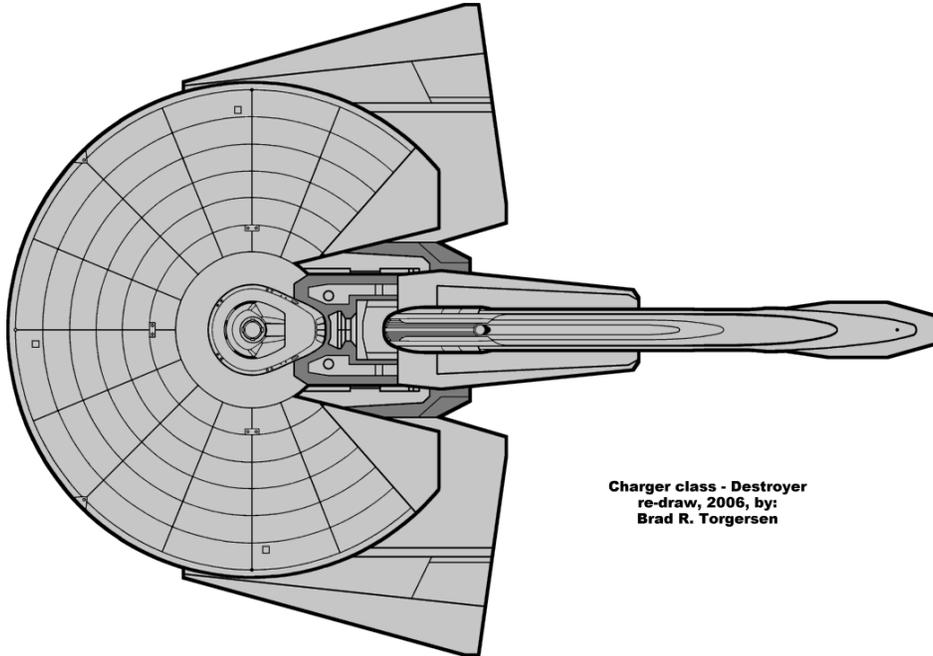
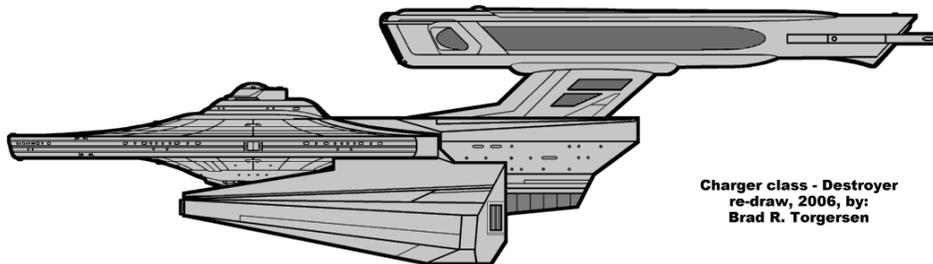


CHARGER-CLASS DESTROYER

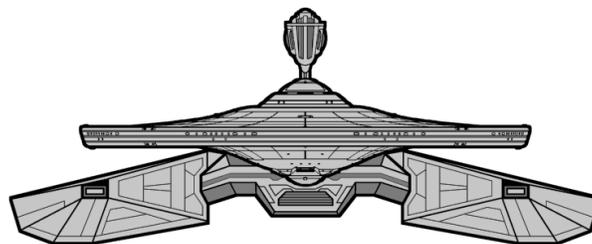
Entered Service: 2277



Charger class - Destroyer
re-draw, 2006, by:
Brad R. Torgersen



Charger class - Destroyer
re-draw, 2006, by:
Brad R. Torgersen



Charger class - Destroyer
re-draw, 2006, by:
Brad R. Torgersen

Dimensions

Length: 215 meters

Beam: 170 meters

Draft: 60 meters

STAR TREK ADVENTURES

BY CHRISTIAN "SU-TEHP" FERNANDEZ-DUQUE

Overview: While the *Remora*-class escort was regarded as “adequate” for its escort mission duties, the Starfleet Admiralty hit upon the notion of using the *Remora*’s spaceframe to create a new destroyer starship by upgrading its weapons and engine. Commodore Joseph R. Holman proposed that the *Remora* spaceframe have its warp core and nacelle upgraded to grant it a faster warp speed and more power for its enhanced weapons. After spending six weeks upgrading its parameters, the Advanced Starship Design Bureau approved the new destroyer for construction, designating it the *Charger*-class. As relations with the Klingons and Romulans were still tense at this time, the *Chargers* were deployed along both Neutral Zones. Since the *Charger*-class is named after an antelope-like lifeform native to the Alpha Centauri system, *Chargers* tend to be named after legendary creatures or predators. *Charger*-class vessels served well in their destroyer role until their retirement in 2317.

Capabilities: The *Charger* carried a crew of 180 officers and crewmen and had room to carry 20 passengers. Thanks to its upgraded warp engine, it had a cruising speed of Warp 10 (OCU) and a maximum speed of Warp 12 (OCU). On her maiden voyage, the *USS Charger* set a new Federation record for sustained warp drive emergency speed duration, maintaining Warp 12 for twelve hours, six minutes, and 15.2 seconds. The *Charger* was armed with one phaser bank that could fire in the forward/port/aft 180° arc and another phaser bank that could fire in the forward/starboard/aft 180° arc as well as two photon torpedo launchers (1 forward/starboard and 1 forward/port). The *Charger* retained the *Remora*’s high maneuverability but with its more powerful engine and upgraded weapons, it was far more able to serve in a destroyer capacity than the *Remora*-class escort could ever hope to do.

Systems

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

Attacks

- Phaser Banks
- Photon Torpedoes
- Tractor Beam (Strength 2)

Departments

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

Talents

Charger-class starships have the following Talents:

- Improved Reaction Control System
- Secondary Reactors

Scale: 3

Basilisk-class Variant

Entered Service 2308

In 2308, the Mark II *Basilisk*-class variant of the *Charger* was built with a more powerful nacelle to grant it an even greater power output curve. Furthermore, the weapons of the *Basilisk* were further upgraded to give them a bigger punch.

Changes: Increase Engines by +1, increase Weapons by +2.

Acknowledgements: I want to thank Stephen Near for inspiring me to redesign the *Charger* for Star Trek Adventures with his own STA redesign of the *Chandley*. Thanks 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 *Charger*. Finally, many thanks to Colin “Mephit James” Wilson and Michael Dismuke of [Continuing Mission](#) for their assistance with this rewrite of the *Charger*-class destroyer.

STAR TREK ADVENTURES

BY CHRISTIAN “SU-TEHP” FERNANDEZ-DUQUE