

# U.S.S. LEXINGTON NCC-1709

## FEDERATION STARSHIP

**CLASS:** Constitution-class Heavy Cruiser  
**MISSION PROFILE:** Multirole Explorer  
**COMMISSIONED:** 2245 (Refit 2274)  
**REFITS:** 5 (+2 Comms, +1 Computers, +1 Sensors, +1 Structure)

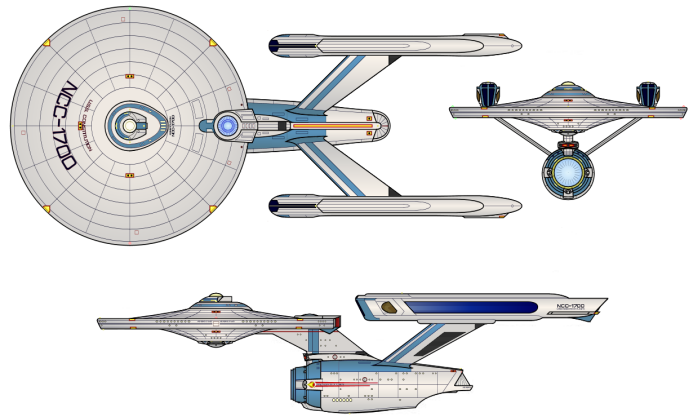
**TRAITS:** Federation Starship, Long-Serving

### DIMENSIONS

**Length:** 304.8 meters  
**Beam:** 141.7 meters  
**Draft:** 71.3 meters

### PROPULSION

**Impulse Velocity:** .75c  
**Cruising Velocity:** Warp 8  
**Sustainable Velocity:** Warp 10  
**Emergency Velocity:** Warp 12



## SYSTEMS

COMMS 09

ENGINES 08

STRUCTURE 09

COMPUTERS 08

SENSORS 09

WEAPONS 08

## DEPARTMENTS

COMMAND 03

SECURITY 02

SCIENCE 03

CONN 02

ENGINEERING 03

MEDICINE 02

### TALENTS:

- **Diplomatic Suites:** When hosting negotiations, members of the crew may be assisted by the ship's *Computers* + *Command* or *Structure* + *Command*.
- **Improved Hull Integrity:** The ship's Resistance is increased by 1.
- **Modular Laboratories:** At the start of an adventure, choose how the laboratories are configured; this counts as an Advantage which applies to work performed within the laboratories.
- **Rugged Design:** Reduce the Difficulty of all Tasks to repair the ship by 1, to a minimum of 1.

**POWER:** 8

**SCALE:** 4

**SHIELDS:** 12

**RESISTANCE:** 5

**CREW SUPPORT:** 4

### ATTACKS:

- Phaser Banks (Energy, Range M, 8▲ Versatile 2)
- Photon Torpedoes (Torpedo, Range L, 6▲ High Yield)
- Tractor Beam (Strength 3)

### SMALL CRAFT:

The *U.S.S. Lexington* carries five type-G shuttlecraft, of which it may support three in operation at any given time.

- *Lamarr* (NCC-1709/1)
- *Hyneman* (NCC-1709/2)
- *Rich* (NCC-1709/3)
- *Tesla* (NCC-1709/4)
- *Musk* (NCC-1709/5)



*"Stand your ground. Do not fire unless you are fired upon, but if they mean war, let it begin here."*

— Captain John Parker