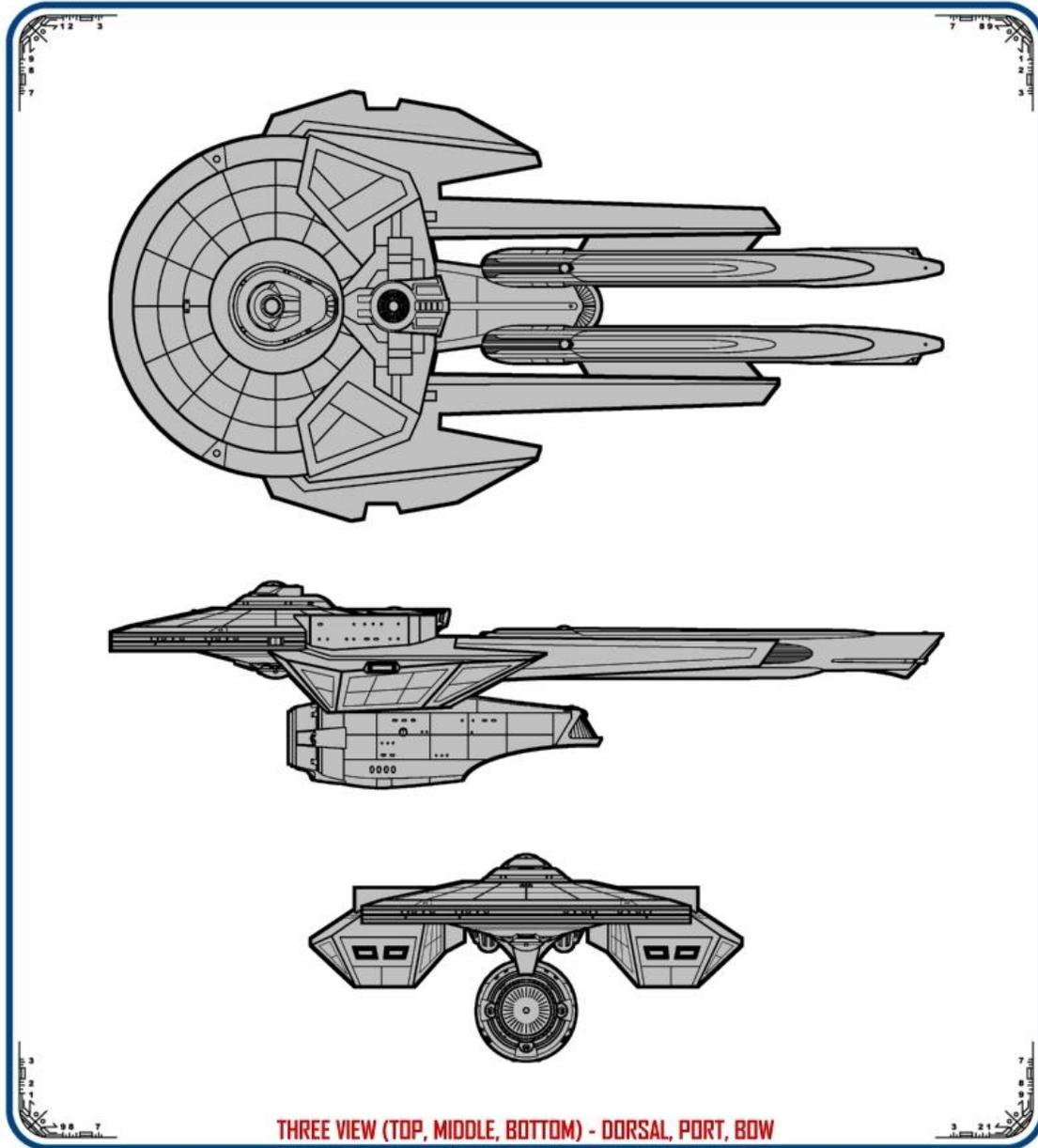


ANDOR-CLASS MISSILE CRUISER

Entered Service: 2274



Dimensions

Length: 267 meters

Beam: 148 meters

Draft: 72 meters

Overview: The *Andor*-class was the only operational missile cruiser in Starfleet. These unique vessels gained the respect and admiration of their crews because of their handling characteristics and offensive capabilities. The overall design came from Andorian design teams contracted to create

STAR TREK ADVENTURES

BY CHRISTIAN "SU-TEHP" FERNANDEZ-DUQUE

a cruiser with photon torpedoes rather than phasers as its main weapons. These ships so captured the heart and spirit of the Andorians that the majority of them were crewed solely by Andorian Starfleet officers. All of these ships have been named for Andorian military and civilian leaders. The *Andor*-class formed the core of all squadrons in the famed “Blue Fleet,” the Andorian Division of Starfleet, and was an integral part of frontline forces for Starfleet during the late 23rd century. The *Andor*-class cruiser was manufactured at the Andor and Salazaar shipyards at a combined rate of 28 per year until production was halted in 2312. The *Andor*-class cruisers were retired and placed in mothballs in 2318.

Capabilities: Like the *Thufir*-class destroyer, another Andorian starship design that was first deployed a few years earlier in 2268, the warp engines of the *Andor* were mounted close together at the center aft of the main hull. This afforded the engines more protection during battle because of the partial cover provided by both the secondary hull and the pontoons extending from the aft of the primary hull. As with all Starfleet vessels, the nacelles could be jettisoned in case of an overload in the matter/anti-matter chamber. The most unusual feature of this vessel was the weapons array. Mounting only a single forward arc phaser bank and 8 photon torpedo launchers (4 in the forward arc, 1 starboard, 1 port and 2 aft), it well deserved its informal name of 'missile boat.' *Andor*-class vessels were capable of engaging the enemy at medium range with their phasers and at long range with their torpedoes. Due to the number of torpedo launchers and the ranges at which they were most effective, these vessels normally operated in combat at a distance of roughly 120,000 km. The *Andor*-class had been encountered and engaged several times by both Romulan and Klingon forces, which were taken by surprise when the Starfleet vessel fired a larger-than-expected spread of torpedoes. In each case, the enemy withdrew from the field of battle before the missile cruiser could be fully put to the test.

Systems

Comms	7	Engines	9	Structure	8
Computers	8	Sensors	8	Weapons	10

Departments

cmd	--	sec	+2	sci	--
conn	+1	eng	--	med	--

Scale: 4

Attacks

- Phaser Banks
- Photon Torpedoes
- Tractor Beam (Strength 3)

Talents

Andor-class starships have the following Talents:

- Improved Reaction Control System
- Rapid-Fire Torpedo Launcher

Shran-class Variant

Entered Service: 2374

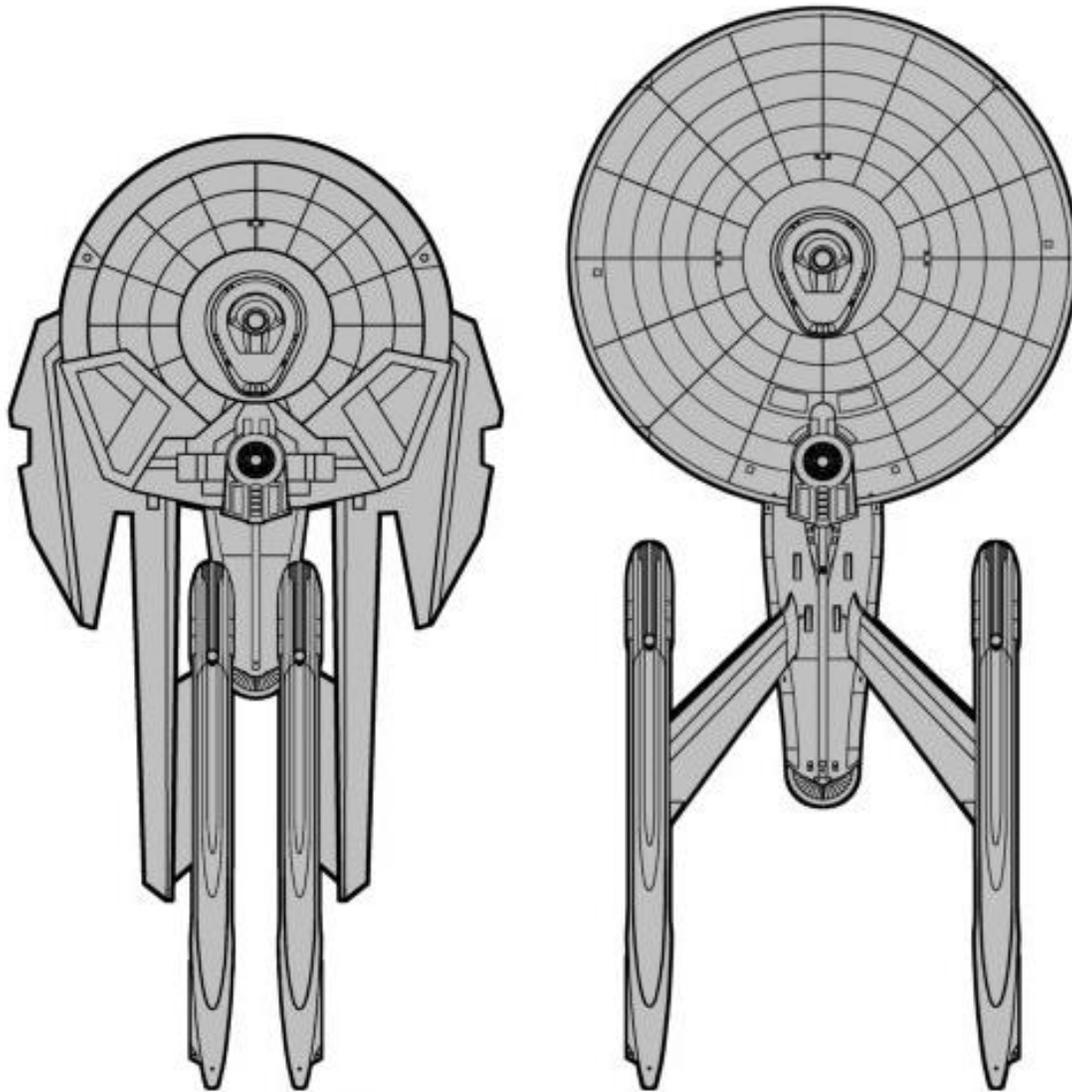
Following the loss of 39 Federation starships at the Battle of Wolf 359 in 2366 and after the enactment of the Starfleet Reactivation Plan of 2367, Starfleet's Advanced Starship Design Bureau (ASDB), the Starfleet Corps of Engineers (SCE), and Starfleet's Shipyard Operations (SO) were all tasked with rebuilding the fleet. Shipyard Operations in particular took the step of activating and refitting mothballed starships in boneyards and surplus depots across the Federation by splicing starship hulls of different classes to create odd-looking but functional starships that would soon become known as the "Frankenstein Fleet." With the development of quantum torpedoes in 2371, the ASDB, the SCE, and the SO all looked at the option of refitting mothballed starships with the new weapon but determined that doing so would have been too time-consuming and impractical.

And then an Andorian Starfleet engineer, Lt. Cmdr. Shoras Ch'zhelras, remembered the *Andor*-class missile cruiser.

Ch'zhelras knew that if the multiple torpedo launchers on the *Andor* could be adapted to fire quantum torpedoes, they would be a formidable weapon against both the Borg and Dominion threats. Ch'zhelras also knew that refitting the *Andor*'s eight torpedo launchers would be far more practical and effective than trying to refit other mothballed classes with their proportionally fewer torpedo launchers. Though it took a great deal of time and effort, Ch'zhelras and his taskforce of SCE engineers managed to refit several dozen *Andor*-class cruisers with quantum torpedo launchers and got them ready to deploy in mid-2374, just after the successful completion of Operation Return during the Dominion War. (Incidentally, the same day the newly refitted *Andors* were ready to deploy fell on the 100th anniversary of the original commissioning of the *Andor*-class, something for which Ch'zhelras took to be a very good omen.) Upon hearing that a new fleet of refitted *Andor*-class cruisers was about to become operational, thousands of Andorian Starfleet officers voluntarily transferred to man them. With the first *Andor*-class missile cruiser to be refitted, the *USS Shran*, serving as its flagship, this new "Blue Fleet" will be a welcome addition in the fight against the Dominion.

Changes: Add the Long-Serving Trait. Add the Quantum Torpedoes Talent. Increase Engines, Sensors, Structure, and Weapons by +2 each, and increase Comms and Computers by +1 each. Add Quantum Torpedoes to the ship's weaponry.

Acknowledgements: The *Andor*, like the *Chandley*, is a starship design I've liked ever since the old FASA days. I want to thank Stephen Near for inspiring me to redesign the *Andor* for Star Trek Adventures with his own STA redesign of the *Chandley*. I'd also like to acknowledge [Sea Tyger](#) for providing his original fanmade STA stats for the *Andor*-class missile cruiser which I have extrapolated from. Thanks especially also to Brad Torgersen for both maintaining the [Star Trek Starship Tactical Combat Simulator Online Database and Archive](#) website and for providing the artwork of the *Andor*. Acknowledgements to FASA for their original backstory of the *Andor*-class and the "Blue Fleet" (but the *Shran*-class variant's backstory is all *my* idea, kids!). Finally, many thanks to Colin "Mephit James" Wilson and Michael Dismuke of [Continuing Mission](#) for their assistance with this rewrite of the *Andor*-class missile cruiser.



Andor class (left) Missile Cruiser, here seen with a larger Constitution class (refit) cruiser, for approximate size comparison.

An Andorian name generator can be found [here](#).