, however its high levels of automation enable to ship to be mission-ready with a third that number, or even fewer if holograms can be employed.

SYSTEMS

COMMS 09	ENGINES 11	STRUCTURE 12
COMPUTERS 10	SENSORS 11	WEAPONS 10

DEPARTMENTS

COMMAND +1	SECURITY –	SCIENCE +1
CONN –	ENGINEERING –	MEDICINE +1

SCALE: 7

WEAPONRY:
- Phaser Arrays
- Quantum Torpedoes
- Tractor Beam (Strength 5)

TALENTS
Odyssey-class starships have the following Talents:
- Captain's Yacht
- Improved Hull Integrity
- Modular Laboratories
- Quantum Torpedoes
- Saucer Separation